LAB ASSIGNMENT 5

HUMAN FACE 2023

3D MODELLING AND ANIMATION

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BATCH-3CS10

STEP-1

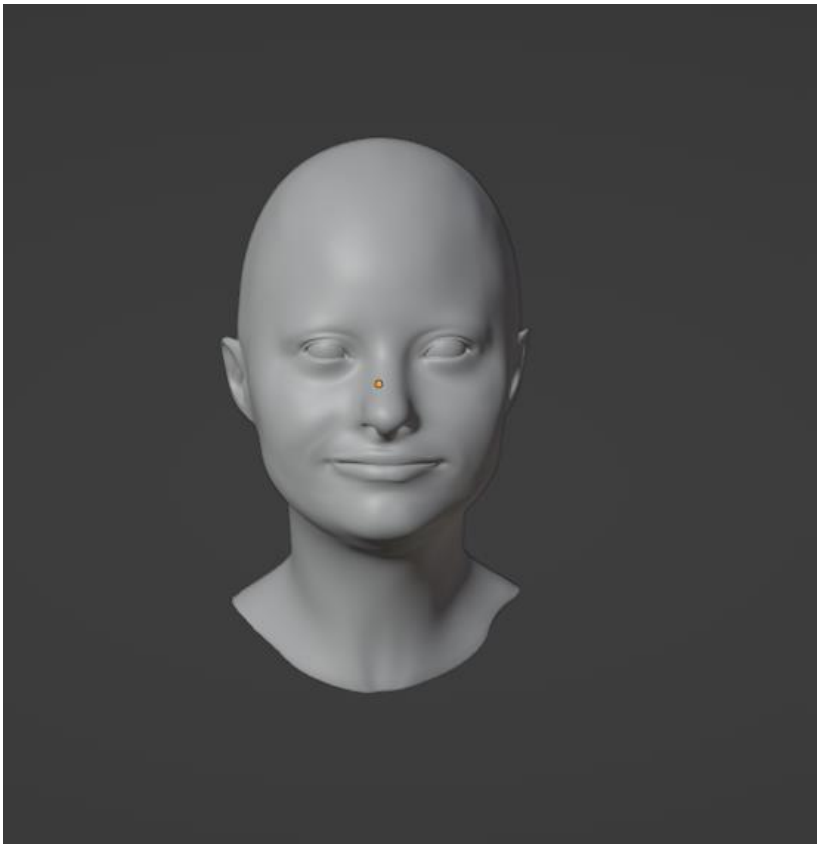
Take a photo of yourself! (Left/Right and Front side).

STEP-2

Plan your Topology:

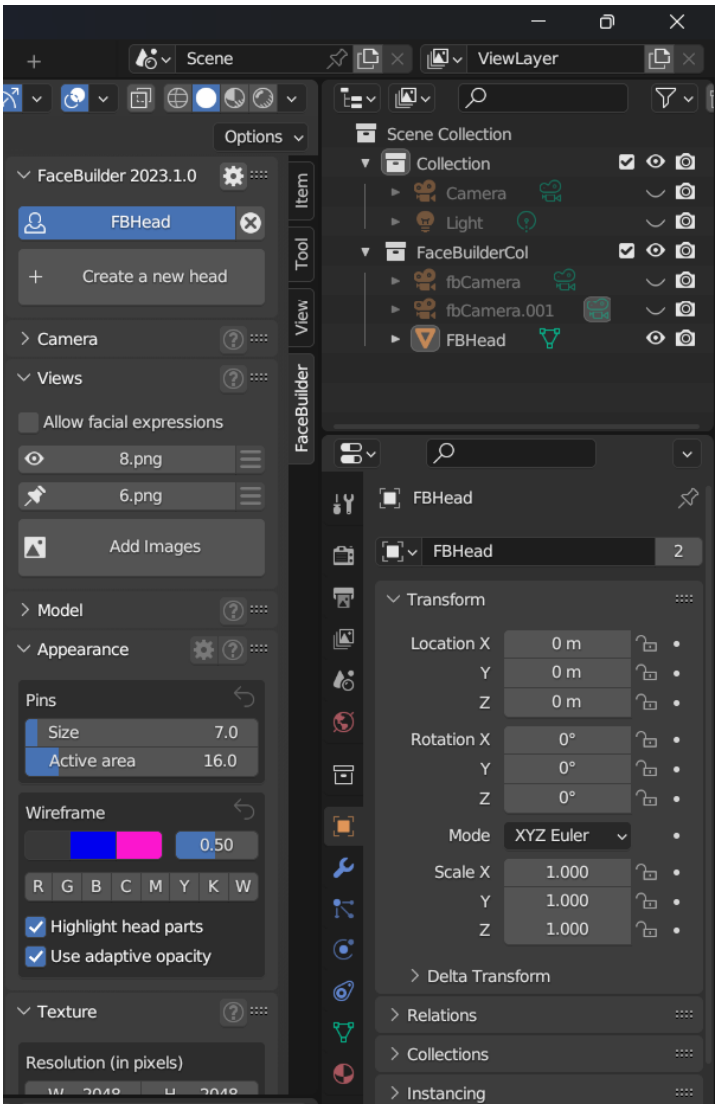
a. Topology can determine how easy it is to edit or animate an object. Knowing how you are going to create your model is important.

b. Get your reference material and mark out the key features.



STEP-3

Draw on the main face loops. Box Modelling: Building up the model from a primitive, adding details as we go. Poly to Poly: Building up your model one polygon at a time.



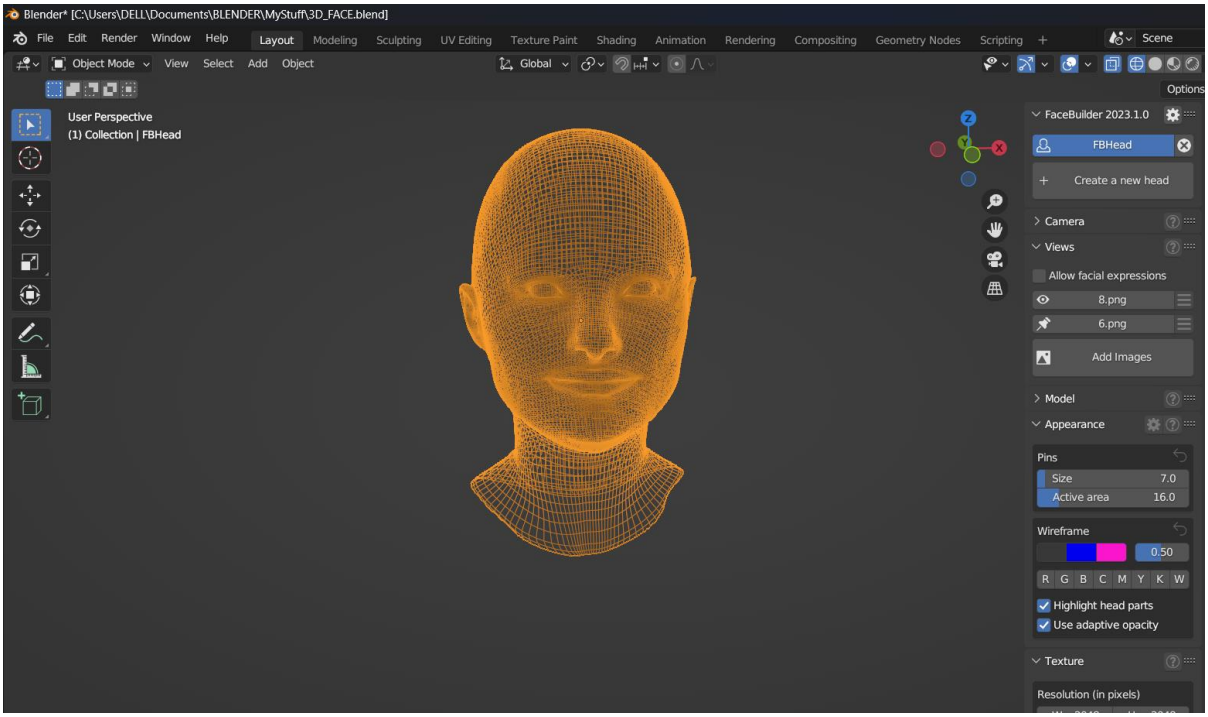
STEP-4

Sculpting and then re-topologizing: can be very time consuming!

a. Think about your construction.

b. Plan how you are going to build up your model.

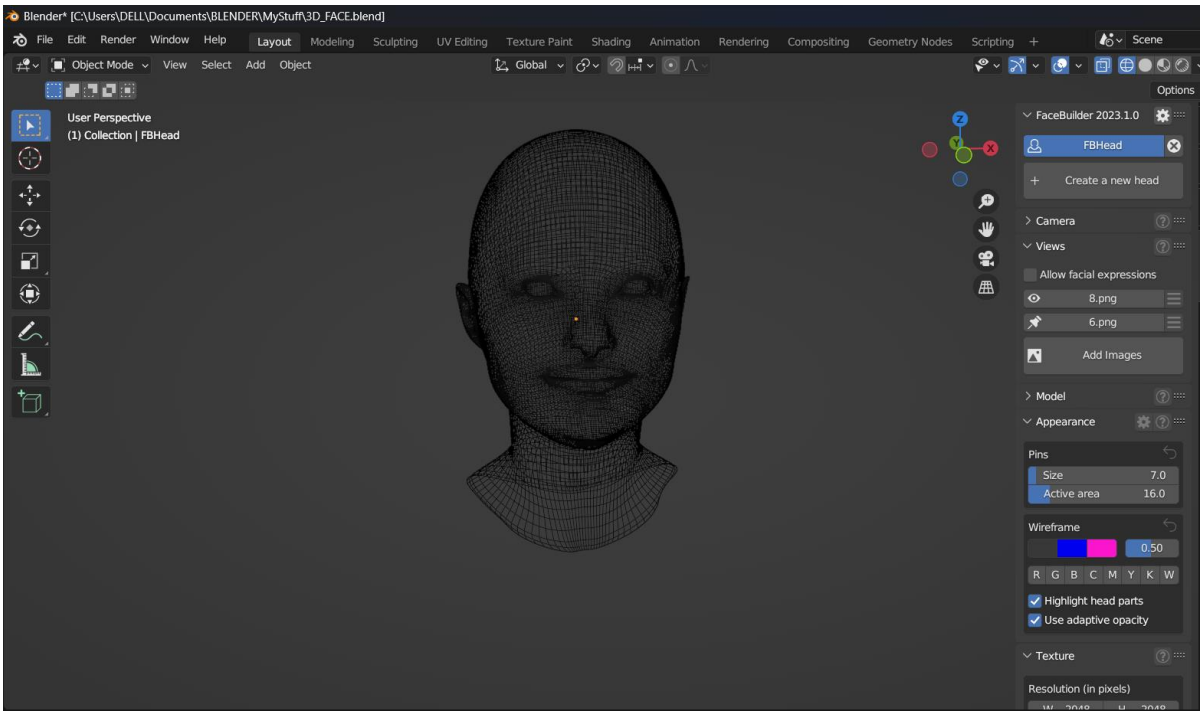
c. Sketch out your plan.



d. Think carefully about each stage.

e. At this stage keeps the detail level to a rough shape.

f. Remember to place loops at key features

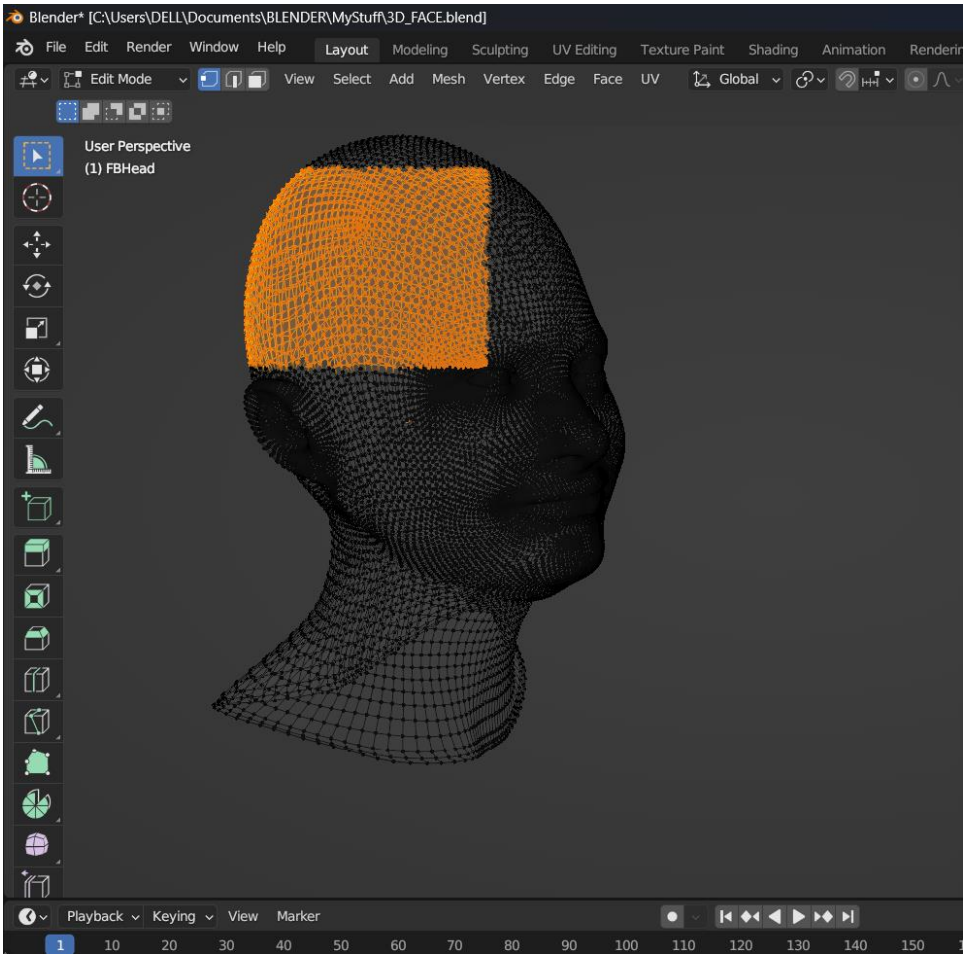


STEP-6

Create some Loops.

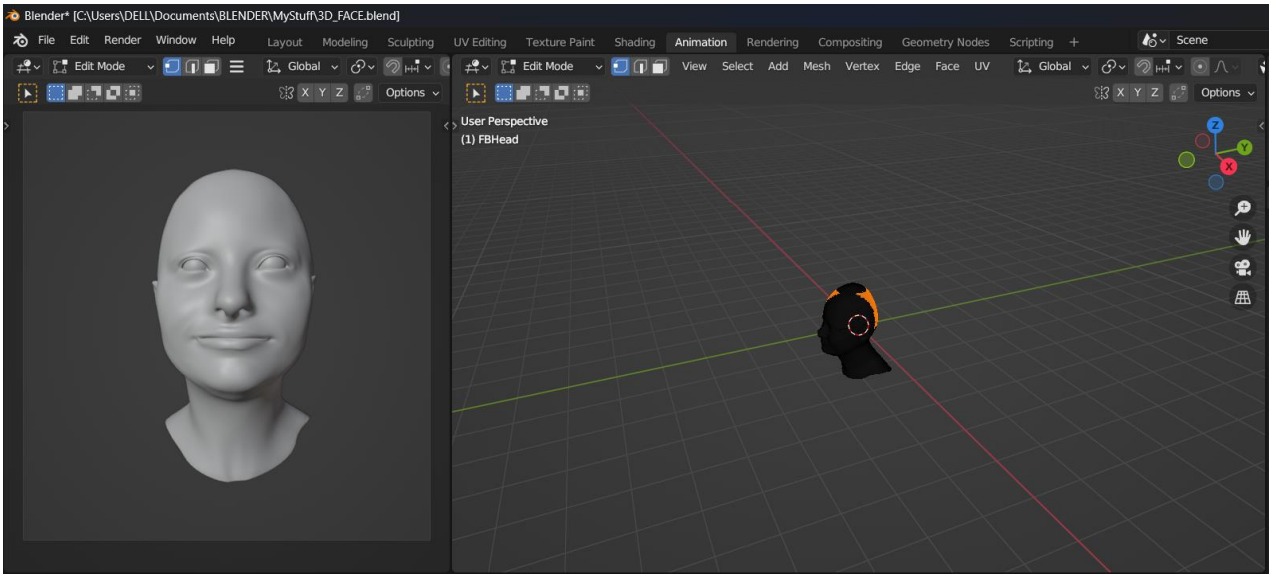
a. Start with an ico-sphere. (3 sub division or more)

b. Create 2 or more Face loops that cross one another.



STEP-7

Sketch some details using your reference image add some grease pencil marks defining when the major features of the face will be. Doesn’t have to be neat or detailed, think about them as construction or guide lines.



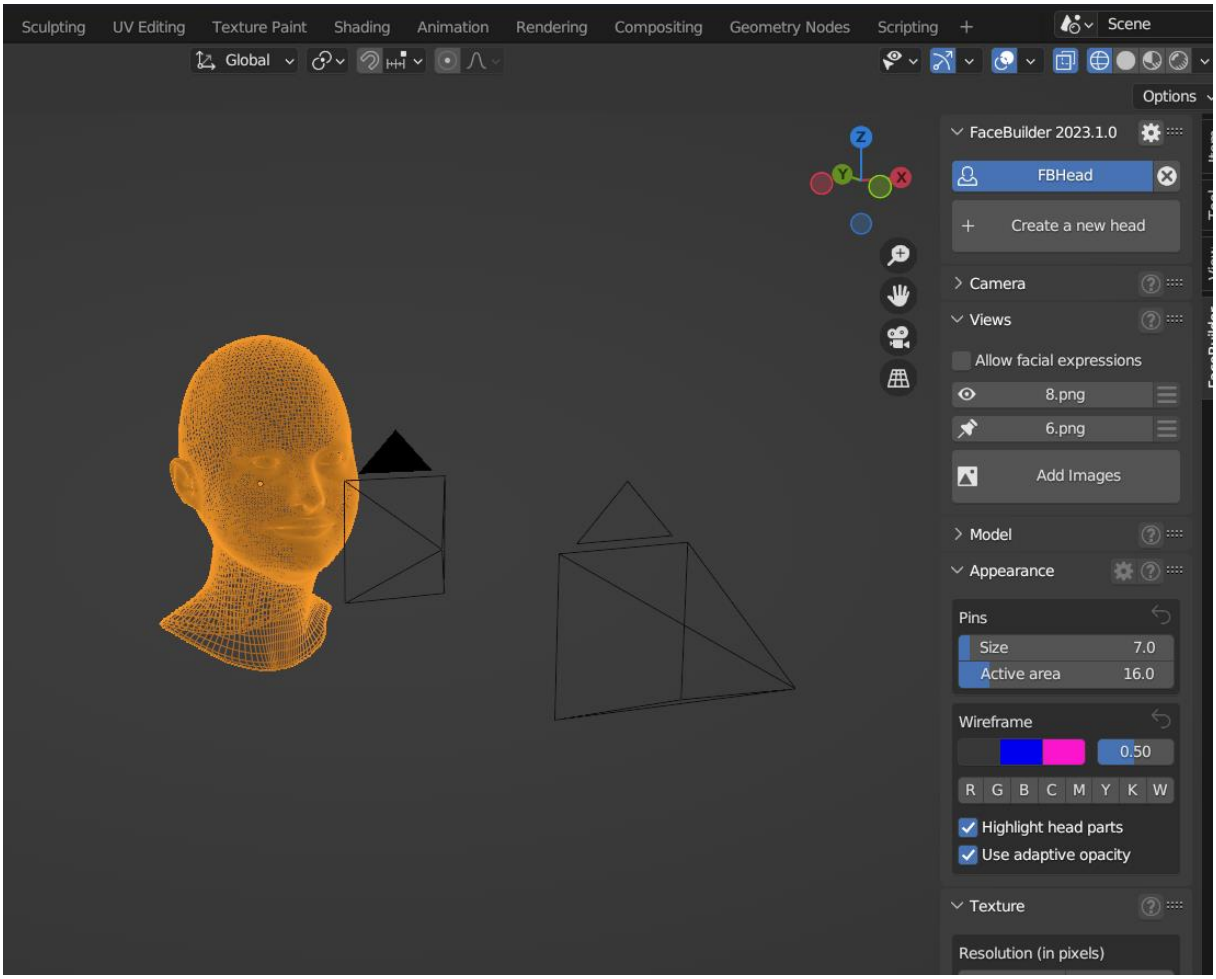
STEP-8

Use the Rip tool to help define the mouth geometry.

a. Once again, we are defining features rather than adding details. If you end up with a triangle or gone toward the corner of your mouth... we'll sort that out in a bit!

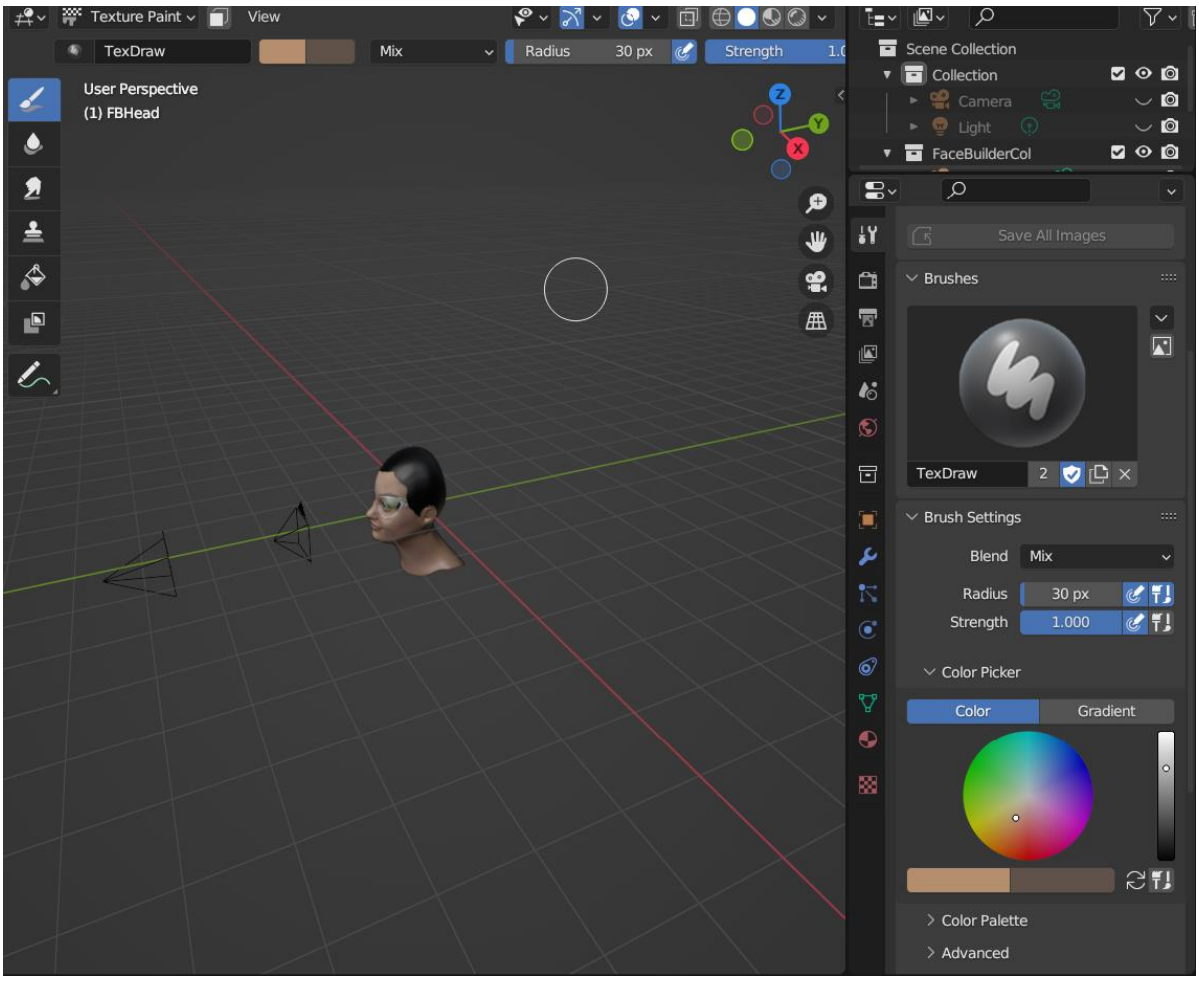
b. Use version control or remember to save as so that you have a point to return to if it doesn't go to the plan

c. Expect to make mistakes. Go with it and remember to save often, and be prepared to start over from the base head


Sculpting
UV Editing
Texture Paint
Shading
Animation
Rendering
Compositing
Geometry Nodes
Scripting
Scene
Global
Options
FaceBuilder 2023.1.0
FBHead
Create a new head
Camera
Views
Allow facial expressions
8.png
6.png
Add Images
Model
Appearance
Pins
Size 7.0
Active area 16.0
Wireframe
0.50
R G B C M Y K W
Highlight head parts
Use adaptive opacity
Texture
Resolution (in pixels)

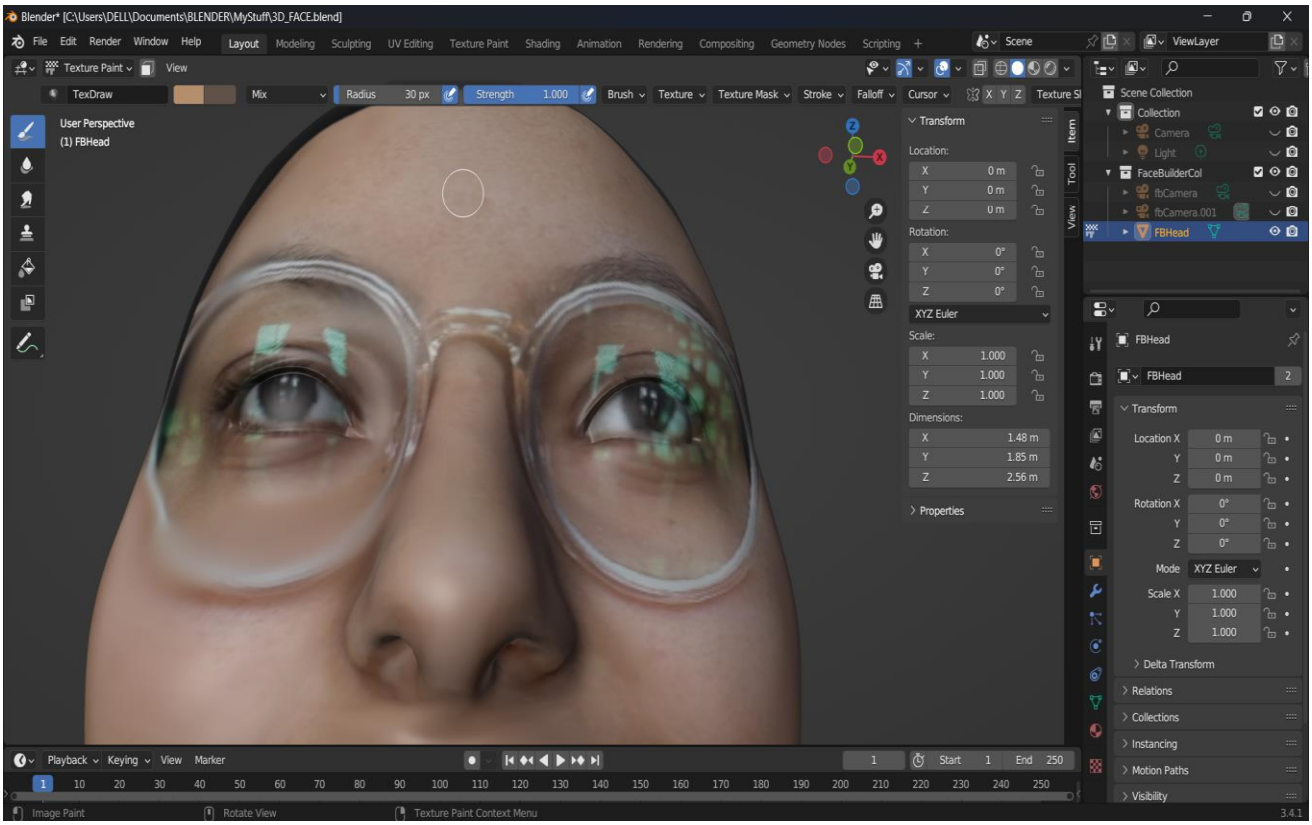
STEP-9

Go around your model and check that your edge loops are where you need them to be. Check vertices too. Move them using the slide tool if they need adjustment.



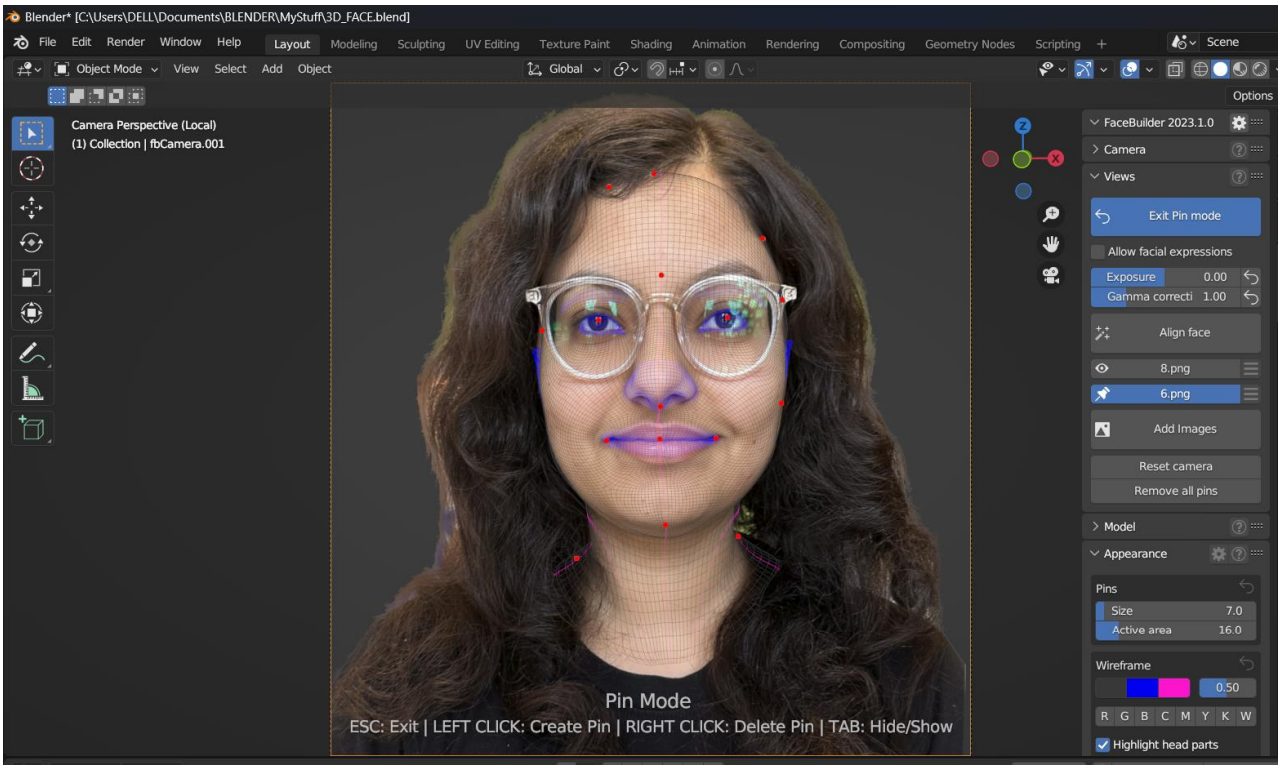
STEP-10

Create the nose.



STEP-11

Get your base colour Sorted: Make sure you have a base colour applied to your model. Tidy up anything in your model that is standing out.



STEP-12

Setup your scene lighting:

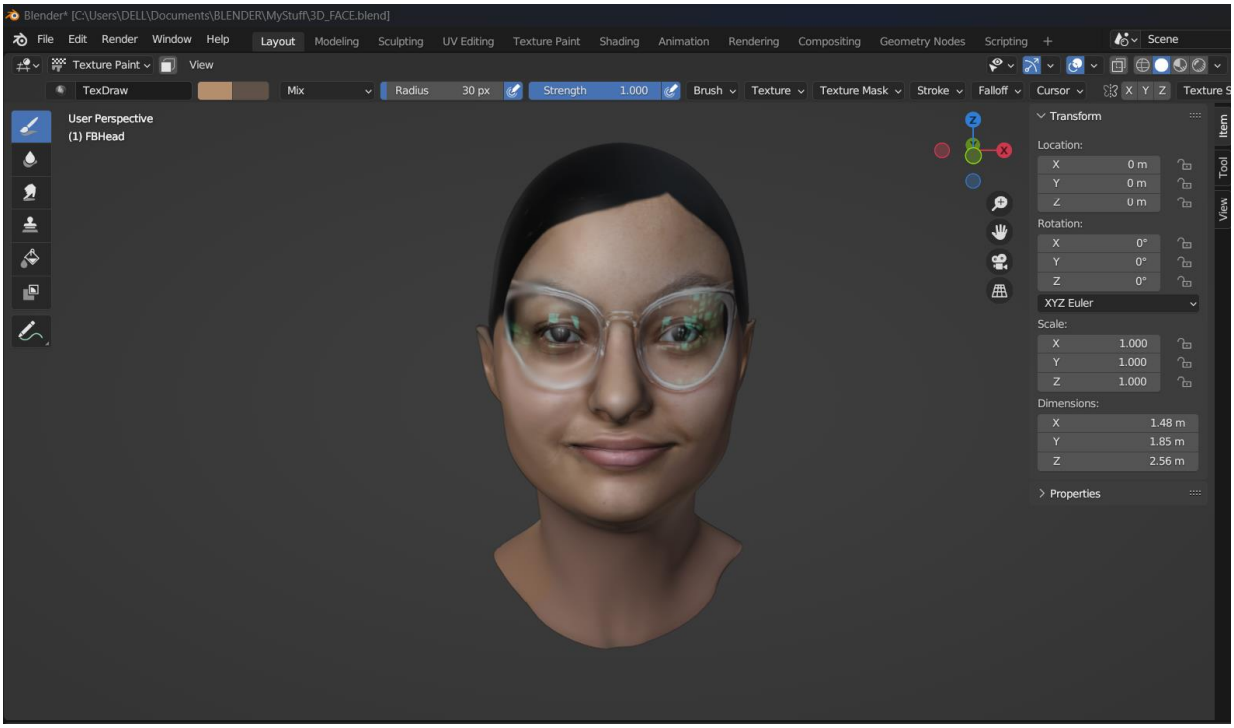
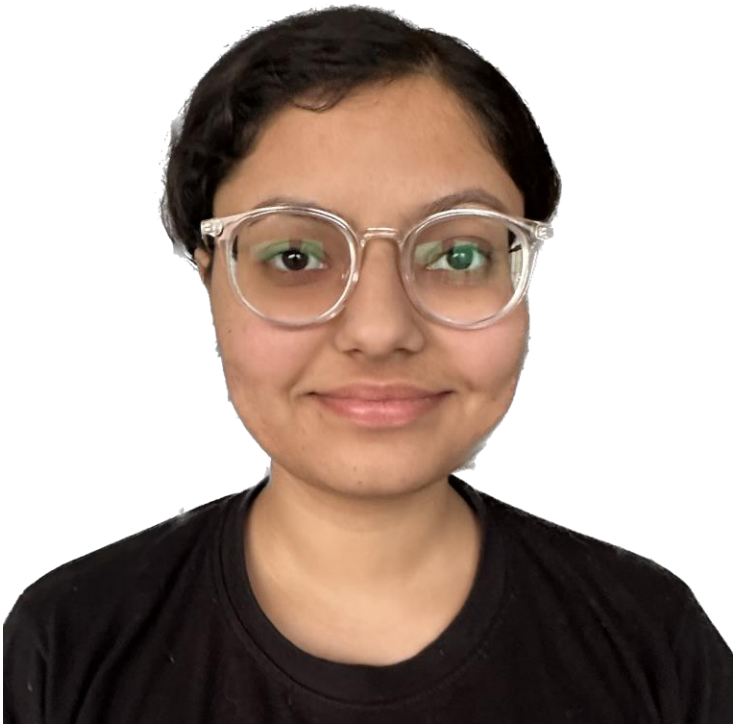
a. Setup a 3-point lighting setup.

b. Try some different types of lamps.

c. Try different coloured lamps.

d. Decide whether you want any ambient light.

e. Remember light bounces off the surfaces, darker areas can be illuminated with one

STEP-13

Final image then formed is -