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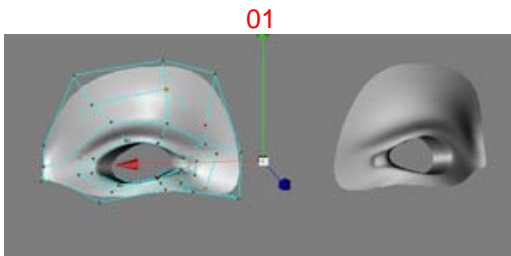


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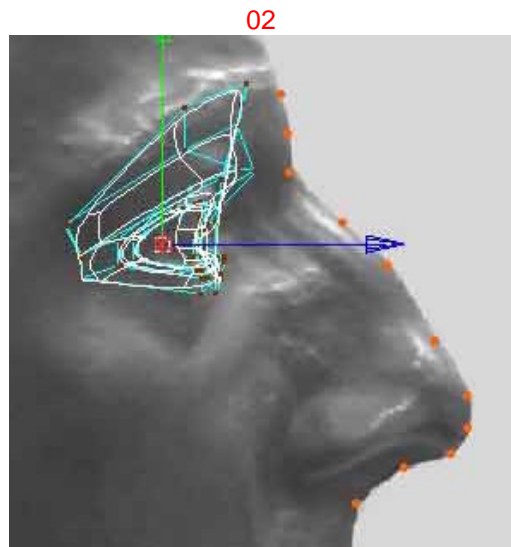
Part 2: Nose Tutorial

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Welcome back. I hope you are refreshed and you are ready for the next session. So let's get cracking.

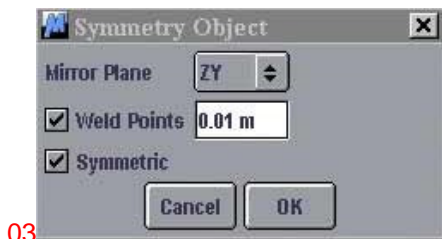
This is as far as we have got so far(01).



In the Profile view trace the outline of the nose creating points with the **add points** tool. (Remember? **Control** click, **add points**)(02).

Make sure they are placed in the center line and that you are not getting a gap when you turn the **Symmetry** on.

If you do, you might have to change the Weld points input to a higher number (03)



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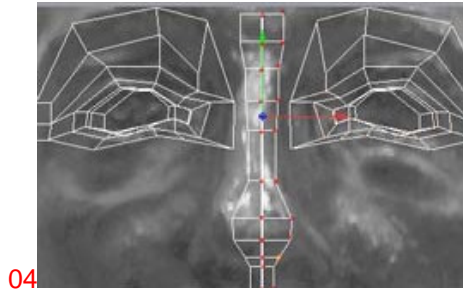
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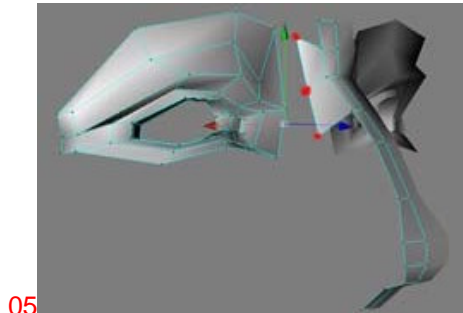
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04

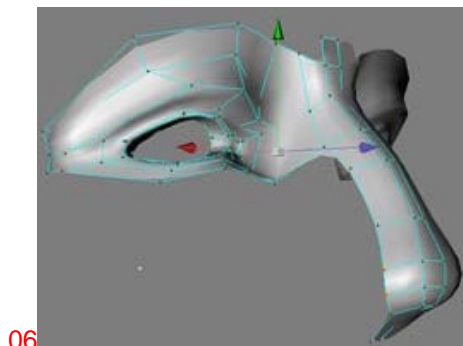
Copy and paste these points using the **Structure** manager **Edit** menu and move them so that you create the ridge of the nose.

Use the **Bridge** tool to create the new polys and move them to match the shape of the ridge of the nose(04).



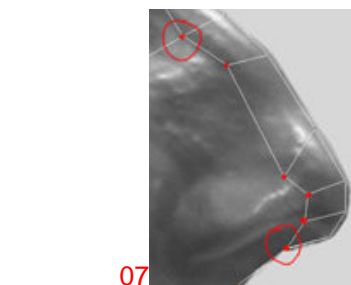
05

In the Perspective view select the three top points and **Extrude Edge** them and using the references images move them close to the eye shaping them in anticipation of one more extrusion(05).



06

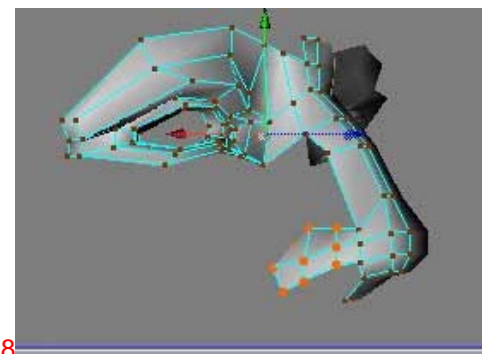
Using the Bridge tool bridge create the two polys that will connect the nose to the eyes(06)



07

Select and Edge Extrude the six polys as indicated (07), move them in line with the other polys and Weld them.

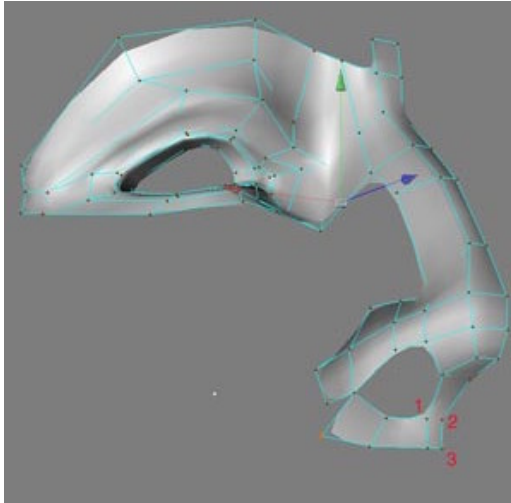
You can use the **Weld** tool found in the right click menu, or better still, go and get the **Weld Center** plugin from [here](#). This plugin is more efficient than the native Cinema tool.



08

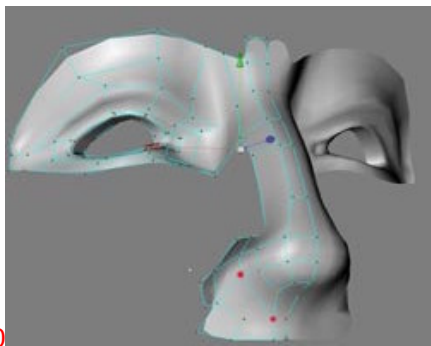
Select the three points on the tip of the nostril and **Edge Extrude** them three times, adjusting them each time to the shape of the image (08)

09



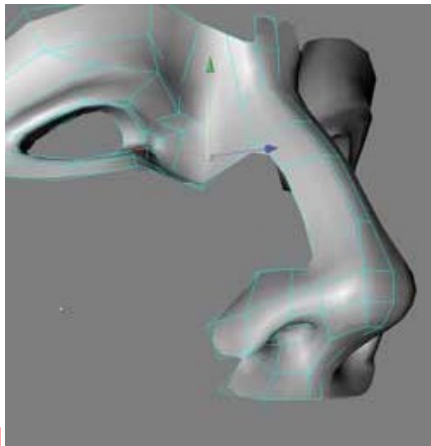
Select points 1 and 2 and **Edge Extrude** them downwards, then select 2 and 3 and extrude them sideways twice.

Then, as in the picture, weld the two points together to form closed hole of the nostril(09).



10

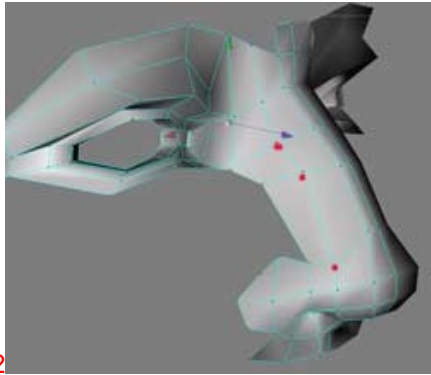
With the **Bridge** tool close the gap of the nostril(10) and **Weld** any points that need welding.



11

Select the polys that make up the nostril and **Extrude** them inwards twice to create the nostril properly(11).

From here on you have to go into **points mode** from time to time to adjust your modeling so that it conforms to the reference.



Select the three points as shown(12) and **Edge Extrude** them, then weld them to the appropriate points to finish the nose.



Double click on the selection tag of the **Eye** and select **Hide Polygons**. This should leave you only the nose polys in the views.

Make sure the **Eye selection tag** is not selected by selecting another tag (a **smoothing tag** for instance) and then choose **Edit, Select All**.

When all the nose polys are selected choose **Selection, Set Selection** to create a new selection tag(13).



Double click on the new **Selection tag** and name it, wait for it... **Nose(14)**.

This concludes the Nose tutorial and as you can see the modeling is flowing very easy with the Edge Extrude. If you have tried to model by using the cutter and primitives you can see that this is a faster and much more intuitive way to model.

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