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](https://nam05.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3DcStTnFkg6h0&data=01%7C01%7Cdwq9172%40uncw.edu%7C7dc35702185f46786c7708d76de89e16%7C2213678197534c75af2868a078871ebf%7C1&sdata=Kegu9VuRQ2n26C5aJ9%2BAu6jsA5jEA5NlIEgVVX64sQ0%3D&reserved=0)

another one [https://www.youtube.com/watch?v=r8uiqHBsHkk](https://nam05.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3Dr8uiqHBsHkk&data=01%7C01%7Cdwq9172%40uncw.edu%7C7dc35702185f46786c7708d76de89e16%7C2213678197534c75af2868a078871ebf%7C1&sdata=cXuQLuOLigAsPi6qoMQR0jSHQyZ1HVV2o%2BHYXKvpt70%3D&reserved=0)

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](https://nam05.safelinks.protection.outlook.com/?url=https%3A%2F%2Fdocs.arnoldrenderer.com%2Fdisplay%2FA5AFMUG%2FVector%2BDisplacement&data=01%7C01%7Cdwq9172%40uncw.edu%7C7dc35702185f46786c7708d76de89e16%7C2213678197534c75af2868a078871ebf%7C1&sdata=nI0WZrMc0%2FlMhFPhMoxWVxjYWKyGSNPiOjewnTUN9Lw%3D&reserved=0)

Vector displacement- [https://www.youtube.com/watch?v=4nWilKs3zV0](https://nam05.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3D4nWilKs3zV0&data=01%7C01%7Cdwq9172%40uncw.edu%7C7dc35702185f46786c7708d76de89e16%7C2213678197534c75af2868a078871ebf%7C1&sdata=uPm9dchAyZqmdDV4rA%2BMOlb%2FrzYaMt01UOherZ2hFP0%3D&reserved=0)

Autodesk  [https://download.autodesk.com/global/docs/softimage2013/en\_us/userguide/index.html?url=files/GUID-21452F12-9509-4F96-BFC0-F63F8DDD6465.htm,topicNumber=d30e360320](https://nam05.safelinks.protection.outlook.com/?url=https%3A%2F%2Fdownload.autodesk.com%2Fglobal%2Fdocs%2Fsoftimage2013%2Fen_us%2Fuserguide%2Findex.html%3Furl%3Dfiles%2FGUID-21452F12-9509-4F96-BFC0-F63F8DDD6465.htm%2CtopicNumber%3Dd30e360320&data=01%7C01%7Cdwq9172%40uncw.edu%7C7dc35702185f46786c7708d76de89e16%7C2213678197534c75af2868a078871ebf%7C1&sdata=mhRehhGg2zTO8hZgSLitQsNDlQ0eopyO2nqIMlZNBlY%3D&reserved=0)

Hope this helps get you started

Jeremy