

Standard

Dots

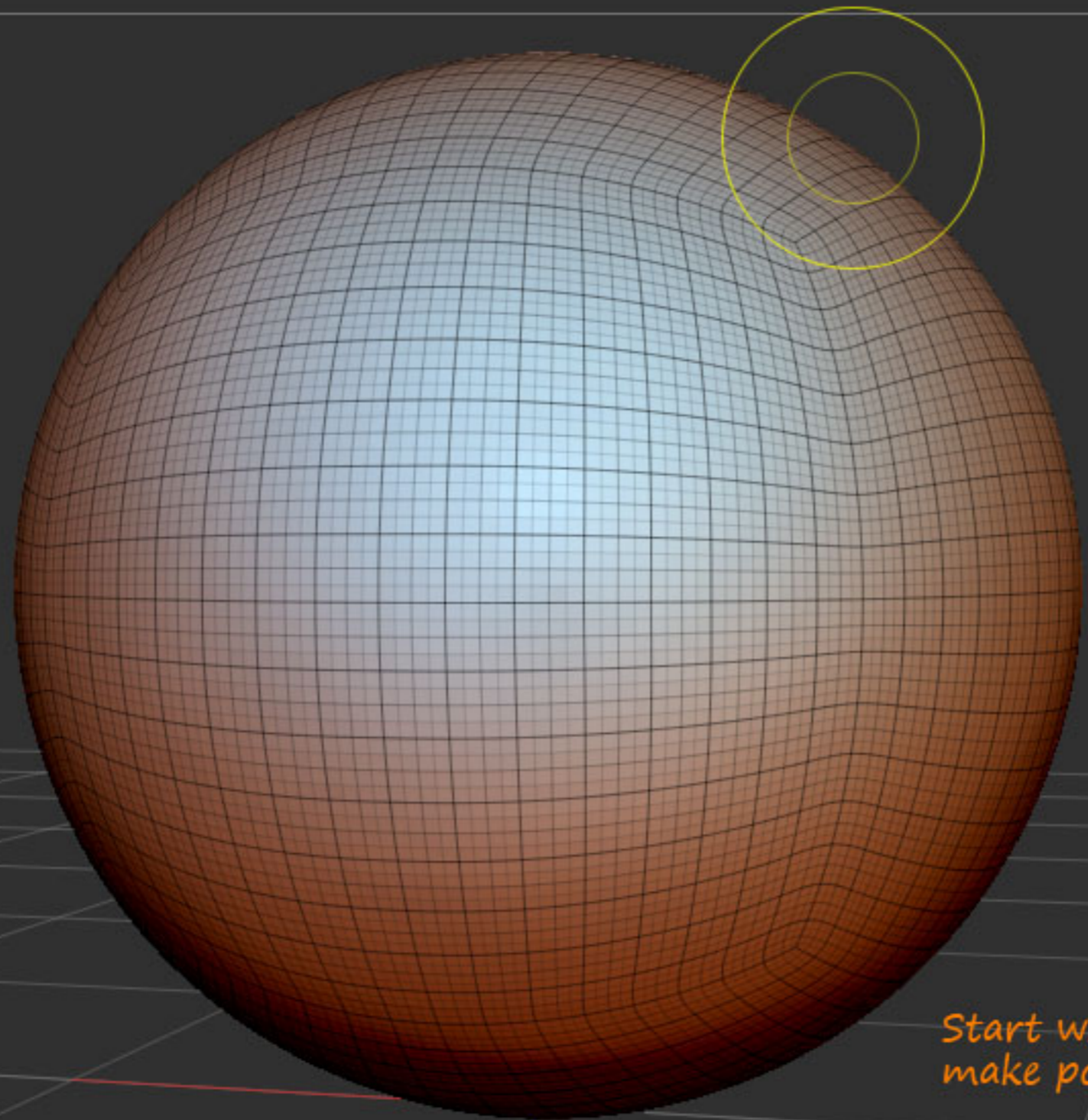
Alpha Off

Texture Off

MatCap Skin04

Gradient

SwitchColor



*Start w/ Sphere primitive
make polymesh 3d*

Scroll

Zoom

Actual

AAHalf

Persp

Floor

Local

L.Sym

XYZ

Frame

Move

Scale

Rotate

PolyF

Transp

Tool

Load Tool Save As

Import Export

Clone Make PolyMesh3D

PolySphere_1. 48 R

PolySphere_1 Sphere3D

ZSphere SimpleBrush

PolySphere_1

SubTool

Layers

Geometry

Geometry HD

Preview

Surface

Deformation

Masking

Visibility

Polygroups

Morph Target

Polypaint

UV Map

Texture Map

Displacement Map

Normal Map

Display Properties

Unified Skin

Import

Export

Standard

Dots

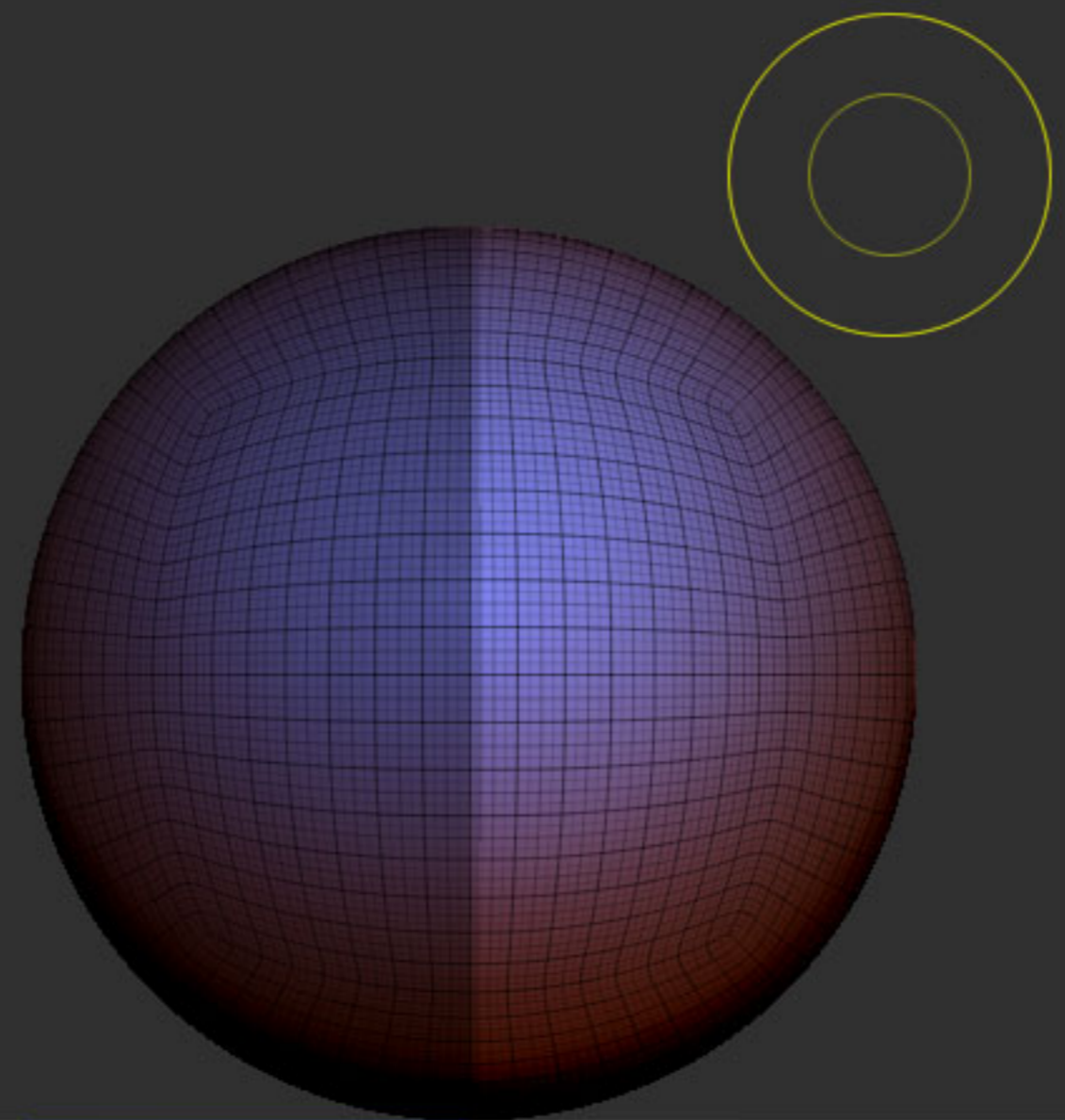
Alpha Off

Texture Off

MatCap_Skin04

Gradient

SwitchColor



Load Tool Save As

Import Export

Clone Make PolyMesh3D

PM3D_PolySphere_1.4 R

Sphere3D

SimpleBrush

ZSphere

PolySphere_1

Scroll

Zoom

Actual

AAHalf

Persp

Floor

Local

L.Sym

XYZ

Frame

Move

Scale

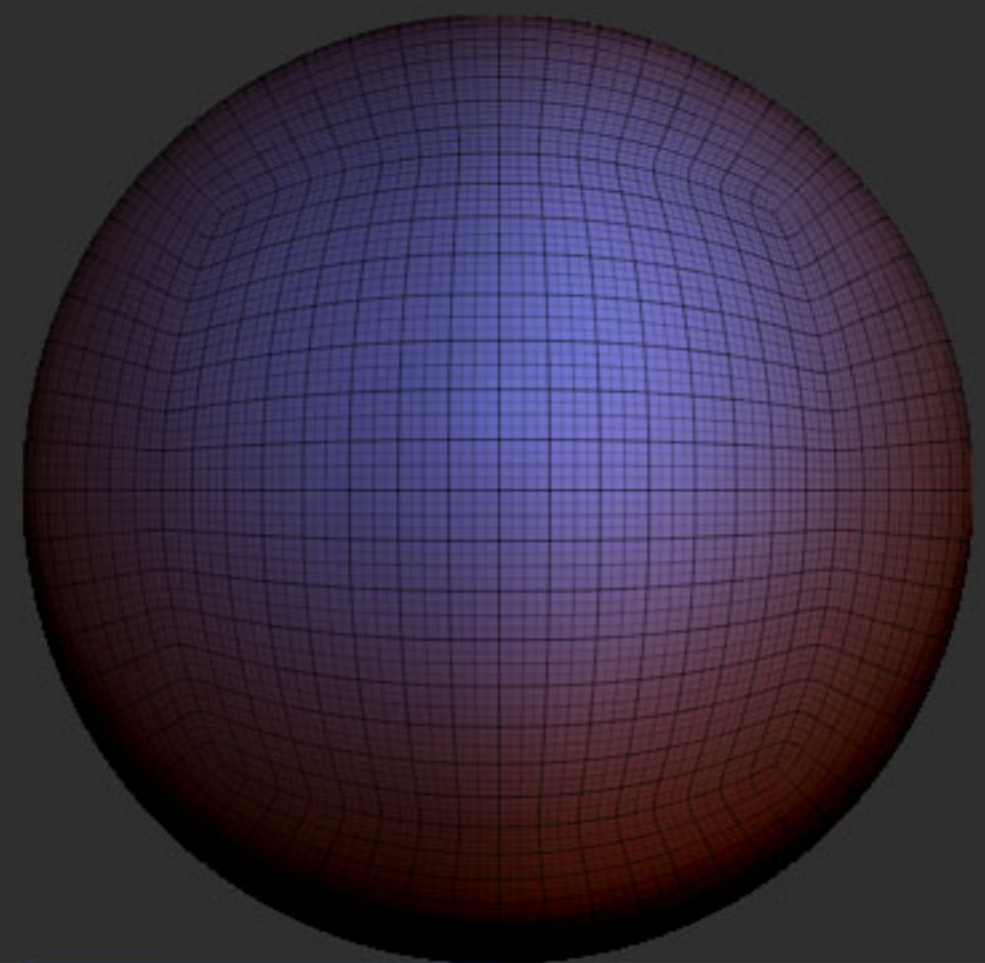
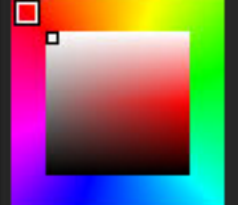
Rotate

PolyF

Transp

- SubTool
- Layers
- Geometry
- Geometry HD
- Preview
- Surface
- Deformation
- Masking
- Visibility
- Polygroups
- Morph Target
- Polypaint
- UV Map
- Texture Map
- Displacement Map
- Normal Map
- Display Properties
- Unified Skin
- Import

In ortho side view mask off half of the sphere hold shift while panning to lock to side view



- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
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Tool

Load Tool Save As
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 PM3D_PolySphere_1.4 R

PM3D_PolySpher Sphere3D
 SimpleBrush
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UV Map

Texture Map

Displacement Map

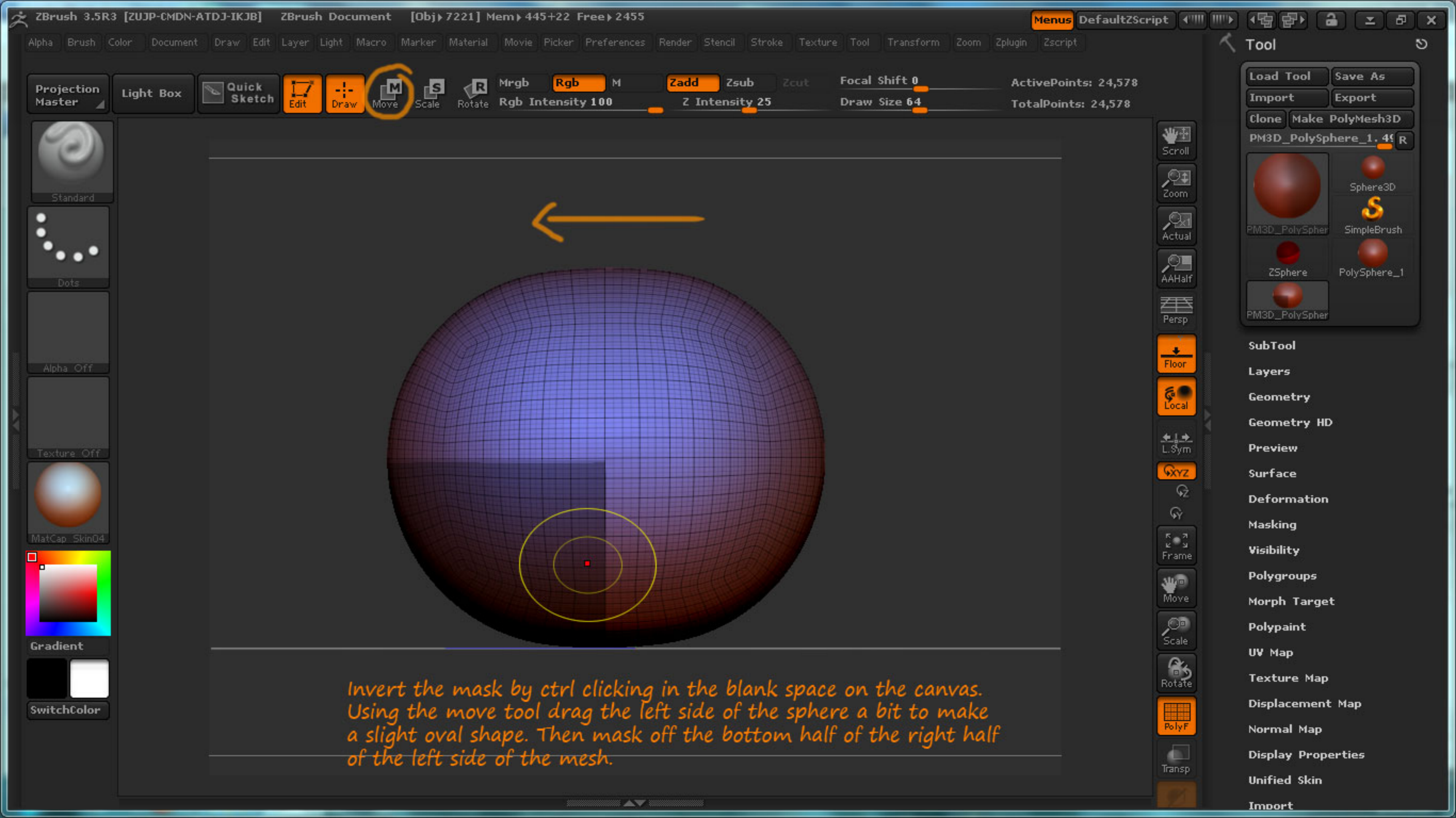
Normal Map

Display Properties

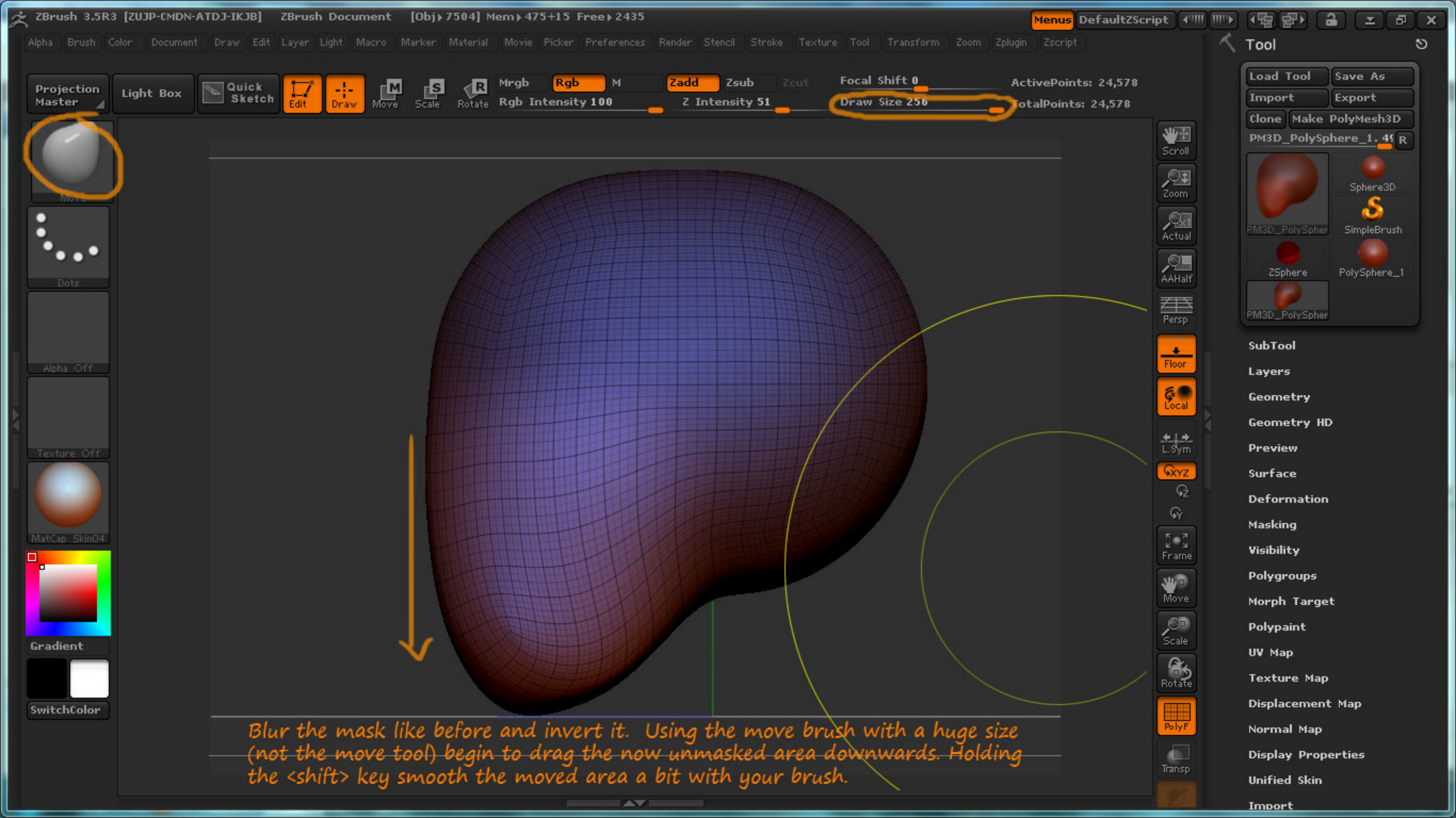
Unified Skin

Import

While still in ortho side view, hold ctrl and tap on the masked out side a few times till the transition is smooth.



Invert the mask by ctrl clicking in the blank space on the canvas. Using the move tool drag the left side of the sphere a bit to make a slight oval shape. Then mask off the bottom half of the right half of the left side of the mesh.



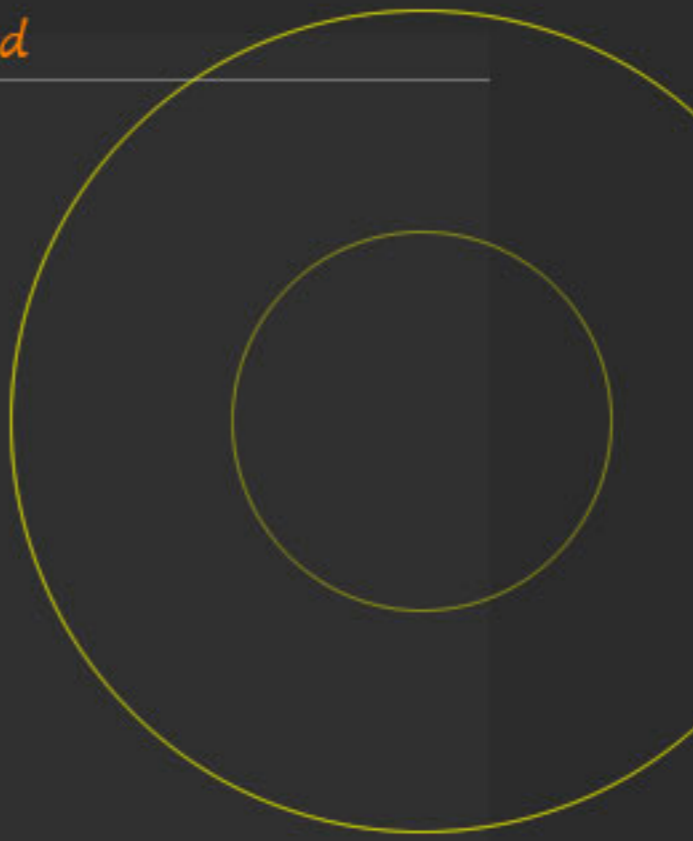
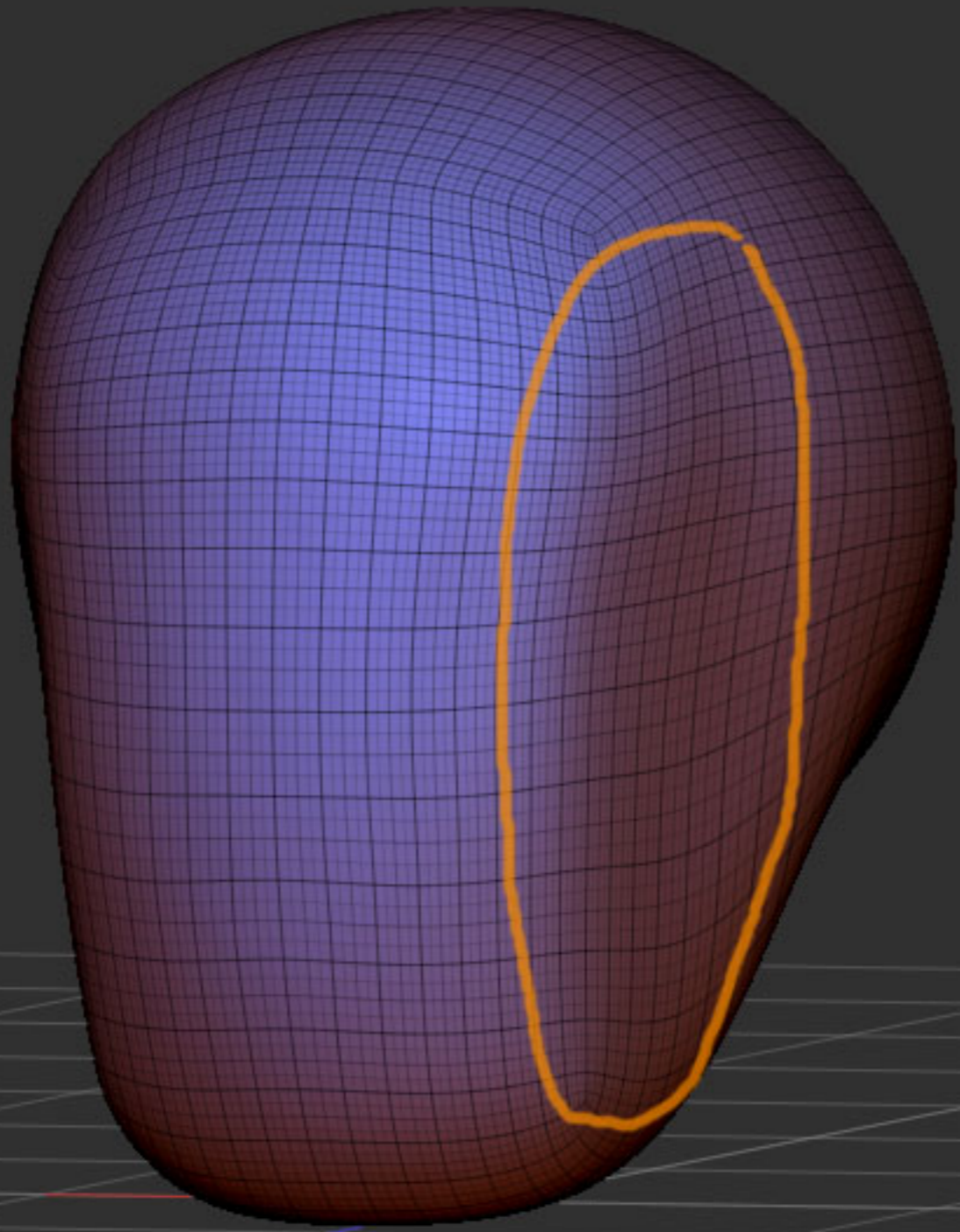
Blur the mask like before and invert it. Using the move brush with a huge size (not the move tool) begin to drag the now unmasked area downwards. Holding the <shift> key smooth the moved area a bit with your brush.

- Move
- Dots
- Alpha Off
- Texture Off
- MatCap Skin04

Gradient

SwitchColor

Using the move brush again, narrow out the front of the head

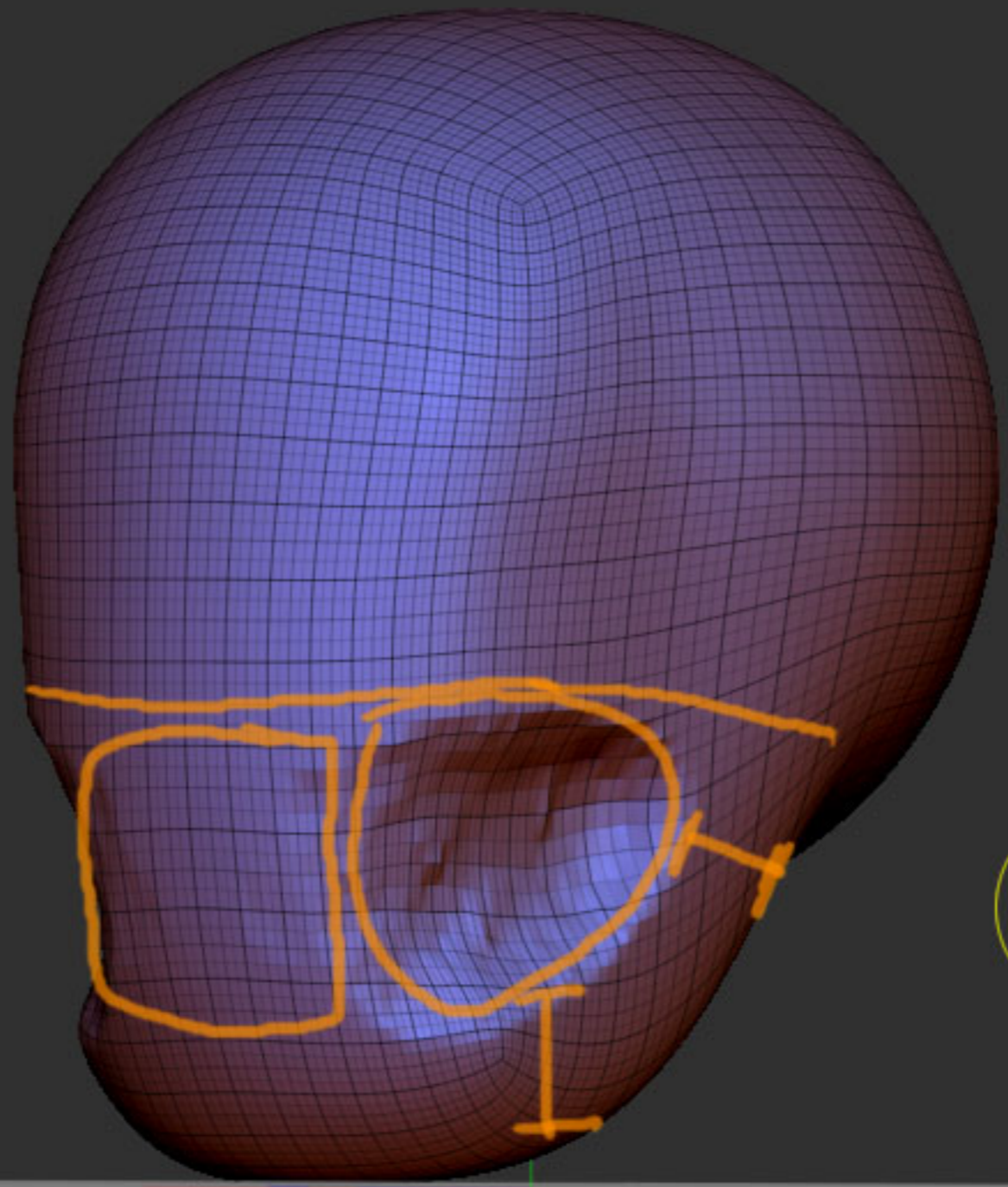
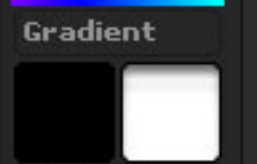
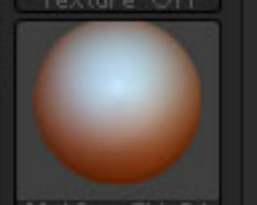
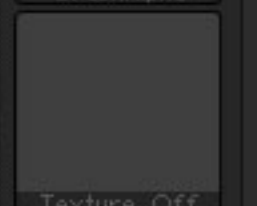


- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
- PolyF
- Transp

Tool

- Load Tool
- Save As
- Import
- Export
- Clone
- Make PolyMesh3D
- PM3D_PolySphere_1.4 R
- PM3D_PolySpher
- Sphere3D
- SimpleBrush
- ZSphere
- PolySphere_1
- PM3D_PolySpher

- SubTool
- Layers
- Geometry
- Geometry HD
- Preview
- Surface
- Deformation
- Masking
- Visibility
- Polygroups
- Morph Target
- Polypaint
- UV Map
- Texture Map
- Displacement Map
- Normal Map
- Display Properties
- Unified Skin
- Import



Load Tool Save As
 Import Export
 Clone Make PolyMesh3D
 PM3D_PolySphere_1.4 R

- Scroll
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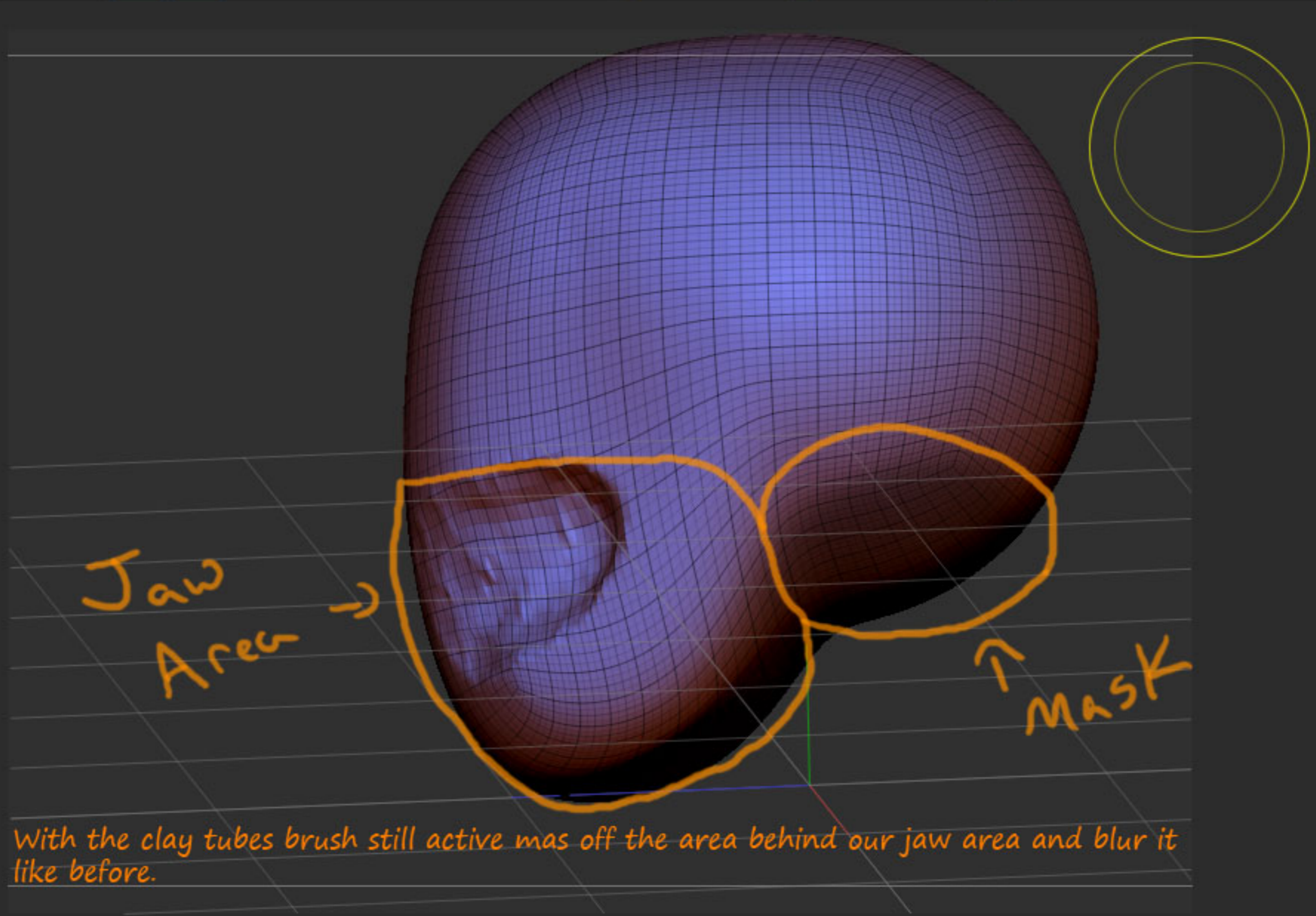
- SubTool
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- Import

Using the clay tubes brush chisel away at the side of the elongated area making sure to not touch the front of the face, and leaving about 1/3 of the space to the back and bottom untouched.

- ClayTubes
- FreeHand
- BrushAlpha
- Texture Off
- MatCap_Skin04

Gradient

SwitchColor



With the clay tubes brush still active mas off the area behind our jaw area and blur it like before.

- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
- PolyF
- Transp

Tool

Load Tool Save As

Import Export

Clone Make PolyMesh3D

PM3D_PolySphere_1.4 R

- PM3D_PolySpher
- Sphere3D
- SimpleBrush
- ZSphere
- PolySphere_1
- PM3D_PolySpher

SubTool

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Deformation

Masking

Visibility

Polygroups

Morph Target

Polypaint

UV Map

Texture Map

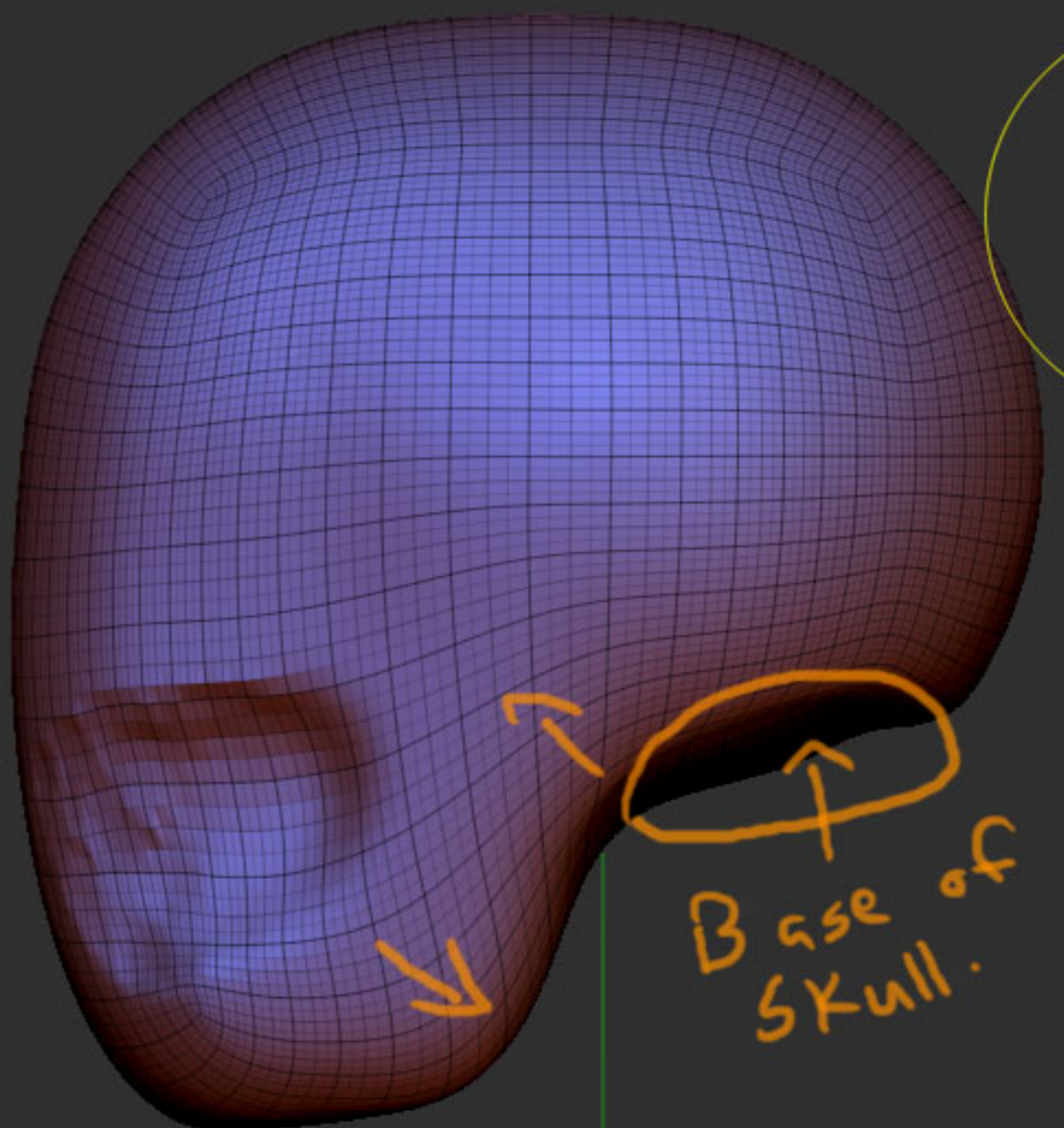
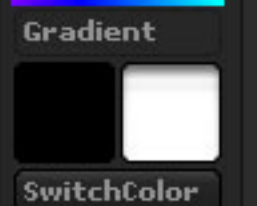
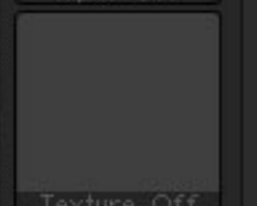
Displacement Map

Normal Map

Display Properties

Unified Skin

Import



Base of skull.

Using the move brush pull it up slightly and while the mask is still active pull on the jaw area to create more of an angle (stronger for male skulls) Then smooth out what will be the base of our skull/neck.

Load Tool Save As
 Import Export
 Clone Make PolyMesh3D
 PM3D_PolySphere_1.4 R

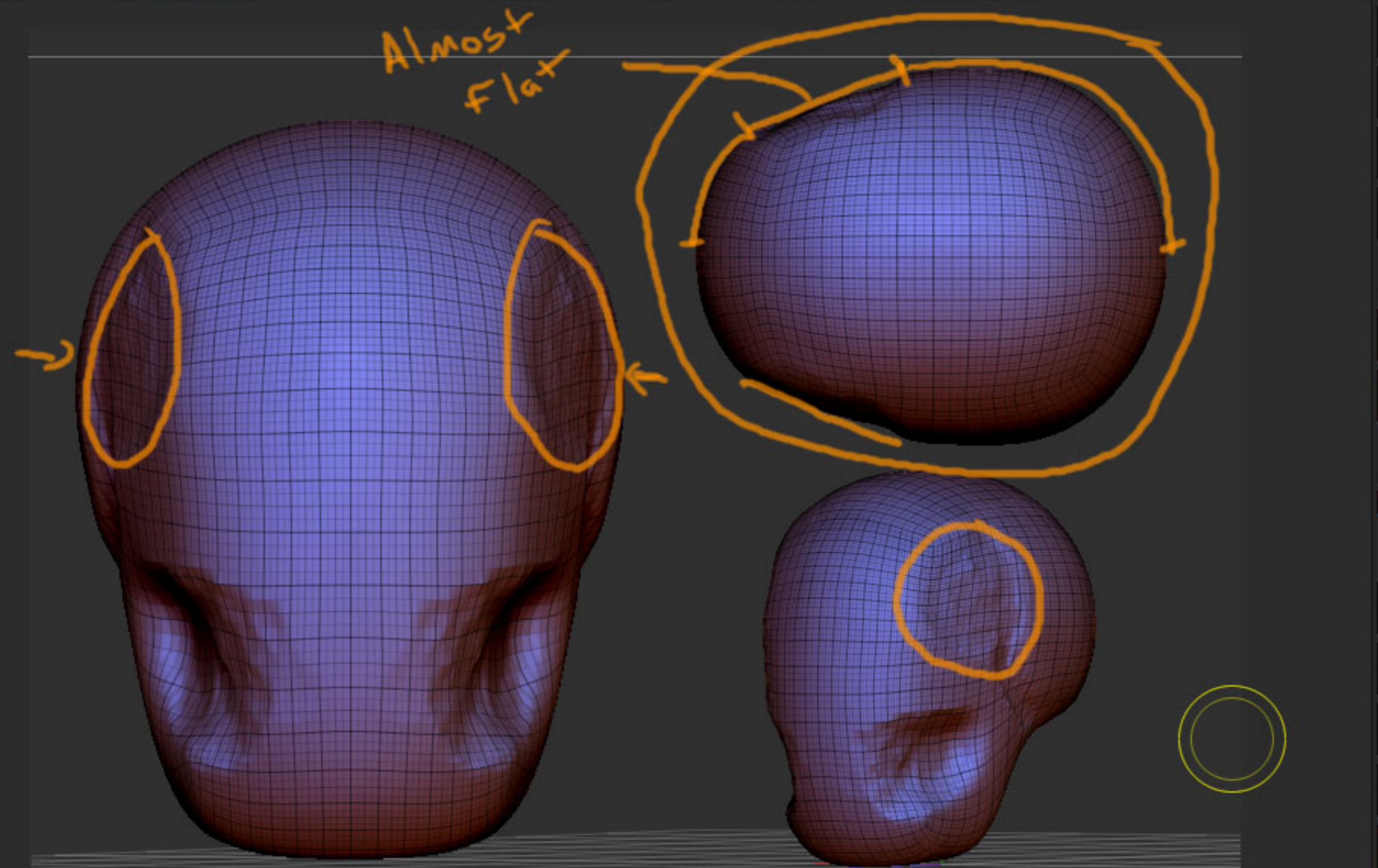
- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
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- SubTool
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- Geometry HD
- Preview
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- Masking
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- Polygroups
- Morph Target
- Polypaint
- UV Map
- Texture Map
- Displacement Map
- Normal Map
- Display Properties
- Unified Skin
- Import

- ClayTubes
- FreeHand
- BrushAlpha
- Texture Off
- MatCap_Skin04

Gradient

SwitchColor



Almost Flat

Using the clay tubes brush again, gently push in the upper front portion of the head (where the temples are) the ortho overhead should look like the one above when you are done.

Load Tool Save As

Import Export

Clone Make PolyMesh3D

PM3D_PolySphere_1.4 R

- PM3D_PolySpher
- Sphere3D
- SimpleBrush
- ZSphere
- PolySphere_1
- PM3D_PolySpher

- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
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- Frame
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- Polygroups
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- UV Map
- Texture Map
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- Import

Move

Dots

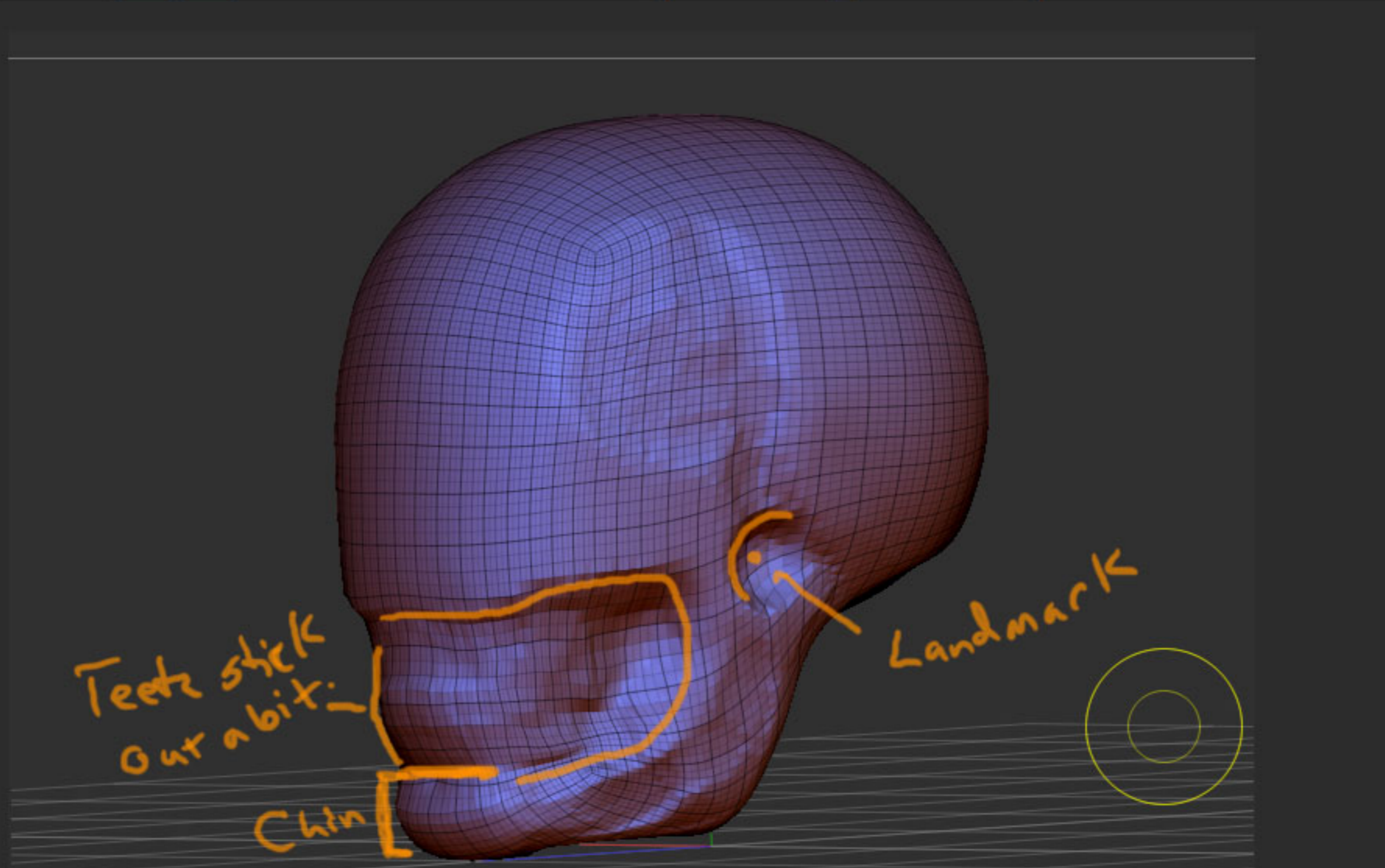
Alpha Off

Texture Off

MatCap Skin04

Gradient

SwitchColor



Still using the clay tubes brush begin to define the jaw by pushing in the cheek area and define the beginnings of the lips/teeth area. i like to dent in the top of the jaw as well to give me a good landmark in the middle of the head.

Tool

Load Tool Save As Import Export Clone Make PolyMesh3D

PM3D_PolySphere_1.4 R

PM3D_PolySpher Sphere3D SimpleBrush PolySphere_1

SubTool

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Geometry HD

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Visibility

Polygroups

Morph Target

Polypaint

UV Map

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Normal Map

Display Properties

Unified Skin

Import

Scroll

Zoom

Actual

AAHalf

Persp

Floor

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L.Sym

XYZ

Frame

Move

Scale

Rotate

PolyF

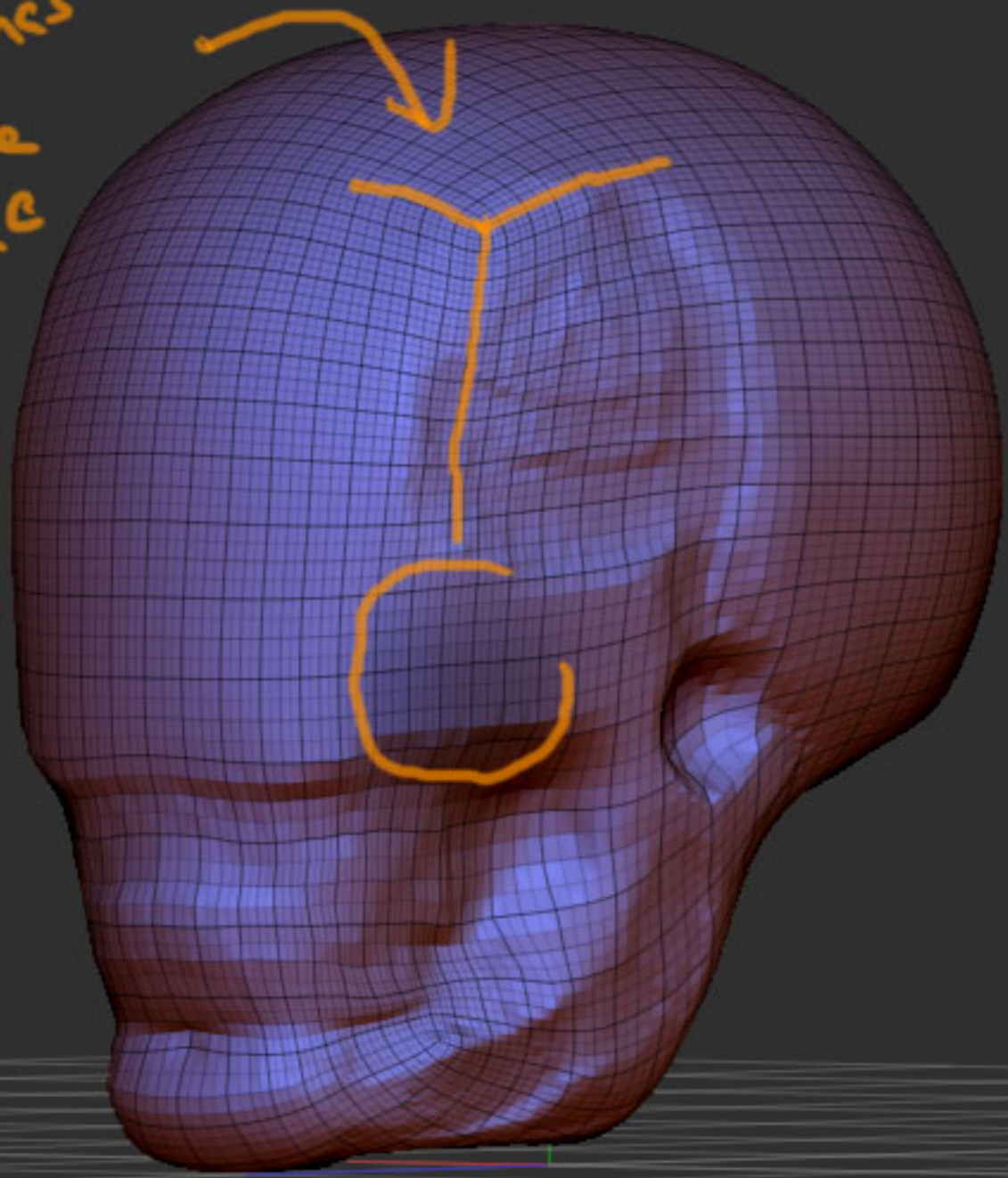
Transp

- ClayTubes
- FreeHand
- BrushAlpha
- Texture Off
- MatCap_Skin04

Gradient

SwitchColor

These Lines
in frame
will guide
you.



still using the clay tubes brush mask off the transition area from front to side, in frame mode this should be easy to find. blur the mask.

PM3D_PolySphere_1. 4 R

- Sphere3D
- SimpleBrush
- ZSphere
- PolySphere_1

SubTool

Layers

Geometry

Lower Res Higher Res

S Div Cage

Del Lower Del Higher

Divide Smt Suv

Edge Loop Crisp Disp

GroupsLoops Loops 4 Polish 50 Triangle

Equalize Surface Area

Crease CreaseLvl 15 UnCrease

Reproject Higher Subdiv Reconstruct Subdiv

DelHidden Close Holes

Mirror And Weld

InsertMesh

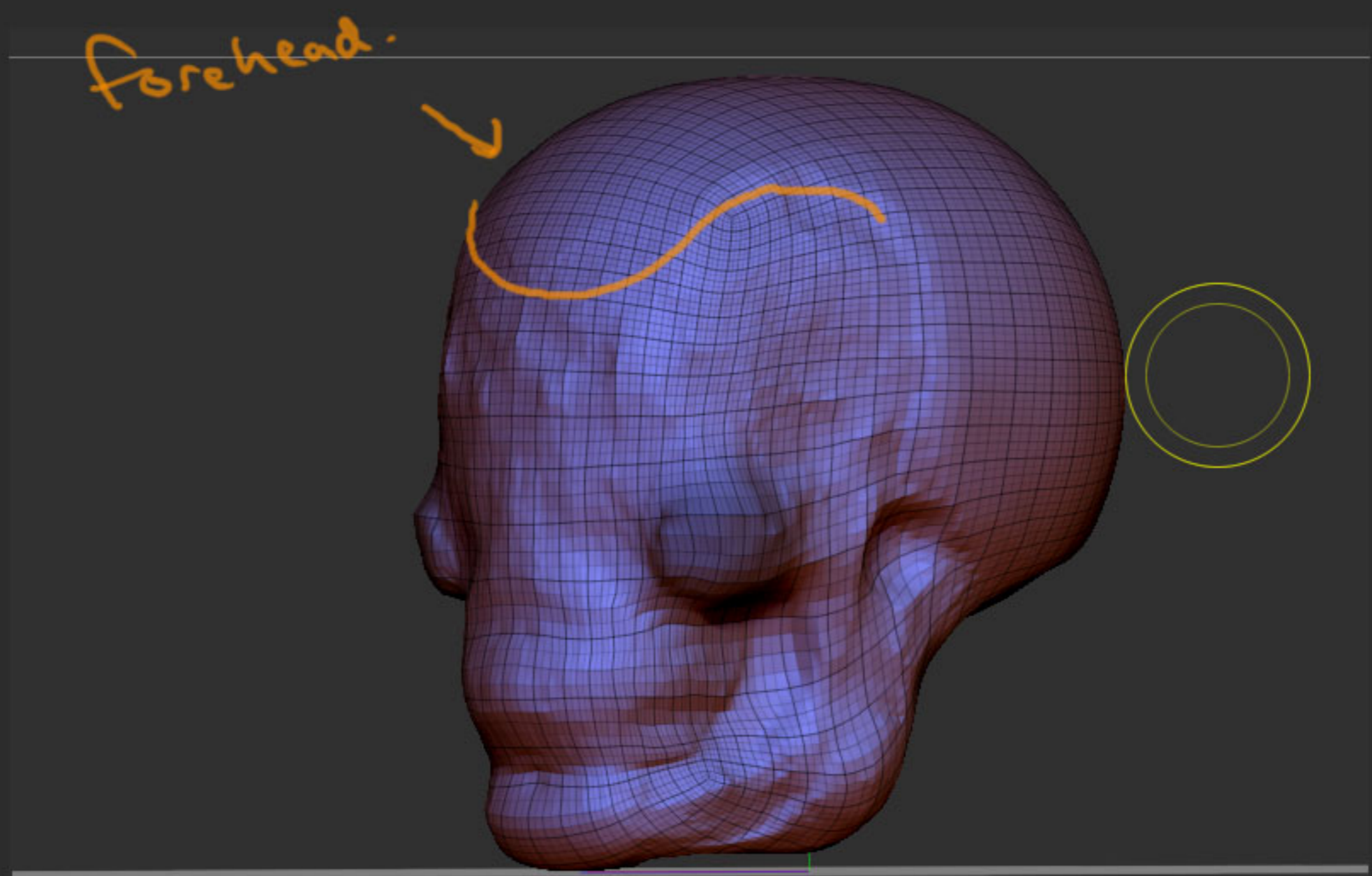
Check Mesh Integrity

Geometry HD

- ClayTubes
- FreeHand
- BrushAlpha
- Texture Off
- MatCap_Skin04

Gradient

SwitchColor



With what will be our cheekbones masked and using the clay tubes brush begin to chisel away at the area around the mask. invert the mask and pull the cheekbones outward slightly. but you want to retain the smooth sperical area for the forehead.

- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
- PolyF
- Transp

PM3D_PolySphere_1. 4 R

- PM3D_PolySpher
- ZSphere
- PM3D_PolySpher
- Sphere3D
- SimpleBrush
- PolySphere_1

SubTool

Layers

Geometry

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GroupsLoops Loops 4 Polish 50 Triangle

Equalize Surface Area

Crease CreaseLvl 15 UnCrease

Reproject Higher Subdiv

Reconstruct Subdiv

DelHidden Close Holes

Mirror And Weld

InsertMesh

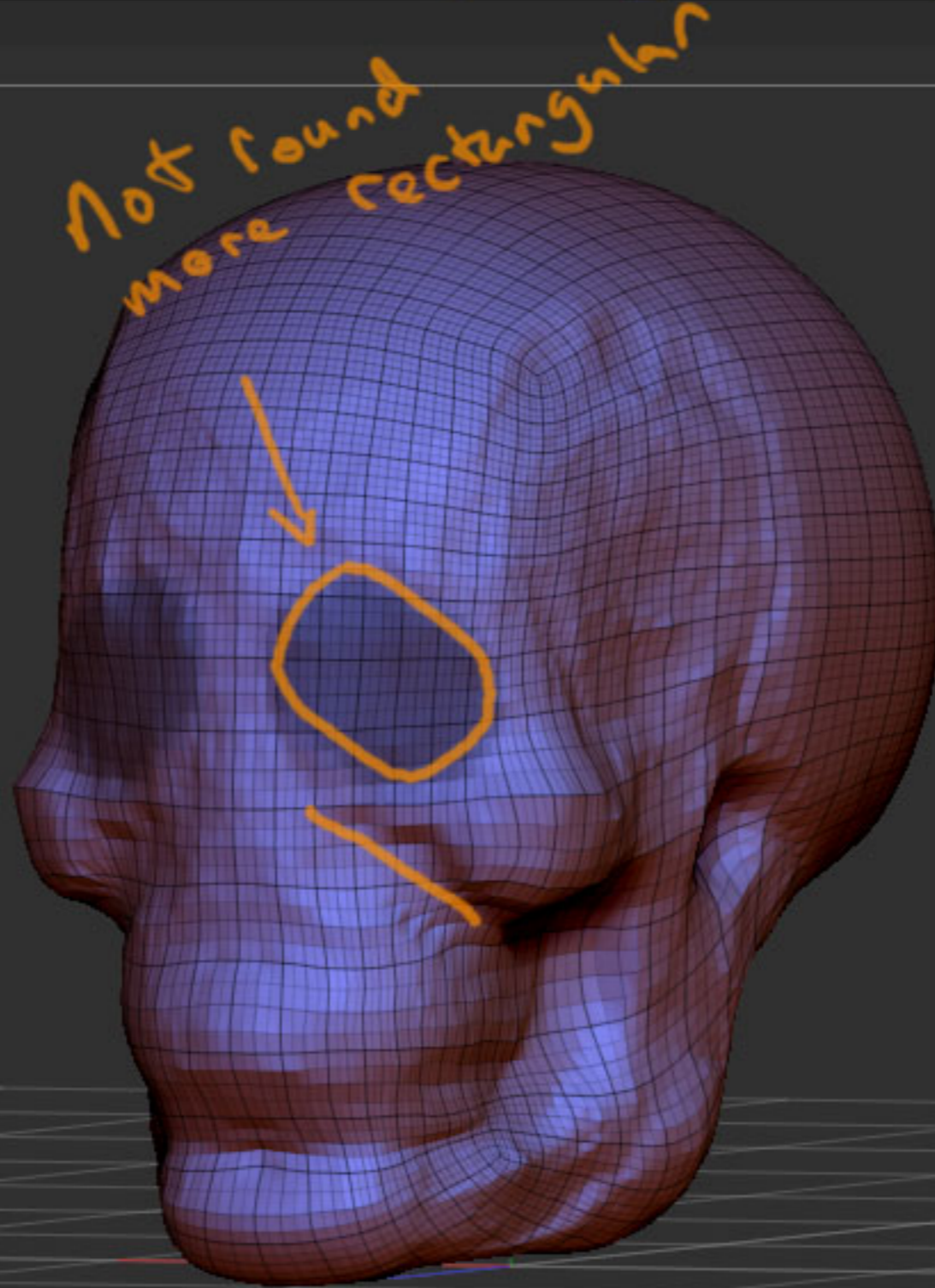
Check Mesh Integrity

Geometry HD

- ClayTubes
- FreeHand
- BrushAlpha
- Texture Off
- MatCap_Skin04

Gradient

SwitchColor



- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
- PolyF
- Transp

PM3D_PolySphere_1.4 R

- Sphere3D
- SimpleBrush
- ZSphere
- PolySphere_1

SubTool

Layers

Geometry

Lower Res Higher Res

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Edge Loop Crisp Disp

GroupsLoops Loops 4 Polish 50 Triangle

Equalize Surface Area

Crease CreaseLvl 15 UnCrease

Reproject Higher Subdiv

Reconstruct Subdiv

DelHidden Close Holes

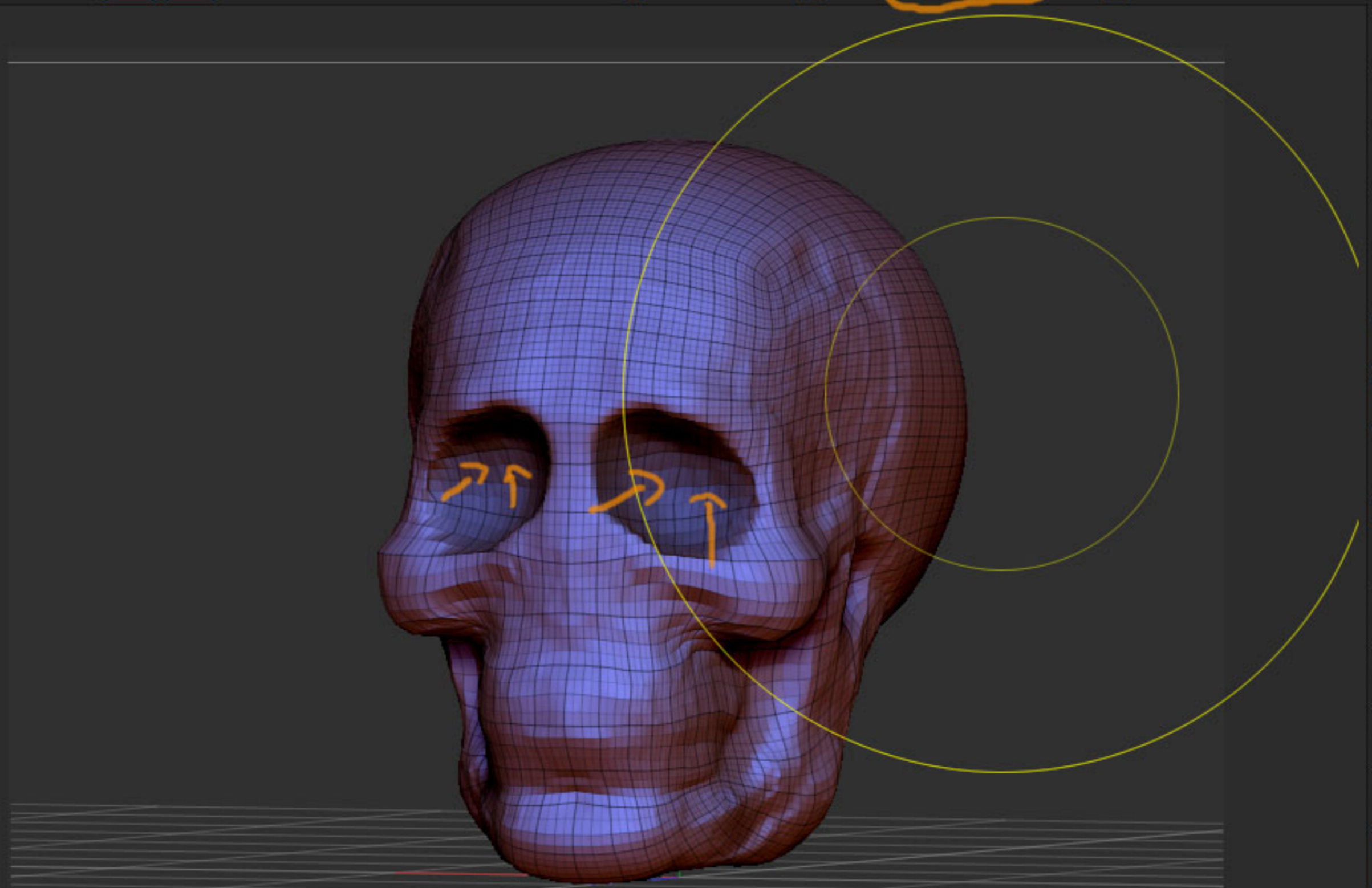
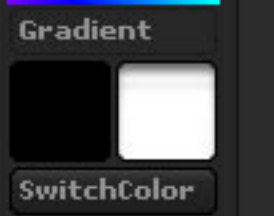
Mirror And Weld

InsertMesh

Check Mesh Integrity

Geometry HD

Using the clay tubes brush chisel in under the cheekbone to define the eye socket. Then mask out the eye socket area. NOTE! this does not go to the side of the face completely!



PM3D_PolySphere_1.4 R

 Sphere3D
 SimpleBrush
 ZSphere
 PolySphere_1
 PM3D_PolySphere

SubTool

Layers

Geometry

Lower Res Higher Res

S Div Cage

Del Lower Del Higher

Divide Smt Suv

Edge Loop Crisp Disp

GroupsLoops Loops 4 Polish 50 Triangle

Equalize Surface Area

Crease CreaseLvl 15 UnCrease

Reproject Higher Subdiv

Reconstruct Subdiv

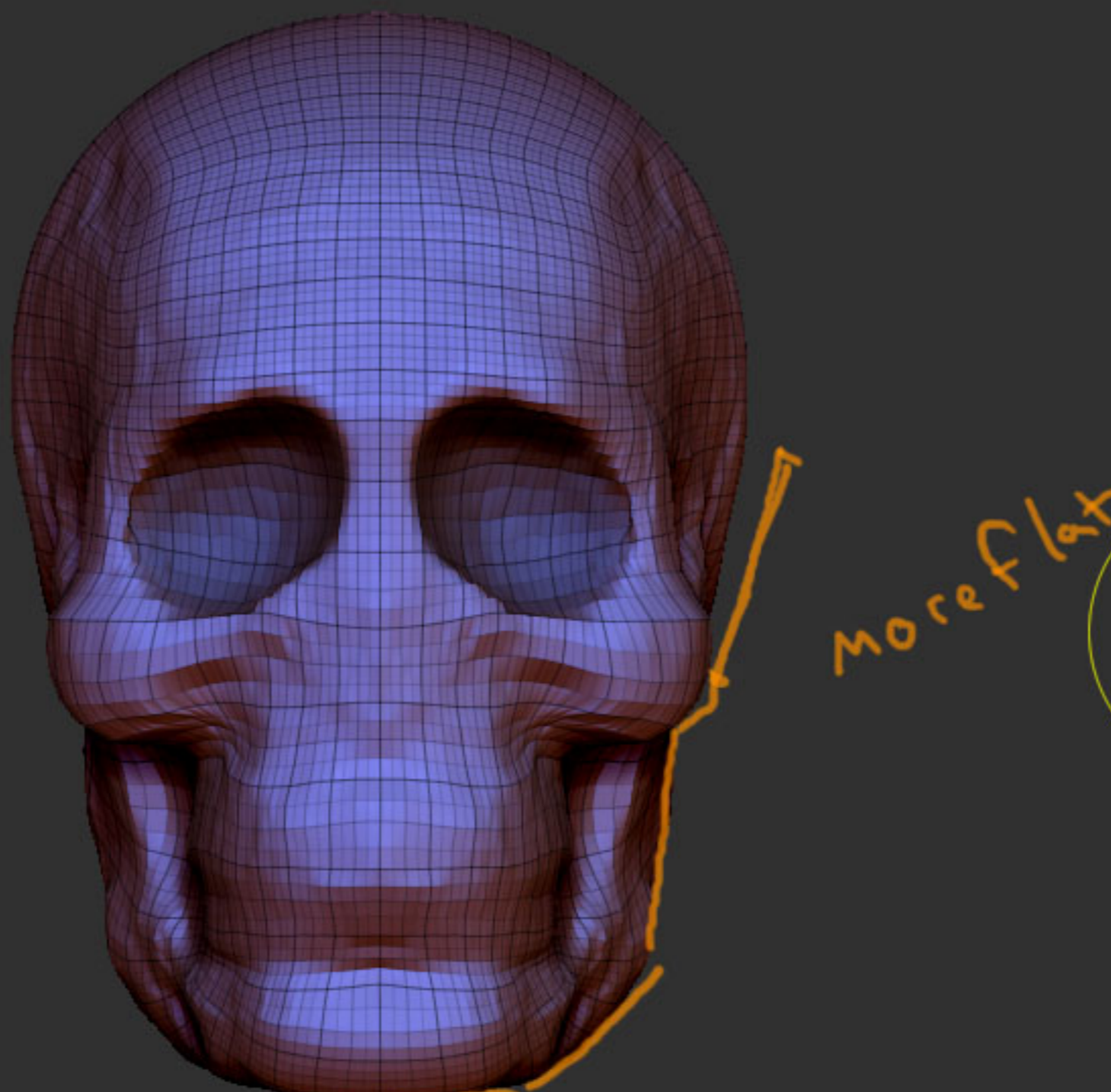
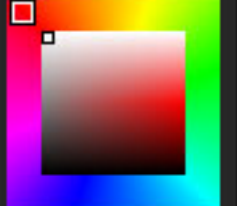
DelHidden Close Holes

Mirror And Weld

InsertMesh

Check Mesh Integrity

Invert the mask and using the move brush hollow out the sockets be sure to smooth the sockets afterwards with the mask still active to smooth out the transition without losing the form.



more flat



Using the move brush again push in the bottom of the back of the skull to make it more flat towards the bottom. also narrow the jaw line here if need be.

- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
- PolyF
- Transp
- Ghost

PM3D_PolySphere_1.4 R

PM3D_PolySpher

Sphere3D

SimpleBrush

ZSphere

PolySphere_1

PM3D_PolySpher

SubTool

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Lower Res Higher Res

SDiv Cage

Del Lower Del Higher

Divide Smt

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Edge Loop Crisp

Disp

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Polish 50

Triangle

Equalize Surface Area

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UnCrease

Reproject Higher Subdiv

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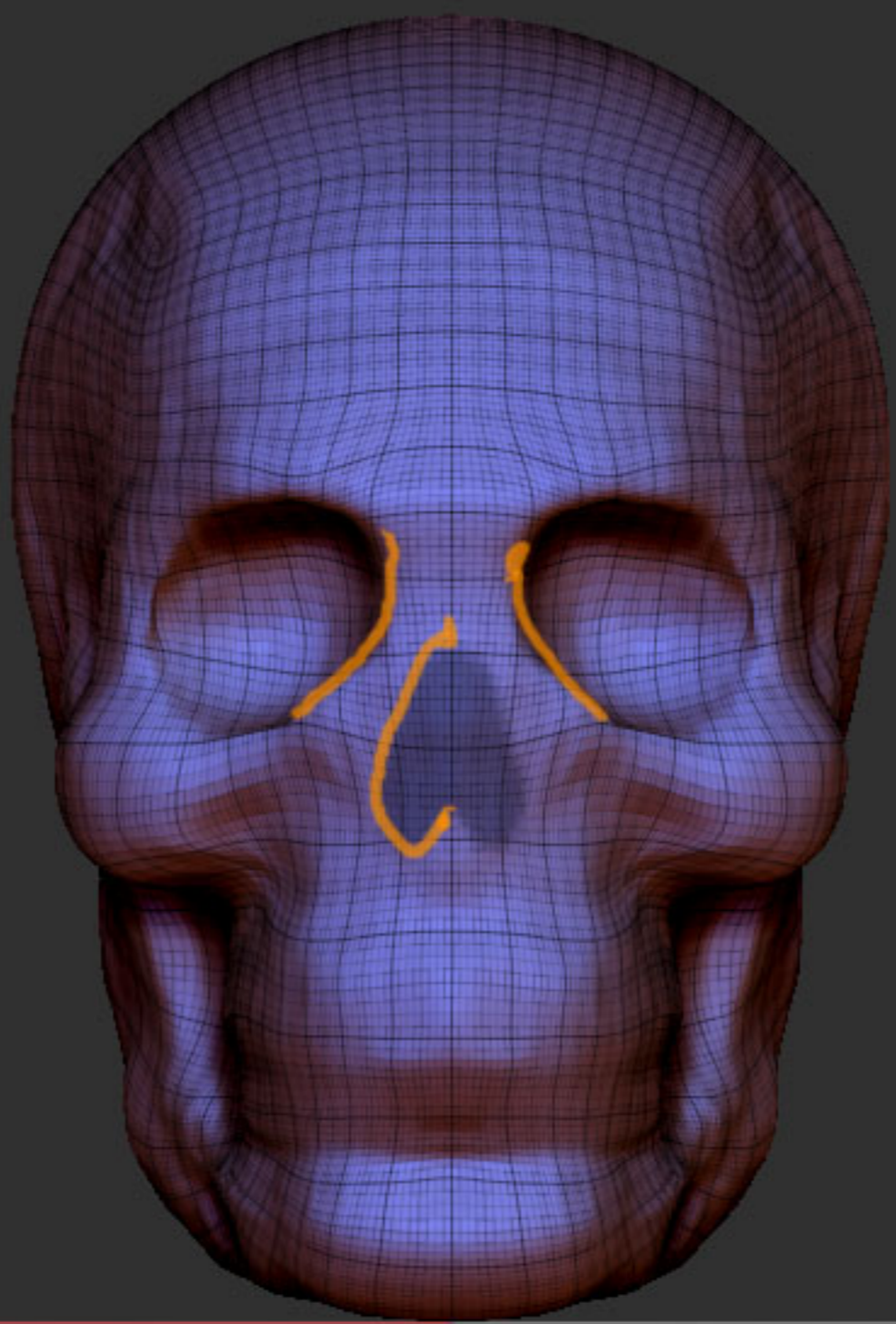
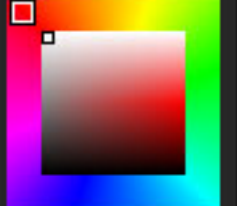
Mirror And Weld

InsertMesh

Check Mesh Integrity

Geometry HD

Preview



- Scroll
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- Persp
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PM3D_PolySphere_1.4 R

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DelHidden Close Holes

Mirror And Weld

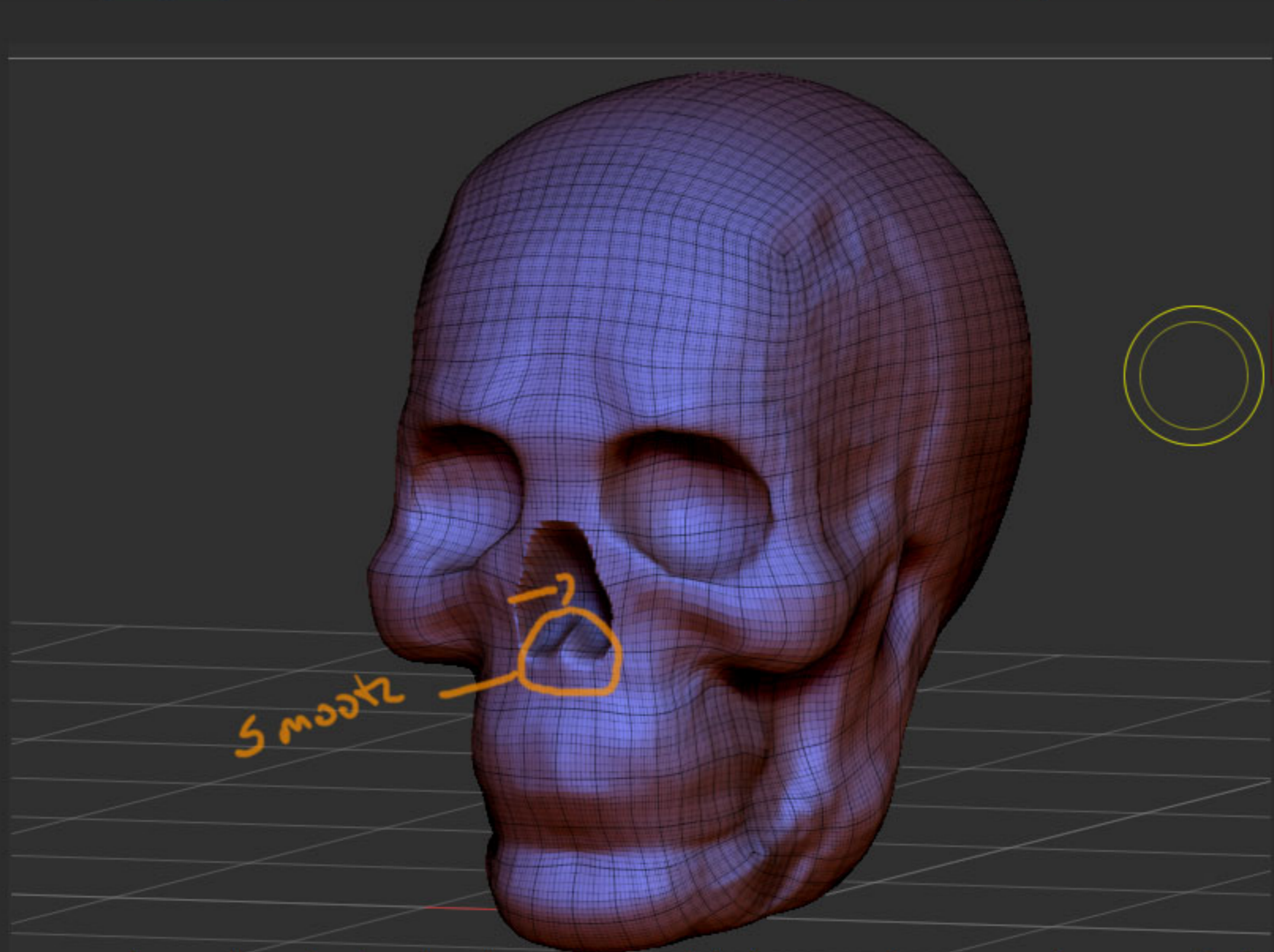
InsertMesh

Check Mesh Integrity

Geometry HD

Preview

Divide the mesh, and mask out the nose cavity. if your eye sockets are too close together take a moment with the move brush to create some space for the nose.



- Scroll
- Zoom
- Actual
- AAHalf
- Persp
- Floor
- Local
- L.Sym
- XYZ
- Frame
- Move
- Scale
- Rotate
- PolyF
- Transp
- Ghost

PM3D_PolySphere_1.4 R

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 SimpleBrush
 PolySphere_1
 PM3D_PolySpher

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Mirror And Weld

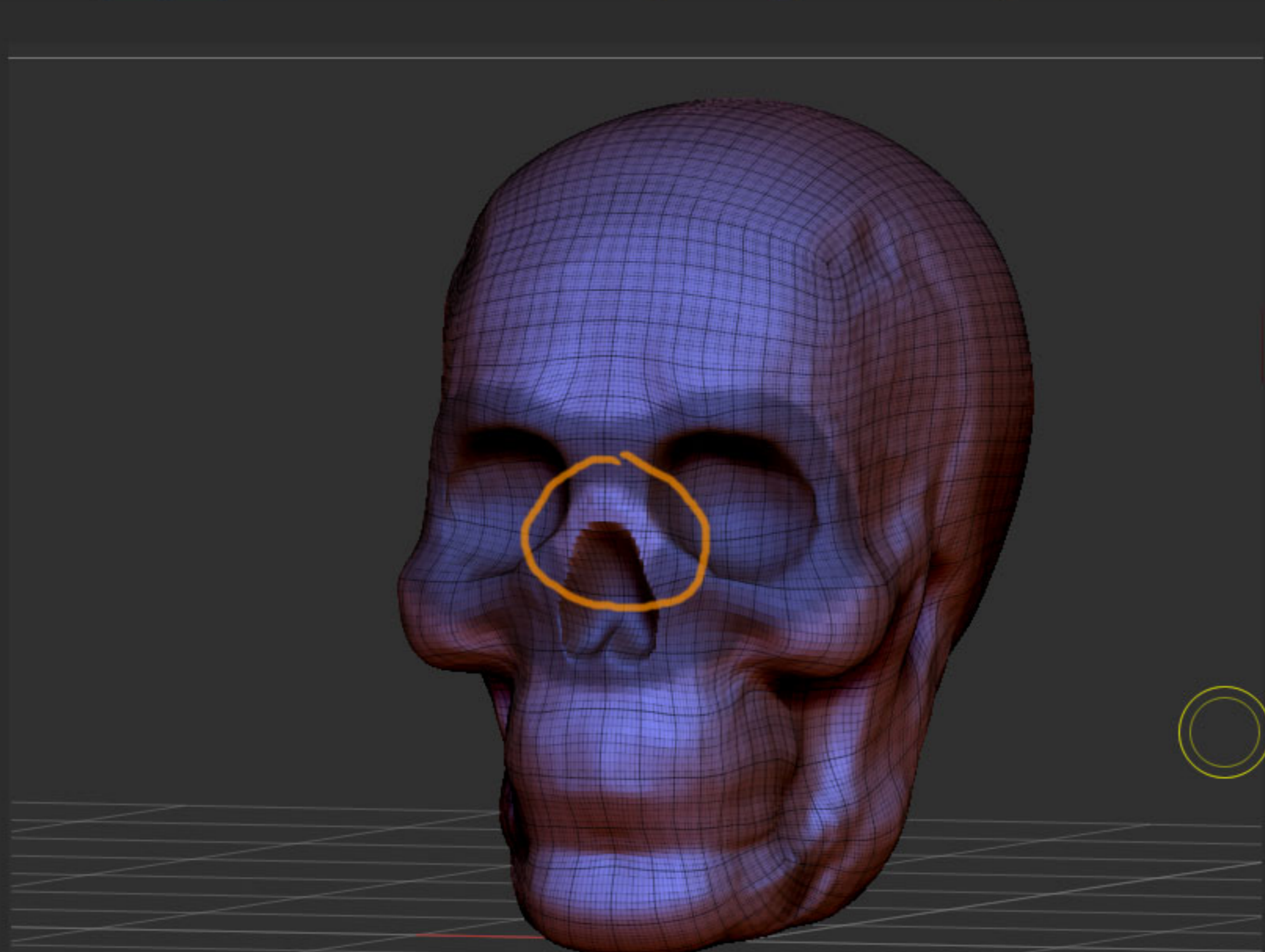
InsertMesh

Check Mesh Integrity

Geometry HD

Preview

Invert the mask and using the clay tubes brush hollow out the nose cavity. Smooth the area after, and invert the mask back. DO NOT release the mask yet!



SubTool

Layers

Geometry

Lower Res Higher Res

S Div 2 Cage

Del Lower Del Higher

Divide Smt Suv

Edge Loop Crisp Disp

GroupsLoops Loops 4 Polish 50 Triangle

Equalize Surface Area

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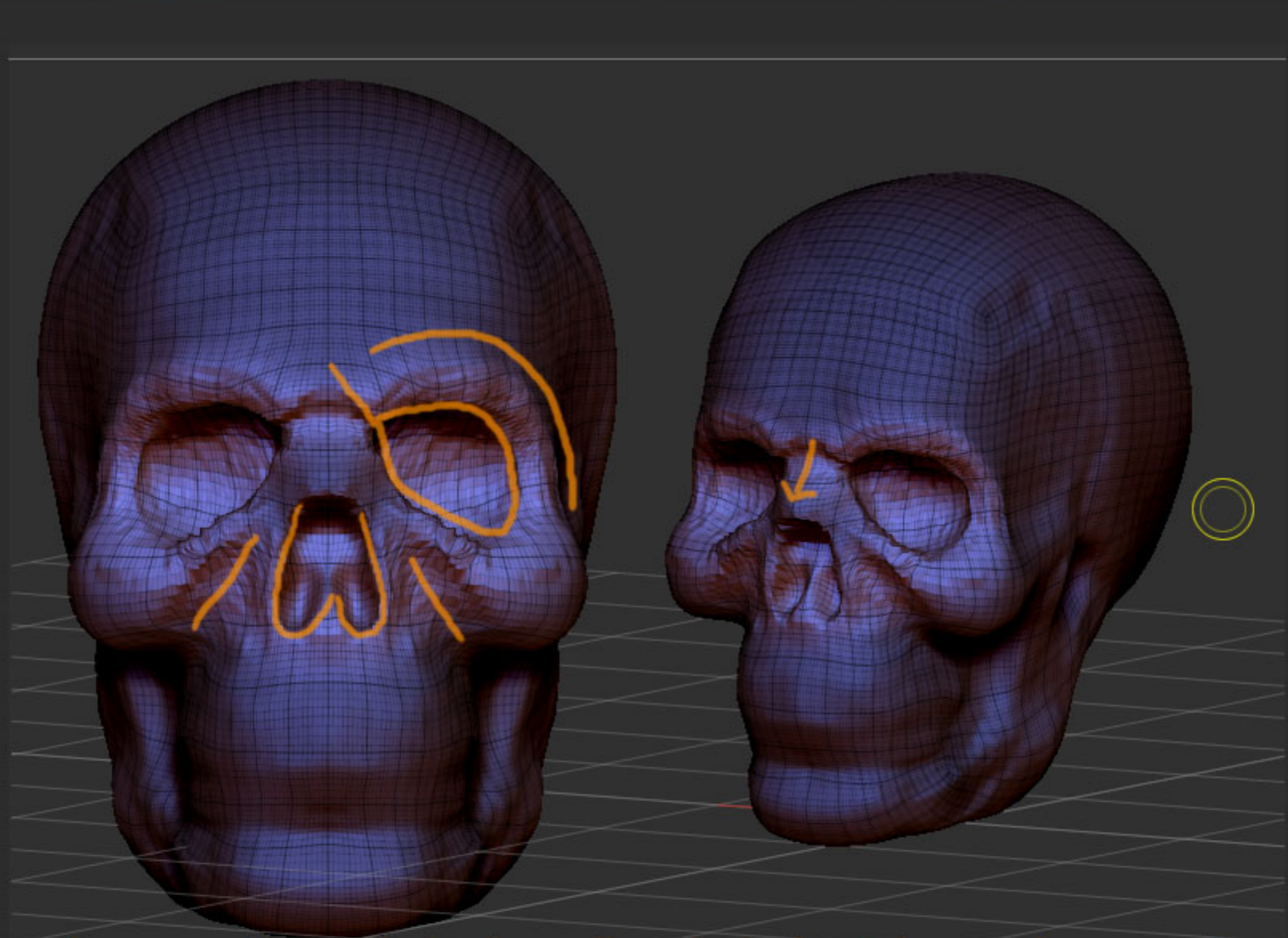
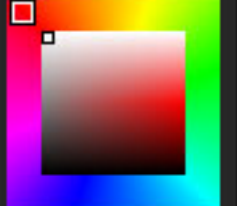
InsertMesh

Check Mesh Integrity

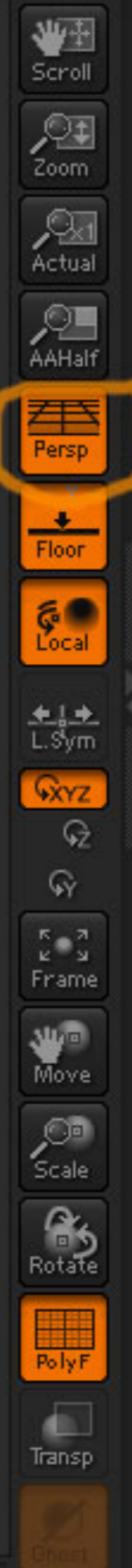
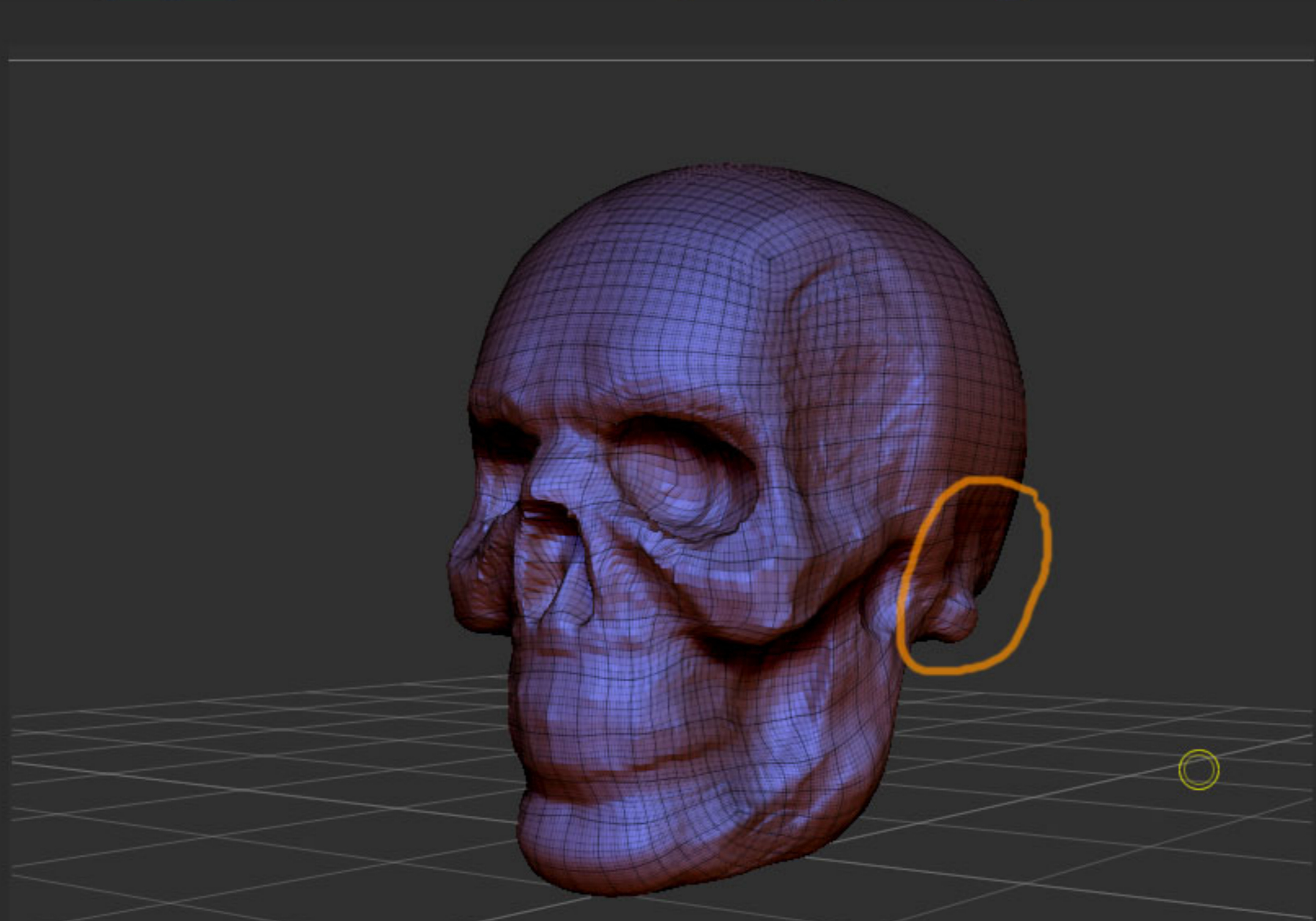
Geometry HD

Preview

mask out the area containing the eyesockets and the area surrounding the nose leaving only a small area above thenose between the eyes unmasked.



Use the move and clay tubes brush to pull out the bridge of the nose, then invert the mask and define the eye sockets. Use the move brush to correct the shape of the nose if need be.



Using the clay tubes brush create a bit of a bone spur just behind the jaw, but no wider than the jaw bone. this will be a landmark when we later pull down the neck for the Sternomastoid muscle, the main landmark on the neck.