



## USING SUBSURF FOR HEAD MODELING

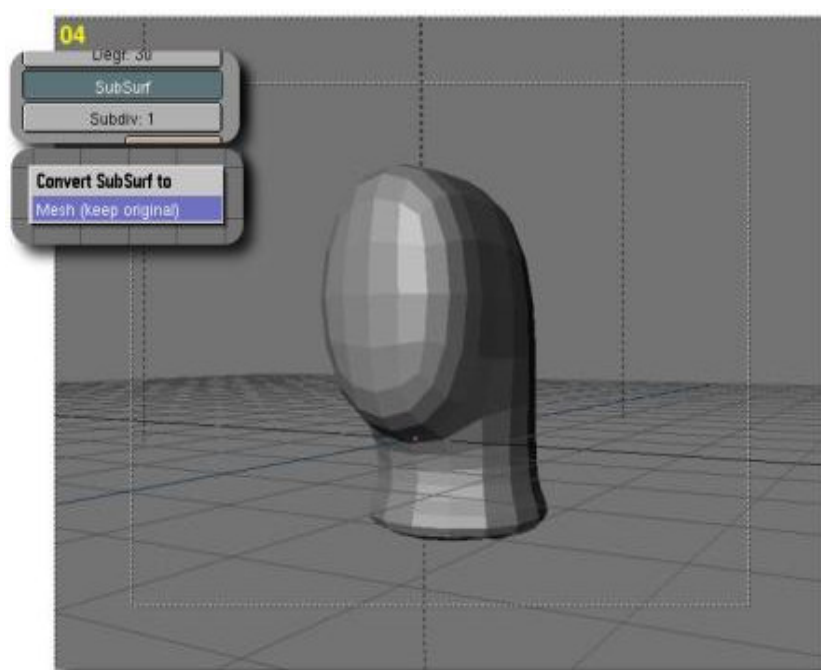
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Introduction — **1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** →

### Step 04

Press again the SubSurf button, and turn the SubSurf into a real mesh once again, and clear the original mesh exactly the same way as in Step 03.

[⏮ Previous Page](#)[Tutorial Index](#)[Next Page ⏭](#)