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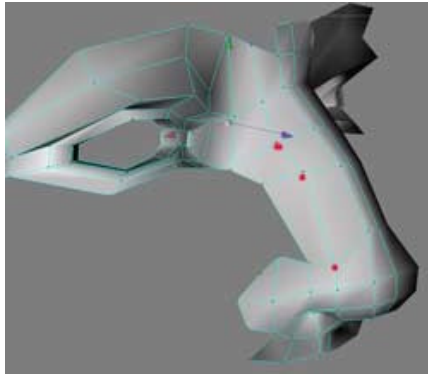
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## Part Three: Modeling the Mouth

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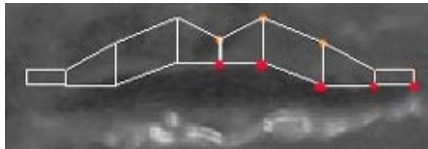
01



This is the stage we have reached so far.

Because we want to be able to animate the Head at a later stage we will not only model the mouth in this part but also the inner mouth.

02

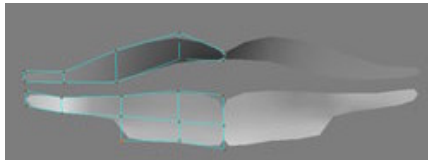


With the **Add Points** tool create a row of points where the lips meet and again copy and paste them.

Move the new row of points upwards and shape the two rows in the shape of the upper lip.

With the **Bridge** tool create a line of polys(02).

03

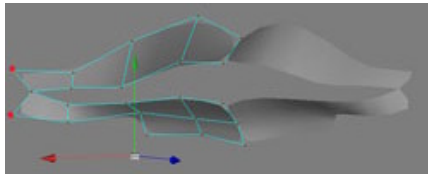


Repeat the same steps as above to create the bottom lip, adding points and bridging them.

This time **Edge Extrude** the three points as shown and then move both the top and bottom lips inner points inwards to create the slope of the lips(03).

Also using the reference images shape them into the curve of the mouth.

04



Now Weld the two points that form the corner of the mouth(04) and then move the two outer points in preparation to Bridge them (05).

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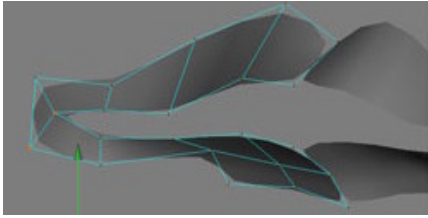
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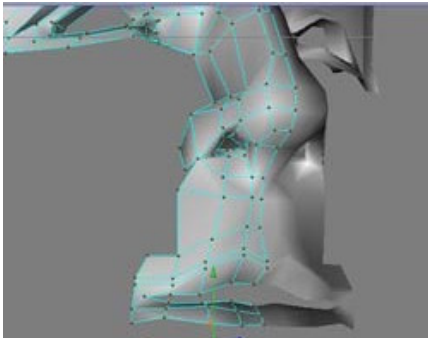
05



Although is not a good idea to have too many triangles in your mesh, one or two are permitted.

In this case in particular the mesh works much better with a triangle than a quad in this position.

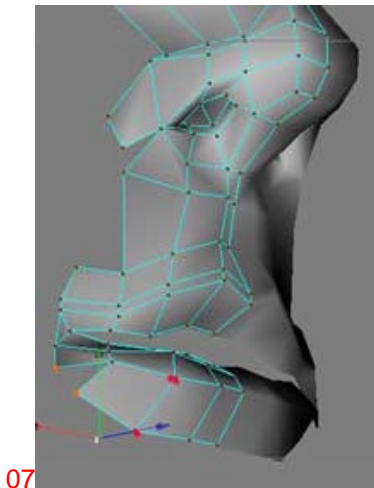
06



Choosing the top row of points **Edge Extrude** them only slightly up to make the thin defining line of the top lip.

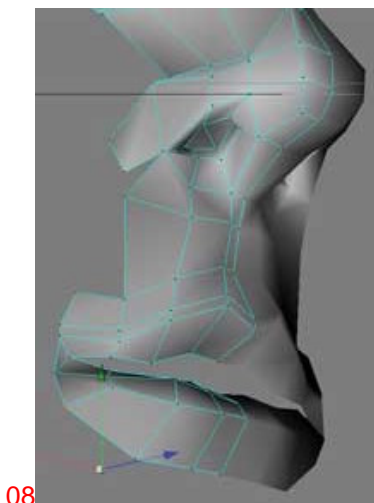
Extrude a couple more times and then **Bridge** to connect the mesh(06).

Make sure that from time to time you are adjusting the points to fit your reference images.



07

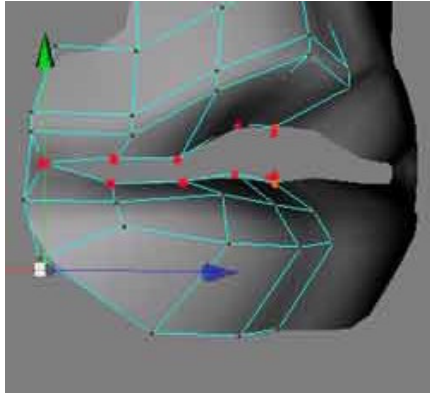
Select the points shown and **Edge Extrude** them to the left, adjust them and then **Weld** them.



08

This finishes more or less the main shape of the lips(08).

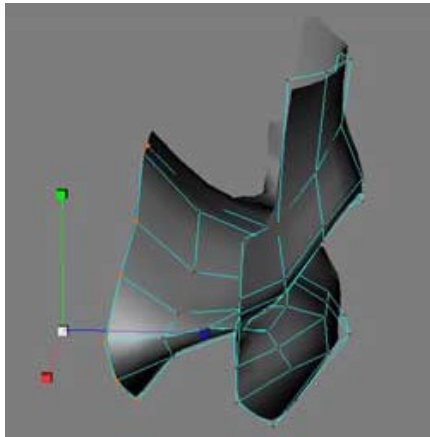
09



Now to make the inner mouth. Double click on the Eye and Nose selection set tags and hide them to make yourself more room.

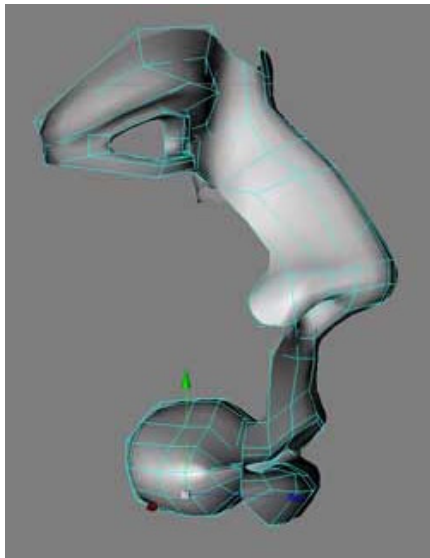
Select the inner ring of points and **Edge Extrude** them inwards(09).

10



You want to make the shape of a bubble for the inner mouth so with every extrusion scale the points to create that shape (10).

11



Once you have reached the back of the mouth scale the points down and the **Weld** them to close the cavity(11)

Make two new Selection Sets one for the Mouth and one for the Inner Mouth, call them something appropriate like.... **Mouth** and **Inner Mouth** and then you are finished with the mouth tutorial.

In the next part we will be finishing the whole head. So go for a walk or a drink or any activity that will take you away from the screen for a little while.

Actually a long while....

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