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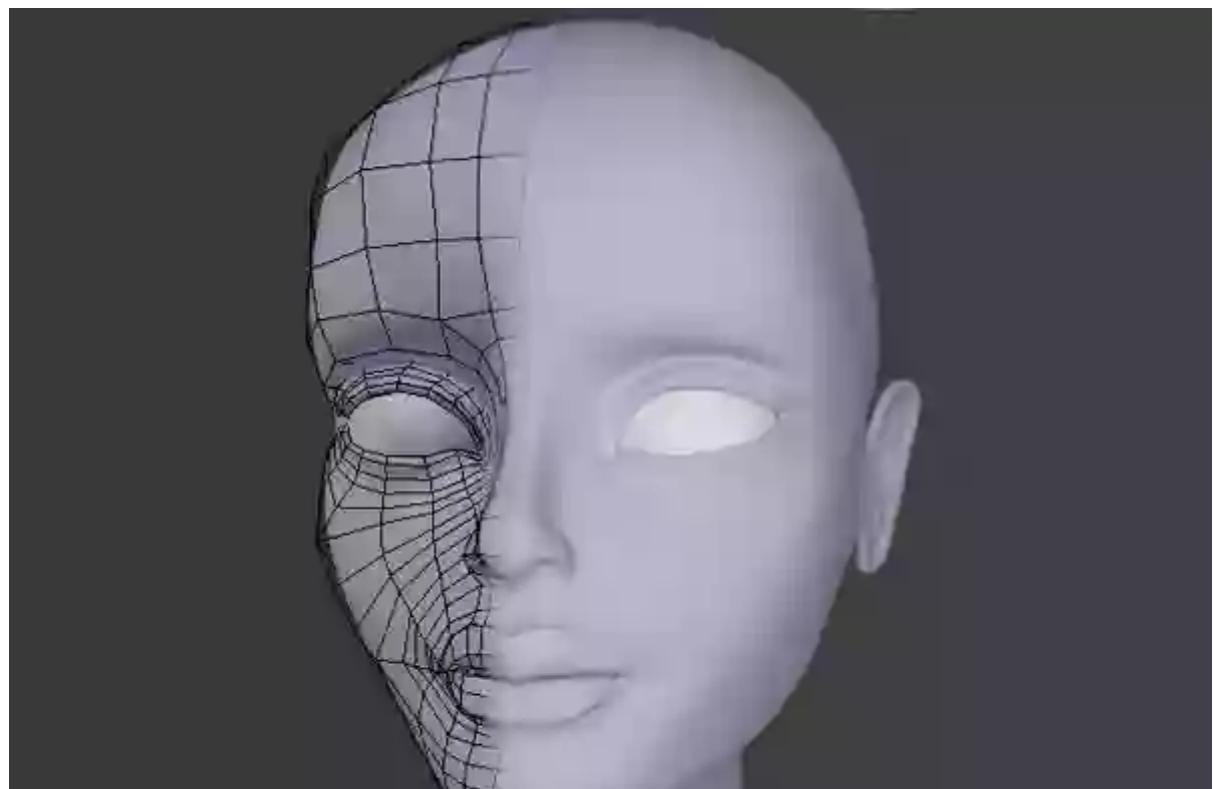
3D & MOTION GRAPHICS > MODELING

Female Character Modeling in Blender: Part 1

by [Soni Kumari](#) 26 Feb 2014

Difficulty: Intermediate Length: Medium Languages: English ▾

Modeling 3D Blender Character Design Game Art Human Model





What You'll Be Creating

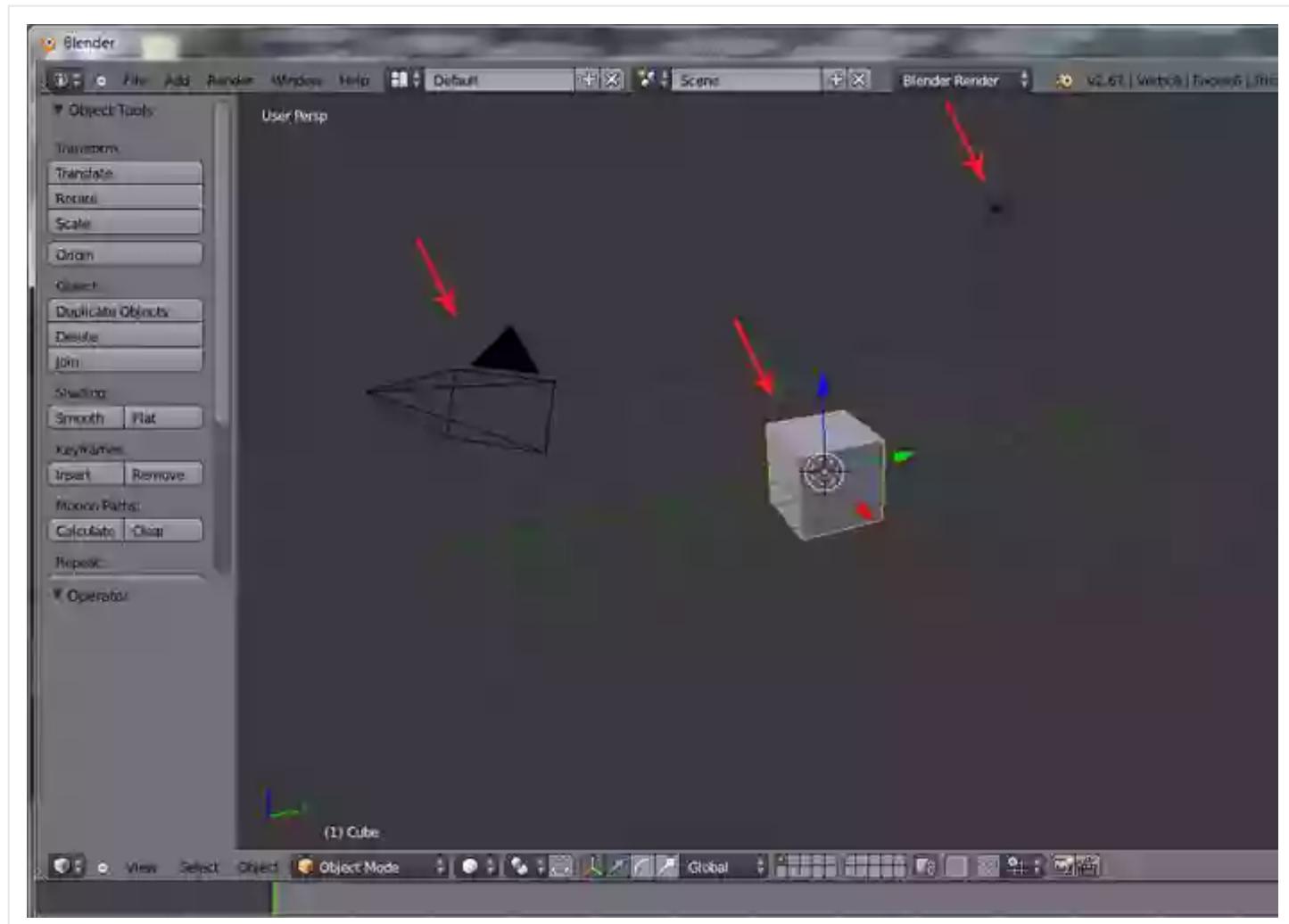
This series will provide you with a solid introduction to character modeling in Blender, as you work through the creation of a detailed female character step by step.

1. Setting Up the Image Reference

Download the [blueprint images](#) for the face.

Step 1

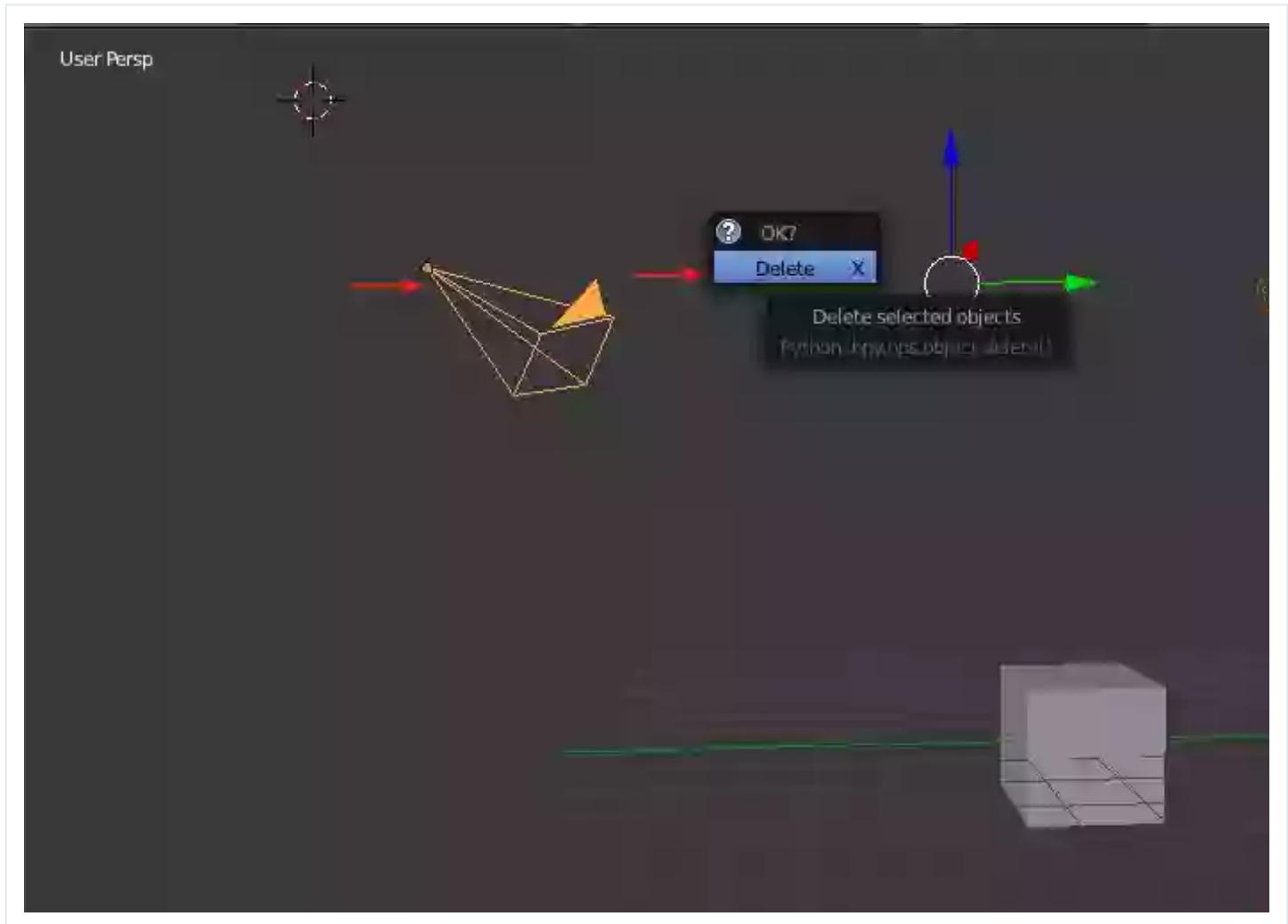
Launch the Blender application. You will see its default preview, with a camera, a cube primitive and a point light in the scene.



Step 2

Before we start modeling, we have to remove the camera and the light from the scene. So select the **Camera** and the **Light** by pressing the **Shift** key and **Right Clicking** on each, and then press

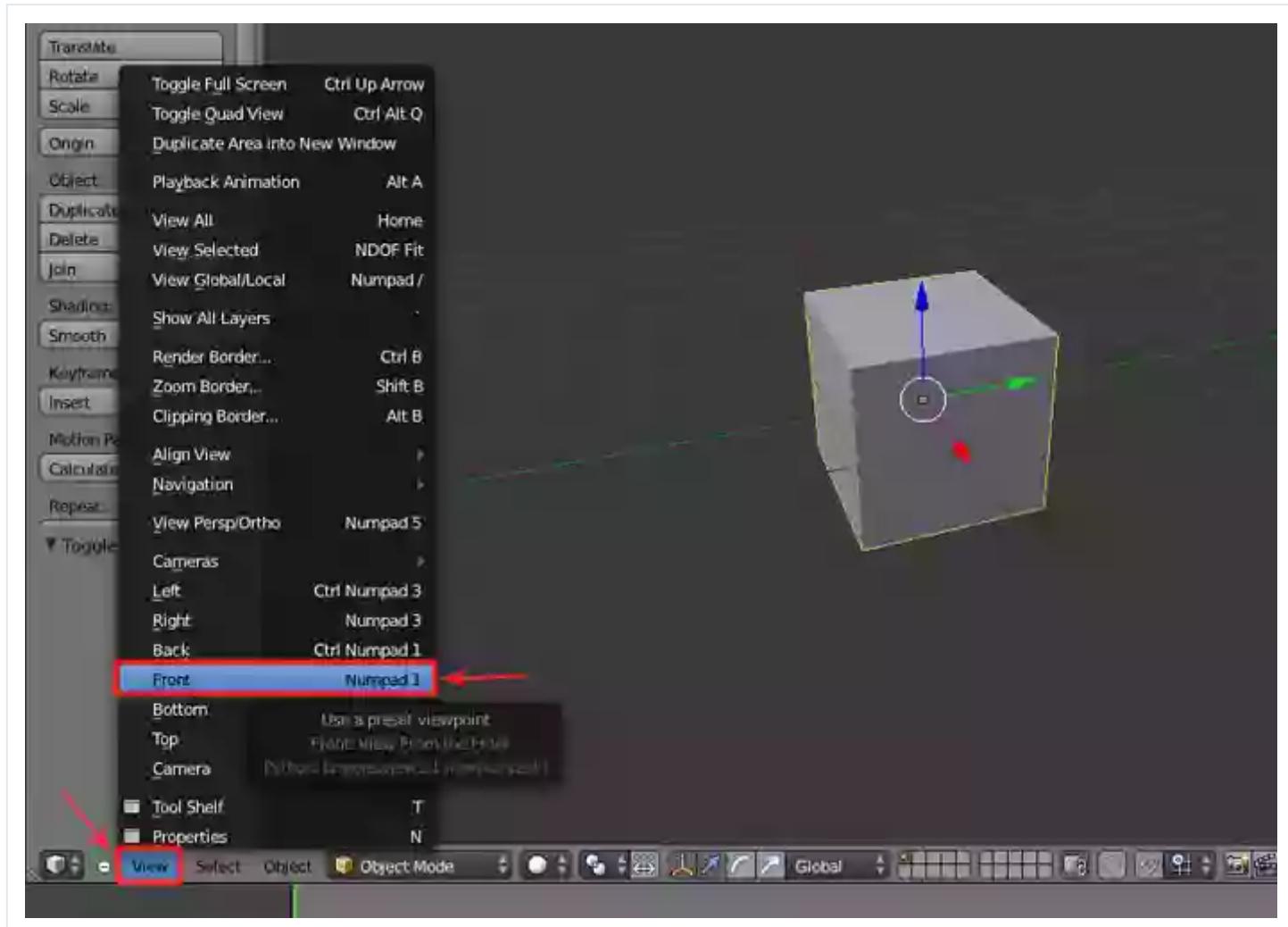
either the **X** or **Delete** key. A popup menu will appear in the viewport, select the **Delete** command to remove the selected objects from the scene.



Step 3

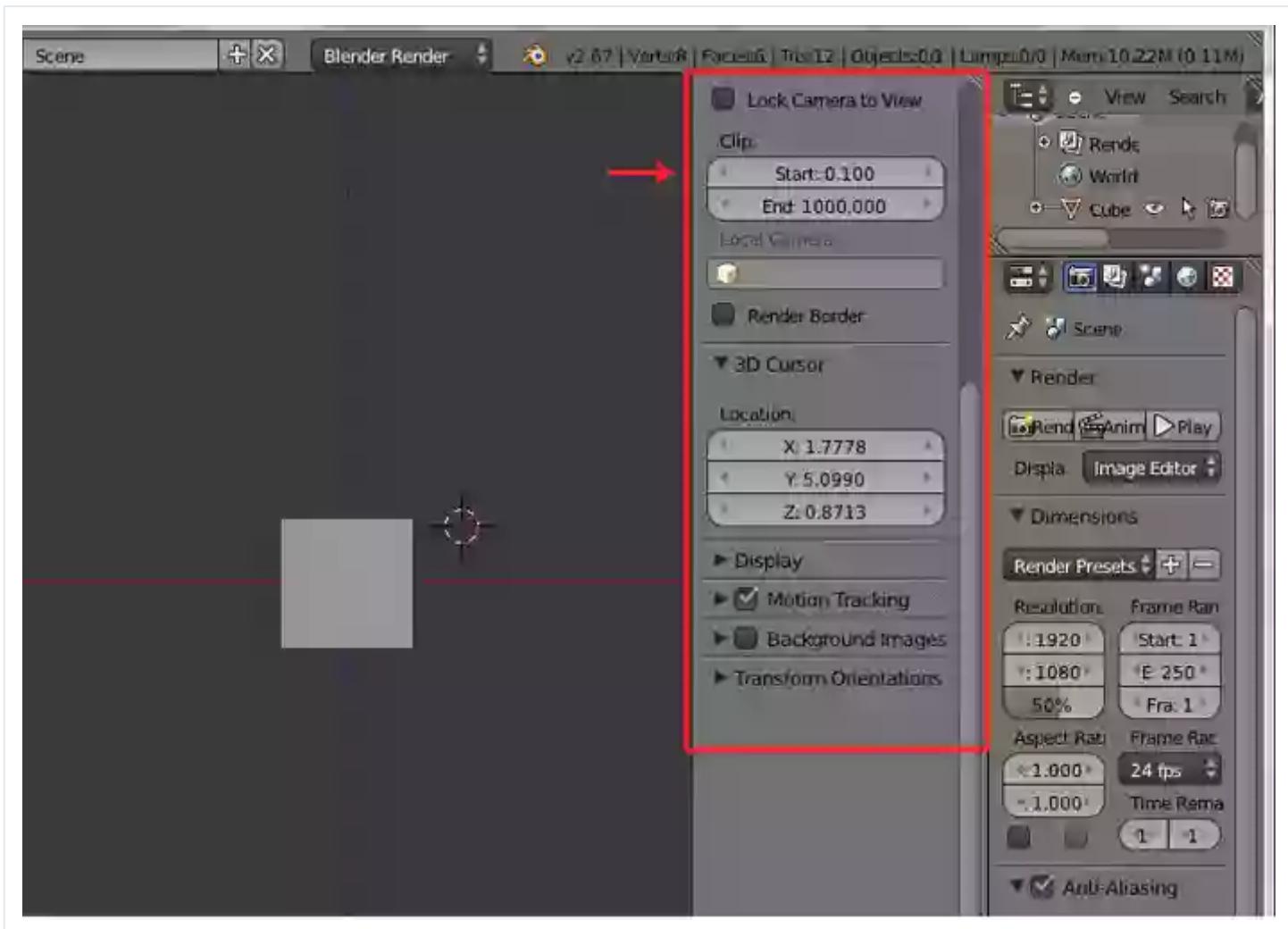
Now we need to setup the reference images in the front and the side viewports. So go to **View > Front** or press the **1** key on the **Numpad** to jump into the **Front** viewport

Numpad 1 to jump into the **Front** Viewport.



Step 4

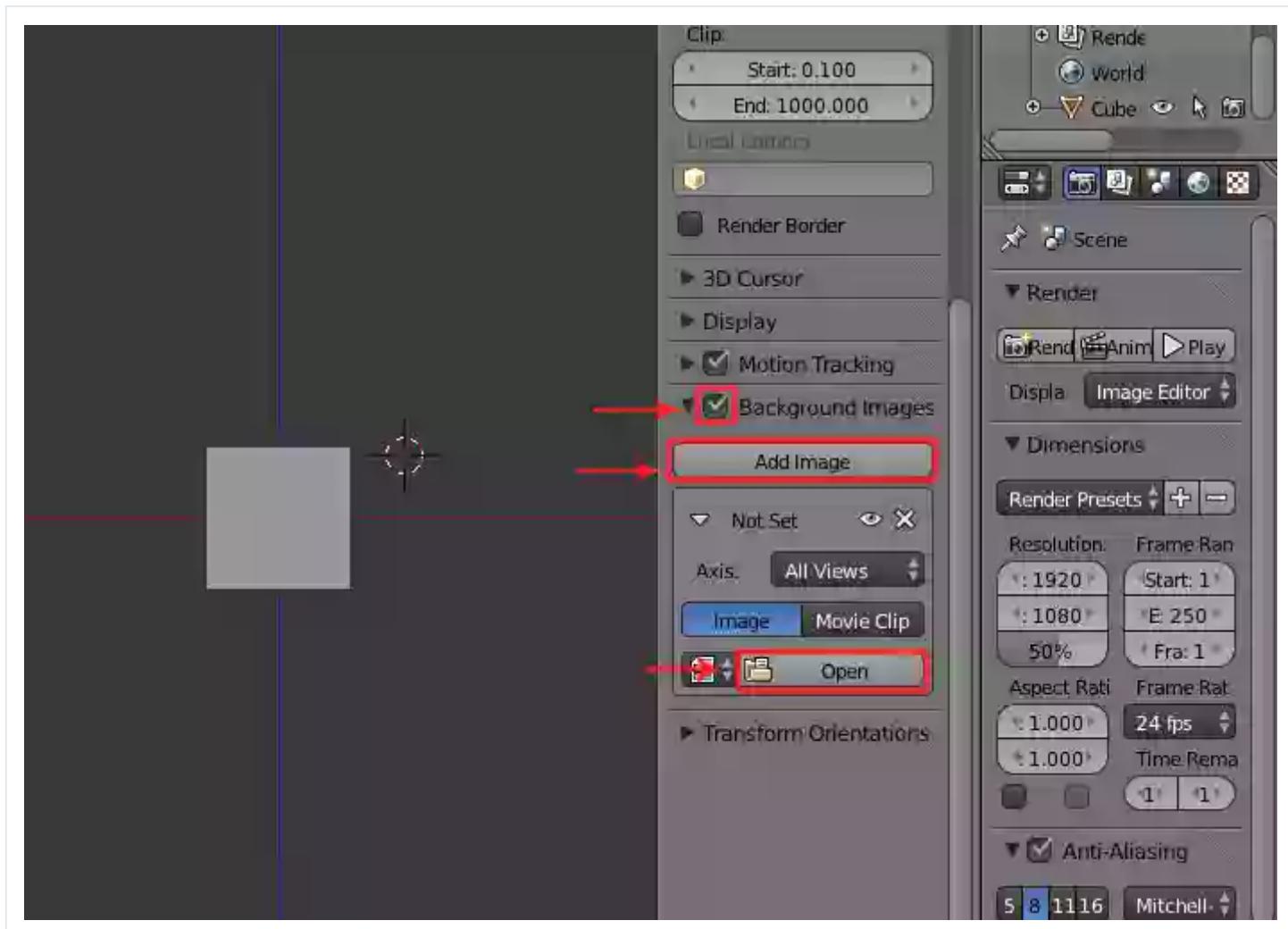
Press the **N** key to open the **Properties** panel of the selected viewport camera as shown in the image below. Here you can set the values for the front camera properties.



Advertisement

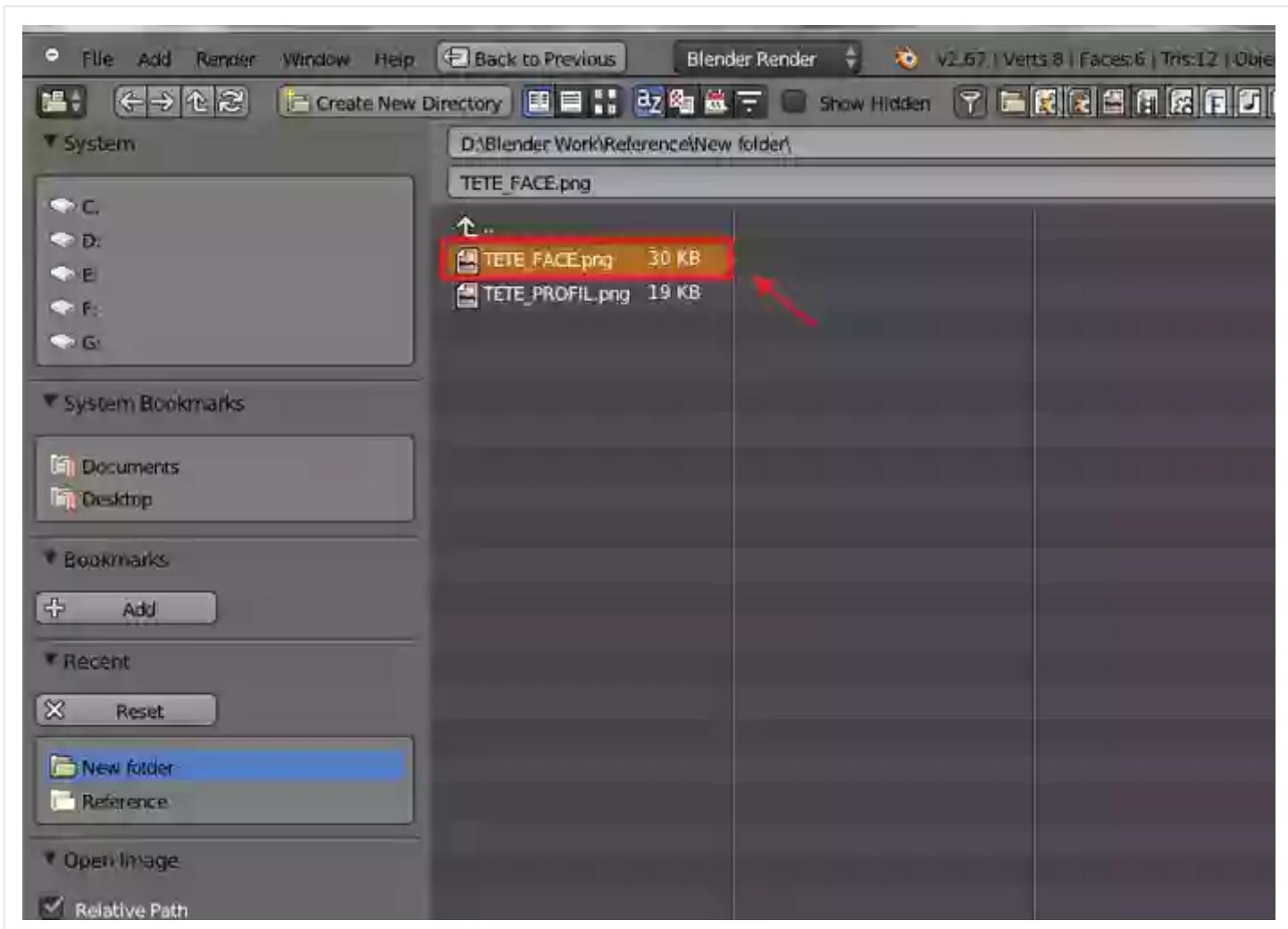
Step 5

Turn on the **Background Images** button and then click on the drop down arrow to expand the properties. Click on the **Add Image** button and then on the **Open** button.



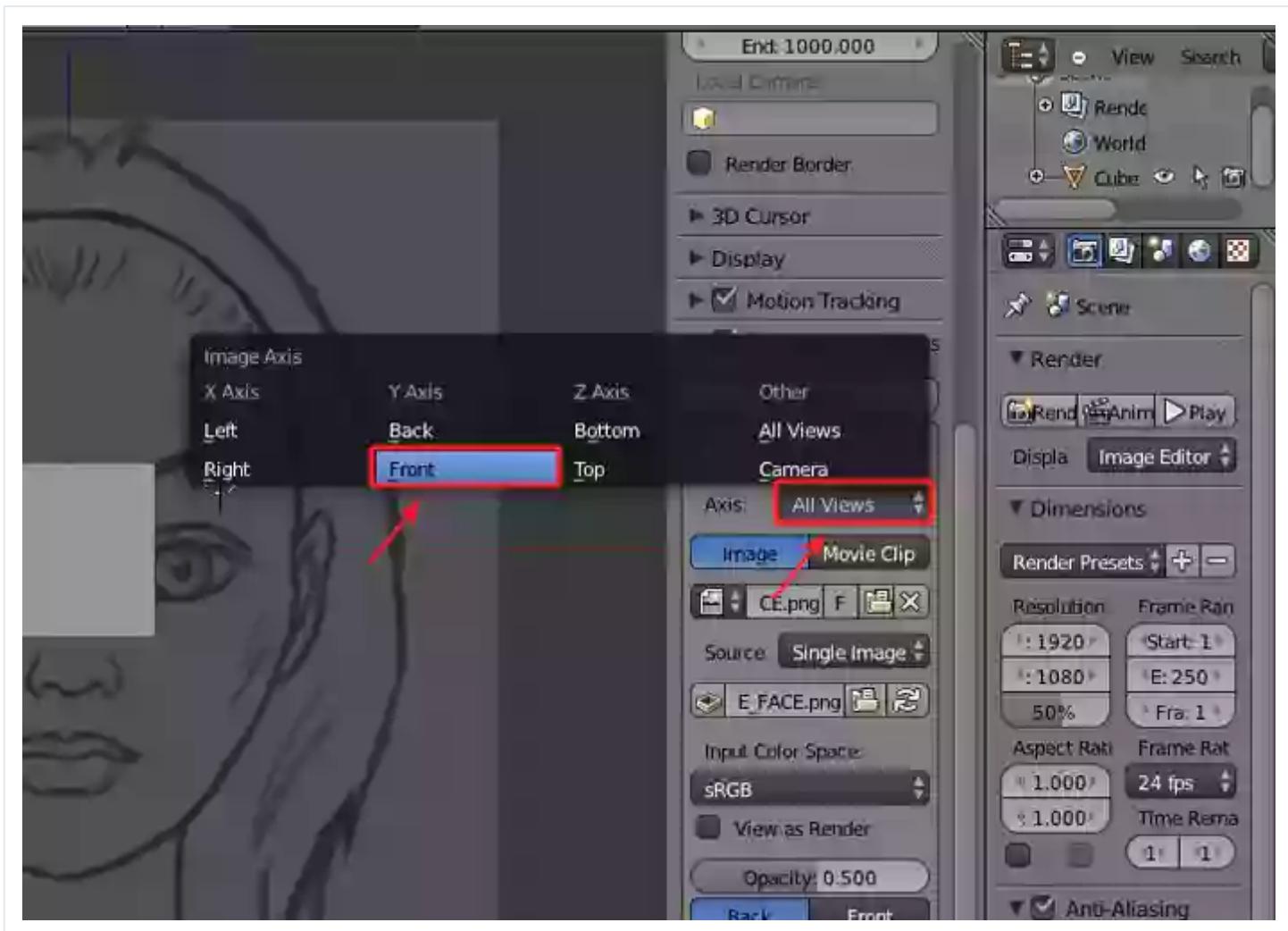
Step 6

This opens the browser window. Go to your local hard drive and select the reference image file.



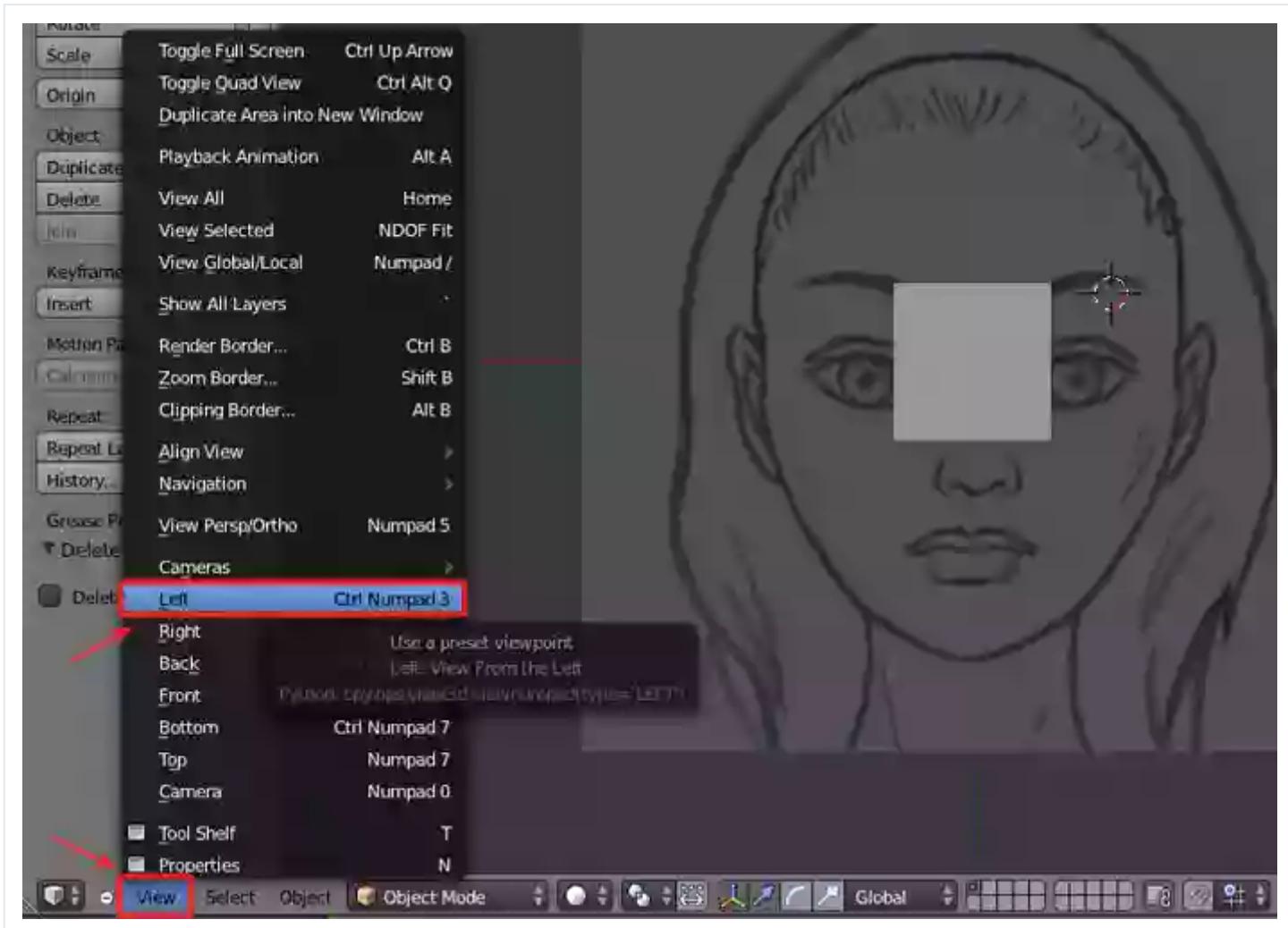
Step 7

Next, click on the **All Views** button and choose the **Front** command from the fly out menu to display the image in the front view only.



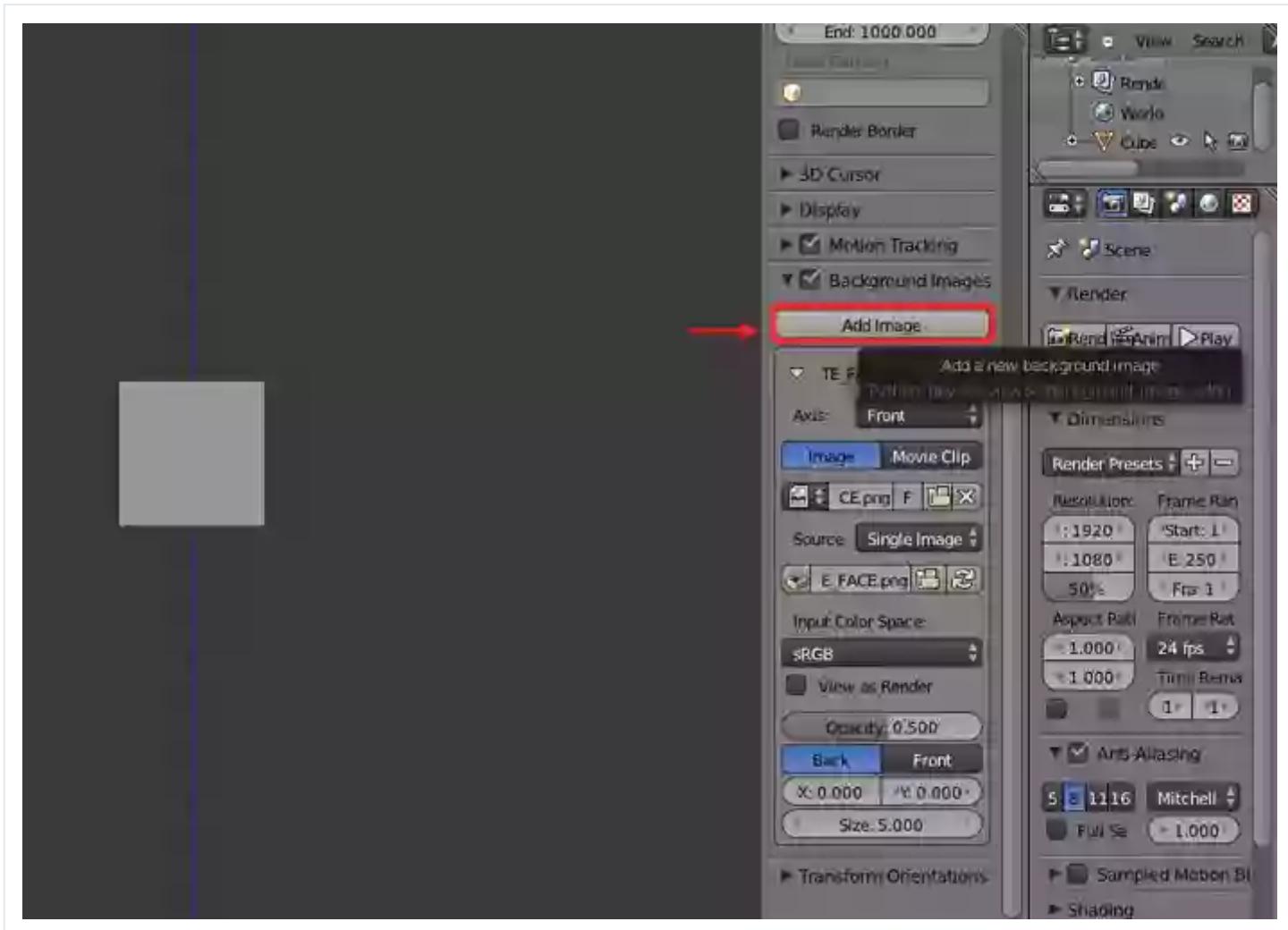
Step 8

Following the same process, we will import the side profile image into the left view. So go to **View > Left** or press **3** on the **Numpad** to jump into the **Left** viewport.



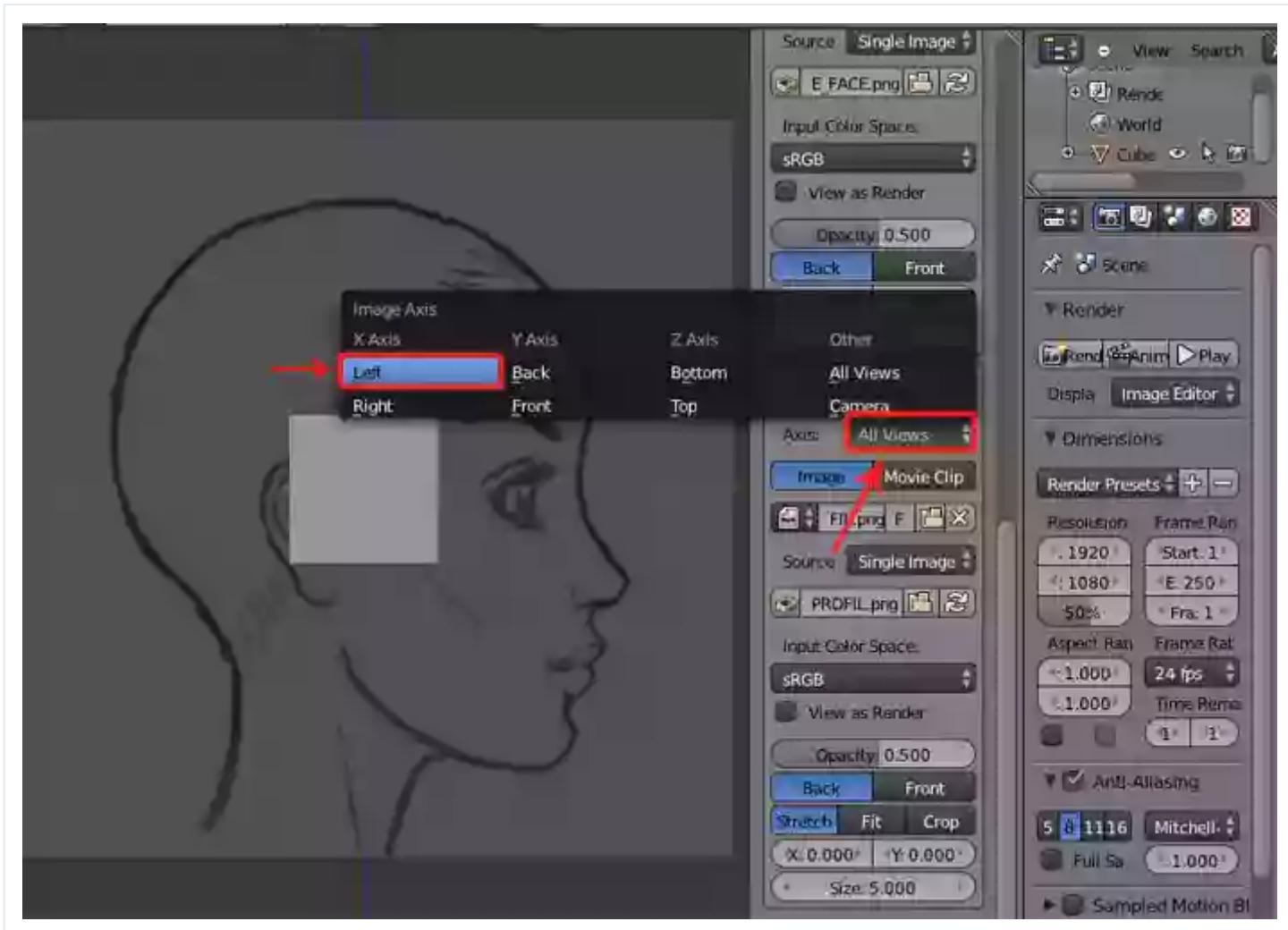
Step 9

In the property settings panel, click on the **Add Image** button and then on the **Open** button.



Step 10

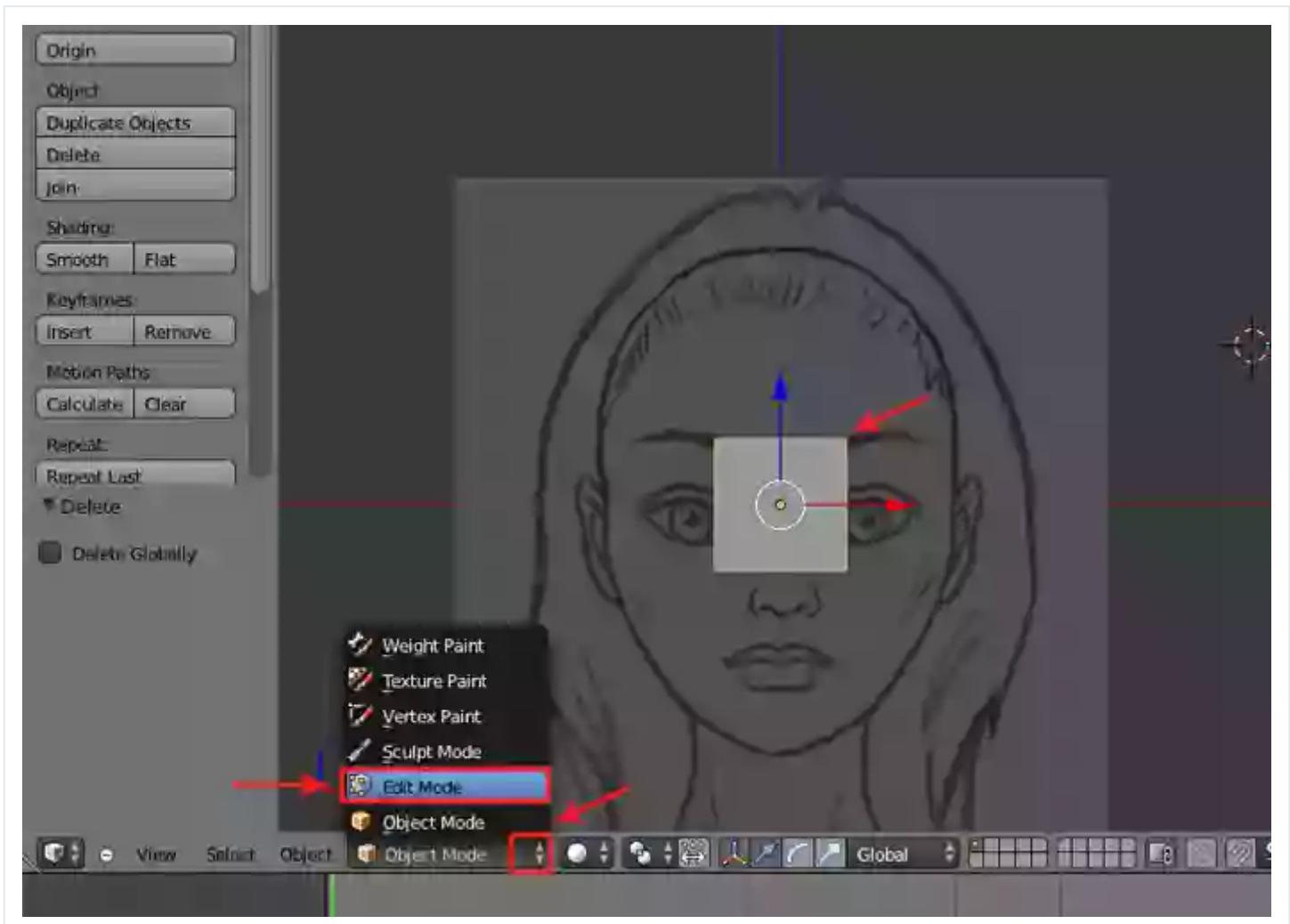
Click on **All Views** and choose the **Left** command from the fly out menu to display the image in the left view only.



2. Starting to Model the Face

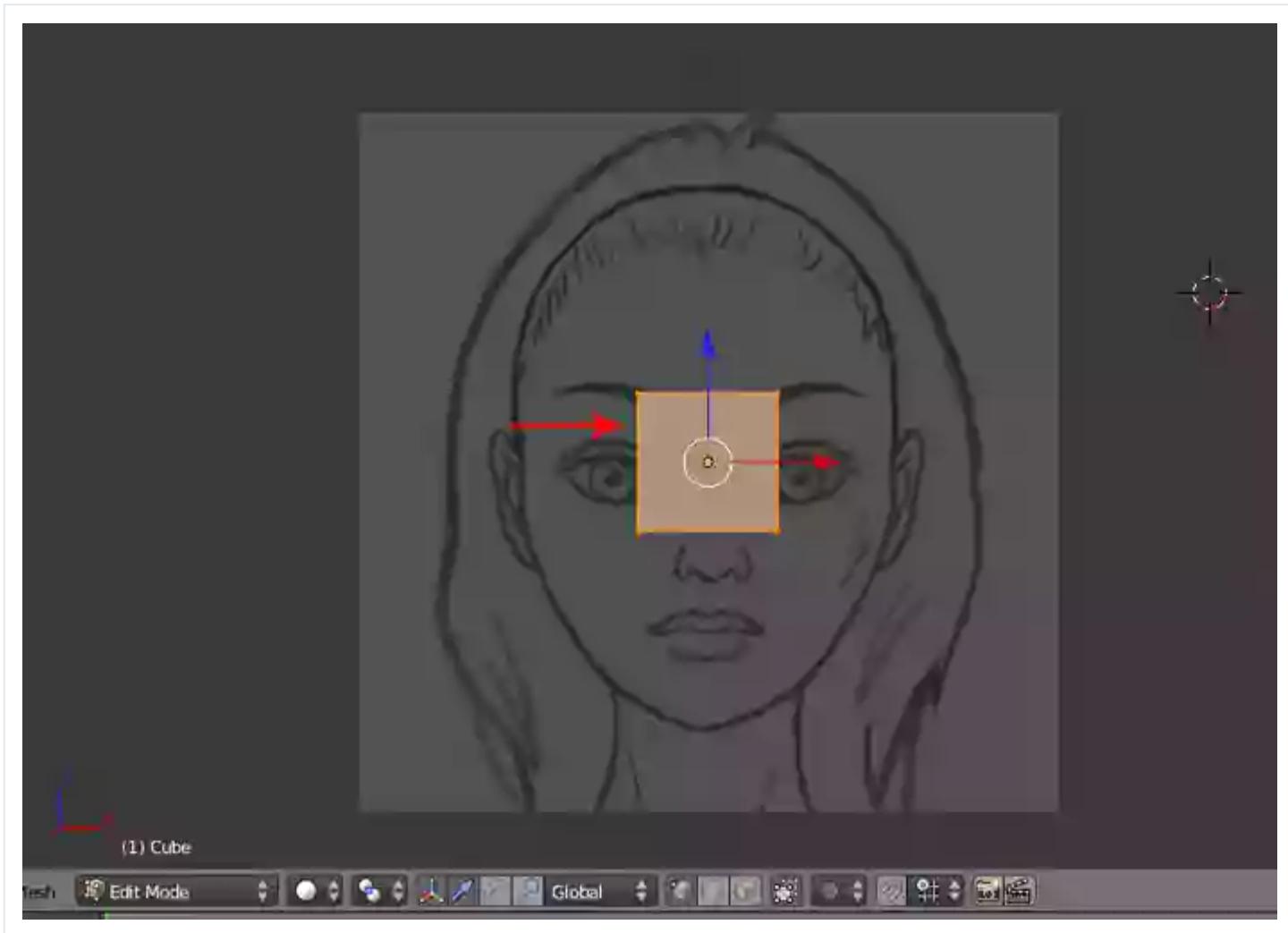
Step 1

While in the **Front** view, **Right Click** on the **Cube** to select it. Then click on the **Mode** button and select **Edit Mode** in the **Modes List** as shown below.



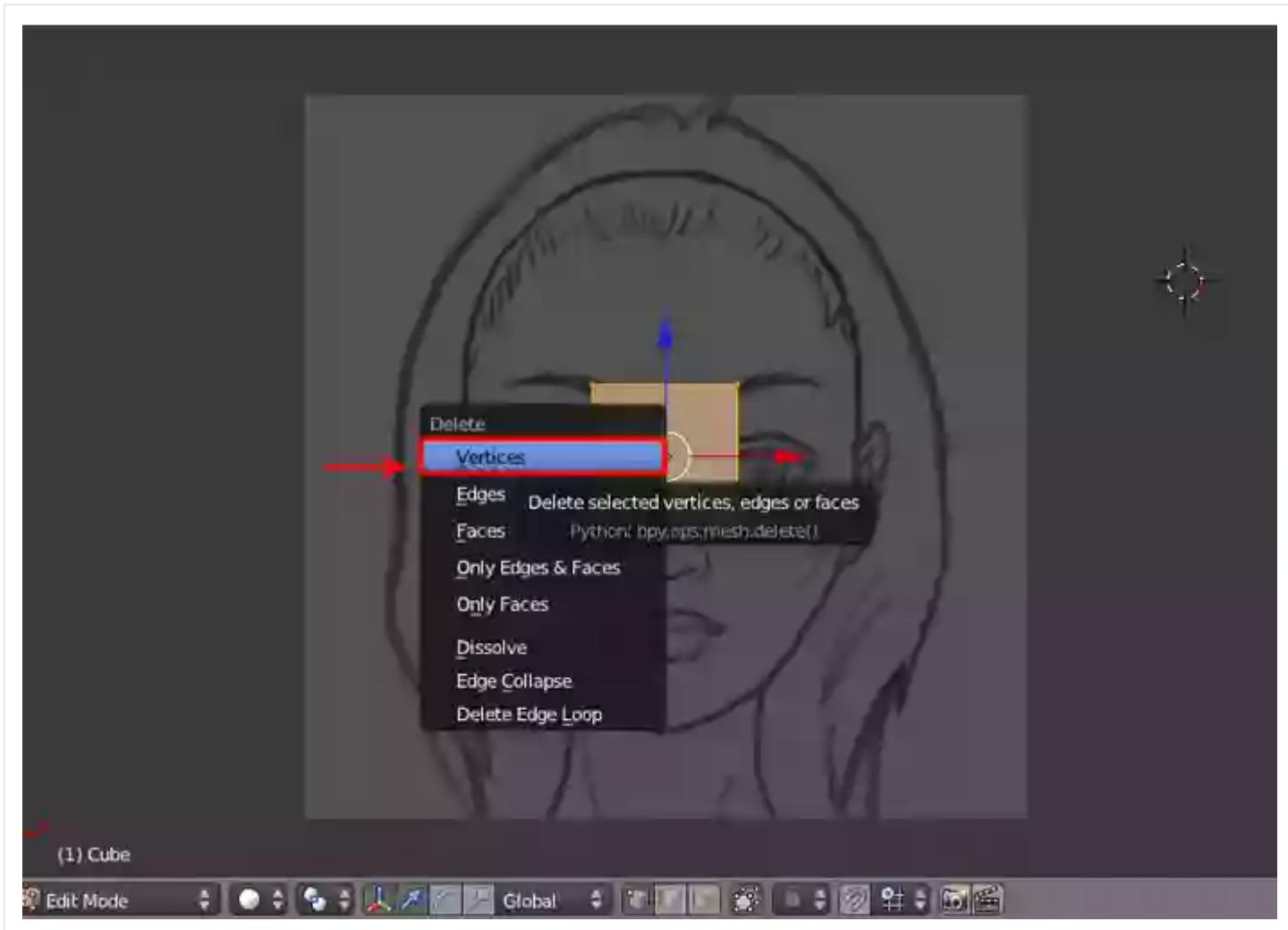
Step 2

With the **Cube** selected, press the **A** key to select all the cube's vertices.



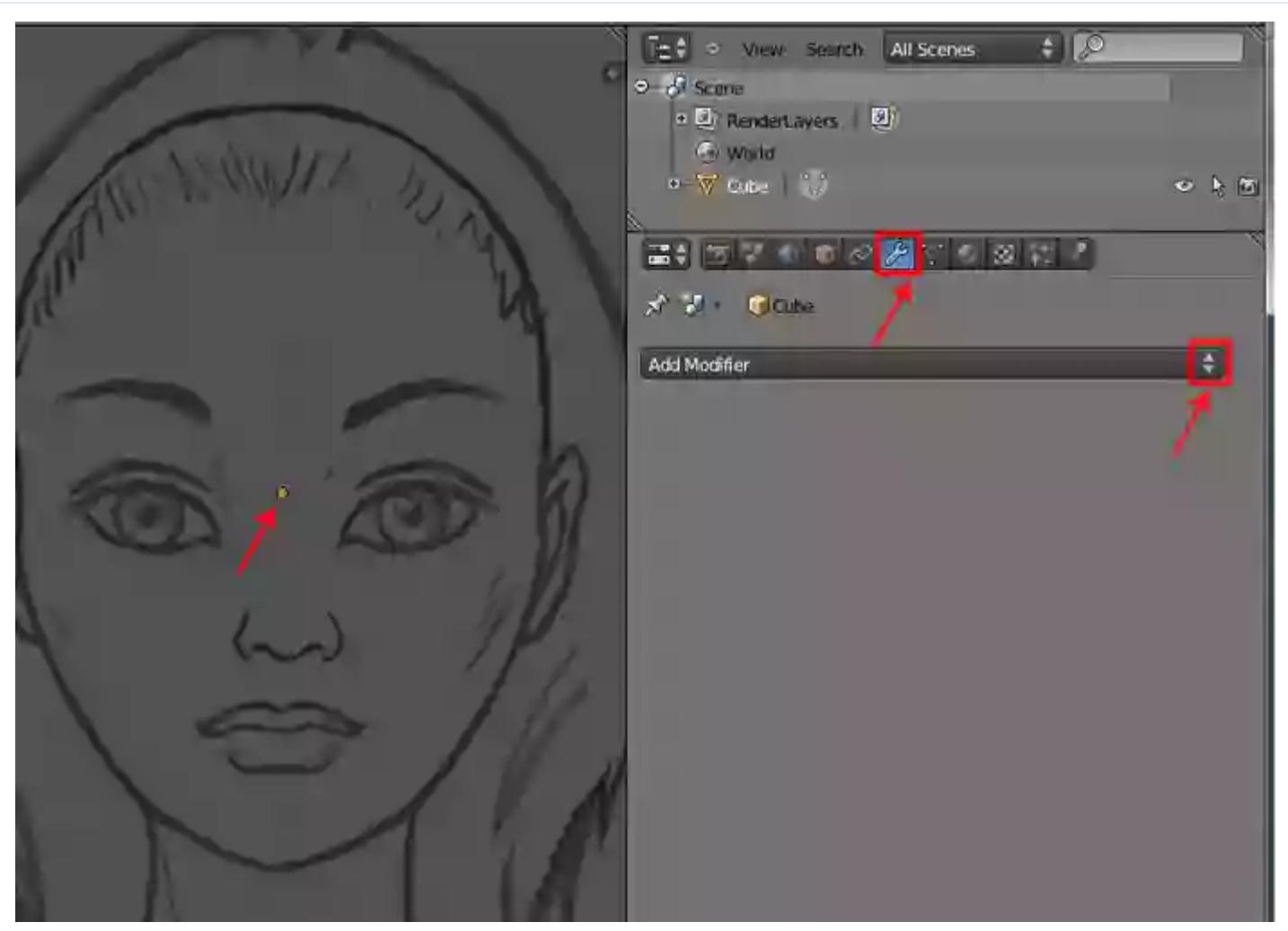
Step 3

With all the vertices of the cube selected, press the **Delete** key on the keyboard and then select **Vertices** in the fly out menu.



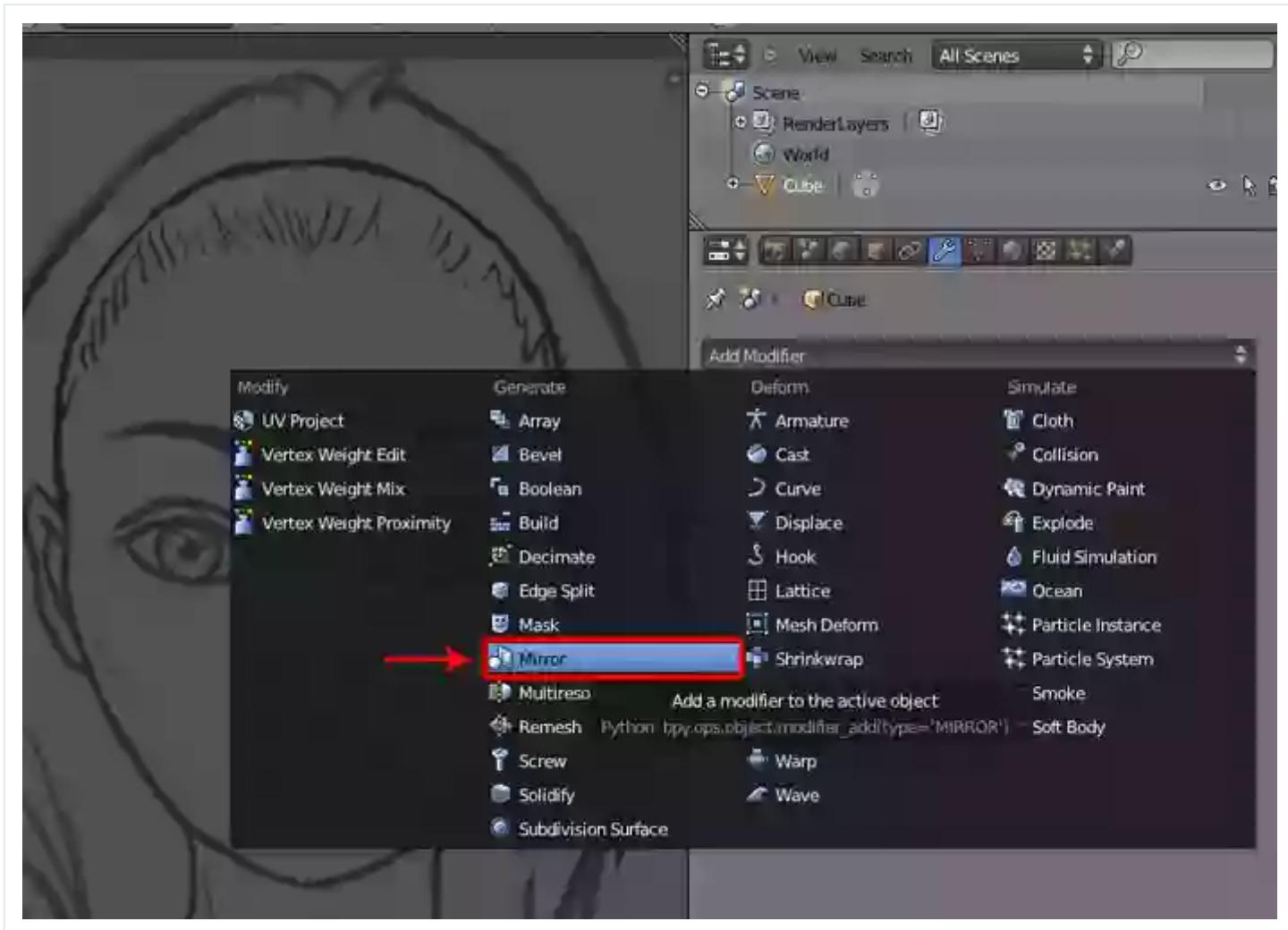
Step 4

This action deletes all the vertices of the cube, but you will still see a single orange colored dot in the viewport. Now, click on the **Object Modifiers** button and then on the **Add Modifier** rollout button. This will open the modifiers list.



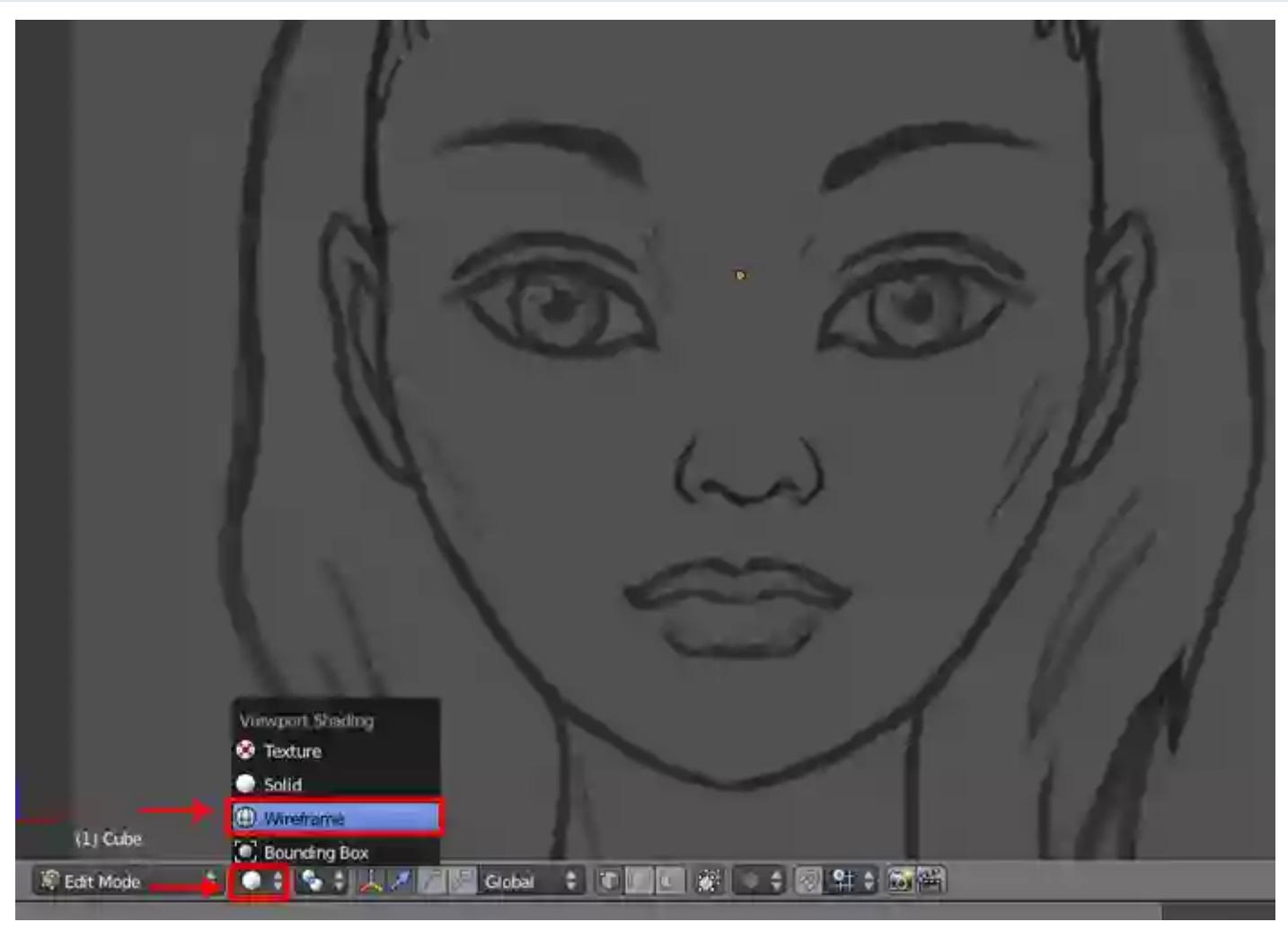
Step 5

Select the **Mirror** modifier from the list.



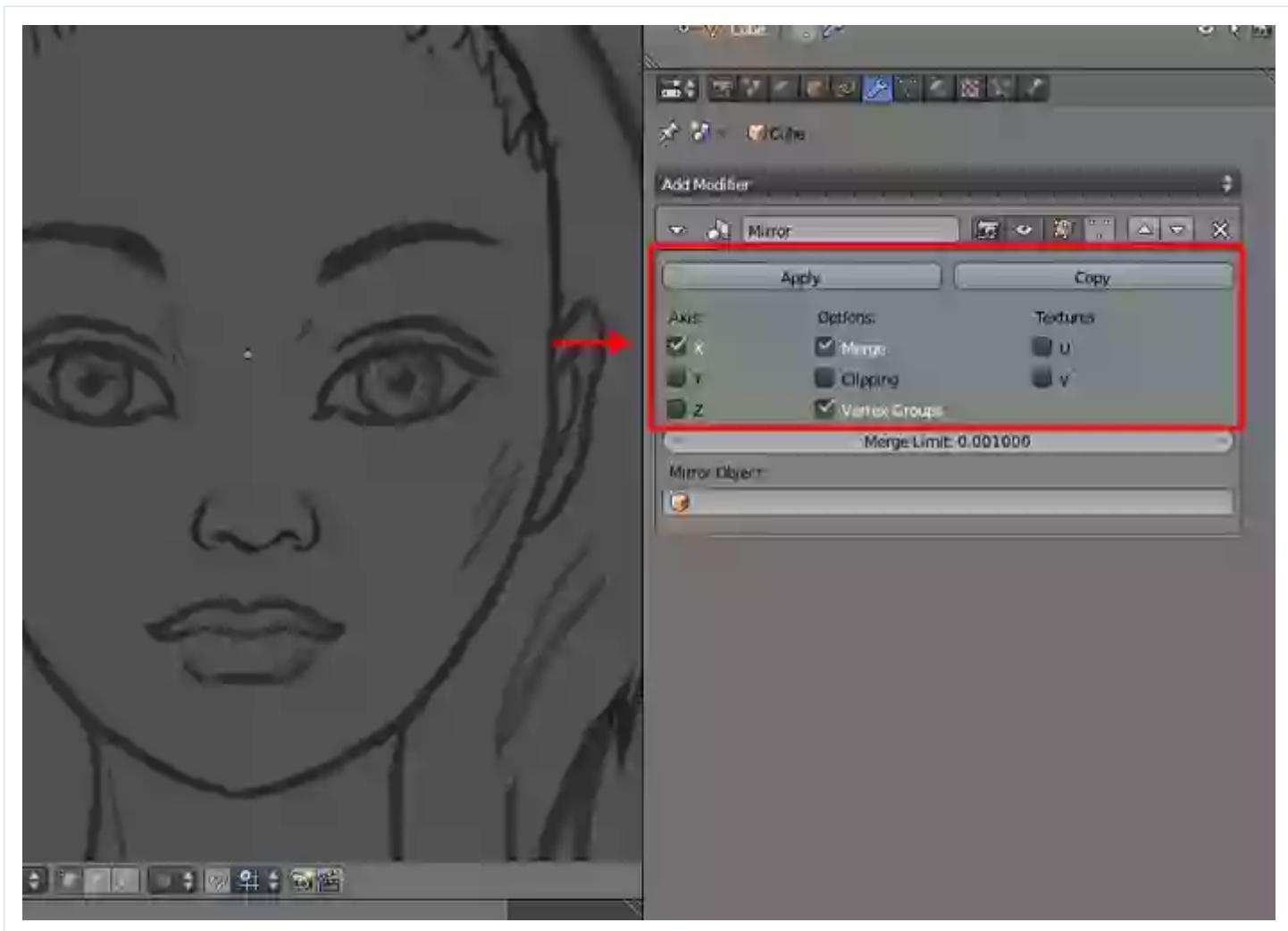
Step 6

Click on the **Object Display** button and select **Wireframe** display mode.



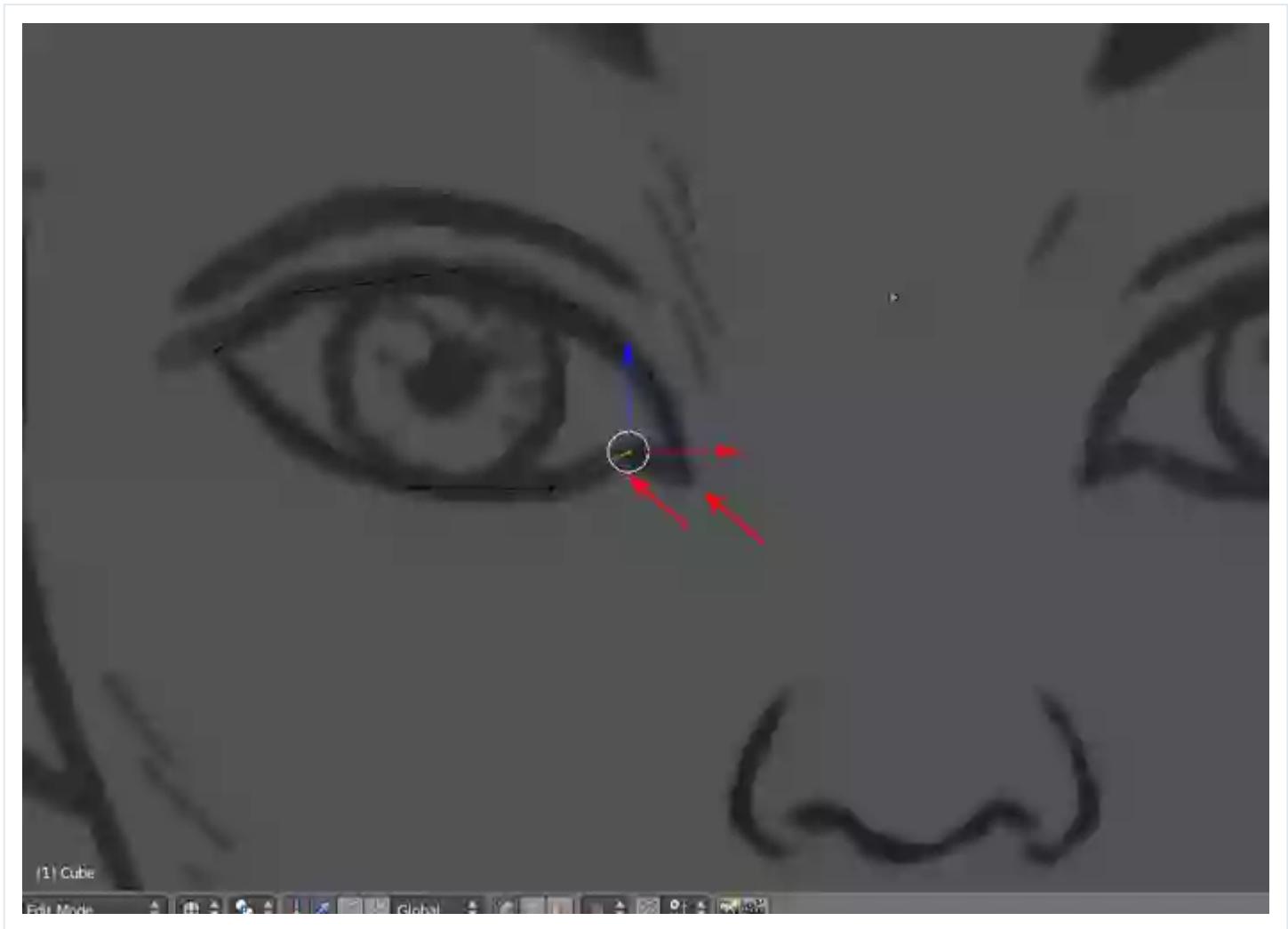
Step 7

Go with the default settings for the Mirror modifier. And now we will start modeling the face in the front view.



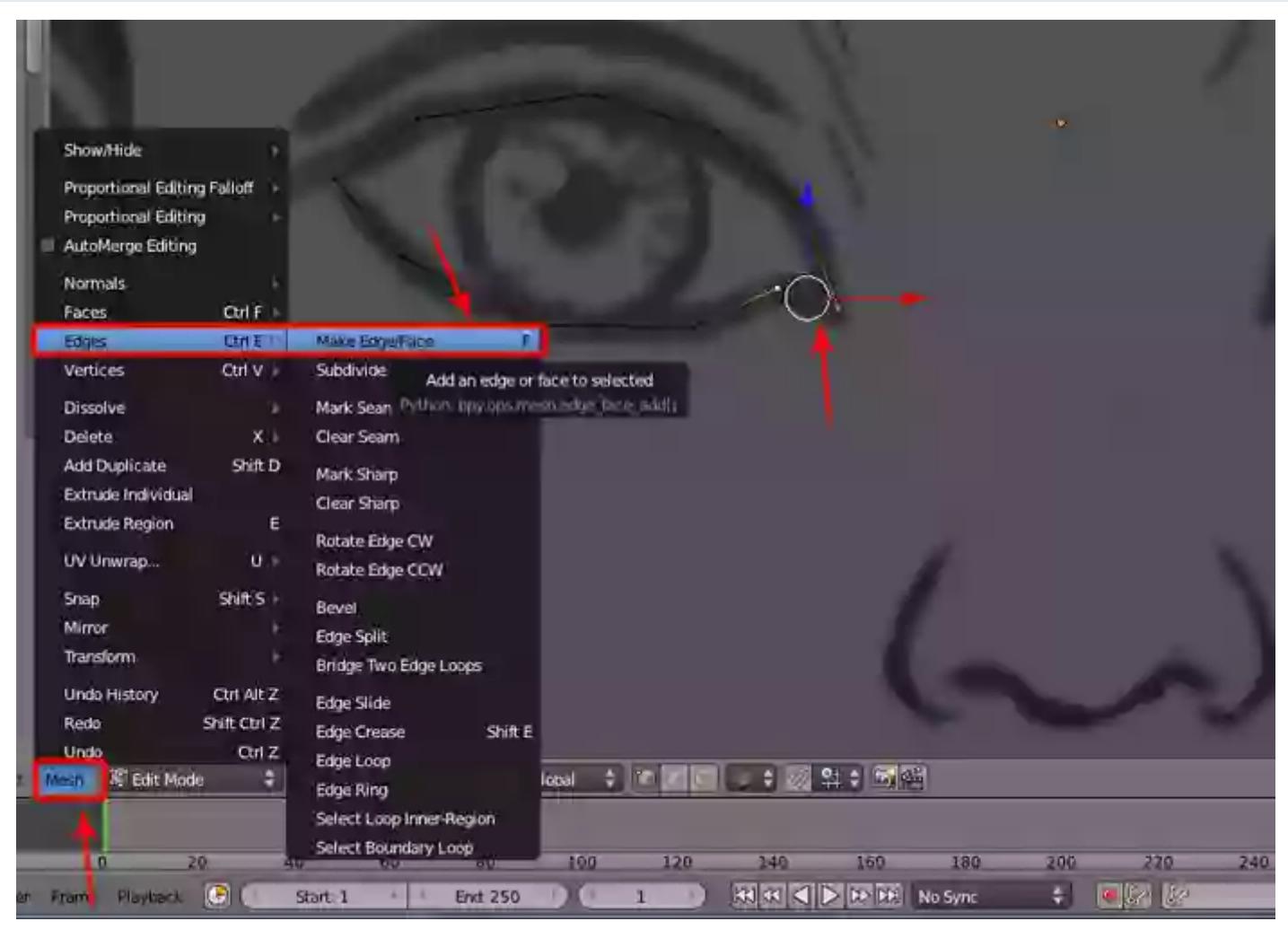
Step 8

Zoom in on the right eye in the **Front** view. With the **Control** key pressed, keep clicking around the eye outline as shown in the following image.



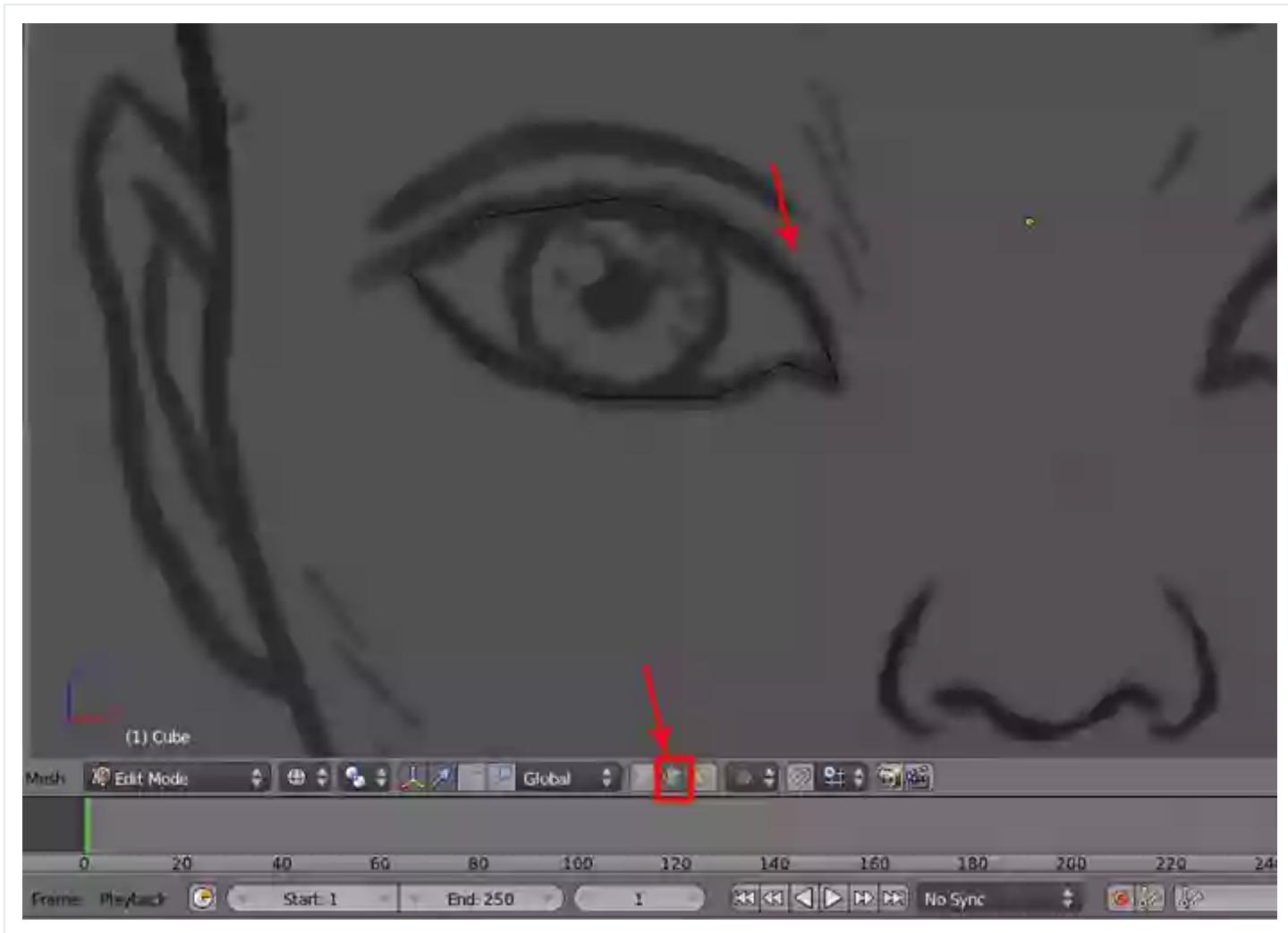
Step 9

With the **Shift** key pressed, **Right Click** on the start and end vertices. Then go to **Mesh > Edges > Make Edge/Face**, or press the **F** key to connect the vertices together.



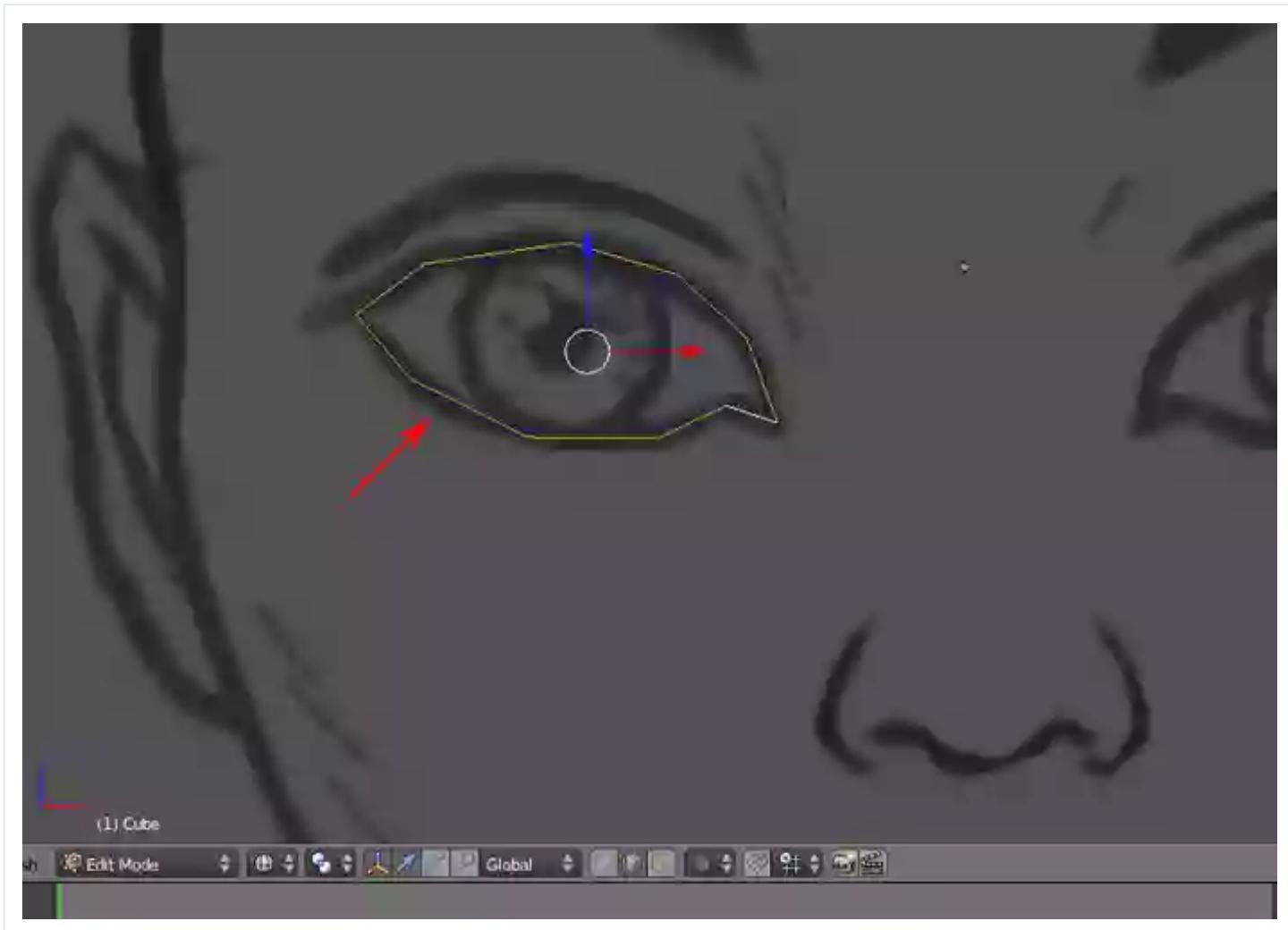
Step 10

Now we will extrude the edges to expand the topology of the mesh around the eye. So click on the **Edge Selection** mode button to jump into **Edge** selection mode.



Step 11

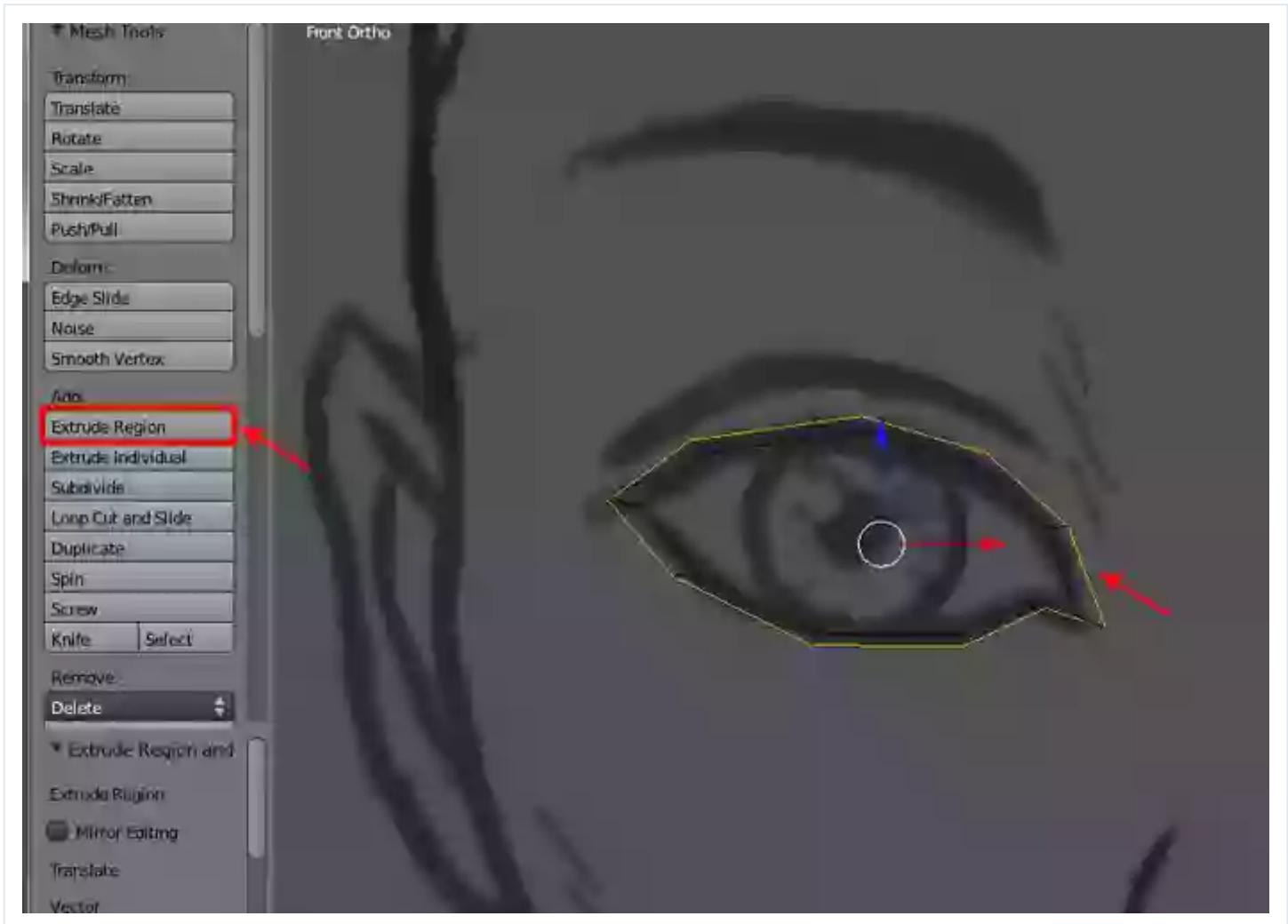
Select all the edges by pressing the **Shift** key and **Right Clicking** (or press the **A** key twice) to select all the edges.



Step 12

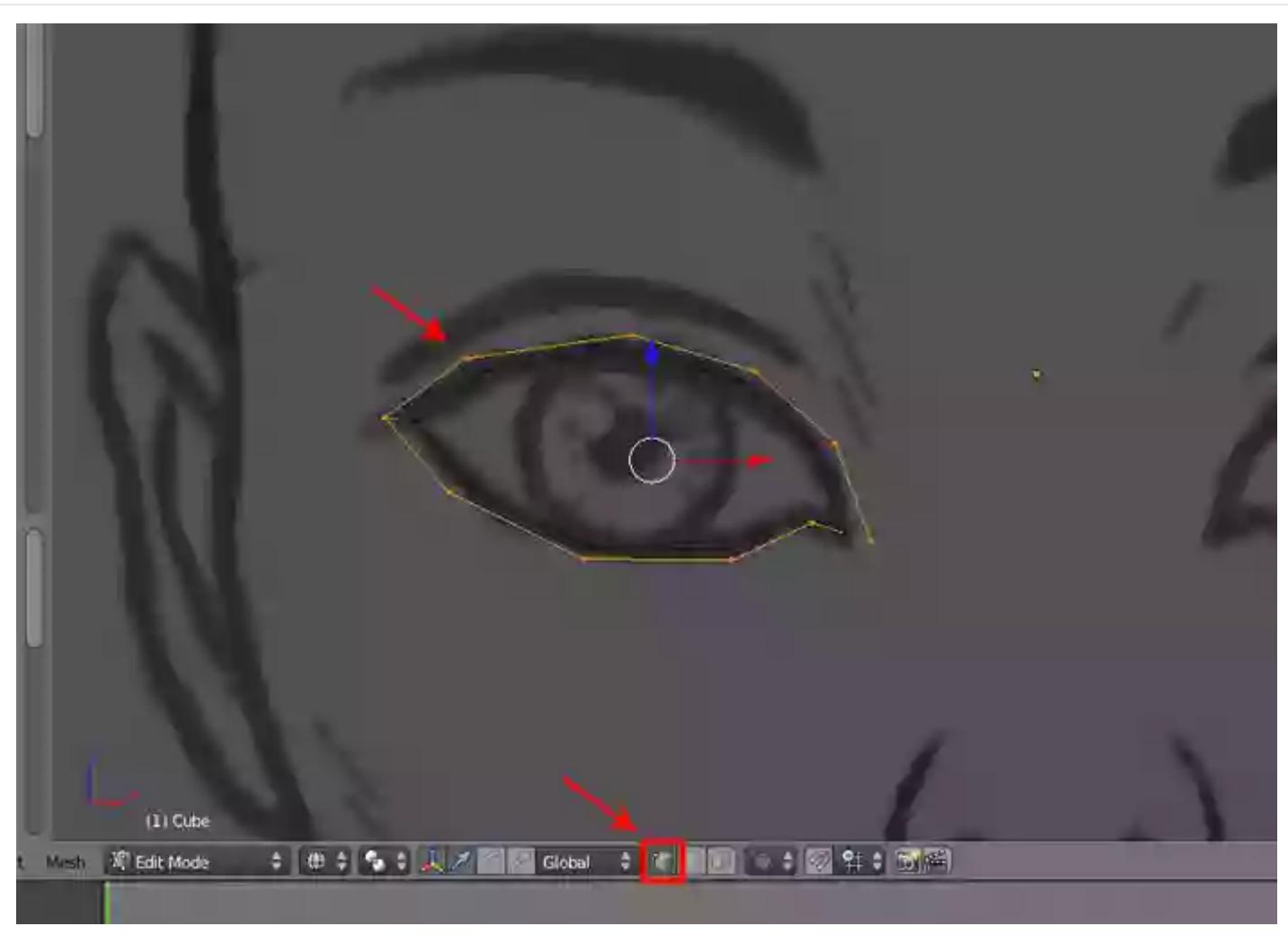
With the outline edges of the eye selected, press the **E** key or click on the **Extrude Region** button to extrude the selected edges.

Press the **S** key to scale the extruded edges and drag the cursor a little bit outward.



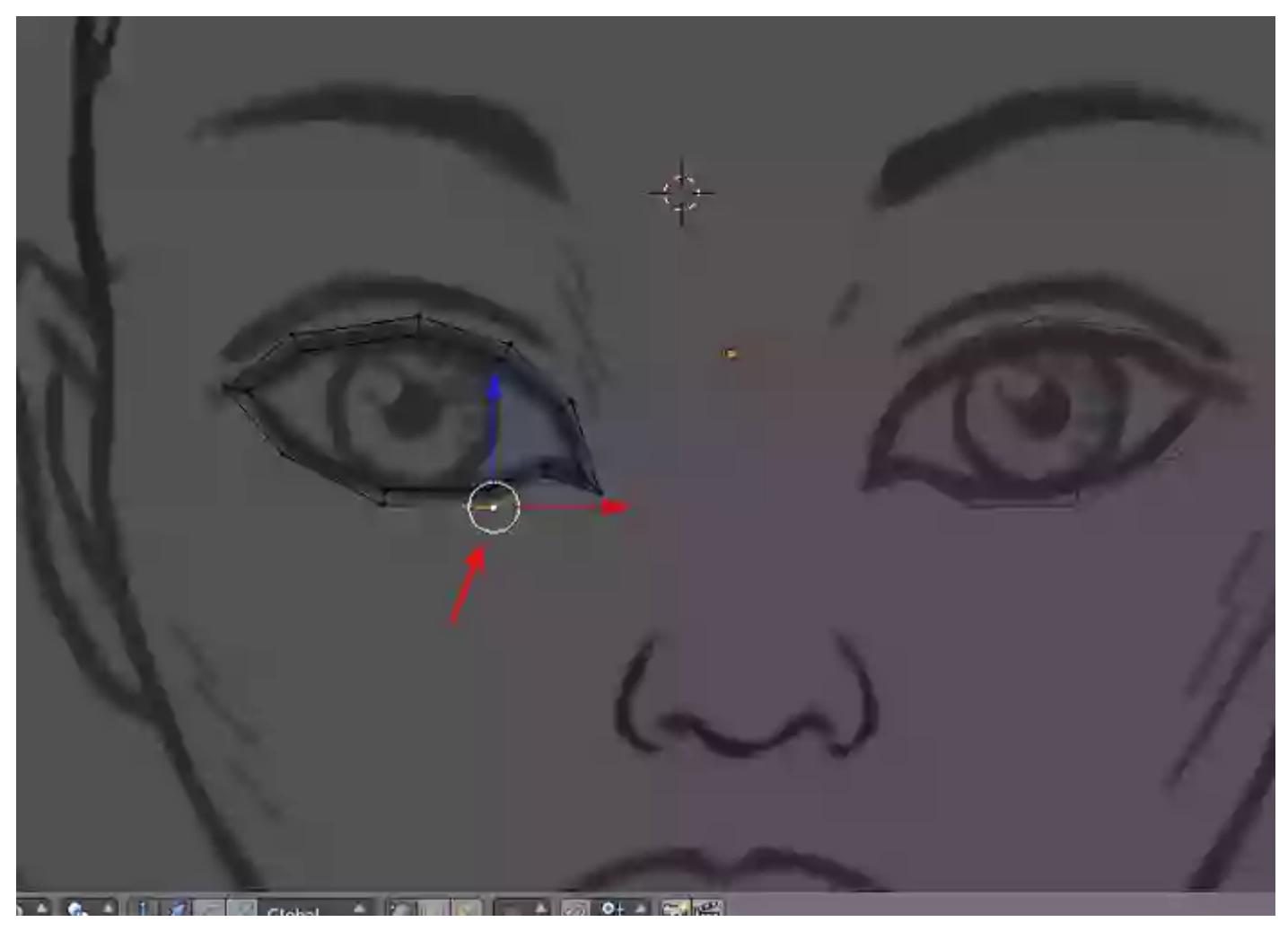
Step 13

After extruding and scaling the edges, go to **Vertex** selection mode again.



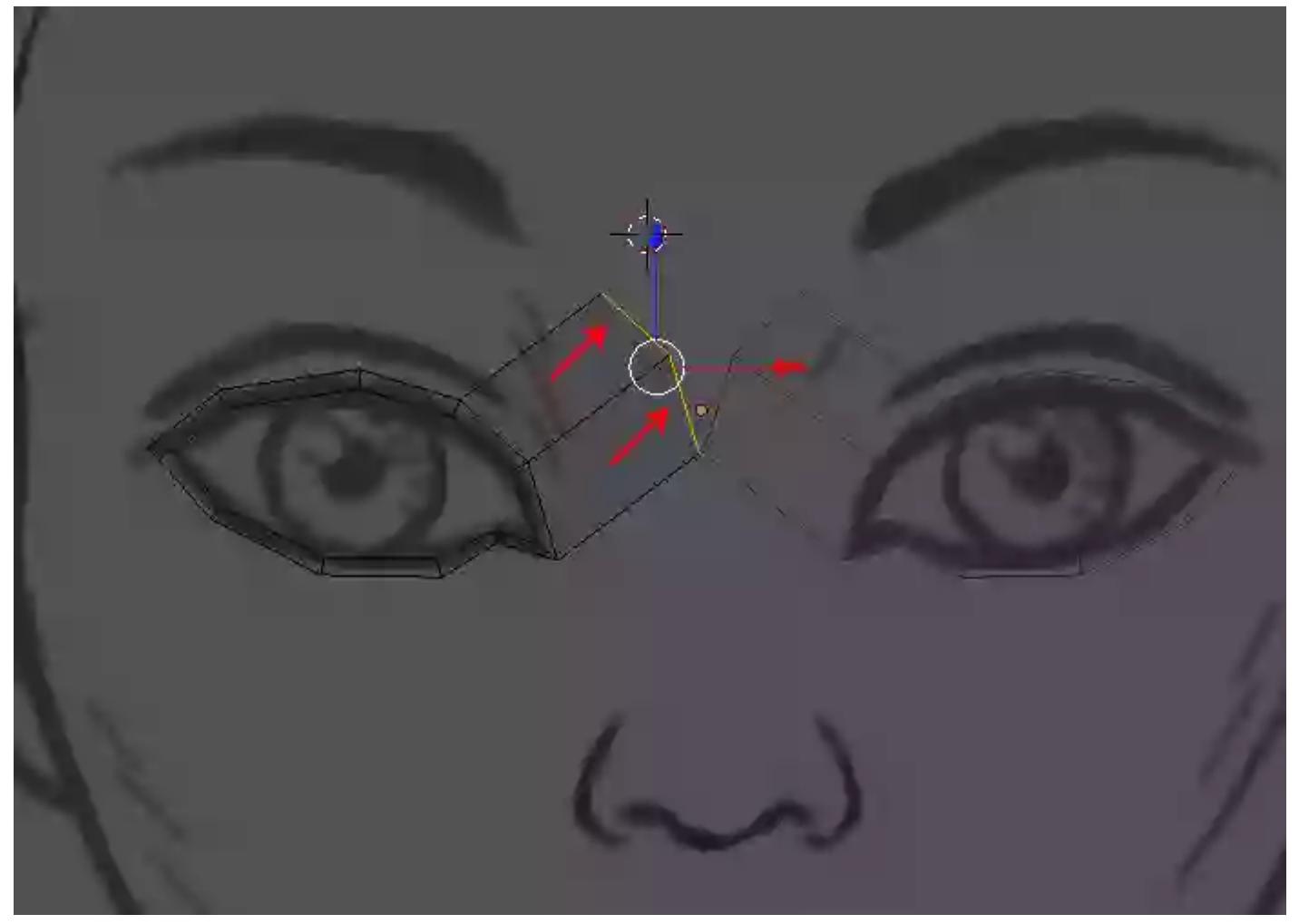
Step 14

We now have to arrange the outer vertices properly, as shown.



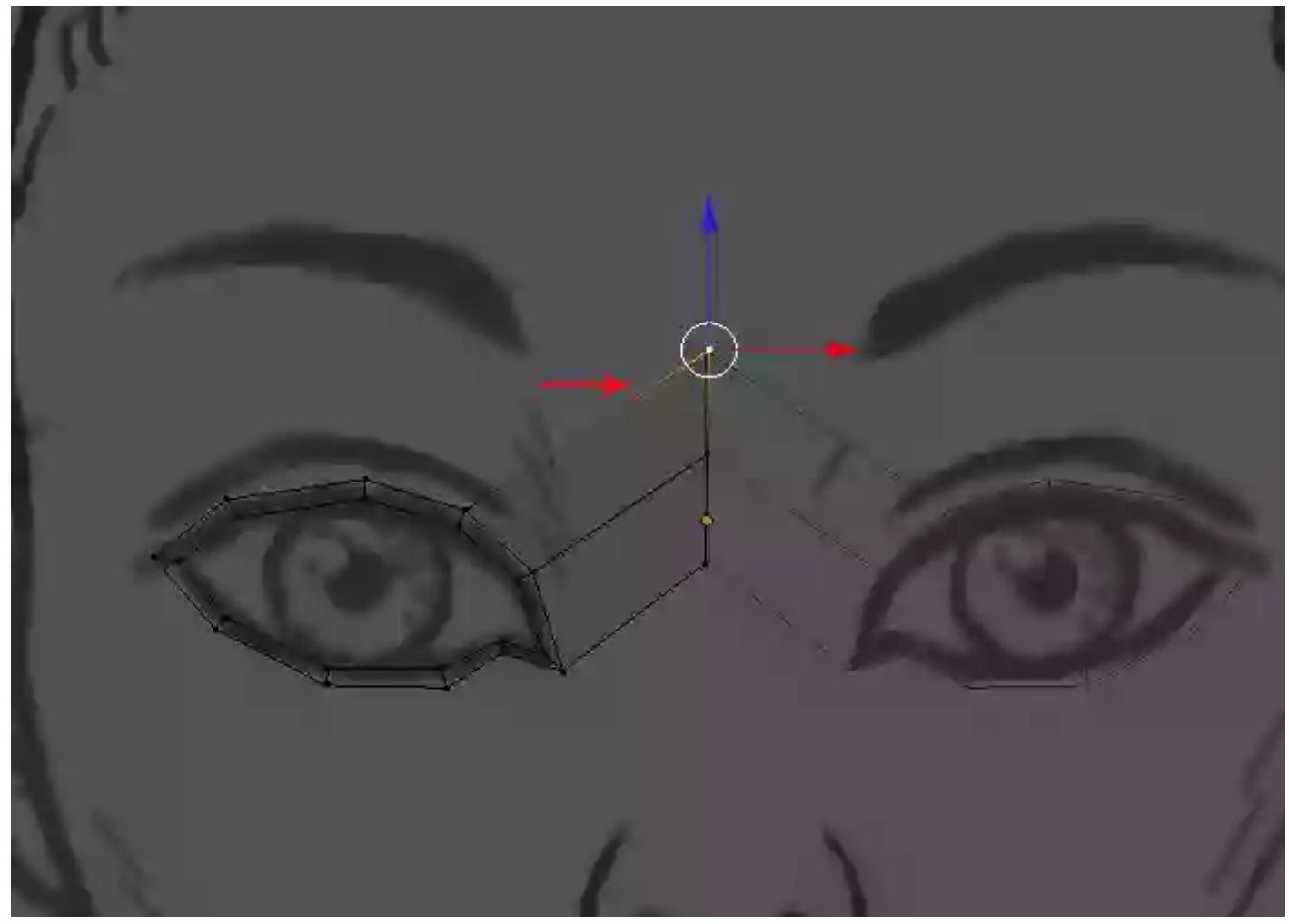
Step 15

With the two upper corner edges selected, **Extrude** them by pressing the **E** key and then move the edges up.



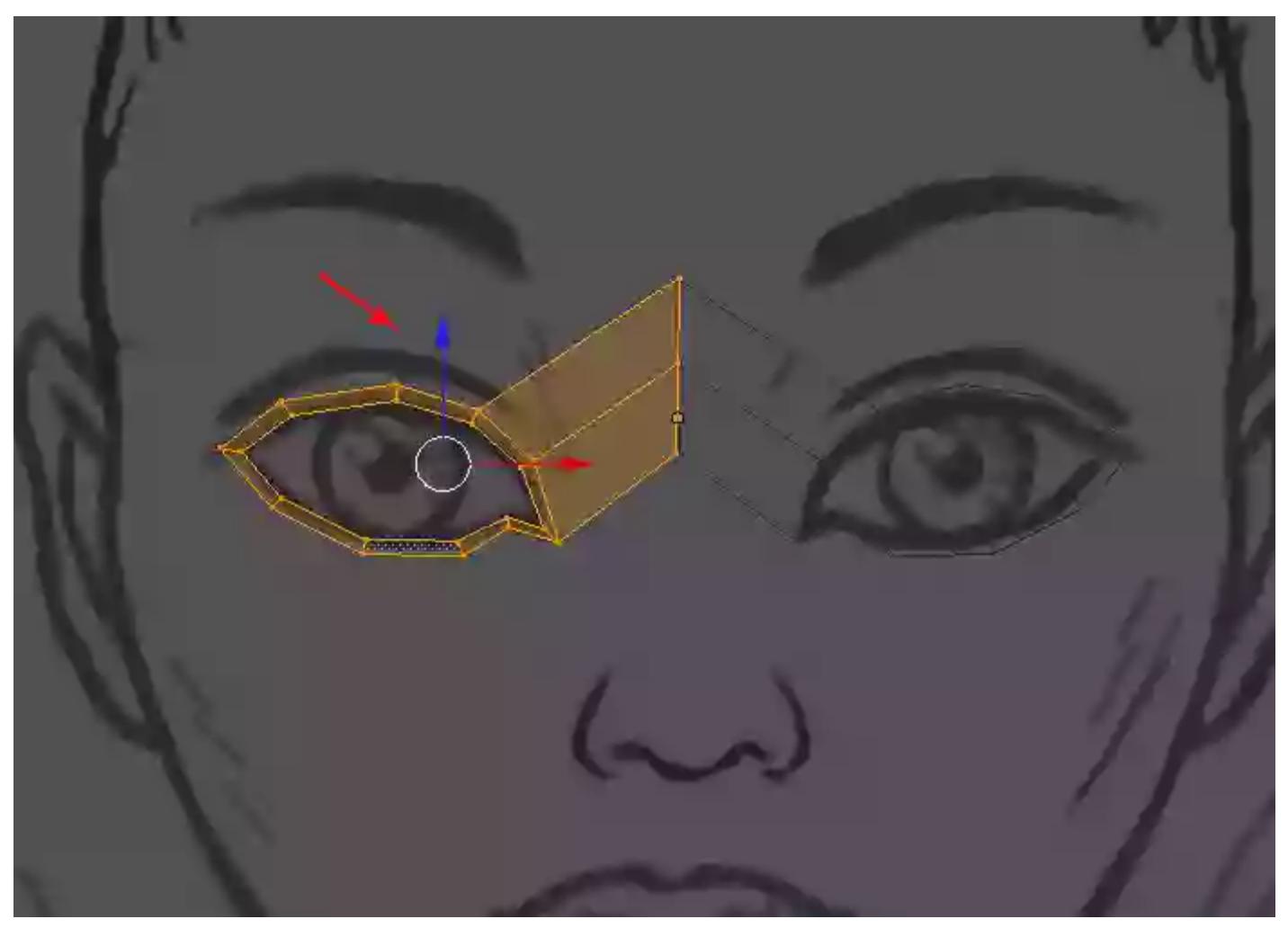
Step 16

In **Vertex** selection mode, arrange the vertices properly to align with the mirrored mesh.



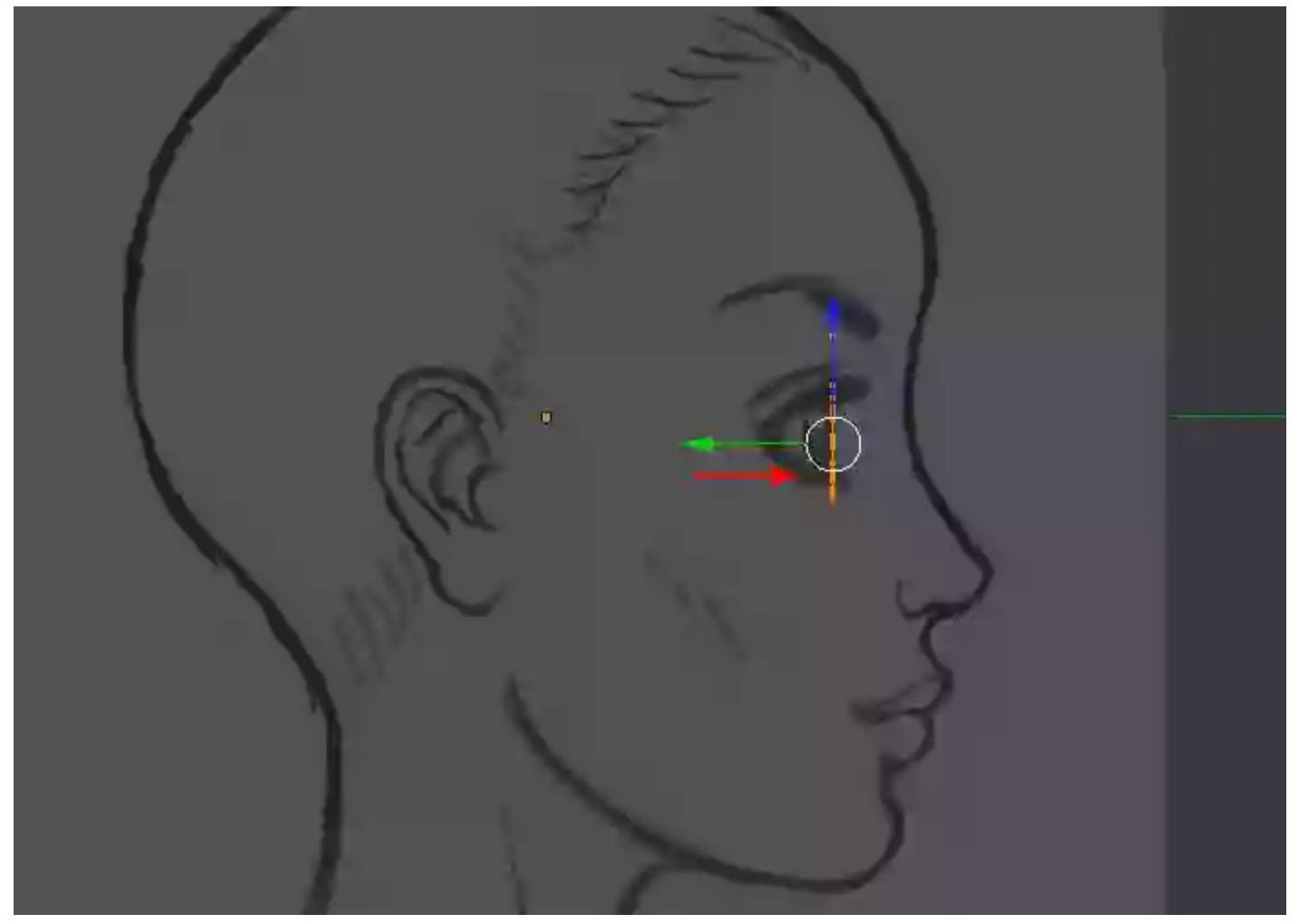
Step 17

Press the **A** key to select all the vertices.



Step 18

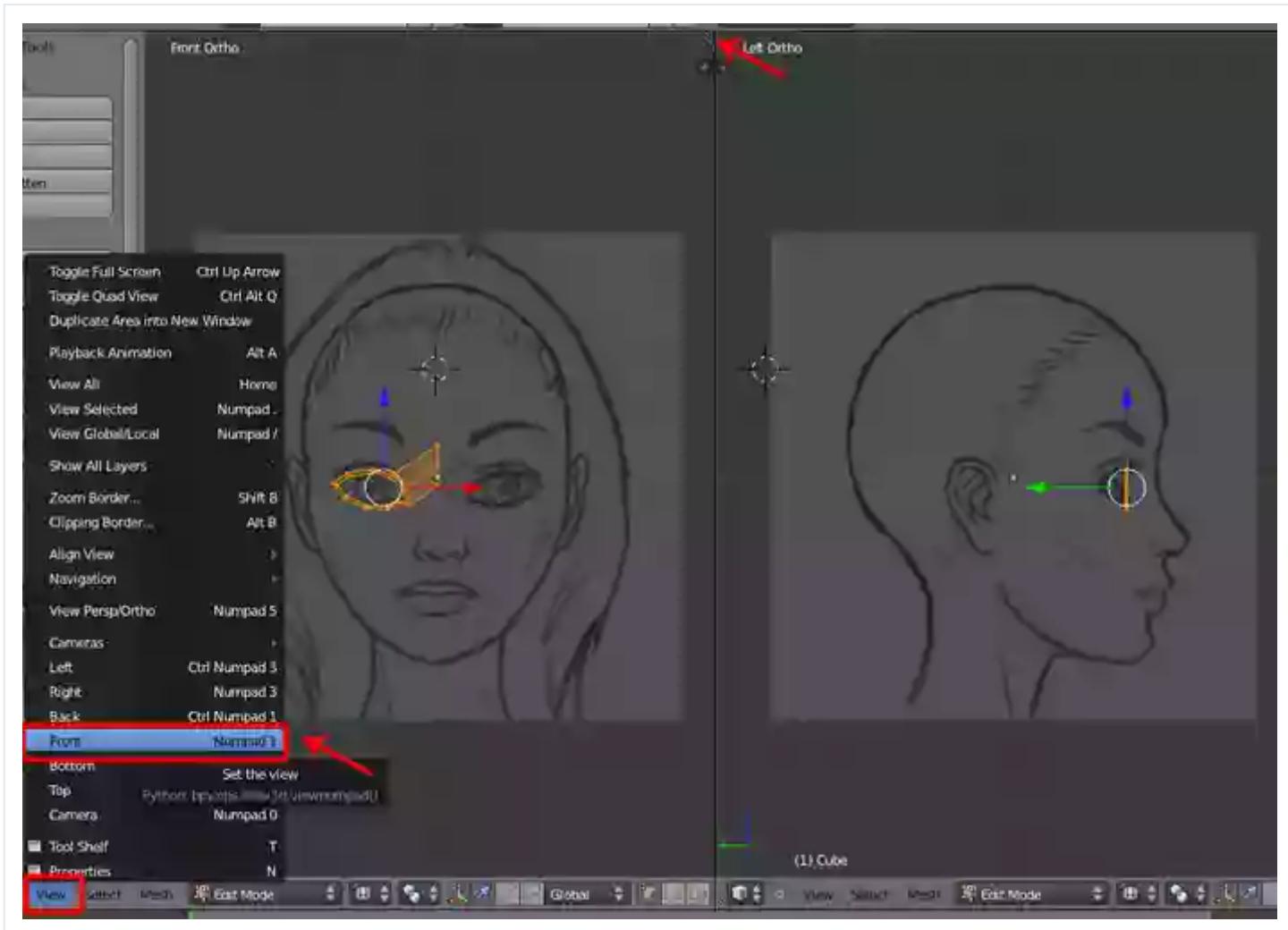
Jump into the **Left** view by pressing **Control-3** on the **Numpad**.



Step 19

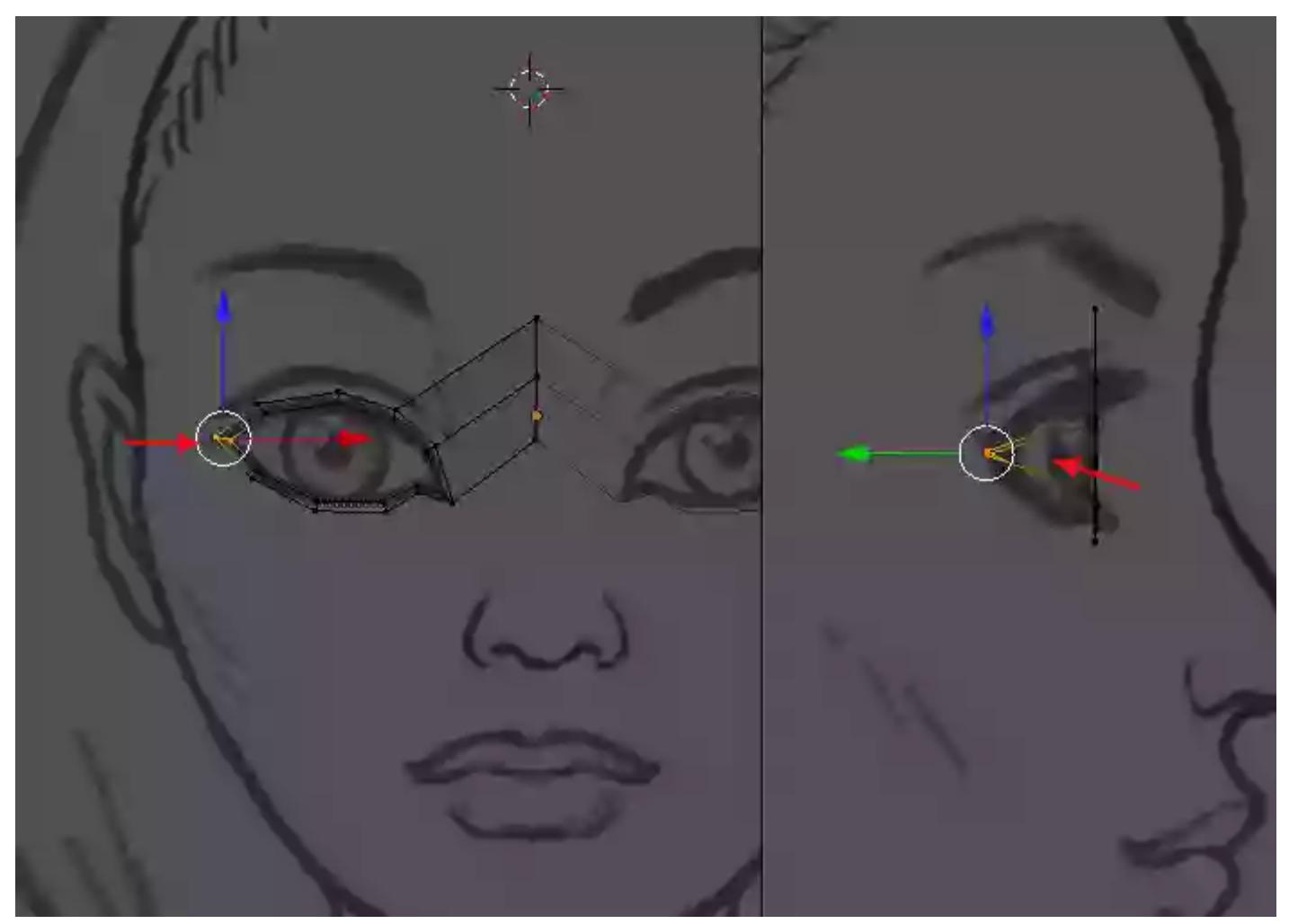
To see two (or more) view panels at the same time, click and drag on the **Split View Panel** button as shown in the image below.

Change the split viewport to **Front** by going to the **View > Front** command or by pressing **1** on the **Numpad**.



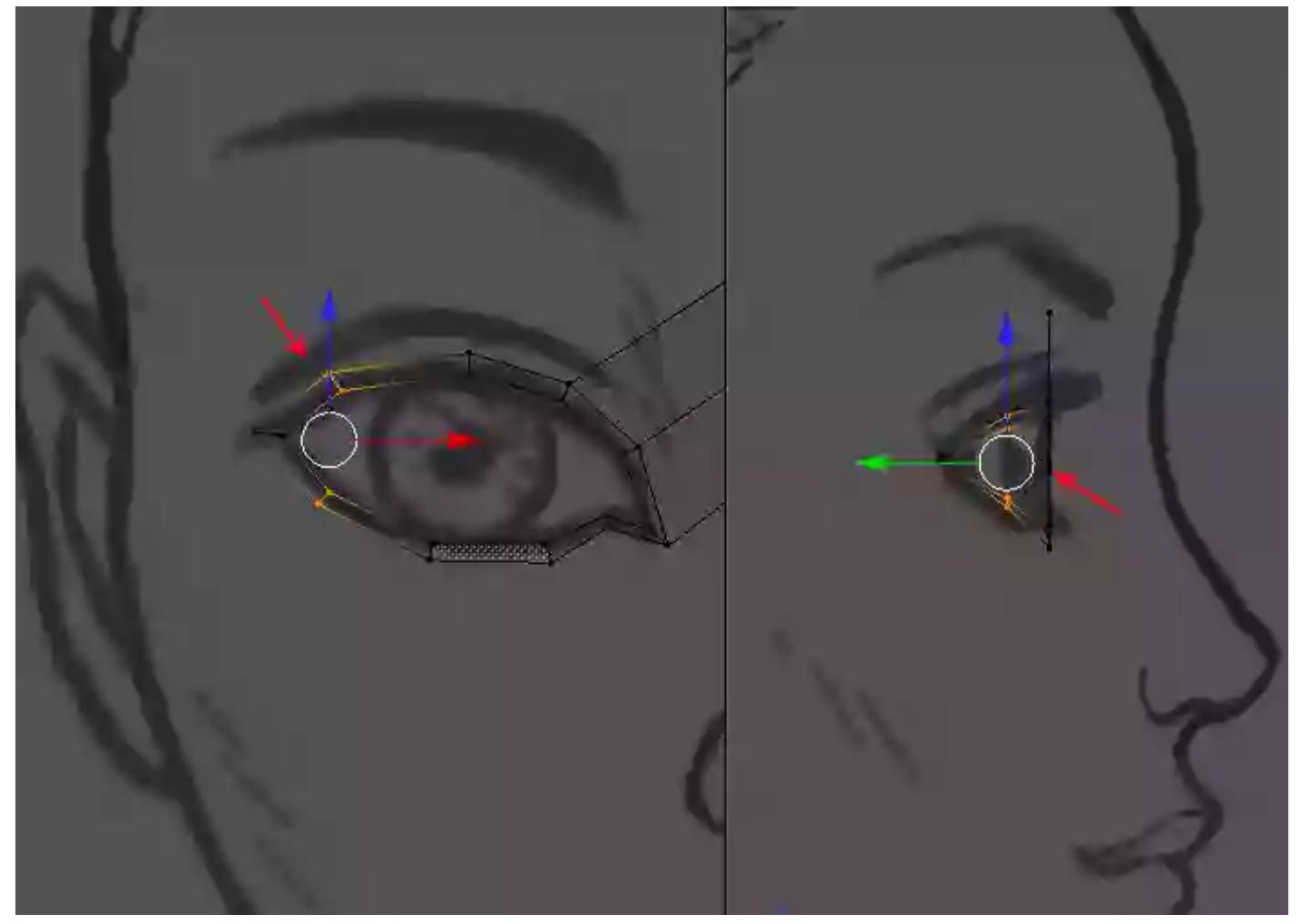
Step 20

Now, select the two corner vertices and move them back according to the side reference image to make the eye outline a rounded shape.



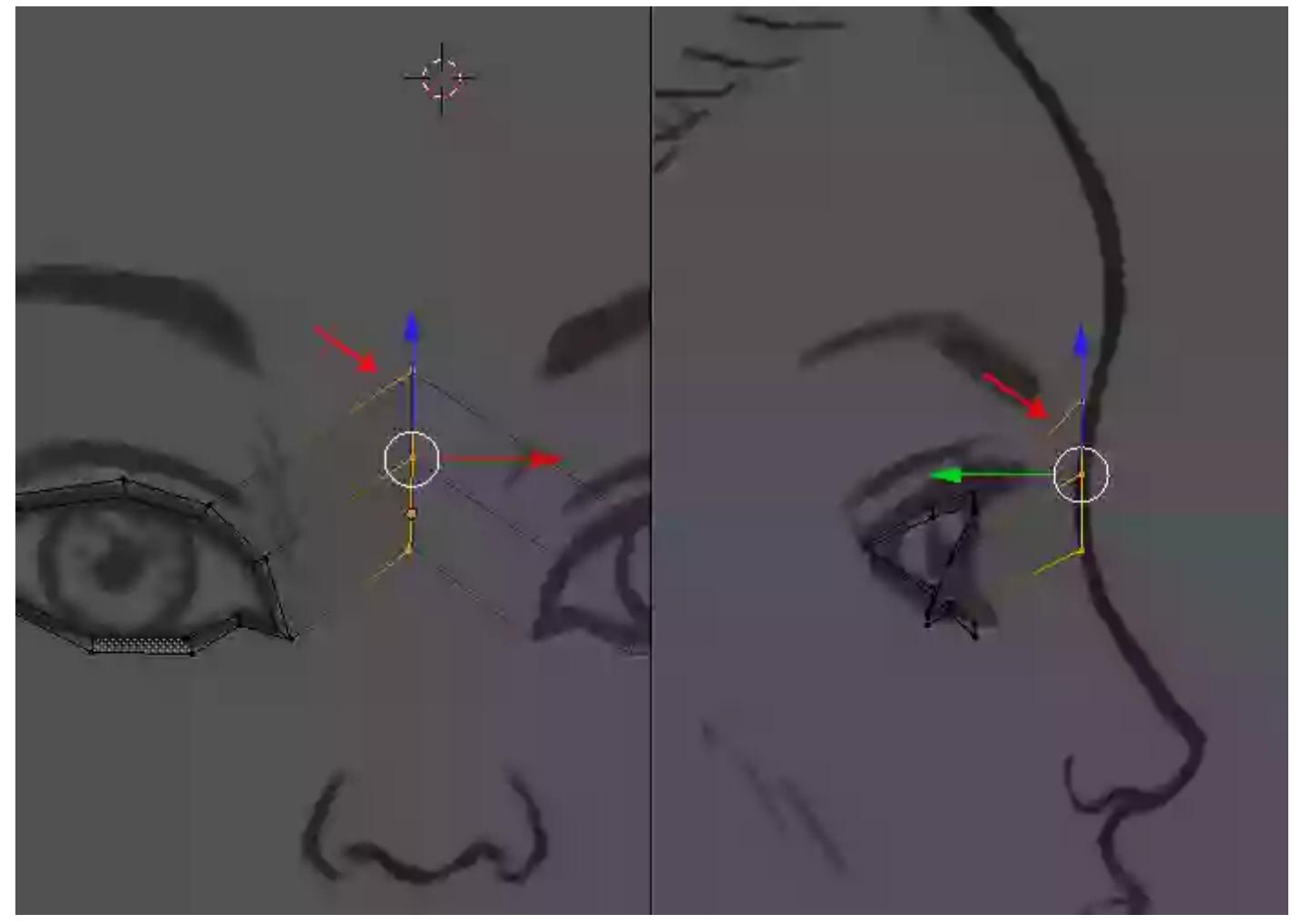
Step 21

With the upper and lower pairs of vertices selected, arrange them according to the rounded shape of the eye shown on the reference image.



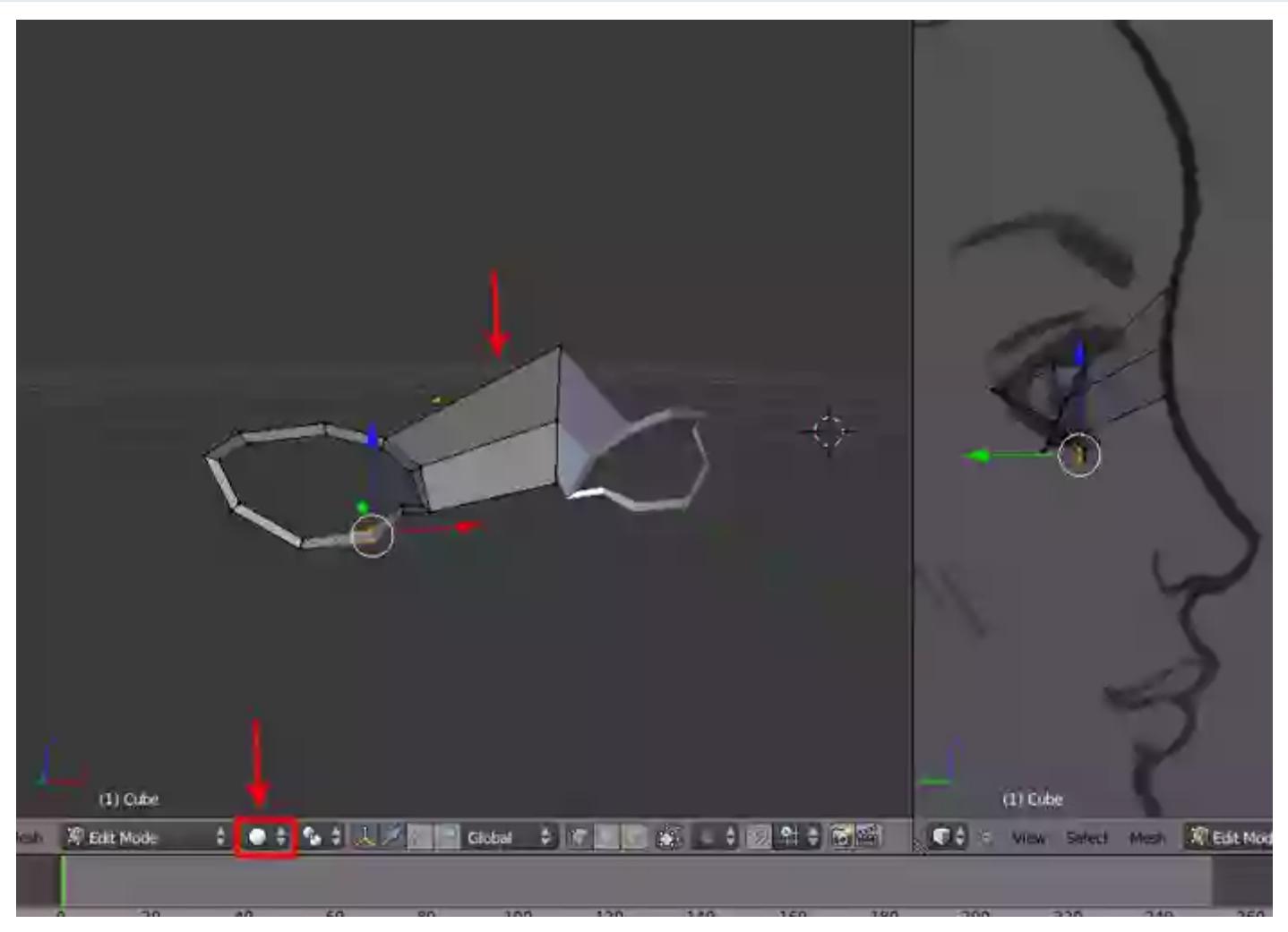
Step 22

Just like this, arrange the nose vertices in both the front and left view panels according to the reference images.



Step 23

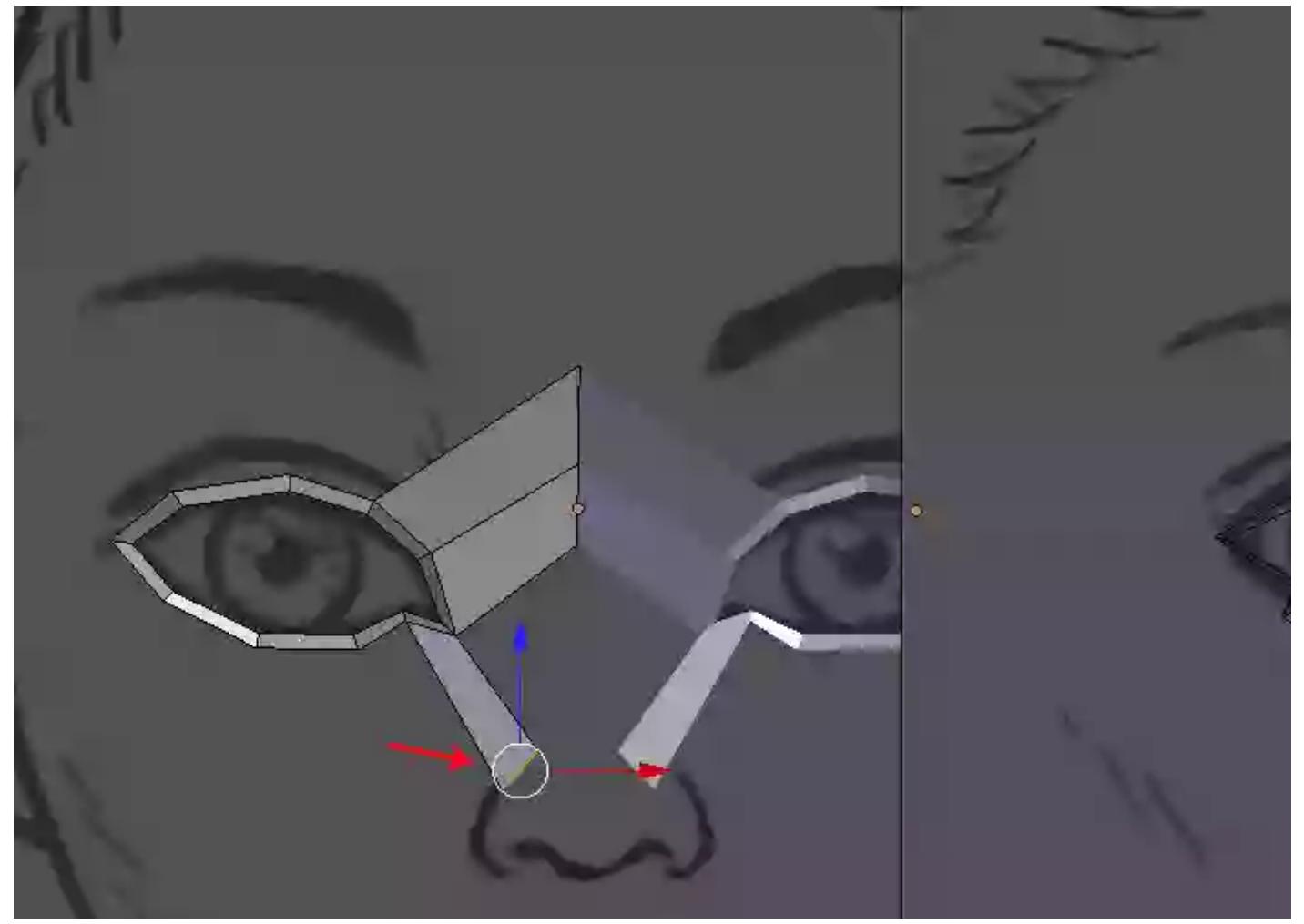
Press the **5** key on the **Numpad** to jump into the **Perspective** view to check the mesh. You can also change from wireframe mode to **Shaded** mode, by pressing the **Display Method Mode** button at the bottom of the screen.



3. Blocking the Nose and Lips

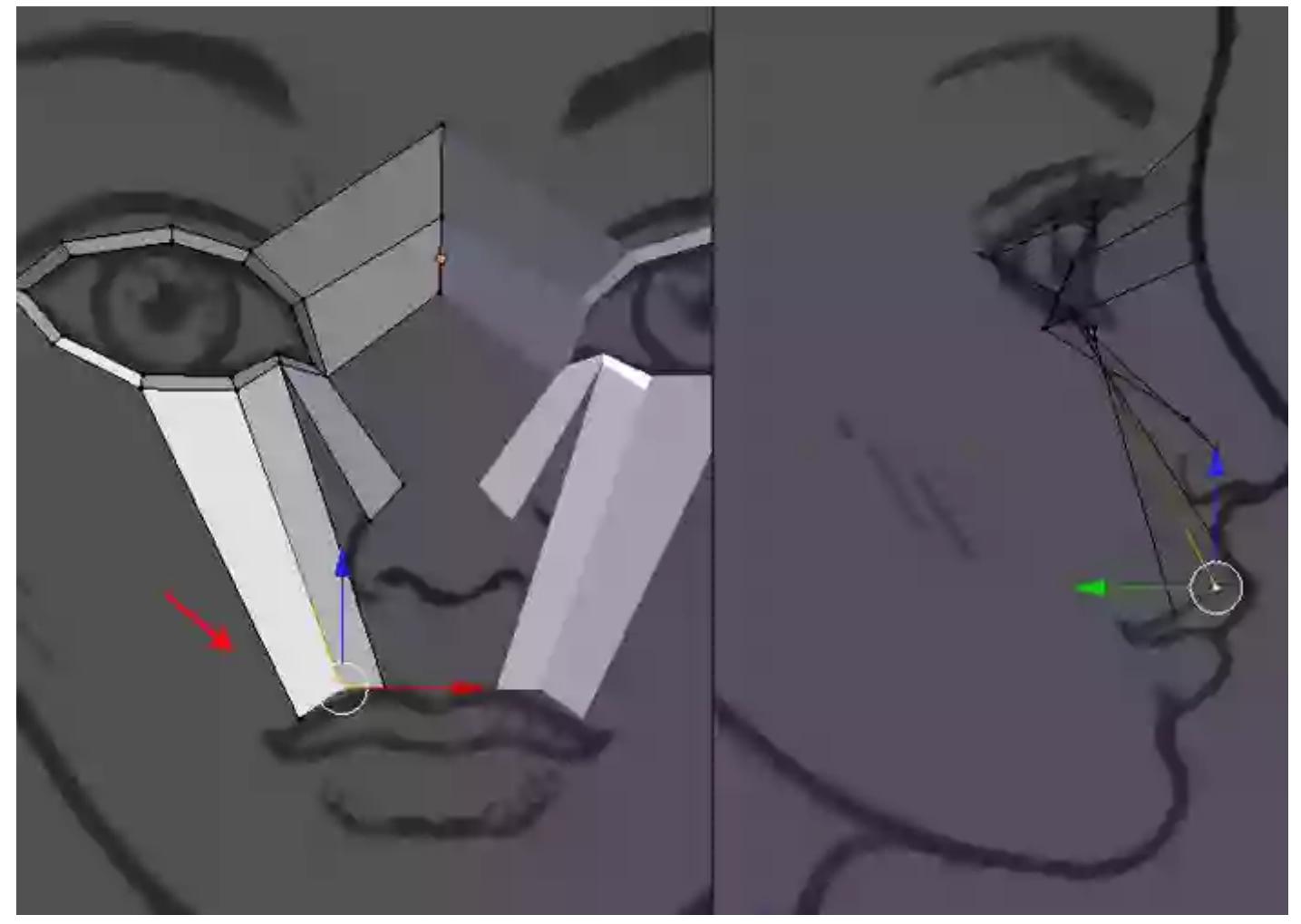
Step 1

Extrude another edge from the lower eye and drag it towards the nose area.



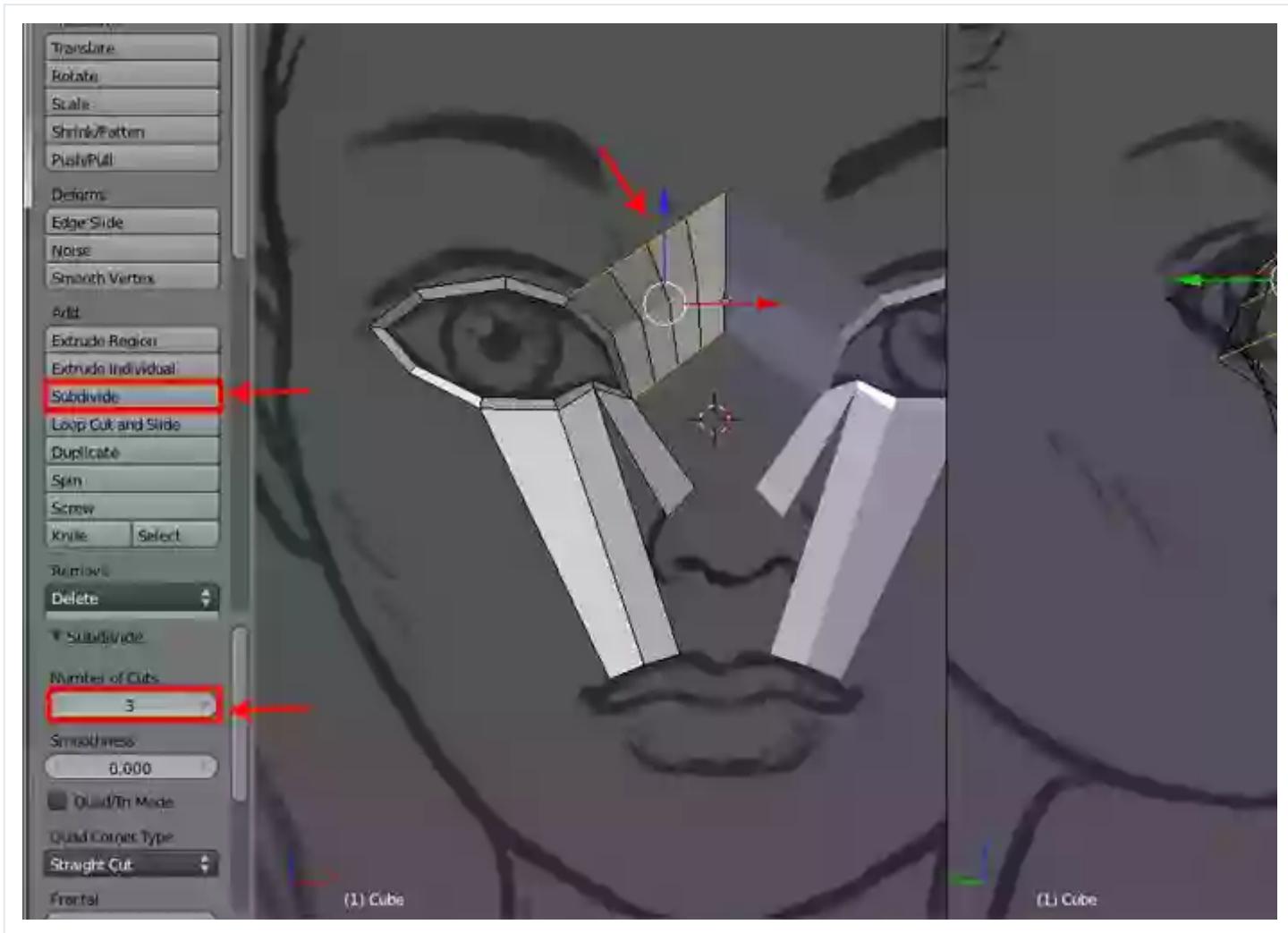
Step 2

Next, select two more edges and then **Extrude** and move them down to the lip. Also arrange the vertices in the left and front viewports according to the reference images.



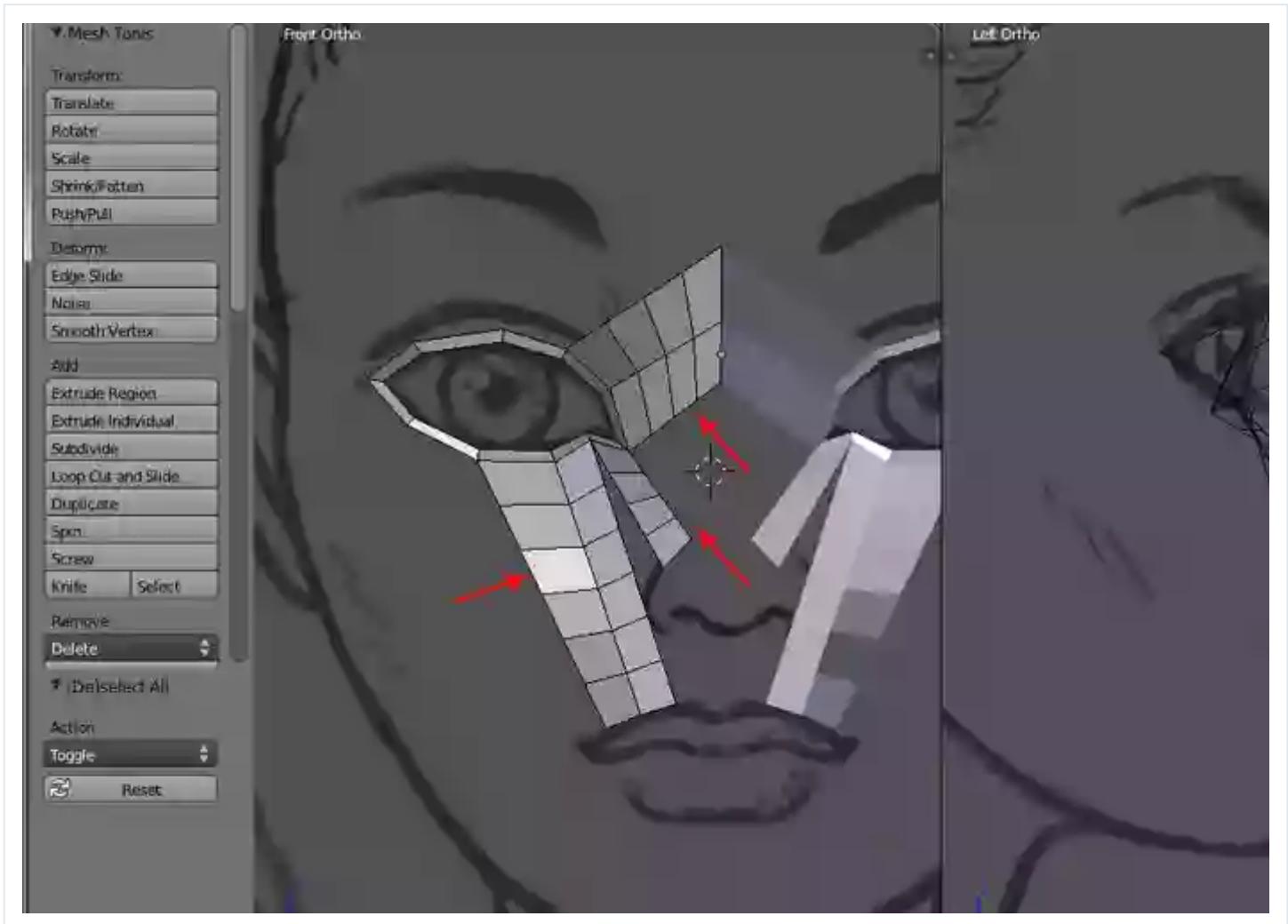
Step 3

Select all three upper extruded edges and go to the **Edit** panel, click on the **Subdivide** button and keep the **Number of Cuts** value at **3**. This will add additional edges to the mesh.



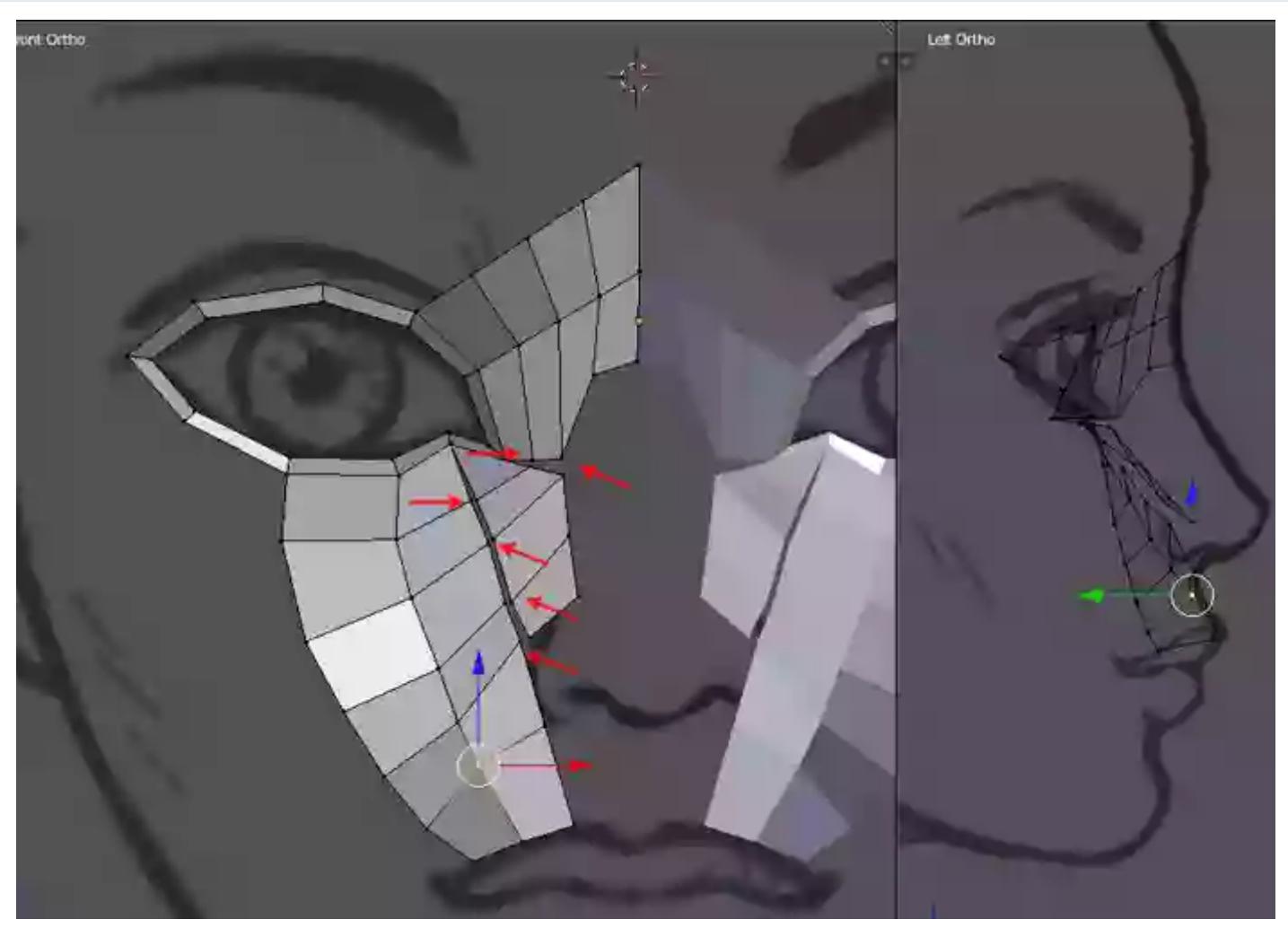
Step 4

Through the same process, I have also subdivided the other parts of the mesh.



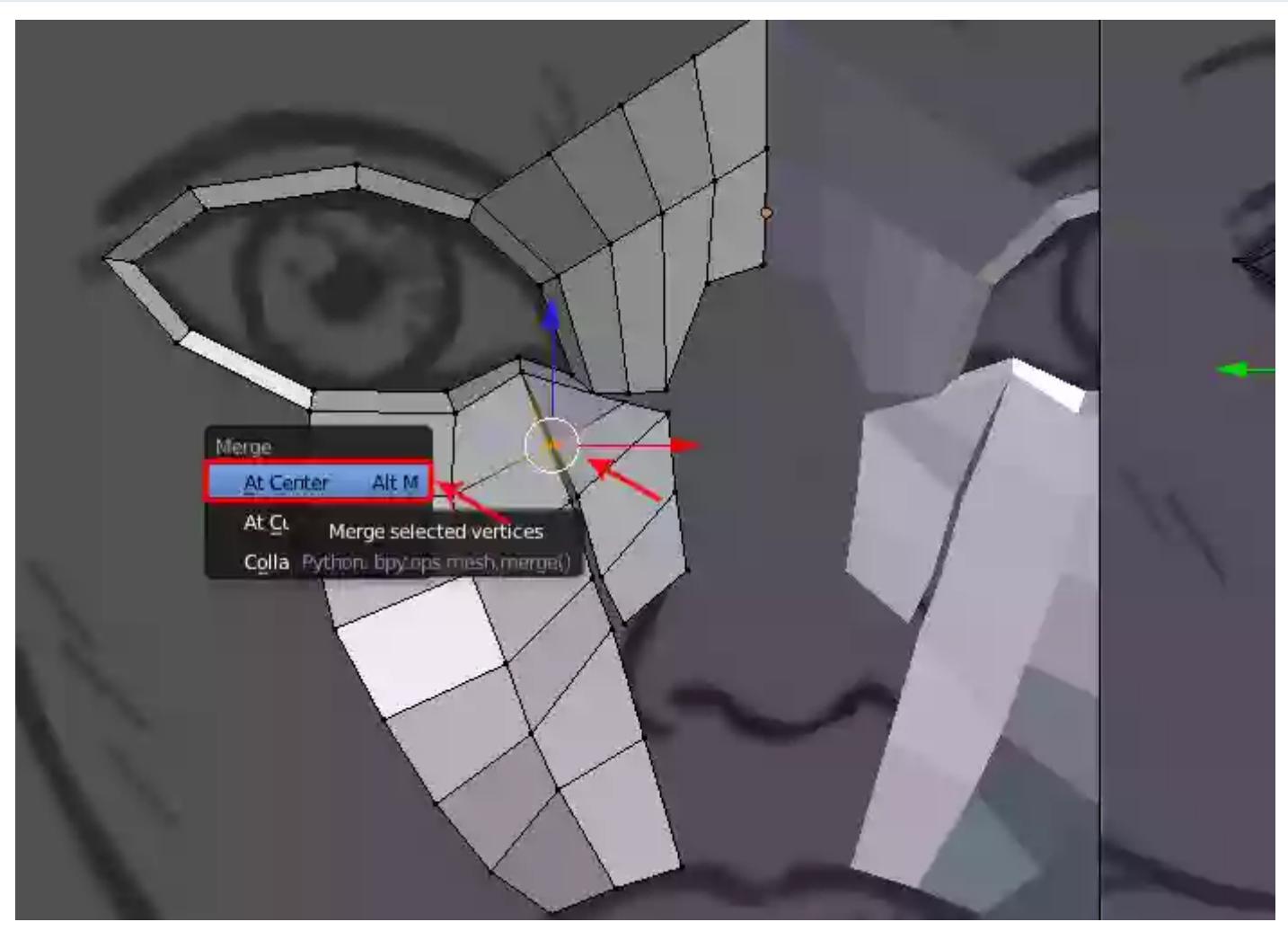
Step 5

Now, arrange the vertices carefully in the **Front** view, just as I have shown below.



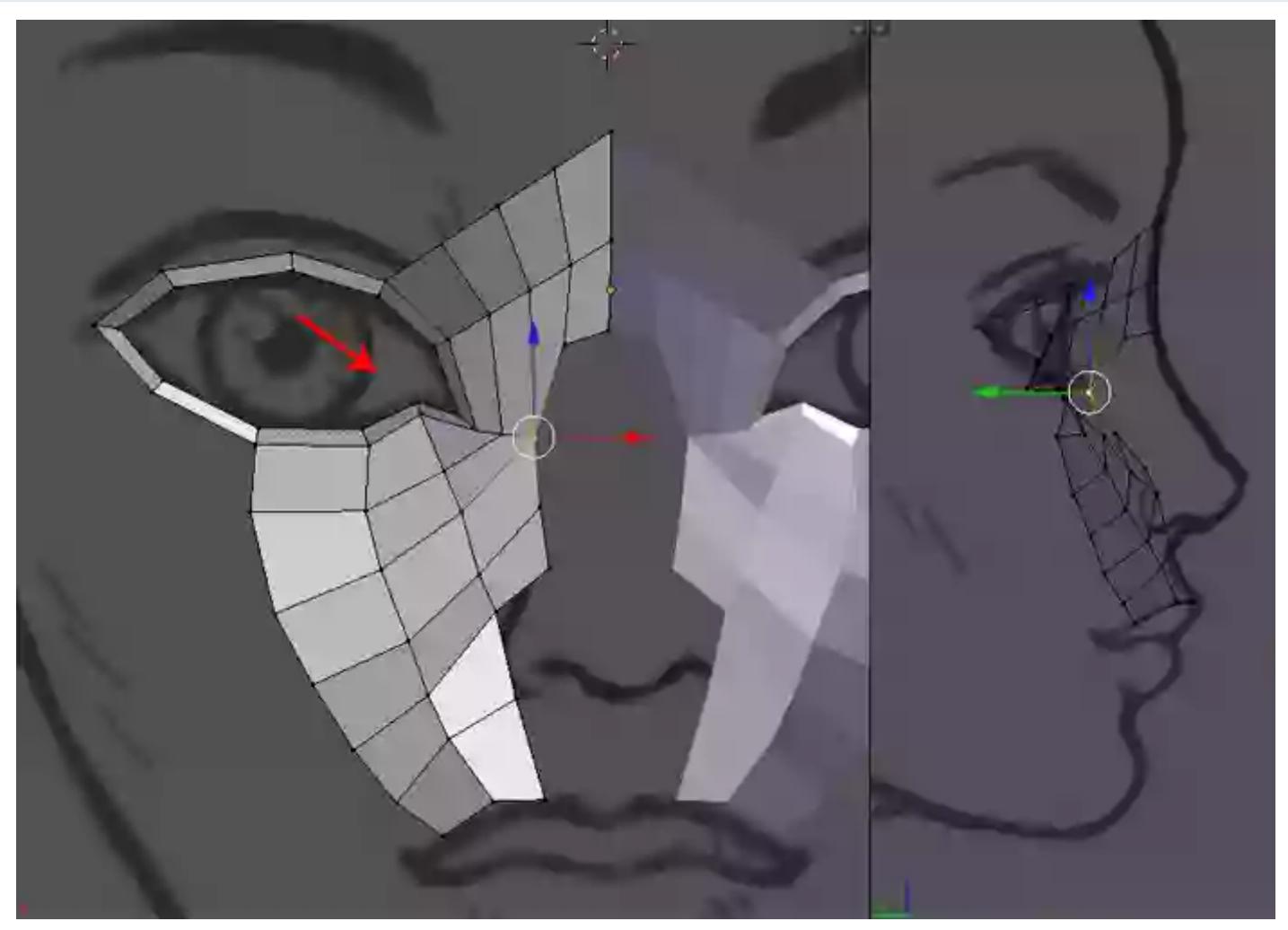
Step 6

To weld the vertices together, select two corresponding vertices and press **Alt-M**. In the fly out menu, select **At Center** to merge the selected vertices.



Step 7

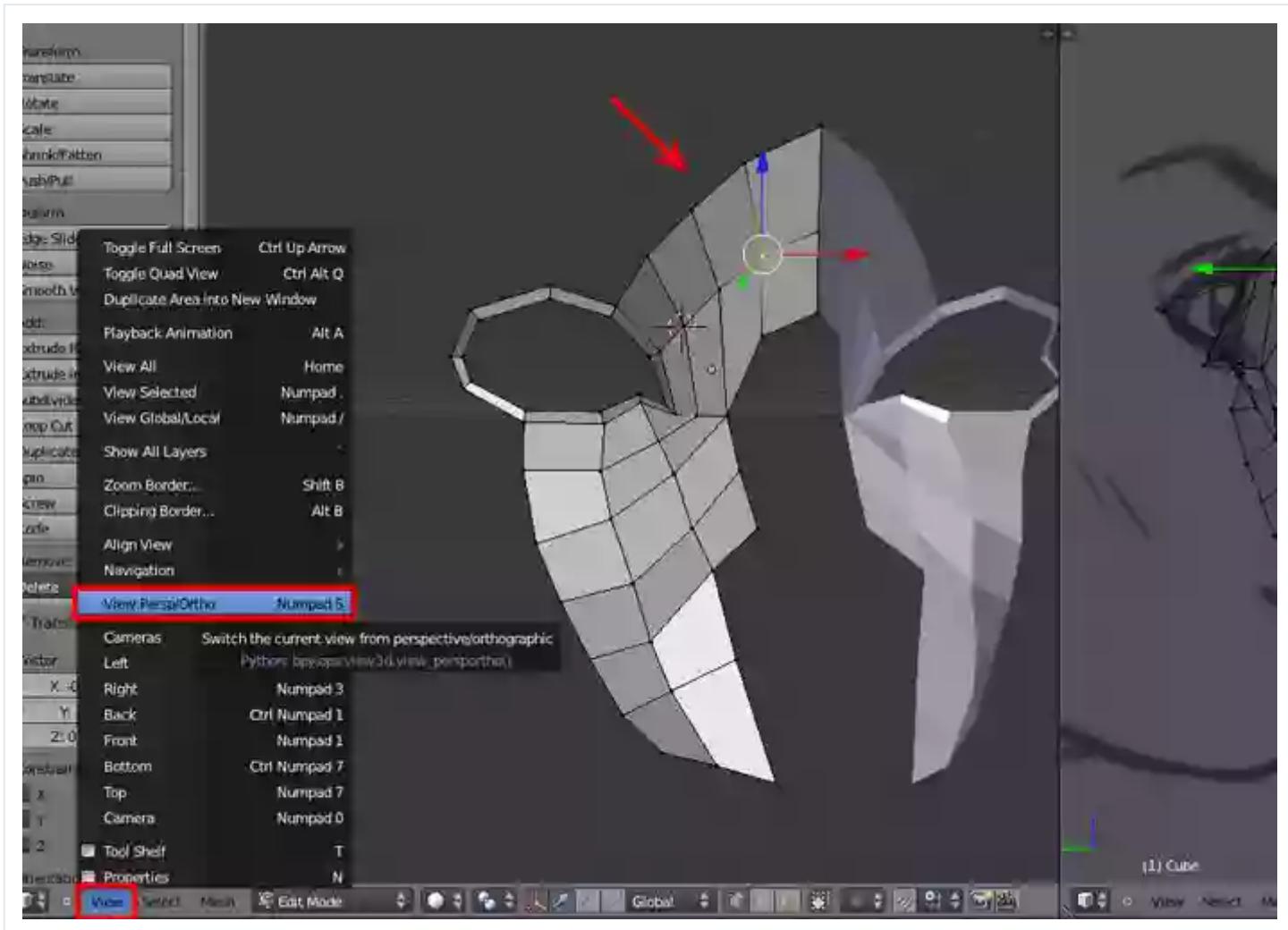
Using this technique I have merged all of the corresponding vertices together.



Step 8

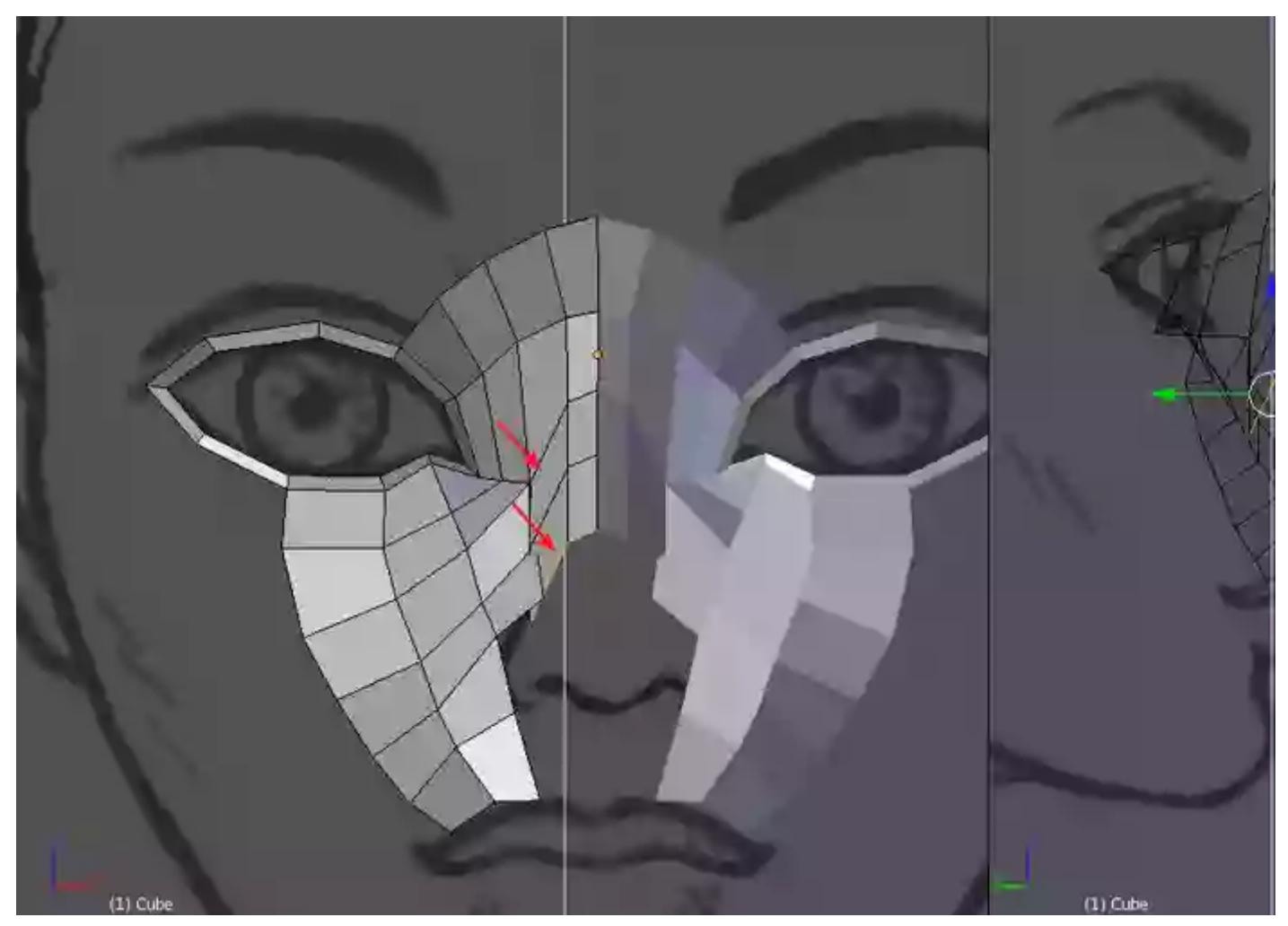
Jump into the **Perspective** view by going to **View > View**

Perspective (or by pressing **5** on the **Numpad**) to add some more detail and arrange the vertices to create a realistic sense of depth for the face.



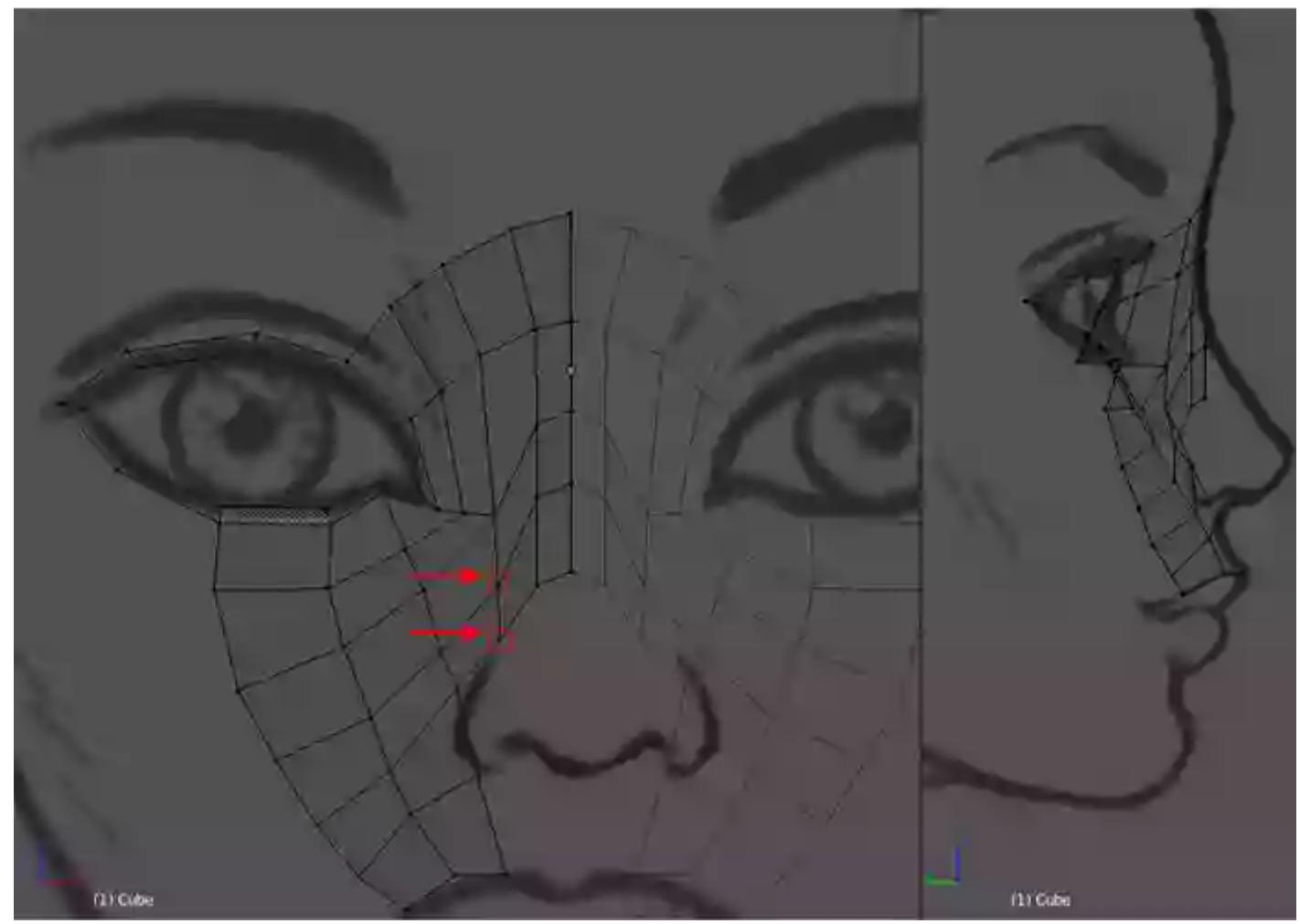
Step 9

Select the two edges indicated below on the upper nose and **Extrude** them twice. Move the extruded edges down a bit towards the lower nose.



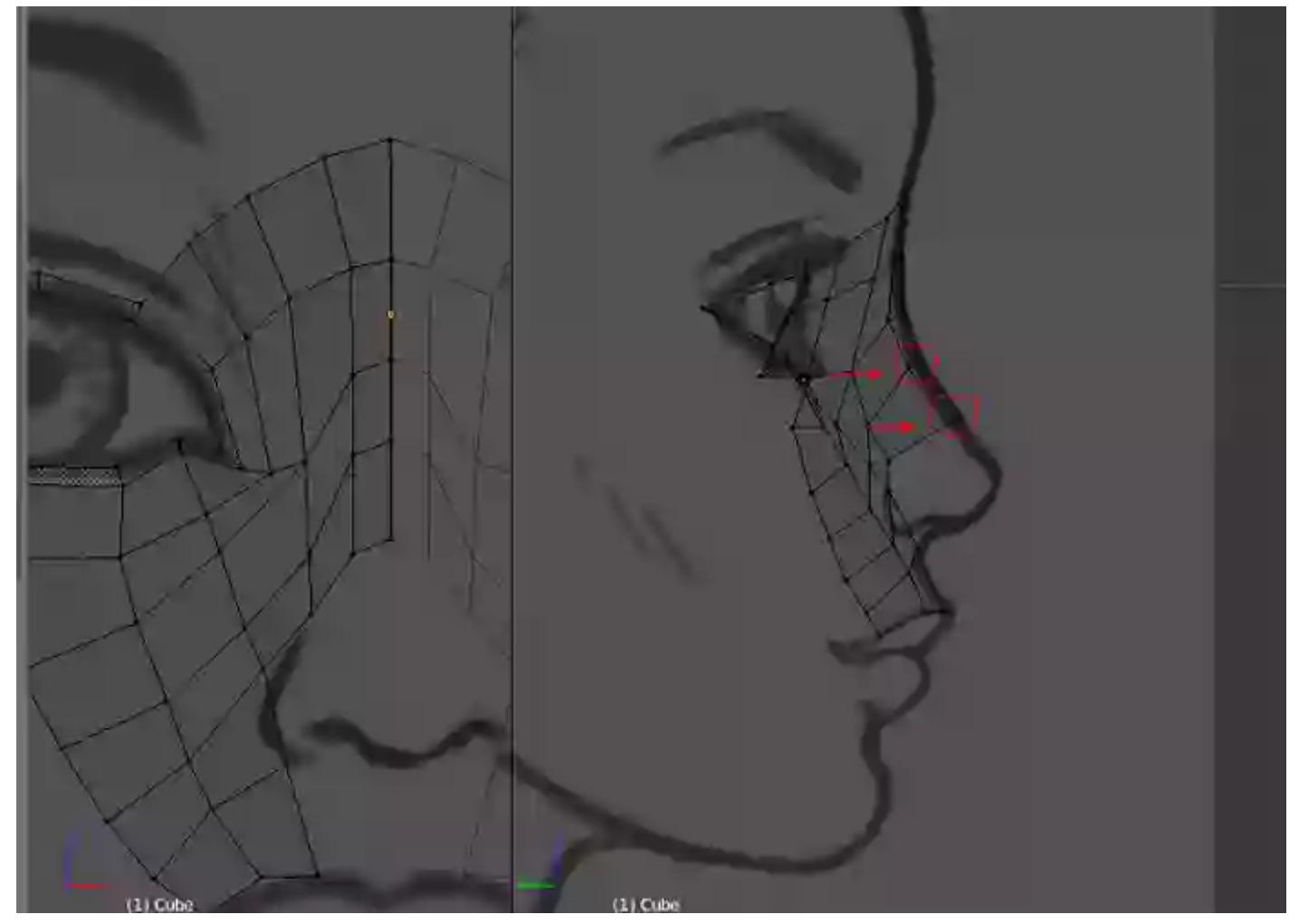
Step 10

Jump into the **Front** view and merge the corresponding vertices together as shown in the following image.



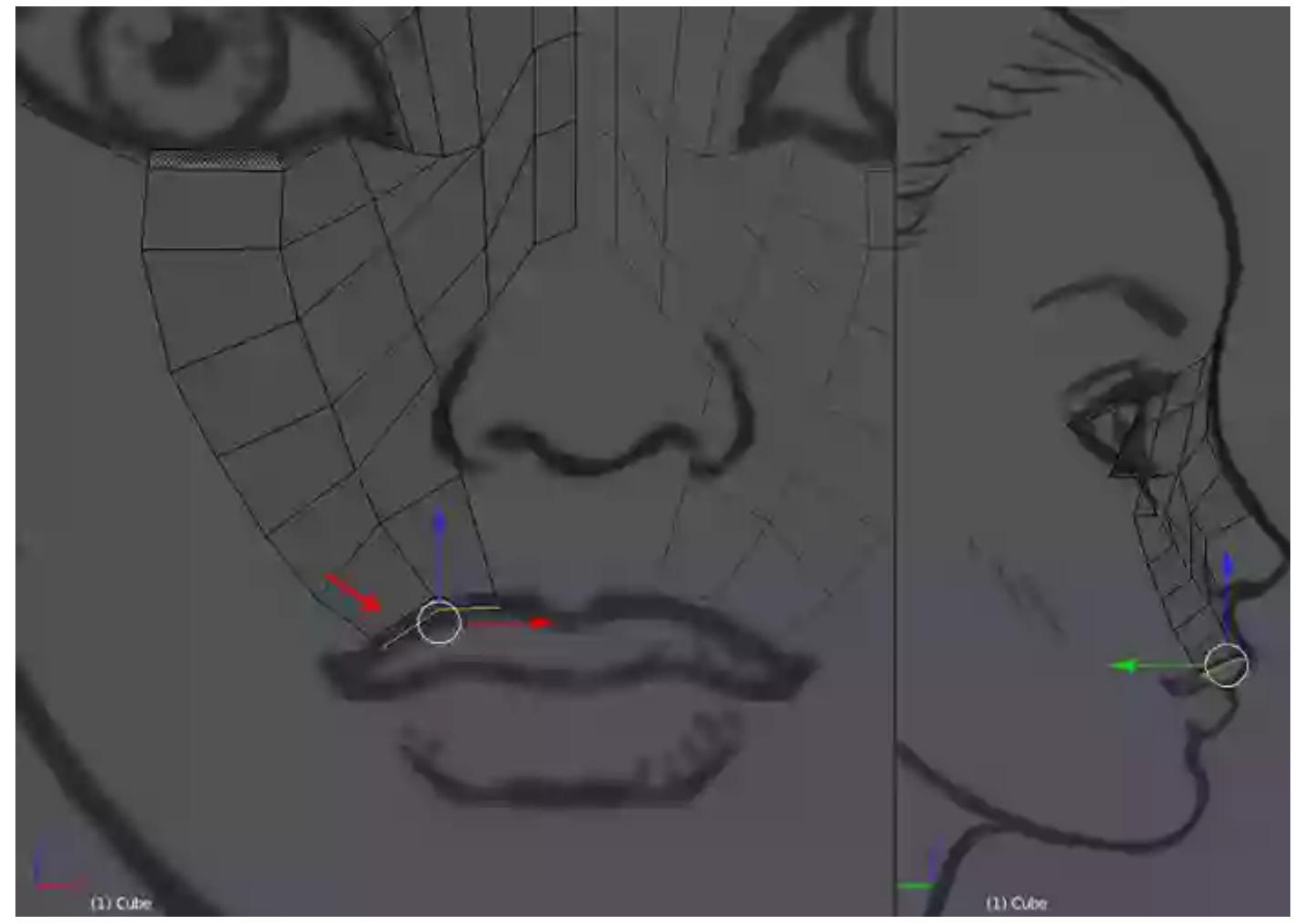
Step 11

Also arrange the extruded vertices according to the side reference image in the **Side** view.



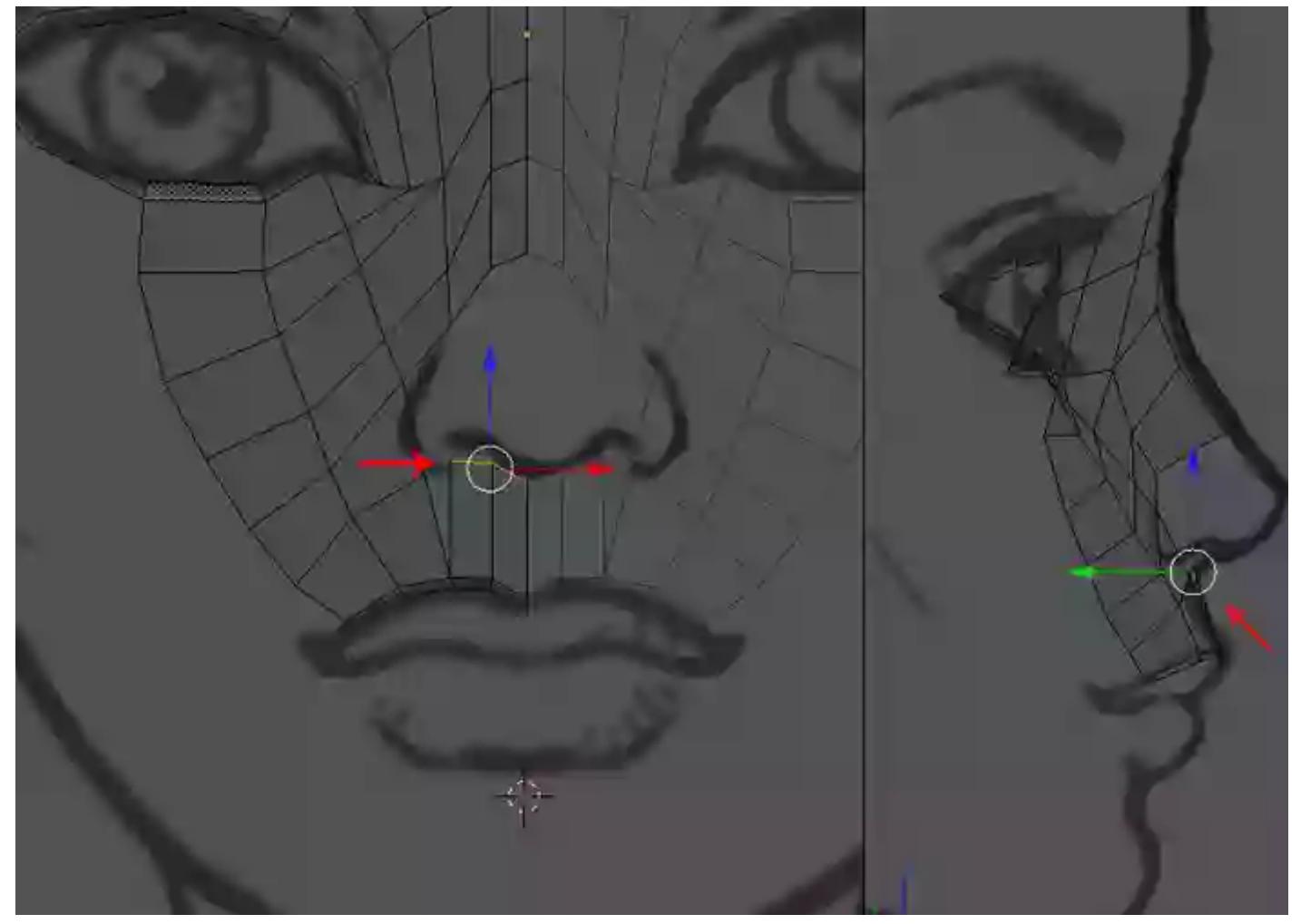
Step 12

Extrude the two edges along the upper lip a little to create a thin outline for the lip.



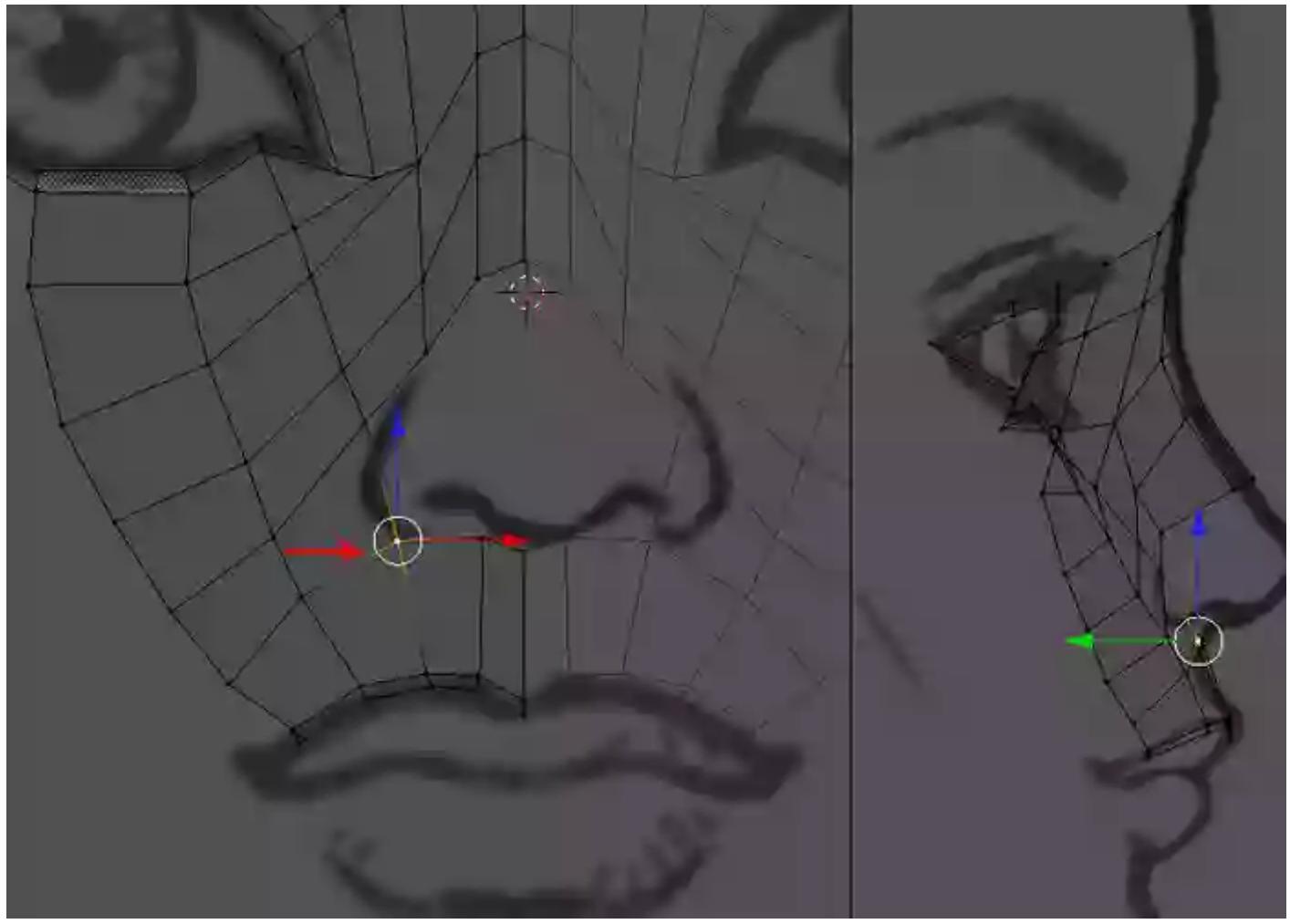
Step 13

Following the same process, **Extrude** the side edges of the upper lip outline towards the center of the face and then move them up to the nostrils as shown.



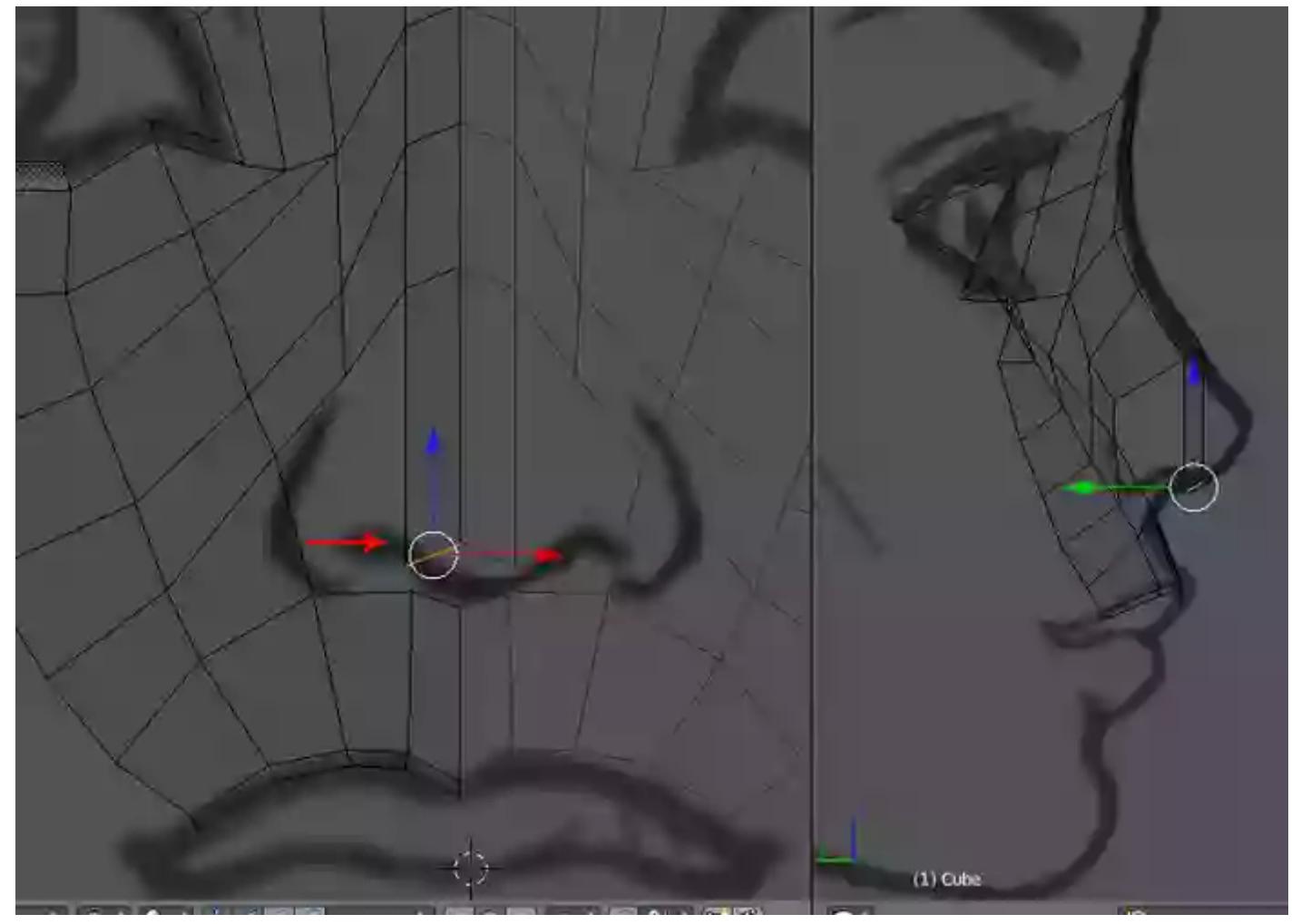
Step 14

Again merge the vertices using **Alt-M** as we did previously.



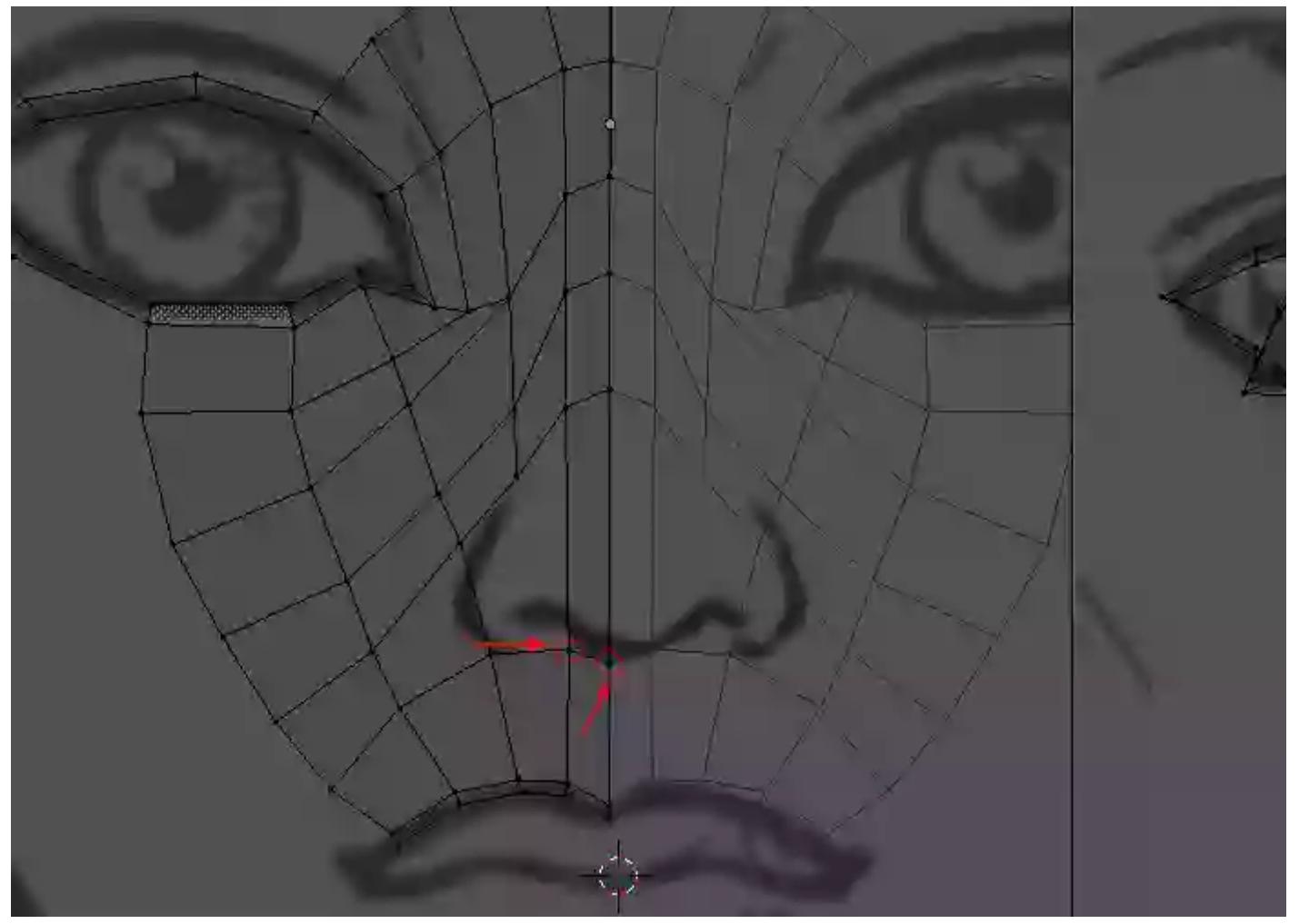
Step 15

Now, we have to make the area around the tip of the nose. So **Extrude** one edge and move it down to the lower nostril as shown.



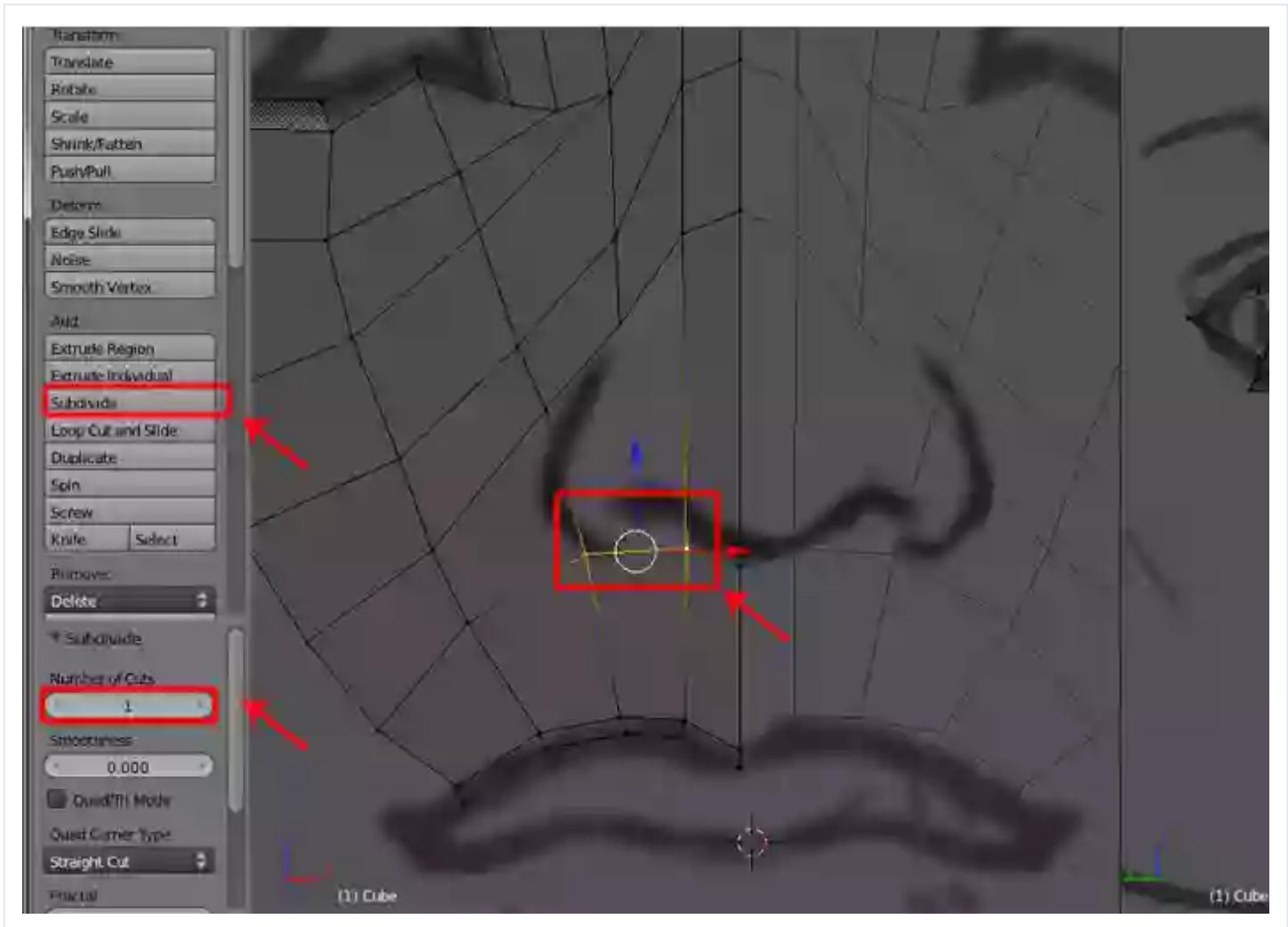
Step 16

Also **Merge** the corresponding vertices together.



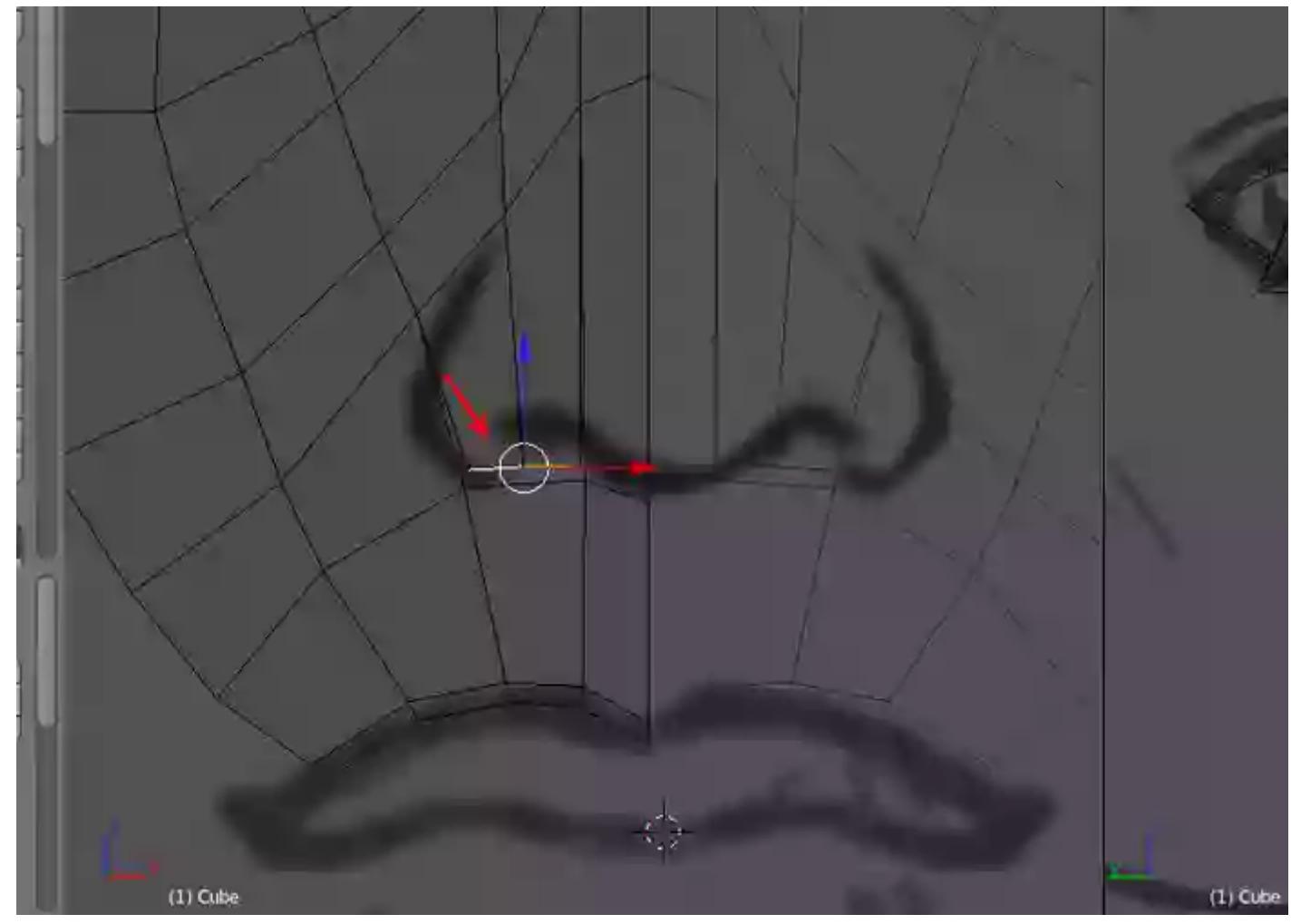
Step 17

With the two verticies indicated below selected, click on the **Subdivide** button and keep the **Number of Cuts** value at **1**.



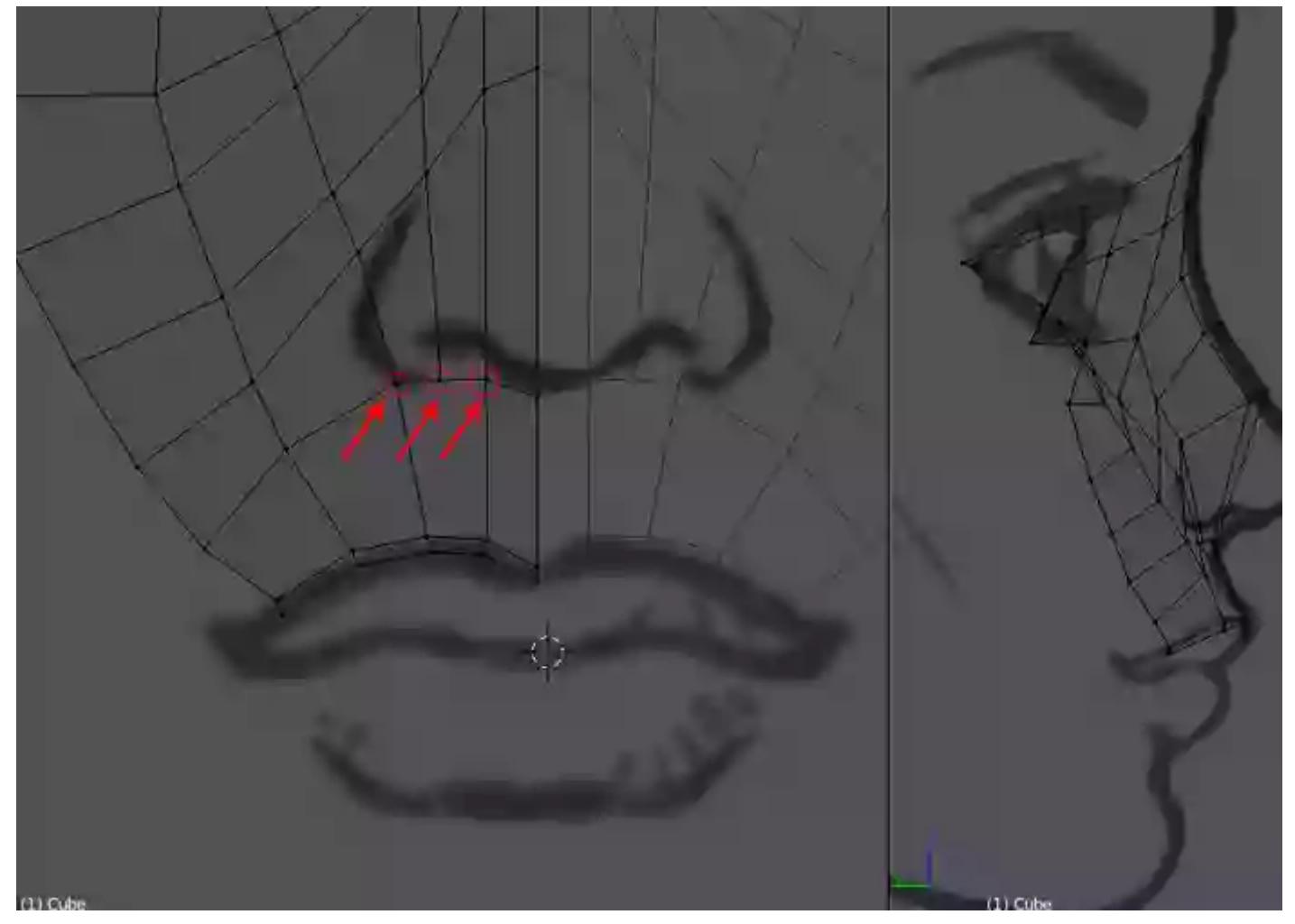
Step 18

Turn on **Edge** selection mode and **Extrude** the two edges, and then drag them to the lower nostril as shown.



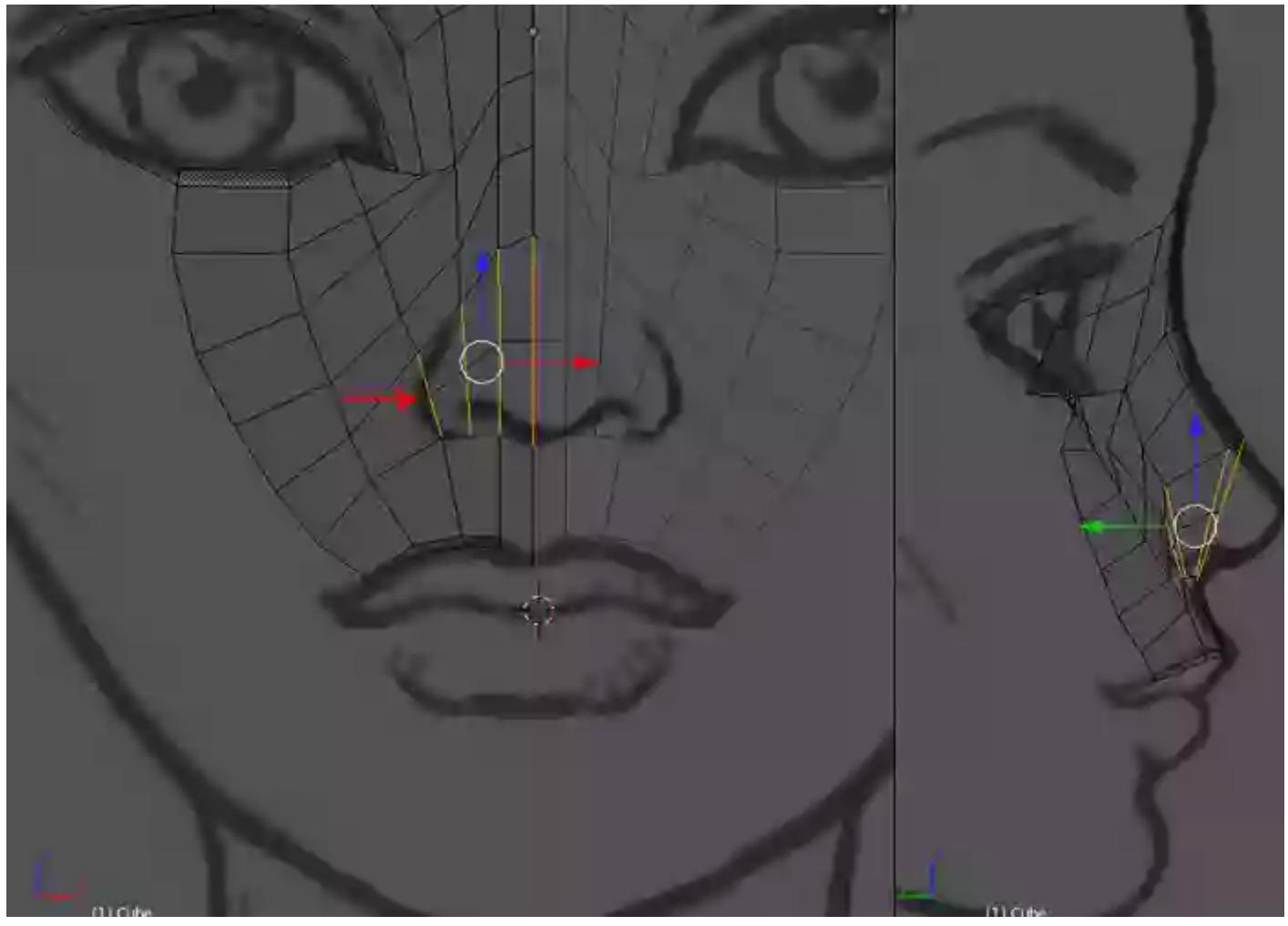
Step 19

Merge the corresponding open vertices together to cap the open area.



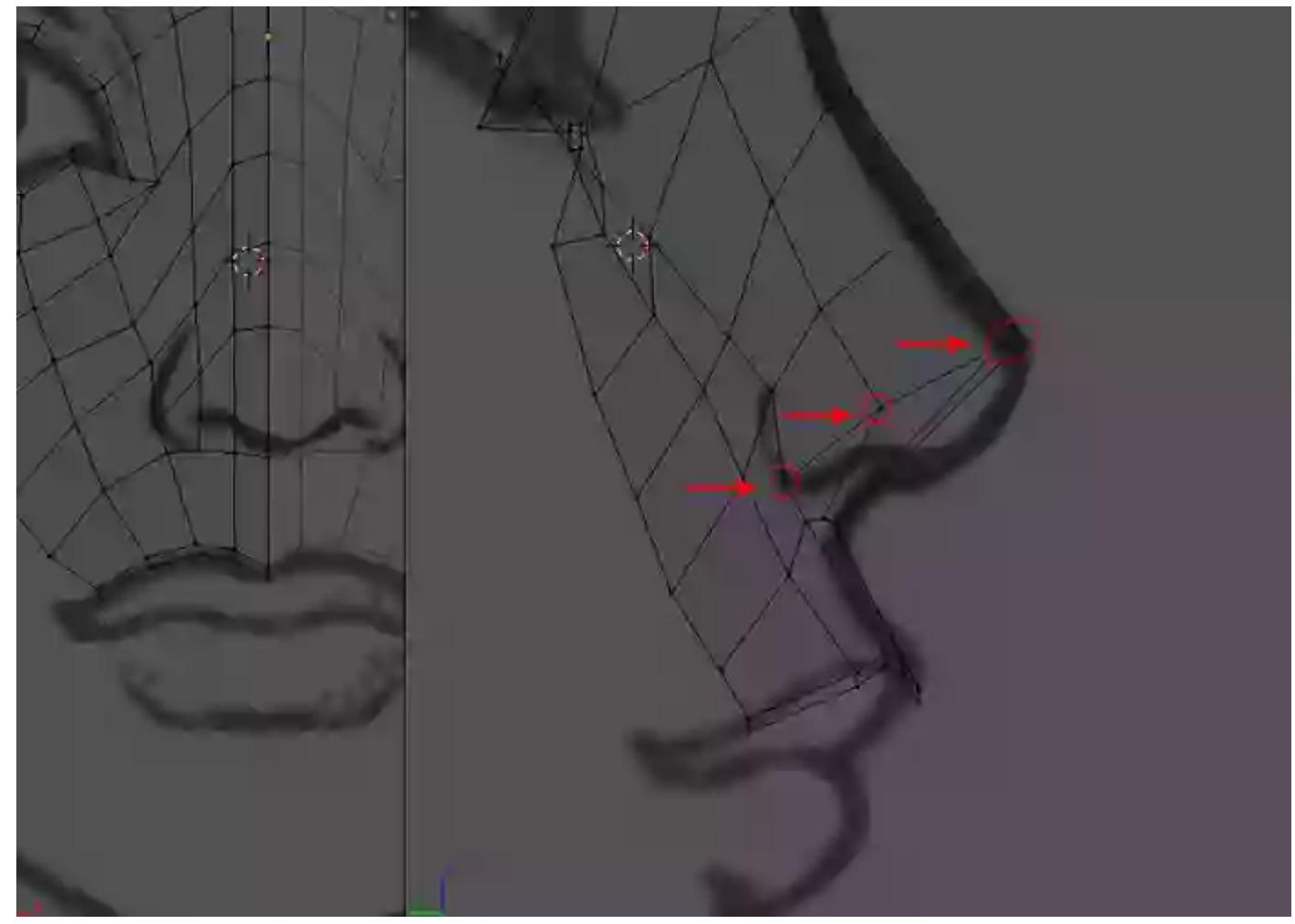
Step 20

For detailed deformation and sculpting, we need more edges. So with the four edges indicated below selected, click on the **Subdivide** button and keep the **Number of Cuts** value at **1**.



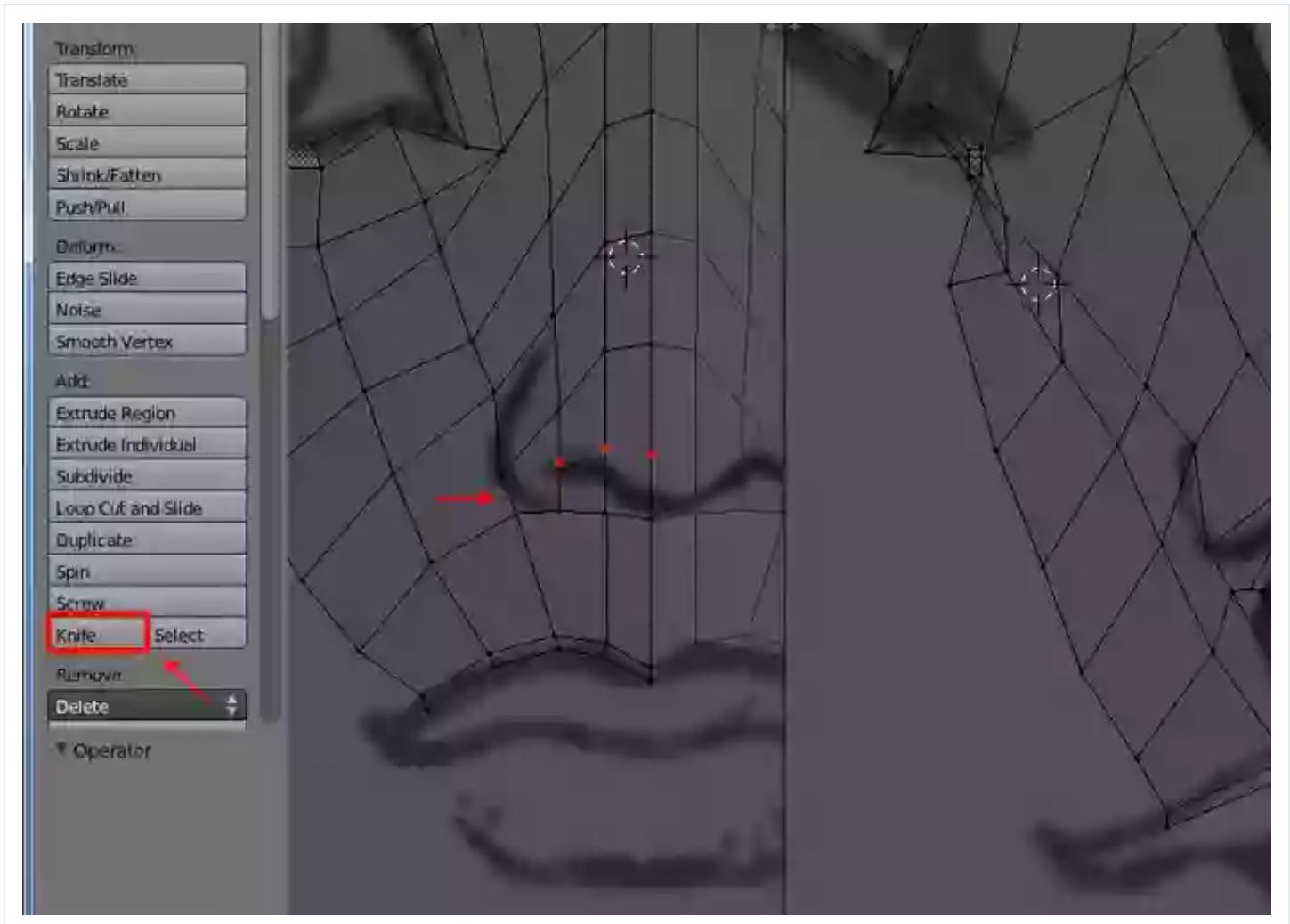
Step 21

After subdividing the edges, adjust the vertices around the nose tip according to the reference images.



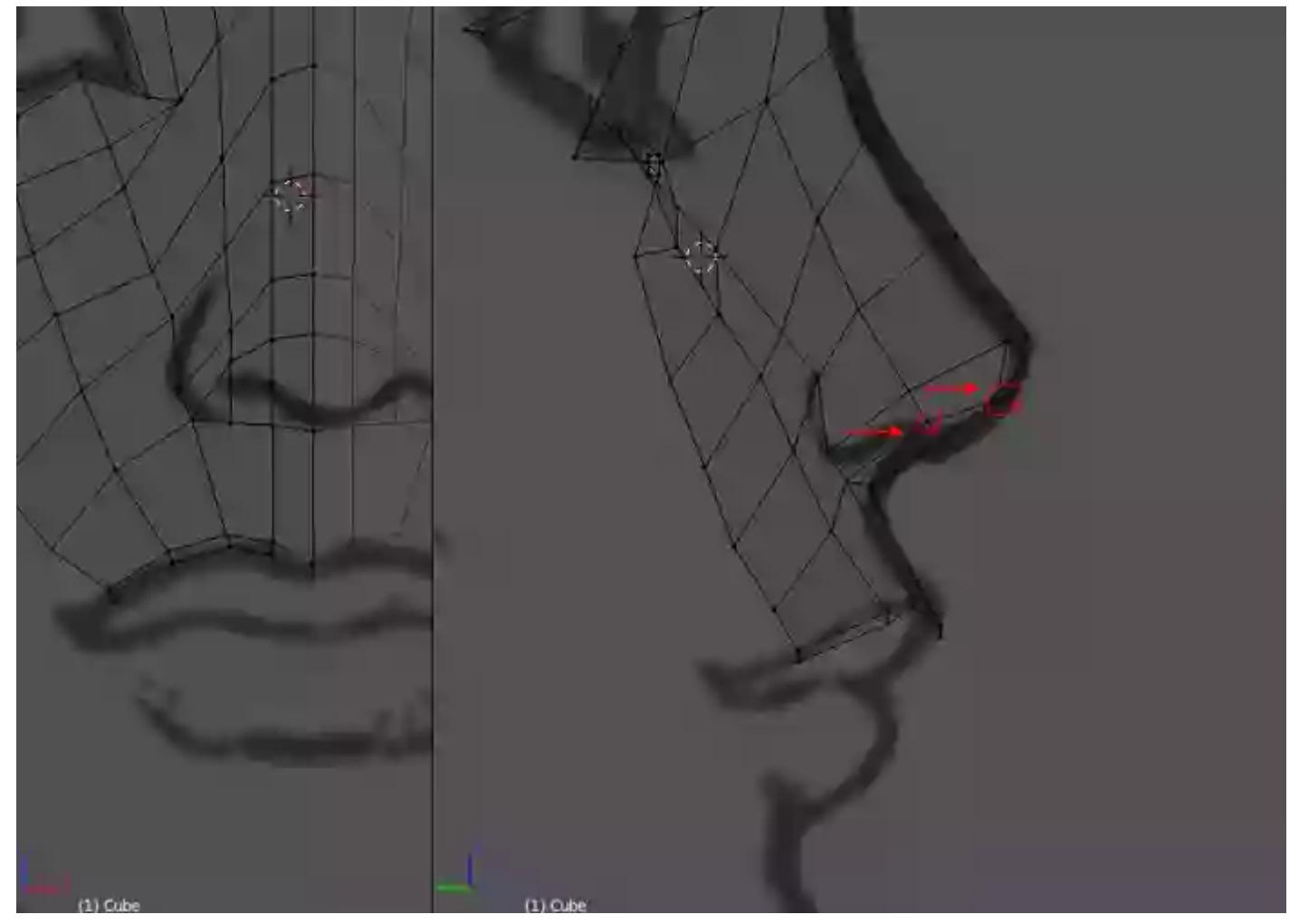
Step 22

Next, we will use the knife tool to split the faces. So with the **Knife** tool selected, **Left Click** on the edges we want to split and then press the **Enter** key to finish with the knife tool.



Step 23

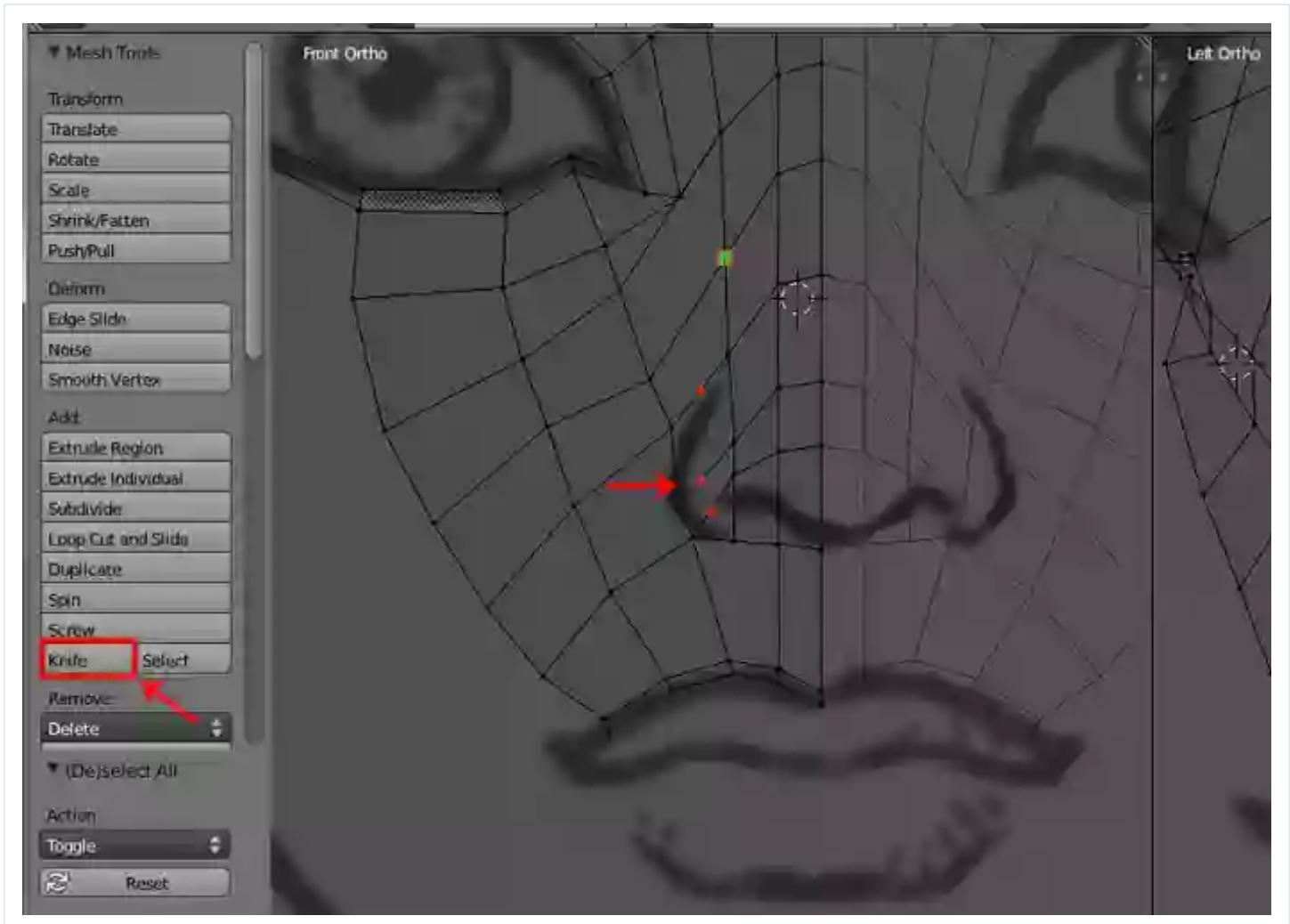
Again, adjust the mesh's topology in both the **Front** and **Side** views.



Step 24

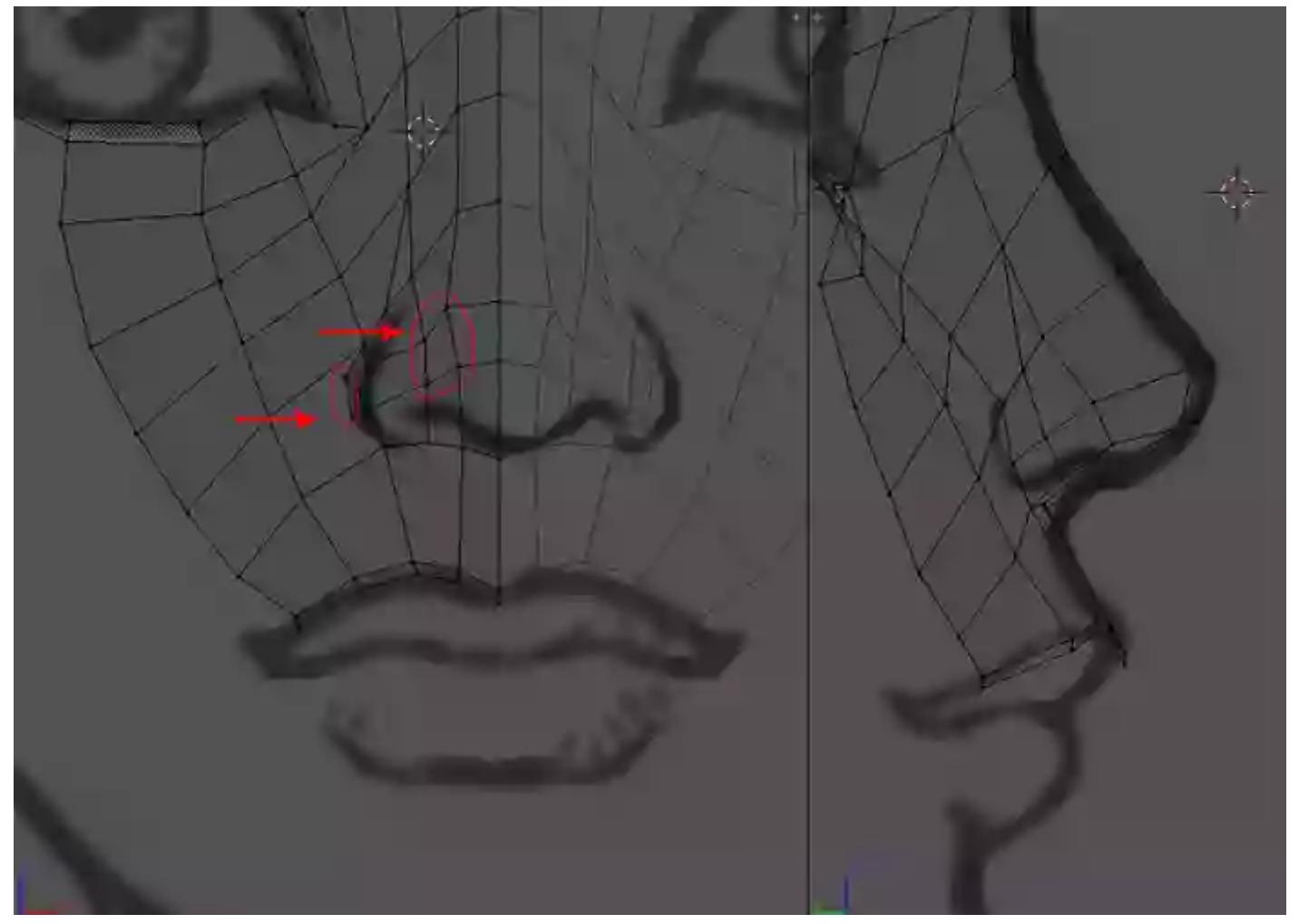
With the **Knife** tool selected once again, connect the three edges indicated in the image below. A triangulated face will be created in the process, but don't worry about it. We will take care of it later.

Press the **Enter** key to finish with the knife tool.



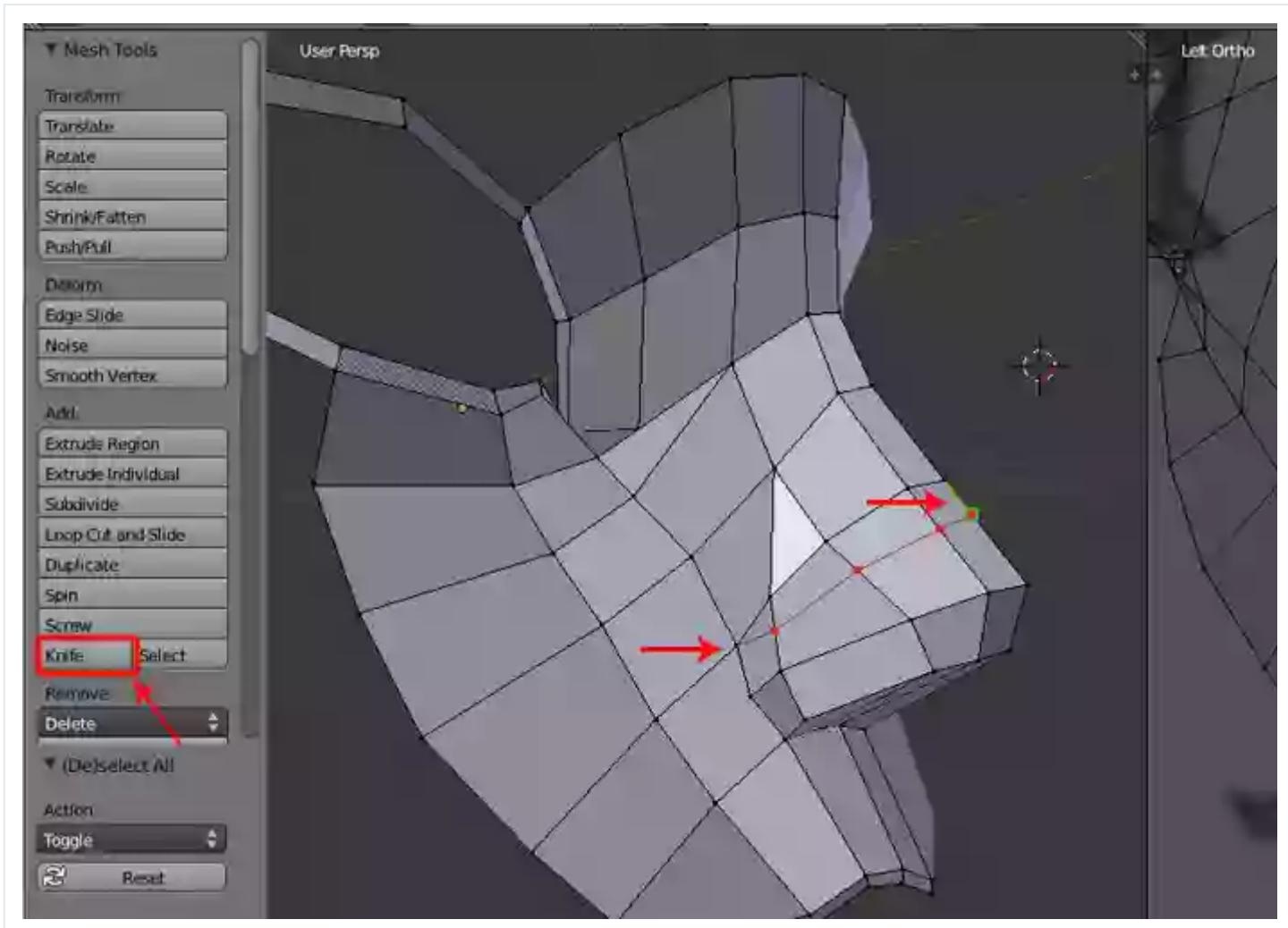
Step 25

Adjust the vertices and mesh flow according to the nose surface as shown.



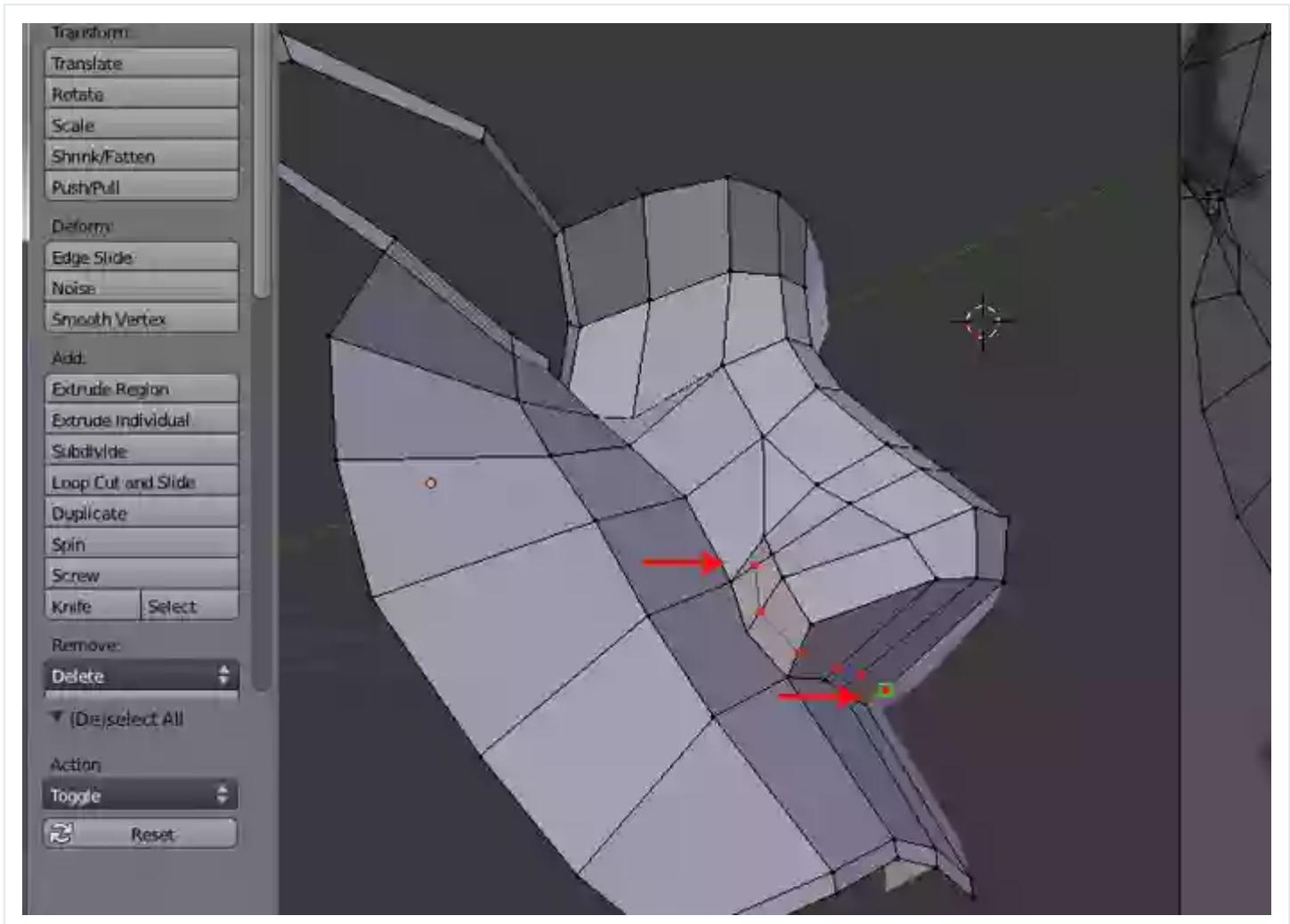
Step 26

While in the **Perspective** view, use the **Knife** tool once again to create one more edge loop to add additional detail to the nose.



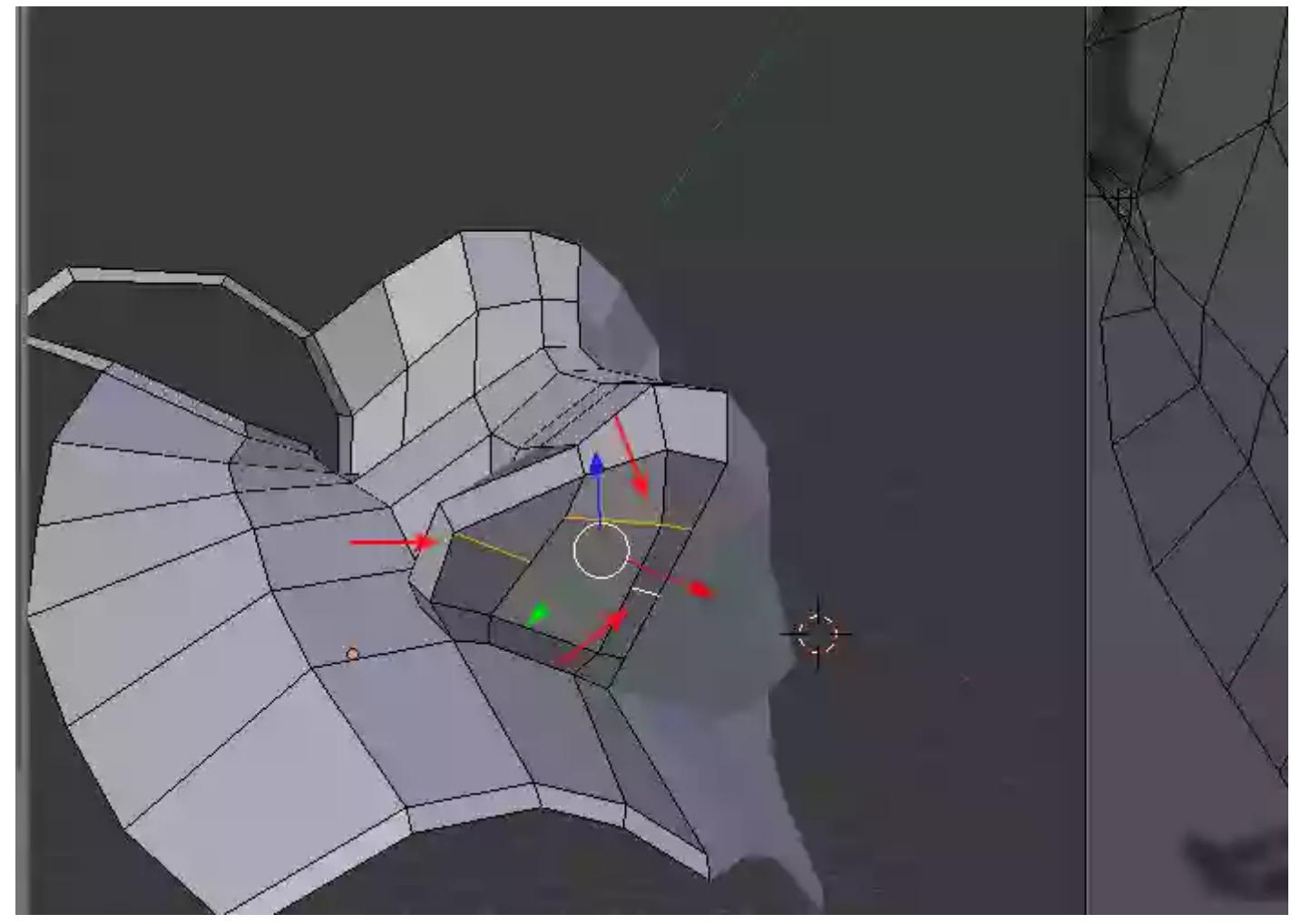
Step 27

Create another vertical edge loop to add detail to the nostril hole.



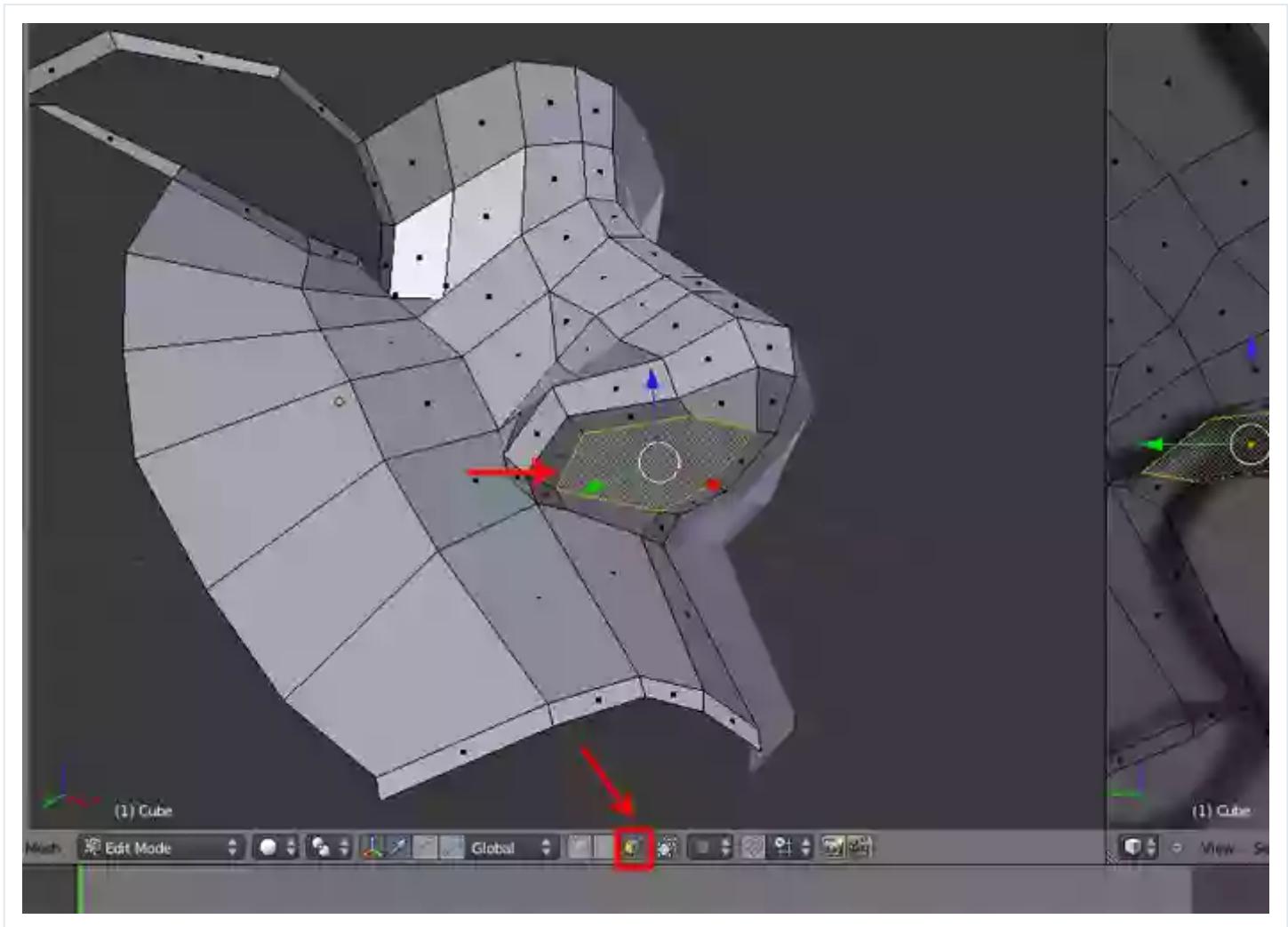
Step 28

Now Insert three more cuts around the lower nostril to add detail.



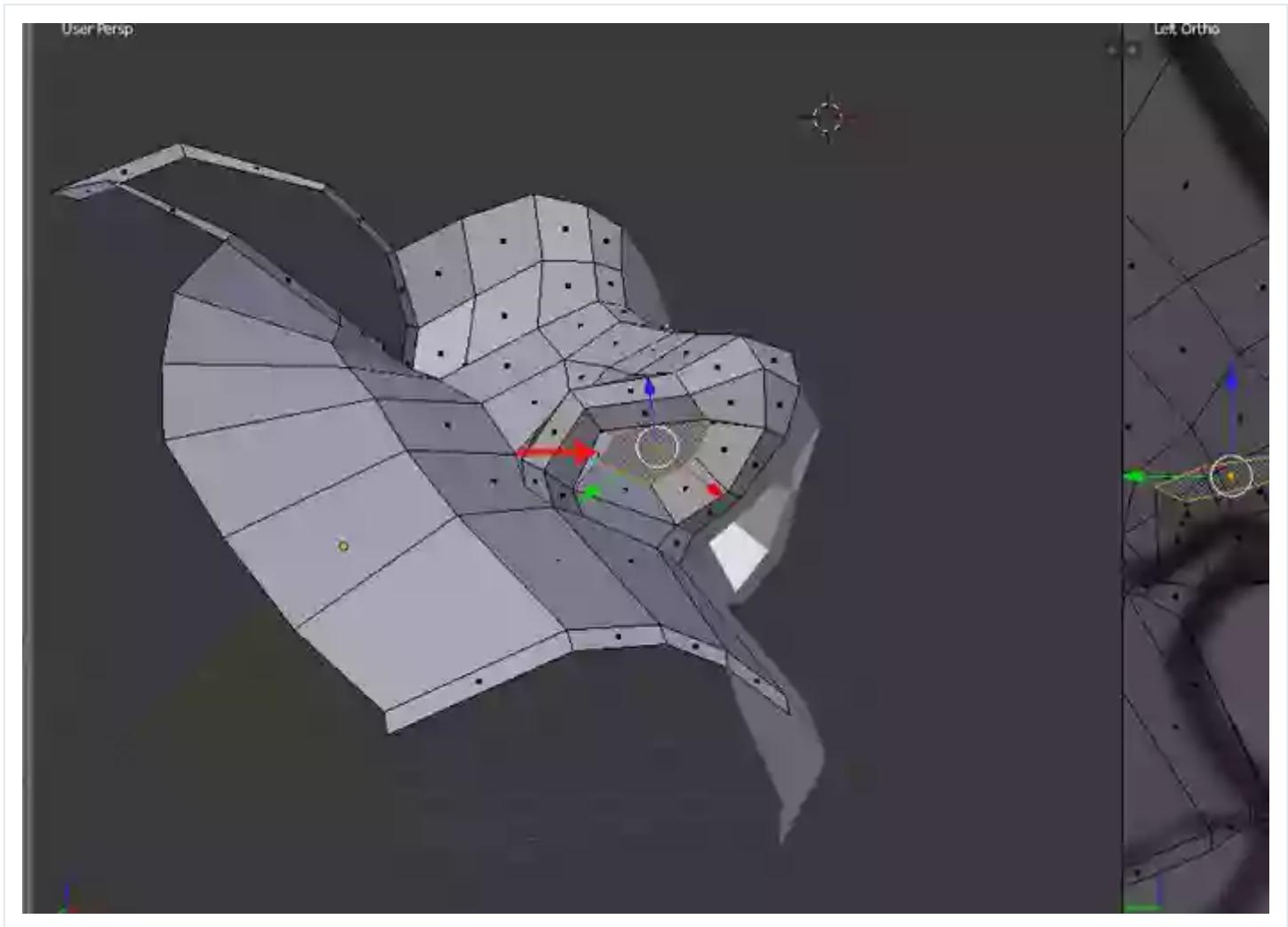
Step 29

Adjust the vertices to form a proper space for the nostril. Then jump into **Face** selection mode and select the nostril face.



Step 30

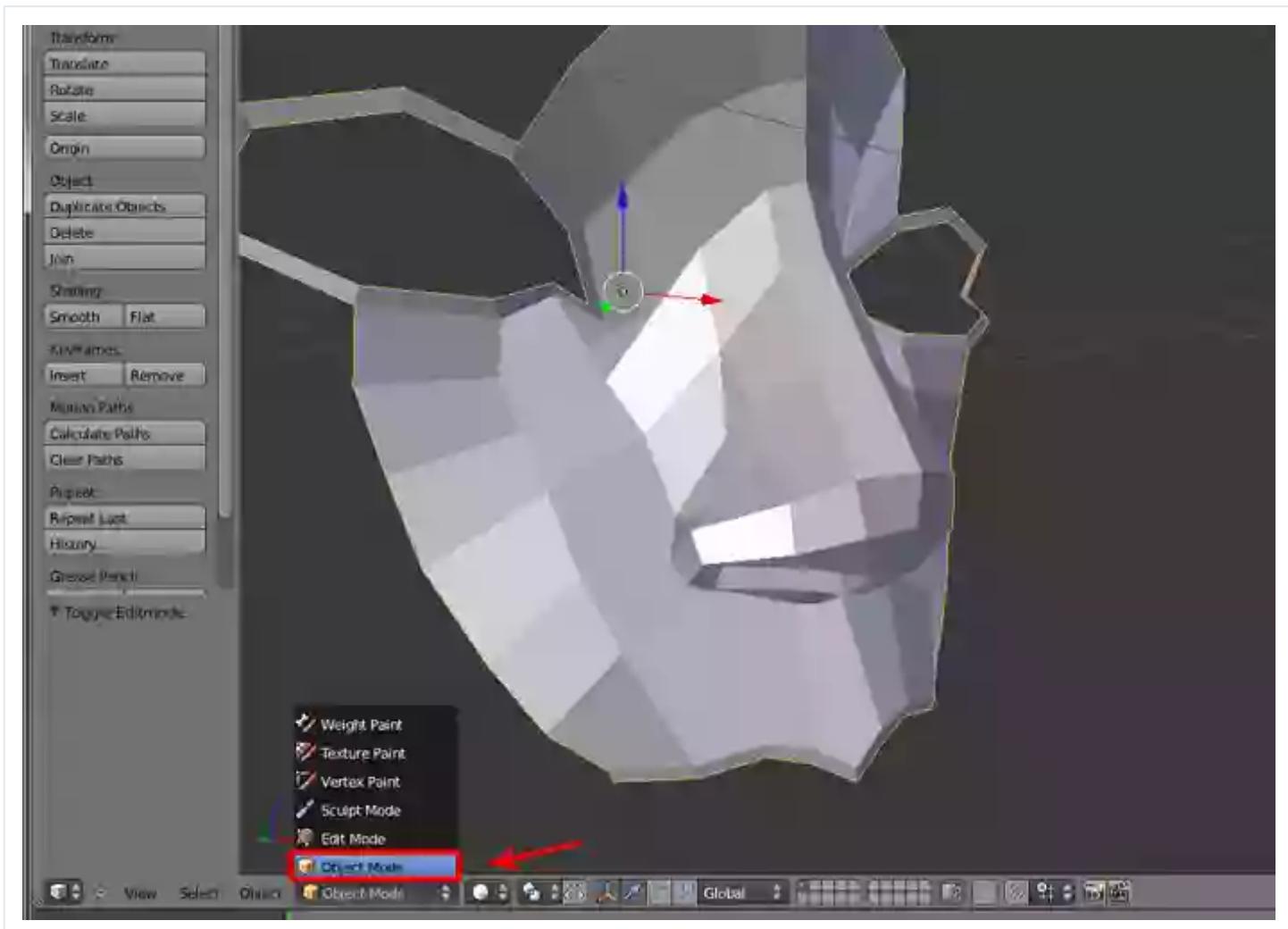
With the nostril face selected, press the **E** key for the **Extrude** command and then **Extrude** the nostril face inside the nose to create a hole.



4. Adding the Subdivision Modifier

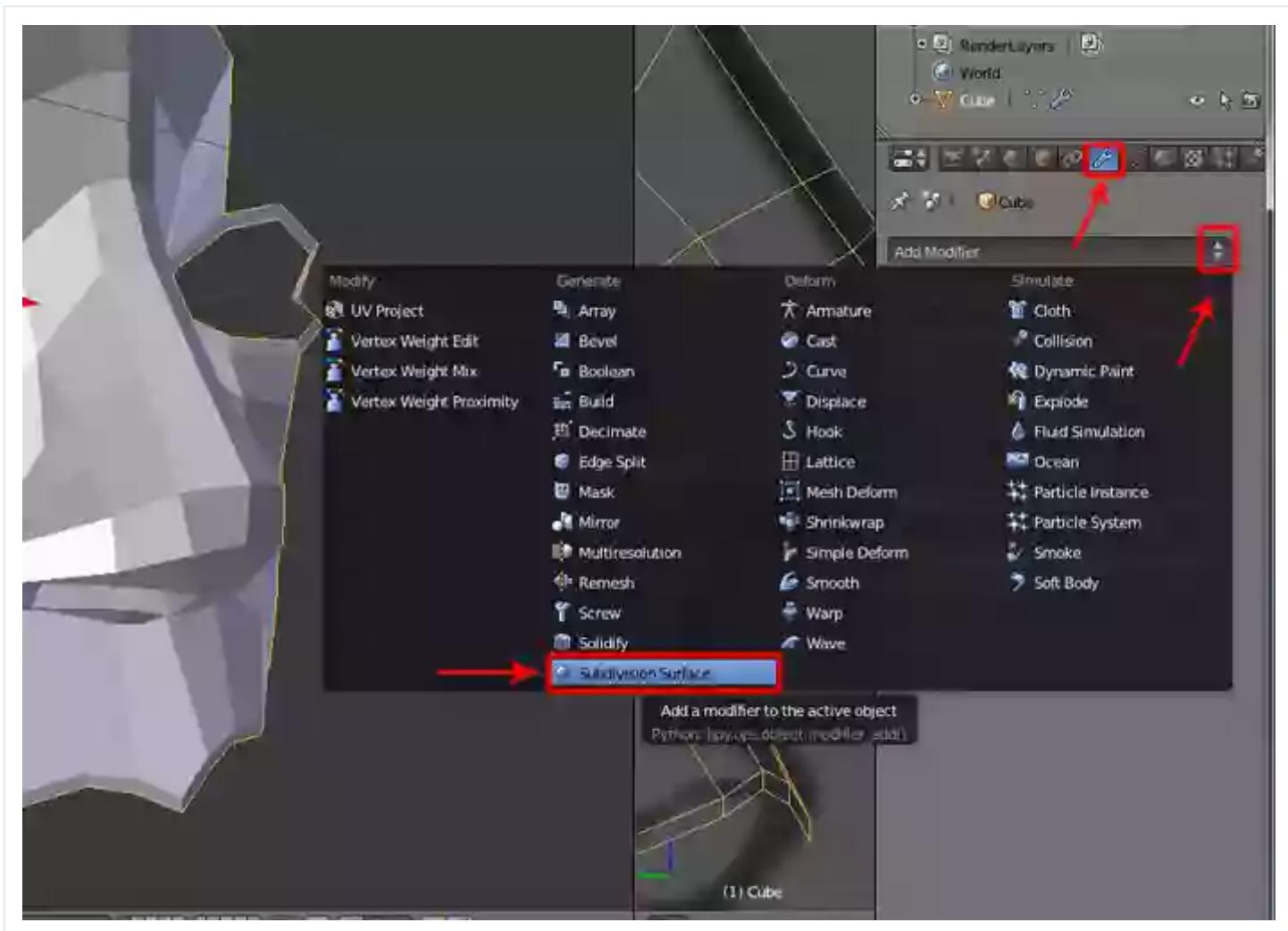
Step 1

We have now completed the nose and upper lip's outline. You can check the model out by going into **Object Mode**.



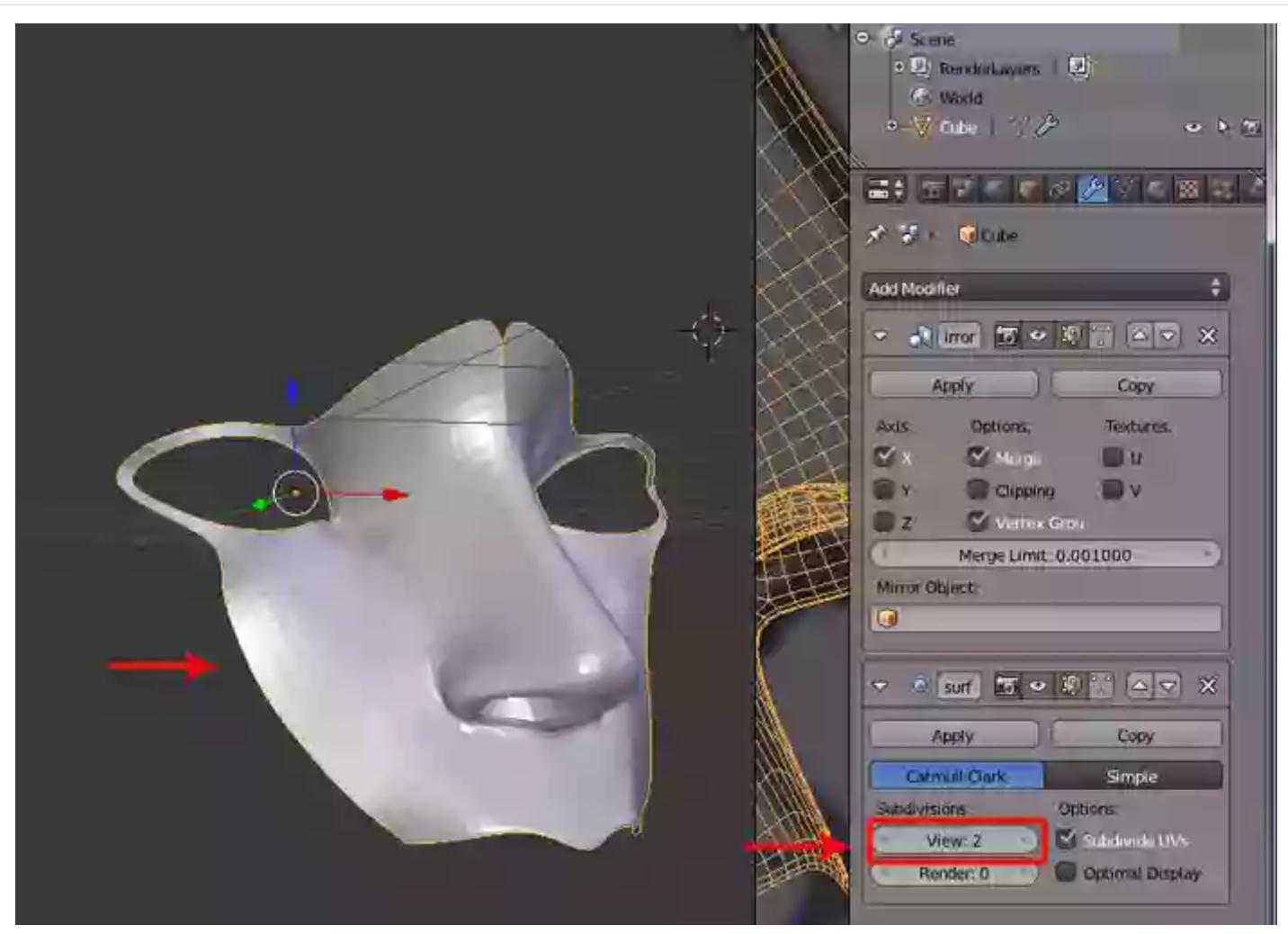
Step 2

With the mesh selected, click the **Modifier** button on the tool panel bar and then on the **Add Modifier** button. Select the **Subdivision Surface** command from the list.



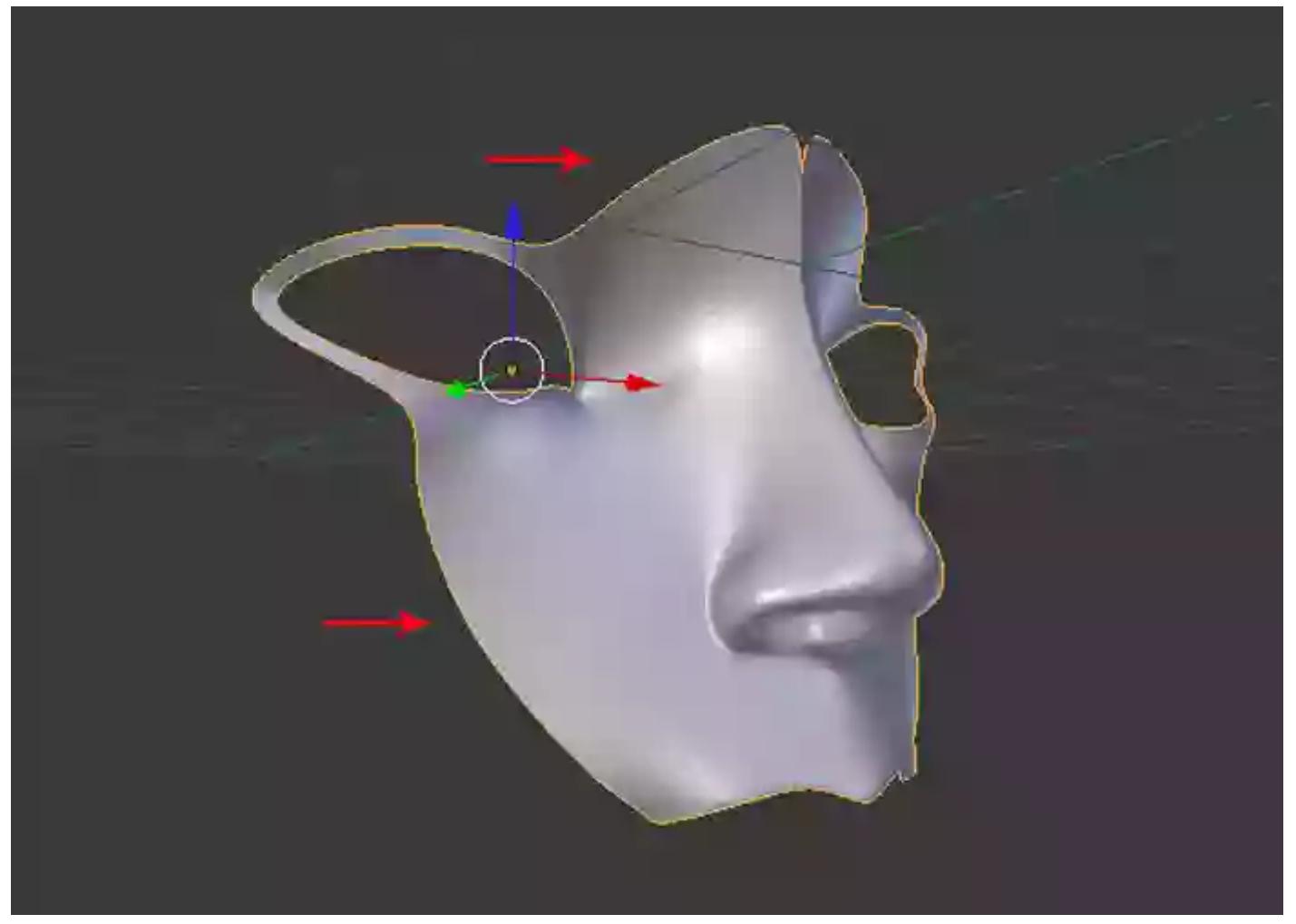
Step 3

After applying the **Subdivision Surface**, increase the **View** value to
2. You will see the increments of smoothness being applied to the
mesh in the viewport.



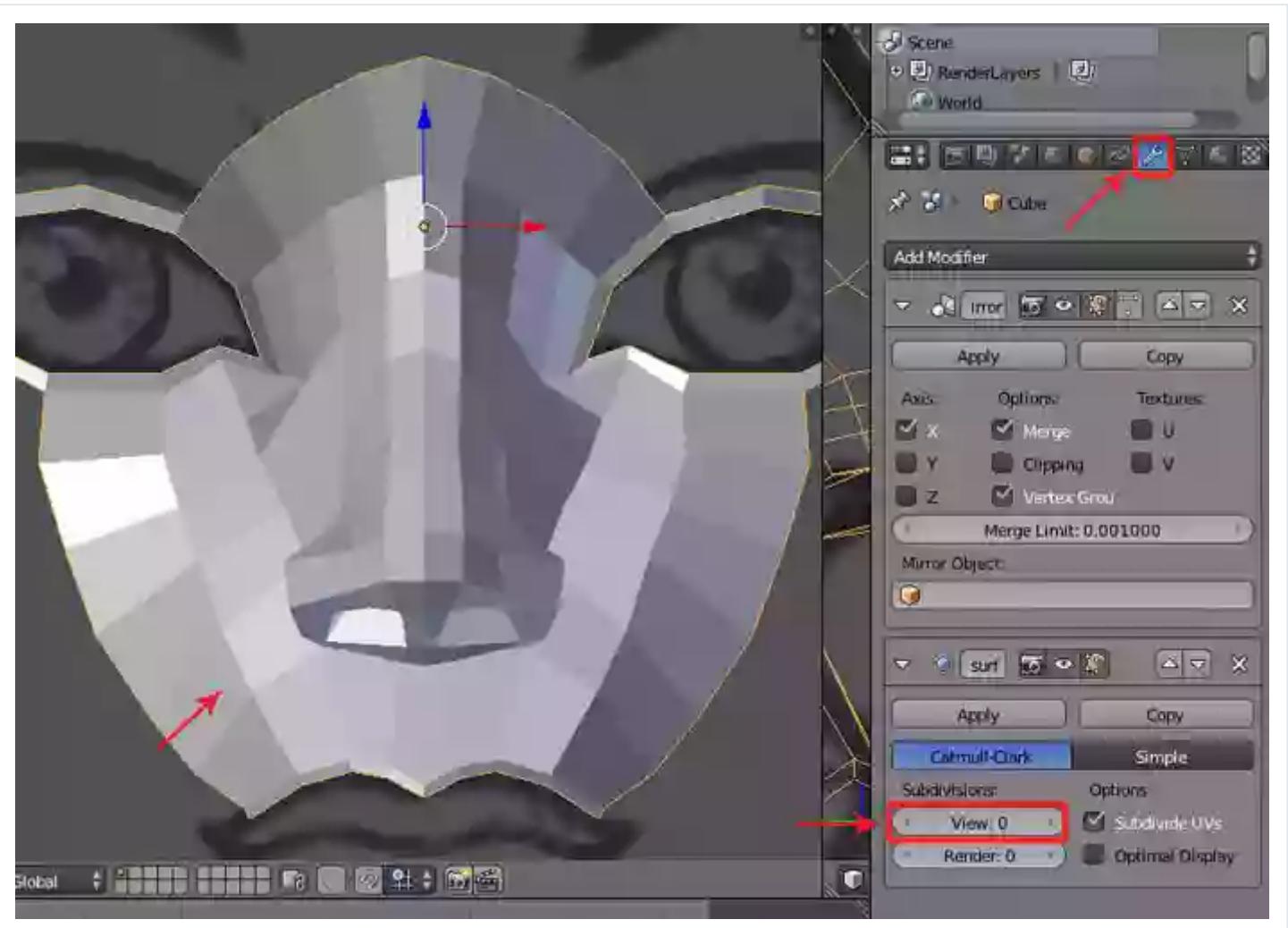
Step 4

The higher the **Subdivision** view value is, the smoother the mesh will be.



Step 5

Once you have checked the smoothness of the mesh details, set the **Subdivisions View** value to **0** again.



Conclusion

We have now completed the first stage of our character model. In the next part of the series, we will move ahead from here and complete the rest of the face.

Extra Resources

If you're interested in getting some extra help with creating your own 3D model, take a look at our collection of [3D modelling](#) service providers over at [Envato Studio](#). It's a great way to quickly get started, if you're not sure where to begin!

Advertisement



Soni Kumari

My name is Soni and I am a CG artist from India.

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Marco Aurelio

6 years ago

muito obrigado pelos tutoriais ja terminei a primeira parte!

83 ^ | v 1 Reply



Zergos

6 years ago

It could have been nice to mention the ORIGINAL Artist...

[http://www.3dtot.com/ffa/...](http://www.3dtot.com/ffa/)

9 ^ | v 3 Reply



Ritachand Jadhav → Zergos

6 years ago

For what? Just because she used the same background images! LOL! The present tut is based on totally different application-Blender!

The images are available to everybody for FREE <http://www.the-blueprints.c...>

6 ^ | v 3 Reply



Zergos → Ritachand Jadhav

6 years ago

well, if you don't even understand that, i can't do much for you...

10 ^ | v 1 Reply



Nitin → Zergos

6 years ago

Rita , don't throwin the kitchen sink without having a peek at the older tuts "referred". Is it not obvious to you !!!

3 ^ | v 1 Reply



NotesPowder → Ritachand Jadhav

6 years ago

Both of you have a valid point. This tutorial was made for blender and the author here starts by defining the complete eve. rather than extruding a quad to form it. However. the tutorial does look similar and

the topology looks similar and the steps / result look simlilar. However, the good mesh topology would be quite similar in 3d modeling, and there's no reason to suggest that this author had heard of the "orginal" at all.

Either you can ask the author for his / her sources, and she'll tell you truthfully, or we'll end up looking like a bunch of squabbling children.

(Or Jesus can appear and send His holy wisdom on plagurism and original sources.)

3 ^ | ^ Reply



Muhammad Farooqi → Zergos

5 years ago



There is nothing bad in repeating the methods but different softwares. Both tutorials are great.

If i've learnt ABC form my school, should i keep saying whenever I use abc in all of my future "english" words??? it is not necessary.

This guys might have learnt it from the other resource or may be both of these designers (instructors) would have learnt from some other resource.

This all does' t matter.

1 ^ | ^ Reply



127wexfordroad → Zergos

6 years ago



That's not the original artist.

1 ^ | ^ Reply



Zergos → 127wexfordroad

5 years ago



Yes Read : Modeling of Joan of arc by Michel Roger... and look at the gallery :

<http://mroger.cgsociety.org/>

1 ^ | ^ Reply



hussain

5 years ago edited



hi i am new to use this and i need help
i cant see the imaje when i insert it
thanks you

2 ^ | ^ Reply



Dennis Gray → hussain

5 years ago



me too.

^ | ^ Reply



max → Dennis Gray

5 years ago



press 5 to go to ortho view

^ | ^ Reply

Reply

 liz ➔ max
5 years ago

still didnt work

^ | v Reply

 ABHISHEK
6 years ago

"Now this is what I was waiting for so long. Thanks CG Tuts "

1 ^ | v Reply

 Pranjal Shrivastava' Art
2 years ago

hello !! i am following every procedure but still i am not able to import images in blender. please help me.
by the way i am using an older version (blender v2.57)

^ | v Reply

 Vox Pixel
2 years ago

Unfortunately this is a very bad tutorial. Not much explaining going on other than, "Do what I did in this image."

This is neither effective, or informational. I tried my best to follow this guide, but to no avail, even fixing all the triangles this model had.

Please clean up the tutorial and maybe I'd recommend it to the newer people in my circle.

^ | v Reply

 Erik Senopati
3 years ago

uhm, where is the next tutorial...?

^ | v Reply

 M.Kimp
3 years ago

Holy moly!

^ | v Reply

 ajaxkm
4 years ago

when I started with the left eye in mirror mode, my other ride eye is not aligned with the image in background.

^ | v Reply

 mayur
4 years ago

am i supposed to split the reference image into their respective views and then add?

^ | v Reply

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