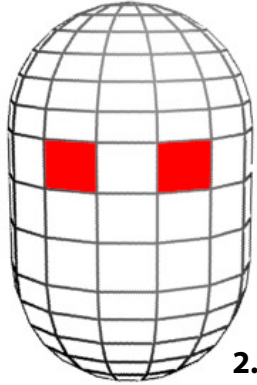


3D CHARACTER DESIGN

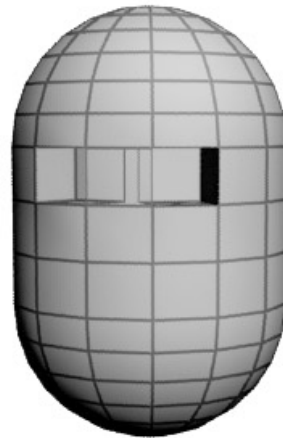
A SIMPLE FACE

(Point Value - 1 to 5 points)

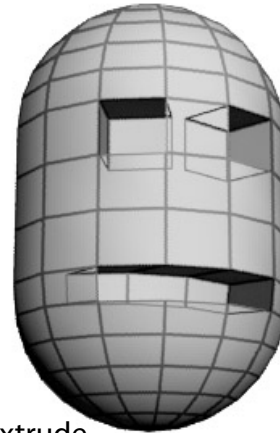
1. Make a "Capsule" with 14 sides and 3 height segments



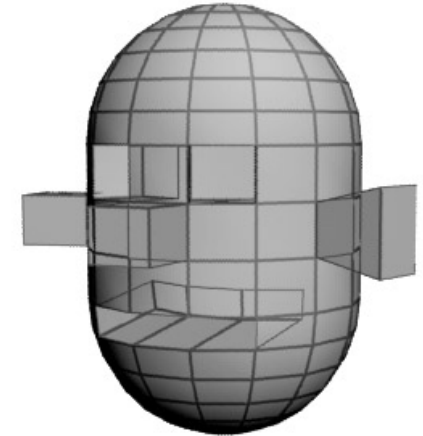
2. Apply an "Edit Poly" modifier.



3. Extrude the 2 polygons inwards to make eye sockets.



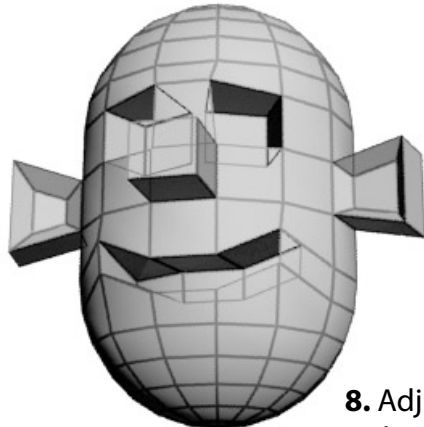
4. Select 3 polygons for the mouth and extrude inwards.



5. Select a polygon for the nose and extrude outwards.

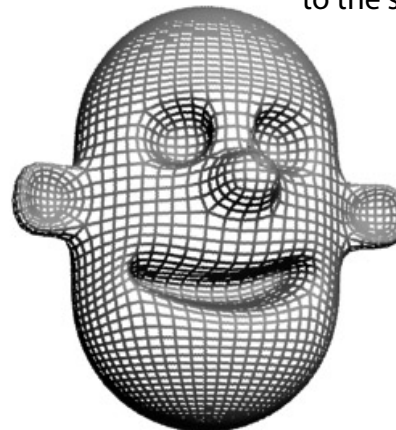
6. Select 2 polygons for the ears. Extrude out.

7. Select the polygons on the ears and "Bevel" inwards



8. Adjust the vertices on the corners of the mouth to make a smile.

9. Add a "TurboSmooth" modifier to the stack to smooth out the face.



10. Add 2 eyes, teeth and a tongue

