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Part Four: Finishing the Head


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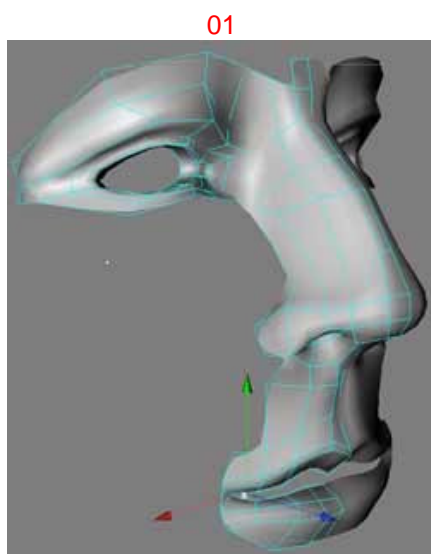


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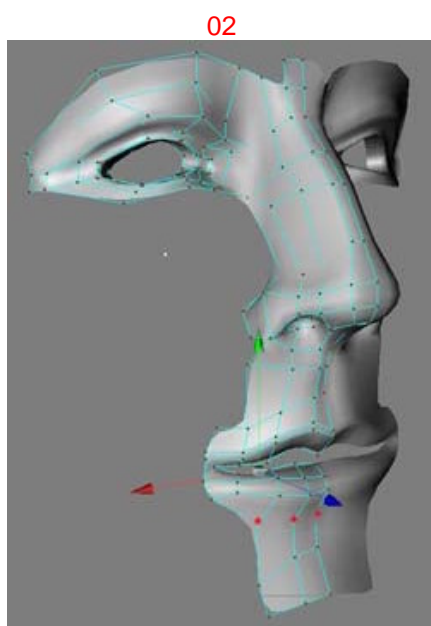


OK. This is as far as we have reached. The inner mouth is hidden to make things easier.

In this part we will be using some techniques that maybe you have not used before, but which will hopefully become a welcome addition to your modeling range. A lot of the time when modeling with extrusions we have to delete unwanted polys and weld new gaps.

On the other hand, if you use the following methods you might find that your modeling technique will become more intuitive.

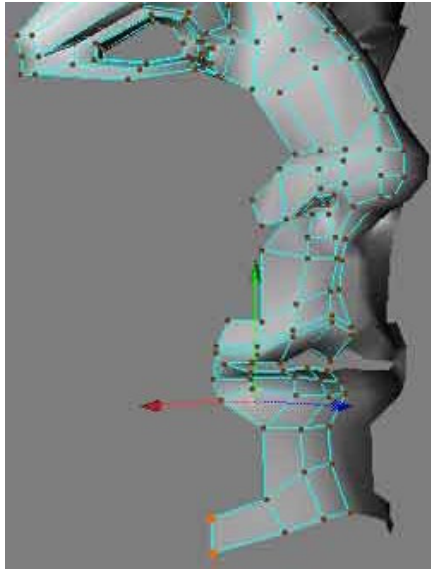
Enough words lets get cracking.



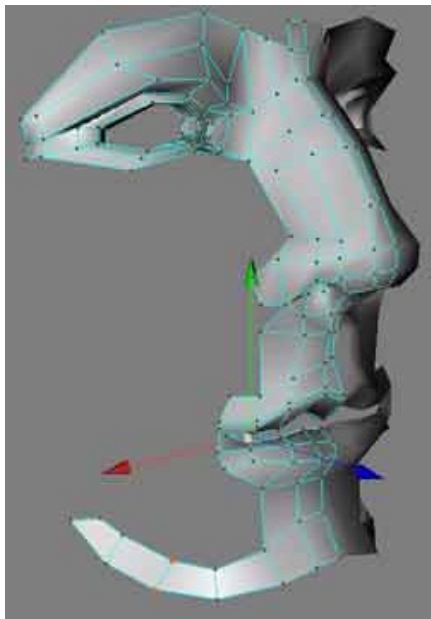
Select the three points as shown and Edge Extrude them twice(02)

03

Follow (03), (04), (05), and create an Edge Loop from the chin to the corner of the eye.



04



Instead of modeling row upon row of polygons with this technique we are literally following the structure of the head, modeling along the line of the jaw.

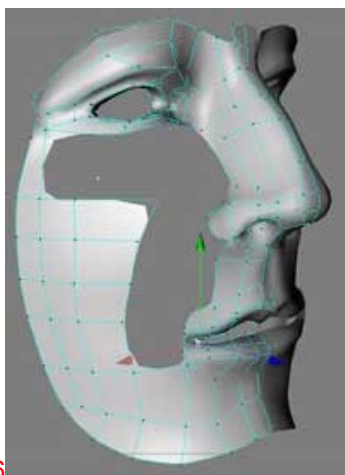
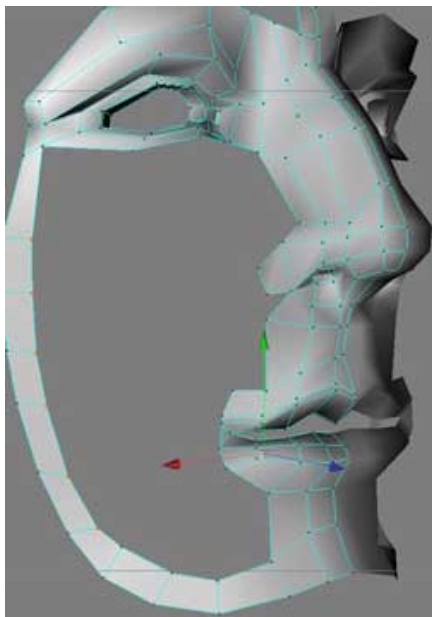
This has got many advantages.

Your meshes looks more real, the workflow is less messy and it animates better.

05

The only thing is it requires that you have a good understanding of Anatomy, but then modeling in every form always did, whether traditional or computer generated.

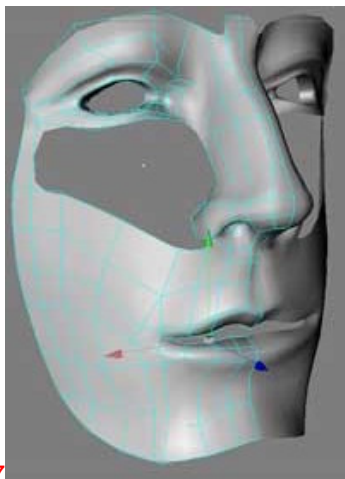
Let's face it, this is no different to sculpture. In fact it is sculpture!



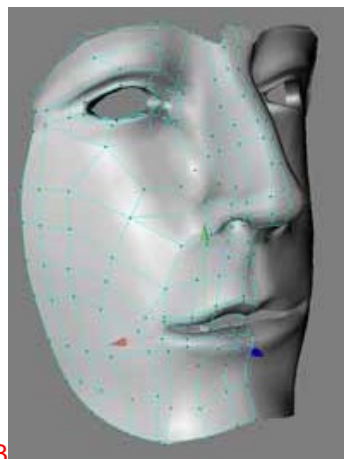
06

OK, if you have progressed this far you don't need me to hold your hand any longer.

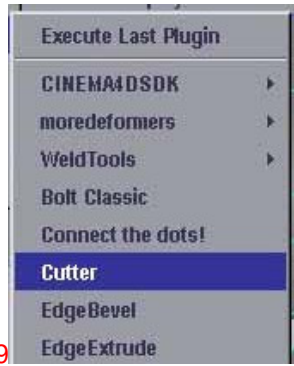
Using **Edge Extrude**, **Bridge** and **Add Points** follow (06) (07) (08) and fill the rest of the face.



07



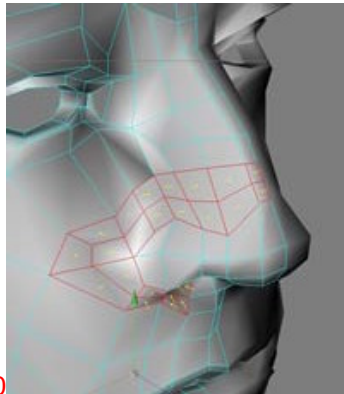
08



09

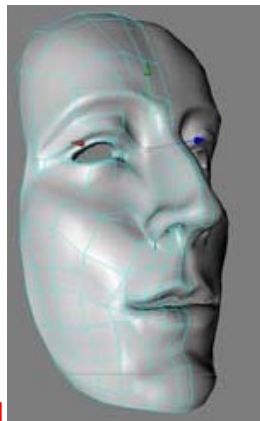
Now to create the indentation around the nostril we will use the Cutter plugin which you got with the Edge Extrude.

If you haven't, go back to the website and get it. *On the website you will also find directions of its uses, so I will not go into it(09).*



10

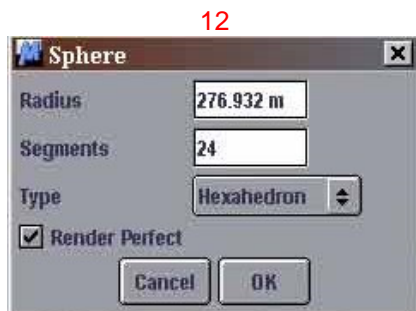
Delete the polys inside the nostril. Select a ring of polys around the nostril and then in Plugins click Cutter to get an extra ring of polys(10).



11

Adjust those around the base of the nostril like in (11). Then Edge Extrude the rest of the chin. At this point I also spend a little time moving some polys around to shape the mesh better.

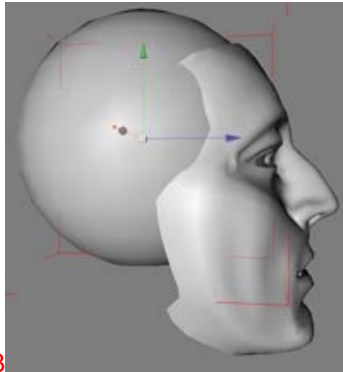
I don't need to remind you to use your reference continuously for adjustments.



12

This time instead of **Edge Extruding** the top of the head, we will speed things up by using a **primitive**. This also makes a better mesh.

Create a **Sphere** and make sure it is a **Hexahedron** and has **24** segments. This is the best kind of sphere for subdivision modeling since it has no triangles it is mad solely out of quads(12).



Move in place and scale it to match the head using your references(13).

Make the sphere **Editable** and delete the half which the **Symmetry** will not use.

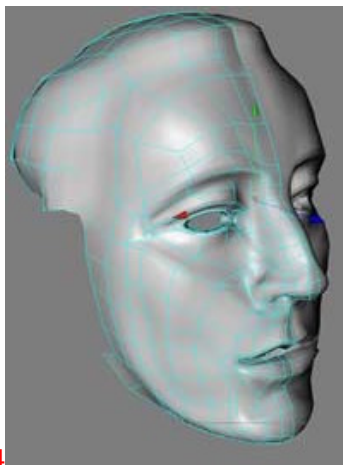
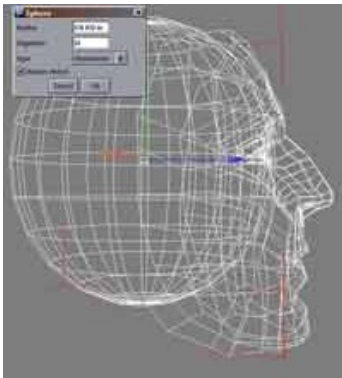
Then delete the bottom quarter, leaving enough mesh for where the hair finishes at the back of the neck.

Move the points close to those of the head mesh ready to **Weld** in a couple of steps.

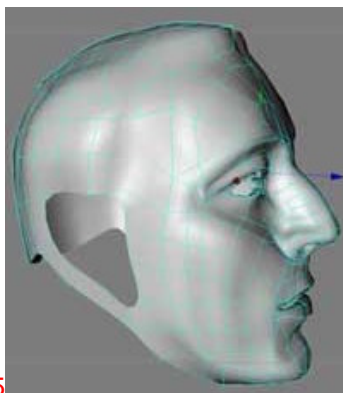
Make the **Sphere** a **child** of the Head poly.

Go to **Function, Connect**.

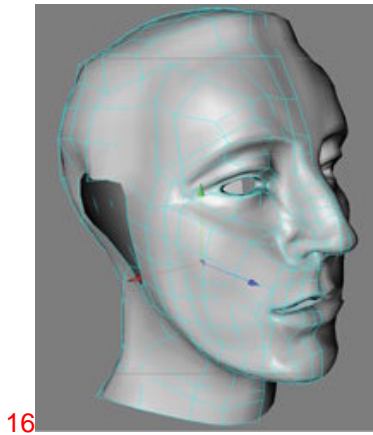
Delete the old group.



Using the Weld tool, the Bridge tool, and Edge Extrude weld the mesh together and shape it according to the references (14).



Make an **Edge Loop** to where the ear will go later on (15).



Edge Extrude the rest of the neck(16).

We have moved on fairly fast towards the end but you know by now all the techniques.

If you are struggling a little don't worry about it too much. It is all right to struggle, it is where most of our learning is. If you are breezing through, fantastic. Have another break and come back for a word in your **Ear**.

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