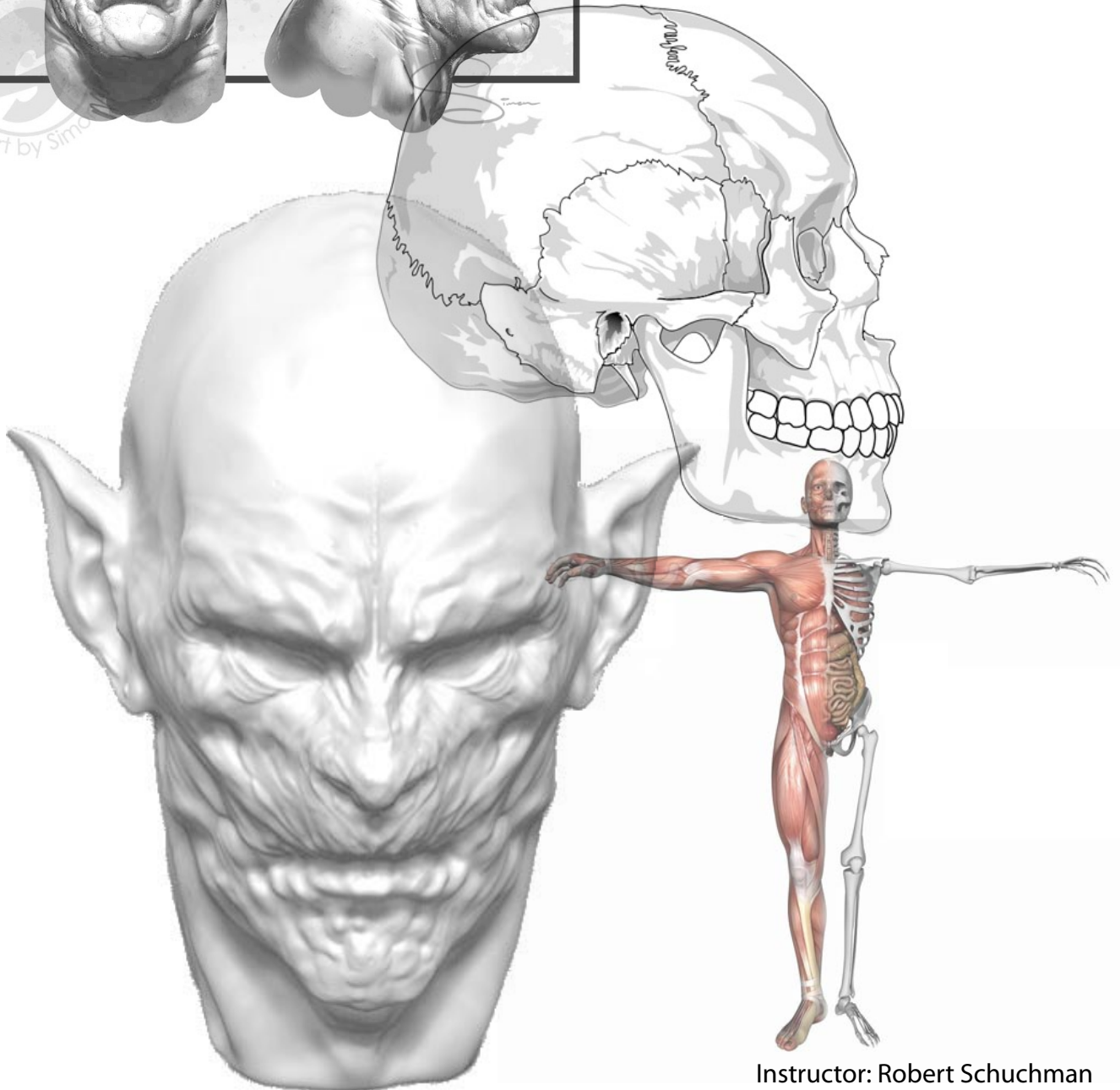
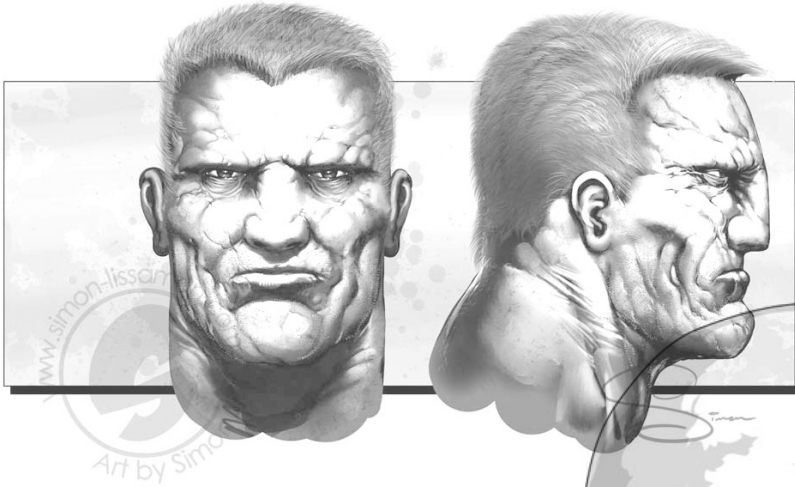


# CREATURE MODELING

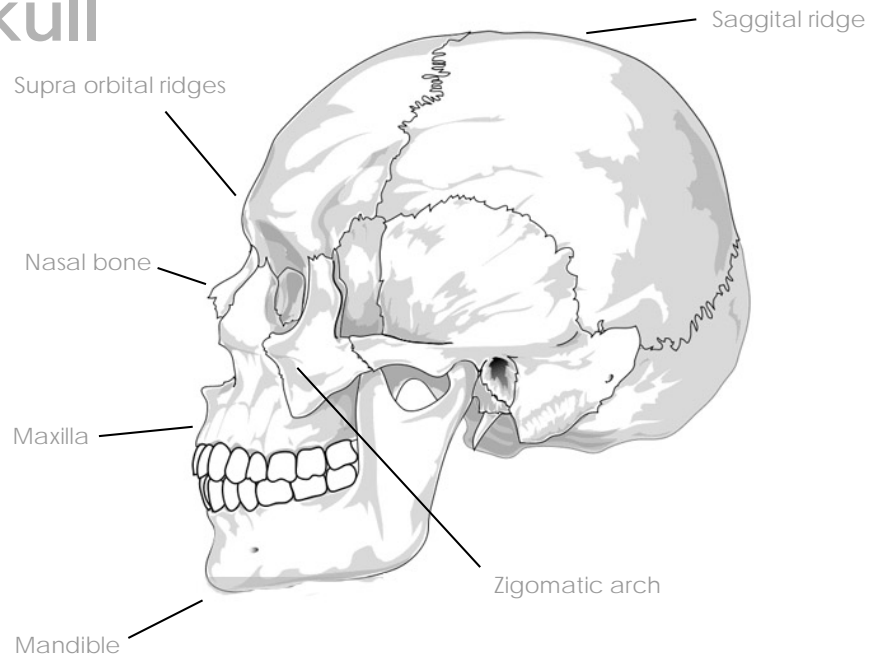
## FOR VIDEO GAMES AND FILM



# Distortion of the Skull

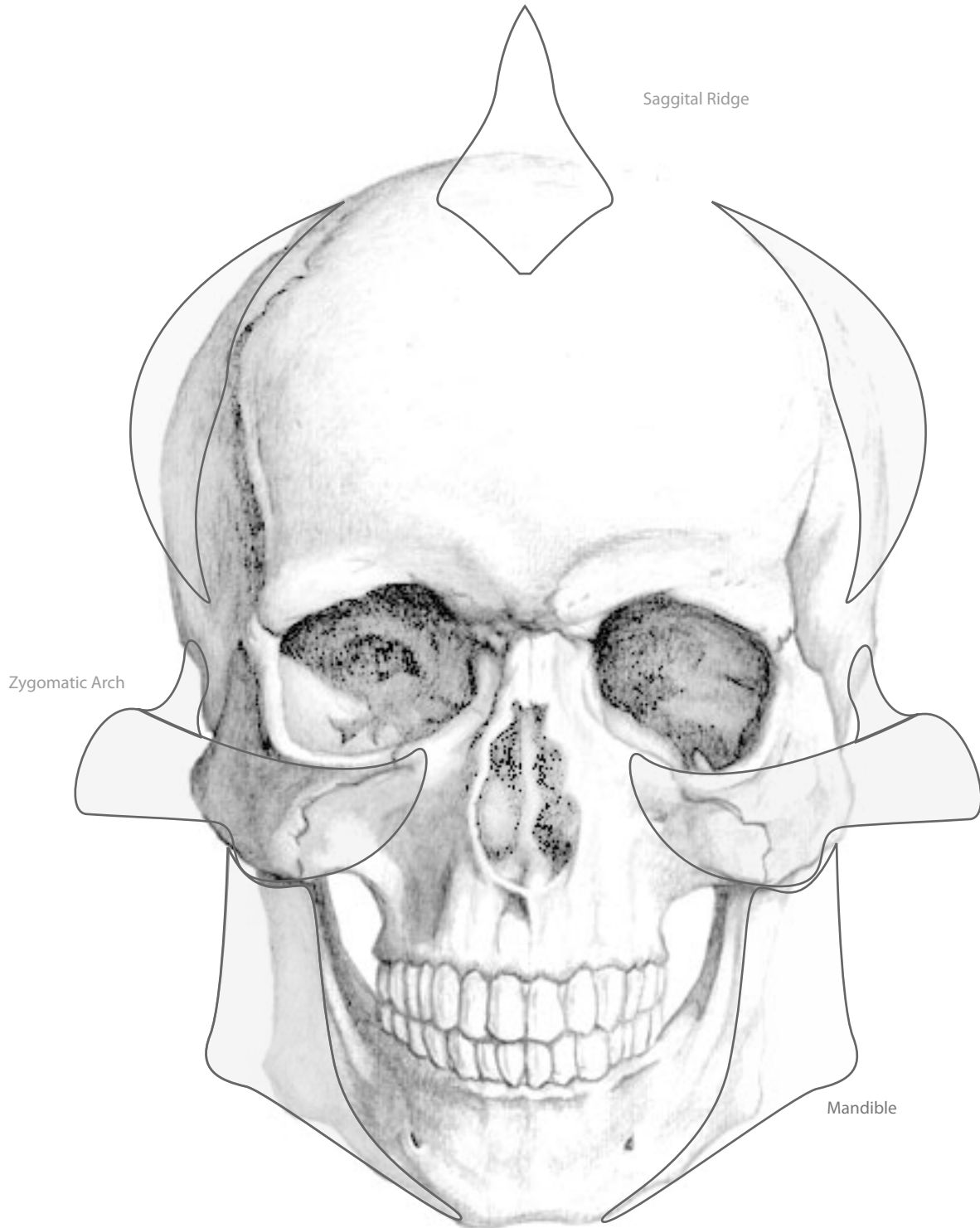
Your first step in creating a creature is to determine the general shape of the skull. This is done by exaggerating its' various parts as shown in the images below.

At this point you are not applying any muscles or cartilaginous elements like the masseter muscles or the nose cartilage.



Unless you have an unlimited amount of clay, you need to use other materials to extend the clay for those areas that you've decided to enlarge. Small blocks of wood, styrofoam or soft foam (for long hair) will work.

# Distortion of the Skull



# Horns and Long Hair

Long horns/hair may require an armature of wire for added support. Without this they break off.

A hole is drilled into the plaster skull and the wire is inserted.

