



## USING SUBSURF FOR HEAD MODELING

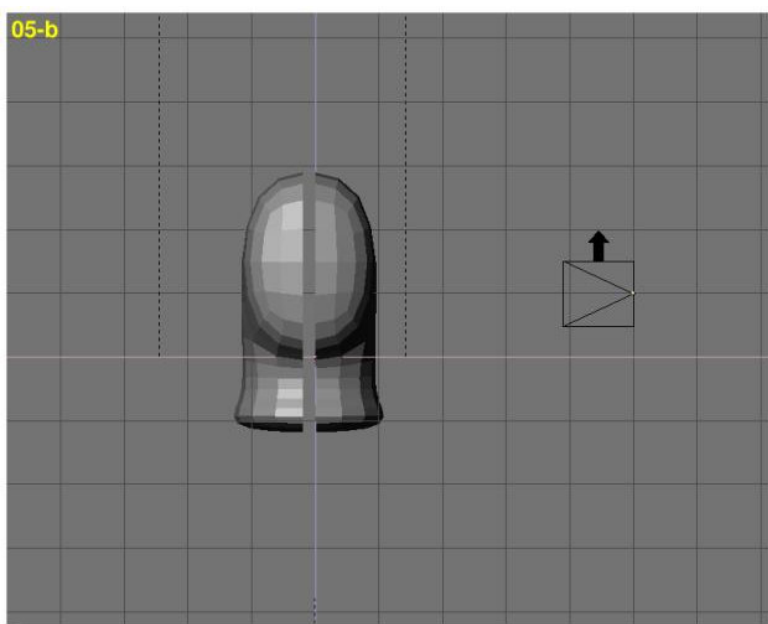
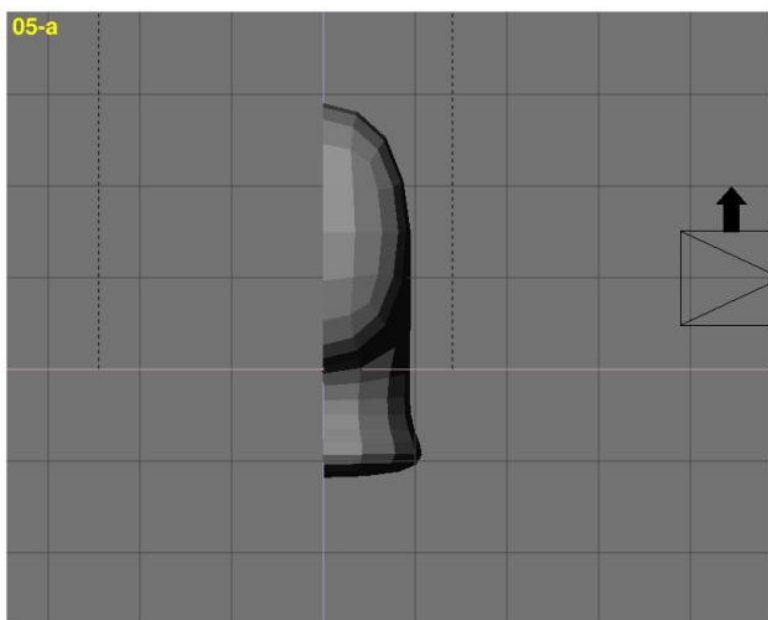
By Olivier Saraja

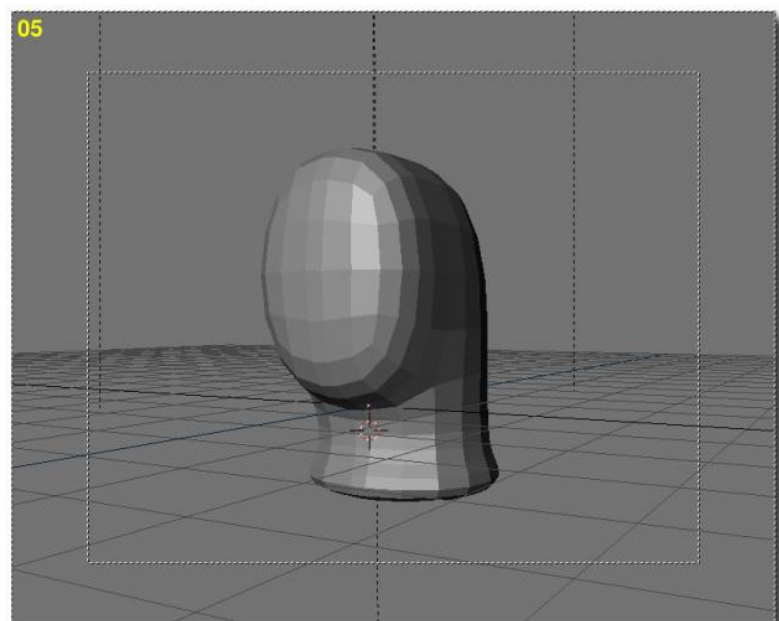
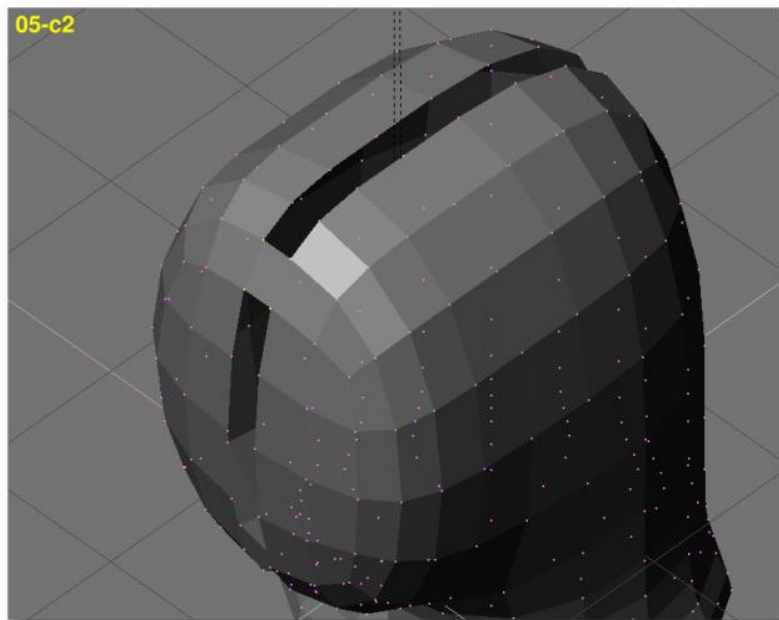
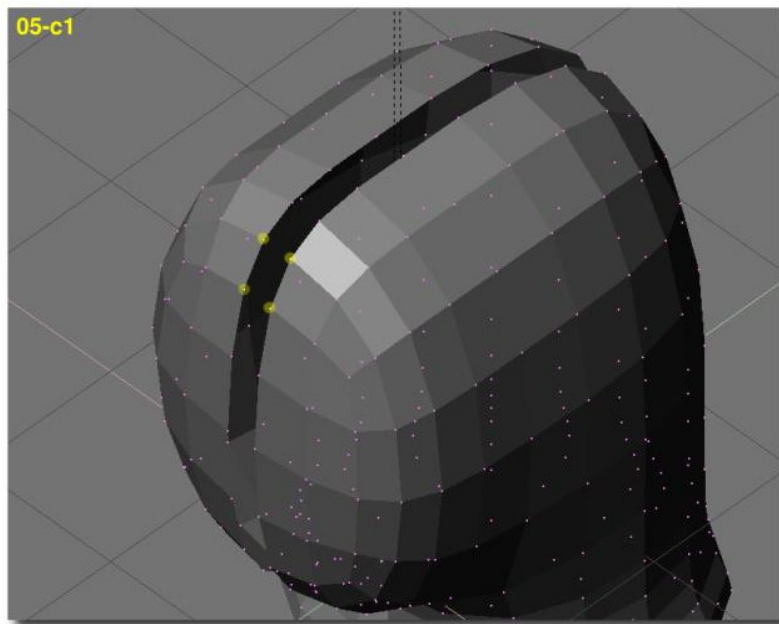
LinuxGraphic.org


Introduction — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 →

### Step 05

In edit mode (TAB), delete half of the face (a). Select all the vertex (A-KEY), copy them (SHIFT+D) and mirror them (S-KEY, X-KEY). Then move the copied half-face (b). Now select all the vertex except those to join and press the Hide button. Select the vertex four by four with the B-KEY, and make face (F-KEY). Tip: to make things easier, you can turn on the Draw Faces button and rotate the 3D view while you make faces. Be sure close all faces! (c1 and c2)





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