



USING SUBSURF FOR HEAD MODELING

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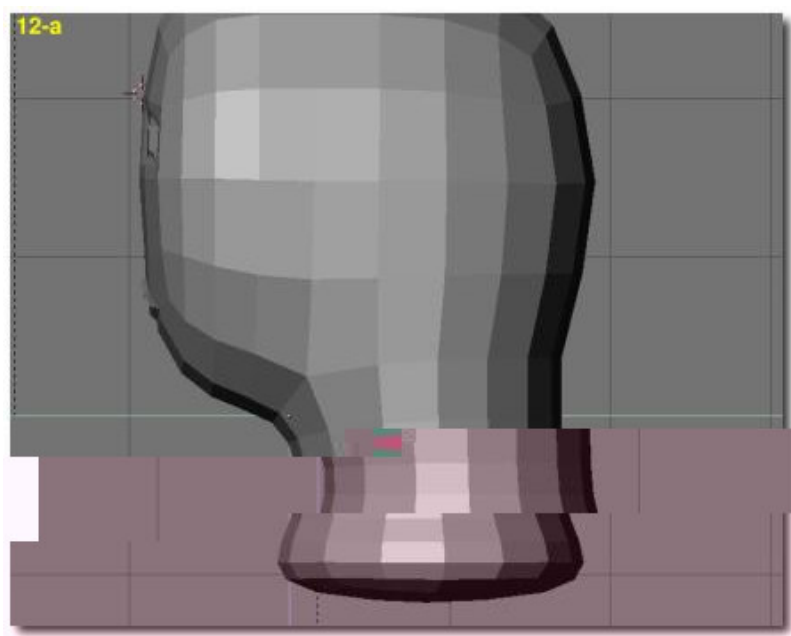
LinuxGraphic.org

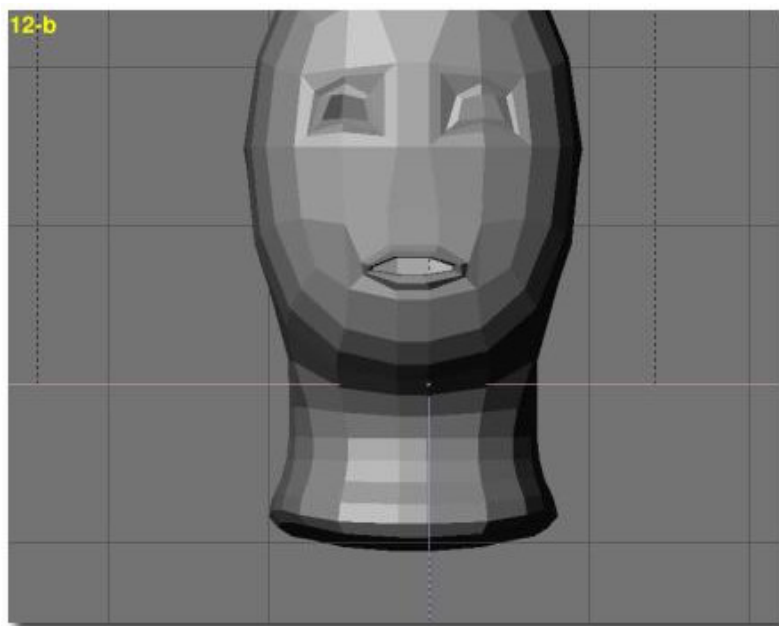
Introduction — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 →

CHAPTER THREE - SHAPING THE HEAD AND FACE MORE ACCURATELY

Step 12

We will now pay some interest to the neck. First of all, in the back view, select the four middle columns of vertex constituting the neck and in side view, move the vertex in order to get something more realistic (a). You should turn on the magnet tool (O-KEY, smooth) and set the effect radius to more or less two grid units. Then, in the side view, select the two middle vertex columns and size them down in the front view (b).





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