



USING SUBSURF FOR HEAD MODELING

By *Olivier Saraja*

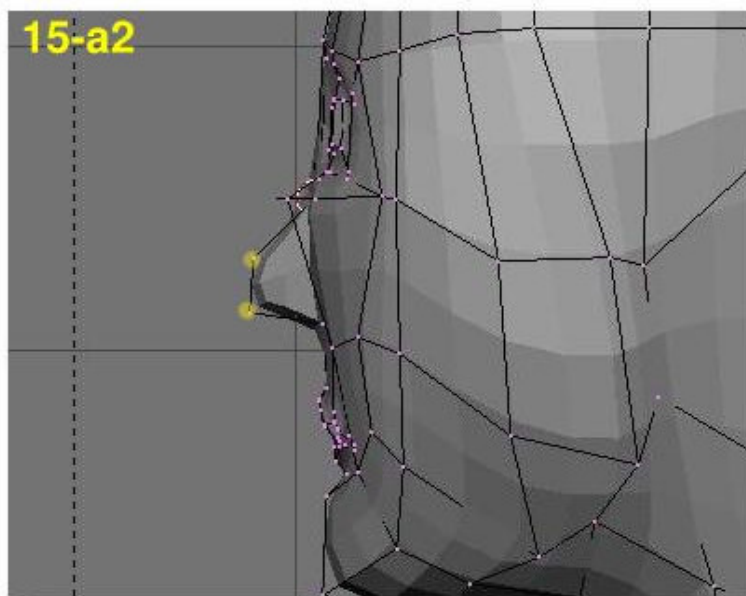
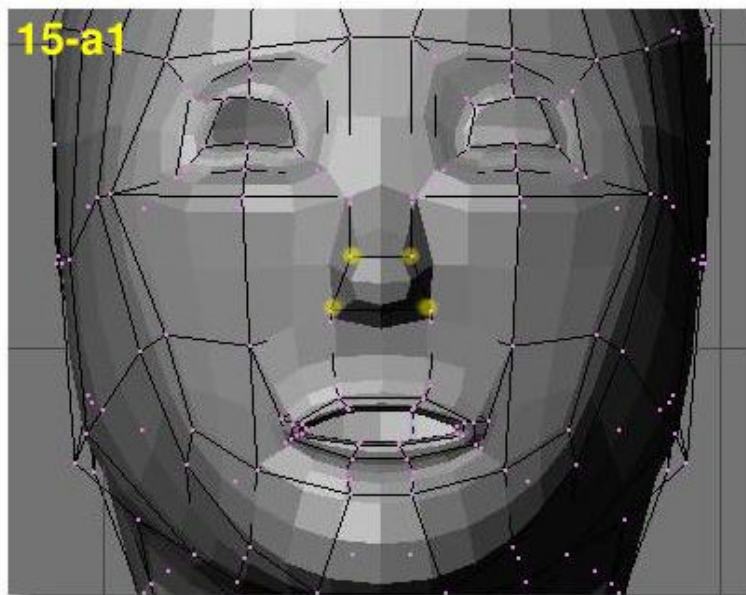
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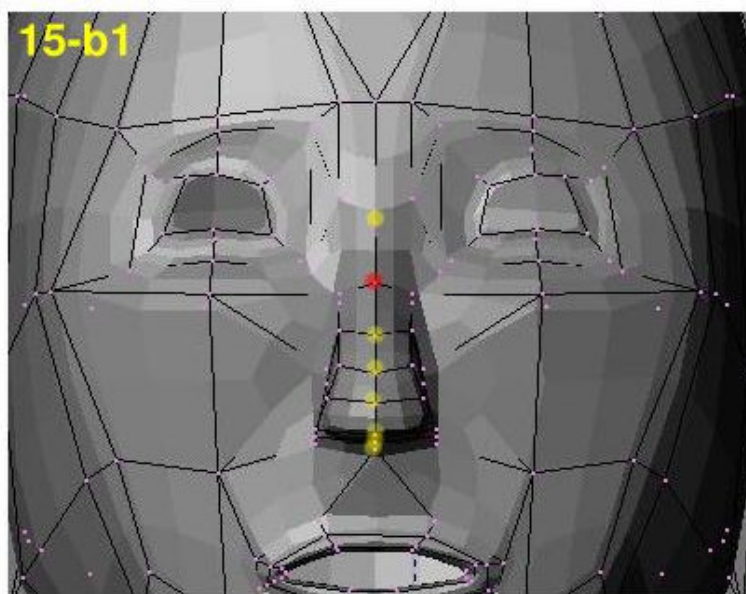
Introduction — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 →

CHAPTER FOUR - MODELLING THE NOSE

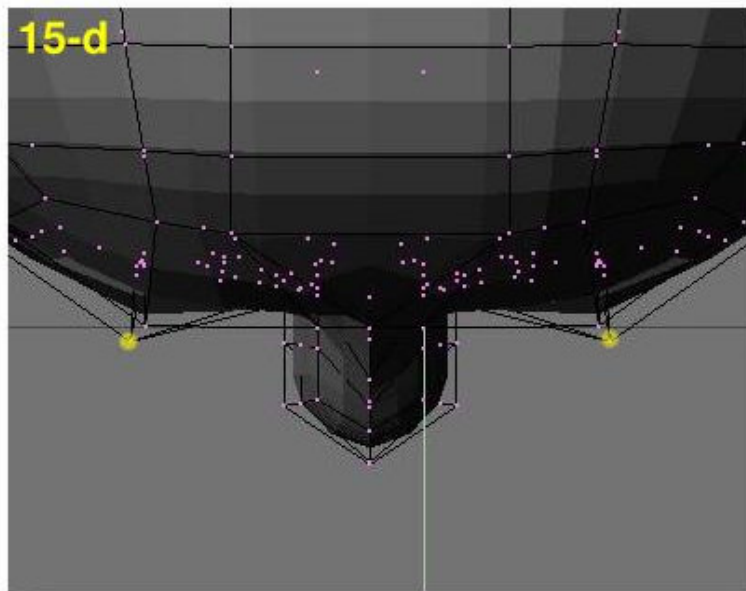
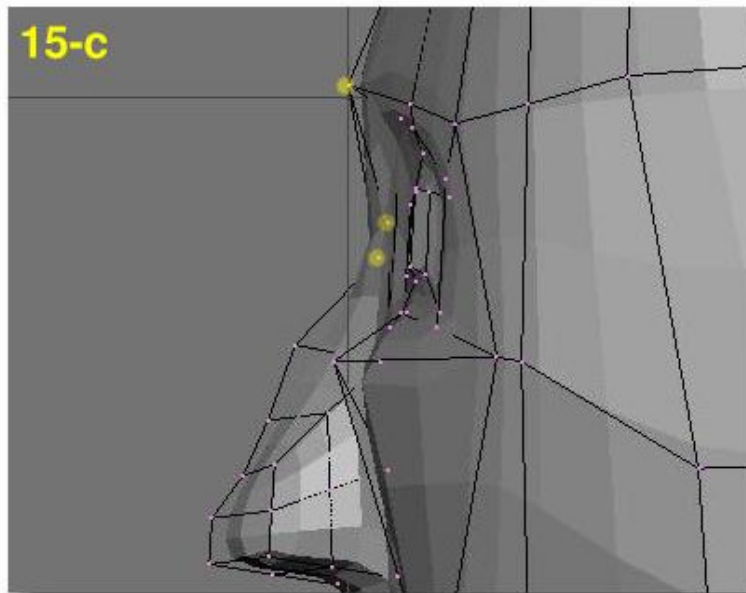
Step 15

In order to model the nose, select the four middle vertex and extrude (E-KEY) them forward. Rearrange them slightly but don't get into fine details yet (a). Then select all the vertex from the nose area, and then subdivide them once (W-KEY). Select the middle column, and grab it forward (b). The red dotted vertex should be pulled forward slightly more than others. Your nose is quite good looking right now!

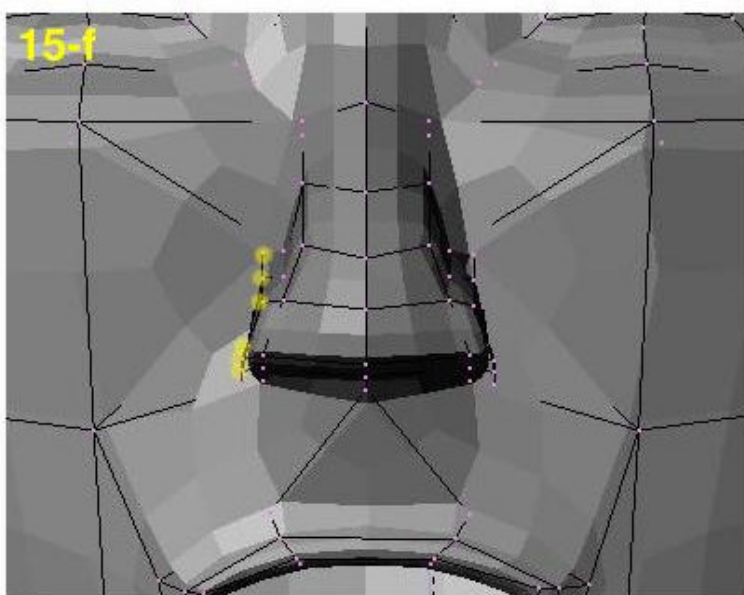
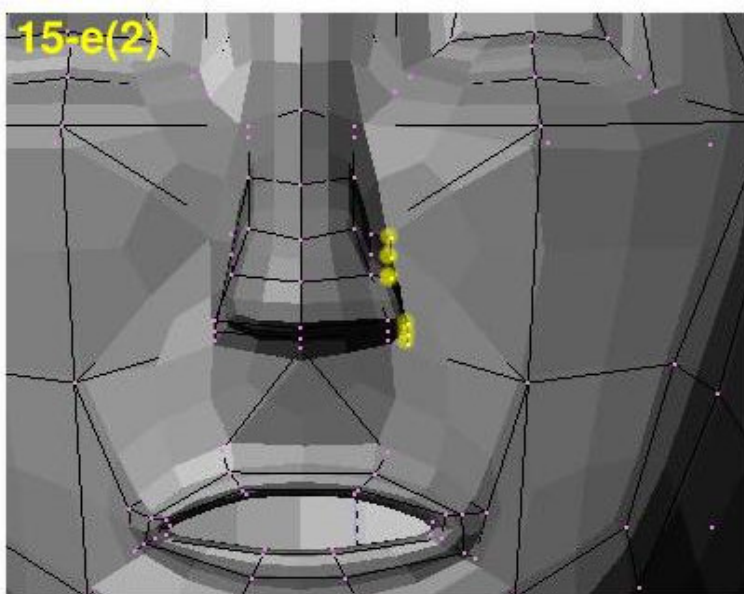
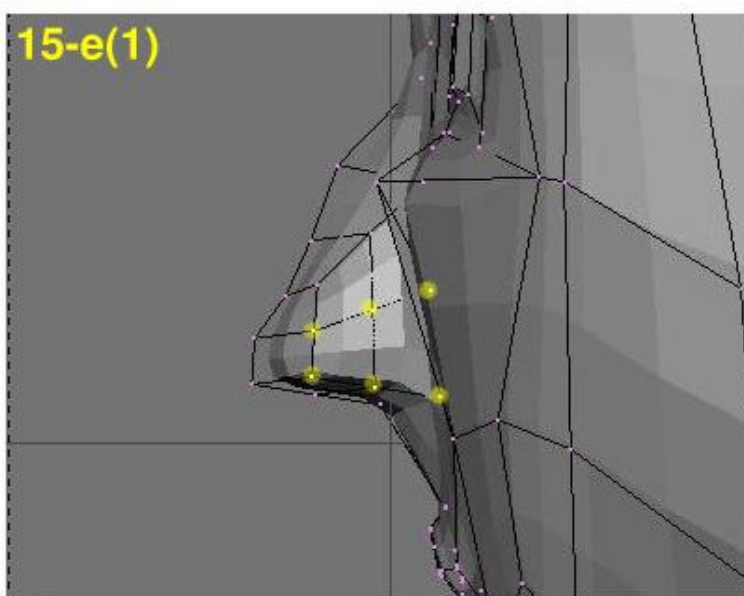


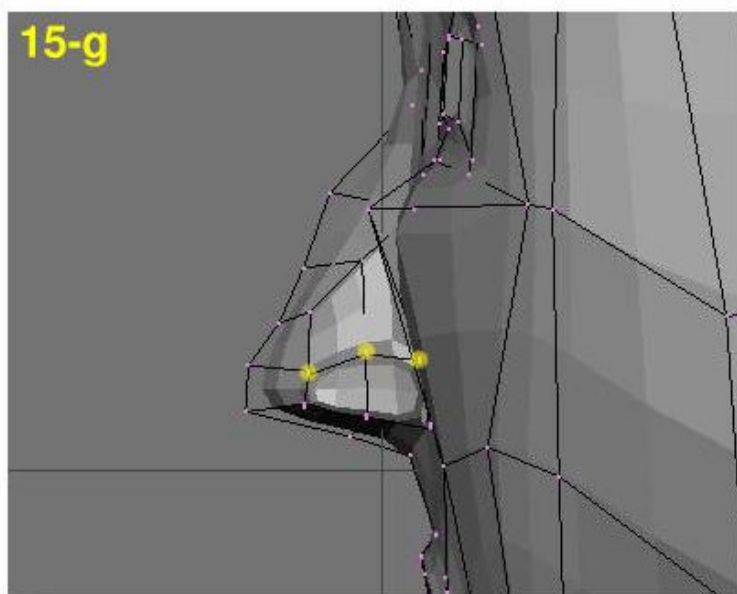


Let's re-work the connection of the nose with the forehead (c) in the side view and the eyebrows area (d) in the top view.



Now we should pay attention to the nostrils. Select the six vertices making the nostril on one nose-side, and extrude them (e). Repeat the same operation on the other side of the nose (f) and then reshape the nostrils in side view (g).





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