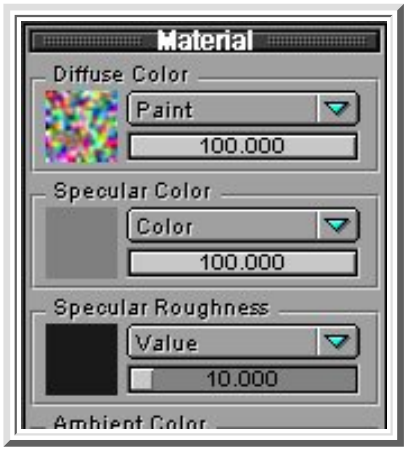
Advanced

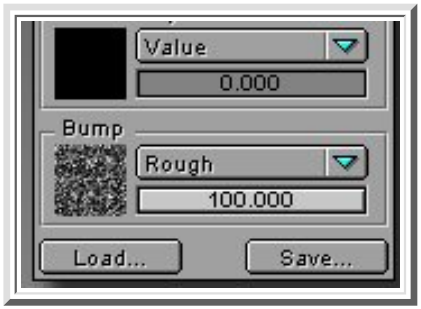
Continued Begin 2 3 4 5

Creating Human Features

Leave the Specular Roughness set to Value with it's value set to 10. ***(pic. 48)***



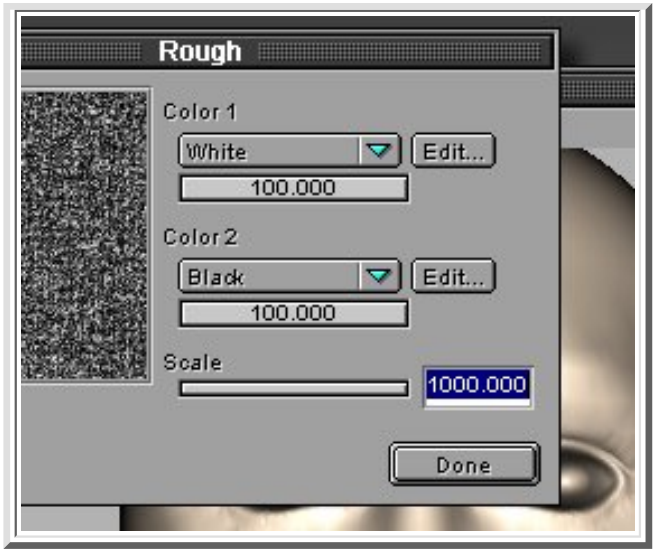
Click on the tab under Bump and select Rough from the roll out list. Slide along it's value down from 100 to only about 6 as we don't want the texture looking too rough. ***(pic. 49)***



Lets increase the number of times the roughness is applied over the head to produce a finer texture.

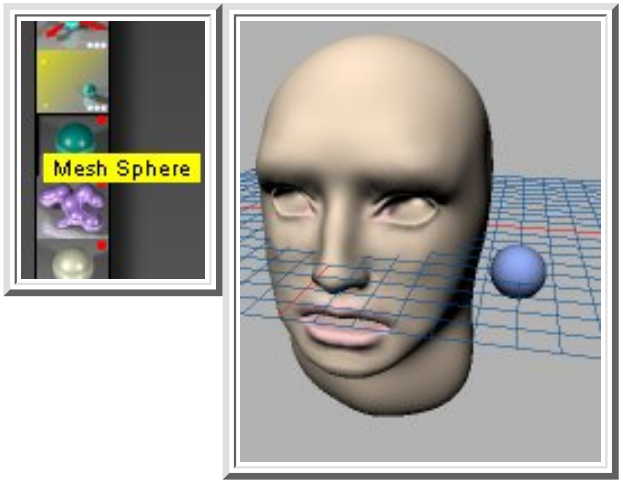
Double click in the square under Bump. This will bring up the options for the Rough setting.

Increase the scale to it's fullest, that is 1000 and then select Done and return to Composer. ***(pic. 50)***



Creating Eyes
Lets create another basic sphere as shown on the first page of this tutorial. You'll size and reposition it using the tools in composer.

Select the Mesh Sphere tool. Using the perspective camera view, click on the working grid inline with the eyesocket. Drag out to aproximately the right size to fit inside the eyesocket. That doesn't have to be exact as you'll size it when inplace. ***(pic. 51/52*)**



Located under the Move tool are all the selections needed to reposition the eye snuggly into it's socket. Just click on the eye with whichever tool you select and drag into position. Change the View as needed to help in repositioning. ***(pic. 53-56*)**

Once in position you can resize the sphere using the Scale tool and again move as needed so that it fits perfectly in the eyesocket. ***(pic. 57*)**

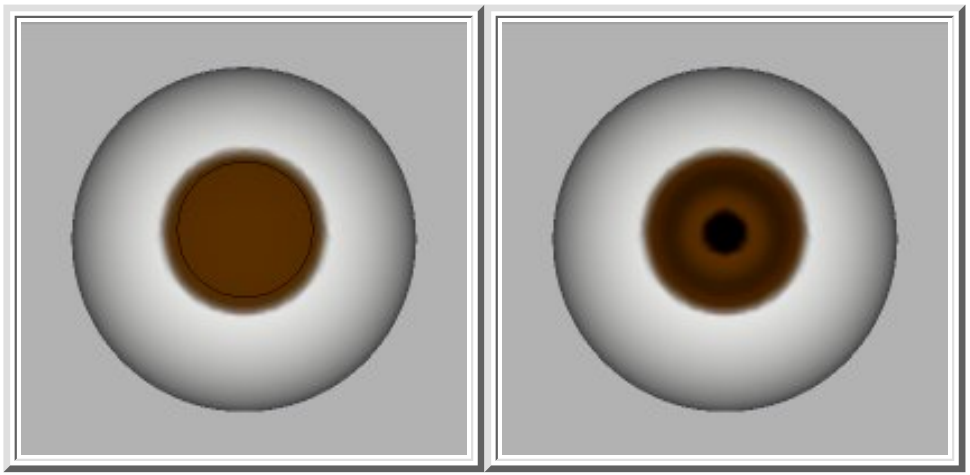
If you find that either the upper or lower eyelids are too far forward or back then simply go into tools, use the Choose option in the bottom left of your screen to select the Object and modify using the Normal or Brush tool till it fits snuggly around the eyeball.

Adding The Pupil
With the eyeball firmly in place you can go into Paint and airbrush in the color for the iris and pupil.

Select the Brush tool and a dark brown color, enlarge the radius to the outer edge of the iris, hold the brush in the centre of the eye and apply pressure. Note that Symmetry is still selected so even if you're slightly off centre it should produce an even shape.

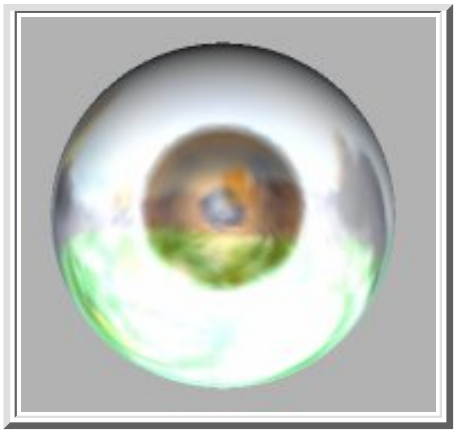
Change color to a lighter warmer brown and reduce the radius a little and again apply it right in the centre.

Select black, reduce the radius further and paint in the pupil of the eye. ***(pic. 58/59/60*)**



The eye needs some reflective properties to make it look wet and shiny.

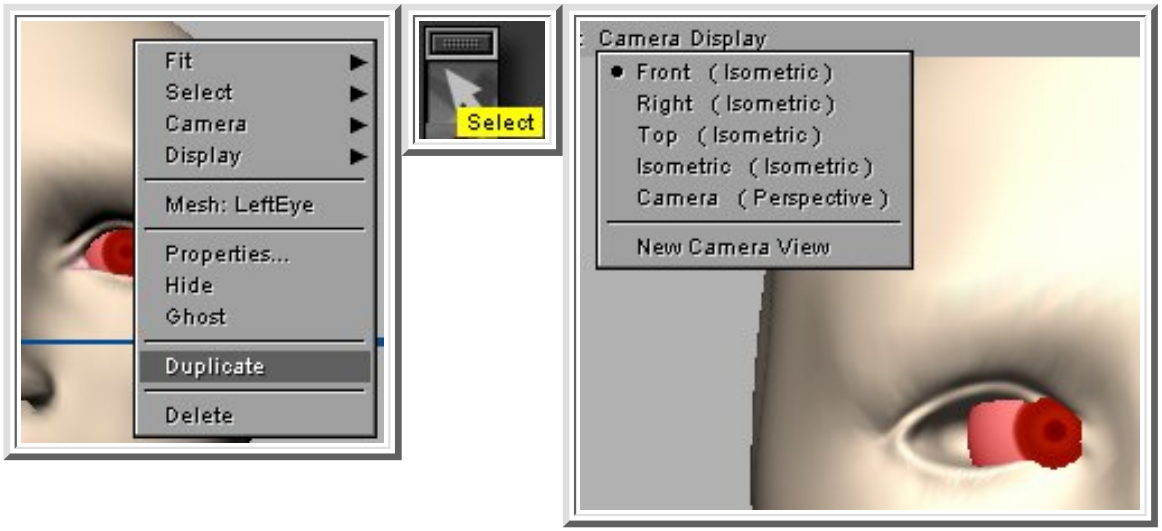
Go into Materials and this time all you need to change is the Reflectivity properties. Click the tab under Reflectivity and change it from Value to Gradient and if it isn't already set to 100 then slide the value up to that. ***(pic. 61*)**



With the material inplace return to Composer.

With one eye completed it's a simple matter to duplicate it and then move it along into the right eyesocket.

Use the Select tool to right click on the eye, this will bring up the options for the Mesh Sphere. Choose Duplicate. You wont immediately notice any difference as the copy is in the same position as the master. Select the Front View and then choose the Move Along The X tool to click on the eye and drag it across into position. ***(pic. 62/63/64*)**



With both eyes inplace, you can change their names to left eye and right eye. Use the Select tool to right click on either eye, select Properties and type in the name in the top of the box, click Ok when finished. Repeat the procedure for the other eye.

Removing The Inside Of The Mouth
The face is starting to take shape, but the mouth cavity is not quite as we'd like. It needs to be oval inside and smooth. You can do this by first creating a Sphere, shaping and sizing it to fit inside the mouth, then use the Boolean Subtraction tool in Composer to cut that shape from the head.

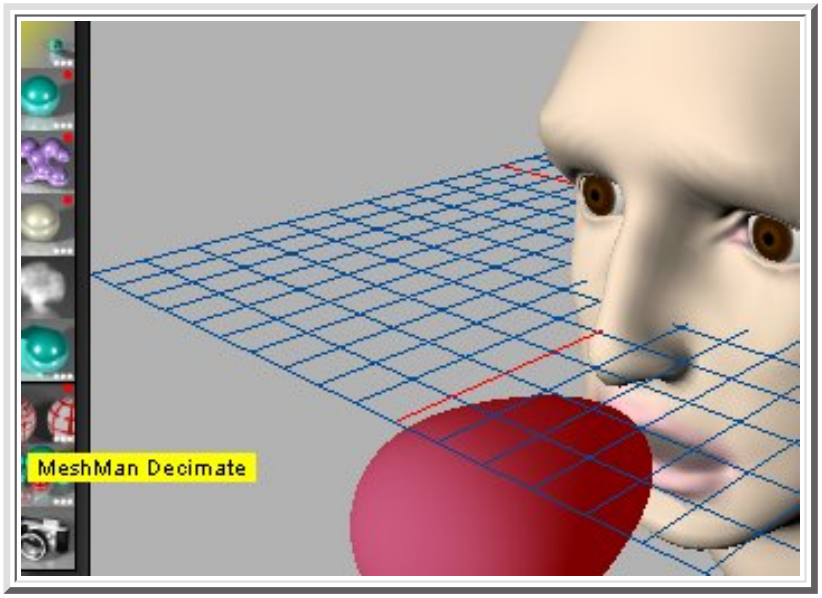
Go into Composer and create a sphere. Choose the Mesh Sphere tool and click on the grid directly infront of the face. Drag out until the sphere looks a reasonable size to fit inside the mouth.

Go into FX and View the Sphere from the bottom. Do exactly the same as you did in the beginning of this tutorial **(part 1/pic5/6)** to stretch the sphere into an oval

shape.

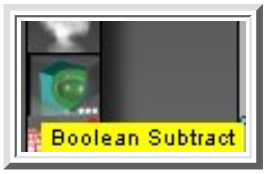
As the oval shape will be inside the mouth and generaly viewed in shadow, you don't need the shape to be as complex as it is. Lets reduce the density of it's mesh.

Go into Composer, select the Meshman Decimate tool and click on the oval shape. The object will turn red while the mesh is reduced. Repeat the procedure to again reduce the mesh even further. ***(pic. 65)***



Select the Move tools and position the shape centrally and just inside the mouth.

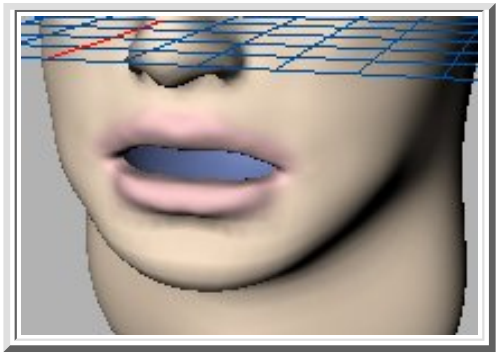
Now you can remove that shape from the head. ***(pic. 66)***



Select the Boolean Subtract tool.

Choose the Front View and Zoom in as required so that you can see the face and oval shape together.

Click once on the face and then once on the oval inside the mouth, both will turn red while the process completes and the inside of the mouth is created. ***(pic. 67)***



Continued **Begin** **2** **3** **4** **5**