



cowmunications
letters to the editor, site feedback, love & hate mail

Put your

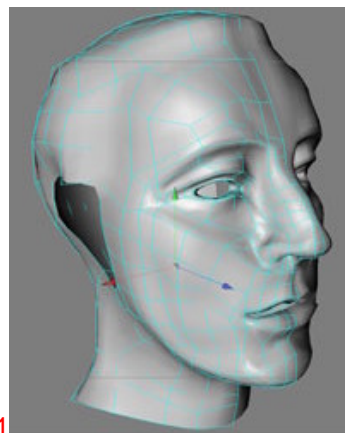
View Posts
Add New Post
Search Posts

Change Forum
Tutorials
Features
Archives
Dairy Store
Join the Cow
Edit Profile
About Us
Contact Us

[Home](#)

Part Five: Making the Ear

If you have followed the previous tutorials, your mesh should be looking something like this (01).



So let's get on and stick his ear on to finish the poor man off. As you will see, although ears have a reputation of being difficult to model, if you follow this method you will breeze through. Most things depend on choosing the right approach, everything is easier if it is approached from the right point of view.

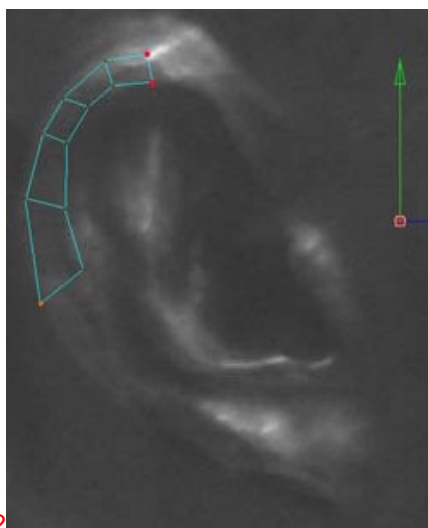
Having said that there is no right way of **doing** in modeling, there are many ways to skin the proverbial cat, but there is definitely a right way of approaching a project. This right approach is simply called **Don't make your life difficult**.

So ear we go (I know, I just could not resist it....)

Hide the **Hypernurbs** the **Symmetry** and the **Mesh** and create a new Polygon object. It will be easier to model the ear separately and connect it to the mesh later.

Give the ear mesh each own **Hypernurb** with the same subdivisions. I rarely use more than one subdivision, I find meshes look too round and plastic with more.

Now with the Add Points!, the Edge extrude, and the Bridge tool first make a poly loop around the shape of the ear(02)



NTSC, PAL,
720HD and
1080HD

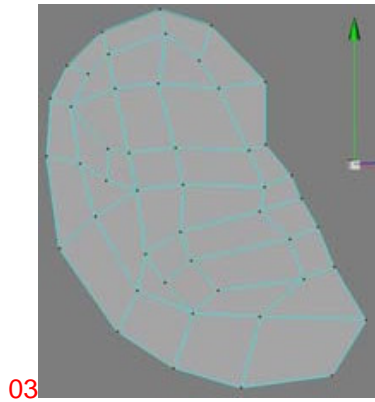
evia
Get
Carrara 5
Today

AdvertPRO Error:
Parameter exception:
Invalid banner parameter!

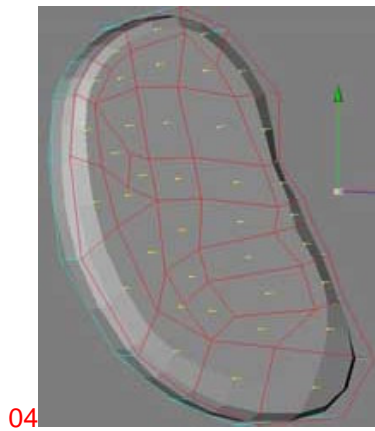
An Animation
Training DVD
Hosted By Creative
Cow Leader
Aharon Rabinowitz

**NOW
SHIPPING!**

Order Now At
pillusionfusion.com



With the same method follow the line of the various ridges and then Bridge the holes to finish with a plane in the shape of the ear(03).

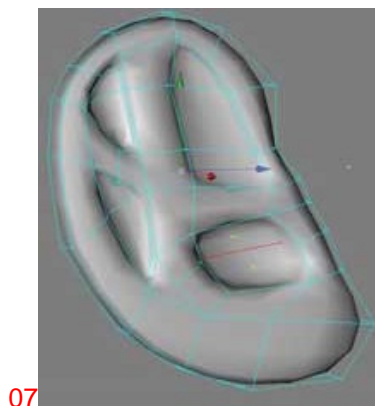


Extrude all the polys once(03)

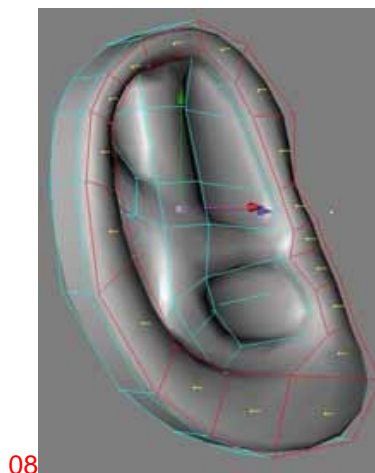


Here is a tip: If while you are modeling you like to see the polygons, delete the smoothing tag, if on the other hand you like to see the end result and the surface smoothed out, give yourself a **Smoothing tag**. You do that by right clicking on your object in the Object Manager and from Tag, choose Smoothing Tag.

If you want to know more about smoothing tags look in the manual under tags(07)

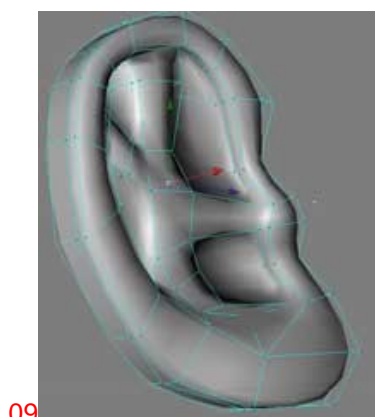


Select the polys indicated on(07) and extrude them inwards.



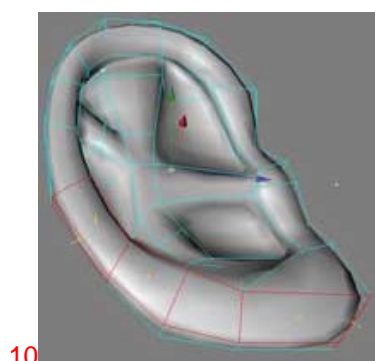
08

Extrude the outline polys of the Ear once (08)

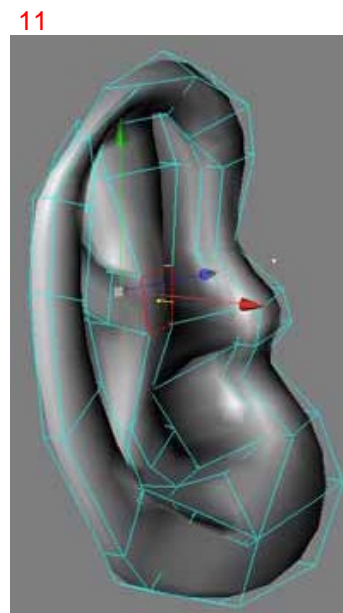


09

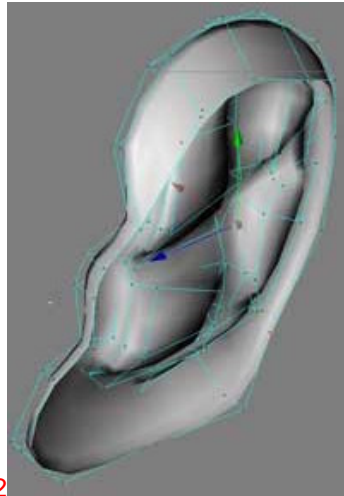
This is basically the main shape of the Ear. All we need to do now is to move around the polys using the references as shown on (10) (11)



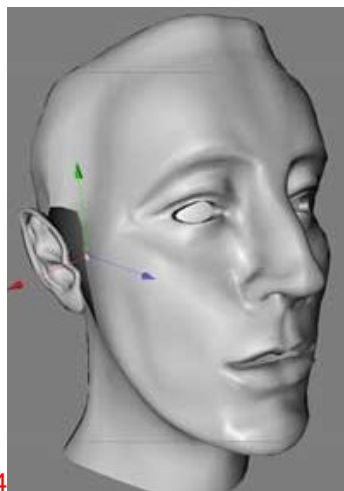
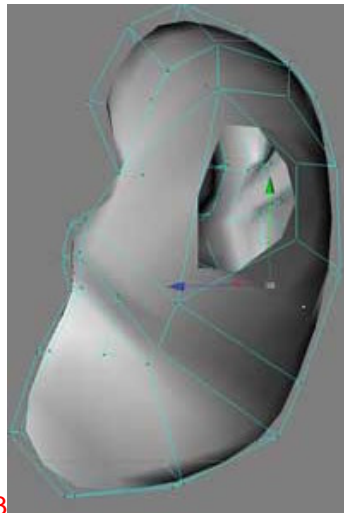
10



11

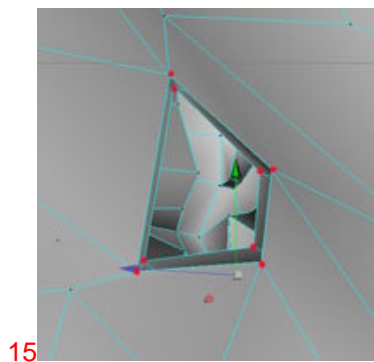


Turn the ear around and **Edge Extrude**, **Bridge** and **Weld** the back until all you have left is a single empty quad (12) (13)



Unhide the Head mesh and position the ear accordingly. You might have to scale and rotate it as well move it(14).

Go into the head mesh and **Edge Extrude** and **Weld** the hole where the Ear will be going until you have a single empty quad.



Connect the two meshes into a single mesh.

Move the points of the two empty quads to correspond with each other and **Weld** them.

16



There you are!

Finished!

I hope you found this easy enough and I hope it helped you along to improve your modeling skills.

I layered the image in Photoshop so that you can see how the mesh is layed accross the surface of the model.

I will be writing a follow-up to this tutorial soon: **Texturing the head using Bodypaint and Photoshop**, so come back.

For now congratulate yourself, well done.

[Top of the Page](#)

[Previous Page](#)

If you have questions, be sure and ask them in the [Cinema 4D forum at Creativecow.net](#)

This forum mechanism is a custom developed database system and is ©2001-©2006 by [CreativeCow.net](#). All rights are reserved.

[Top of Page](#)

This document was created with Win2PDF available at <http://www.win2pdf.com>.
The unregistered version of Win2PDF is for evaluation or non-commercial use only.