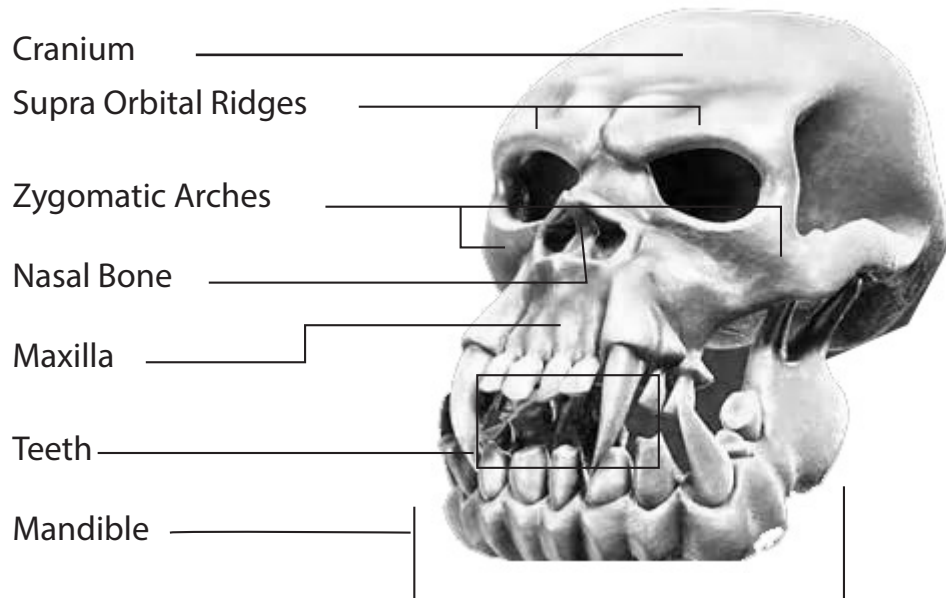


3/4 Scale Ogre Sculpt

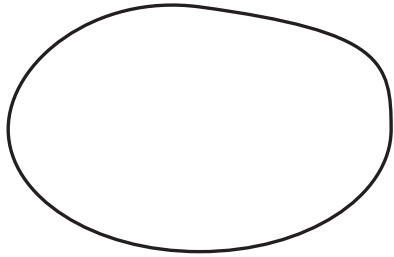
What is under the flesh in many ways determines what we see. A creature portrait is largely determined by the skull underneath the flesh.

1. Begin with covering the armature with a thin layer (1/4 inch) of clay
2. Once the armature is covered, begin designing the ogre skull. Only sculpt bone and teeth.
Ogre skulls have the same parts as human skulls.

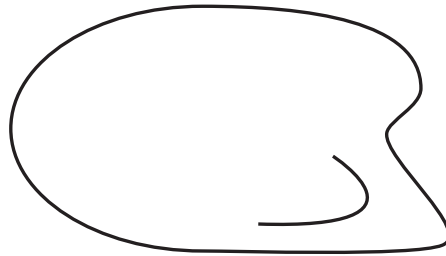


3/4 Scale Ogre Sculpt

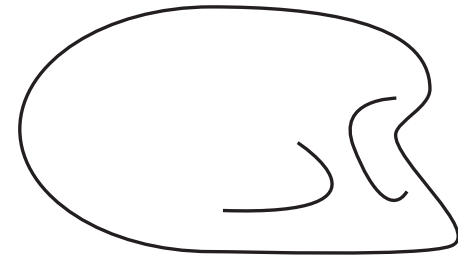
The sculpting process is the same as the human skull.



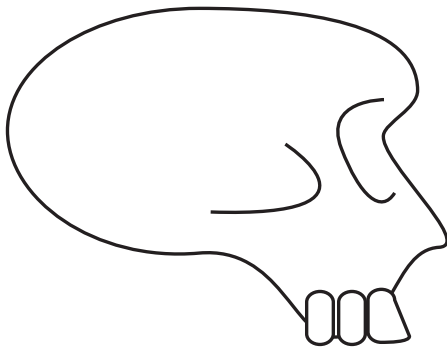
Step 1 - Build the cranium



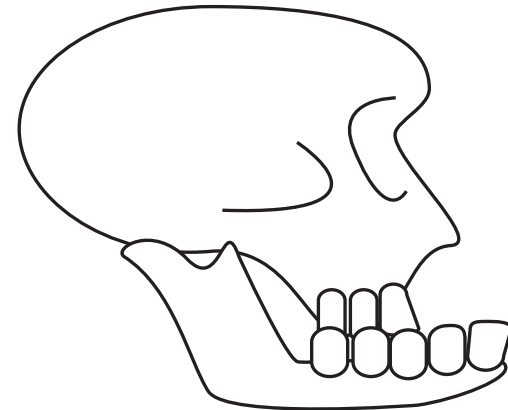
Step 2 - Add the zygomatic arch



Step 3 - Create the orbits



Step 4 - Model the maxilla and upper teeth



Step 5 - Build the mandible and lower teeth

3/4 Scale Ogre Sculpt

