



## USING SUBSURF FOR HEAD MODELING

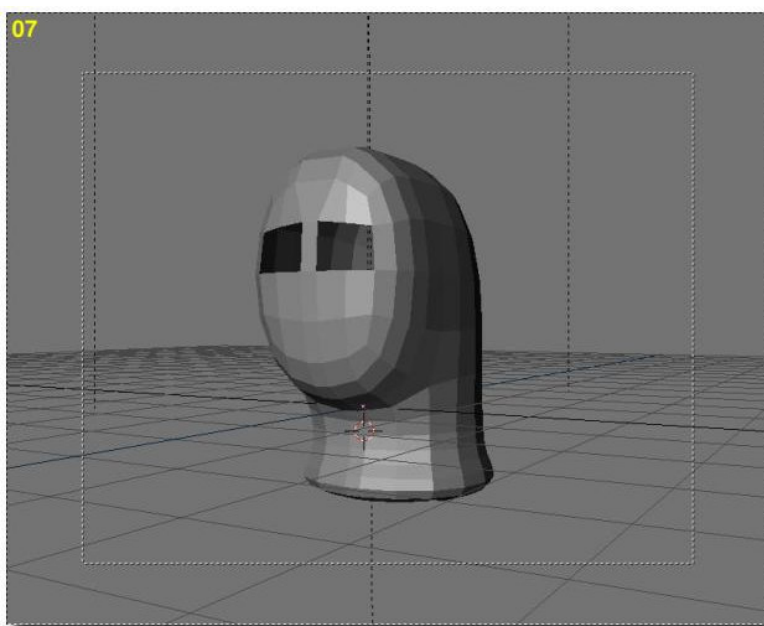
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### Step 07

Delete the central edge from the eye area (X-KEY, select edges). You now have the eye sockets wide open.

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