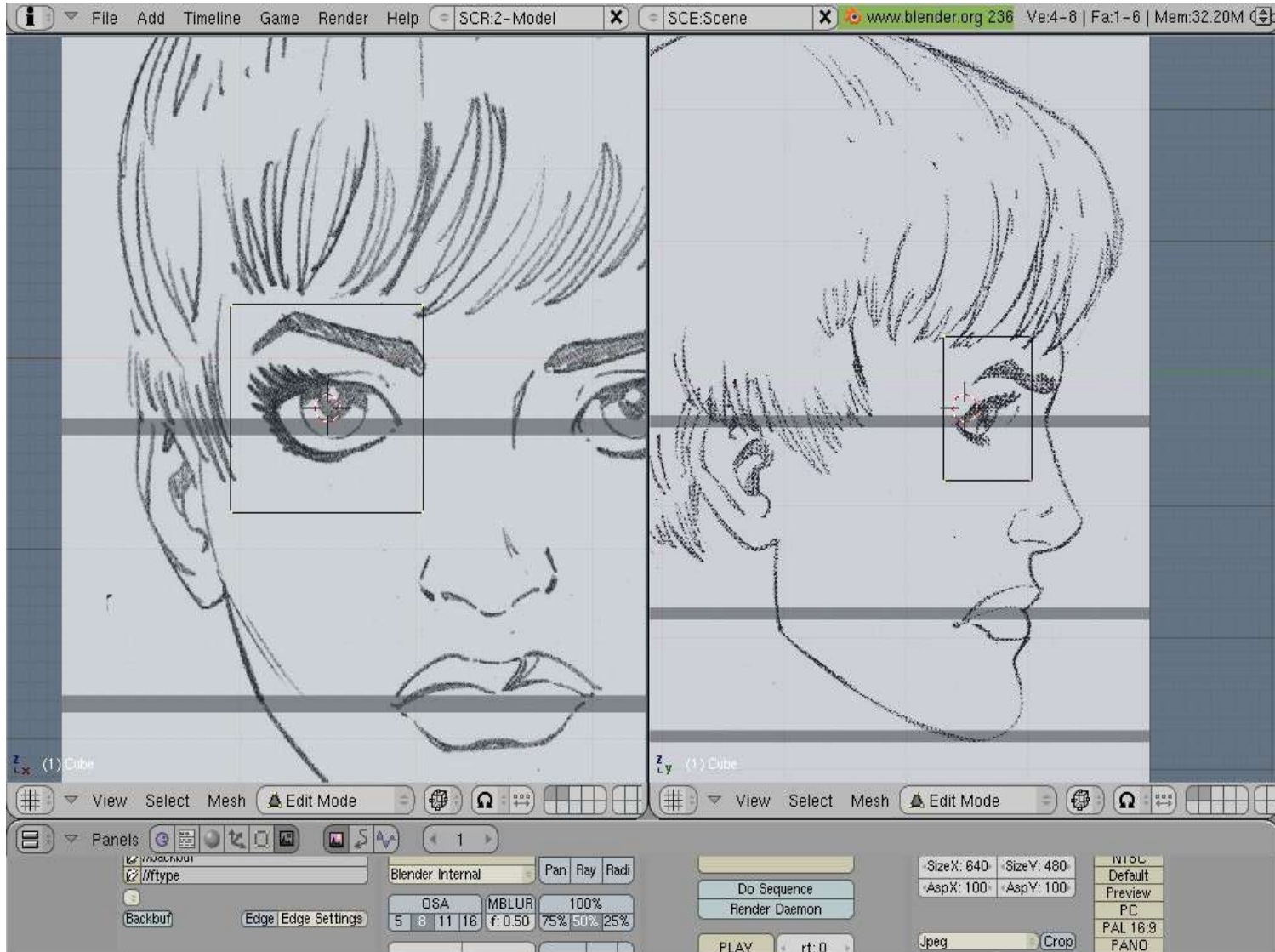


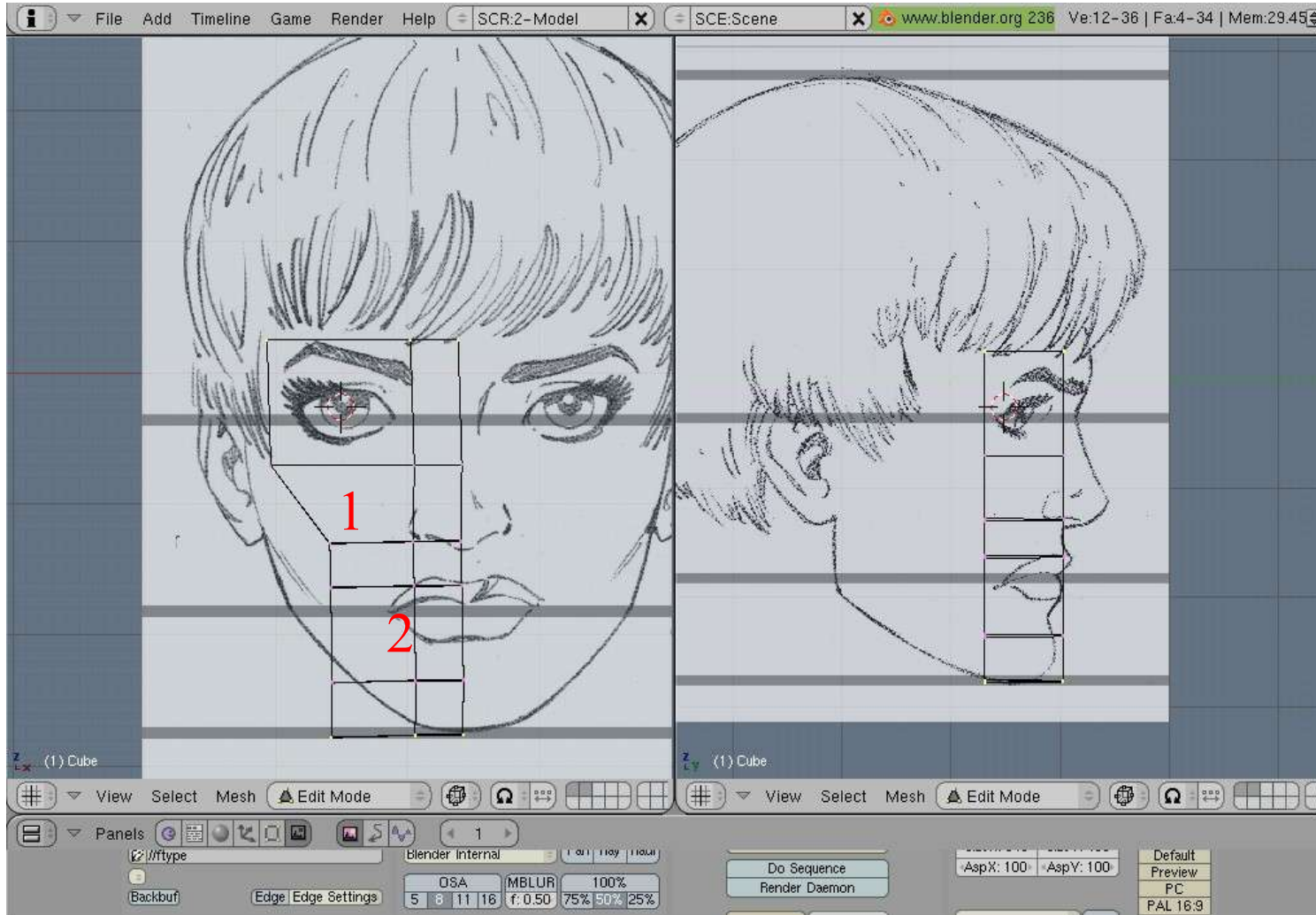
Step 1 Mark The Eye and Eye Muscle Area



Start With a single block over the eye. This block will hold both the eye socket and the Orbiculus Oculi muscle group.

This is the group of muscles responsible for squinting

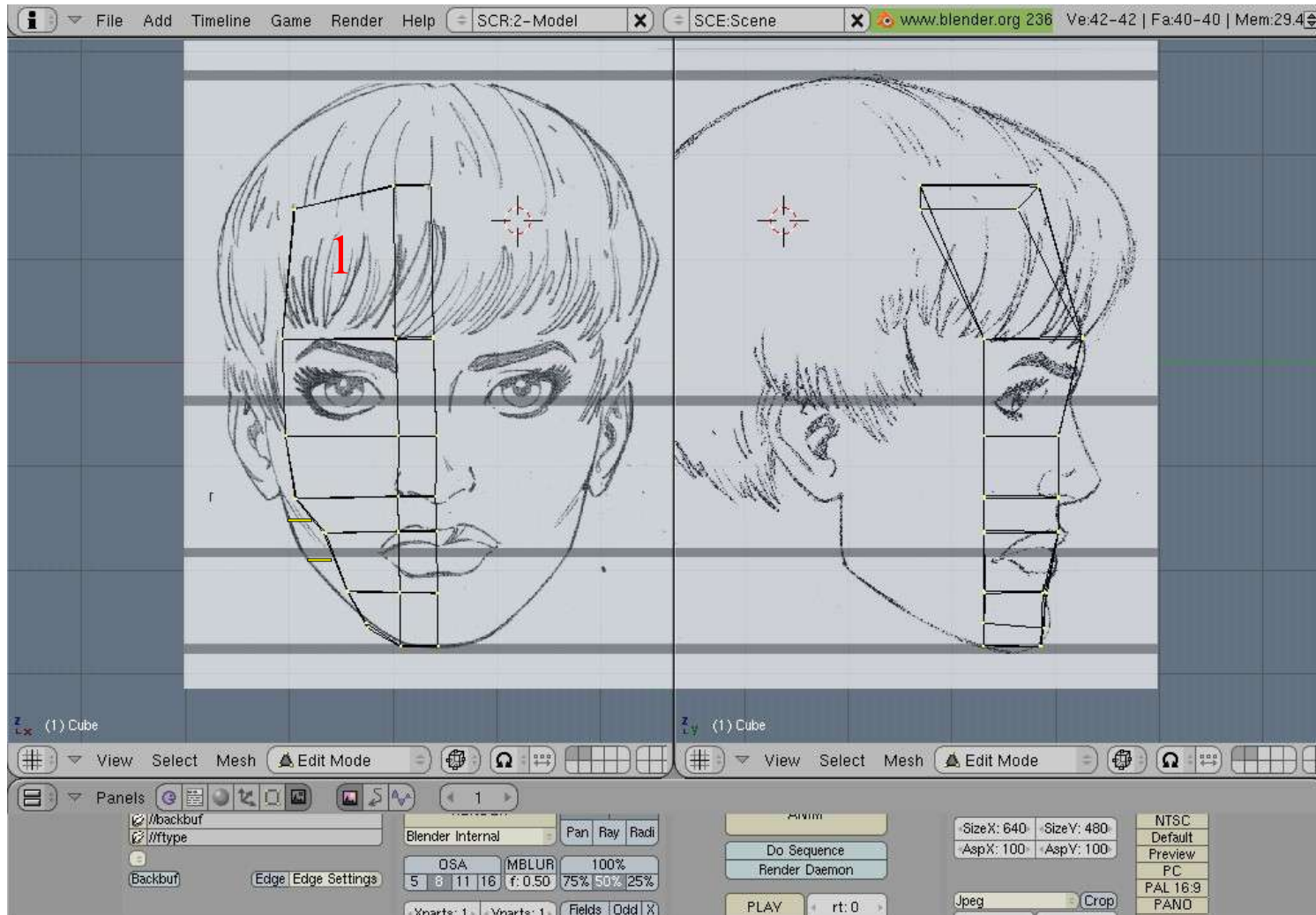
Step 2 Expand The Mask Area Of The Face



Now add blocks that represent the Levator Labi (1) and the Obicular Oris (2) These are muscles that operate on the mouth

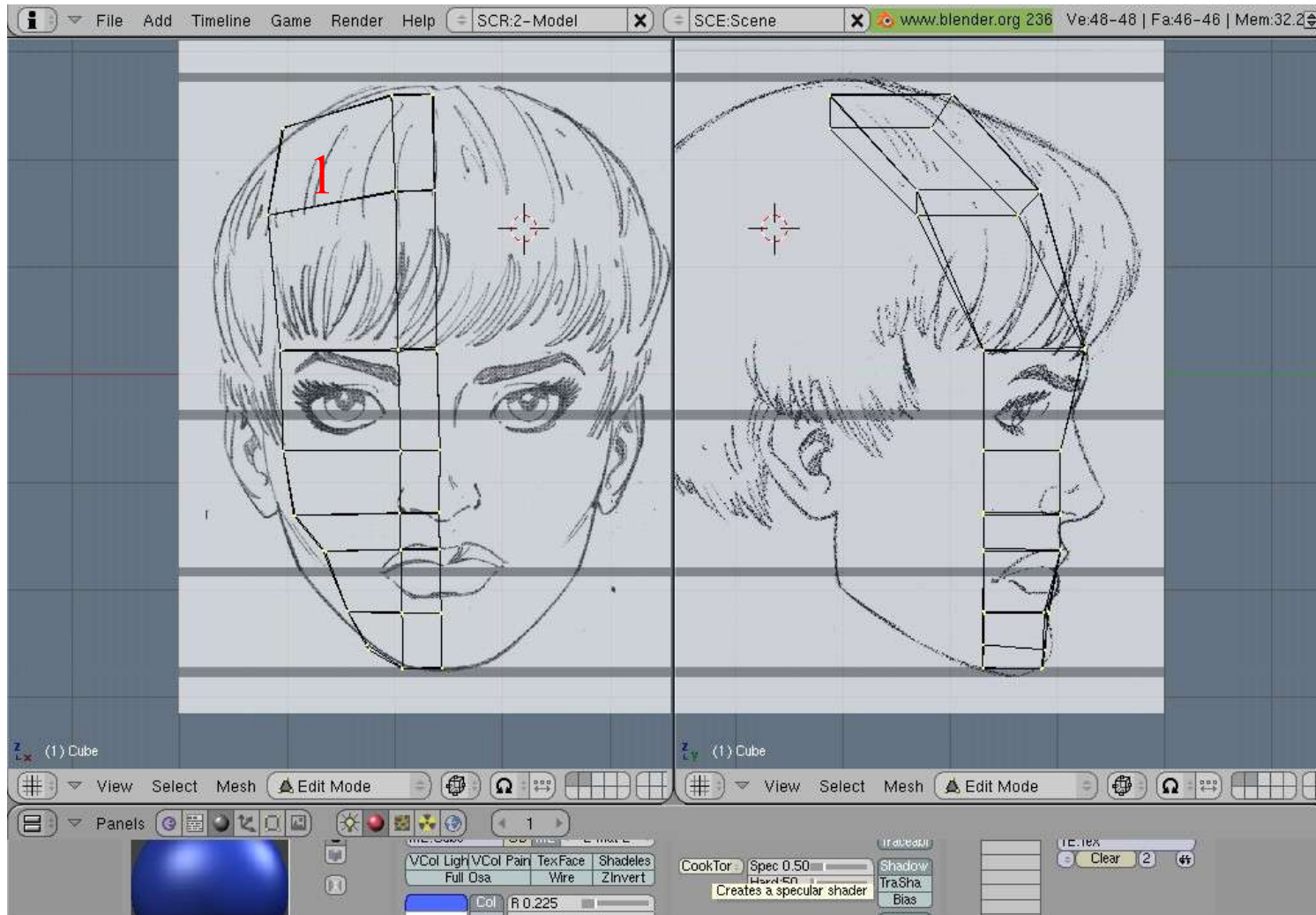
Next, extrude the entire right side from the side of the nostril to the center of the nose.

Step 3 Expand The Mask Area Of The Face



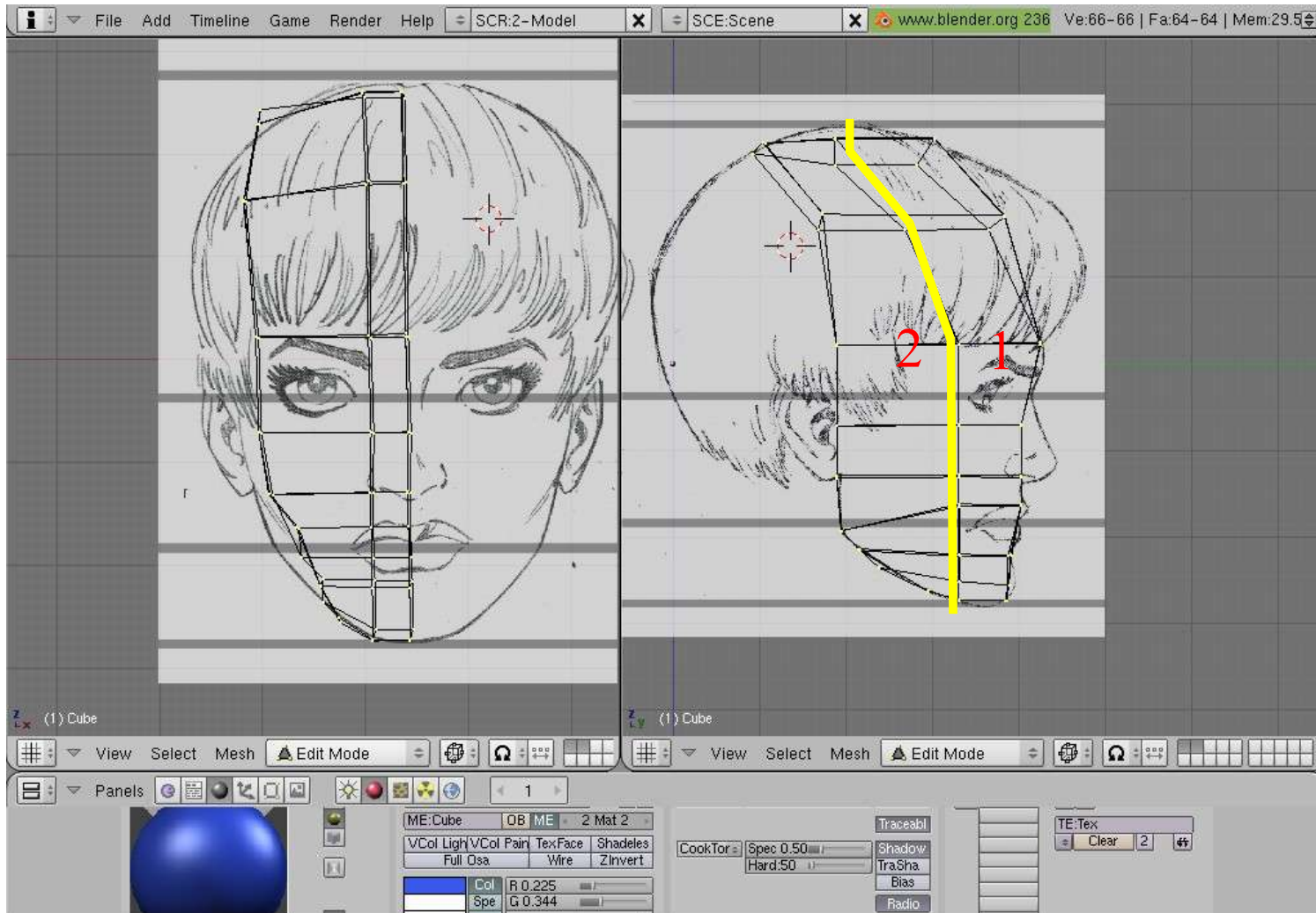
Area (1) is now added to represent the Frontalis Muscle Group, responsible for lifting the eyebrows. The structure is then moved and fitted to the face to resemble a halloween mask that fits on the **front** of the head. The gap represented by yellow lines shows that the edges do not go to the edge of the drawing. The side view shows how the blocks are moved, again resembling a mask.

Step 4 Adding Top Of Head To Front



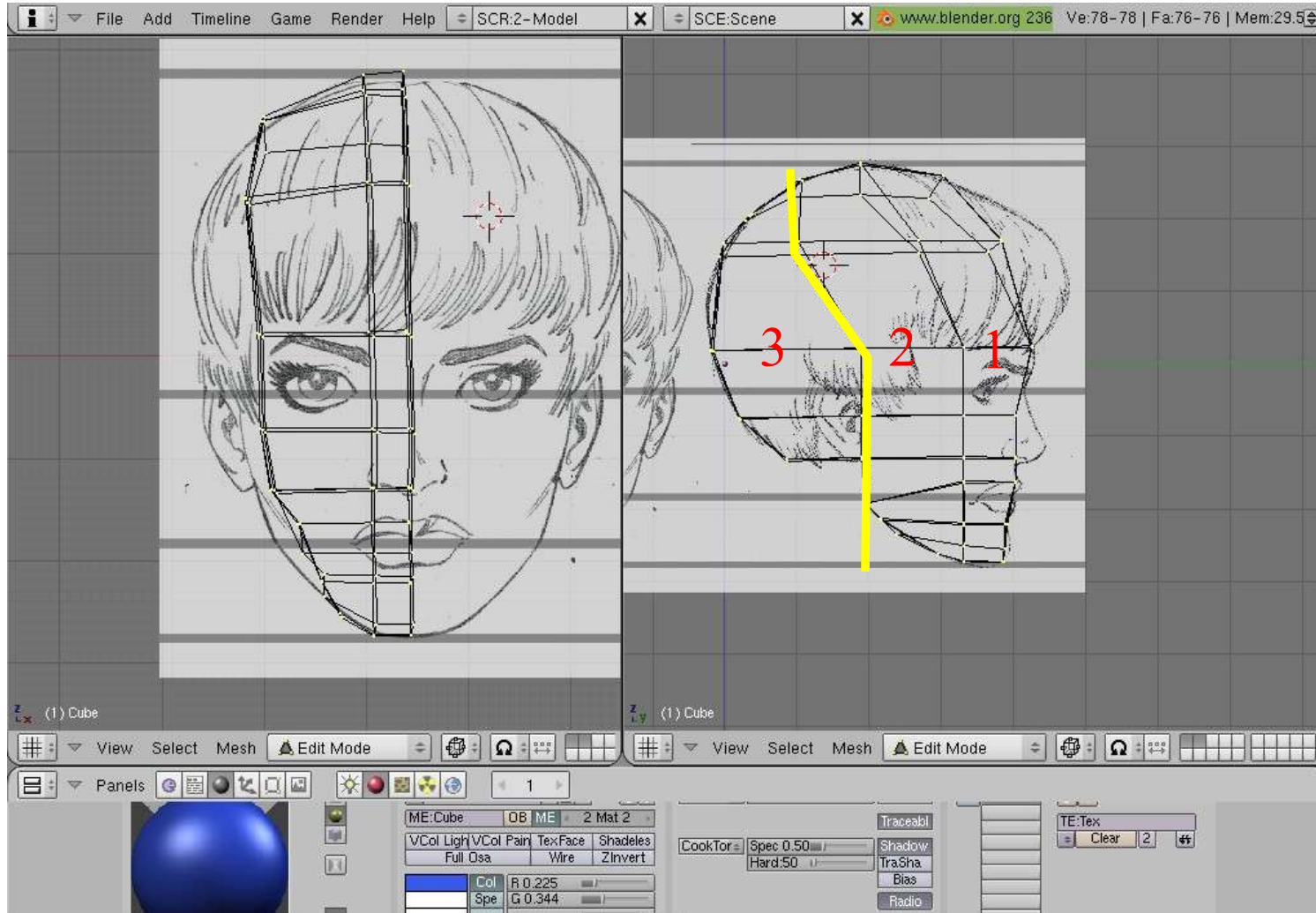
Add the top of the skull

Step 5 Continue Expanding the Skull Area



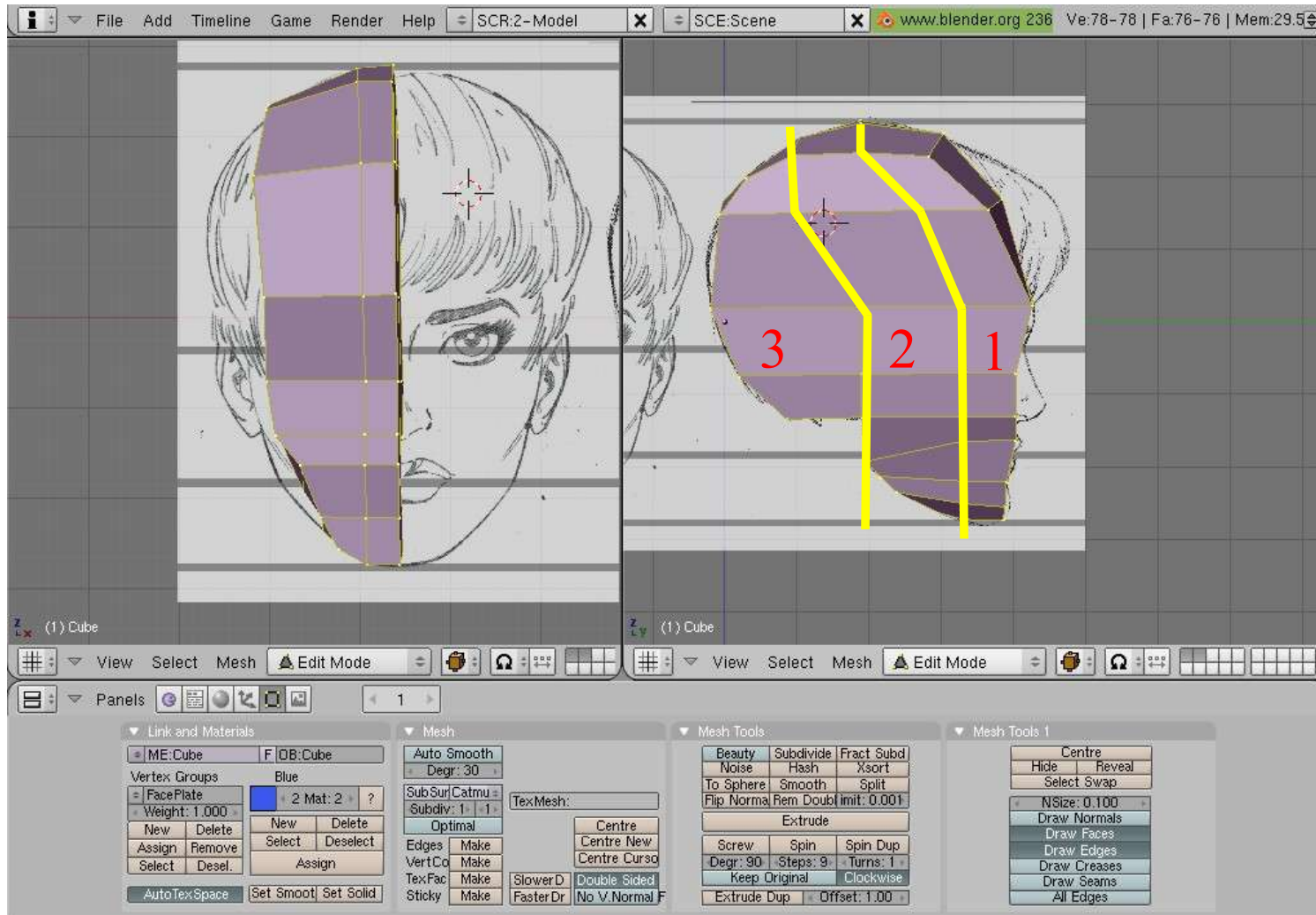
Add Area (2) by Extruding the left edge of area 1 .

Step 6 Continue Expanding the Skull Area



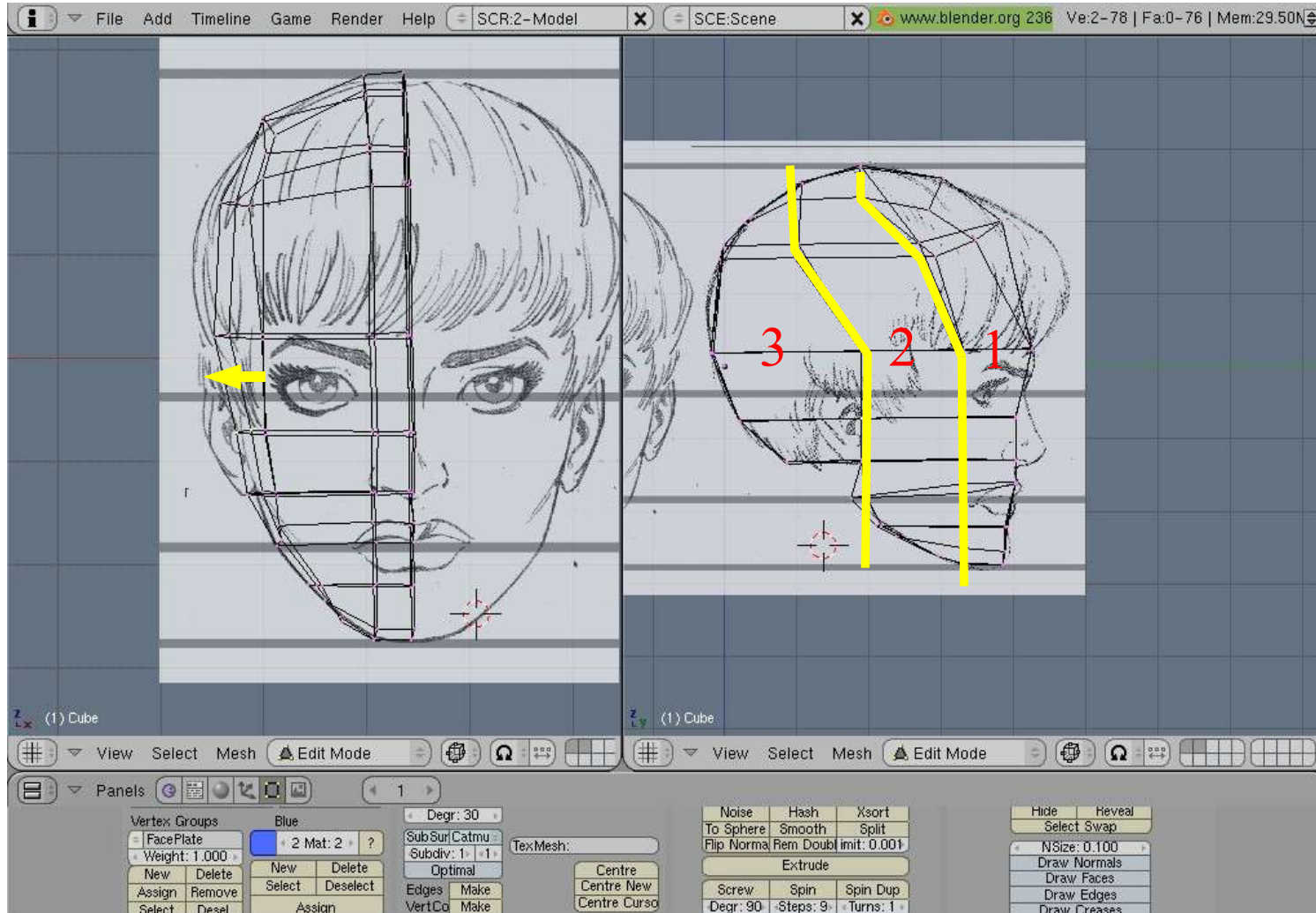
Add Area (3) with another extrusion. When you are done, you should have the 3 areas as above. A solid shaded screen shot of the same structure is shown on the next slide.

Step 6a Continue Expanding the Skull Area-- solid view



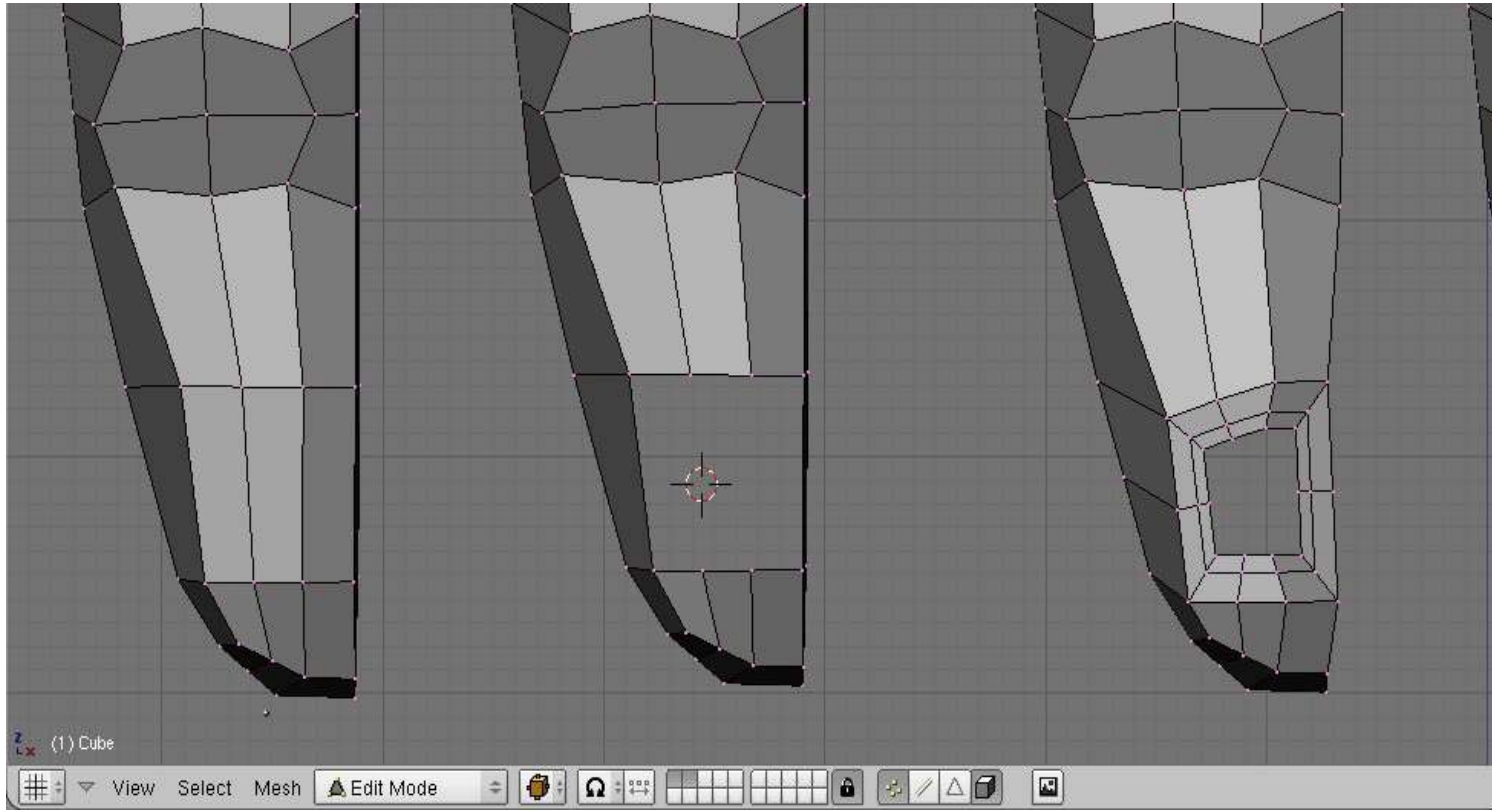
Adding Areas (2) and (3). When you are done, you should have the 3 areas as above.

Step 7 Round The Outer Side of the Skull



Move the Points associated with the yellow lines out to match the left side of the head in the front view. The line for 2 should be closer to the inner part of the face.

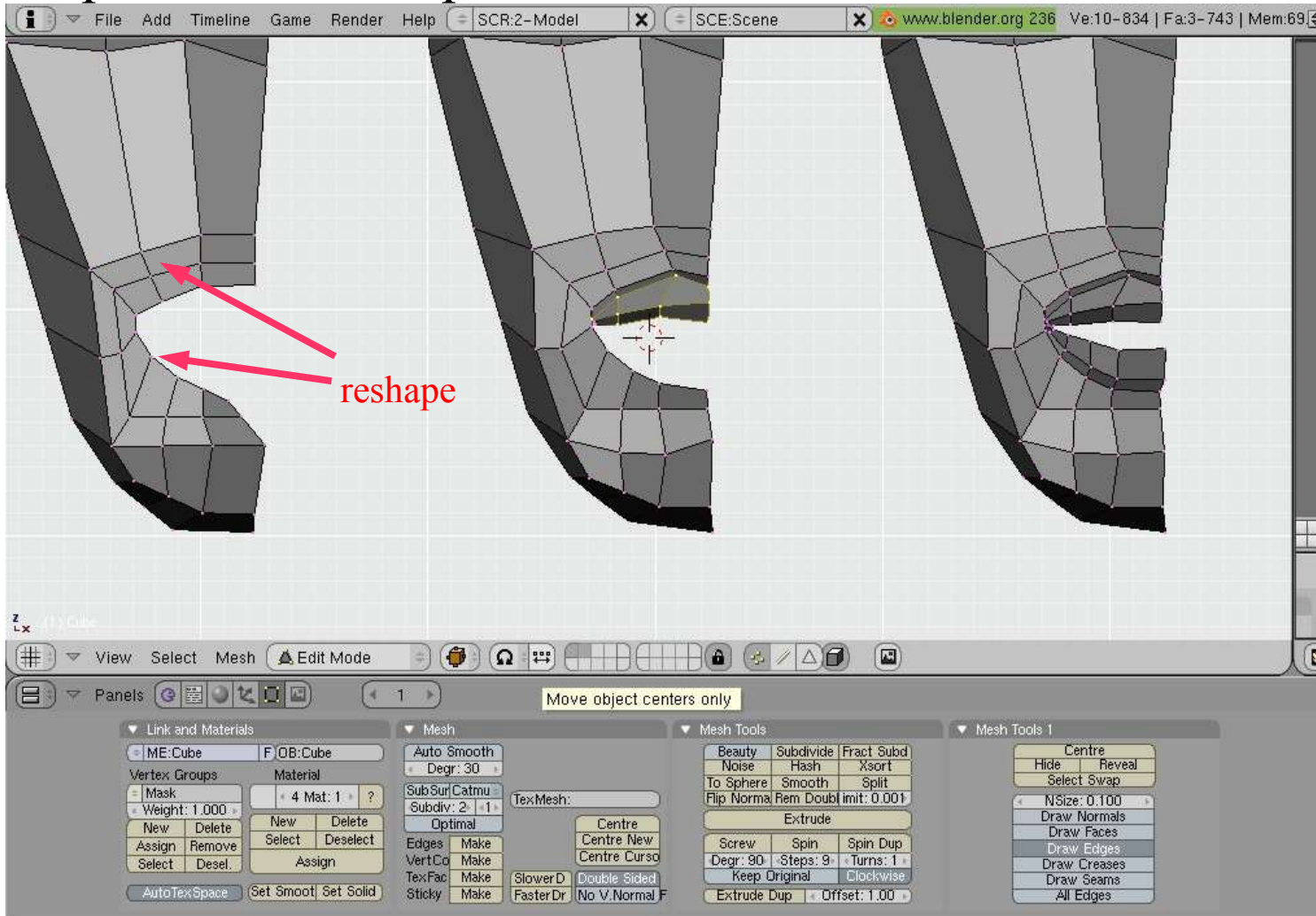
Step 8 Start The Lips



Cut out the quads from the mouth area Then reshape it.

Next, Extrude it twice (E Key, Esc Key, S Key). These two lines are part of the mouth muscles. The remaining hole is the beginning of the lips.

Step 9 Start The Lips

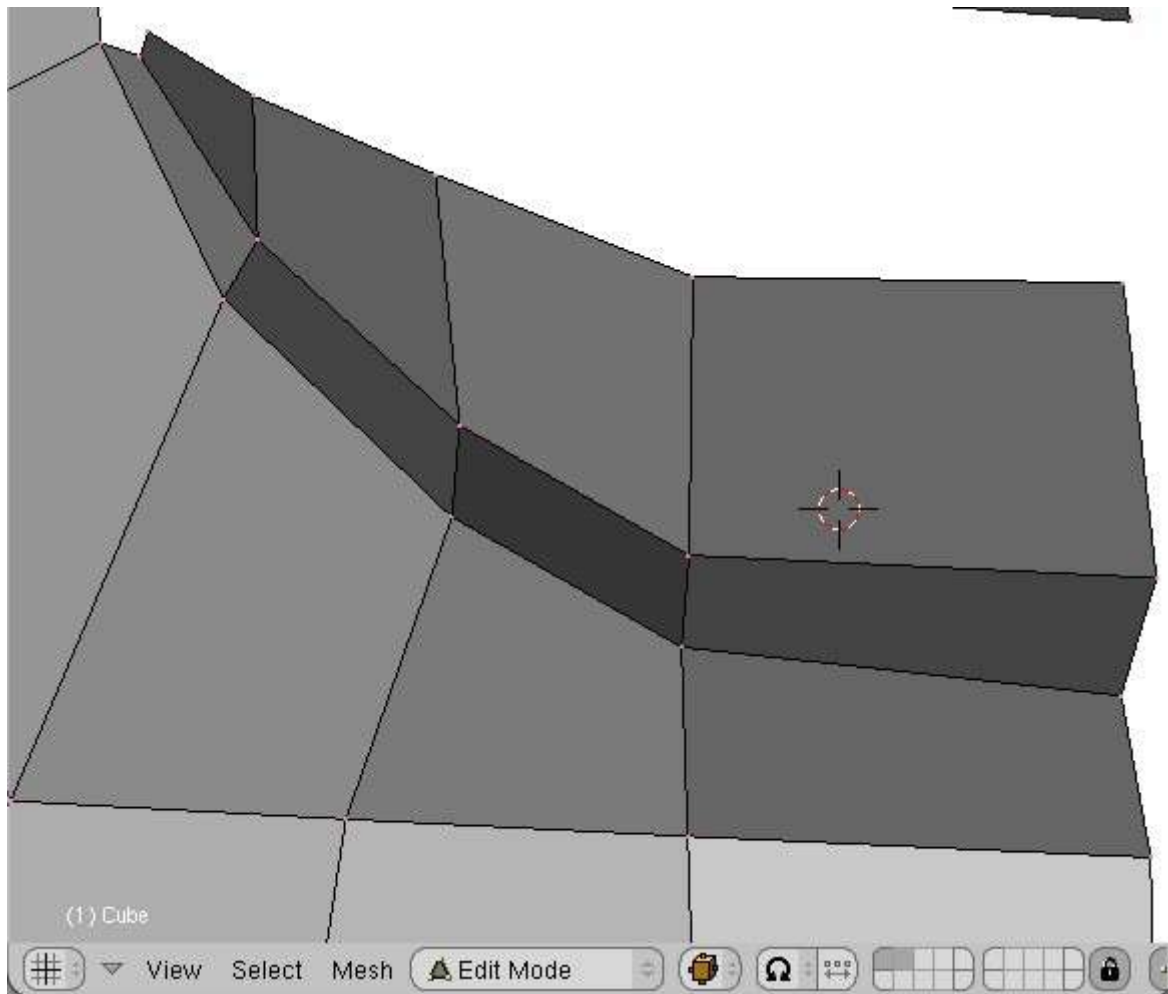


Reshape the opening to match the outer edge of the lips Reshape the area points around the mouth.

Extrude the upper edge of points 3 times The first extrusion is the top of the upper lip, so it goes out. The next is the thickness of the lip, so it goes down, the final is the bottom of the lip, moved in A close up is shown in the next slide.

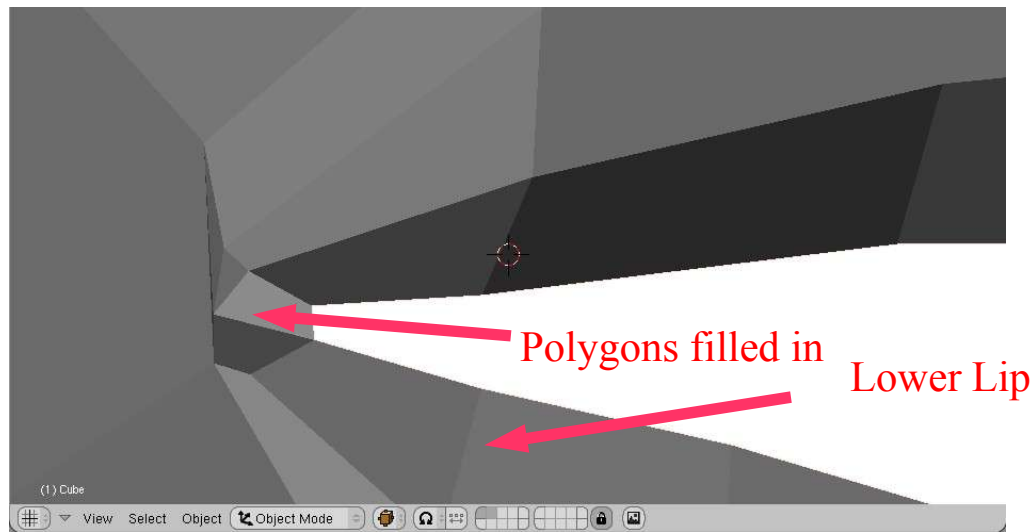
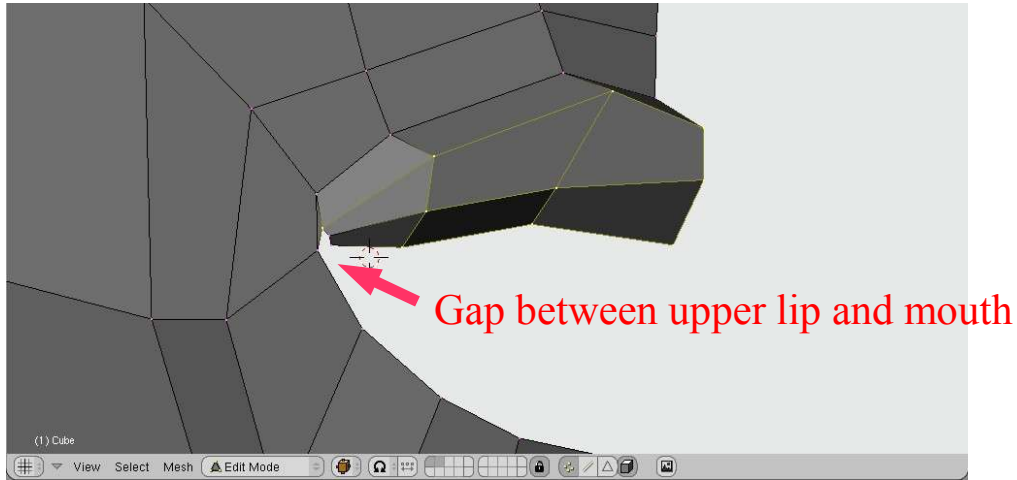
The third step is to fix the gap on the upper lip, and extrude the lower lip. This is broken down into more detail next.

Step 10 Lower Lip Extrusion



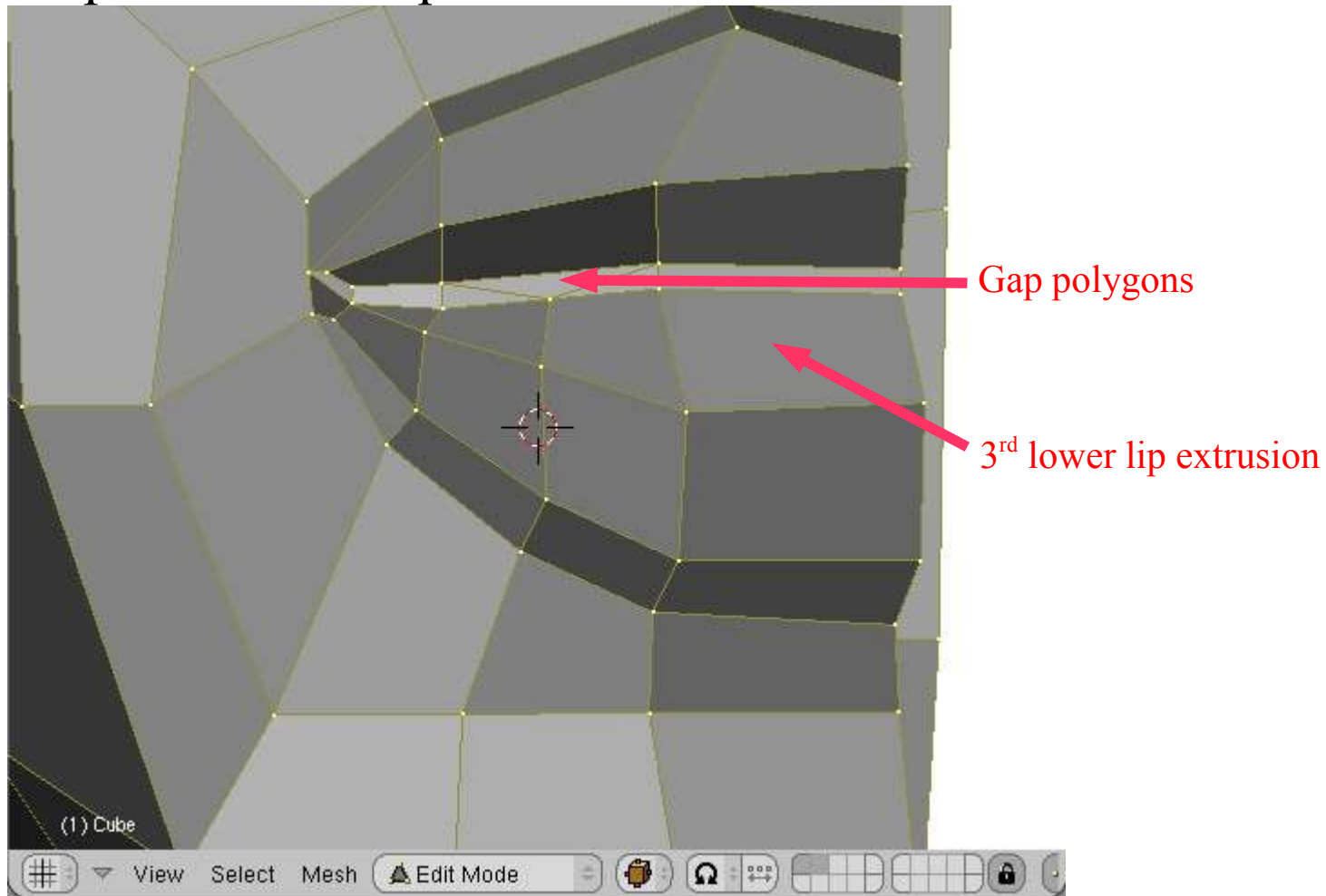
The lower lip is extruded twice Once out for the bottom of the lip, and then extruded up for the thickness of the lip.

Step 11 Fixing the Lips



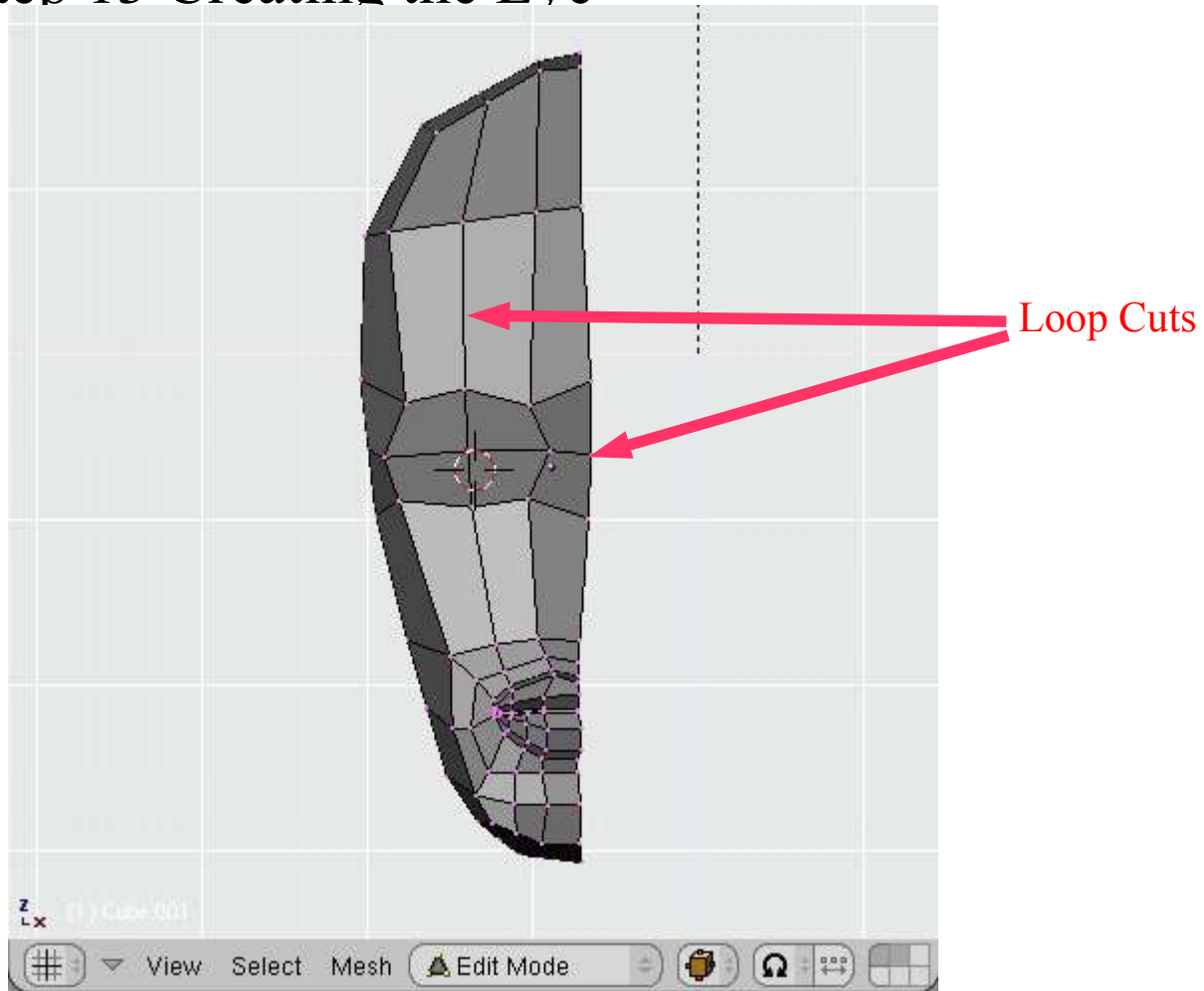
The gap created between the upper lip and the mouth is filled in with triangles attached to the lower lip.

Step 12 Lower Lip Extrusion



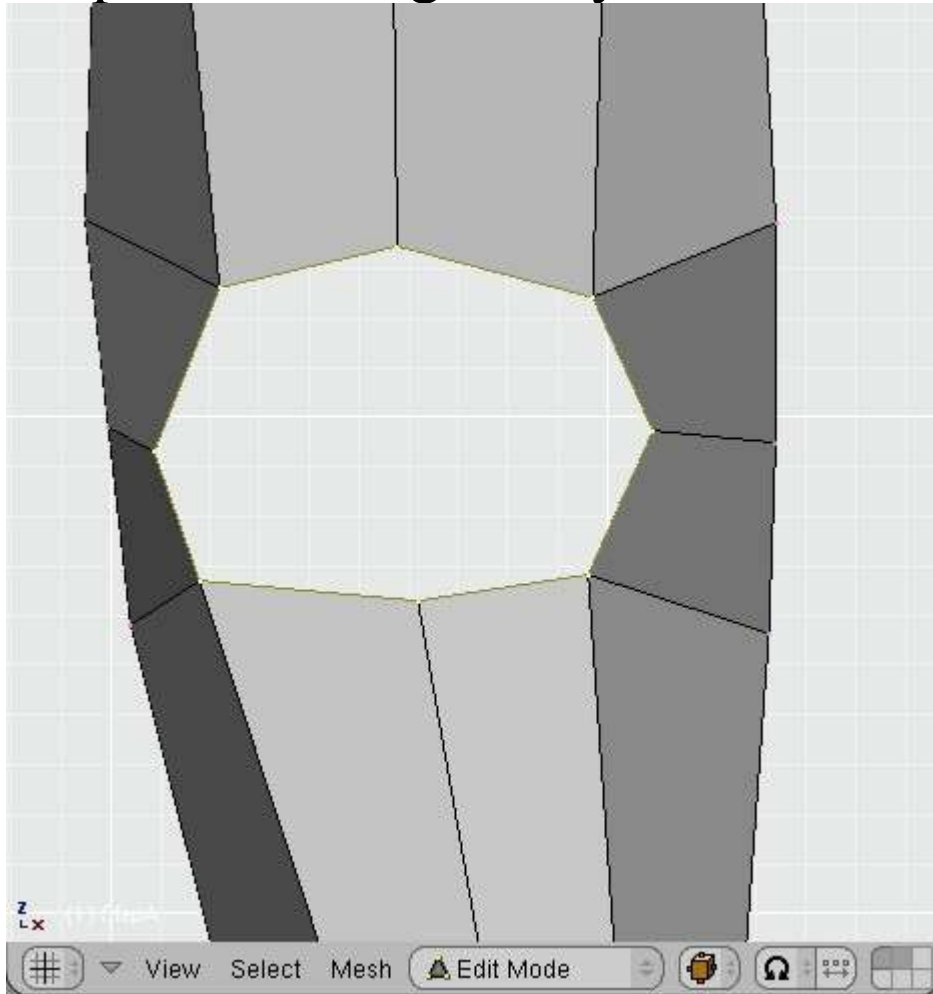
Once the corner of the mouth is fixed, the lower lip is extruded in once more, and then a set of connecting quads and tris bridge the gap between the upper and lower lip.

Step 13 Creating the Eye



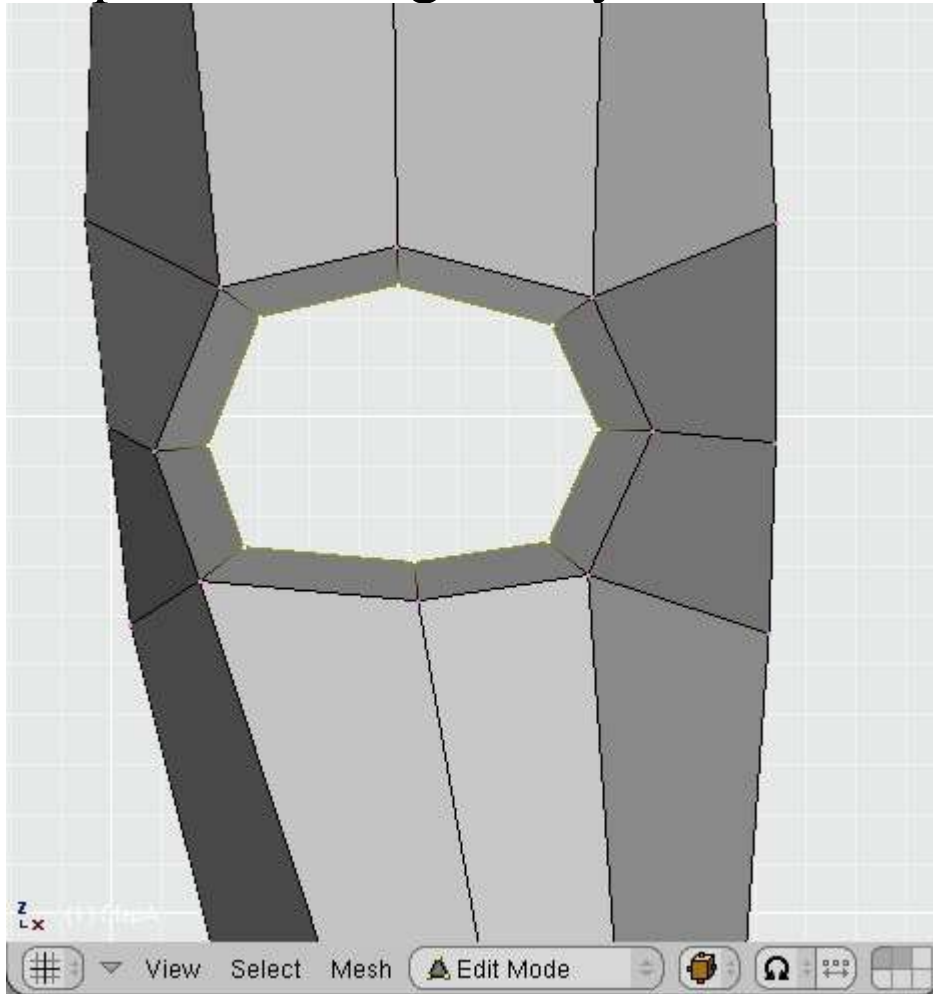
Loop cut the eye hole vertically and horizontally in half.

Step 14 Creating the Eye



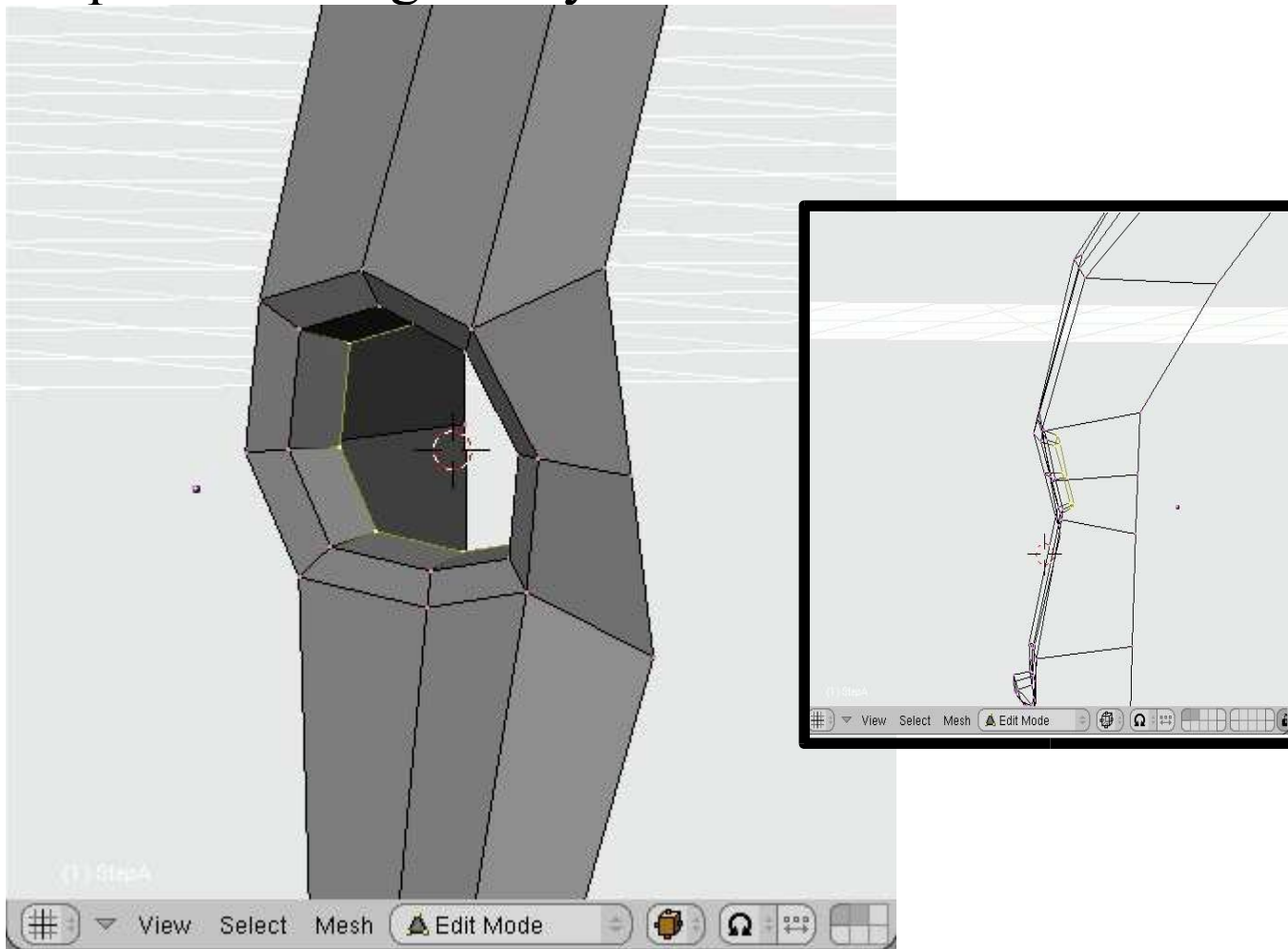
Remove the central vertex and arrange the vertices to form an oval shape.

Step 15 Creating the Eye



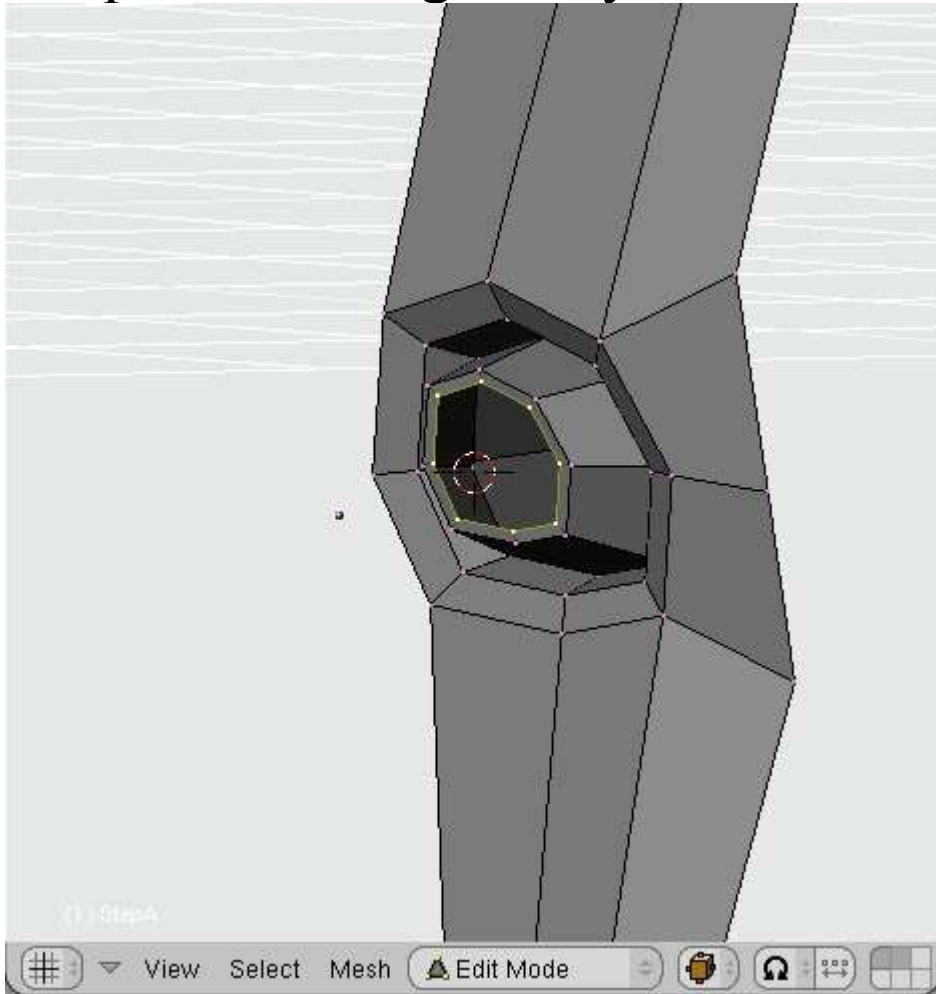
Extrude in, using (E)xtrude, ESC key and (S)ize key. Move the points in slightly away from the plane of the face. This is the beginnings of the eye socket.

Step 16 Creating the Eye



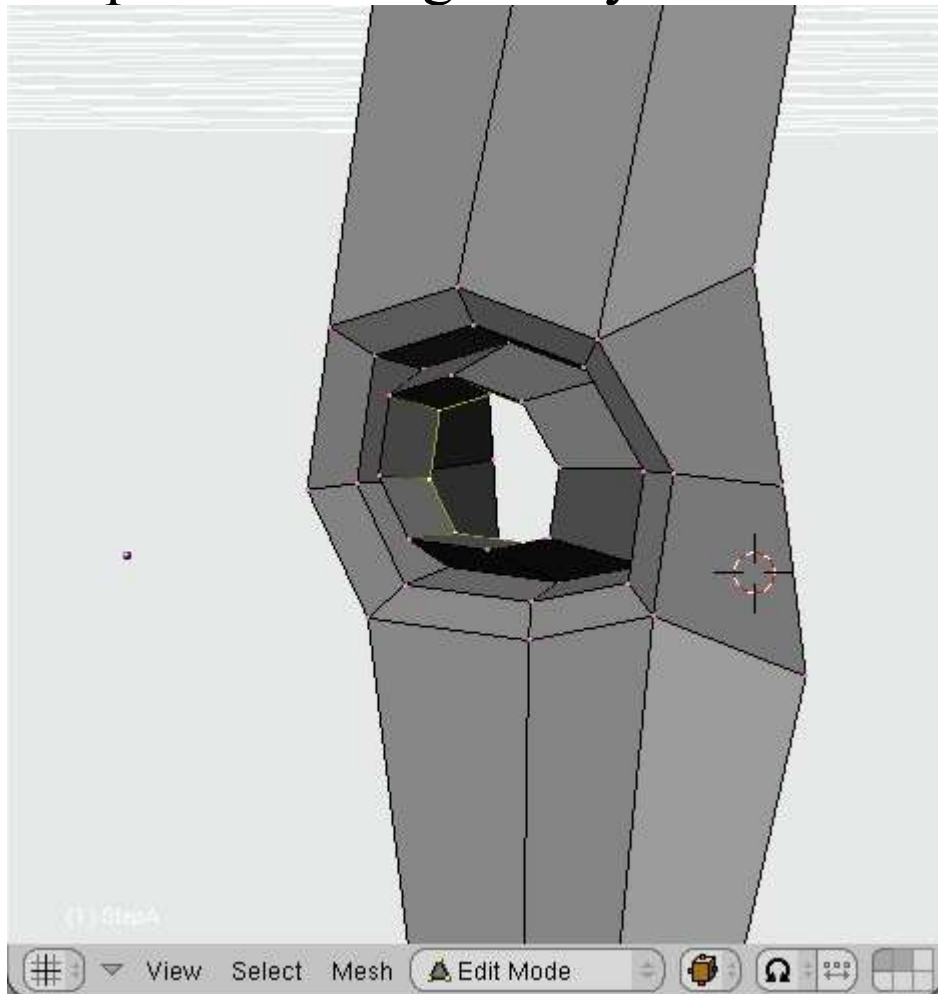
Extrude in a second time, using (E)xtrude, ESC key and (S)ize key. Move the points in toward inner portion of the skull.

Step 17 Creating the Eye



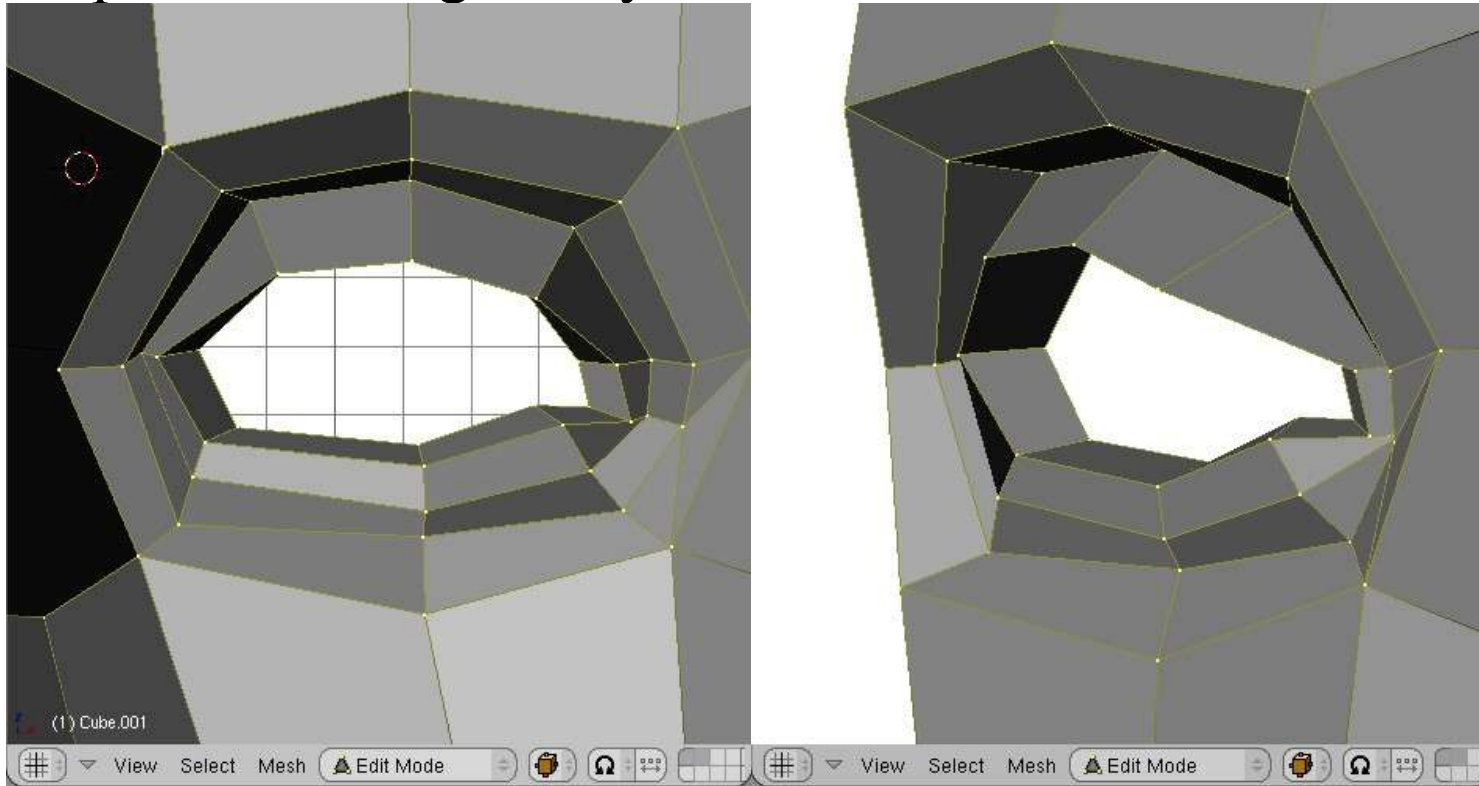
Extrude in a two more times, using (E)xtrude, ESC key and (S)ize key. On the first extrusion move toward the outside of the eye, this is the top of the upper eyelid and the bottom of the lower lid. Then extrude in, as shown , and move these points in toward the inner portion of the skull, as shown in the next slide.

Step 18 Creating the Eye



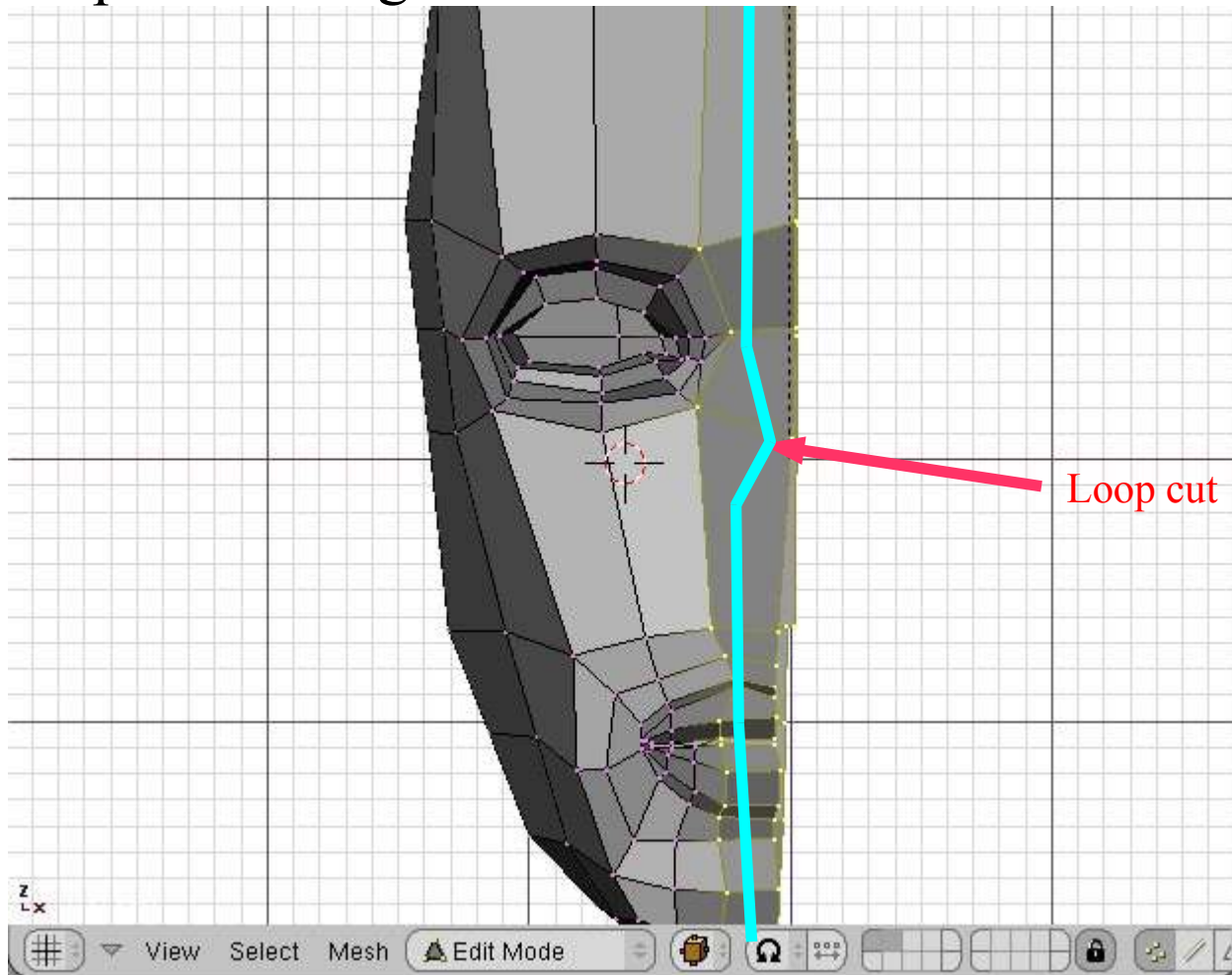
This final extrusion is the lower side of the upper eyelid and the upper side of the lower eyelid

Step 18a Creating the Eye



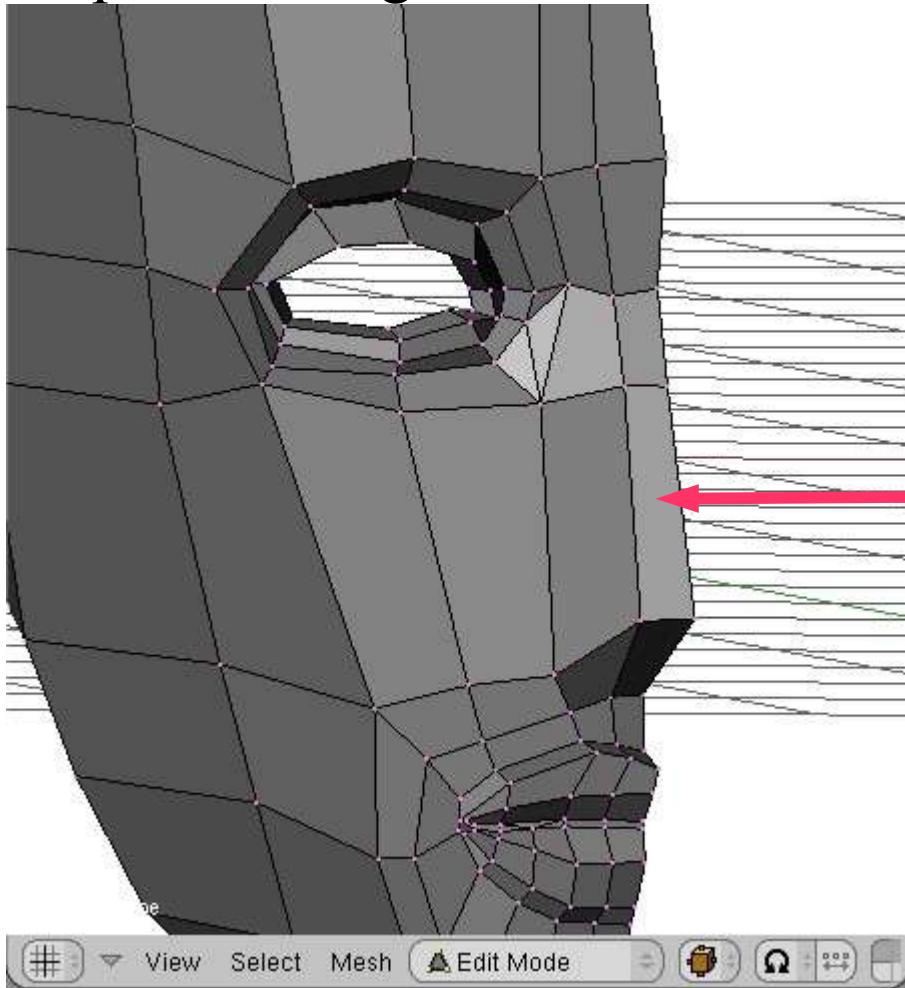
Now reshape the points to produce a eyesocket, eyelid and area for the eyeball.

Step 19 Adding A Nose



Loop cut to create the nose polygons.

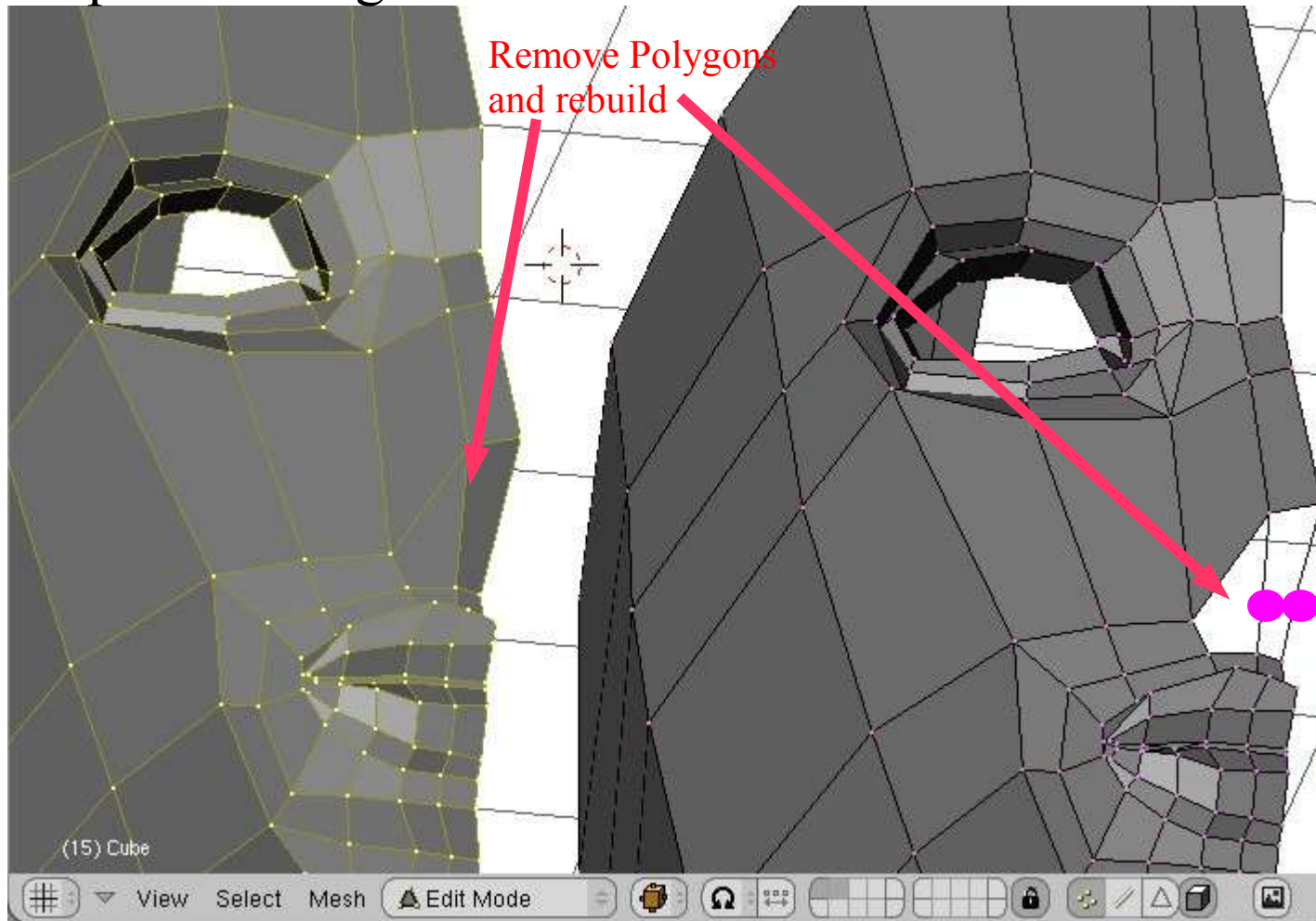
Step 20 Adding A Nose



Reshape the nose
polygons

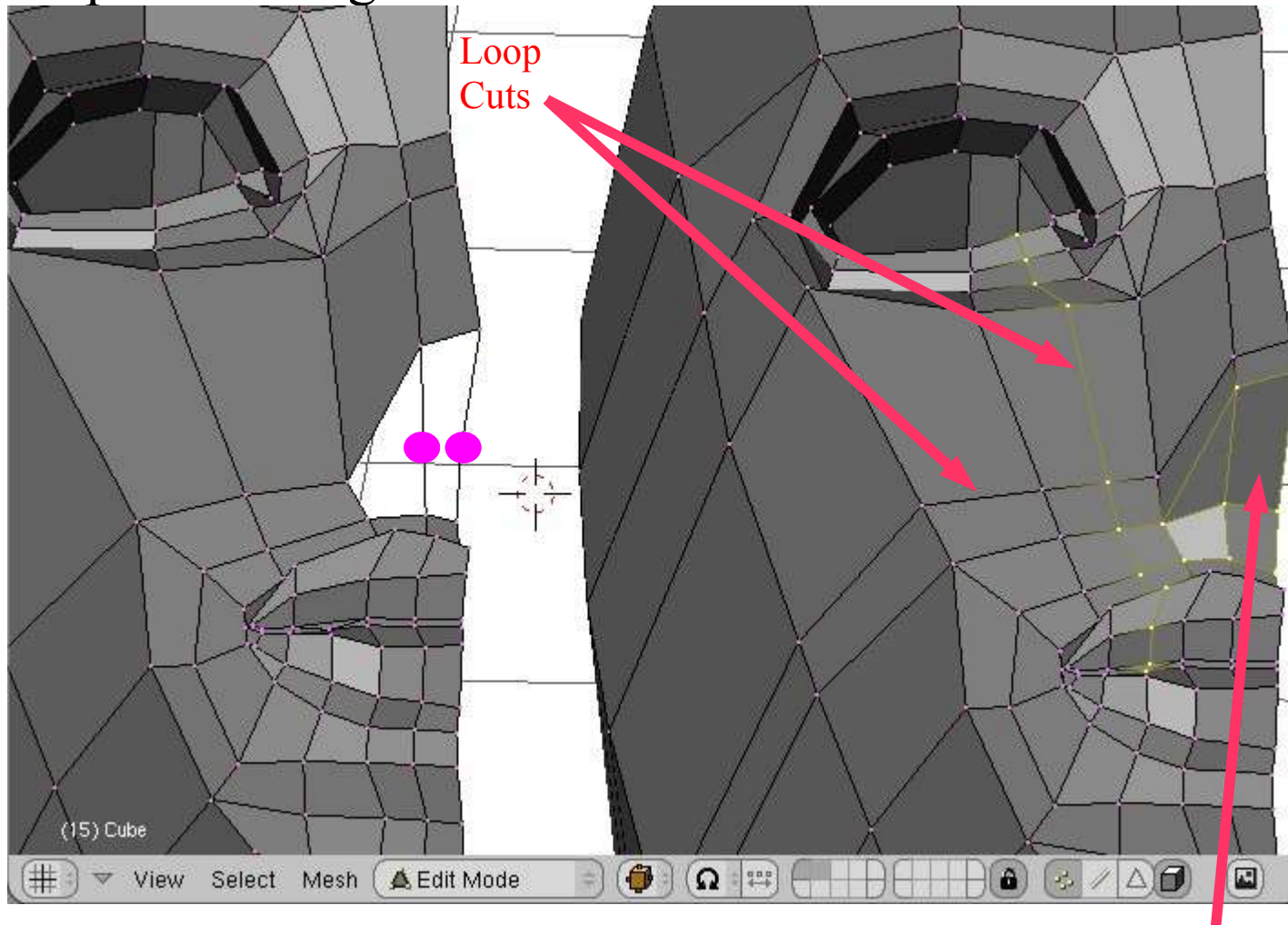
Reshape the new polygons to form the beginnings of a nose.

Step 21 Adding A Nose



At the base of the nose, delete the two polygons. Add back the edges and place vertices at the points indicated by the two large circles. This can be done using the W-->Subdivide menu item.

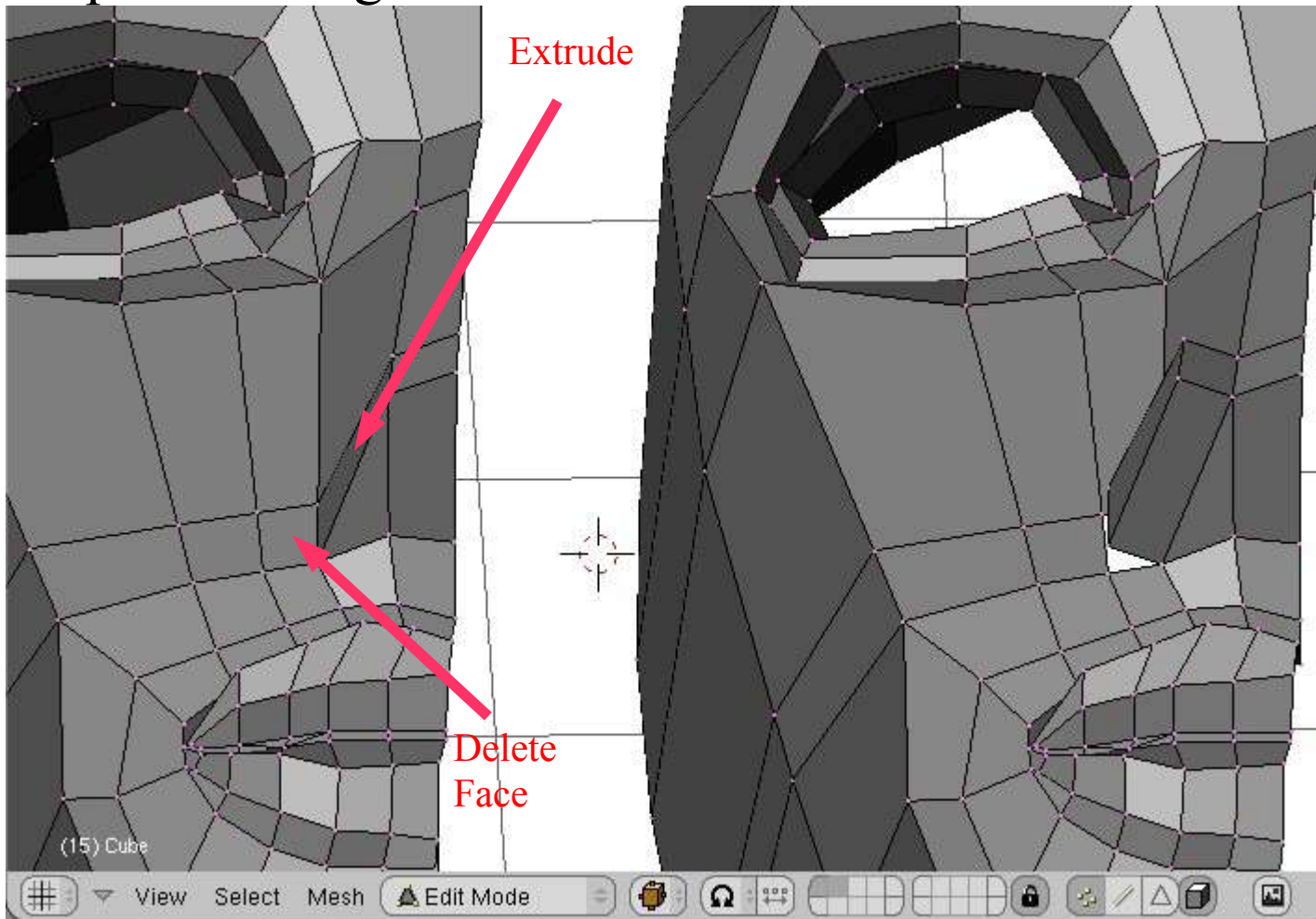
Step 22 Adding A Nose



Fill polygons

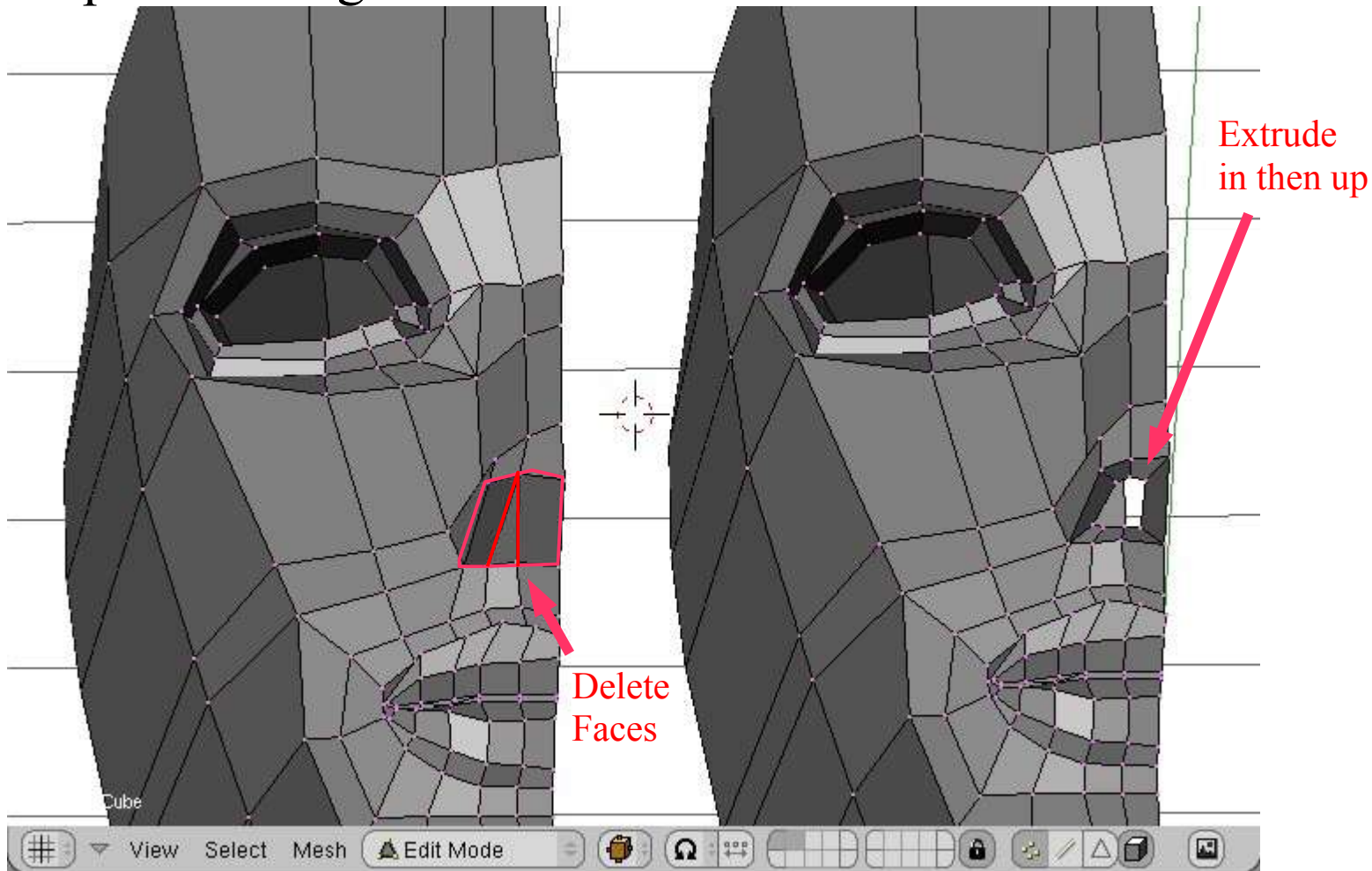
In the next step, add polygons to fill in the base of the nose.
Also perform loop cut in the area of the cheek, and one to create the wing of the nose..

Step 23 Adding A Nose



Extrude the quad indicated. Be certain to delete the face indicated and the matching face from the extruded areas. These areas are going to be joined together. Check that all edges are manifold (Select--> Non-Manifold), especially those on the inside.

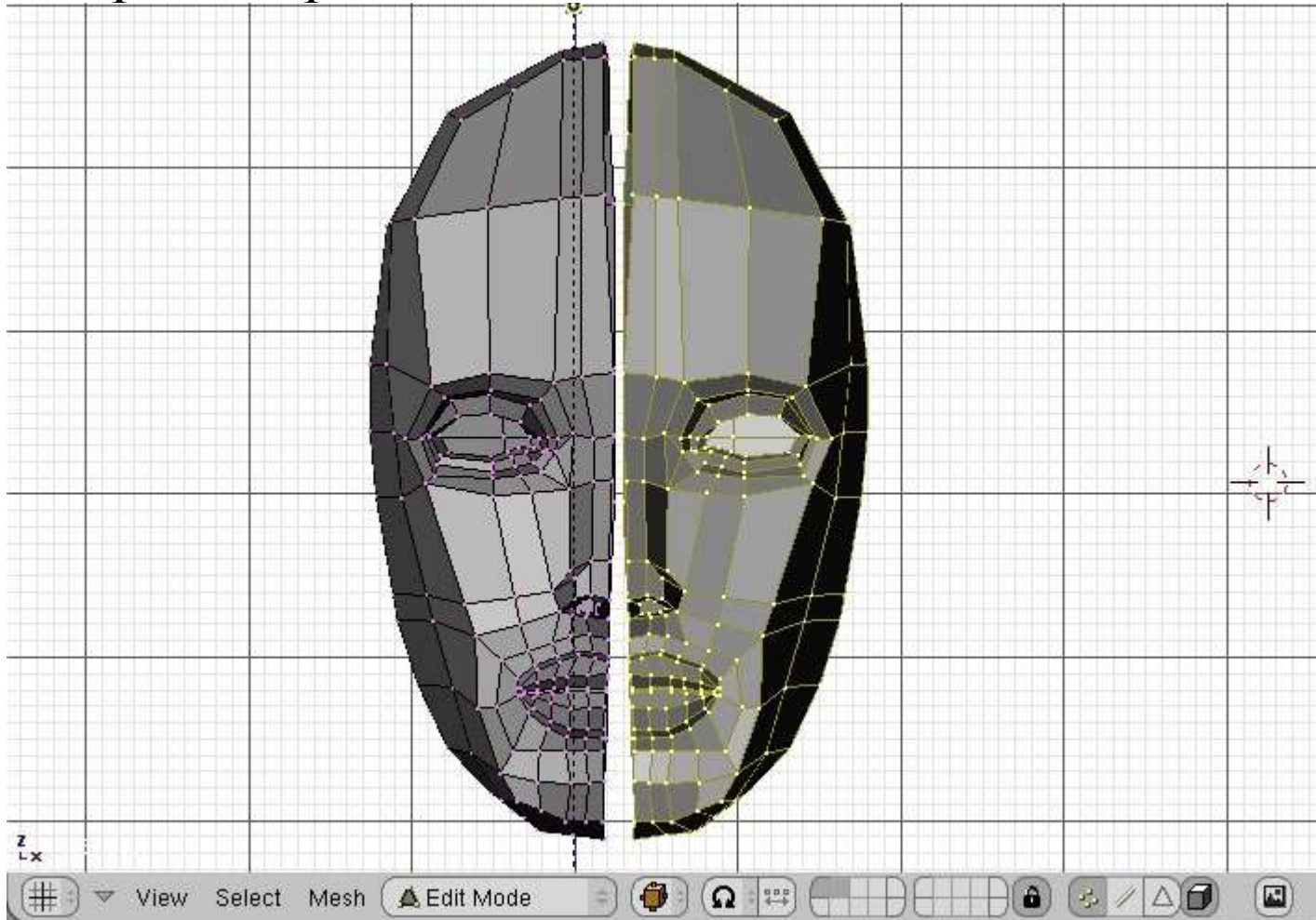
Step 24 Adding A Nose



Delete the three faces on the underside of the nose. Select all the points, Then (E)xtrude , ESC, (S)ize to give a ring for the nostril.

Extrude these new points back up into the nasal cavity.

Step 25 Duplicate and Add the other half of the face



Select all the vertices of the half face. Press SHIFT-D, the ESC, then CTRL-M. Select X-Global.

You should get two halves as shown. They can be fused together by visiting each pair of points on the seam and using ALT-M to merge them (Center option).