

Advanced

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Creating Human Features

Ears !!

The creation of ears will use all the skills you've learned in this tutorial, their creation and complexity depends on how the head will be viewed and how much detail you want to incorporate.

I'll take you through the process of creating reasonably accurate ears.

Go into Mask and Choose the head object in the bottom left of your screen.

View the head from the right or left and select the Mask All tool, as shown on **page 2/pic21**. Click once to mask the head.

You're going to use the UnMask Brush again, as shown on **page 2** of this tutorial. But first you need to change the Brush settings, as shown on **page 2/pic16**.

Remove the Symmetry by selecting the circle.

Change the Mode to the two arrows pointing together.

Change the Radius to suit and then airbrush the shape of an ear on the side of the head. (*pic. 68*)



As we're making fairly detailed ears, you'll have to increase the mesh inside the masked area.

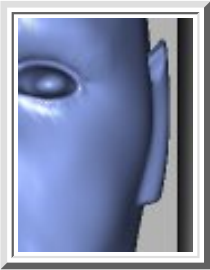
Go into Composer (described fully in **page 2/Adding Detail** section of this tutorial), select the Meshman Quad tool, click on the head to increase the mesh, wait till it turns back from the red color and repeat.

That will add a lot of detail in the unmasked area to enable the creation of fairly accurate ears. If you don't need that much complexity then only increase the mesh size once.

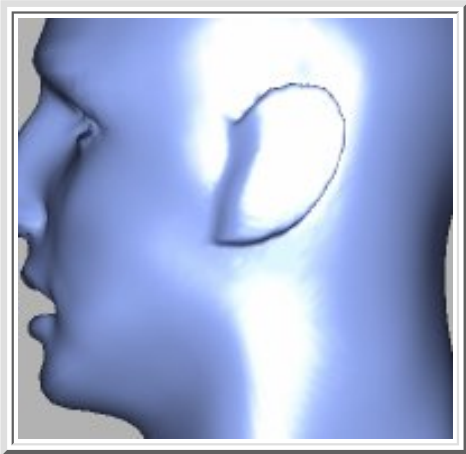
Go into FX, View the head from the Front. Choose the Scale tool and click on the head and drag to scale up the ears till they protrude from the surface of the head. **(pic. 69)**



Stay in FX and select the Stretch tool, click and drag to bring out the top edge of the ears. **(pic. 70)**



Stay in FX, leave the selection to Stretch and View the head from the Right or Left and again, click and drag to pull out the outer edge of the ears **(pic. 71)**



All that remains is to model the lumps and bumps of an ear. Go into Tools and by the now the process should be very familiar, push and pull the ears into shape. Leave the mask inplace until you've finished the process. **(pic. 72)**



Once you're happy with the ears, remove the mask and go into Tools and smooth the area where the ears join the head.

That is the head almost complete, all that remains is to tidy up area's you're not happy with.

Remember to change the Symmetry and Mode when you model using different views in Tools.

Lets render a still image of what you've created.

Note that you can move the lighting to suit, just as you moved the other objects in this tutorial.

Go into Composer, select the RadioCity tool, right at the bottom of the toolbar and click in the workspace.

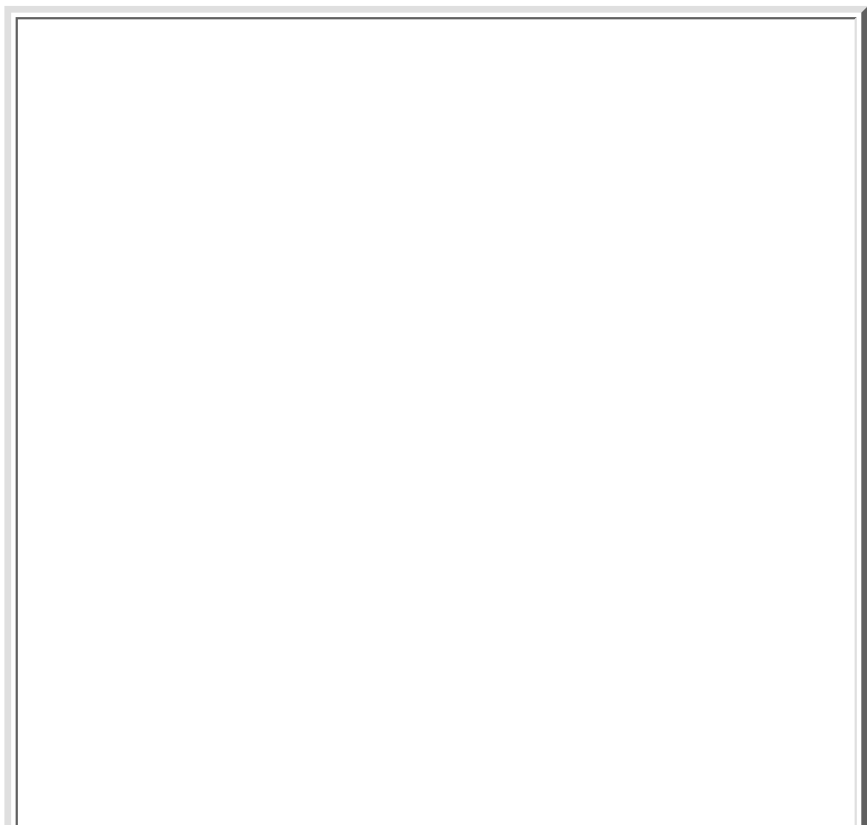
An Options box will appear.

Choose a Size of 550 X 400

Change the Output to Still Image.

And tick the options for Shadows and click Render. **(pic. 73)**

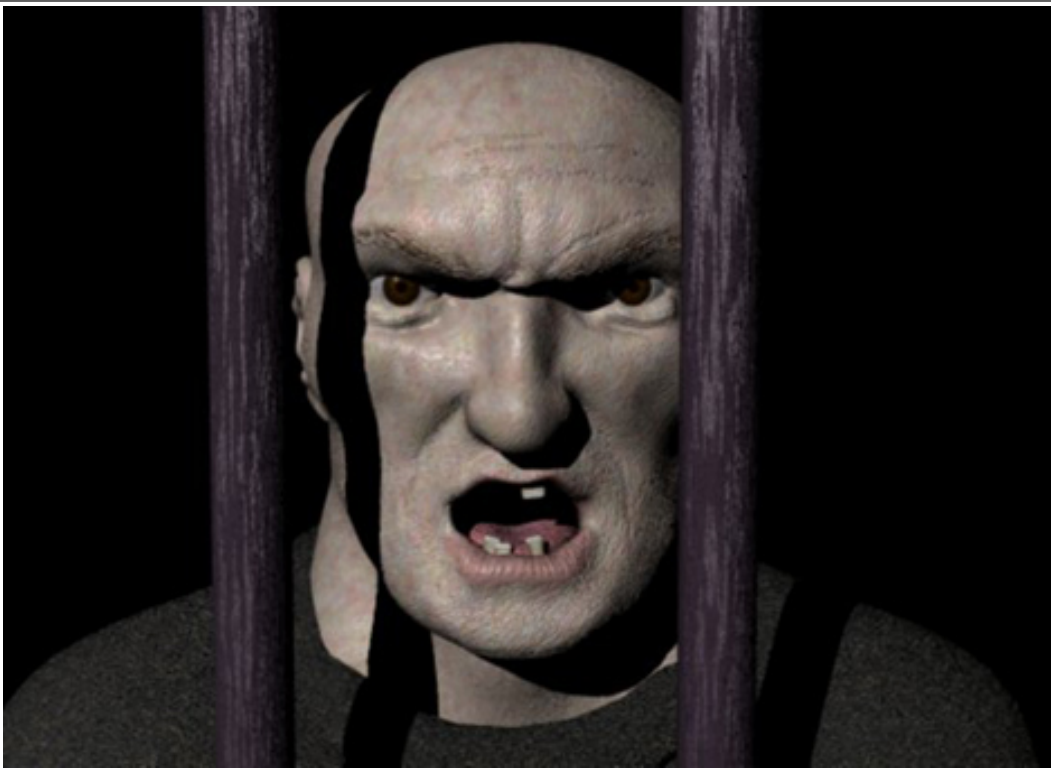






You've produced a fairly simple human head in this tutorial, it has all the basics needed to continue modeling, and then start animating. The only thing that can limit you is your own creativity. **(pic. 74)**

In the next tutorial I'll show you how to add awesome bump maps and color maps to create real looking lips, eyebrows and skin covered with scars and wrinkles. **(pic. 75)**



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