



## USING SUBSURF FOR HEAD MODELING

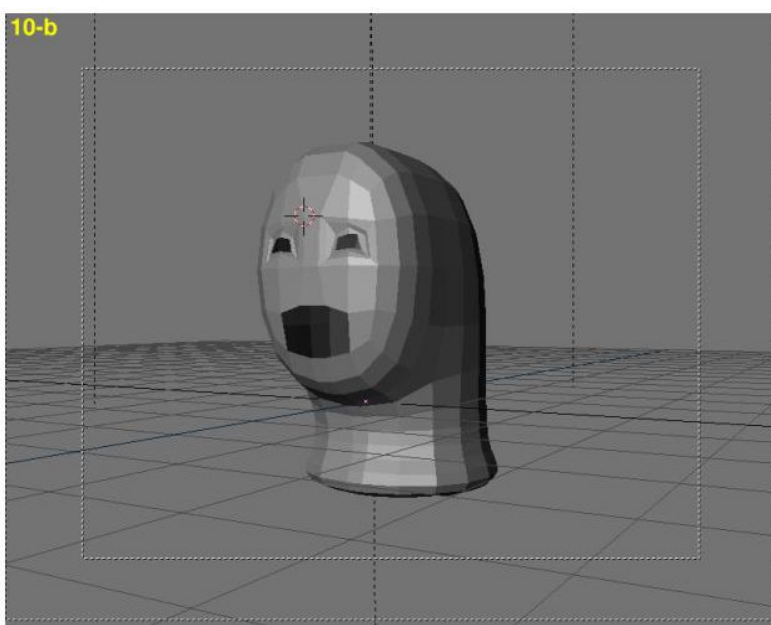
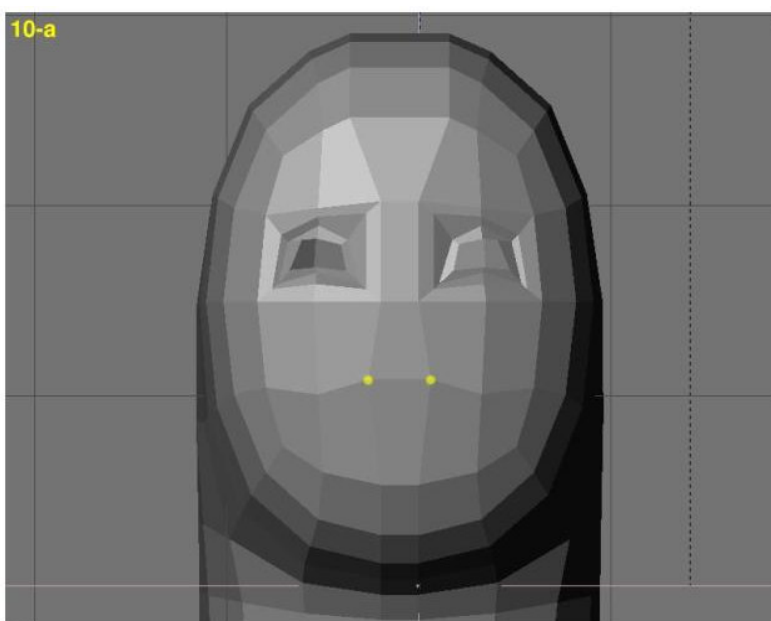
By *Olivier Saraja*


LinuxGraphic.org

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

### Step 10

We are about to model the mouth exactly the same way we did with the eyes. First of all, rearrange slightly the vertice on the upper part of the mouth-to-be (a). Then select the two vertice shared by one of the vertical inner edges of the mouth and delete them (X-KEY, select edges). Do the same with the other two vertice of the last vertical inner edge of the mouth. You now have a wide open mouth gap (b).



 **Previous Page**

**Tutorial Index**

**Next Page** 