



USING SUBSURF FOR HEAD MODELING

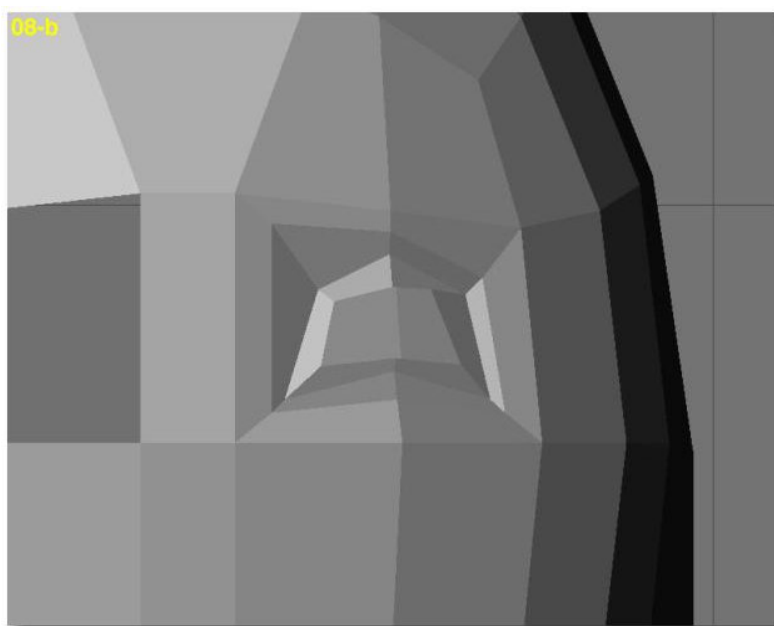
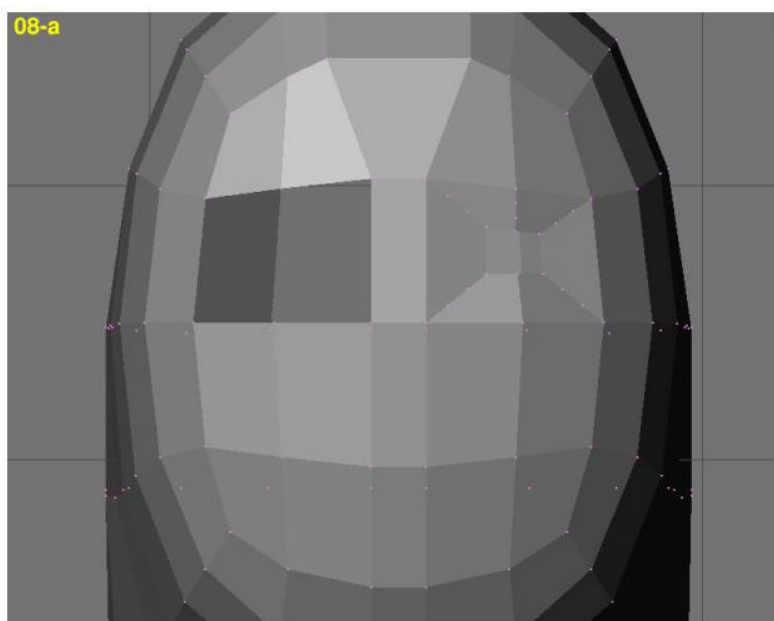
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Step 08

We will use extrusion (E-KEY) and resizing (S-KEY) to create eyelids. Go through it three times (a). Then select the faces from the eye socket, press Select Swap and then Hide. In front view and side view, rearrange vertex by vertex the shape of the eyelid, using the G-KEY. Especially, move the second circle of vertex slightly deeper in the head (b).



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