**Head Modeling Outline**

Set up reference planes

* Reference images provided

Create face outline

* Mesh Tools - Create Polygon Tool
* As many points as necessary
* Extrude edge, delete extra faces

Create eye loops

* Modeling Toolkit – Quad Draw
* Two dots in each corner, six above and below eye
* Extrude outer edge 4 times
* Combine with face outline
* Connect bridge of nose with inner eye geo using extrusion (Target Weld)

Sculpting Tools

* Soft Select (“b” brush)
* Sculpt Tools
	+ Sculpt, Knife, Relax

Form the nose

* Extrude from bridge, down underneath
* Start using Hippydrome as reference for nose poles
* Extrude faces for nostril

Form the mouth

* Extrude from face edge
* Use Hippydrome as reference
* Make sure edge loops match above and below
* Extrude upward to join with the bottom of the nose
* Verify that mouth corner poles are placed correctly

The cheek

* Formed by extrusion, connect nose, eye socket, and mouth with correct Hippydrome edge flow
* Divert some edge loops at the edge of the jaw down under the chin

Top and side of the head

* Extrude, extrude, extrude, weld, etc…
* Watch where the poles are being placed
* Shaping using sculpt tools
	+ Get an area in, shape it as best you can, move on to the next area, do the same, tweak, repeat

Neck

* Important intersections between side of head, under the chin, and the neck

Sculpt

* Fix any lumps or misshapen parts created while modeling
* Sculpting Tools and Soft Select
* Model from **ALL** directions

Eyelids and lips

* Shape the eyelids, use sphere eyeball as guide
* Extrude lids inward

Mirror head

* Aligning your seam to the center of the grid (grid snap)
* Duplicate
* Scale X: -1
* Combine
* Sew vertices along the edge

Ear Modeling (optional)

* Use online tutorials

**Other Notes:**

In the previous two polygonal modeling assignments, we started with polygon primitives—the default spheres, cubes, cylinders, etc.—and added edge loops, extruded faces, and moved vertices as necessary to shape the desired model. In this assignment, we will move away from primitives toward a different subdivision modeling technique that focuses almost exclusively on extruding edges, rather than faces, and moving and merging vertices.