



USING SUBSURF FOR HEAD MODELING

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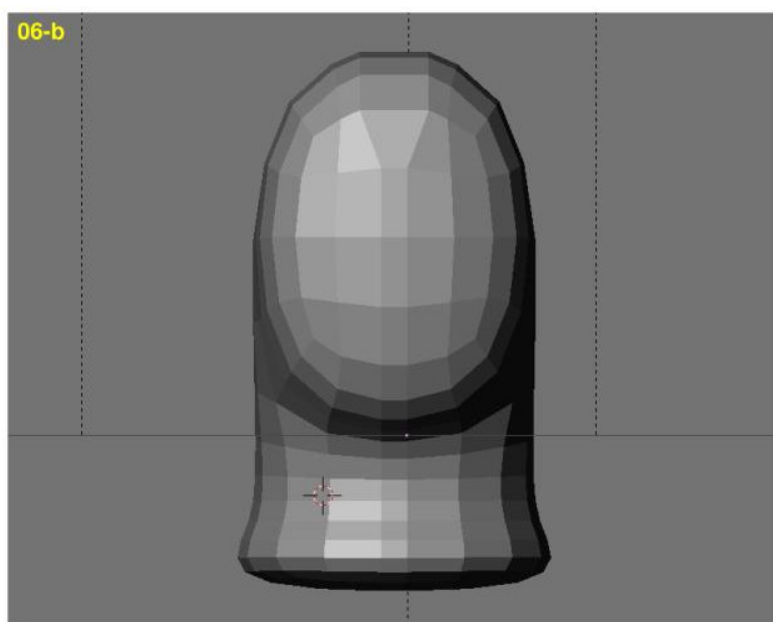
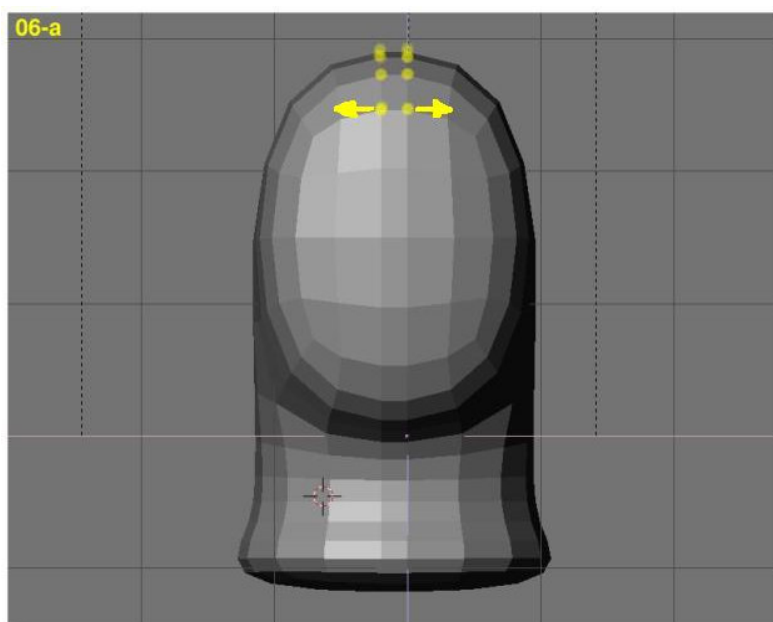
LinuxGraphic.org


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CHAPTER TWO - WORKING OUT BASIC EYES AND MOUTH

Step 06

Rearrange slightly the vertice making up the forehead.



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