Building A 3D Head

Building the Head

1. Create *Planar Projections, TOP and SIDE CAMS*
2. Head-Polygon Sphere
   i. Subdivision X=12
   ii. Subdivision Y=8
3. Deform->Create Lattice
   i. S=3
   ii. T=5
   iii. U=3
4. Edit ->Delete by Type->History
5. Delete right side of the head
6. Duplicate
   i. Scale -1,1,1
   ii. Geometry Type-Instance

Refining the Head

Select about 3 faces on the eye area (horizontal) and nose (vertical) area.
*Split Faces* (split polygon)
*Delete Edge*
Any open faces can be closed by
*Polygons->Append to Polygons Tool*

Cleaning up the Head

*Delete History*

*Clean up*

*Non-Planar faces*

*4 sided faces*

*Flip Triangle Edge* (If Needed)

*Combine* (both halves)
Select both center edges and *Merge Multiple Edges* (Tolerance 1.2)