



## USING SUBSURF FOR HEAD MODELING

By Olivier Saraja

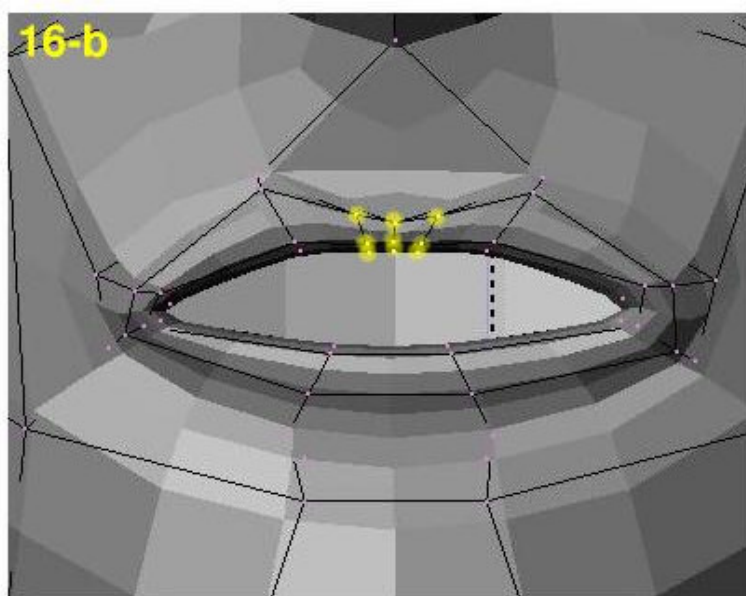
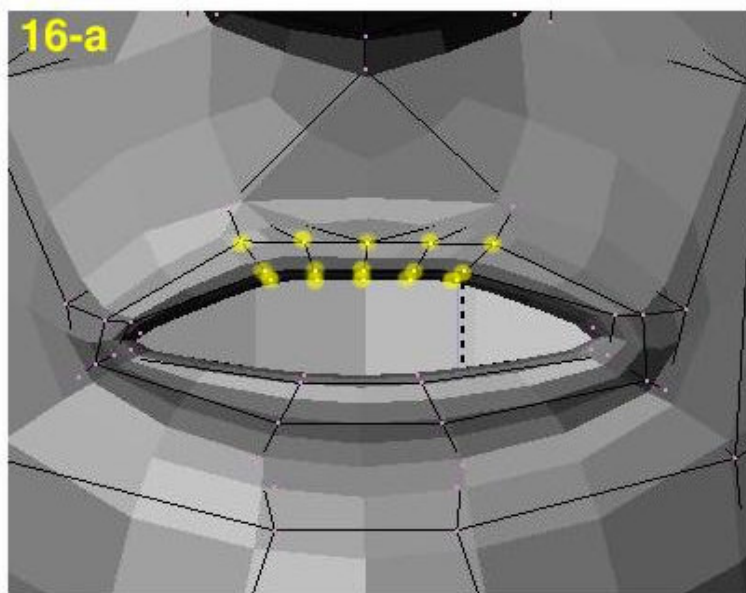
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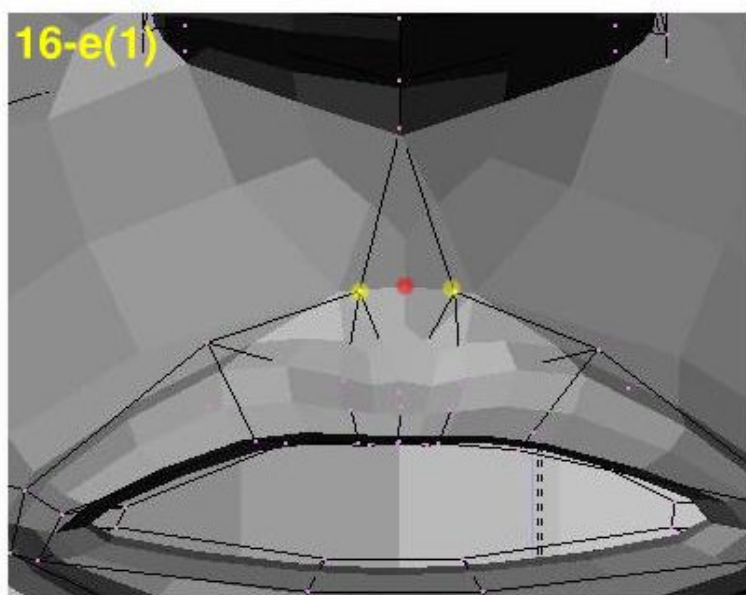
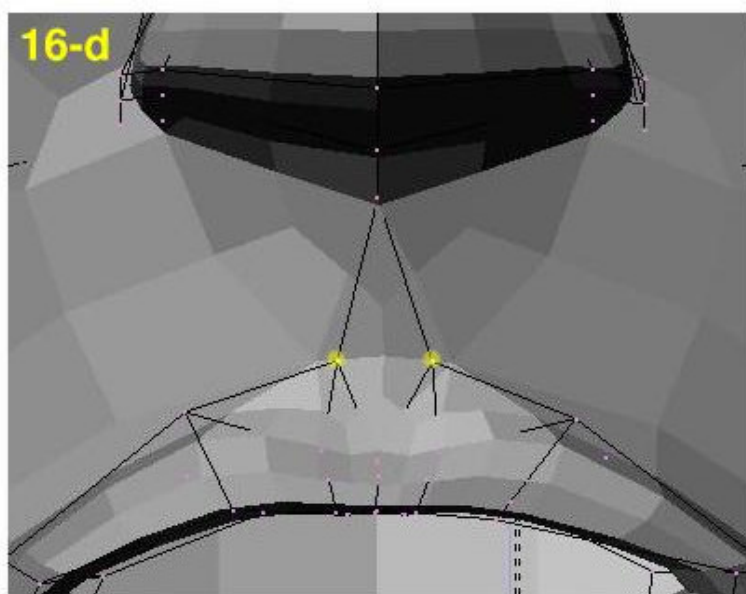
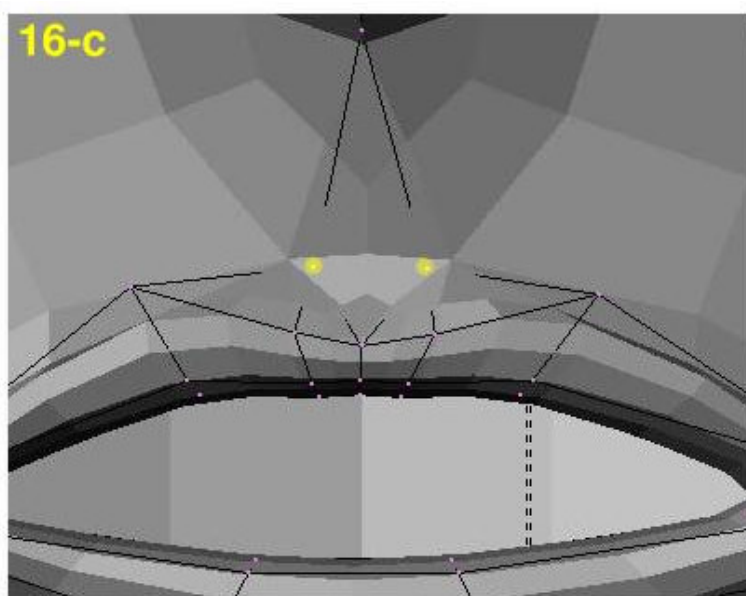
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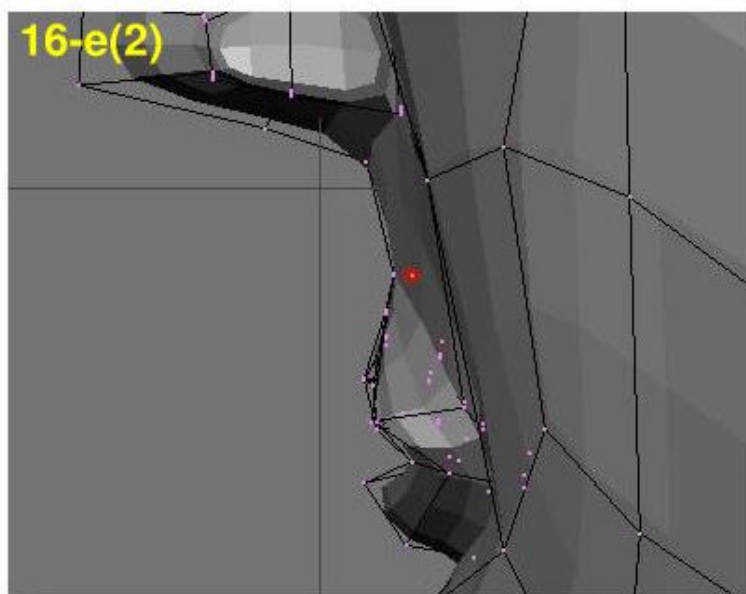
### CHAPTER FIVE - WORKING OUT THE DETAILS

#### Step 16

We will work now on the lips, because they look real poor for the moment. First of all, select the four middle vertices of the upper lip. Subdivide-beauty them twice (a). Re-arrange the vertices (b), (c) and (d). Select the two middle vertices of the mouth dimple and subdivide once (e1). Pull the new vertex (shown in red) slightly inside the head (e2).







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