

Advanced

[Continued](#) [Begin](#) [2](#) [3](#) [4](#) [5](#)

Creating Human Features

Creating Mouth And Eye Sockets

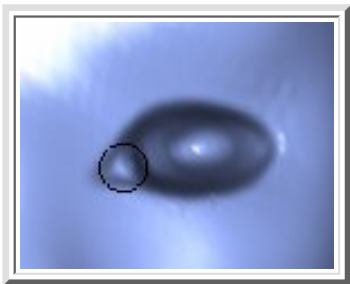
Go into Tools and select Brush for your tool. Change the direction the right (inward).

Push back the cavity for the mouth into the head, about one quarter of the way in will be fine.

When pushing back the eyes try to leave the impression of the tear ducts in the inner corners of the eyes. Push back only just into the head as the eyes will hide the recess. **(pic. 27/28)**

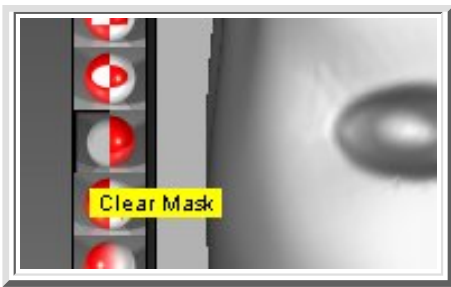


Reduce the Radius of the brush and also change the Direction and pull the tear ducts forward a little. **(pic. 29)**



With the mouth and eyesockets inplace you can remove the mask from the head.

Go into Mask again and this time choose the other (white) half of the Mask All brush. With Clear Mask selected click on the face, which will then turn white as the mask is removed. **(pic. 30)**

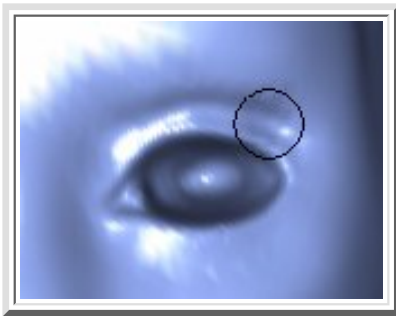


Refining The Features

You now have all the frontal features in place and you can create whatever type of face you like. I advise the use of a mirror or photographs of the features you're trying to duplicate in 3D. I'll run you very quickly through the creation of the face I made for this tutorial (shown on the first page) purely as a guide to the use of the different modeling tools.

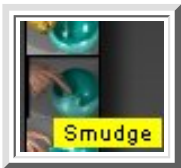
Lets create the impression of eyelids.

Go into tools and create an indentation around the top half of the eyes using the Brush tool. **(pic. 31)**

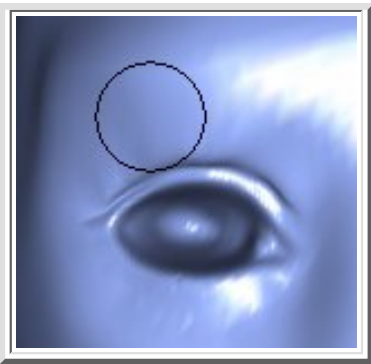


You're now going to drag the lower eyebrow area over the indentation you just made.

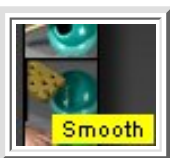
Select the Smudge brush, use a slightly larger radius and leave the direction to inwards (otherwise the Brush effect will be applied in reverse). **(pic. 32)**



Pull the skin downwards to create a crease. **(pic. 33)**



Use the Smooth brush to eliminate any undesirable lines created during the process. **(pic. 34)**

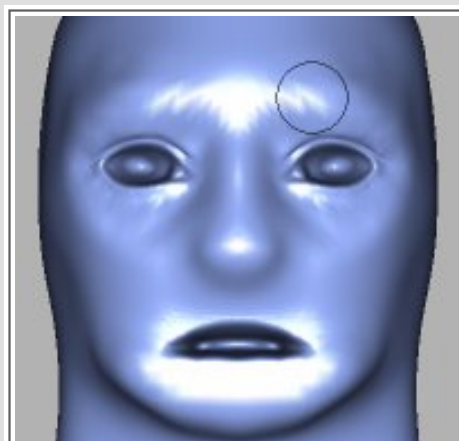


Note that using the Smudge tool can produce realistic creases and excellent movement of features during animation, but will also stretch the surrounding area's that you are pulling from, lengthening the mesh and reducing it's ability to be modified.

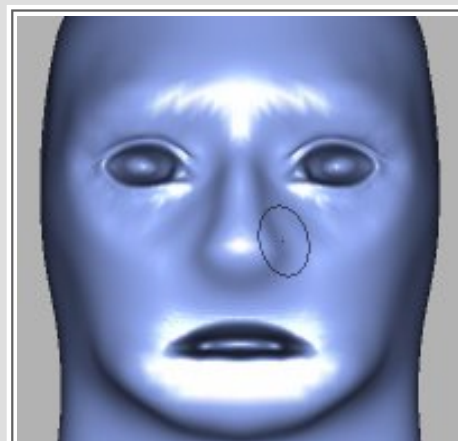
Select the Normal brush you used previously to create the basic shape of the head and add more detail to the face, vary the size of the brush and direction to create the nose and nostrils. Pull out the lips making them fuller and also create a chin. Use the Smooth tool to even out any unwanted lumps and bumps. **(pic. 35-42)**



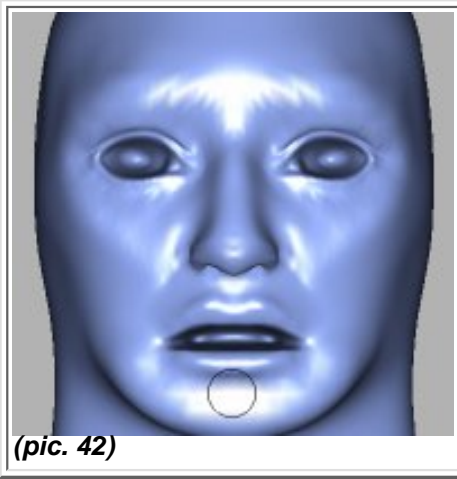
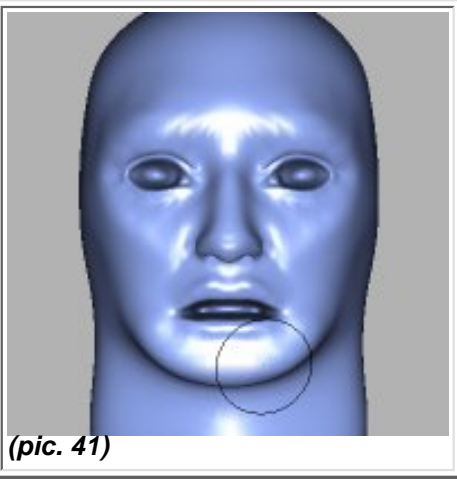
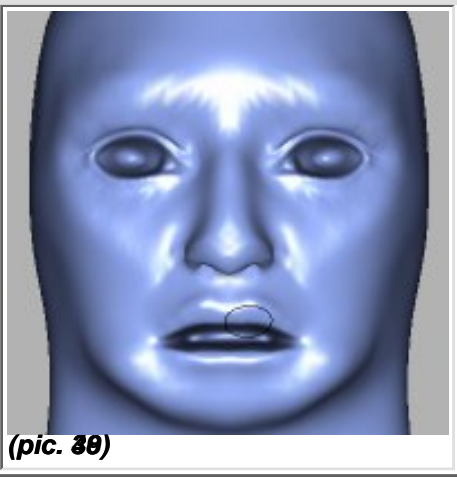
(pic. 35)



(pic. 36)



(pic. 37)



Adding Colour And Texture

Lets add some basic color and texture for the head you've made.

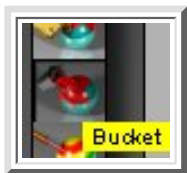
Select Paint at the top of the main screen.

You'll be confronted with what should by now be a very familiar interface. Different Tools on the toolbar to your left and options for Brush size and direction on the toolbar to your right.

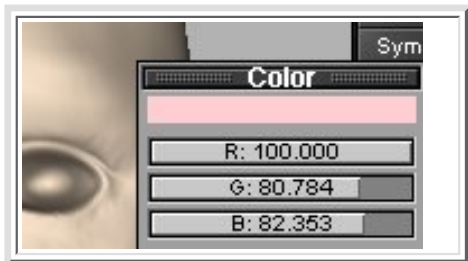
You're going to add an overall color for your face. First select a warm pink in the Color toolbar. **(pic. 43)**



Select the Bucket tool and click on the face to apply. **(pic. 44)**



You can now paint on some lips. Change the color selection to a cooler slightly darker pink. **(pic. 45)**



Select the Brush tool and paint on the lips just as if using an airbrush. Reduce the radius and paint a little of the same colour in the tear ducts in the corner of the eyes (again, make sure the Radius is inward or the Brush effect will be reversed). Note the Symmetry tool also works in Paint so again you only need to paint on one half of the face. **(pic. 46/47)**



With the color in place you can set about creating a skin texture in Material.

Select Material at the top of the main screen.

On the Material toolbar the Diffuse Color should be set to paint. If not then click on the tab under Diffuse Color and select Paint and a value of 100. This applies the colours you just created.

You can leave the Specular Color as it is. Set to Color and with a value of 100.

Continued [Begin](#) [2](#) [3](#) [4](#) [5](#)