

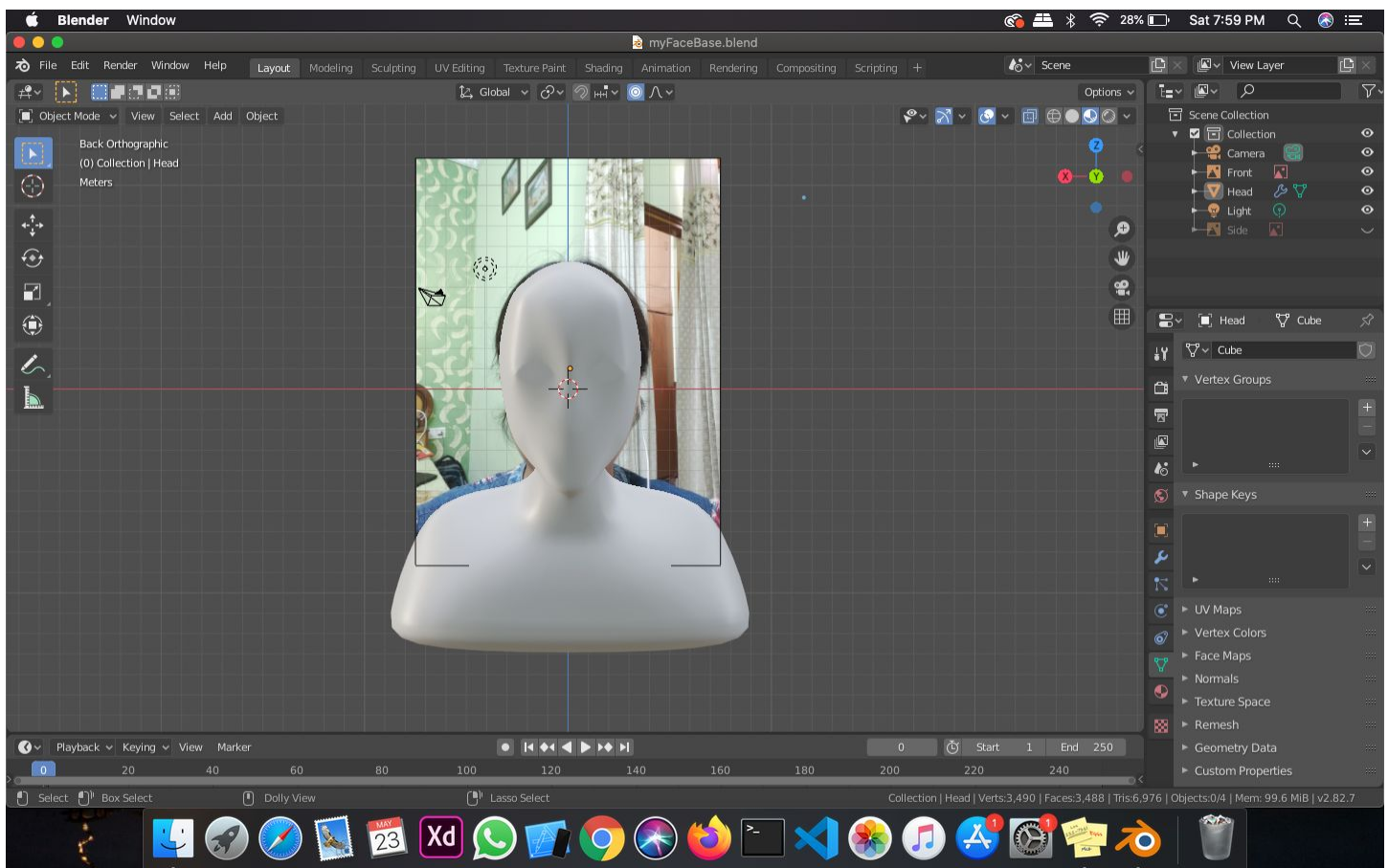
3-D Face Modelling

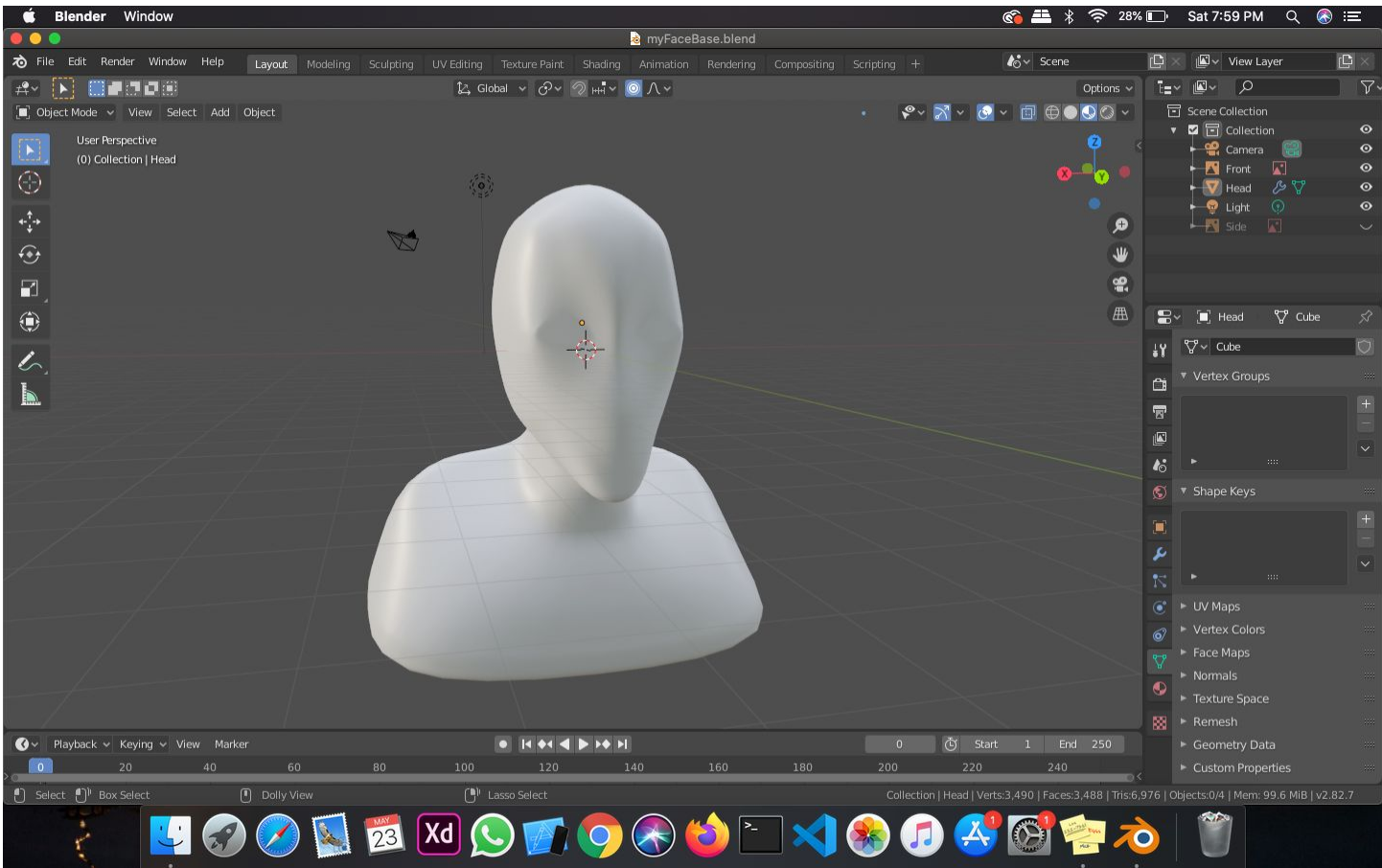
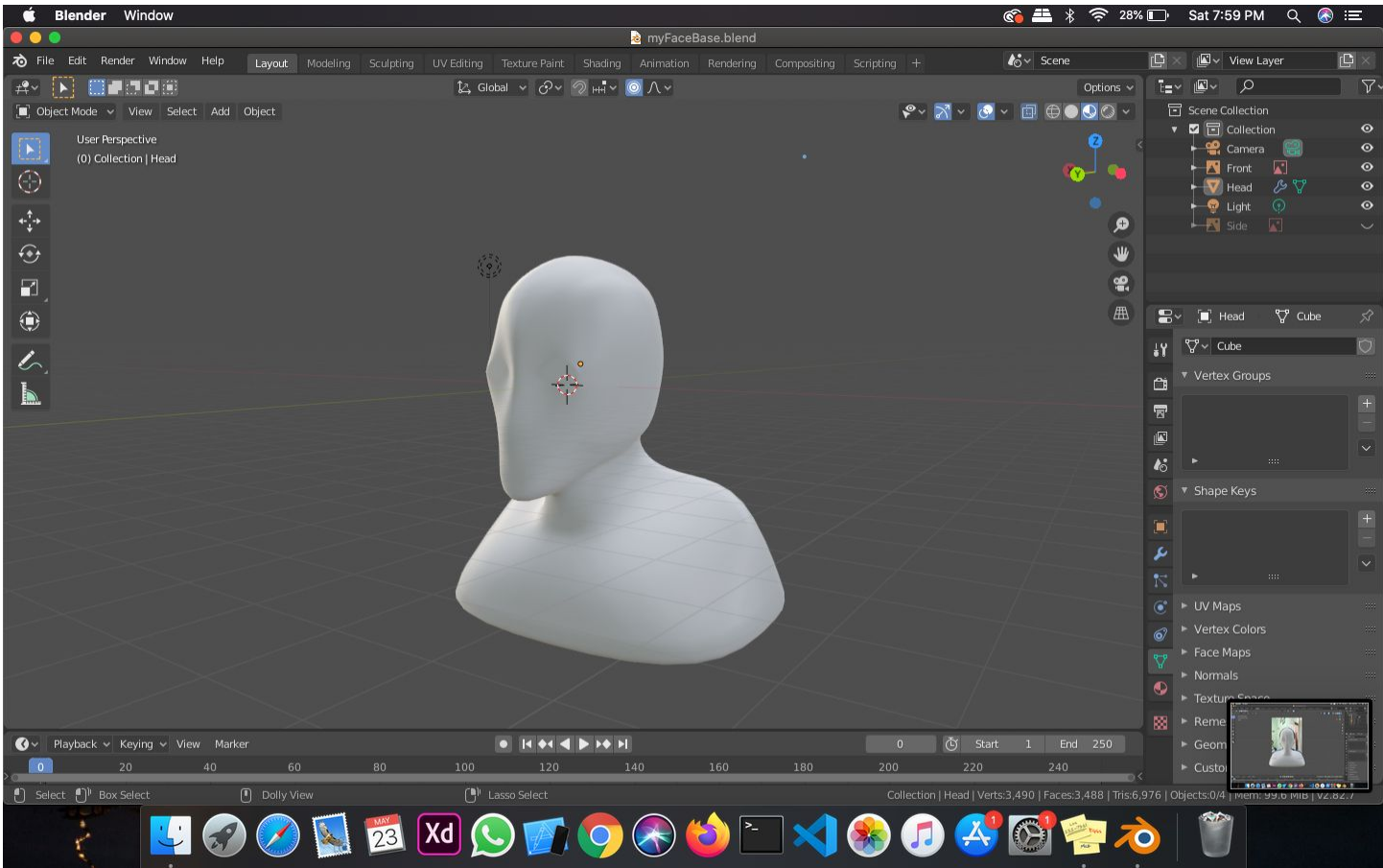
Implementation:

In this assignment I made a 3-D model of my face using blender. It was the fun 2 weeks journey and here are the steps and in between progress of my model.

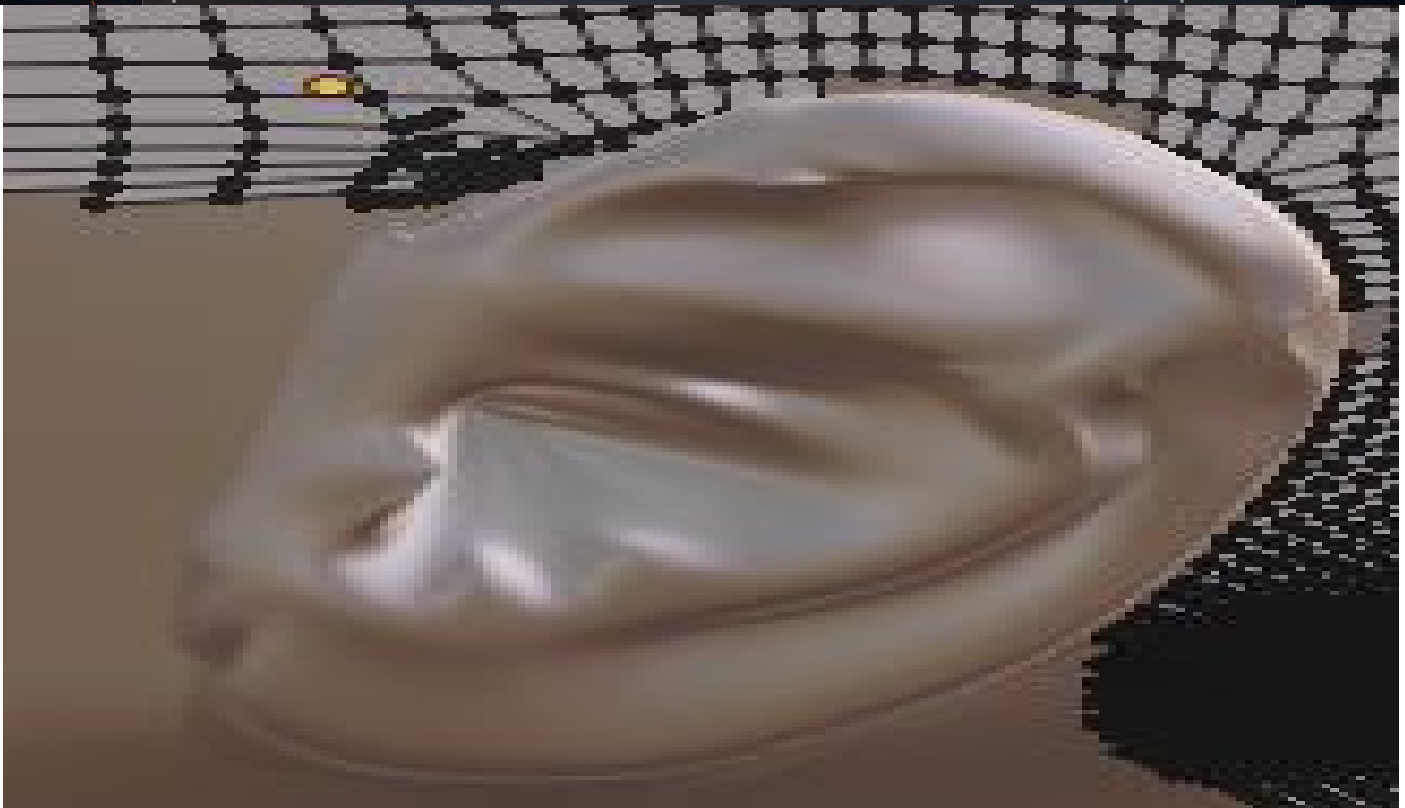
Steps:

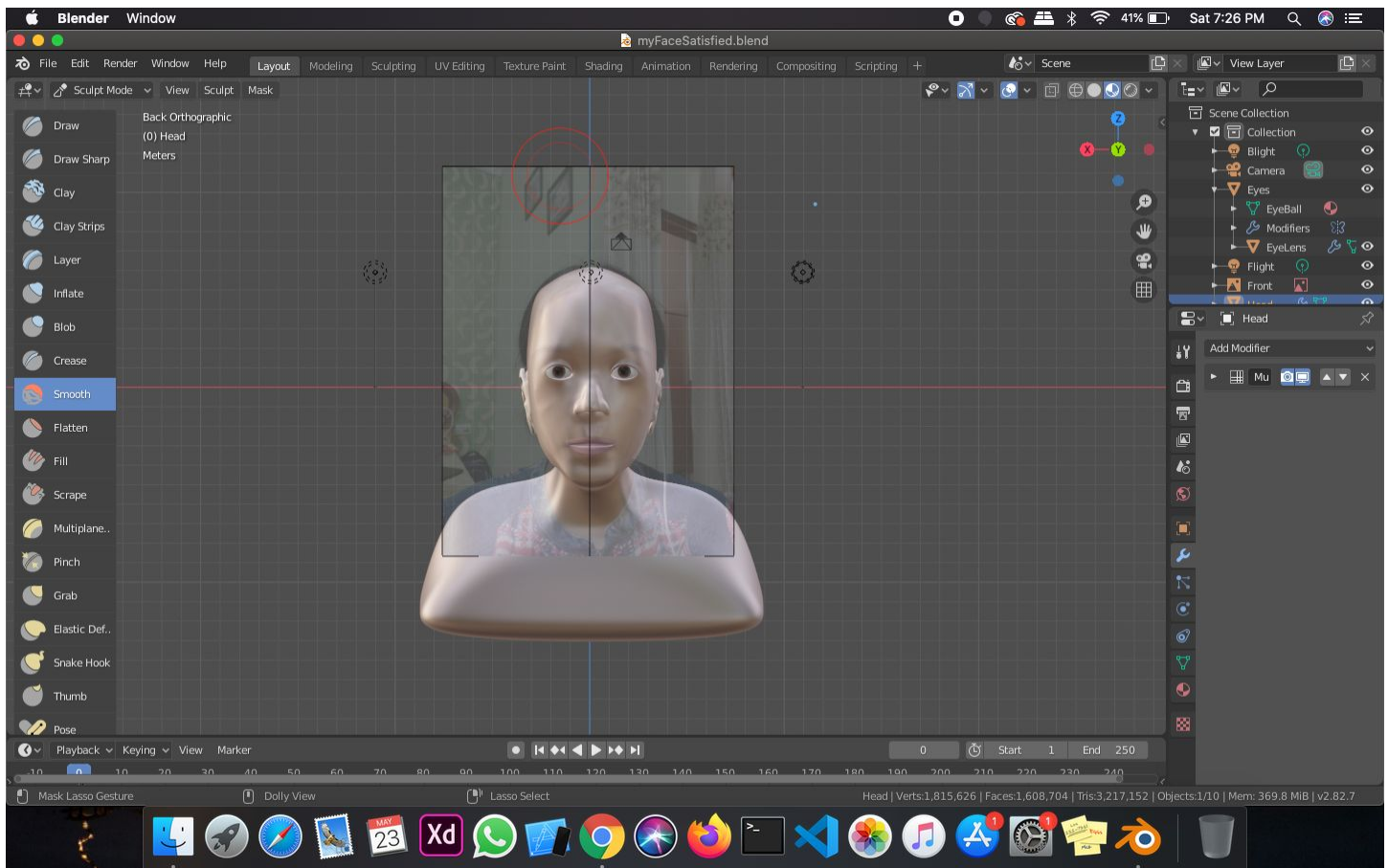
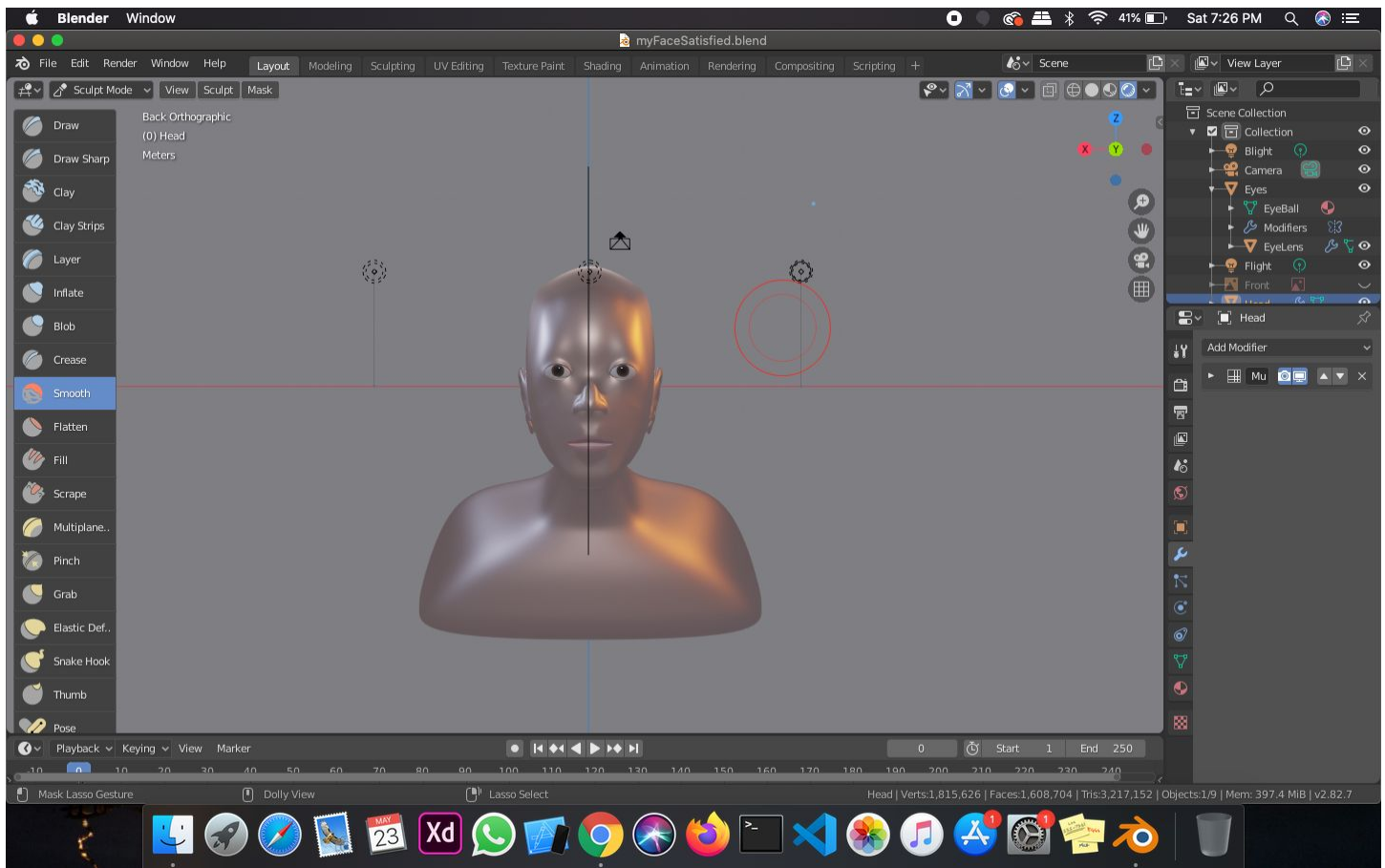
- **Designing a base for my model:**

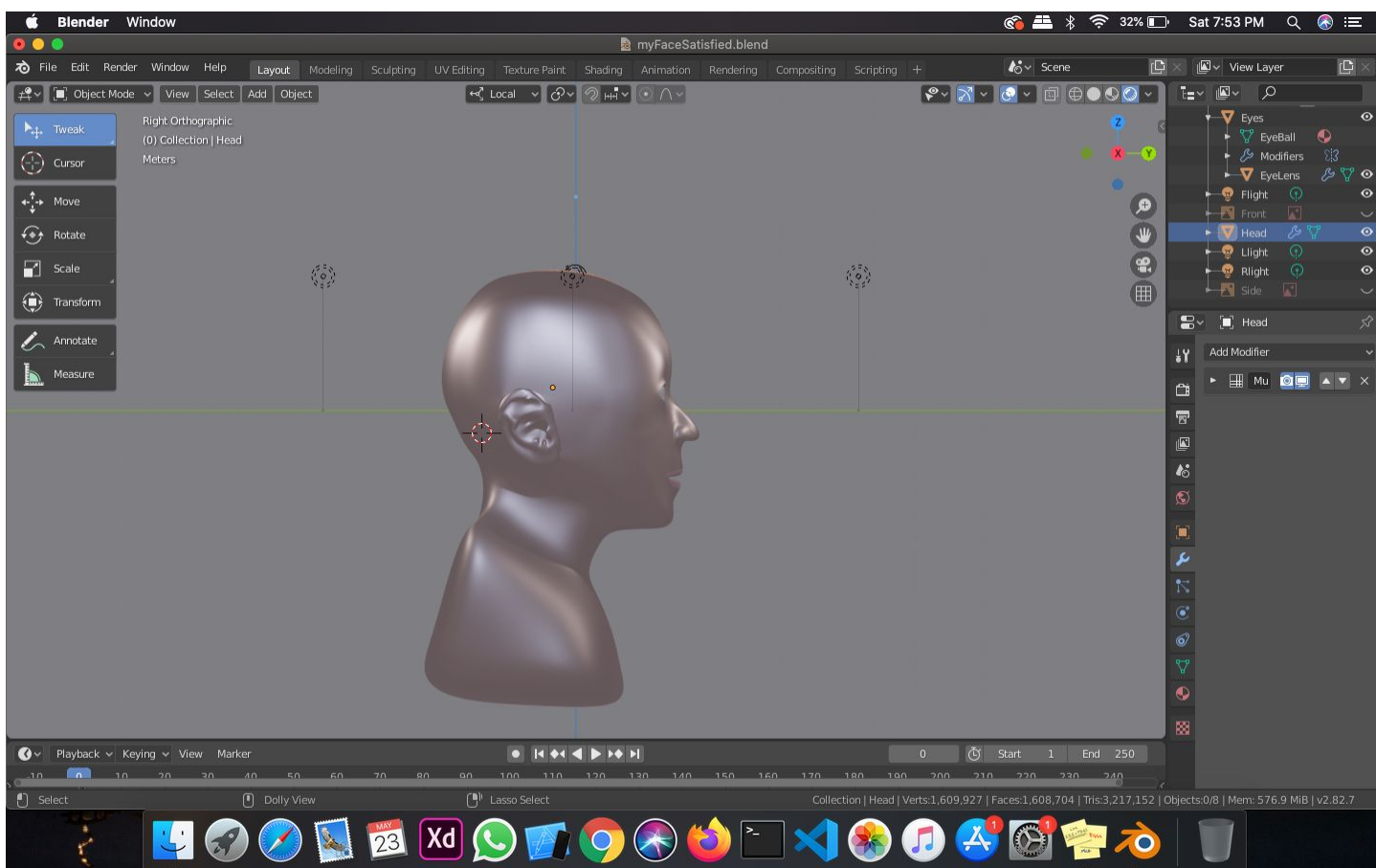
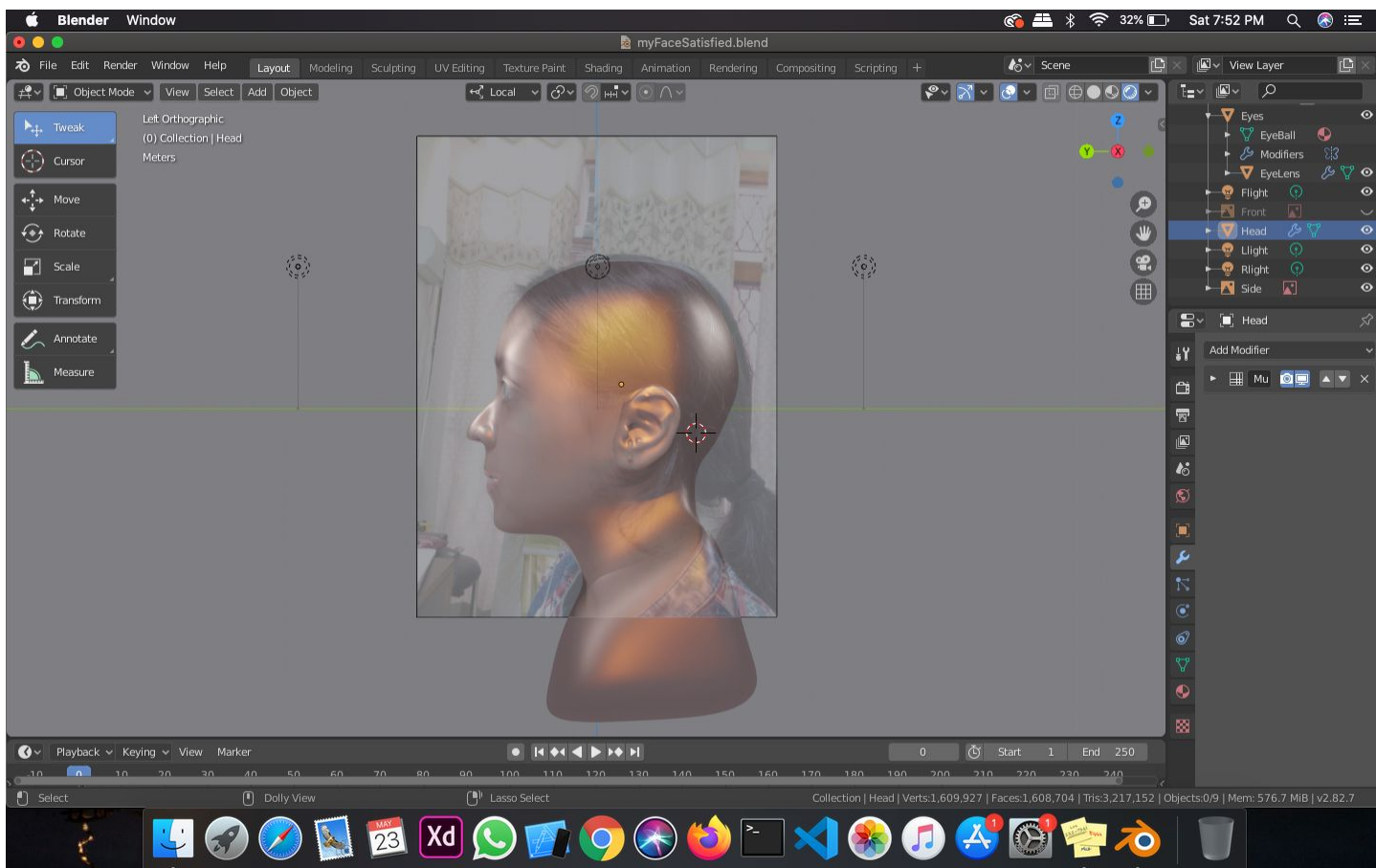


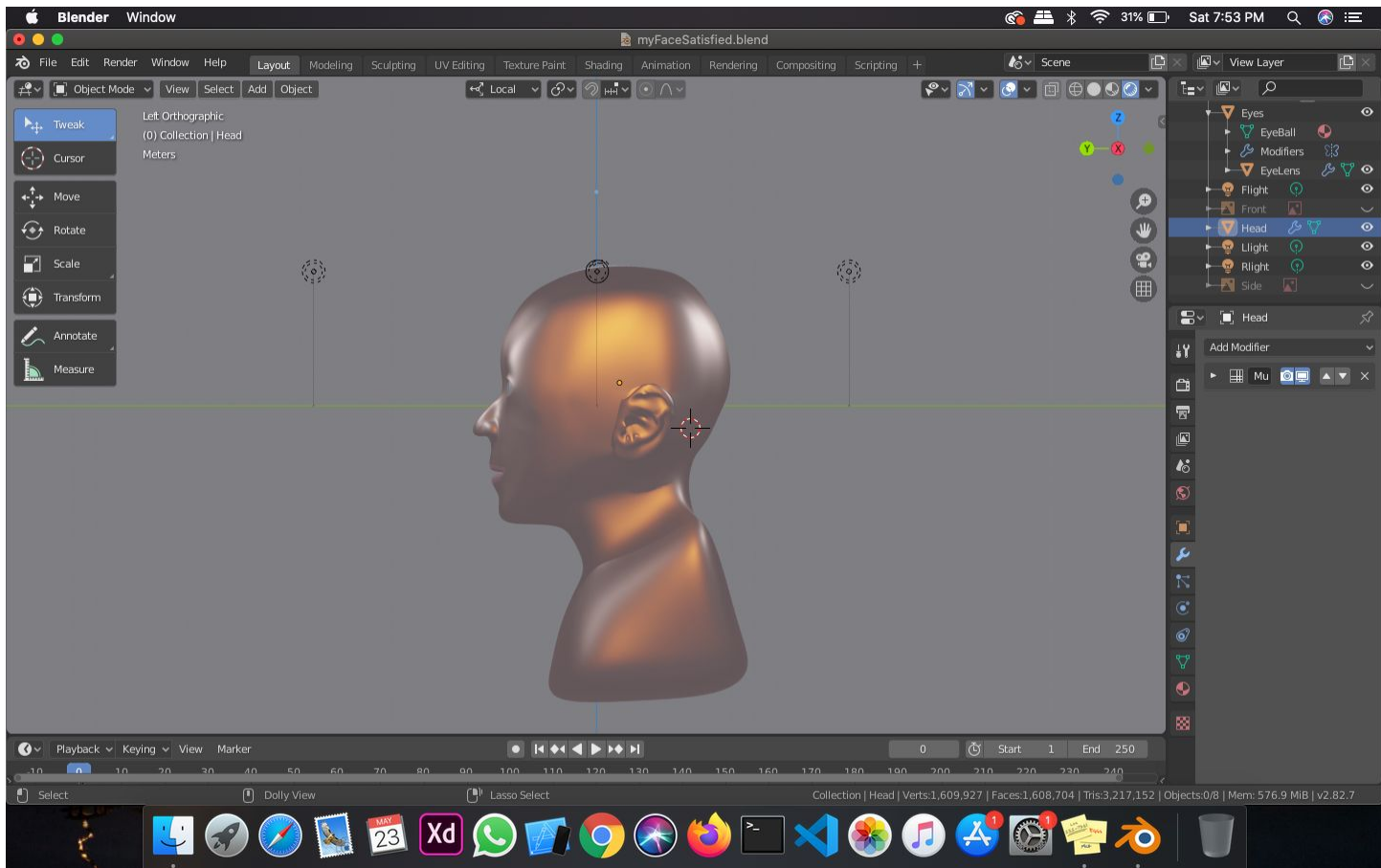


- Giving it subsurface skin texture, eyes, ears and nose.









- Giving it hairs.

