

Advanced

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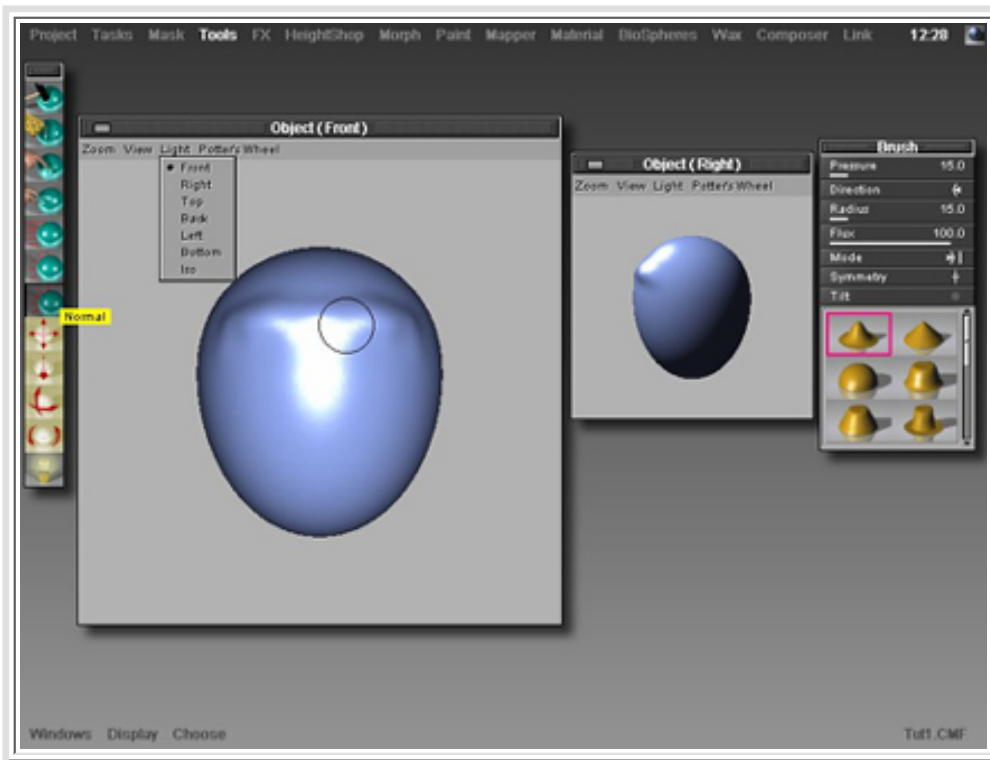
Creating Human Features

Constructing Basic Features

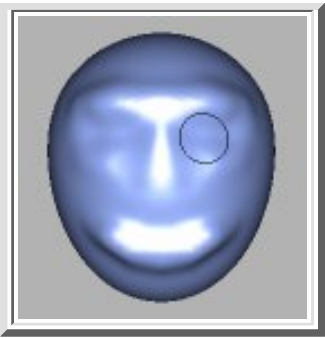
First of all lets change the lighting to the front. Select Light at the top of the workspace and then Front.

On the toolbar to the left of the work area select Normal. This selection applies the brush effect at a 90 degree angle to the surface facing the Brush Radius.

Hold the Brush tool over your sphere and click in the top third. Pull out the shape of a brow, remember to use the Ctrl and Z keys together to undo any mistakes. **(pic. 9)**



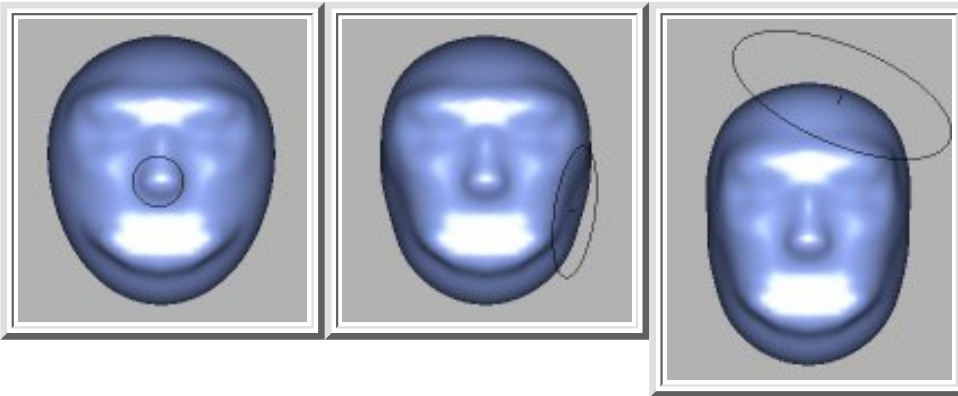
Use the Normal brush on the lower third of the sphere to bring forward a jawline and chin. Then create the cheek bones. **(pic. 10/11/12)**



You'll need to reverse the direction of the brush tool to create a recess for the eyesockets. Click on the Direction arrow so that it now points to your right. Push back a recess for the eyes and also along the side of the nose. You can also take back the area where the upper lip meets the nose.

Change the direction to outward and pull forward the bridge and end of the nose.

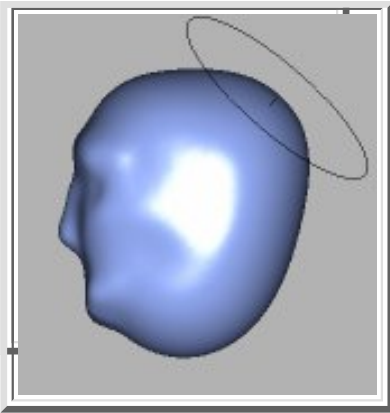
The face still looks round so lets increase the Radius of the Brush and holding it on the left or right side of the face, push inward. **(pic. 13/14/15)**



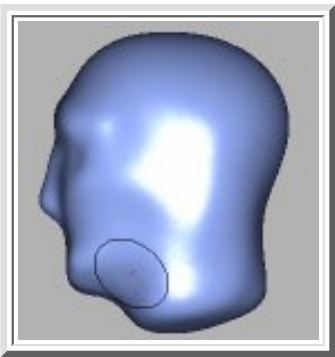
Enlarge the Radius again, change Direction and pull upward the forehead.

You'll need to continue this onto the back of the cranium. If you're using Dual View then you can use the Right View already displayed. If not then select View at the top of the workspace, choose either Left or Right. Change the Mode in the Brush menu to the two arrows pointing together. That applies the Brush to both front and back as you look at it. Symmetry is not something you'll need, as you'll be working on the back of the head, select the empty circle to turn that effect off.

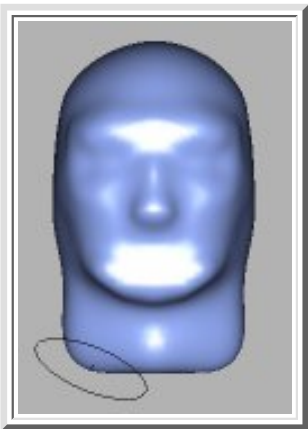
Use the Brush tool to shape the back of the head. **(pic. 16/17)**



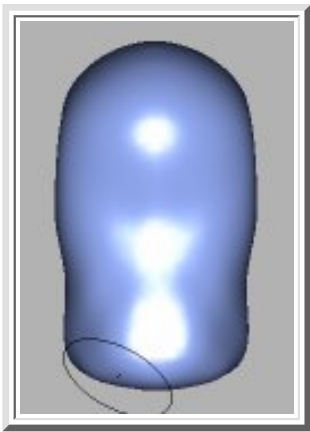
Change the Radius and Direction as needed . Draw down the neck a little, front and back. Push back under the jawline and chin. Also take in the nape of the neck.
(pic. 18)



You can now pull down the neck to finish off the basic modeling of the head. Change the View to Front, select the arrow to line option in the Mode setting, turn the Symmetry on (the line with two dots either side).
(pic. 19)



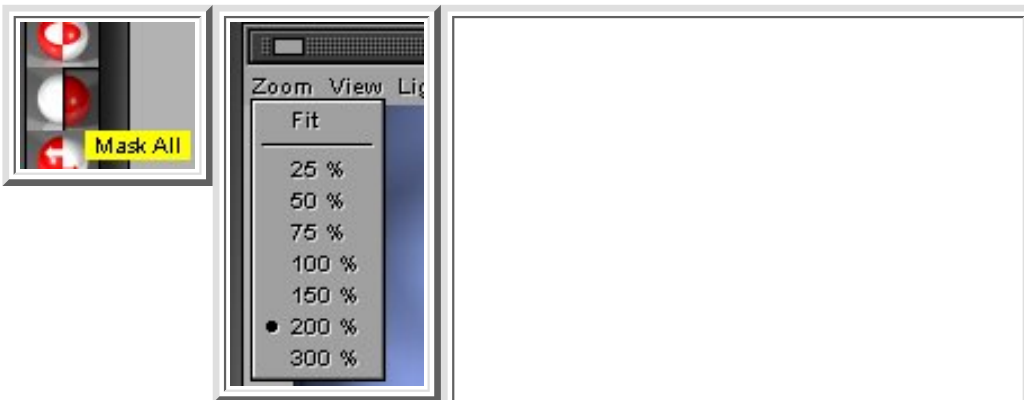
Select the Back view and repeat the process. **(pic. 20)**

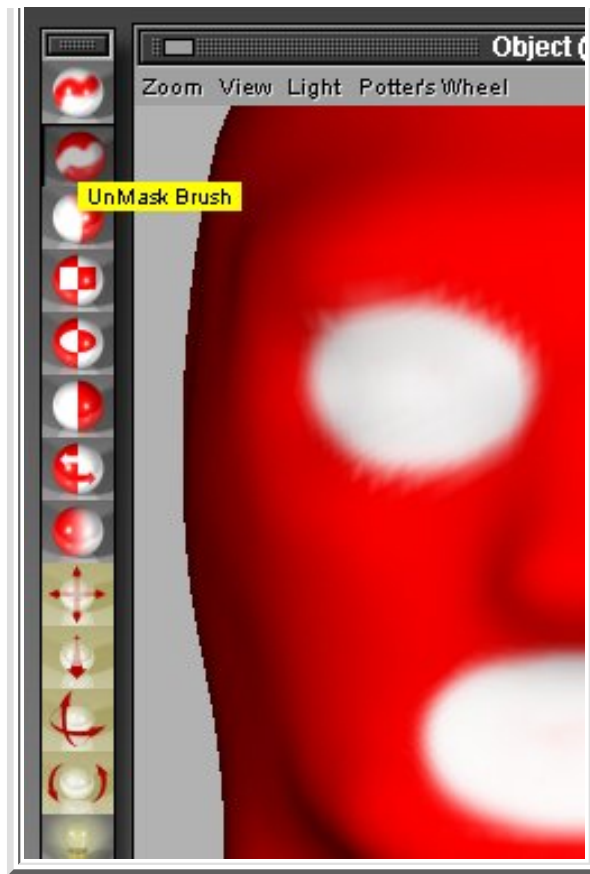


Adding Detail

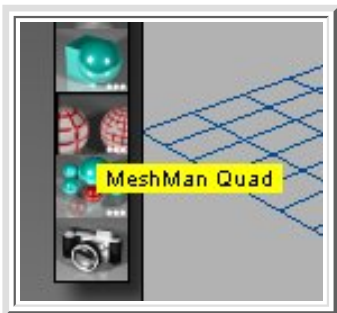
You'll need more detail to create the mouth and eyesockets. The tool which increases the density of a mesh is found in Composer. But lets first create a mask for the area around the eyes and mouth so that we only add detail where it's needed.

Select Mask at the top of the main screen. Then choose Mask All on the toolbar to the left of the working area, click on the face which will then turn red showing that it is totally masked. Change the Zoom ratio to 200 %. Select the UnMask Brush, make sure the Direction is pointing to the right (inwards) as the brush applies the reverse effect when pointing outward. Change the radius to suit and remove the mask around the eyes and mouth. Note Symmetry is still selected so you need only work on one half of the face. Work until you're left with unmasked white area's for the eyes and mouth. **(pic. 21/22/23)**





Now that you have your mask in place, you can select the Meshman Quad tool in Composer. **(pic. 24)**

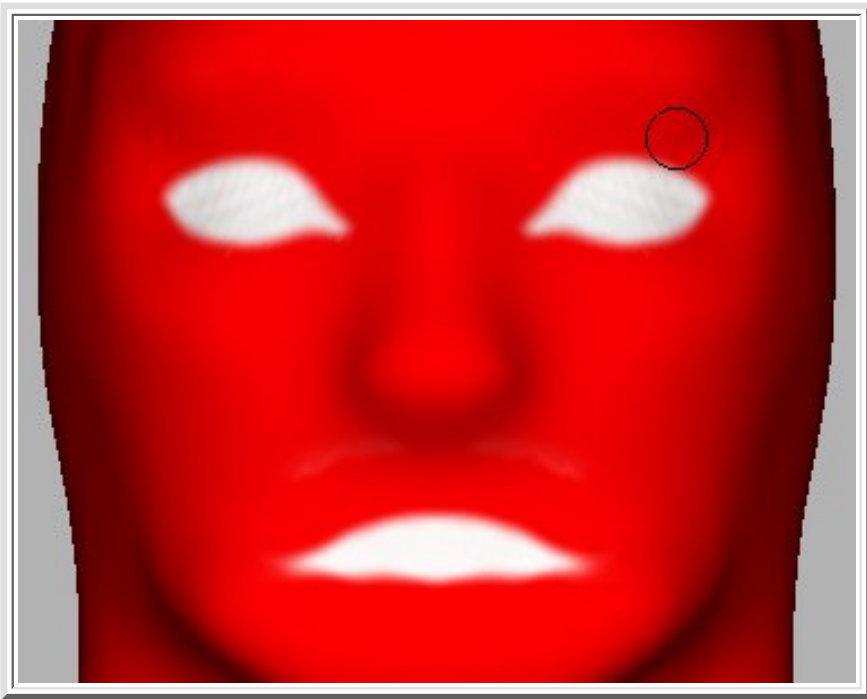


Select Composer at the top of the main screen and then select Meshman Quad on the toolbar.

Click once on the face, it will turn red for an instance while the task is completed.

With the mesh increased in the area's for mouth and eyes, you can now refine the mask to the exact dimensions for extruding backwards into the face, and so creating cavities for eyes and mouth.

Go back to Mask at the top of your screen and select the Mask Brush (change the Radius of the brush to suit), work on the edges of the mask until you have an exact shape for the eyes and mouth. (*pic. 25/26*)



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