



## USING SUBSURF FOR HEAD MODELING

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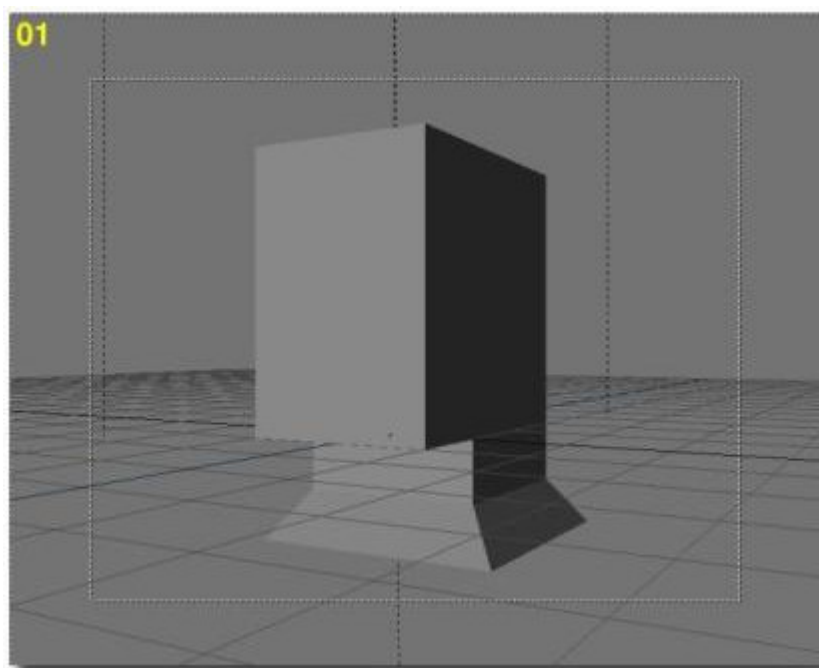
Introduction — **1** 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 →

### CHAPTER 1 - BASIC SHAPE OF THE HEAD

#### Step 01

At first, extrude (E-KEY) the base plane a few times, using G-KEY and S-KEY in order to get the proper starting shape. You can also download the according [blend file here](#). Anyway, modelling these basic shapes should not prove too difficult for you, unless you are a new blender user. In this case, you should read some basic tutorials about Blender Creator first.

You should also set the camera view in order to have a fair perspective view from the head-to-come, and set a few lights. I choosed to place a cold blue lamp in the background, and a warm red lamp in the foreground, to get more colour contrast during the intermediate rendering of the head. During all the following steps, using the Z-KEY in order to toggle between the edged view and the shaded view will help a lot. Keep this tip in mind!

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