



USING SUBSURF FOR HEAD MODELING

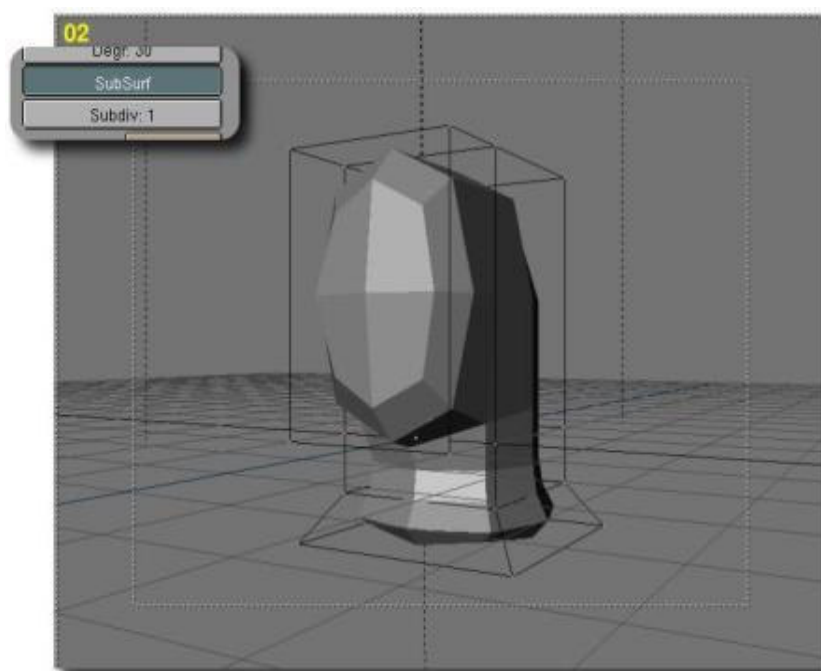
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Step 02

We are now about to use the SubSurf tool. Shift to the F9 Edit buttons, with the head selected, and set the SubDiv option to 1 and then press the SubSurf button. That's it! You now have a more accurate basic shape for you to work with!

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