Hi Dennis,

Here are two solid tutorials of modeling an ear, (these are the approaches I would go) I will go over one in class with my character modeling subject using cylinder caps to pull extrude and pull faces out but the first tutorial here is pretty solid . It is important to have a proper reference image and not freestyle this. If you look at the first tutorial you can see how he goes from a reference this starting to free style the inside of the ear which will probably have to be done. Another words the inside of the ear can be done without a reference model particularly in Maya to trace .

Geometry modeling of an ear,

easy to understand   https://www.youtube.com/watch?v=cStTnFkg6h0
another one https://www.youtube.com/watch?v=r8uiqHBsHkk

Vector and displacement maps Methods

If you feel you can tackle map displacement of some are created in Mudbox and integrated in Maya through use of displacement mapping .

It has do with Vector displacement of a texture map. There are many methods of this so research them careful if you go that route.

Explanation and example - https://docs.arnoldrenderer.com/display/A5AFMUG/Vector+Displacement
Vector displacement- https://www.youtube.com/watch?v=4nWilKs3zV0
Autodesk https://download.autodesk.com/global/docs/softimage2013/en_us/userguide/index.html?url=files/GUID-21452F12-9509-4F96-BFC0-F63F8DDD6465.htm,topicNumber=d30e360320

Hope this helps get you started

Jeremy