



USING SUBSURF FOR HEAD MODELING

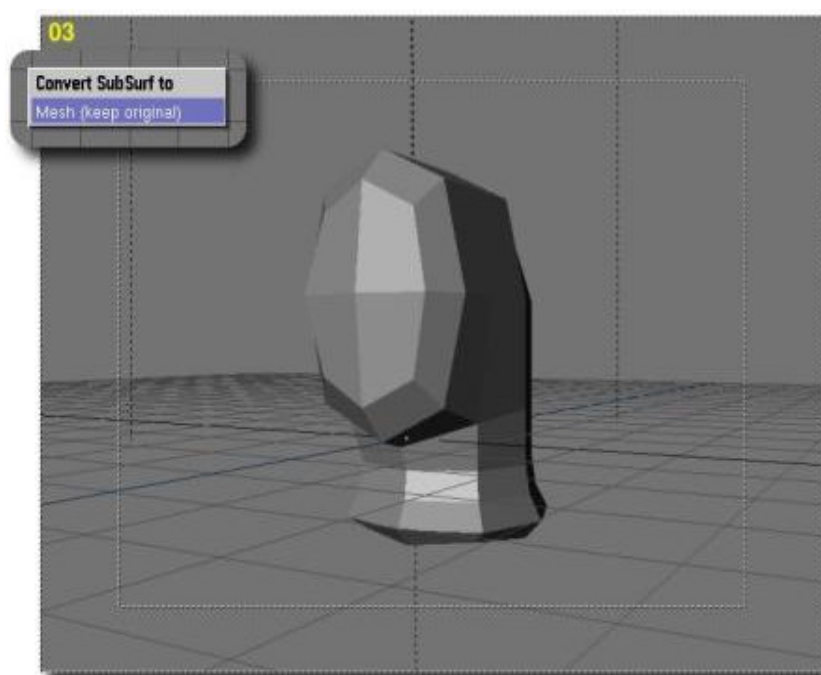
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Step 03

Now, we will turn the SubSurf into a real mesh using the ALT+C combo. Choose 'Mesh (keep original)' to the popup requester 'Convert SubSurf to'. Then press the X-KEY in order to delete the original mesh. You now have only the basic shape on the screen.

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