



USING SUBSURF FOR HEAD MODELING

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I n t r o d u c t i o n

Modeling organic items, such as animals, human heads and other body parts is never easy and needs quite a lot of skills and patience to do so. Fortunately, latest version of Blender came with a new cool feature, called Surface Subdivision, that make organic things a lot easier to model. Trees, body parts and even faces now come more easily under our mouse.

The purpose of this tutorial is to show the basics of human face modeling. Using these guidelines, you will get a quite accurate basic shape to work with more finely, whether you want to achieve toon-like pictures, or more realistic faces like the one below. Sure, it will take hours to get something like this, but it will be a very enjoyable task to do so, not an harassing one.



Hair and beard were post-processed with The Gimp

And hey! once you have a basic shape like this, it is very fast and easy to tweak it into something totally different but based on exactly the SAME geometry like the picture below. You will quickly see that modeling heads becomes easier and easier each time...



Hair and beard were done within Blender using the static particles features

OK, so here we go now.

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