

# Assignment-5 HUMAN FACE

Submitted By

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## OUTPUT IMAGES

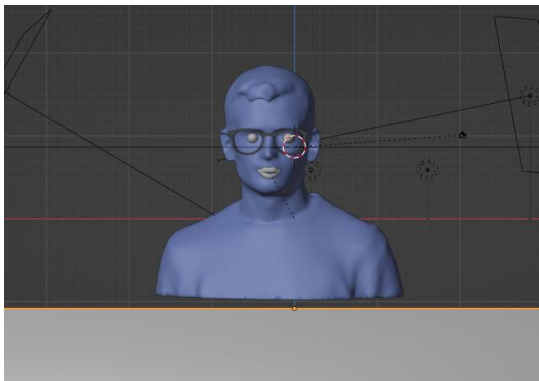


Figure 1 Solid mode view

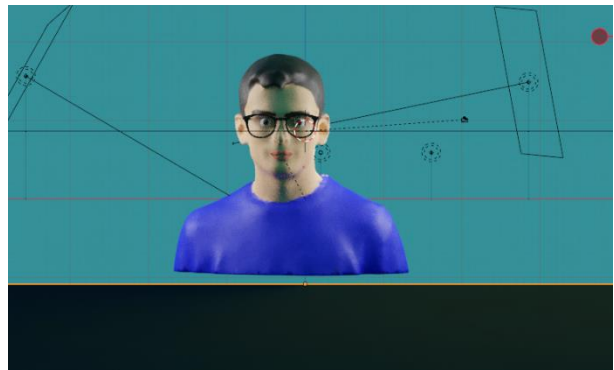


Figure 2 Render Preview -FRONT

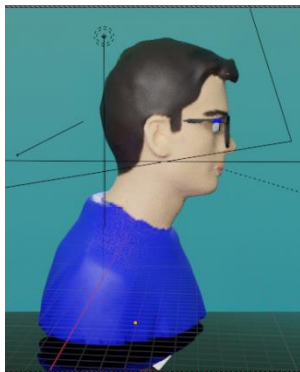


Figure 3 Render Preview -SIDE

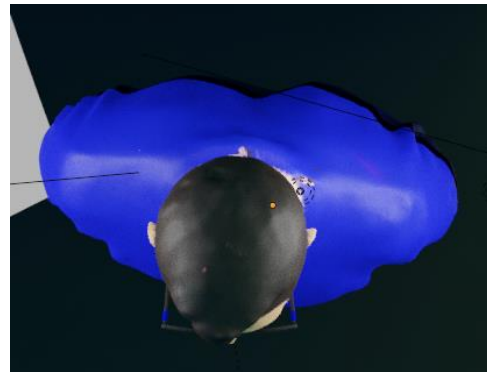


Figure 4 Render Preview -TOP

## STEPS FOLLOWED

1. The first step is to take a reference image of ourselves/human head. Take top, side and front view.
2. Then add a sphere mesh.
3. In the edit mode using intrude and extrude shape the mesh as per human head's images.
4. Once the base mesh is properly shaped, we need to add details to our head.
5. Then using auto smooth shader, smoothen the low poly sphere.

- 6.** Then for adding glasses – using a cube and torus mesh give it shape to look like glasses.
- 7.** Similarly for adding eyeballs – using a sphere mesh give it size as that of an eye and add eye texture (any eye texture image from google) to it under shading mode.
- 8.** And for the lips using cube mesh and a reference image of lips shape it to look like lips and then using auto shader, smoothen the lips.
- 9.** Then add material to all our objects (head, lips and eyeballs).
- 10.** Then add texture to all our objects in the shading mode.
- 11.** Then in the Texture paint mode using mouse, paint our objects using appropriate colours.
- 12.** Blue for shirt, skin colour for the skin, fade pink for the lips and black-brown for the hairs.
- 13.** Once the colouring is done, our human head model is created.
- 14.** For the background add background image in world properties by changing surface to background texture.
- 15.** Add a plane and extrude it to create a cuboidal shape.
- 16.** Then add material to it and set its roughness to 0 (for better reflections).
- 17.** Now for adding lighting to our scene, use area two lights and keep the default light behind the head with default properties.
- 18.** The property of light is colour=white, power=20000W, size =10m, max bounces=1024(more bounces more realistic view).
- 19.** And keep the lights on 2 opposite sides of our model, so it gets light from both the sides.
- 20.** Once the scene is created, add a Bezier circle and attach camera to one of the points of the ring.
- 21.** Then by pressing ctrl + P, click follow path so the camera rotates around the Bezier circle.
- 22.** The rotation speed can be changes in Object data properties, under path animation by increasing or decreasing frames.
- 23.** Then once all of these is done, under render option, click render animation to generate required result.