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3D & MOTION GRAPHICS > MODELING

Female Character Modeling in Blender: Part 2

by [Soni Kumari](#) 7 Mar 2014

Difficulty: Intermediate Length: Medium Languages: English ▾

Modeling 3D Blender





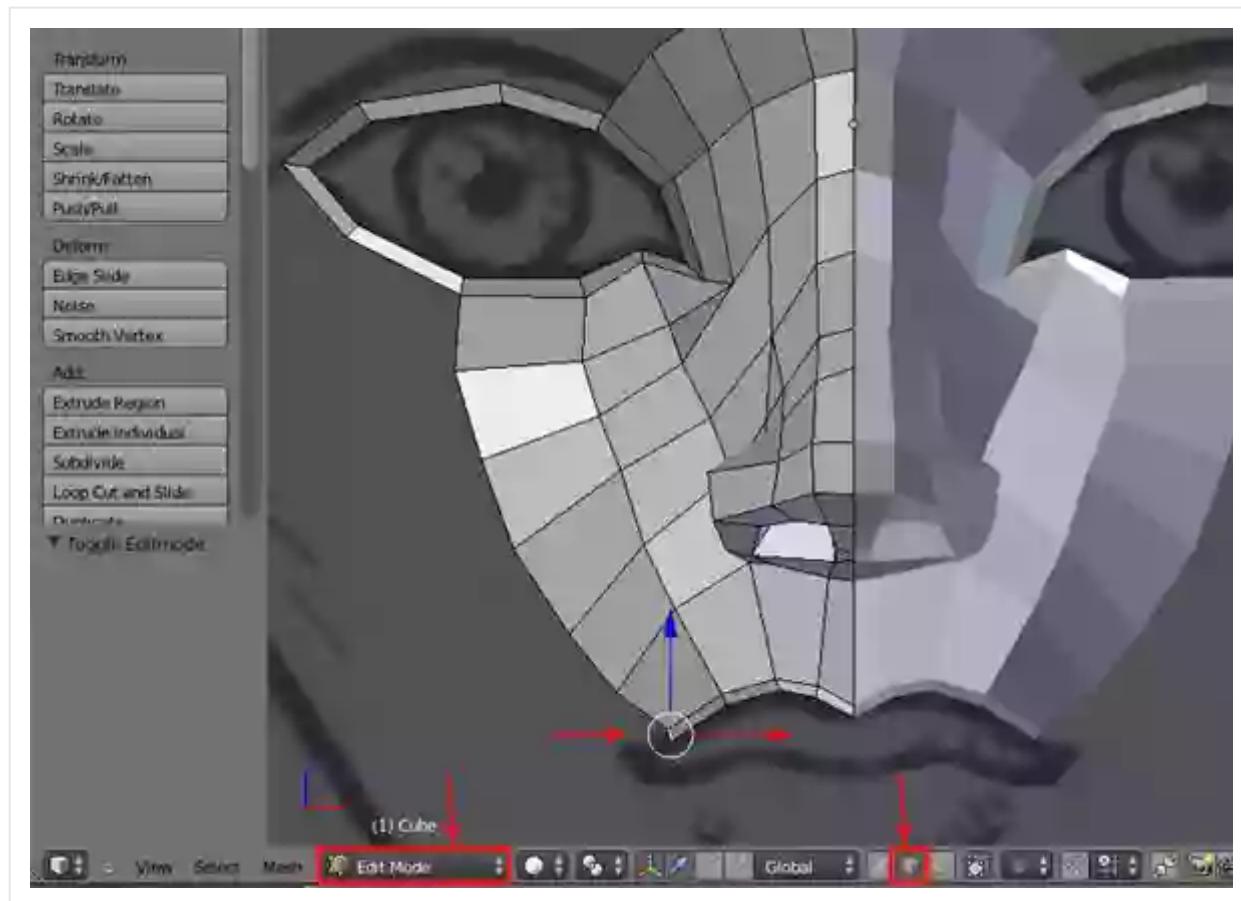
What You'll Be Creating

In the second part of the series, we will continue working on our character's head and add the ears, skull and jaw.

1. Creating the Lips

Step 1

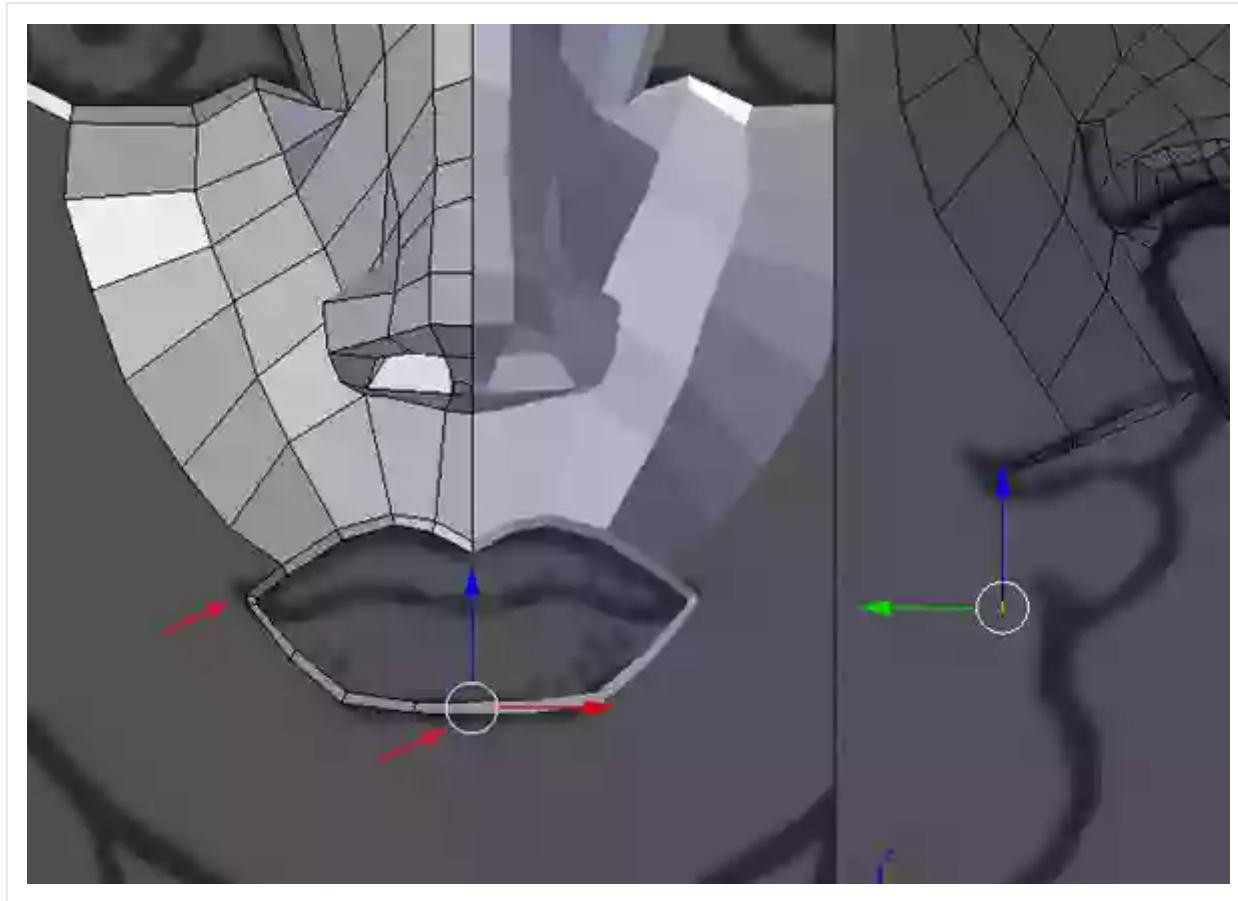
Now let's start making the lower lip outline. Turn on **Edge** selection mode and **Edit** mode and then select the side edge of the upper lip.



Advertisement

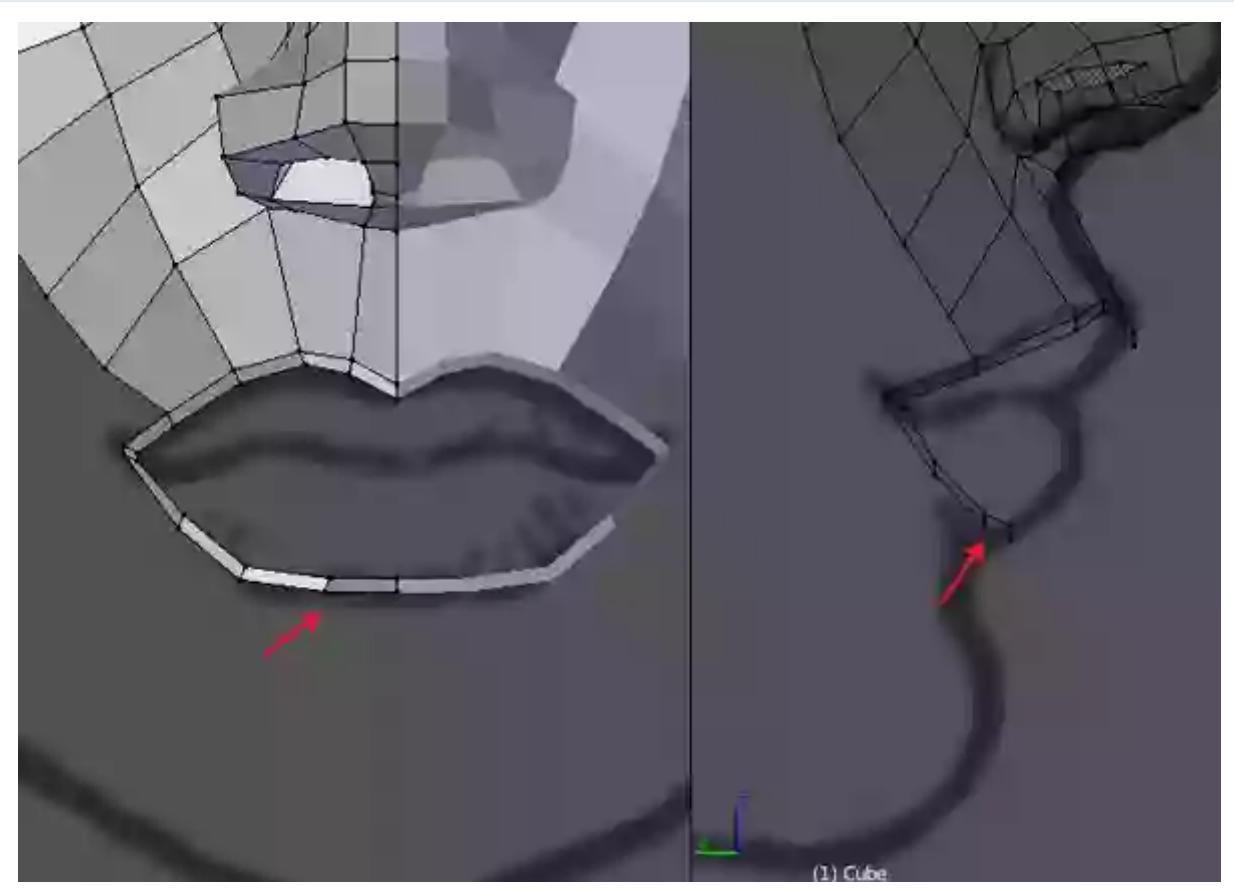
Step 2

Keep extruding the edge **Six** times along the lip outline, as shown in the following image.



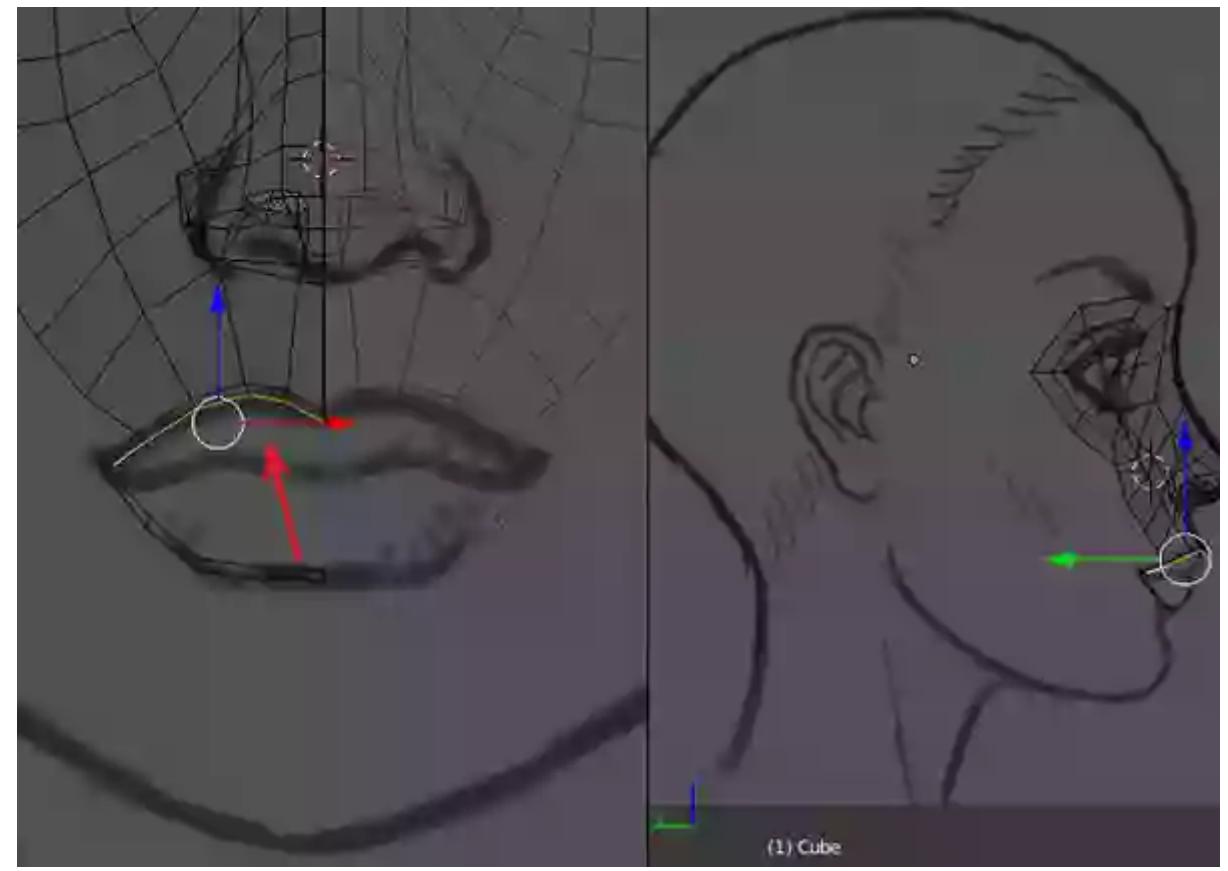
Step 3

Adjust the lower lip outline's vertices in the side view according to the side profile image.



Step 4

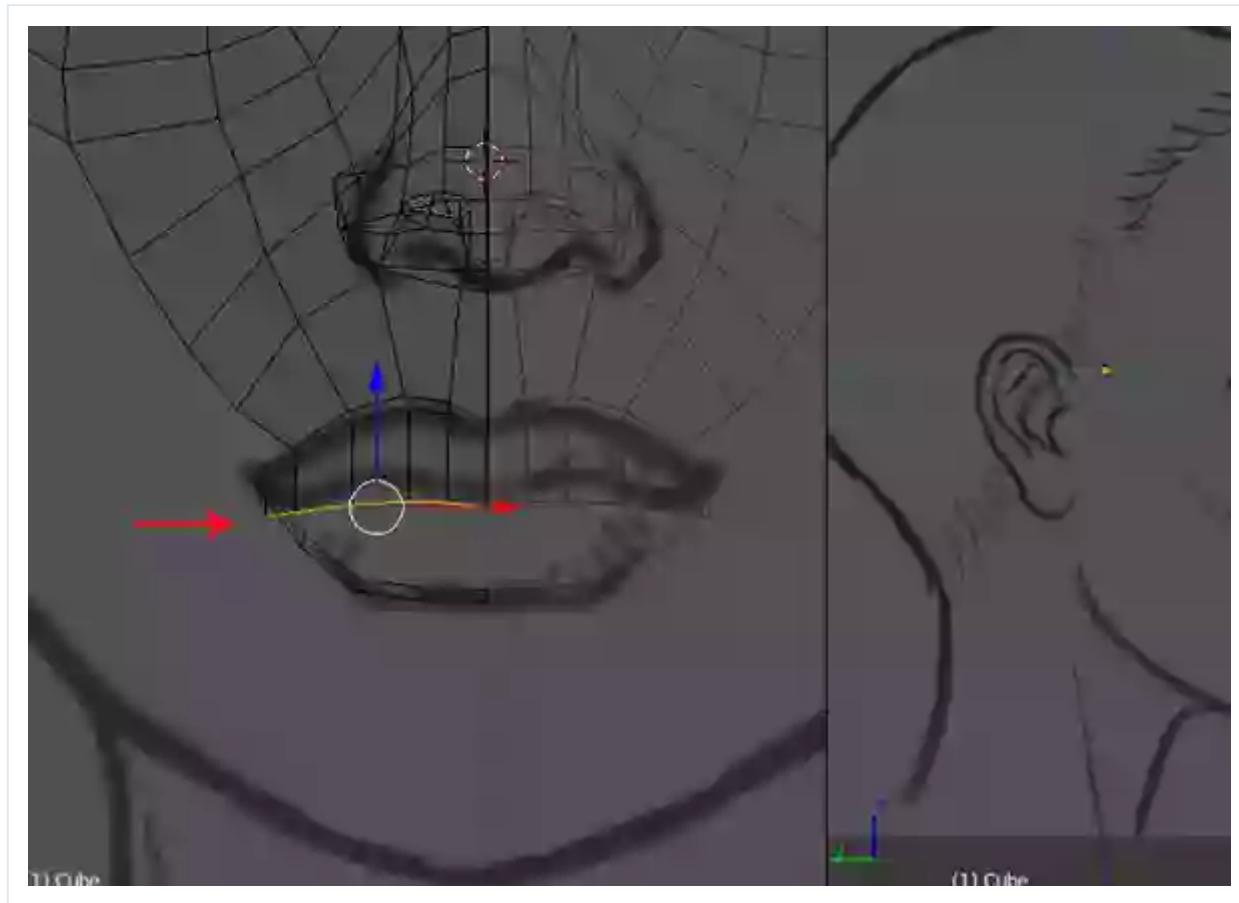
While in **Edge** selection mode, select the **Five** edges of the upper lip outline as shown in the following image.



Advertisement

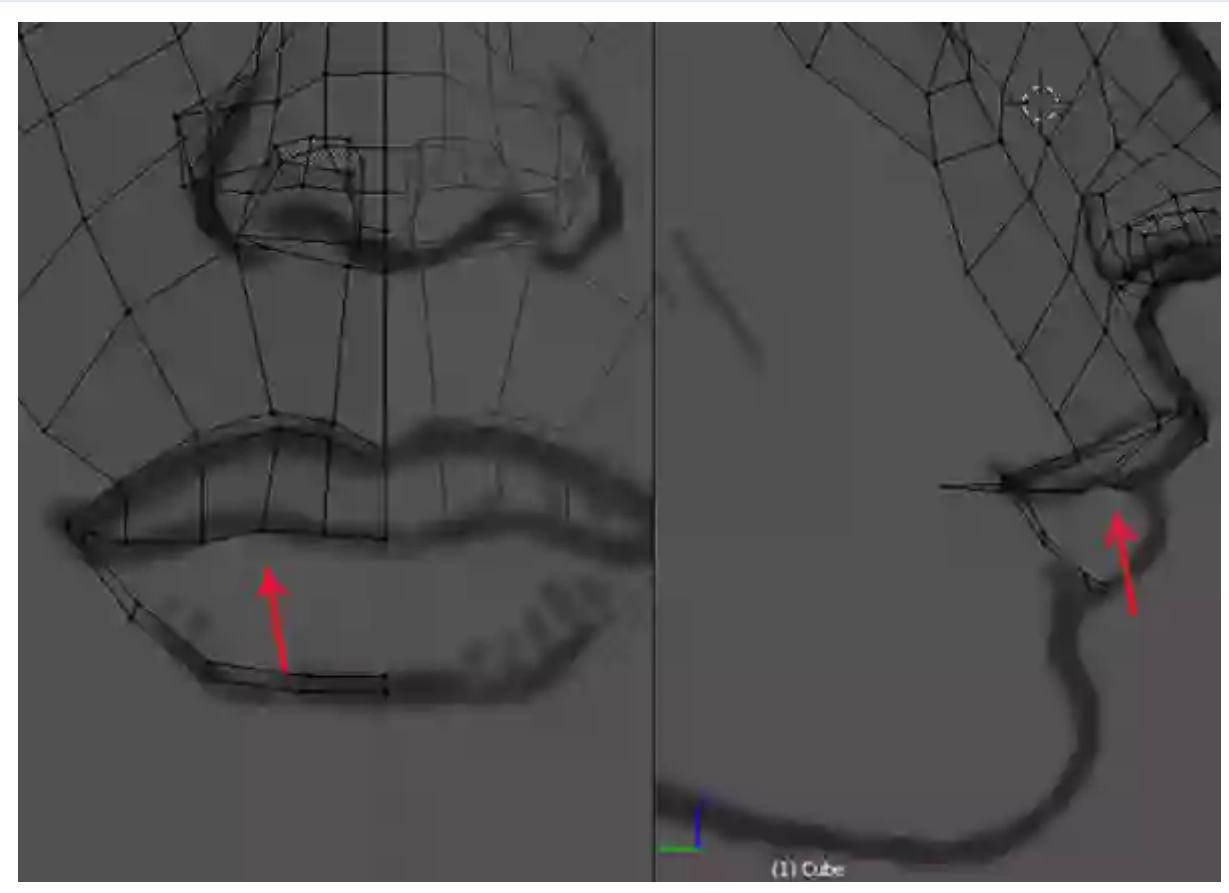
Step 5

With the edges selected, press **E** and **Extrude** the edges downwards.



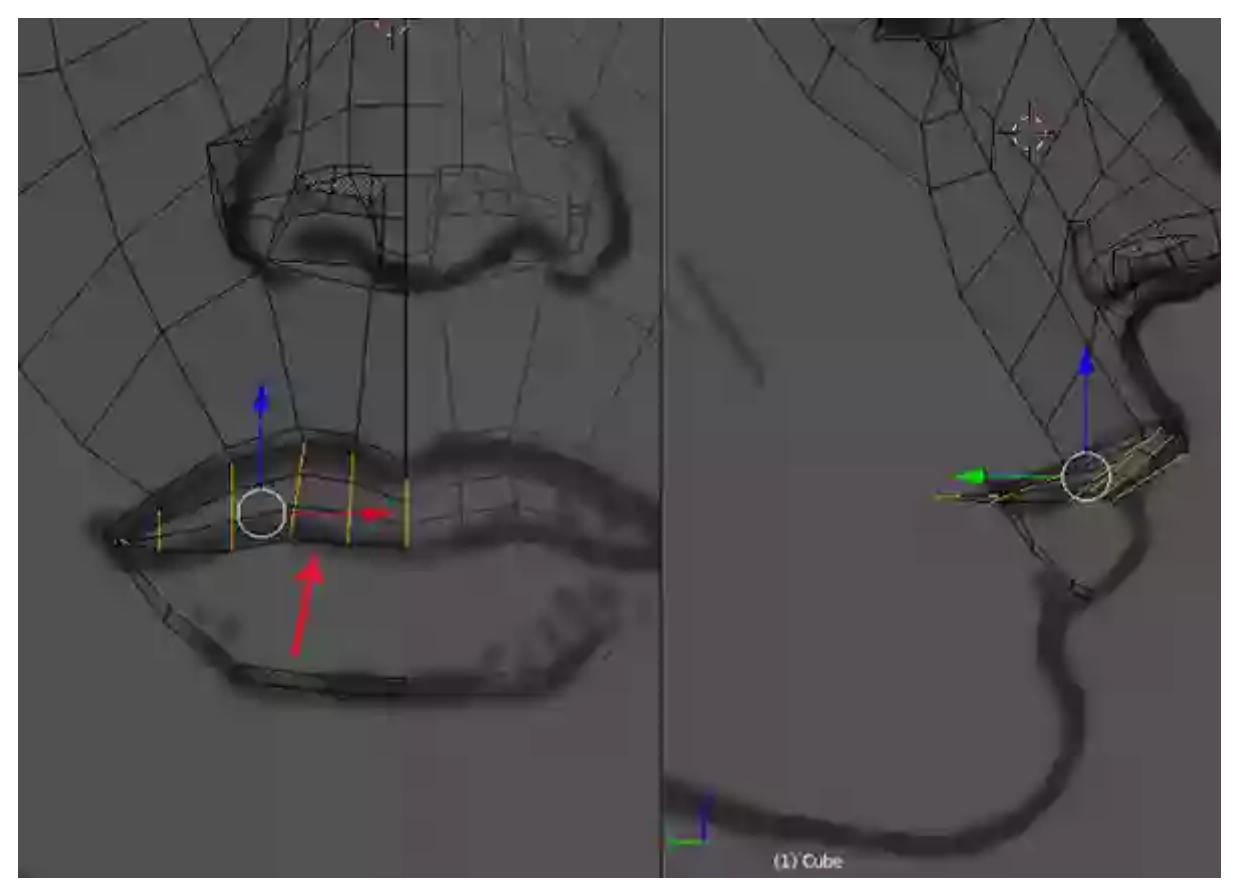
Step 6

Adjust the vertices both in the front and left views.



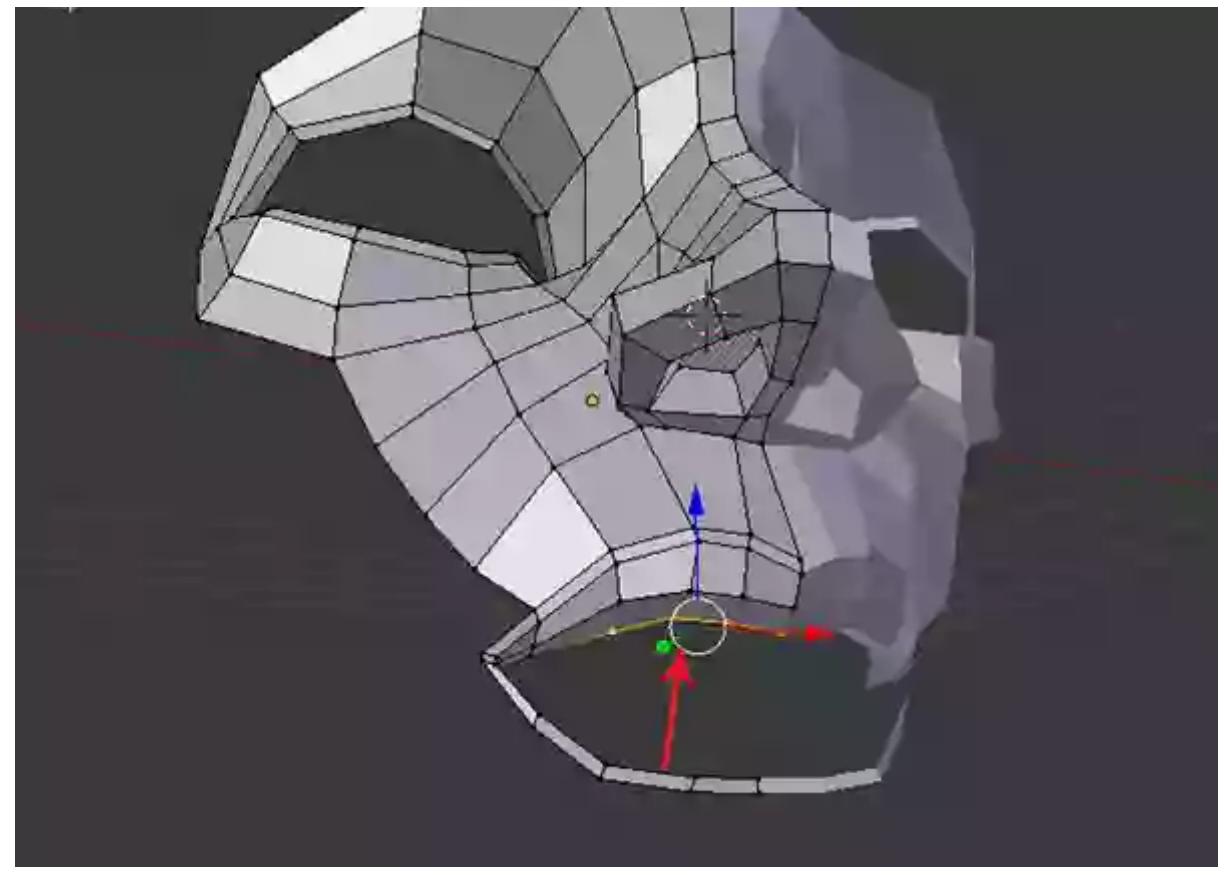
Step 7

With the indicated vertical edges selected, click on the **Subdivide** button and then set the **Number of Cuts** value to **2**.



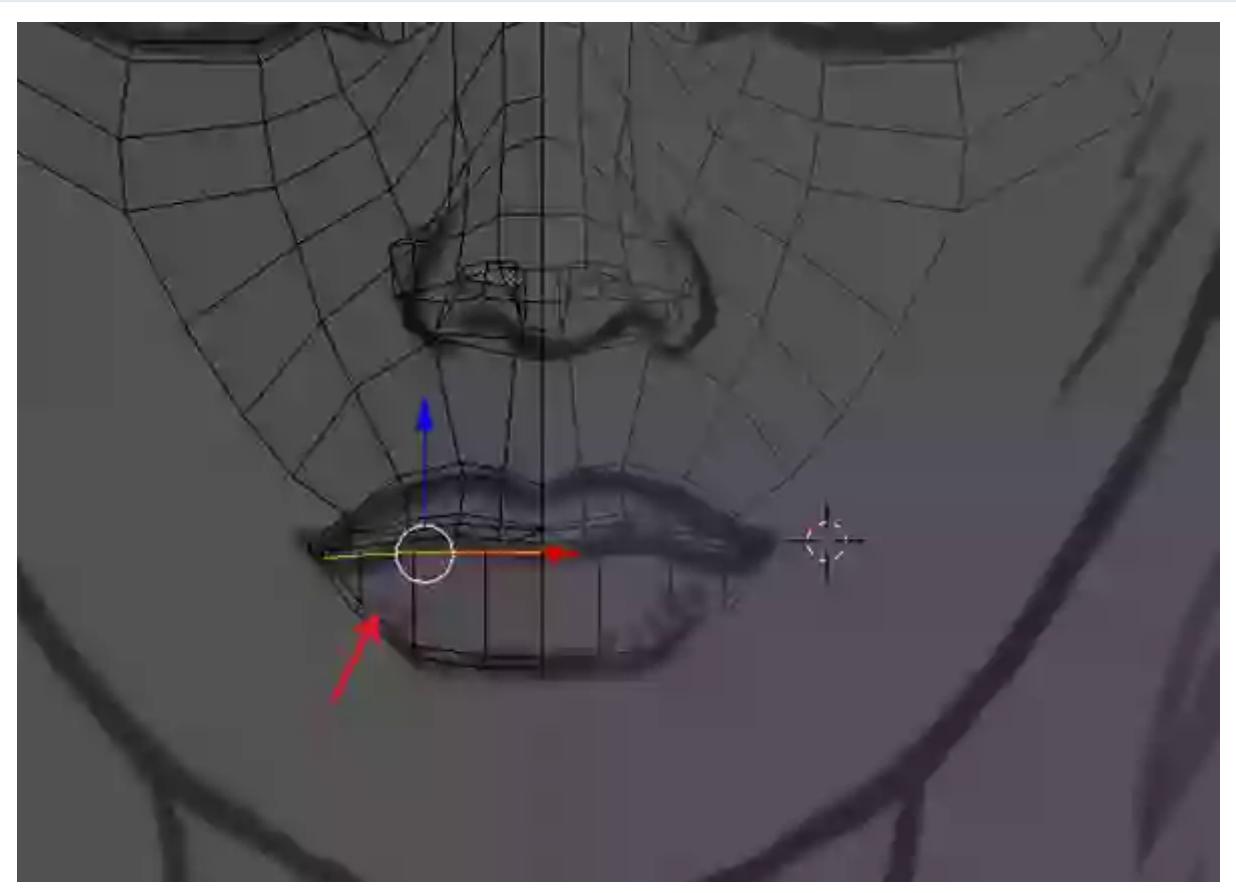
Step 8

Jump into the perspective view and adjust the upper lip vertices to build a proper flow for the lips, as shown in the image below.



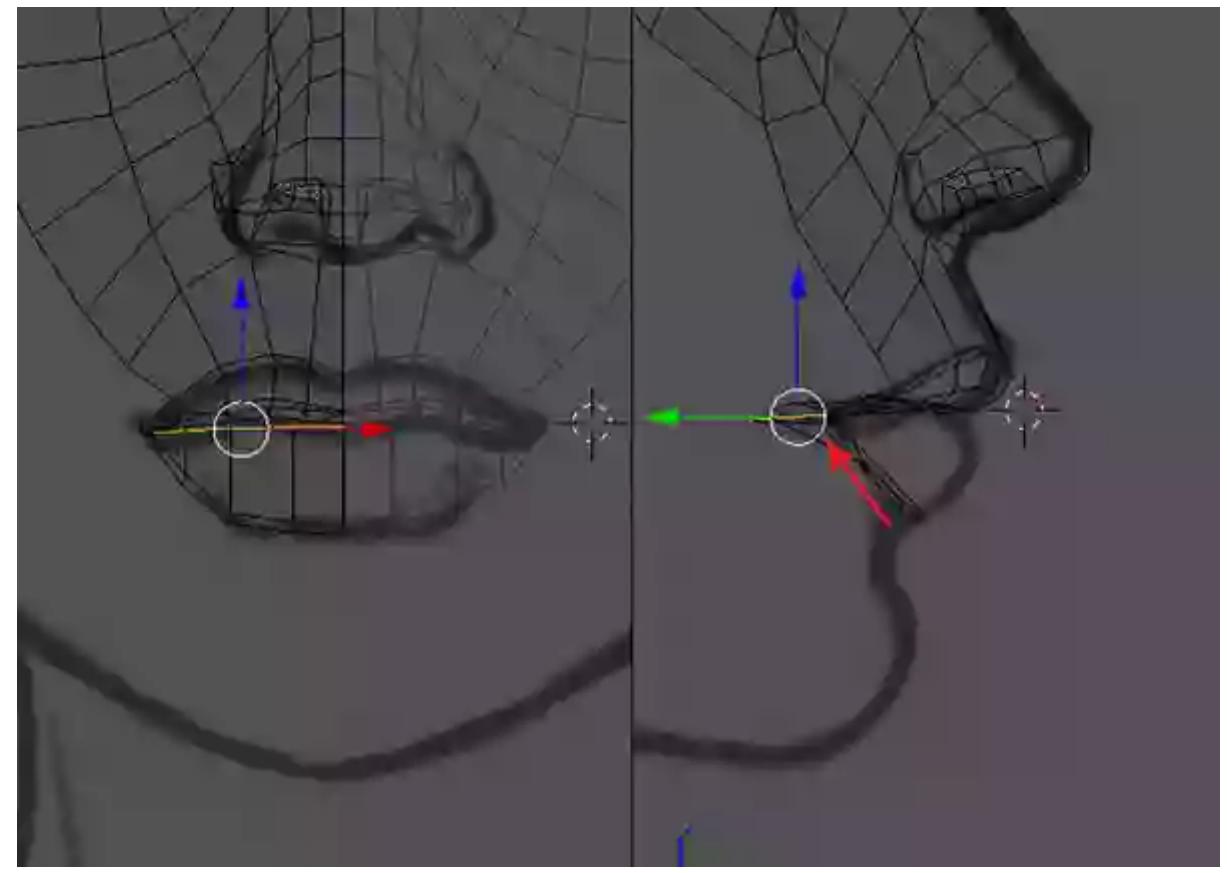
Step 9

Following the same process, **Extrude** the lower lip edges upwards.



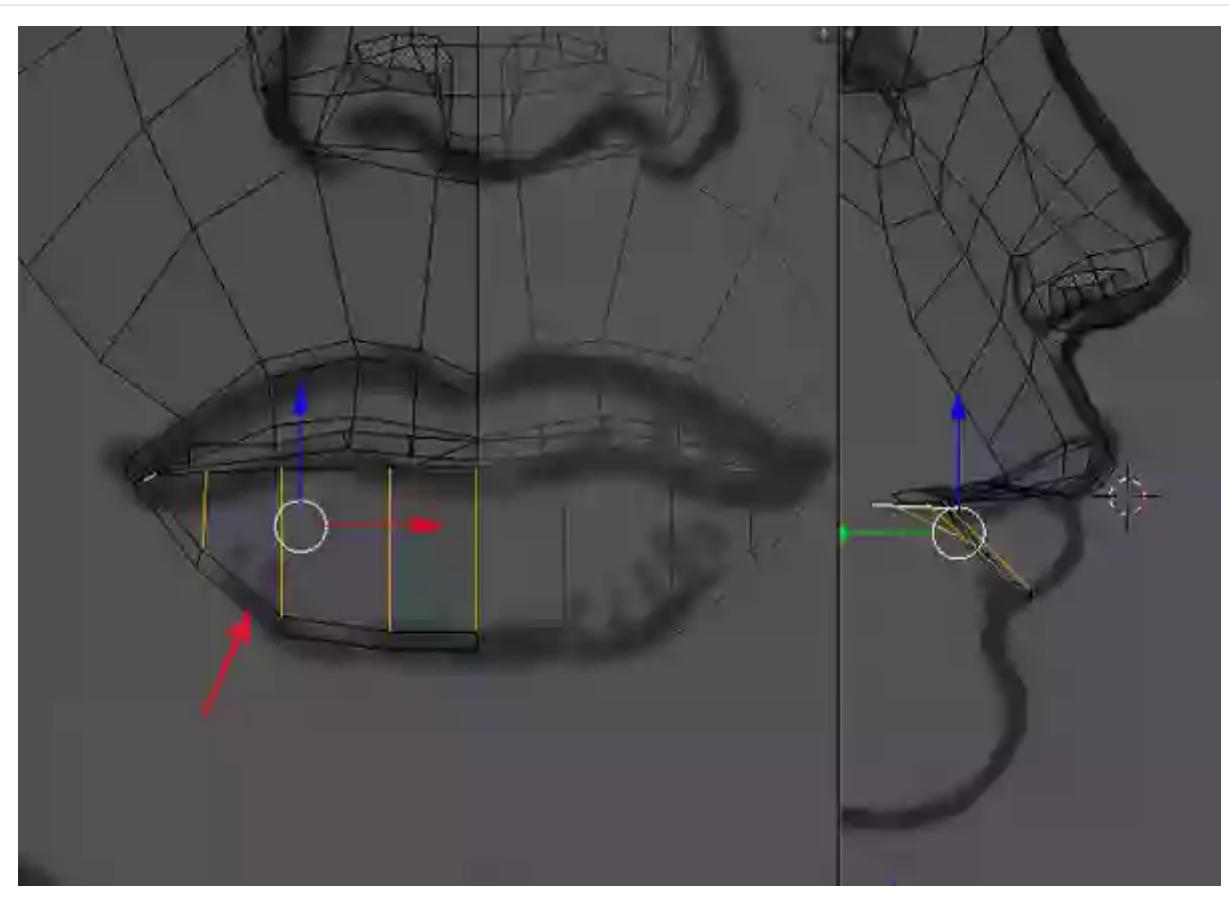
Step 10

Extrude the edges once more and push them inside the mouth.

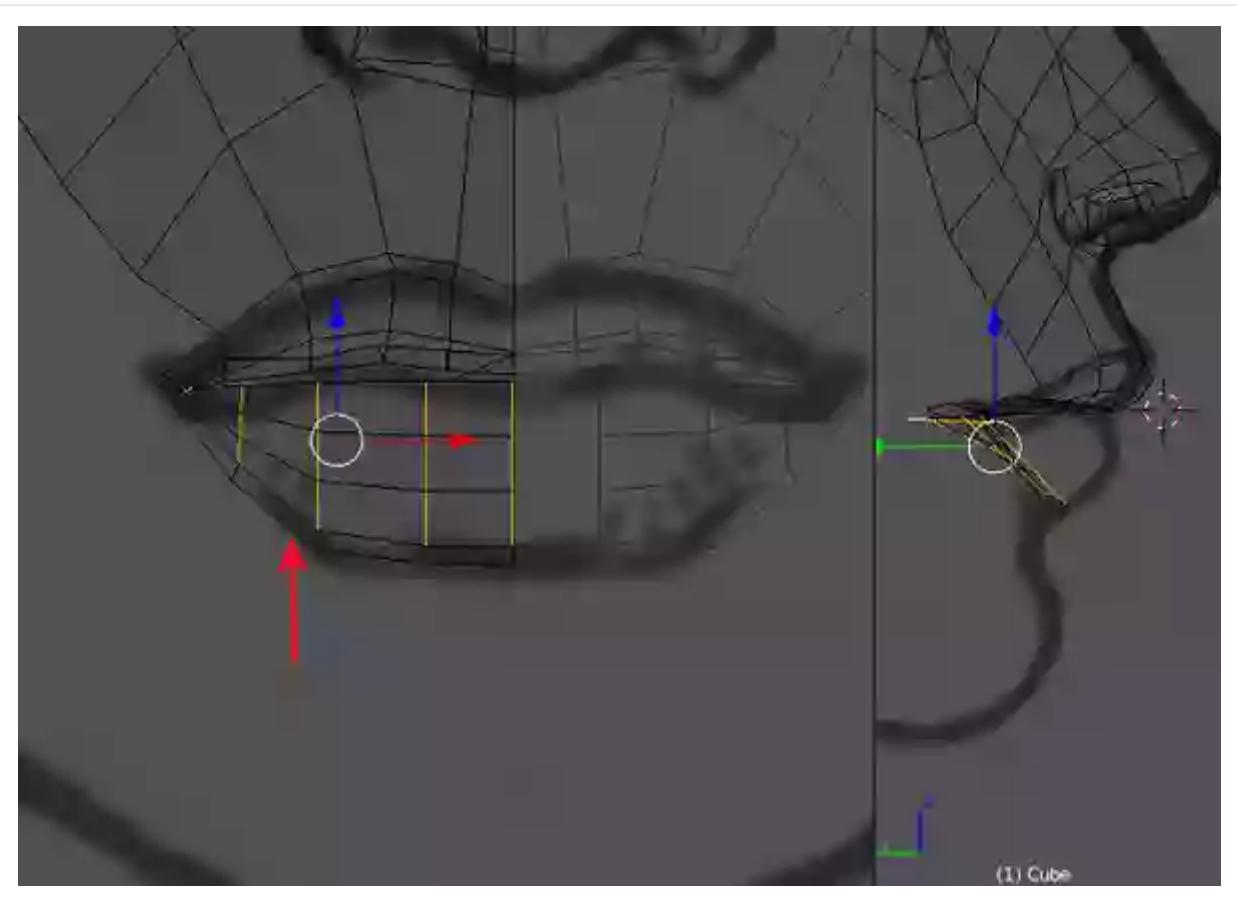


Step 11

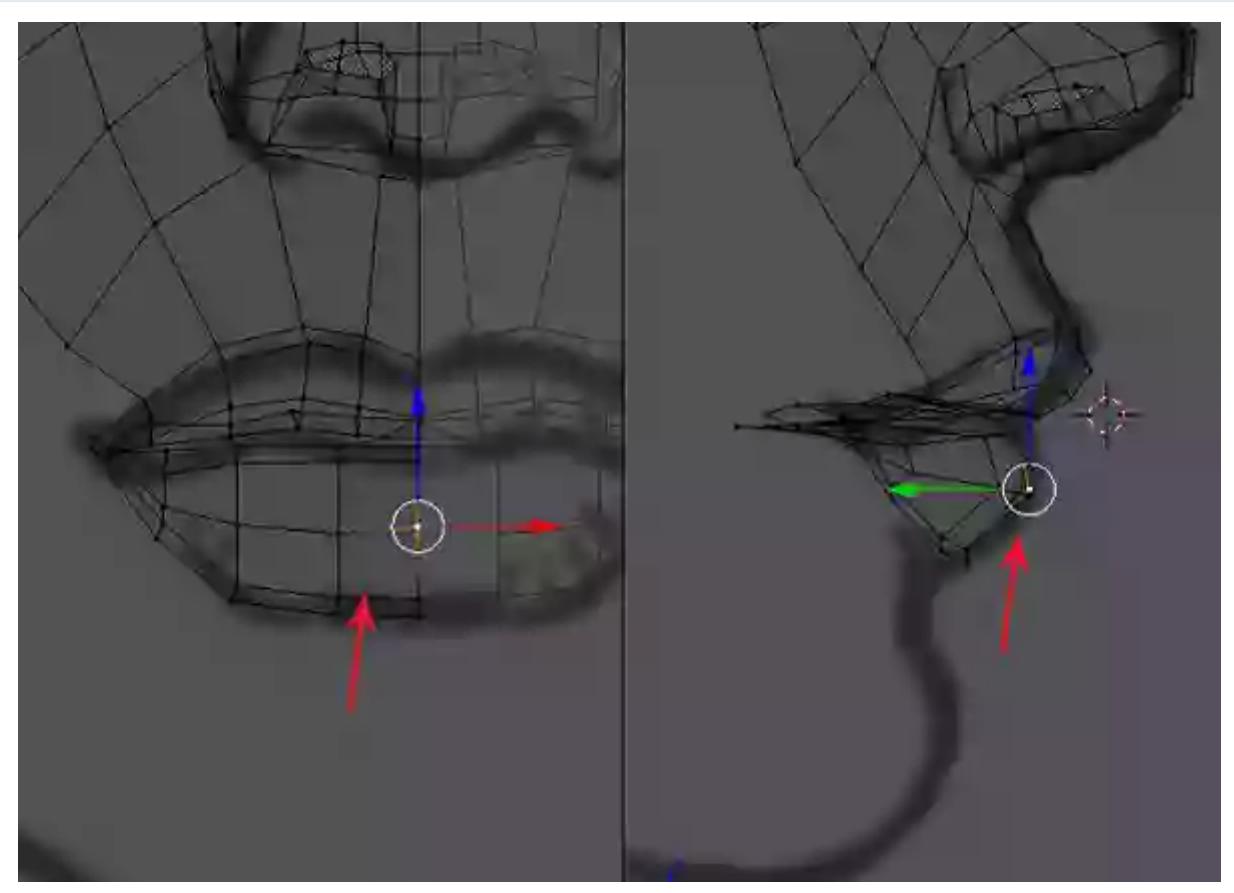
Select the **Four** vertical edges of the lower lip.



And then click on the **Subdivide** button, keep the **Number of Cuts** value at **2**.



Turn on **Vertex** selection mode and then adjust the lower lip shape while looking in both the front and left views.



2. Creating the Skull

Step 1

Select the **Two** edges of the *left* side eye and **Extrude** them **Six** times towards the back side of the head.

Step 2

Now jump into the top view by pressing **/** on the numpad. Then adjust the extruded edges to make a round shape as shown in the following image.

3. Creating the Jaw

Step 1

For blocking the jaw, we select **One** edge from the ear area and then **Extrude** it **Seven** times up to the chin, as shown in the image.

Step 2

After extruding, adjust the vertices in both the front and side views according to the reference images.

4. Creating the Neck

Step 1

Jump in the perspective view and select the **Three** edges of the back skull shown, then **Extrude** them downwards.

Keep extruding the edges **Six** times along the back skull and neck line of the reference image.

Step 2

Select the **Three** edges of the back neck and **Extrude** them **Four**

times towards the front of the neck, as shown in the image.

Jump into the perspective view and adjust the edges to form a proper neck shape.

Also adjust the vertices in the front view.

5. Creating the Head

Step 1

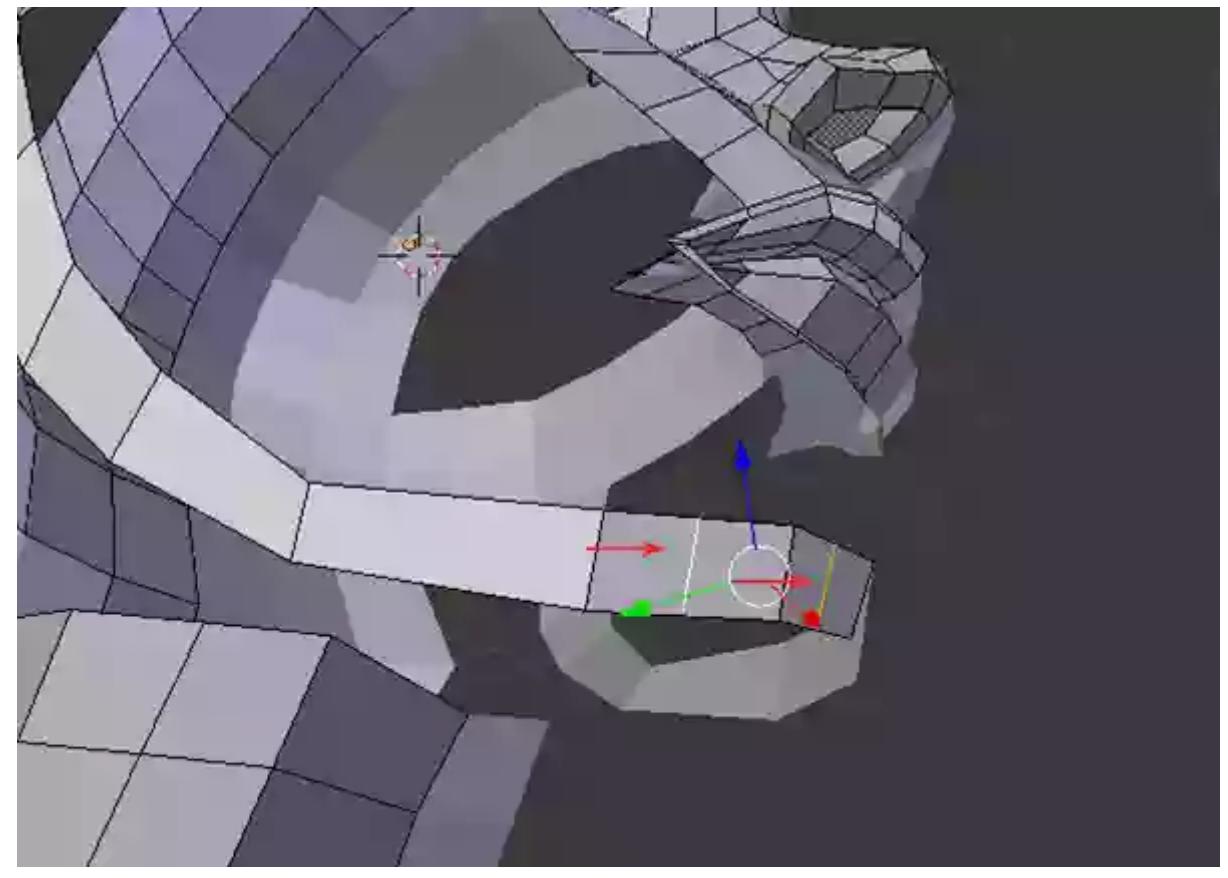
Now we will complete the blocking of the head. Select the top **Three** edges of the back skull.

With the edges selected, **Extrude Nine** times along the head line according to the reference image.

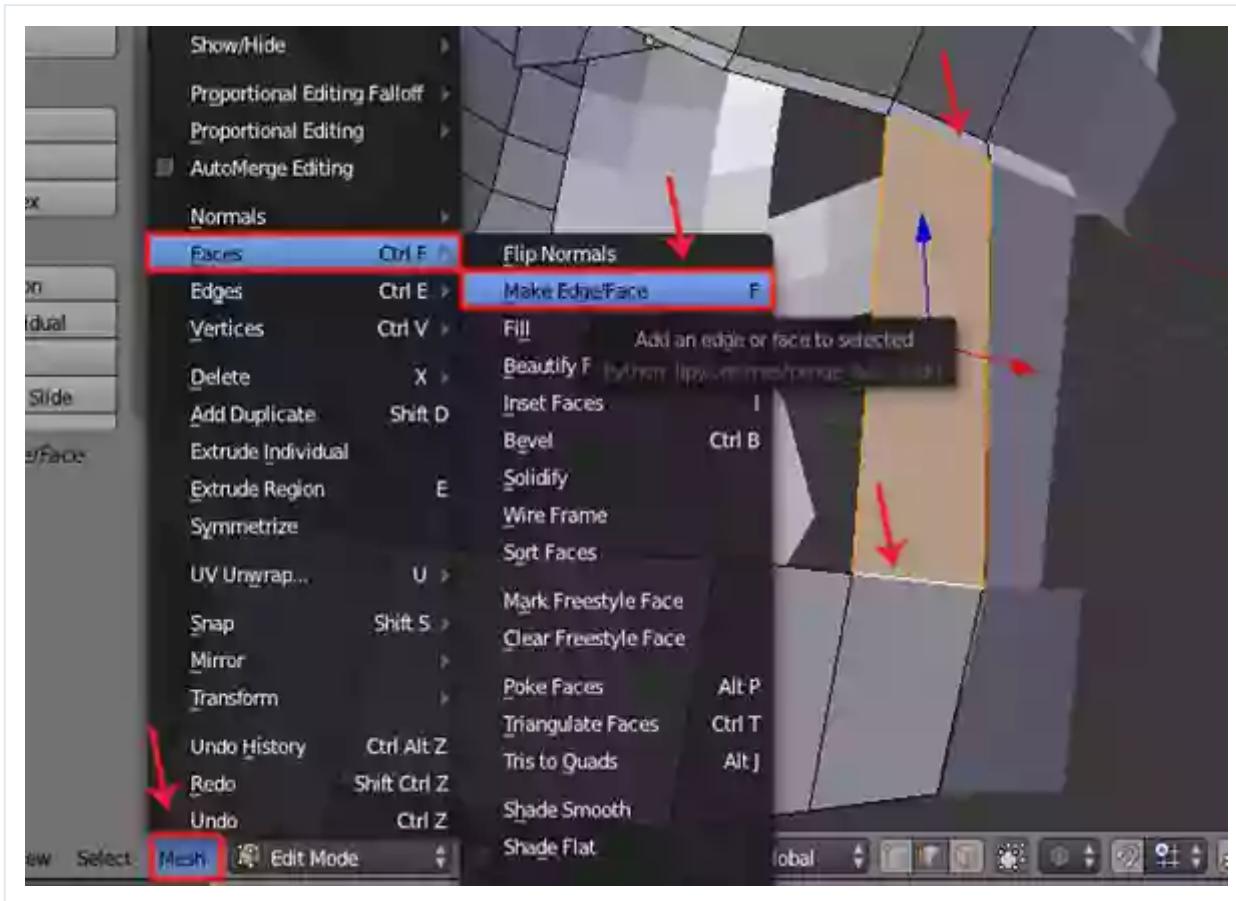
6. Filling the Gaps

Step 1

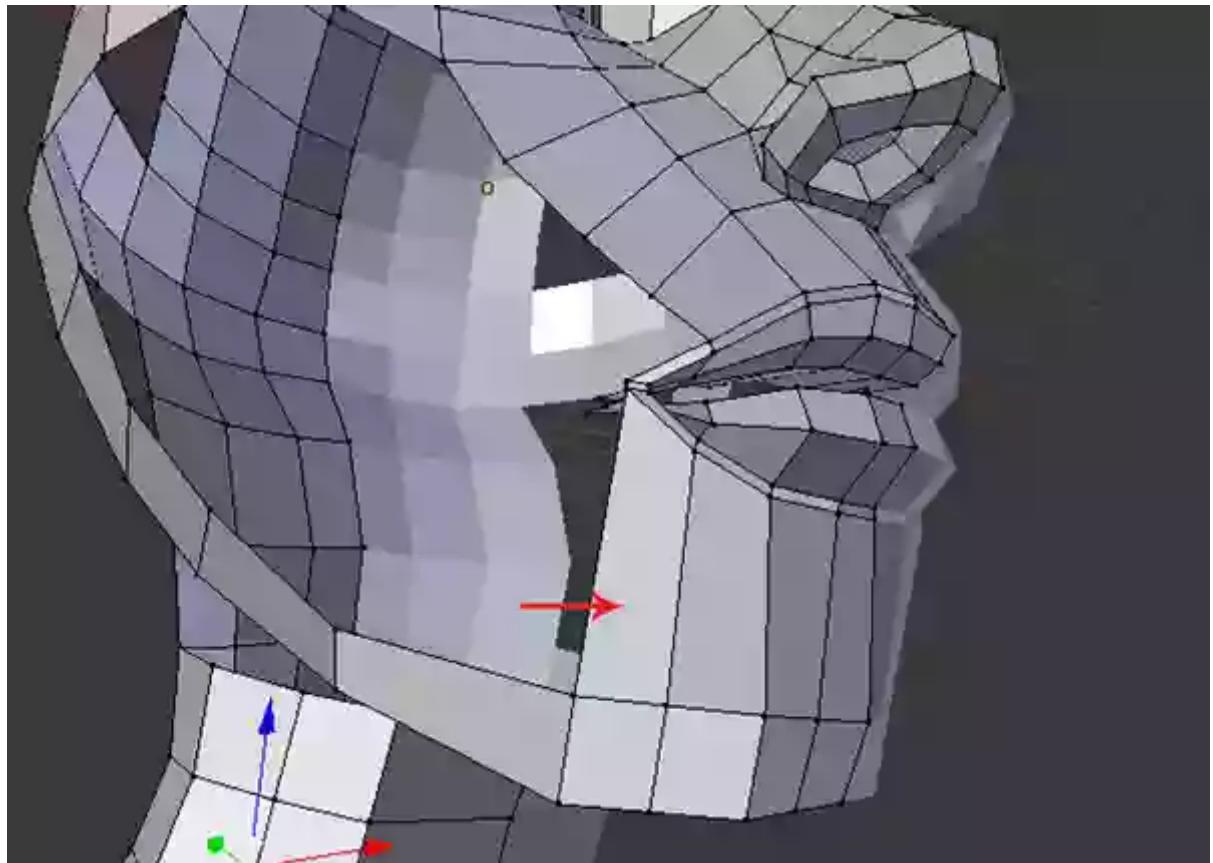
Now we have to fill the gaps between the polygons. First we will fill the gap between the chin and lower lip. Lets subdivide the edge of the chin into two.



With the lower lip edge and chin edge selected, click on the **Mesh** menu and go to **Faces > Make EdgeFace**, or press **F**.

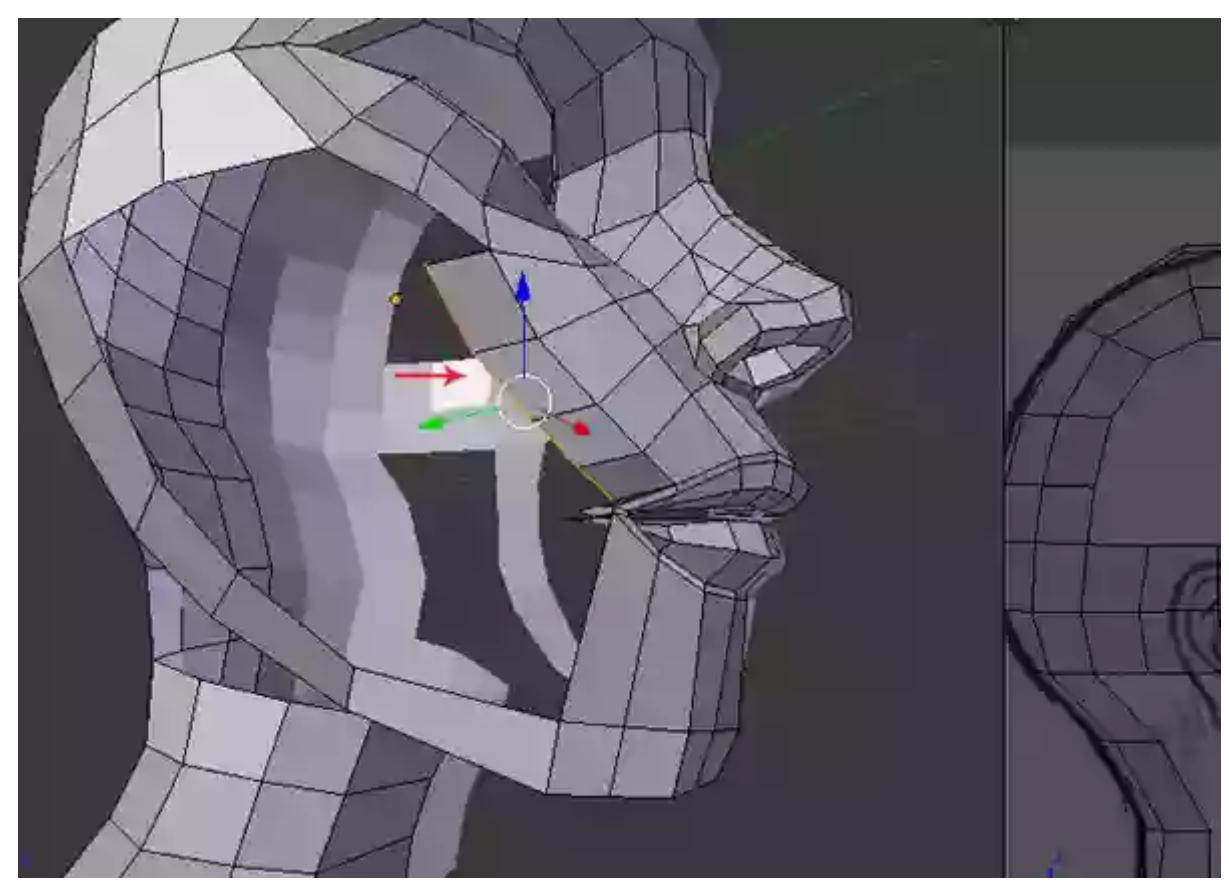


Following the same process, we create the rest of the faces as shown in the following image.



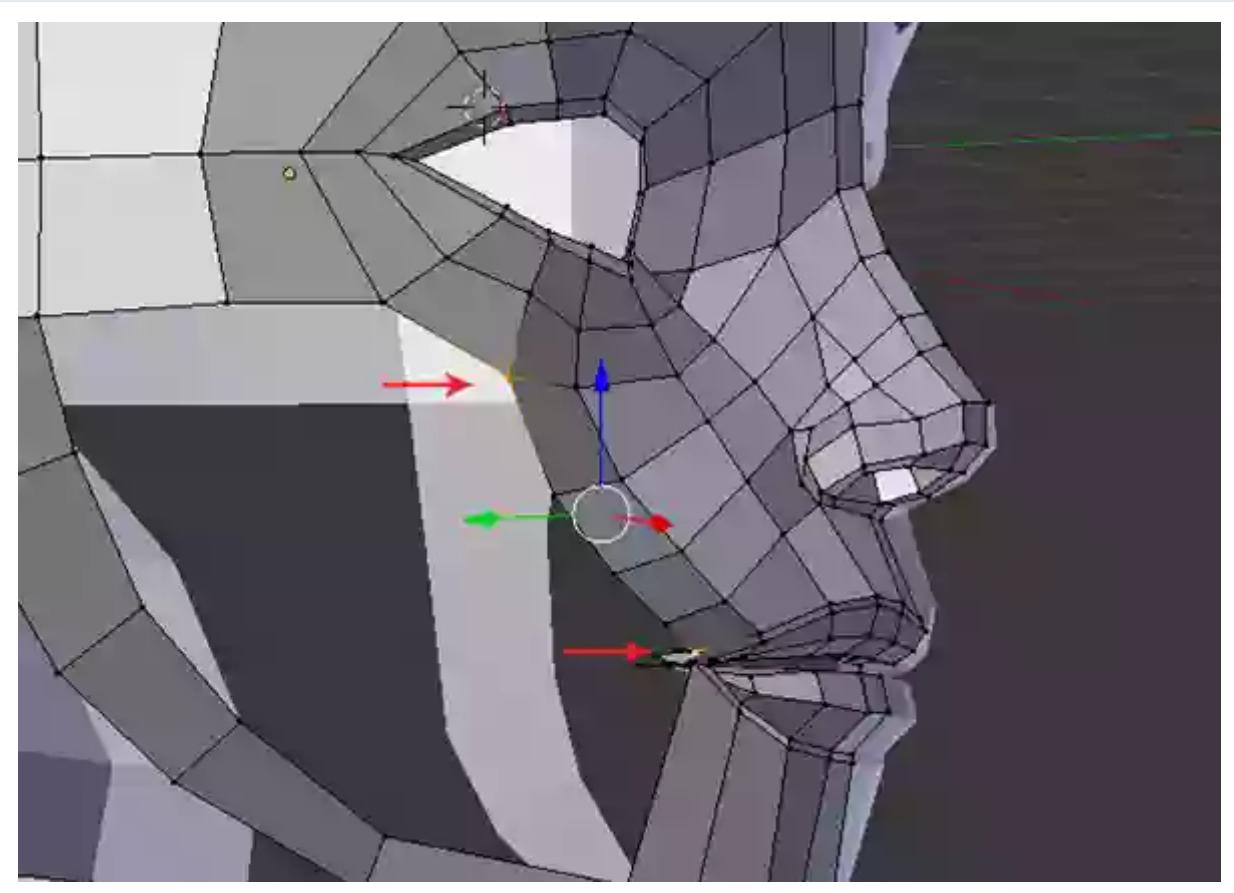
Step 2

With the **Four** edges of the cheek area selected, **Extrude** them once.



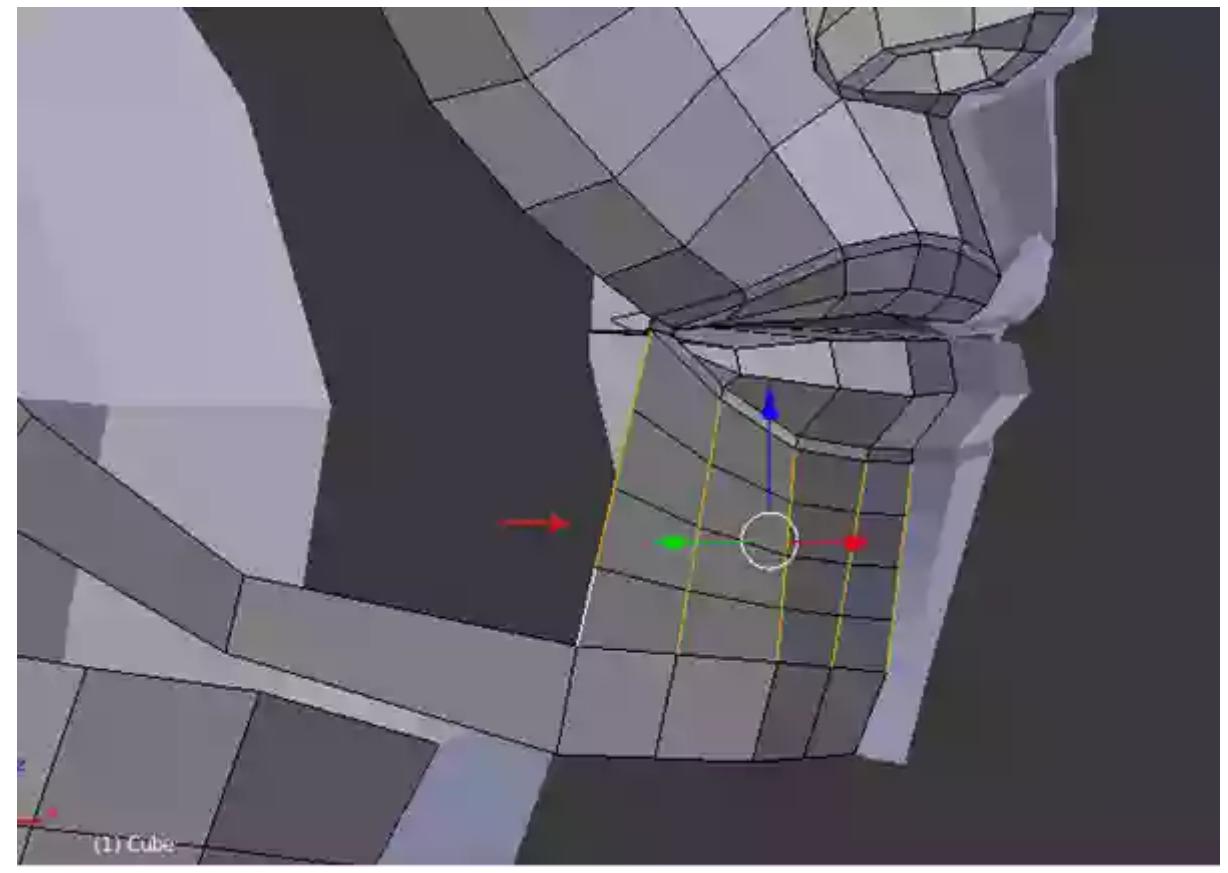
Step 3

After extruding, **Merge** the corresponding vertices together using **Alt-M**.

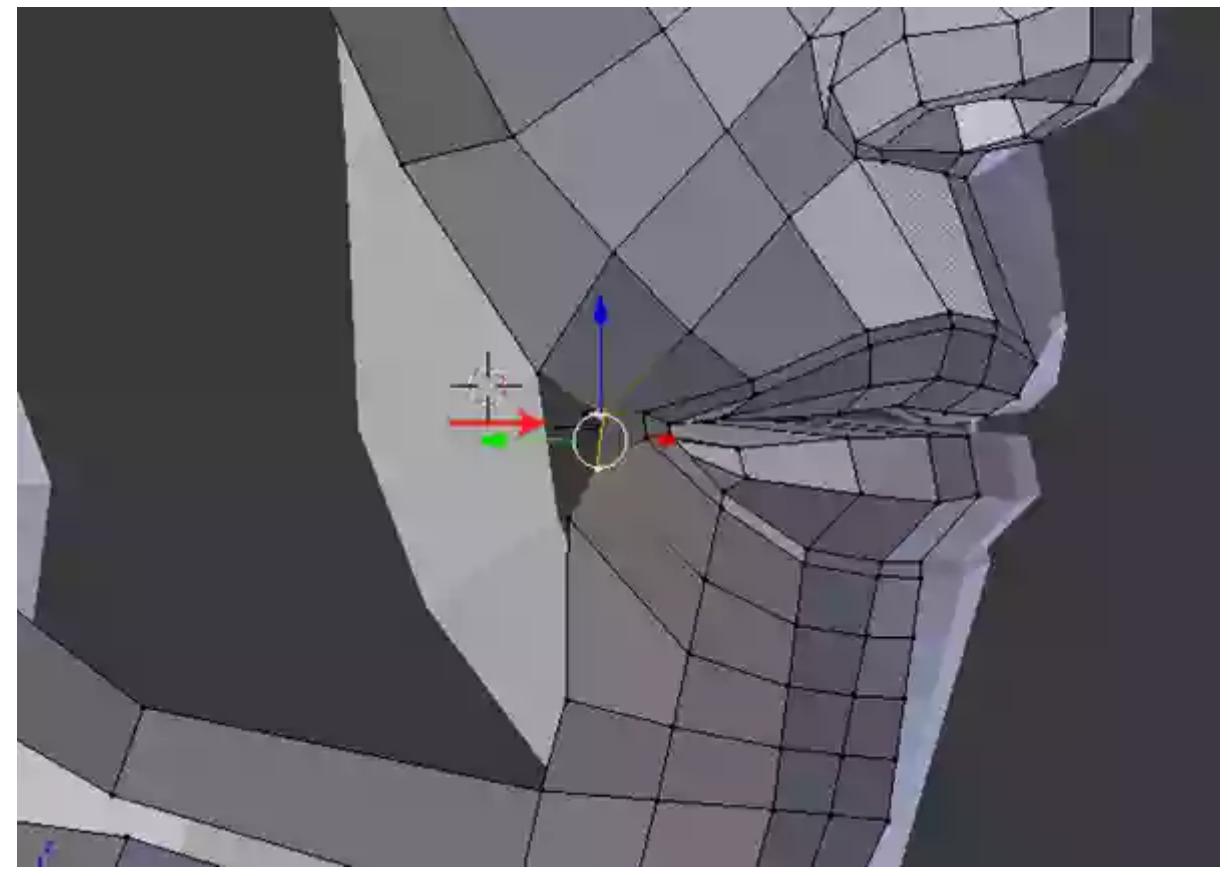


Step 4

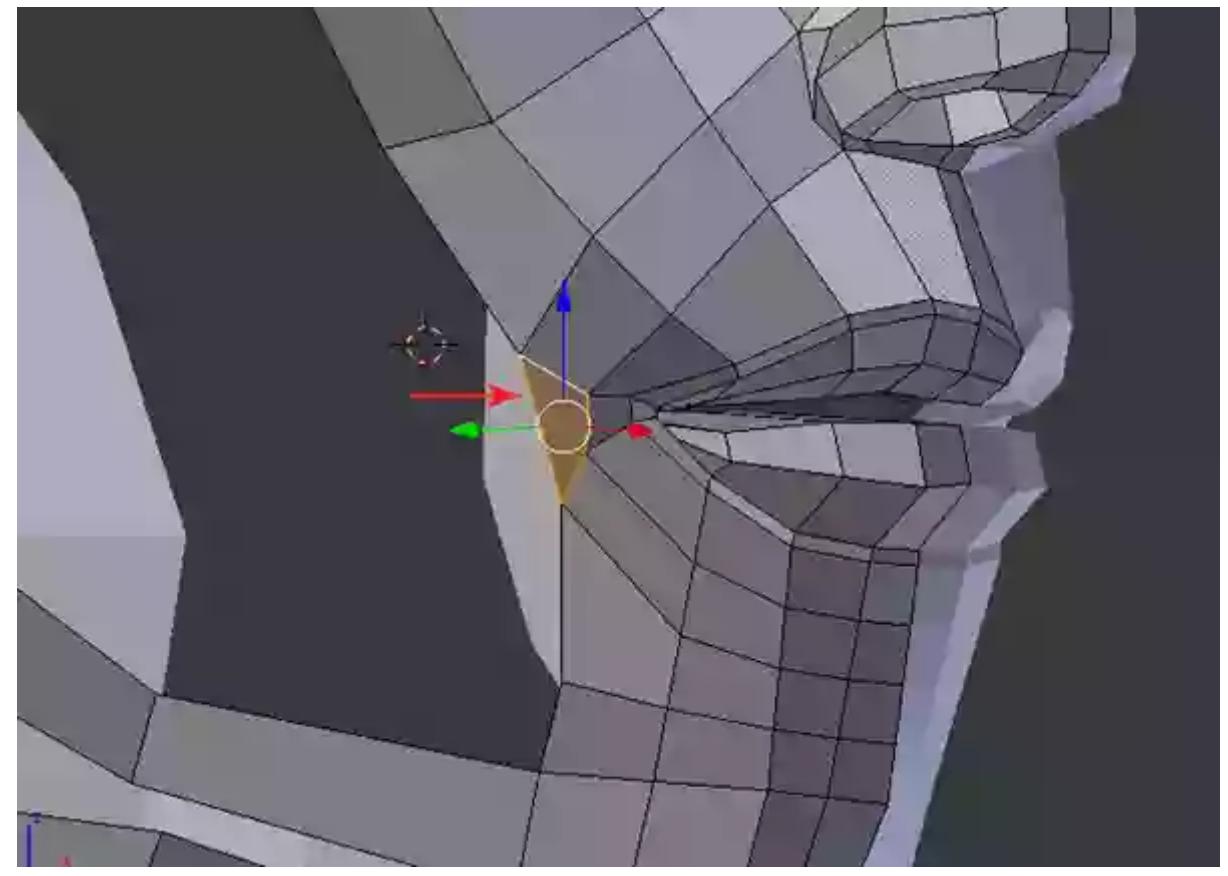
Now with all **Five** edges selected, click on the **Subdivide** button and set the **Number of Cuts** value to **3**.



Extrude the lip's corner edge once and then **Merge** the corresponding vertices.

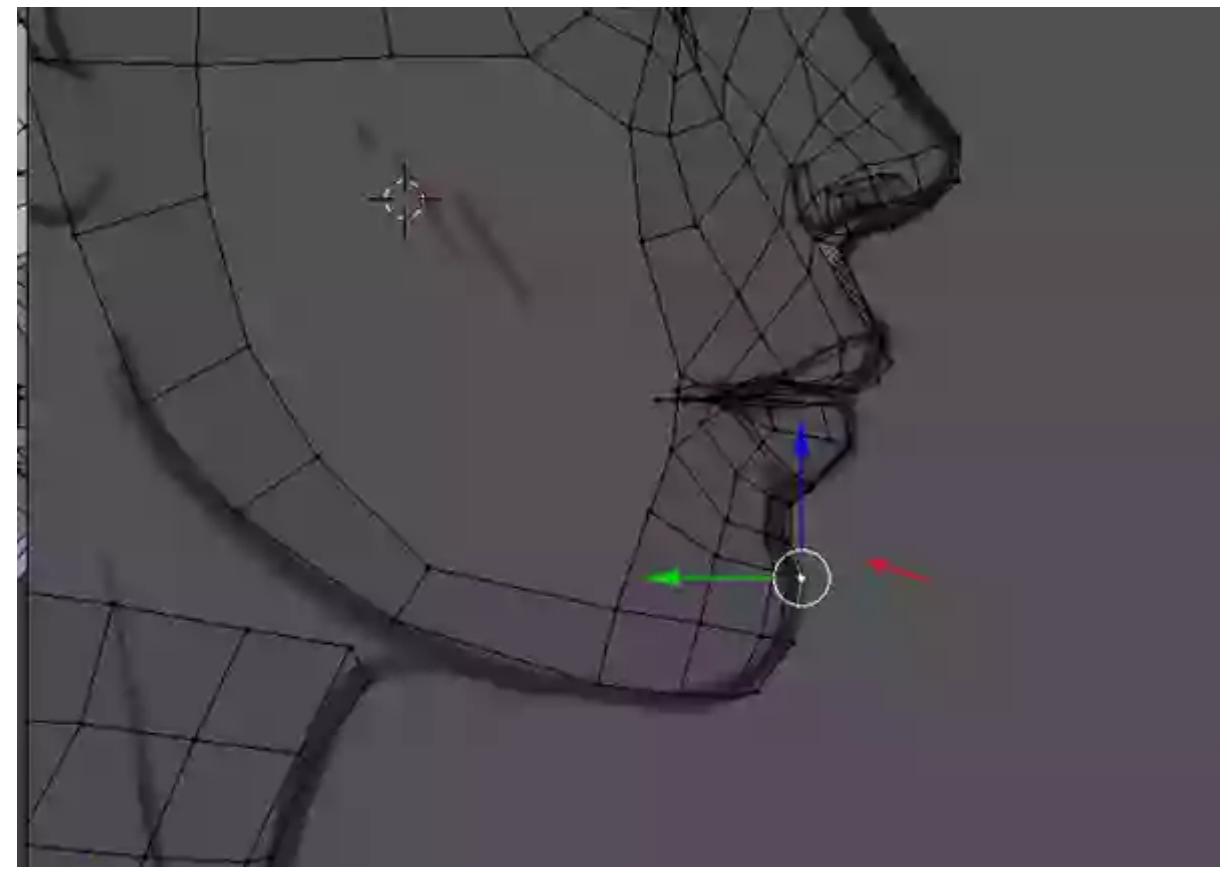


Extrude the edge further once more (in the same way) and then
Merge the corresponding vertices together.

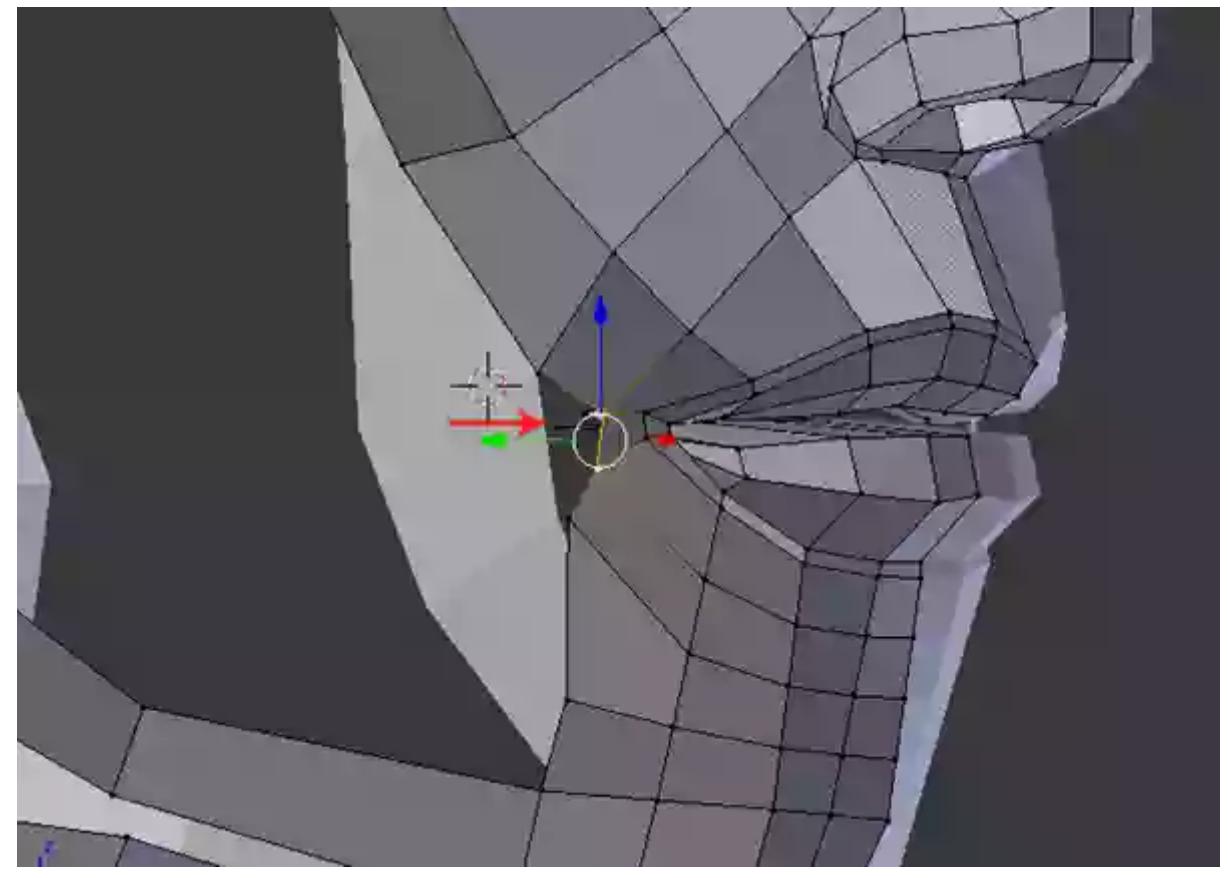


Step 5

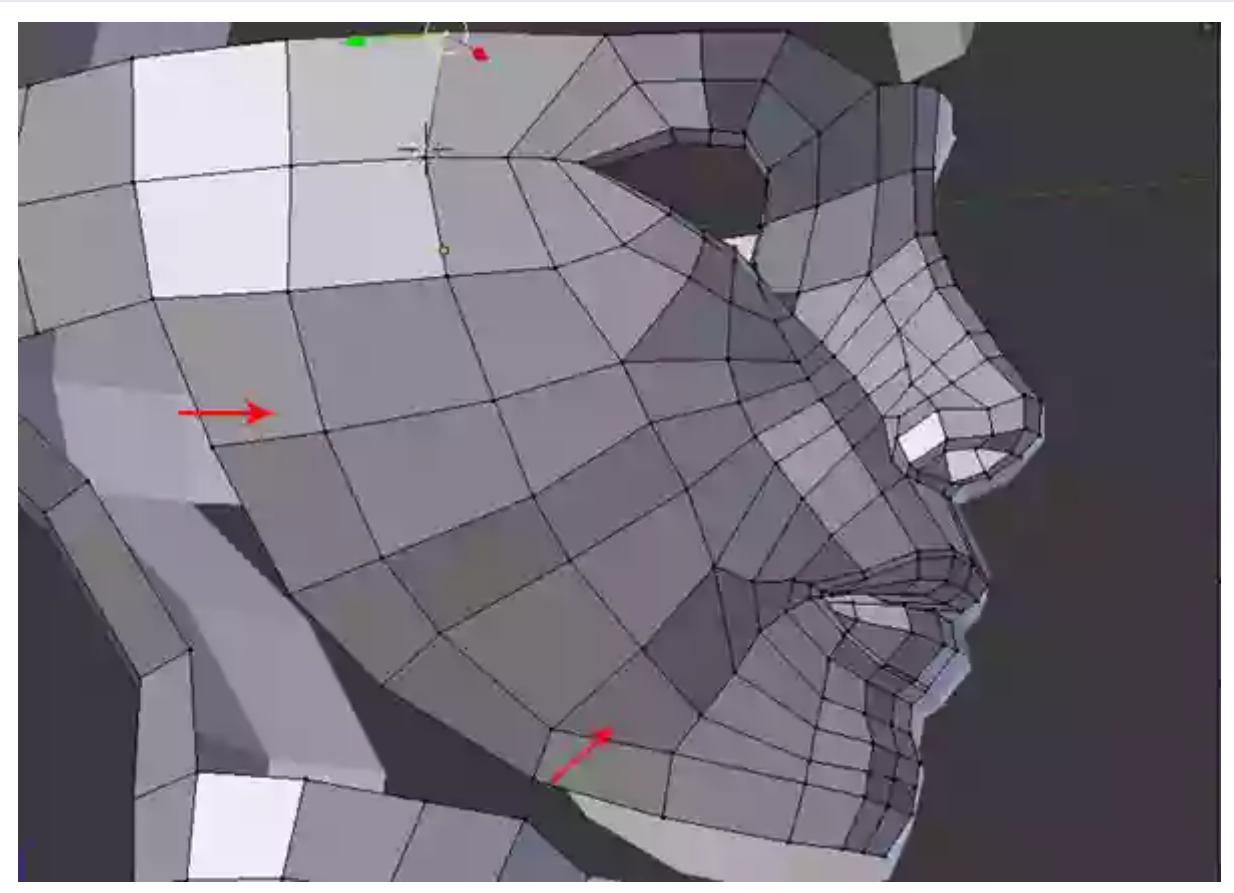
Jump into the side view and arrange the vertices according to the reference image.



Select the indicated edges and **Extrude** them downwards, as shown in the image.

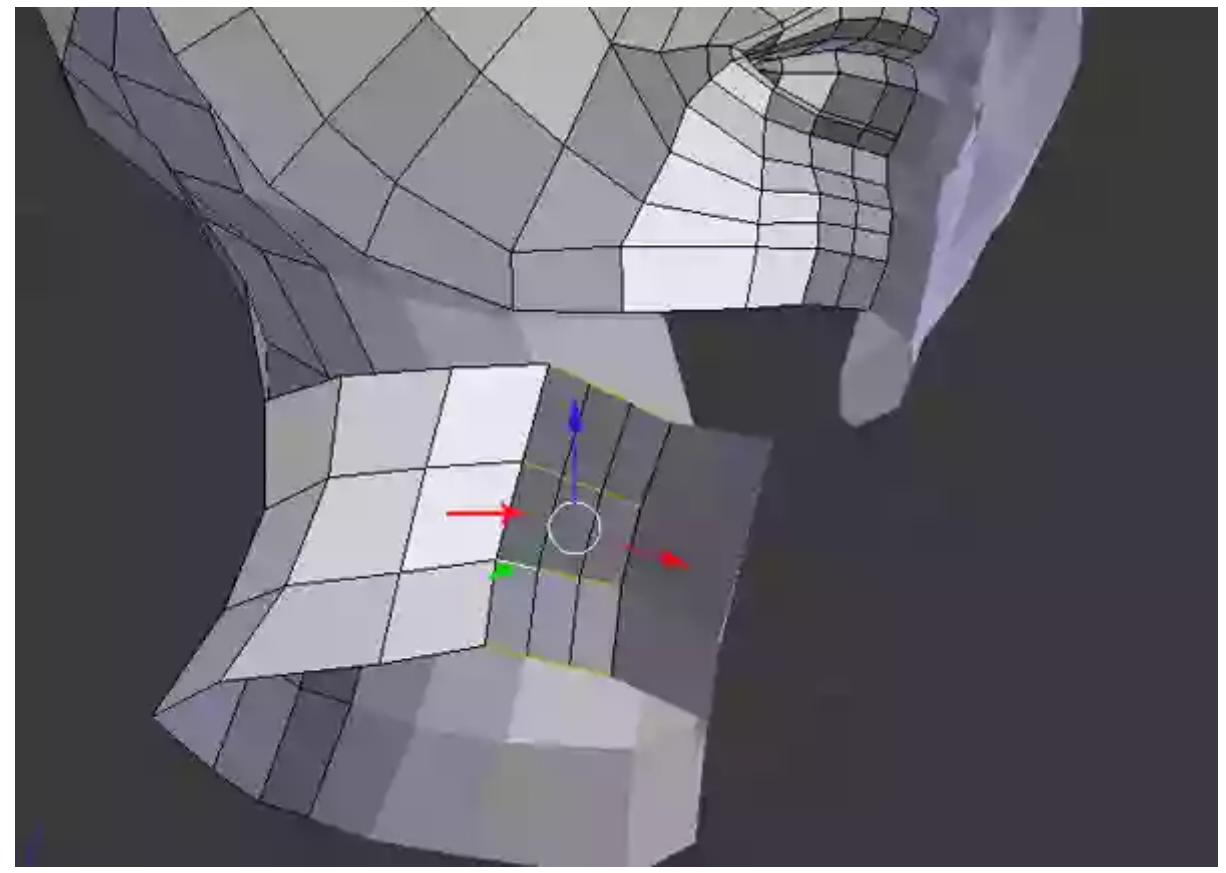


Following the same process, keep extruding the edges to complete the cheek part. Also **Merge** the corresponding vertices together to fill the gap.

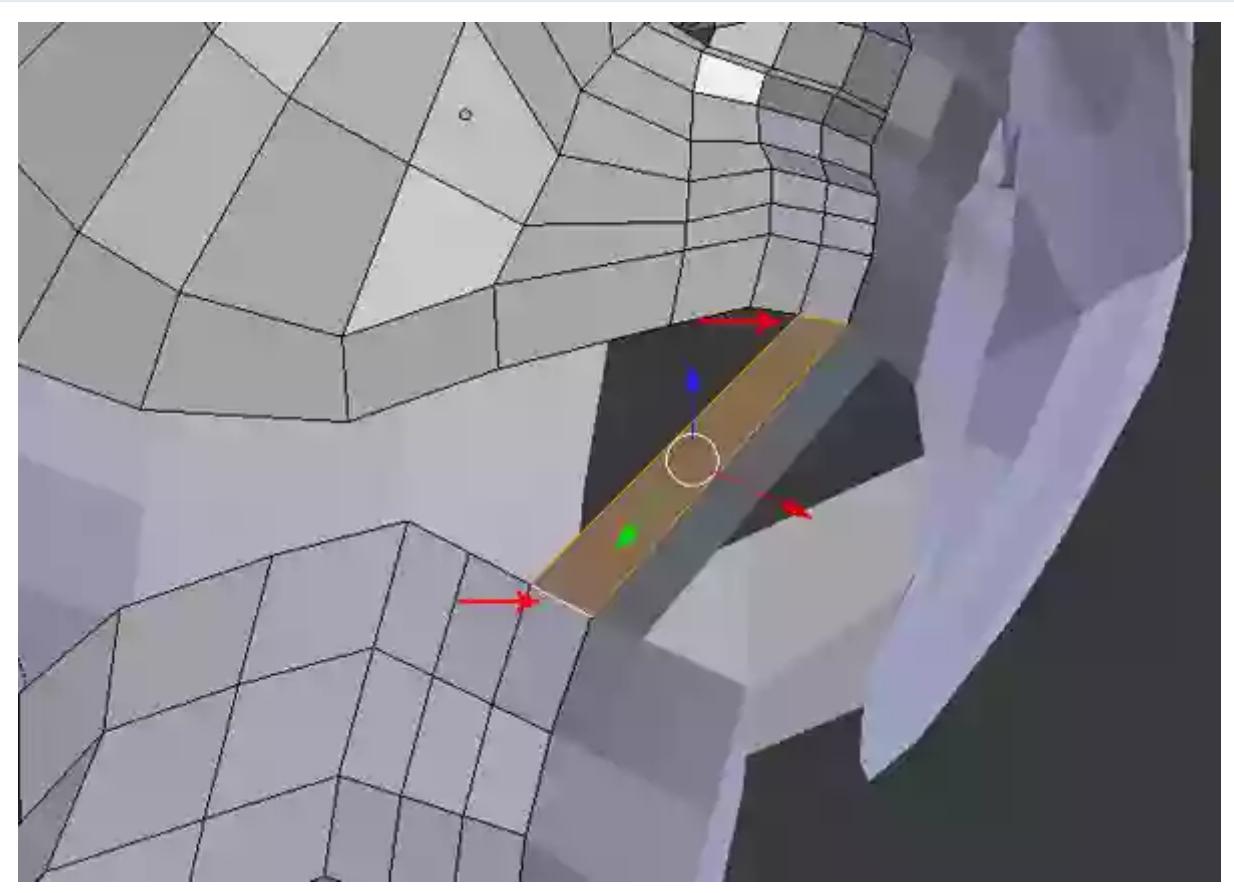


Step 6

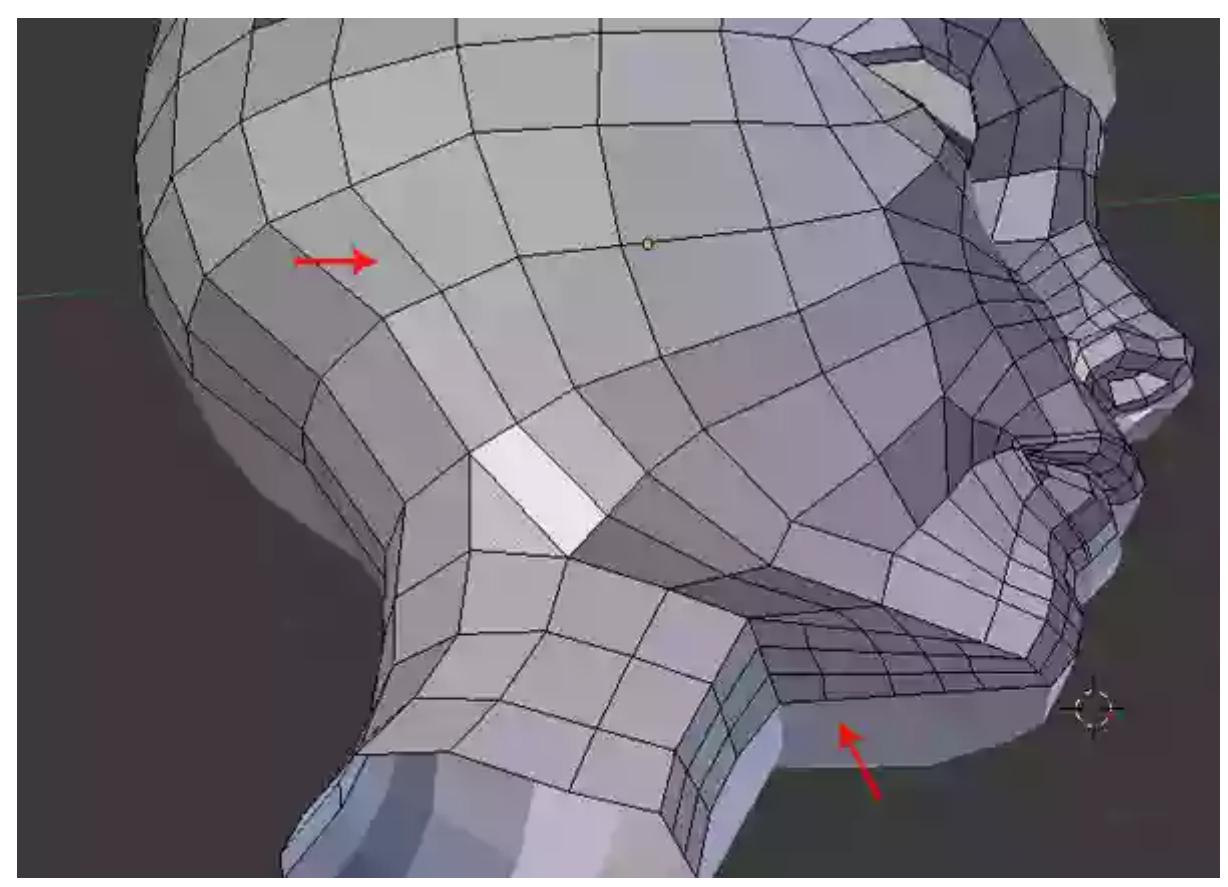
With the front neck edges selected, click on the **Subdivide** button and set the **Number of Cuts** value to 2.



Now first select one chin edge, and then select its parallel and corresponding neck edge. And press **F** to **Bridge** them together.

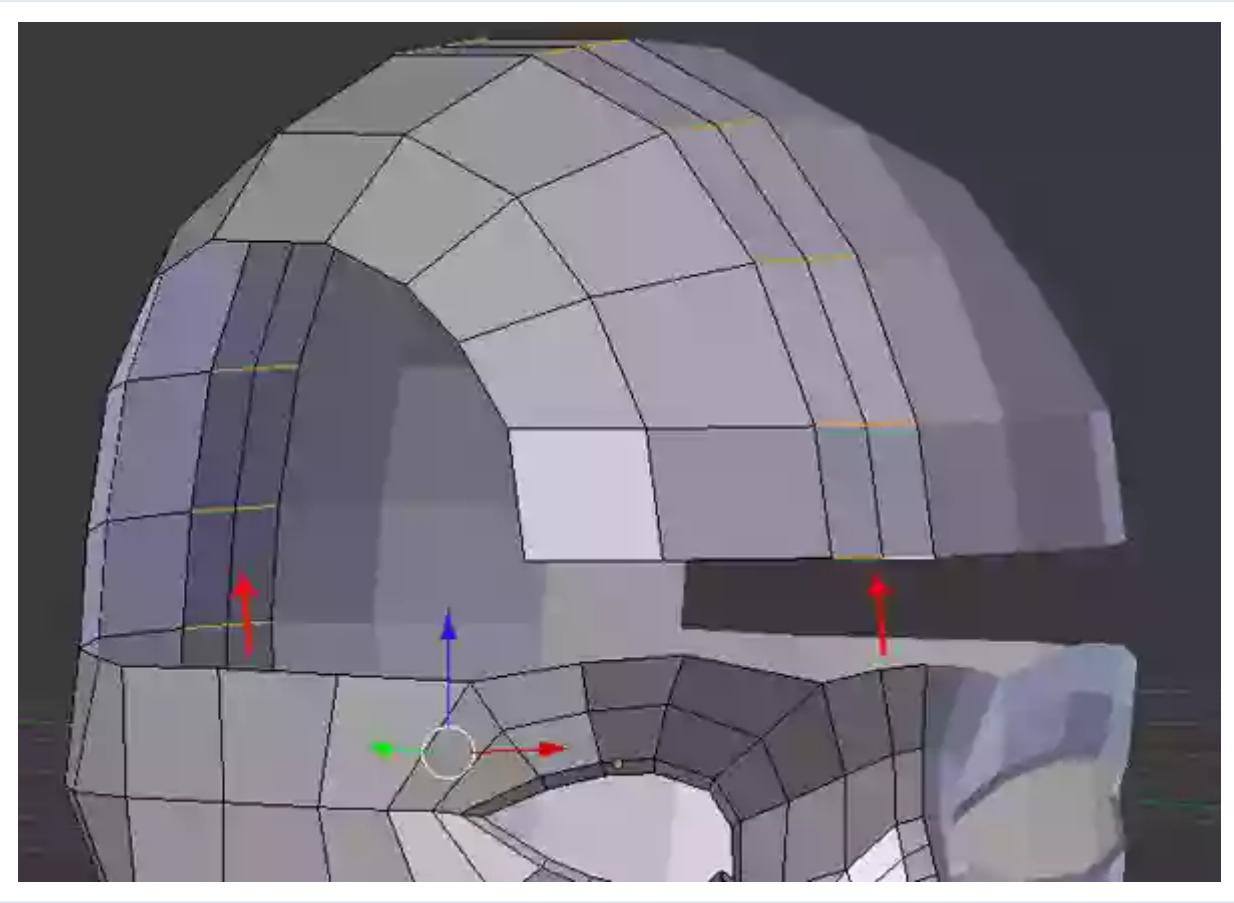


In the same way, we **Bridge** the edges together and fill the gap as shown in the image.

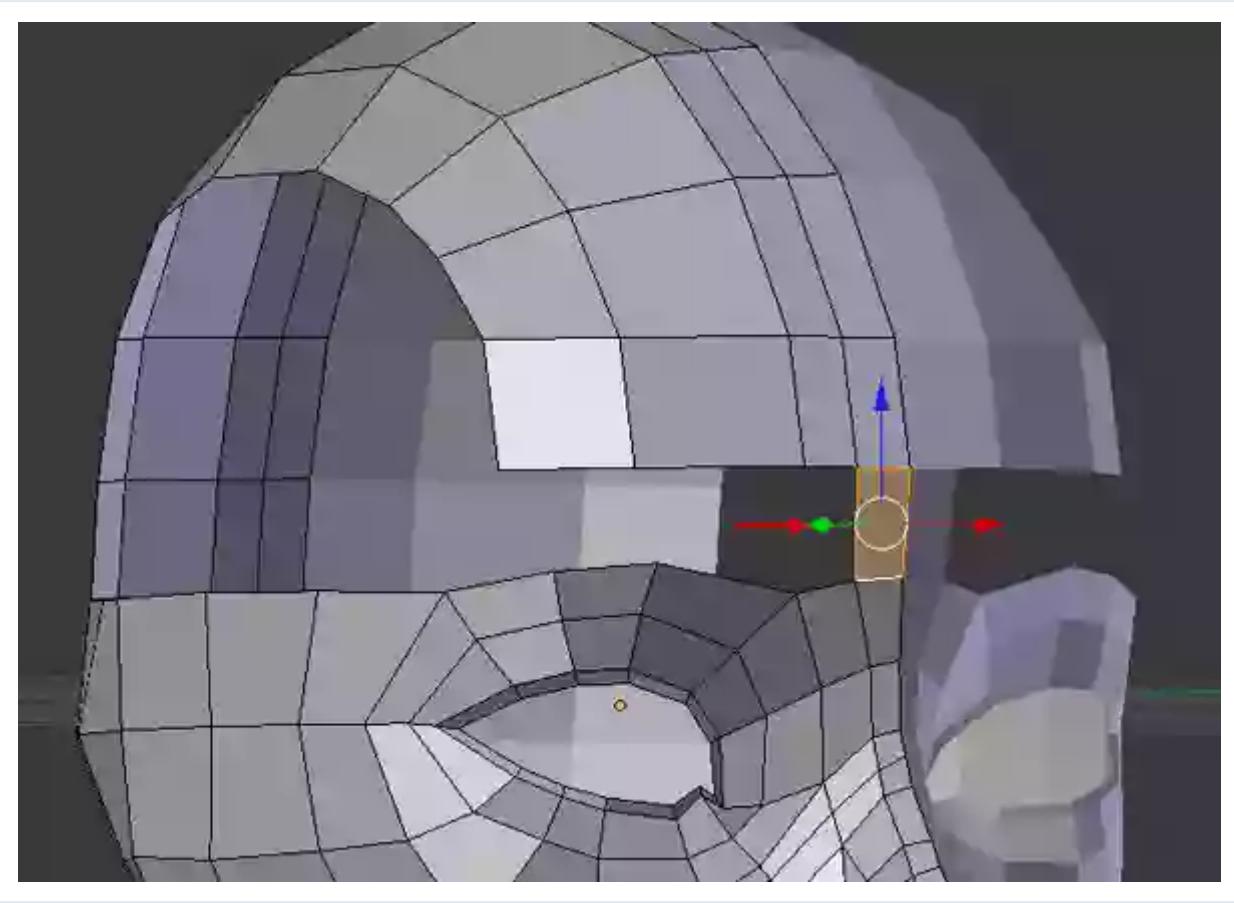


Step 7

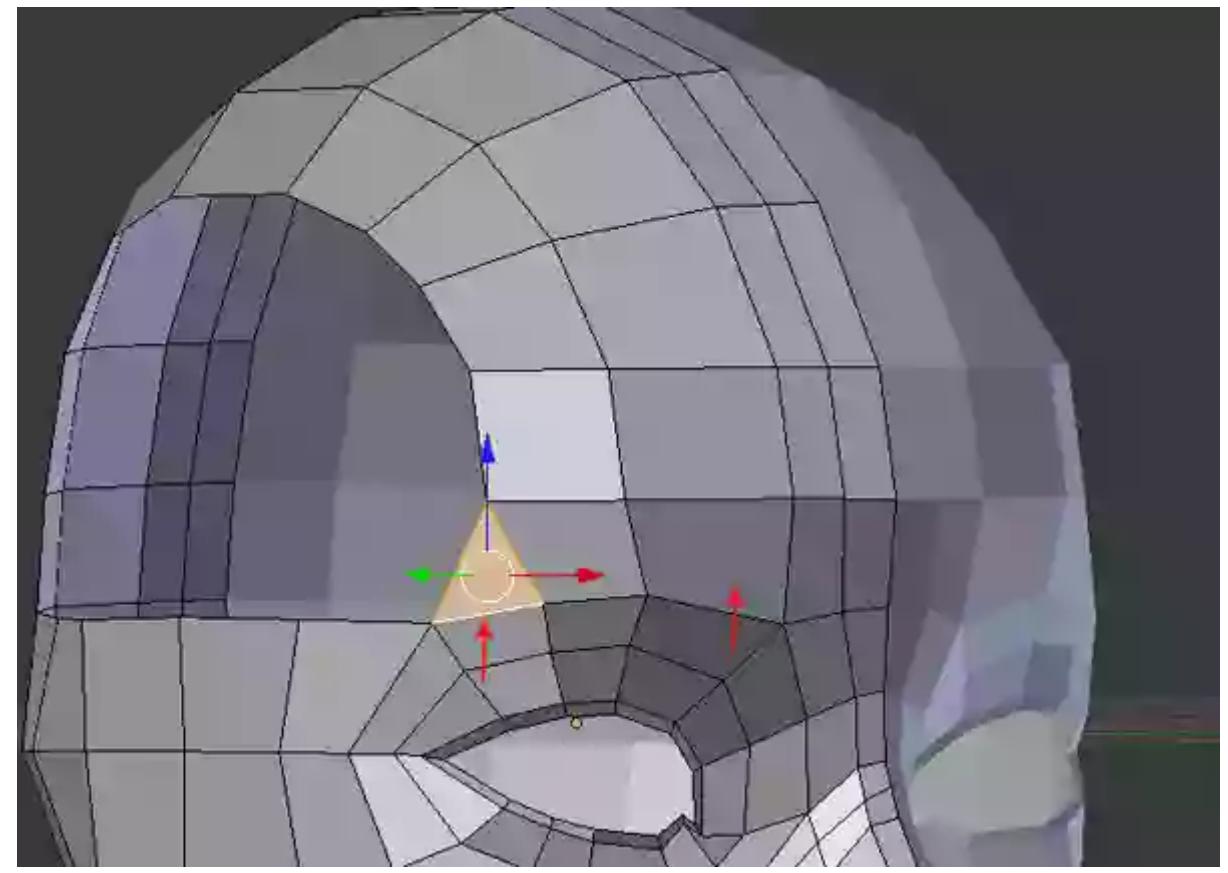
Jump into the perspective view and select one of the forehead edges. With the ring loop of this forehead edge selected, click on the **Subdivide** button and set the **Number of Cuts** value to 1.



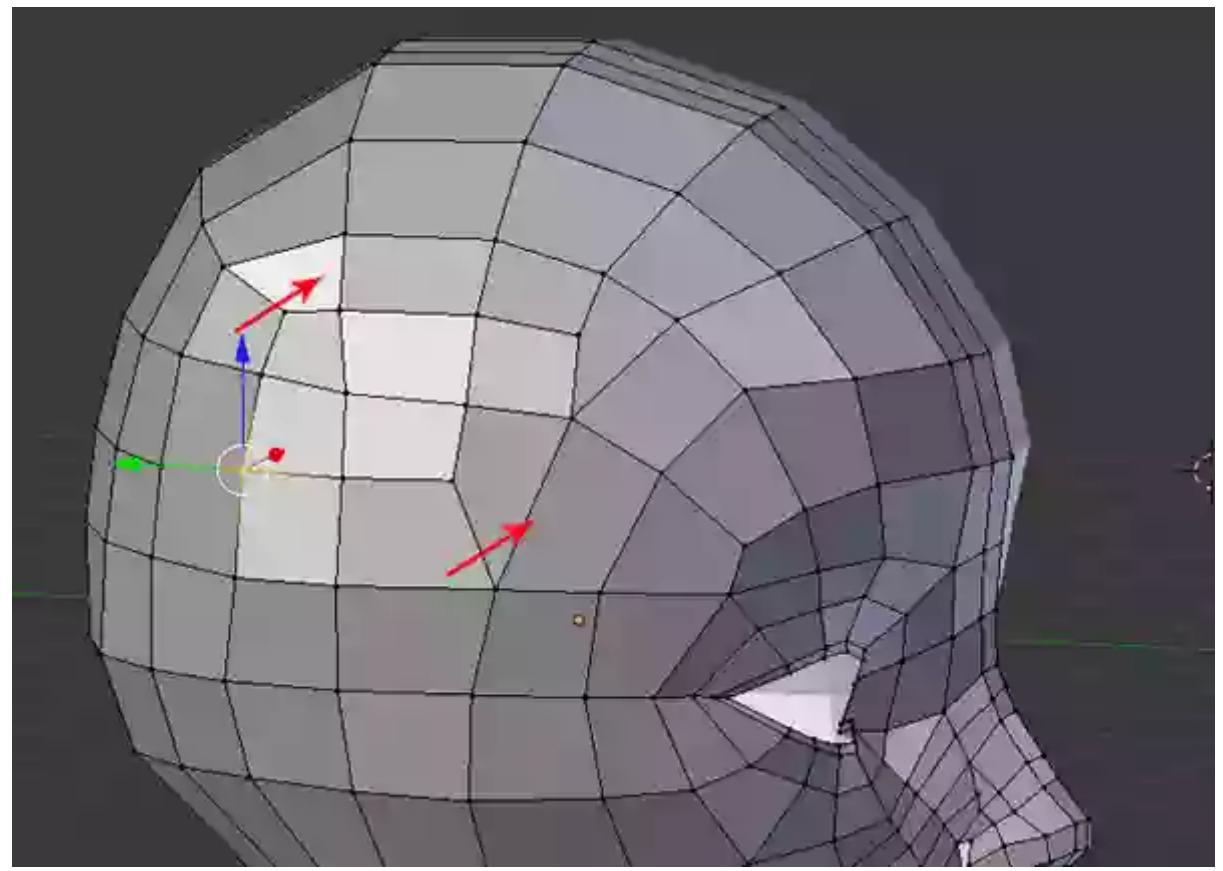
After subdividing the edge. Select the lower head edge and then select the upper head edge and press **F** to **Bridge** them together, as shown in the following image.



Following the same procedure, complete the forehead.

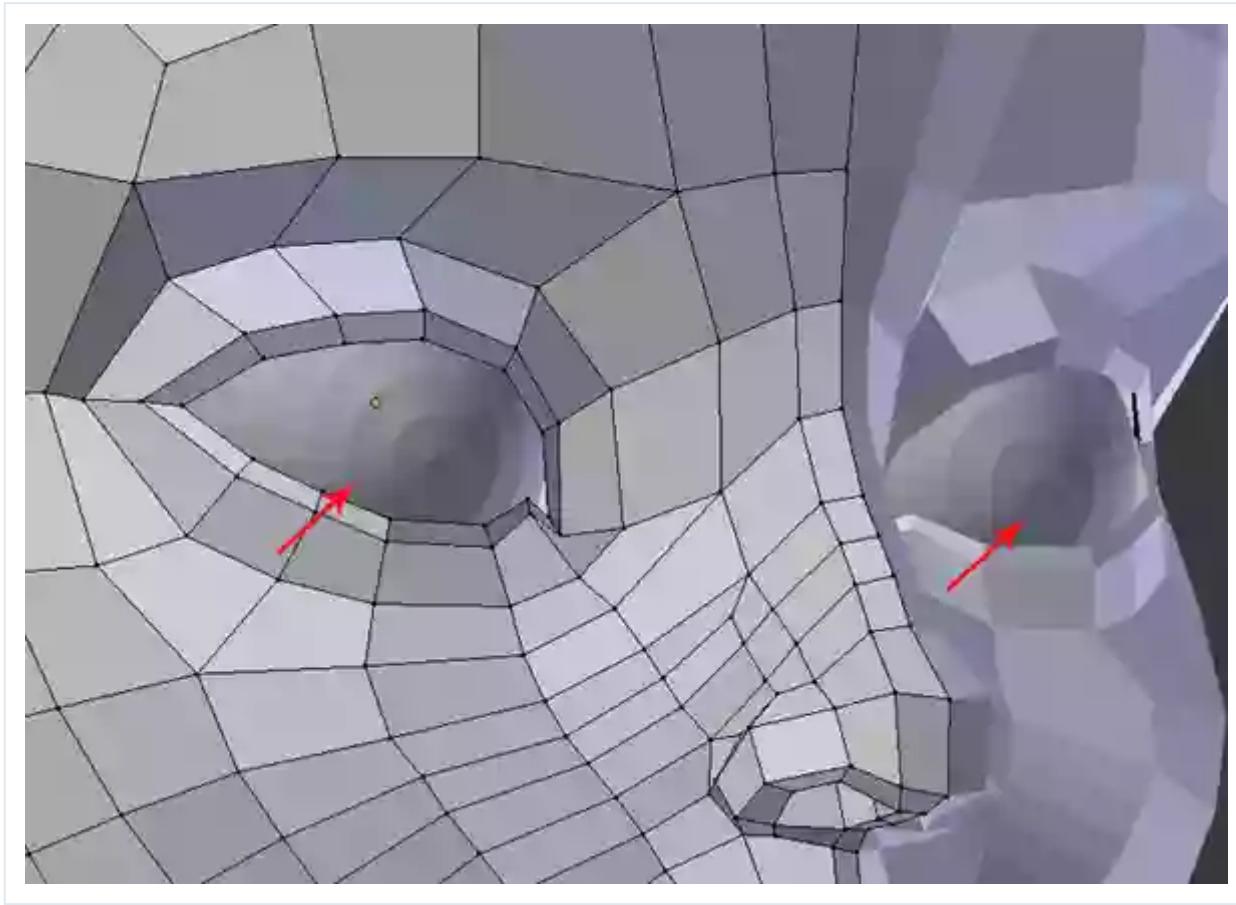


Using the same method again, fill the hole to complete the entire head.



Step 8

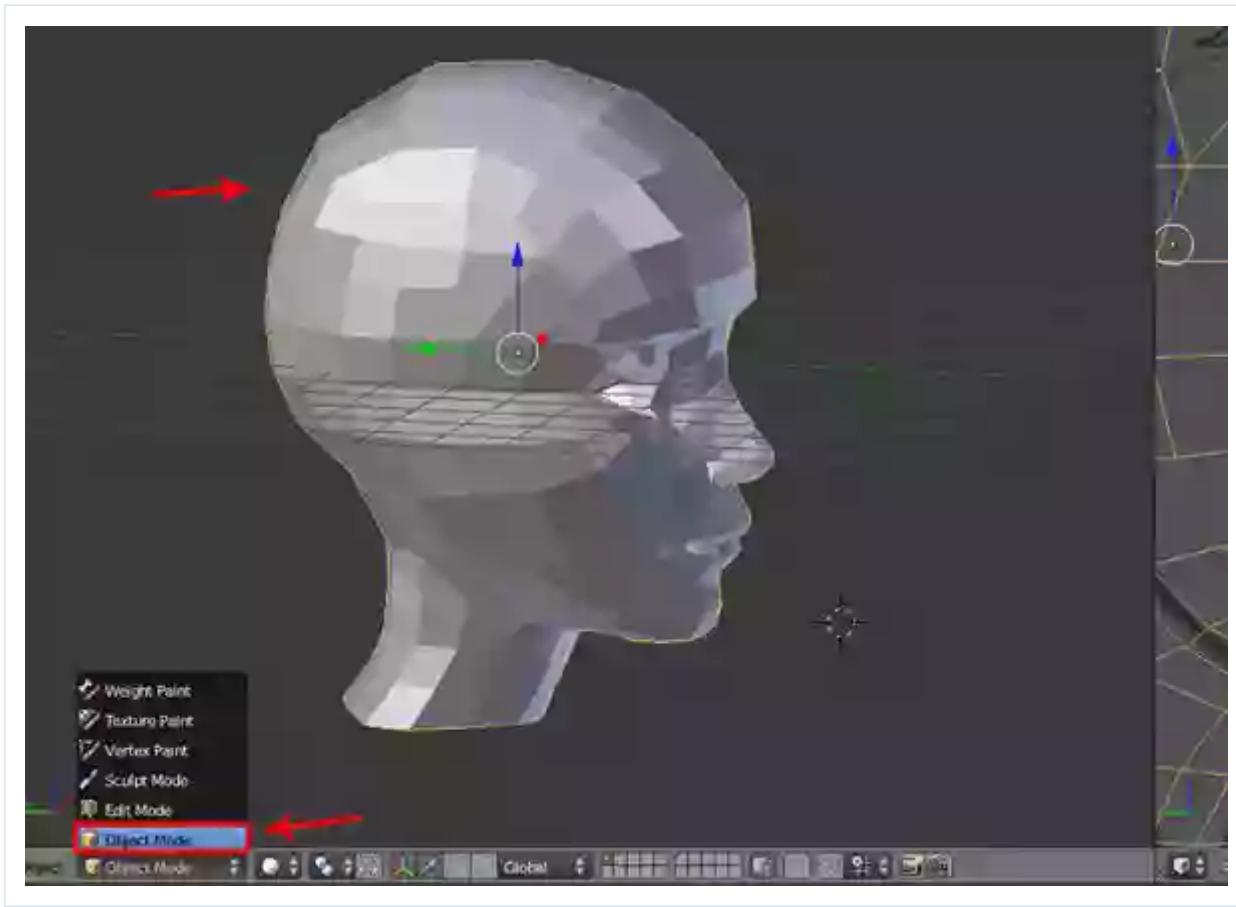
For eyeball reference, I have created two **Spheres** inside the eye sockets.



7. Creating the Ear

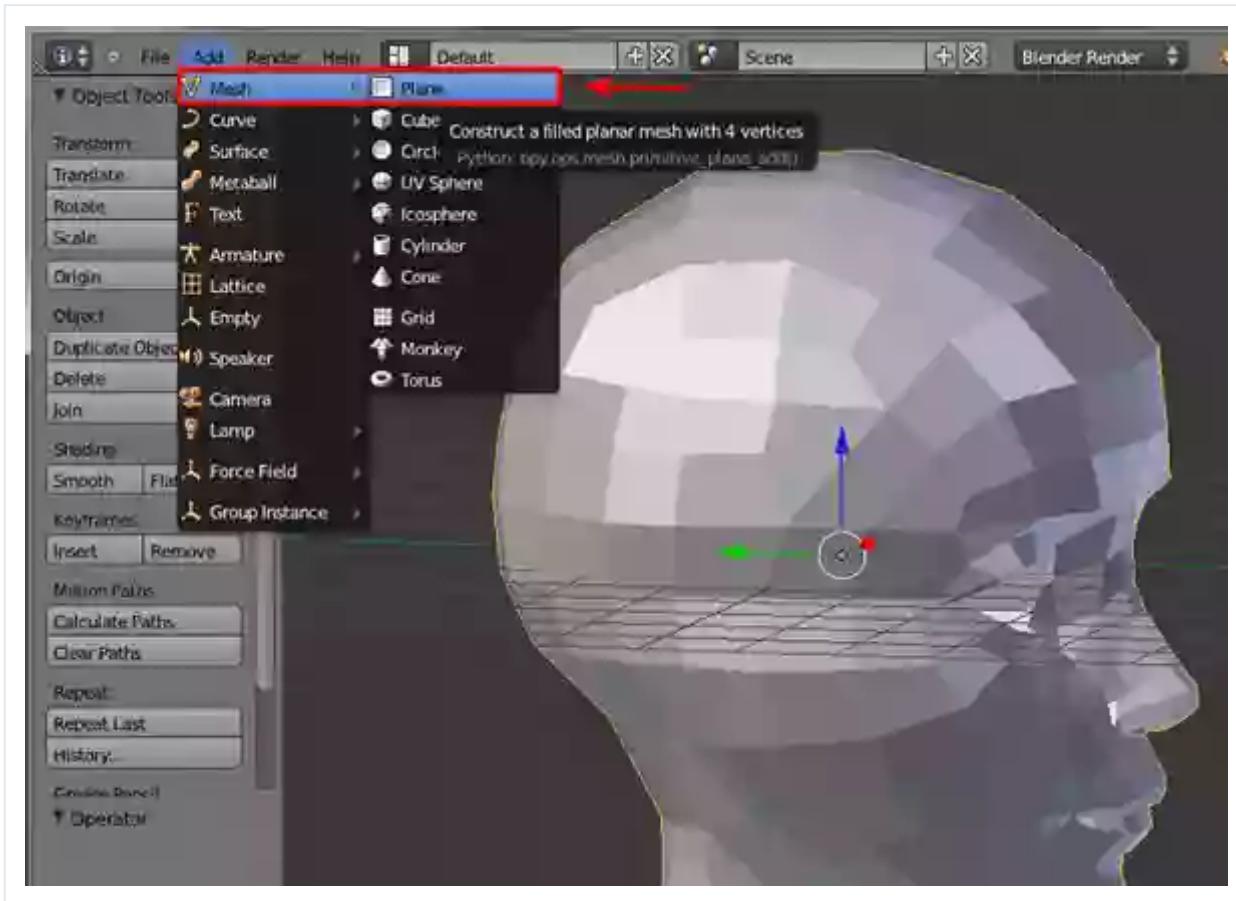
Step 1

Now we will make the ear of the character. So we keep the main face mesh in **Object mode** and now we will create the ear from a new plane mesh.



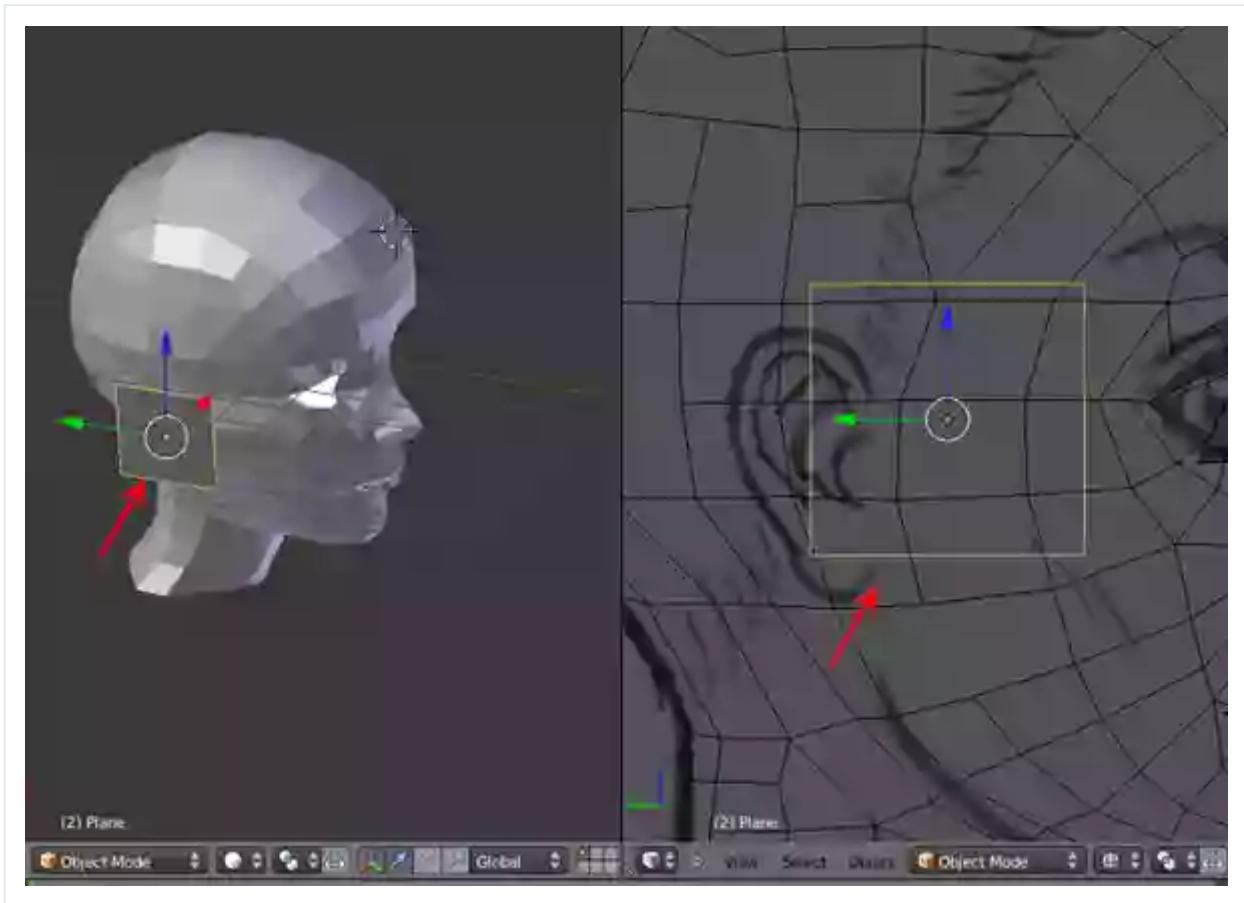
Step 2

To create a new plane mesh, click on the **Add** menu in the top main menu bar and then go to **Mesh > Plane**.



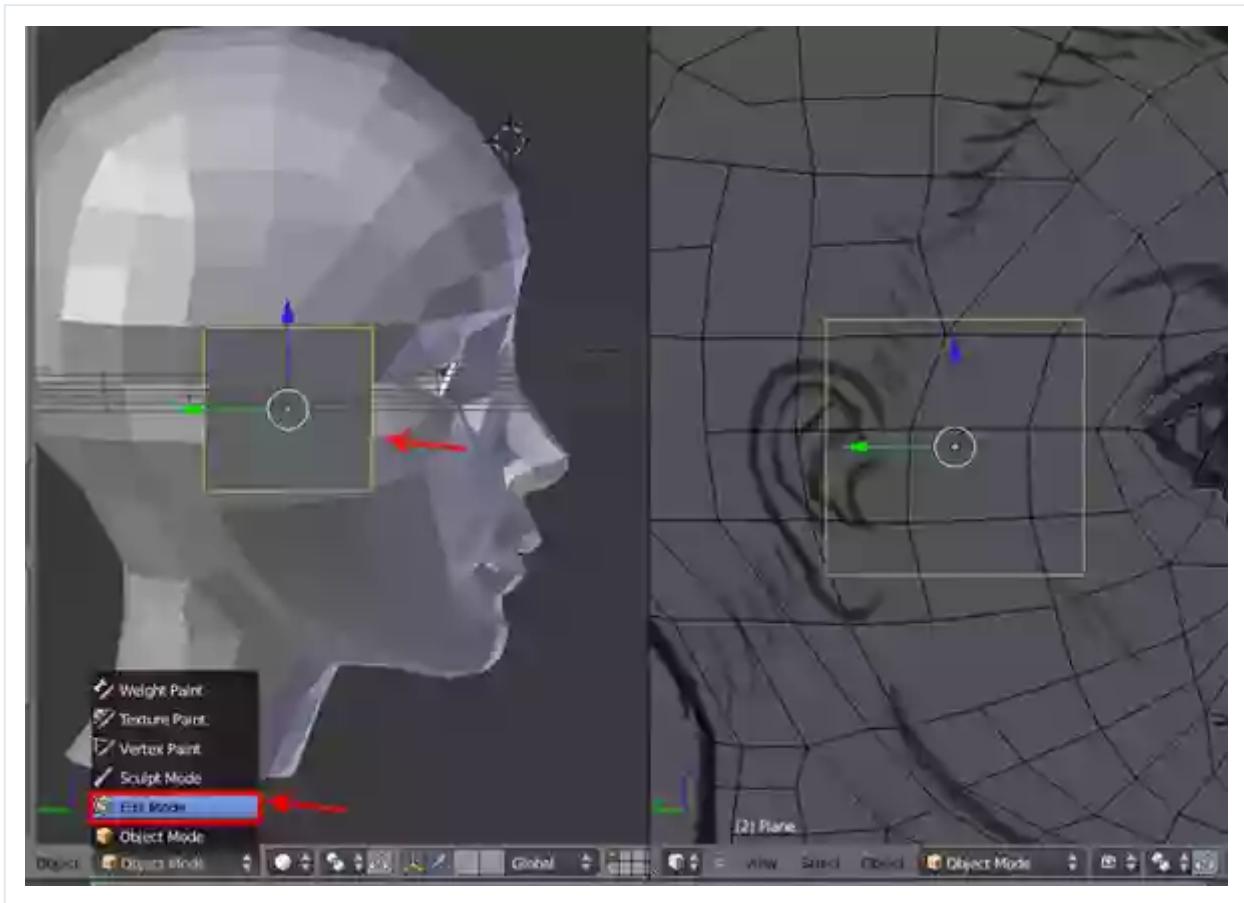
Step 3

While looking in both the perspective and side views, create the plane mesh around the ear area as shown in the following image.



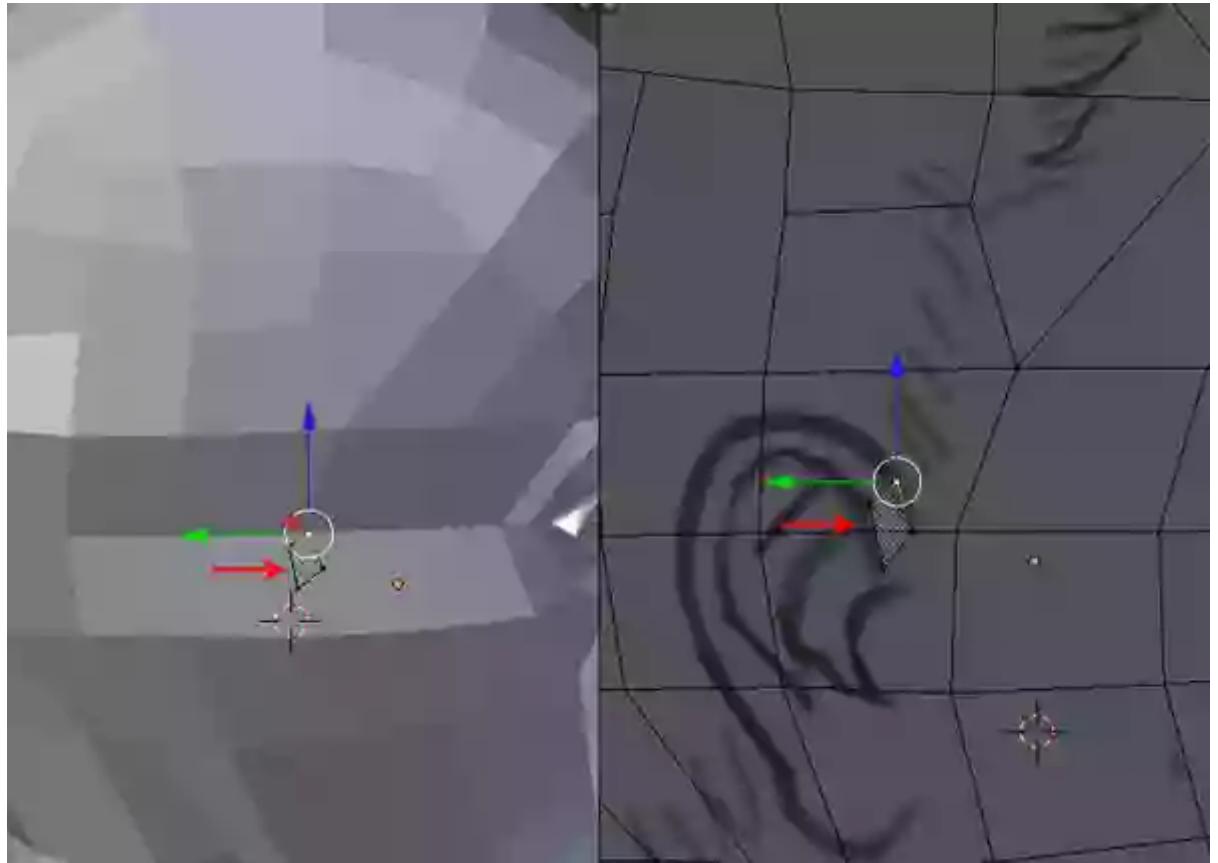
Step 4

With the plane mesh selected, turn on **Edit Mode**.



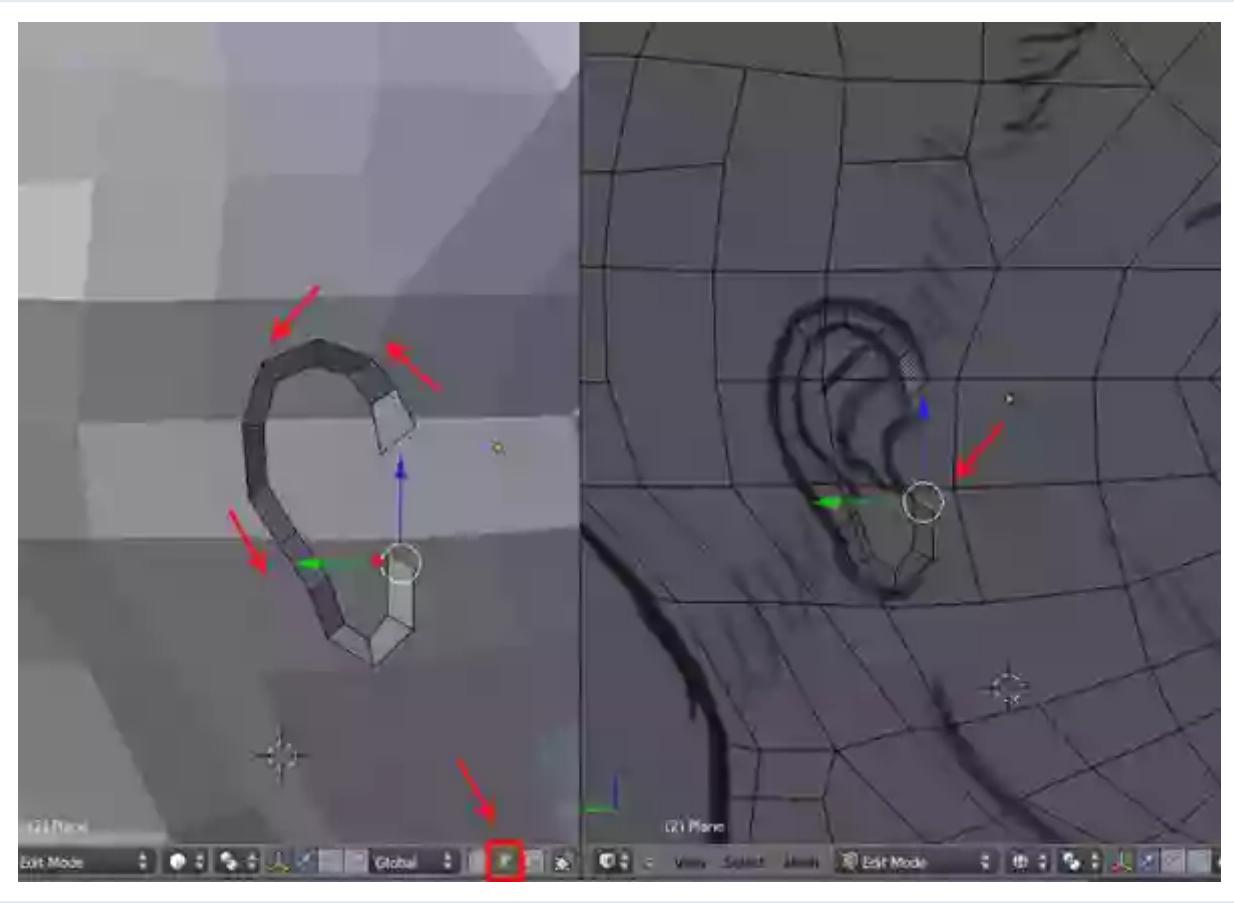
Step 5

In **Vertex Selection** mode, edit the plane shape and place it at the starting edge of the ear as shown in the reference image.



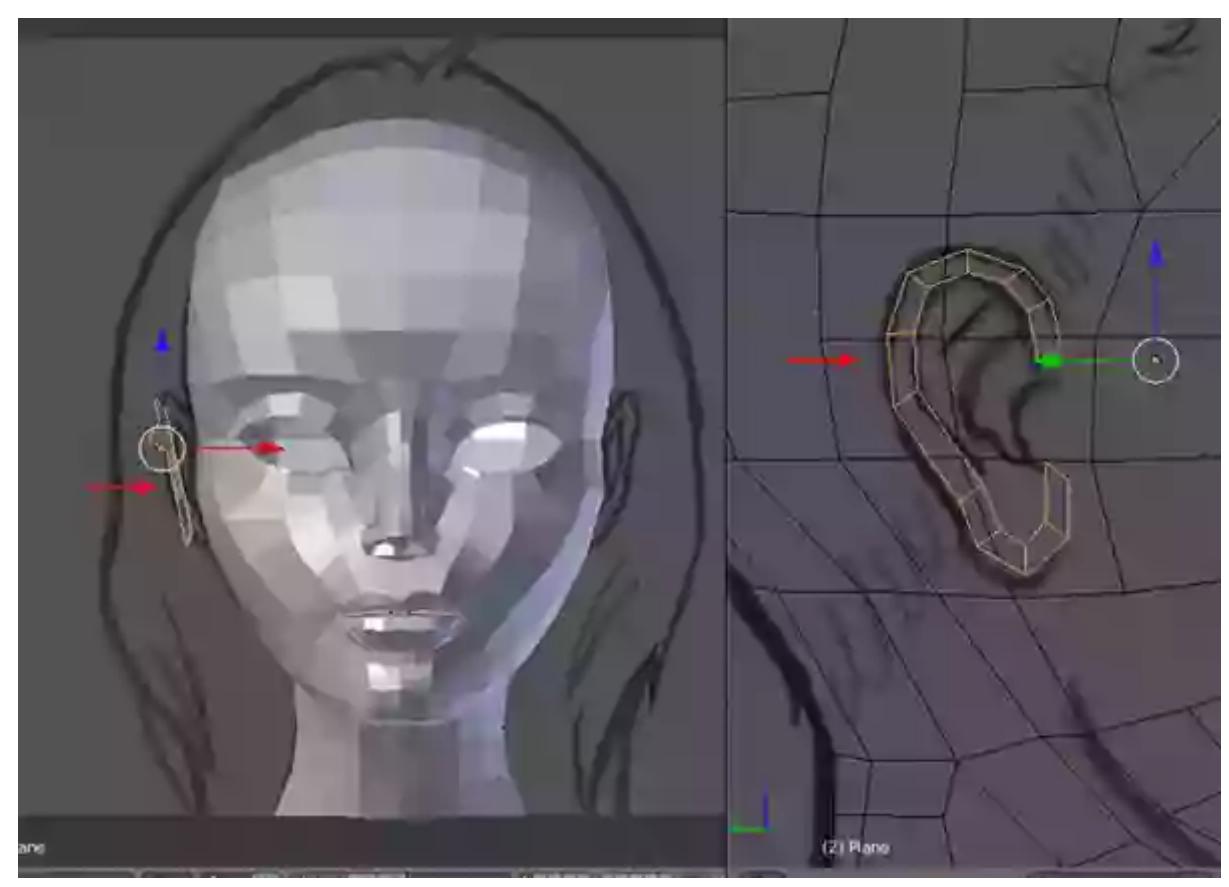
Step 6

Let's **Extrude** the edge about **11** times along the ear outline,
according to the reference image.



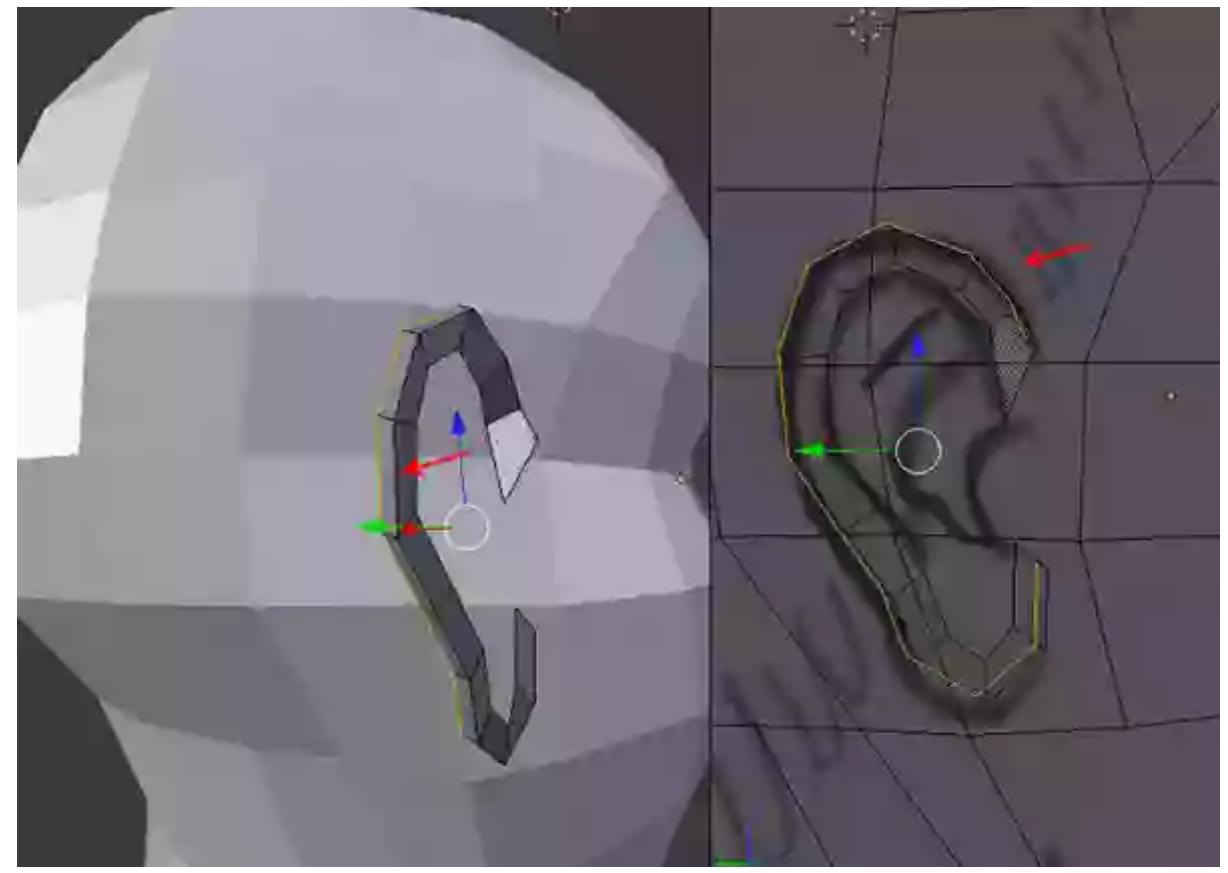
Step 7

Adjust the vertices of the ear mesh both in the front and side views according to the flow of the ear diagram



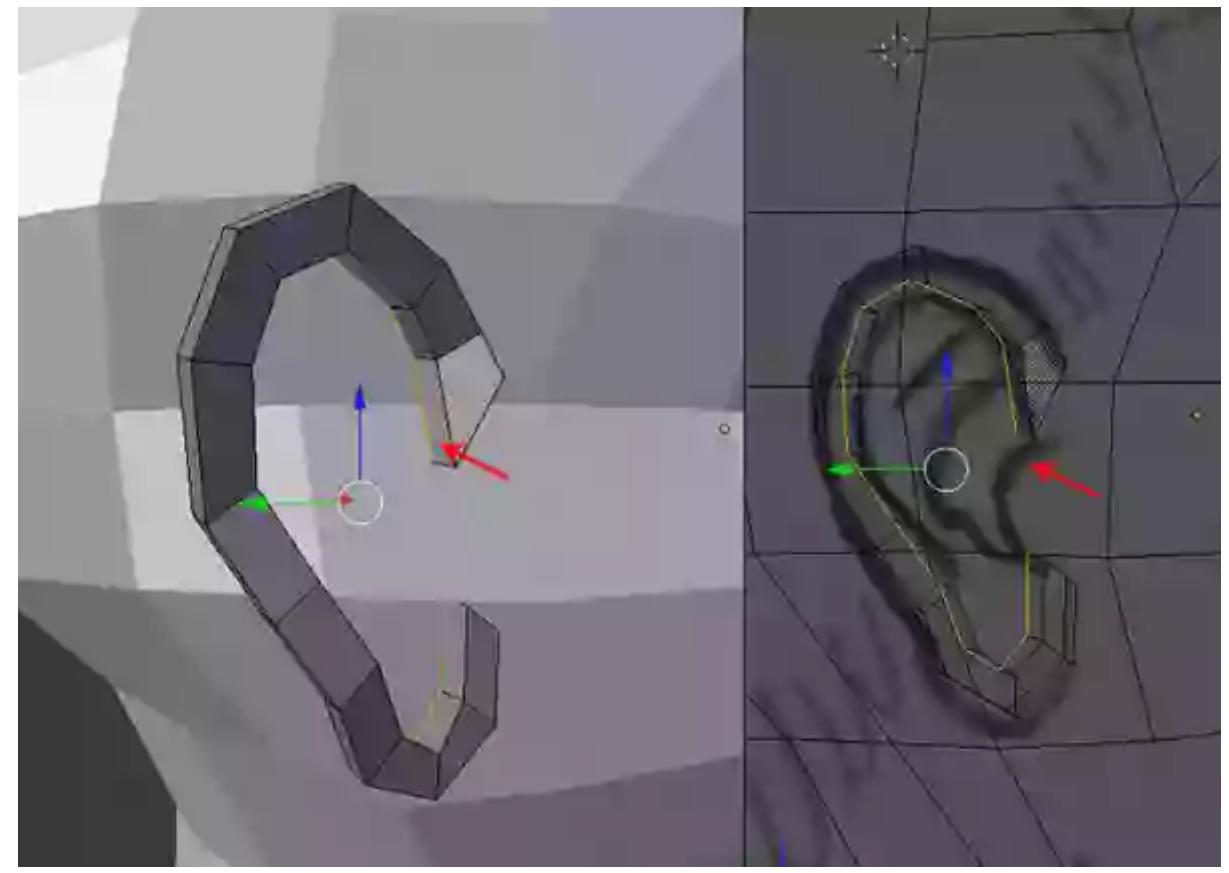
Step 8

In **Edge Selection** mode, select the outer edges, press **E** and then **Extrude** the edges a little bit inside. Then press **Enter** to exit the extrude command.



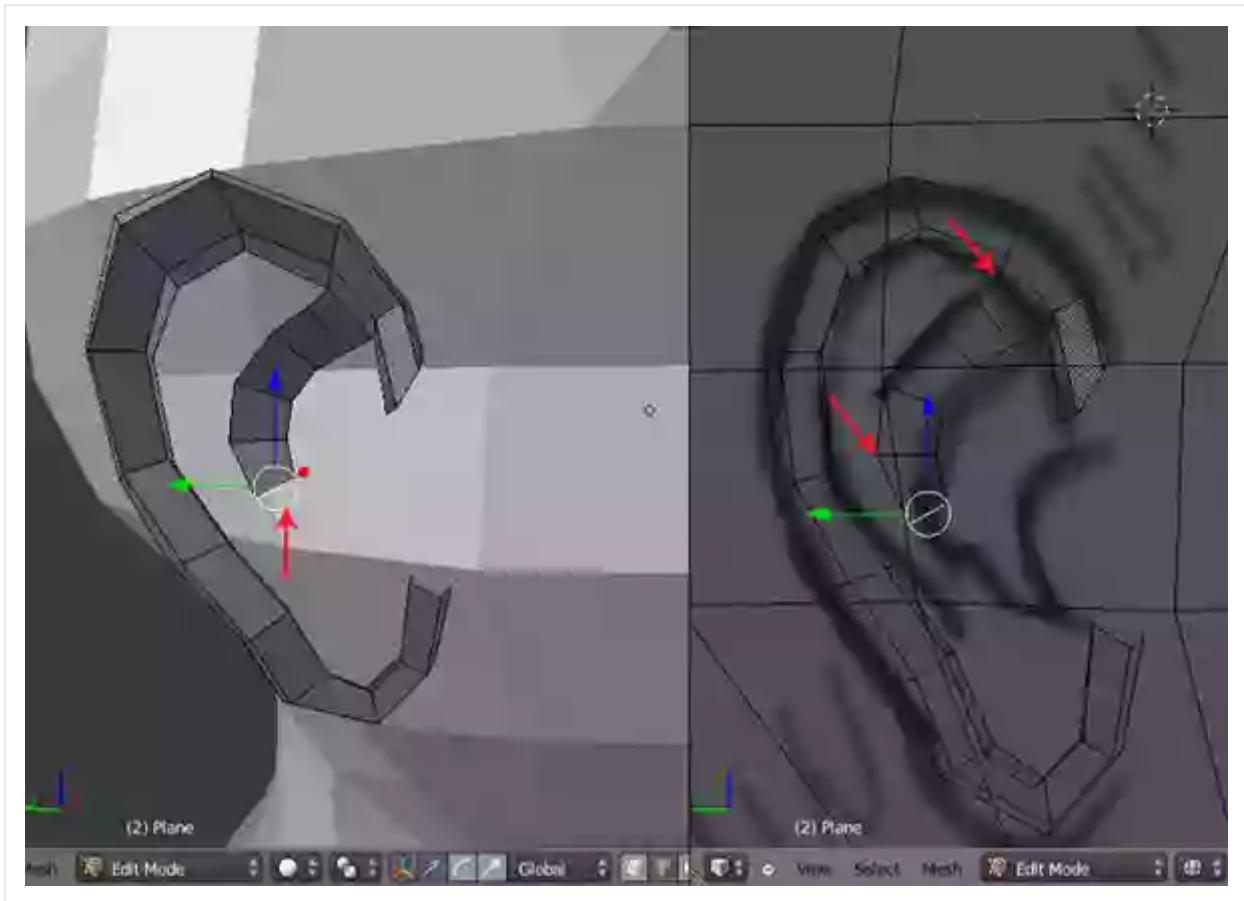
Step 9

Following the same process, **Extrude** the inner edges also a little bit inside.



Step 10

Select and **Extrude** the indicated inner edge **Five** times following the ear diagram, as shown in the following image.



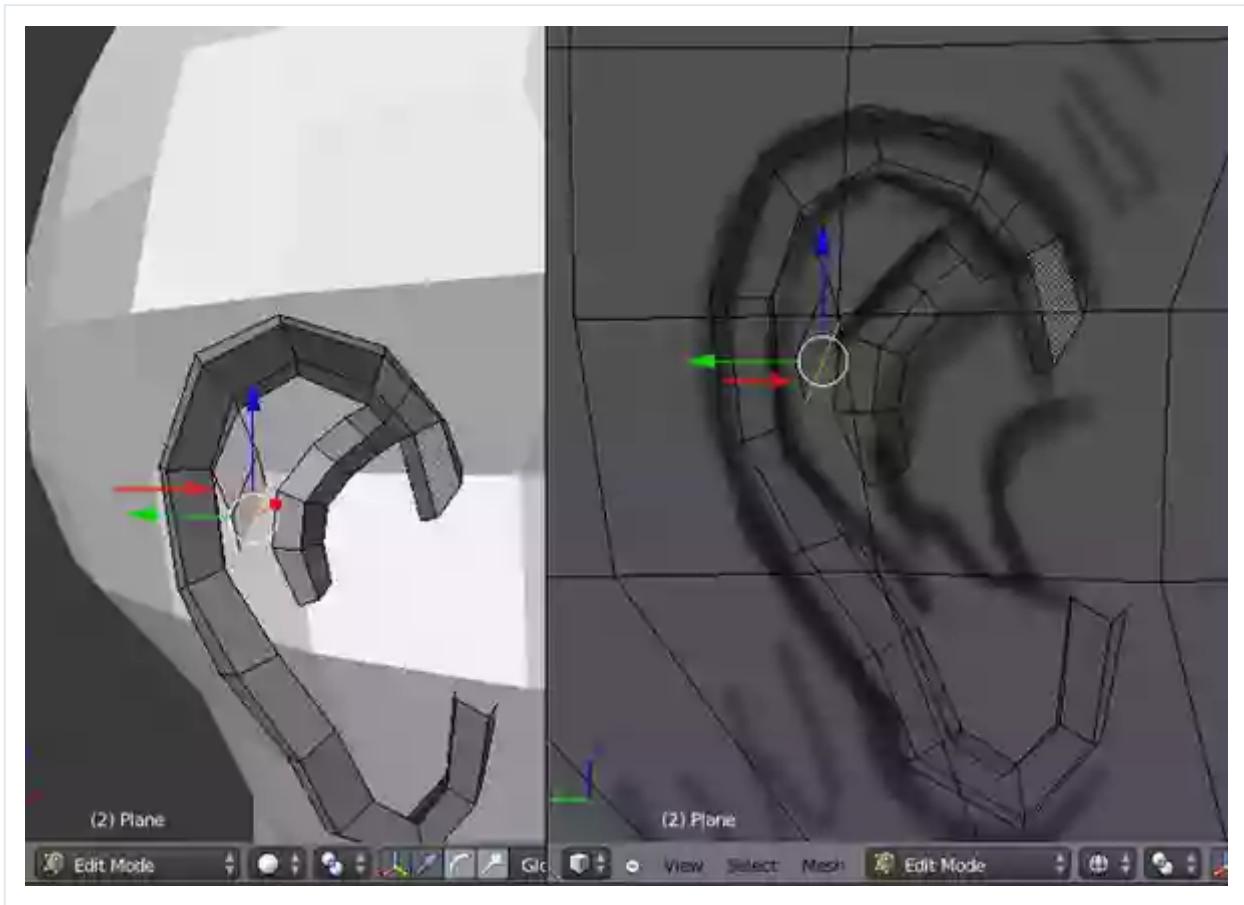
Step 11

With all the new extruded edges selected, click on the **Mesh** menu and then go to **Edges > Subdivide**.



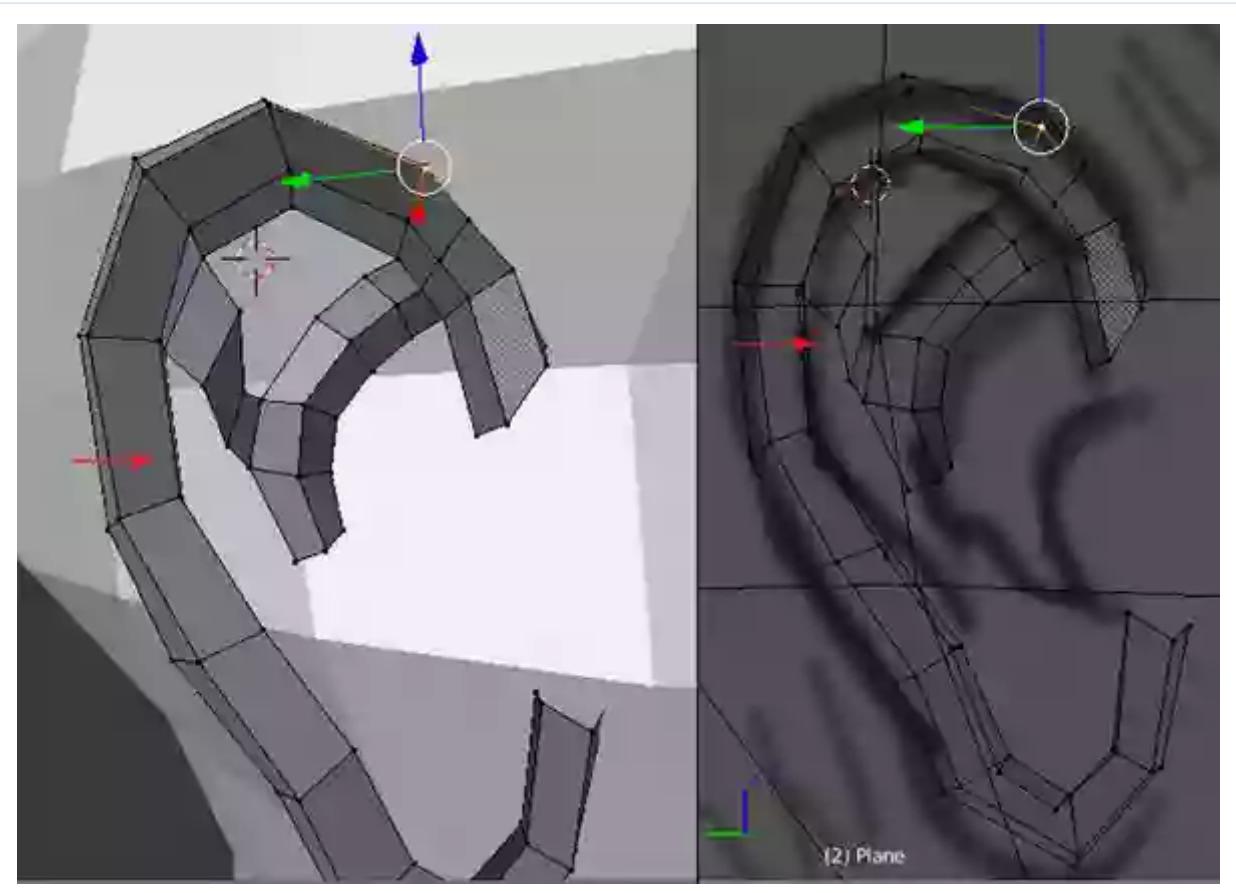
Step 12

Again, select and **Extrude** another inner edge **Three** times following the ear diagram as shown in the following image.



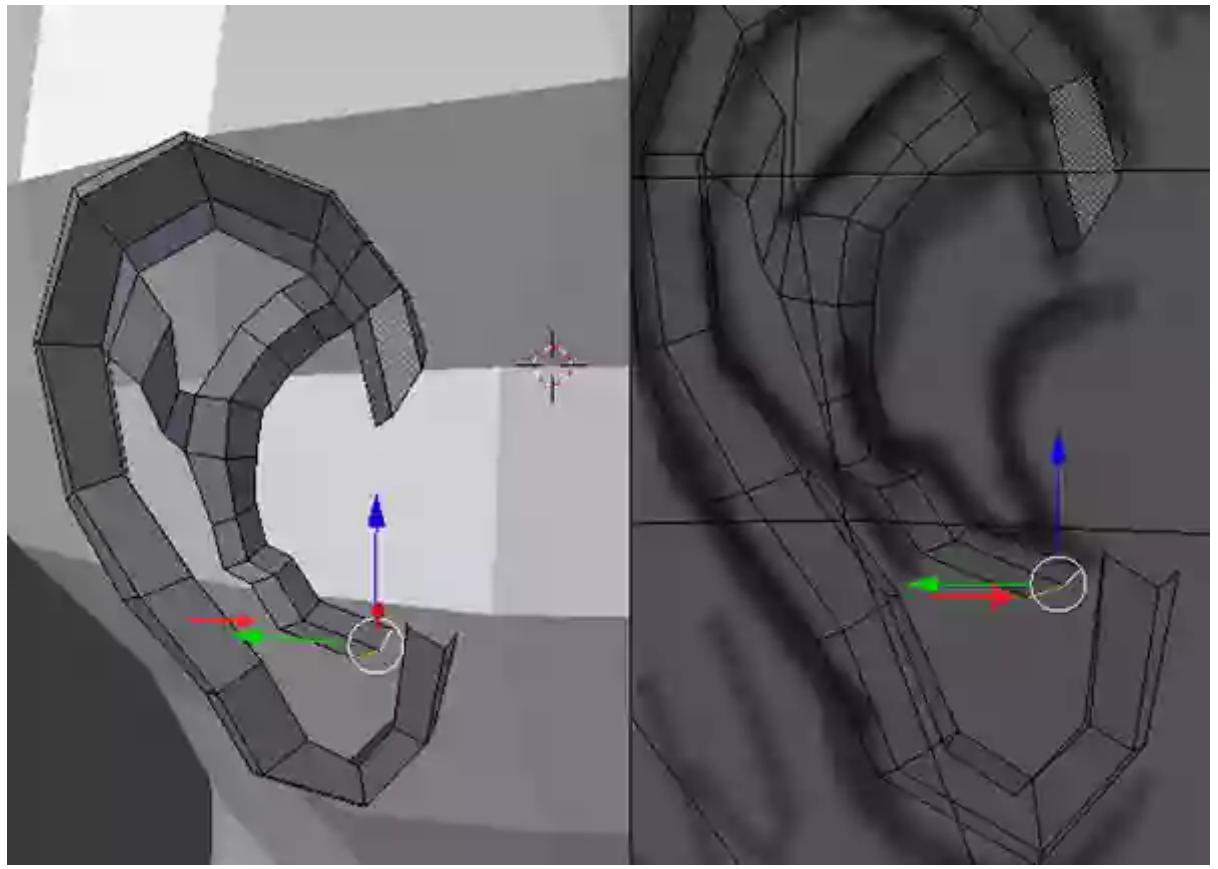
Step 13

Now we need to merge both extruded edges together. So select either end of the extruded edges and then merge them together using **Alt-M**.



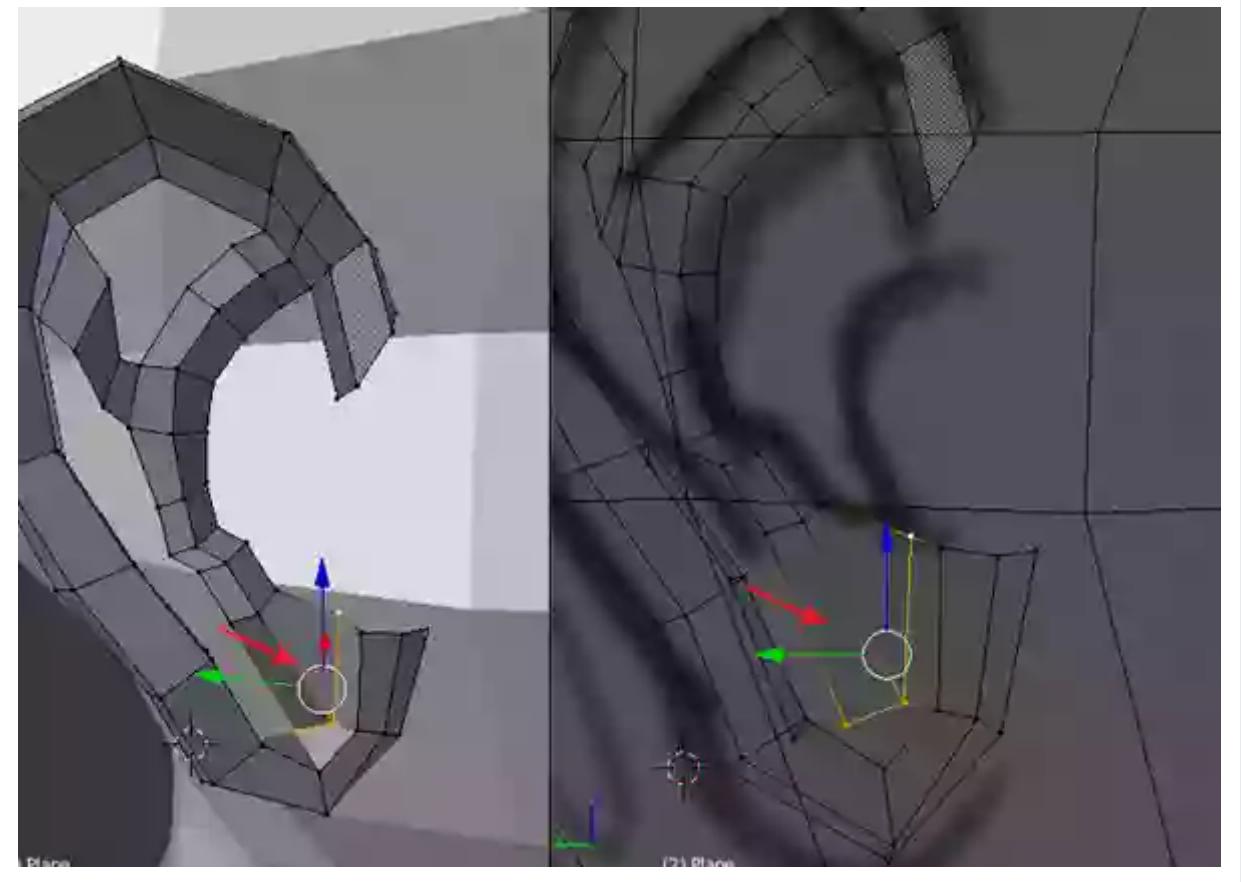
Step 14

Now move ahead and **Extrude** the edge further as shown in the following image.



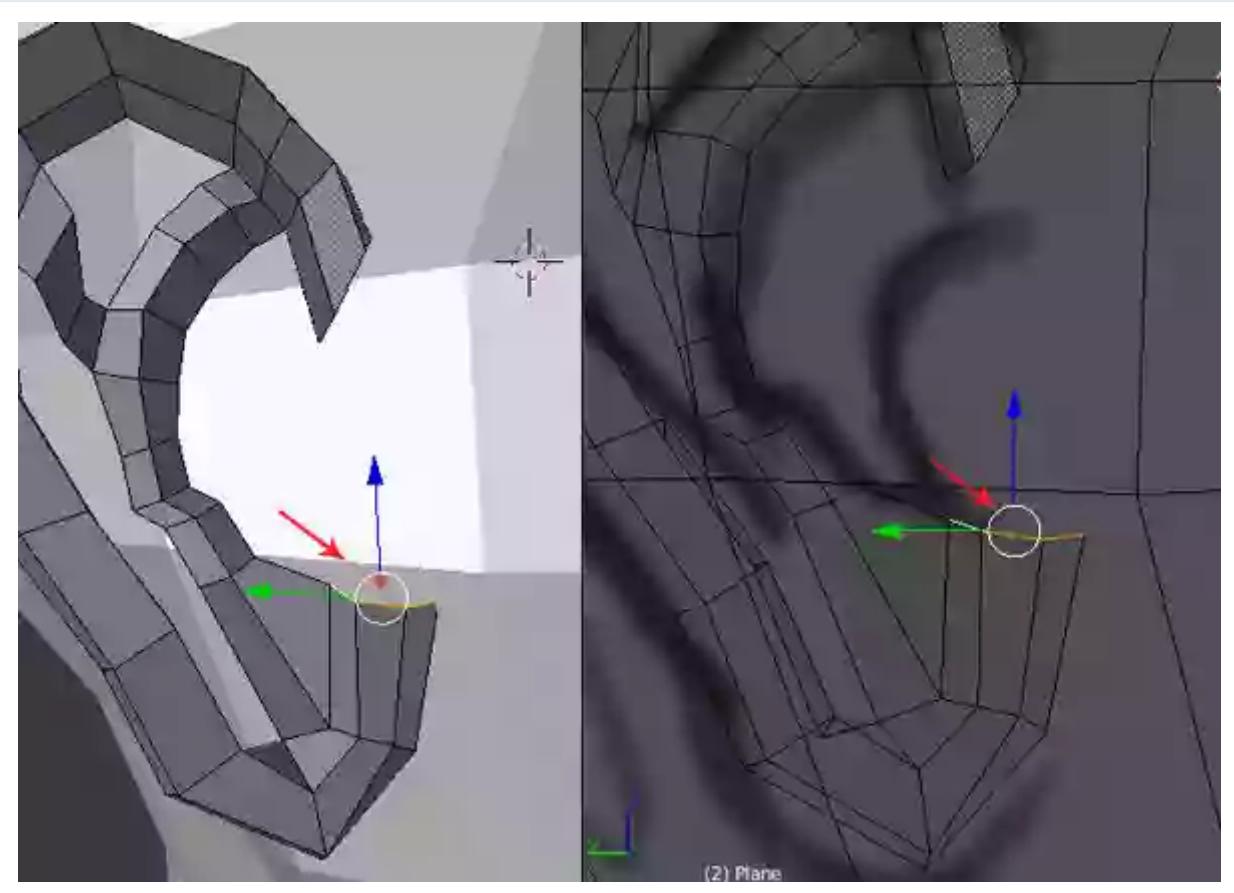
Step 15

Merge the corresponding vertices of the extruded edge with the main ear mesh, as shown in the image below.



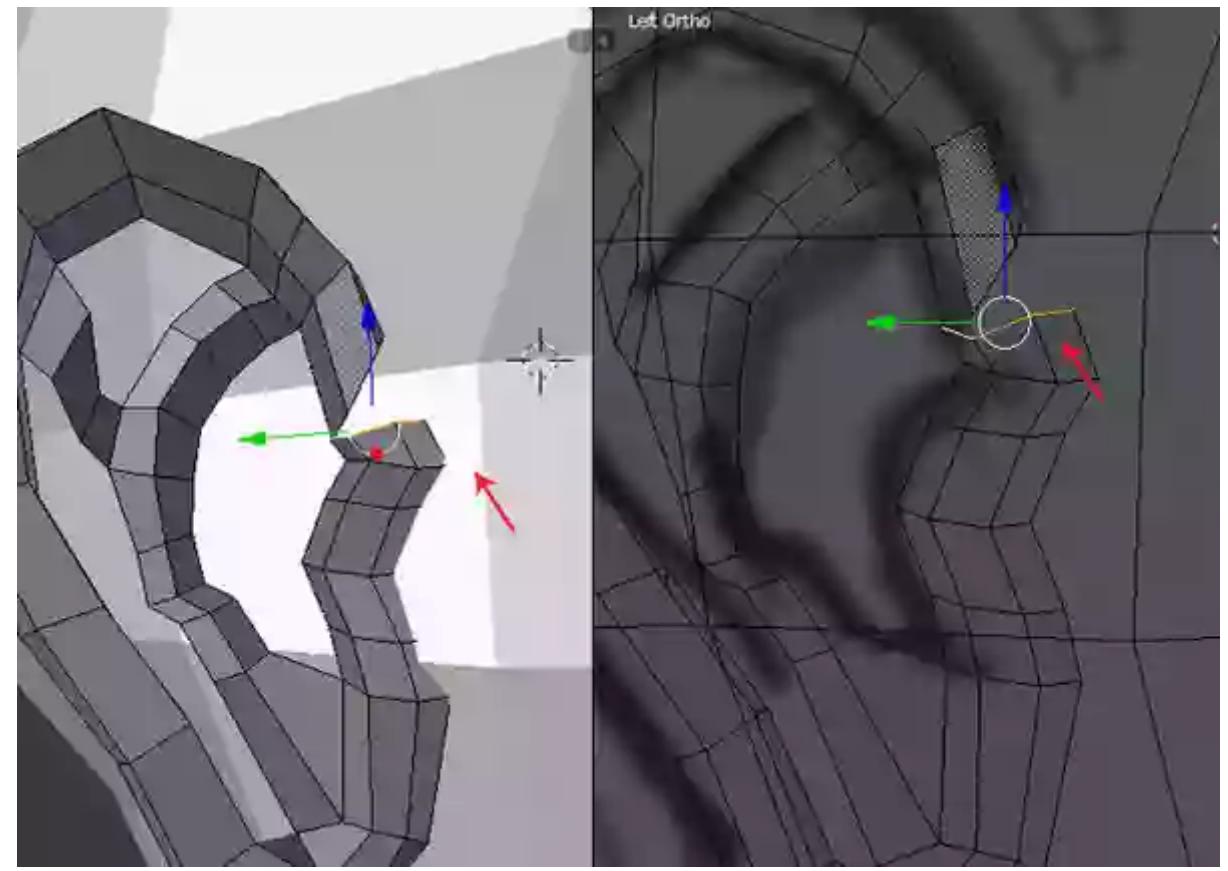
Step 16

Next, go to **Edge** selection mode and select the last **Three** edges.



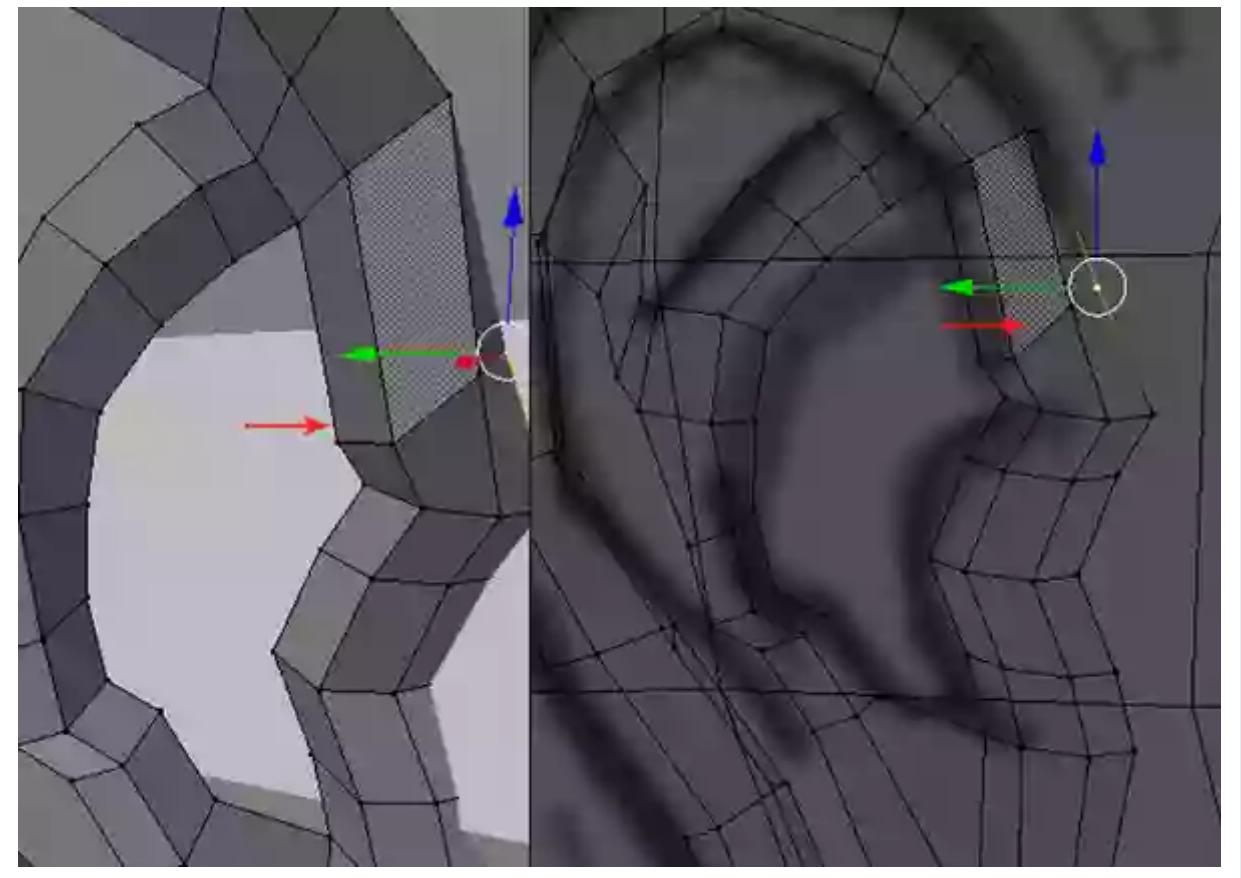
Step 17

Extrude the selected edges upwards **Five** times to the starting point of the ear.



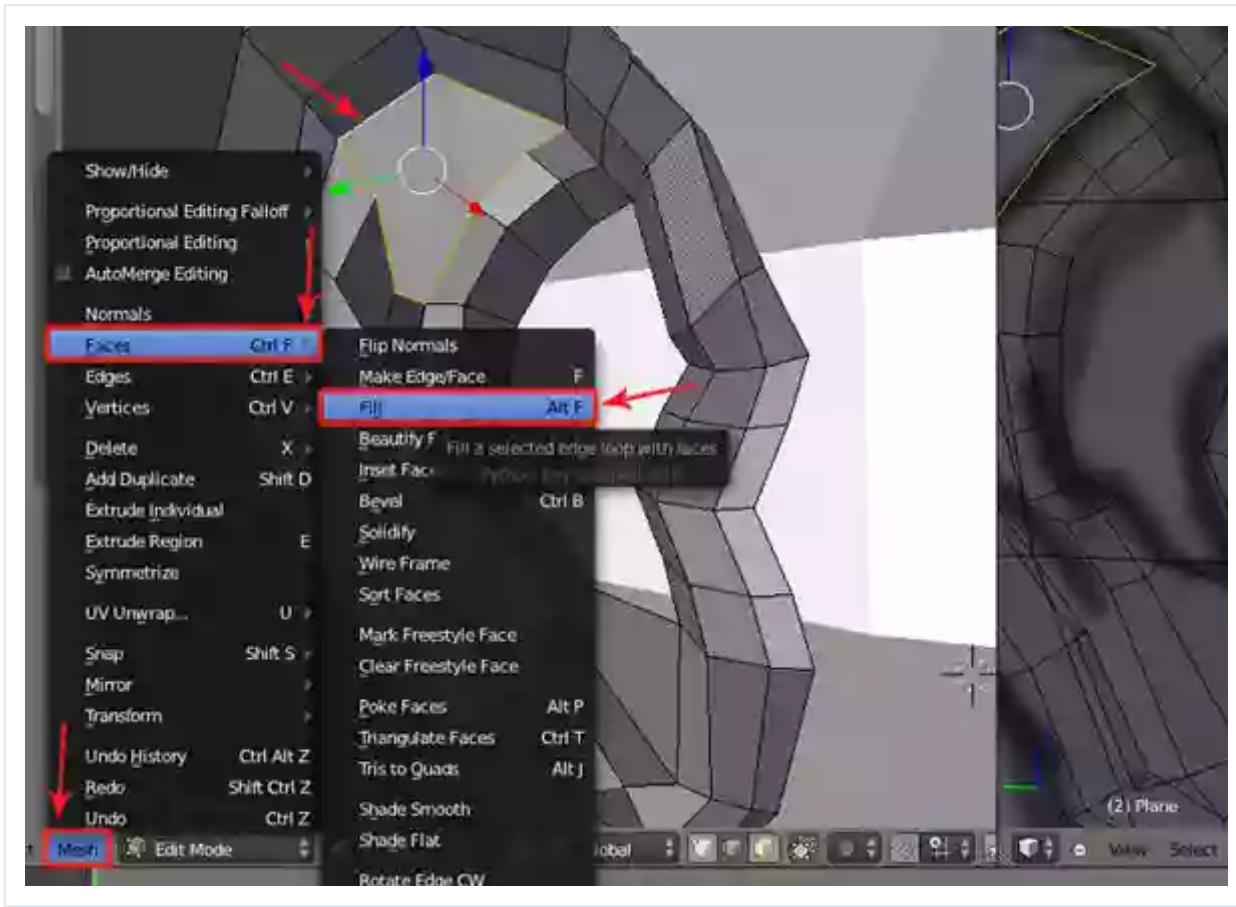
Step 18

Merge the corresponding vertices of both ends together.

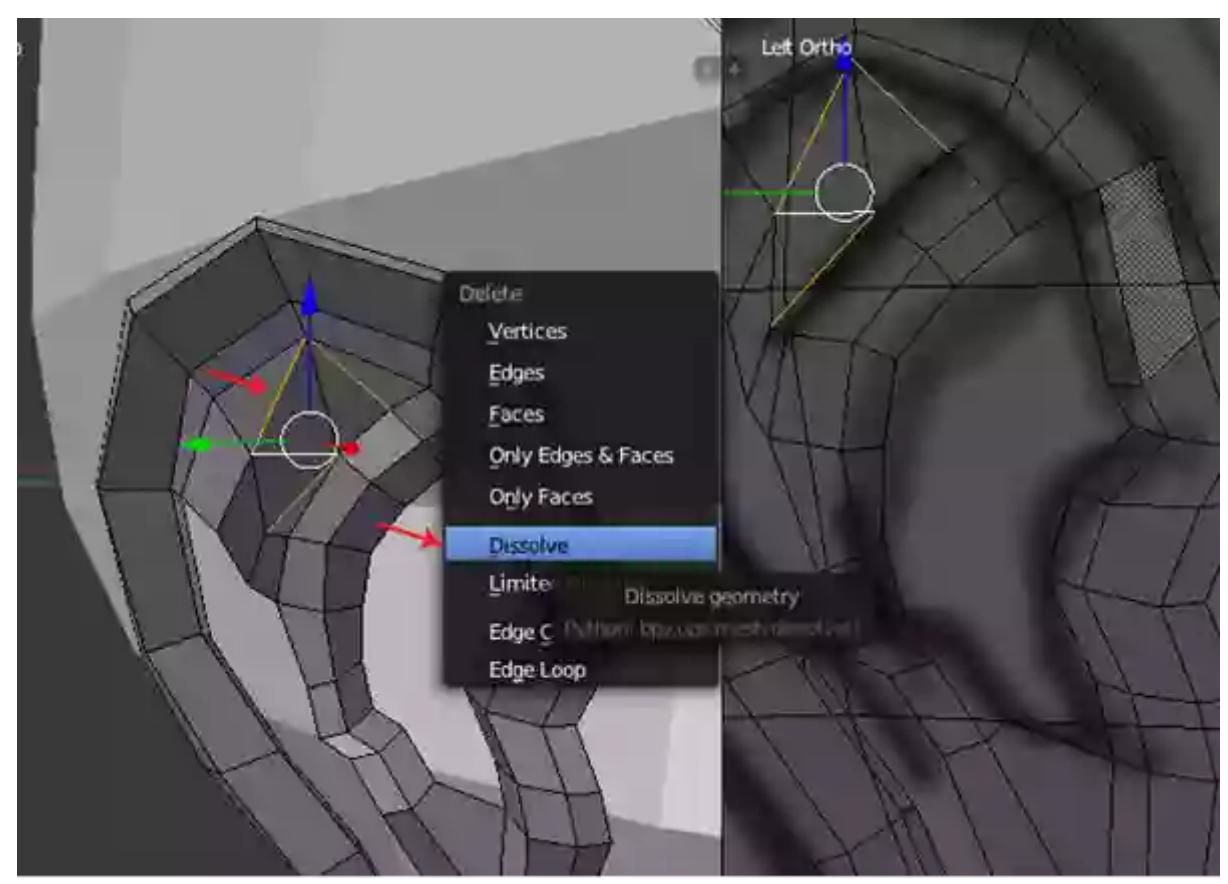


Step 19

Now we have to fill the gaps. So with the border edge loop selected, click on the **Mesh** menu and then go to **Faces > Fill command**, or press **Alt-F** to fill the gap between the polygons.

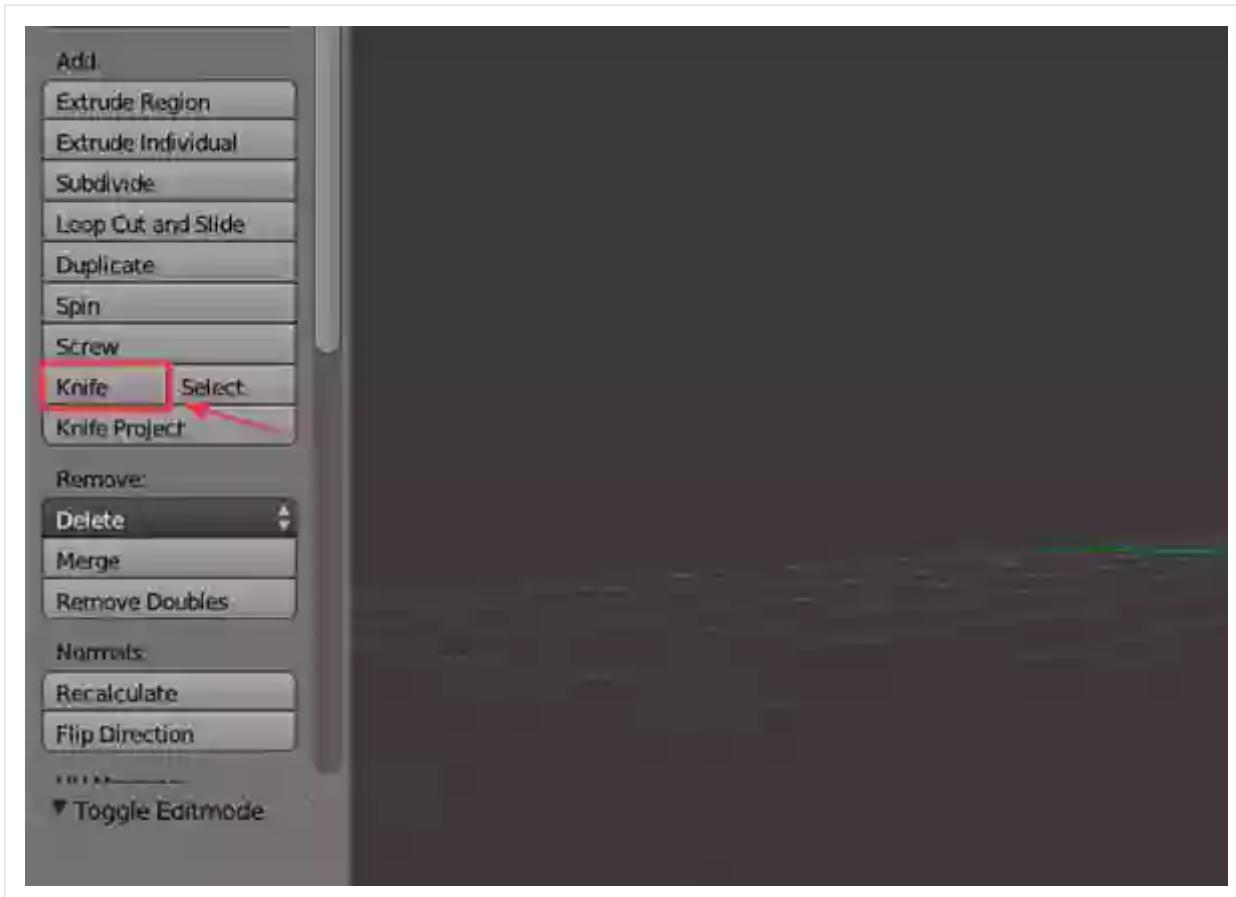


Filling the gaps with this method creates some unwanted edges, so we need to remove them. With the unwanted edges selected, press **X** or the **Delete** key and then select **Dissolve** from the list.

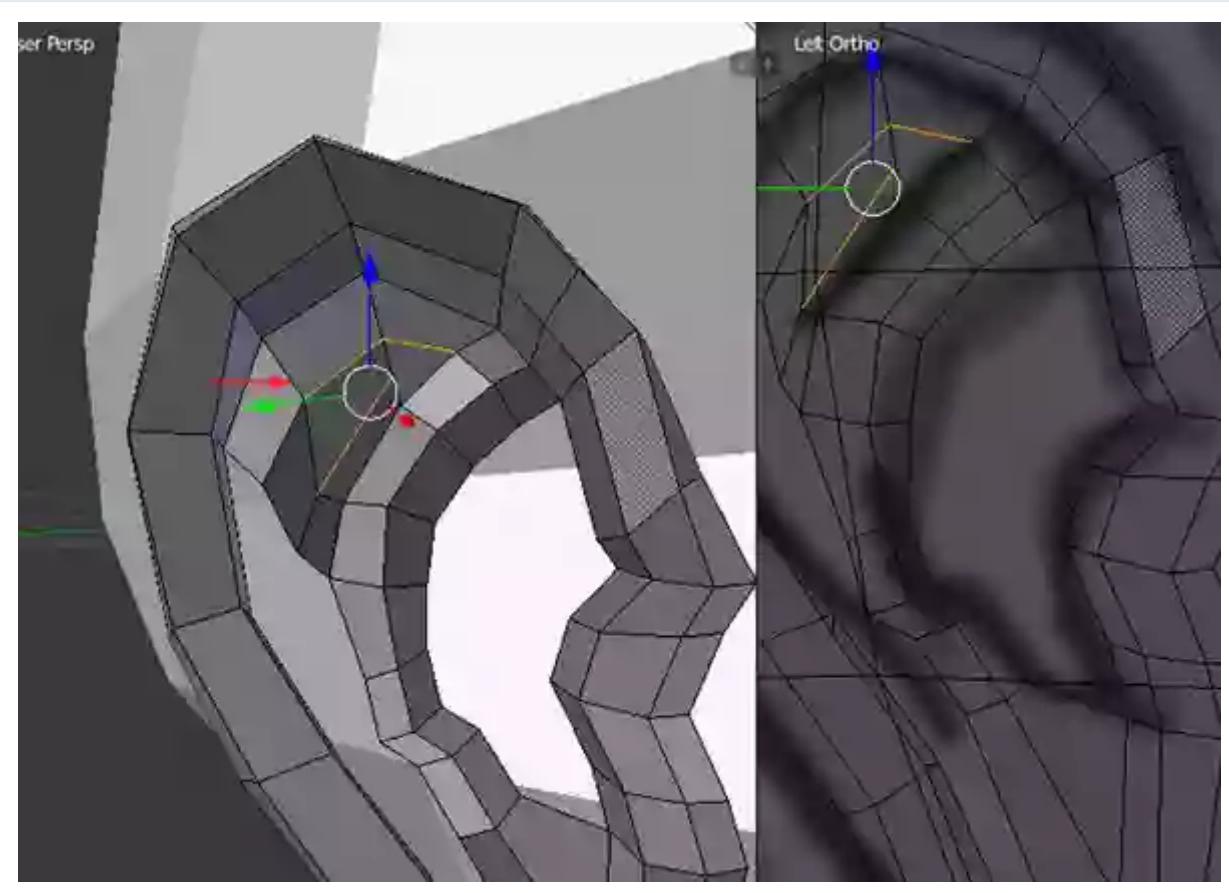


Step 20

To split the faces, we will use the **Knife** tool. Select the **Knife** tool in the main tool bar.

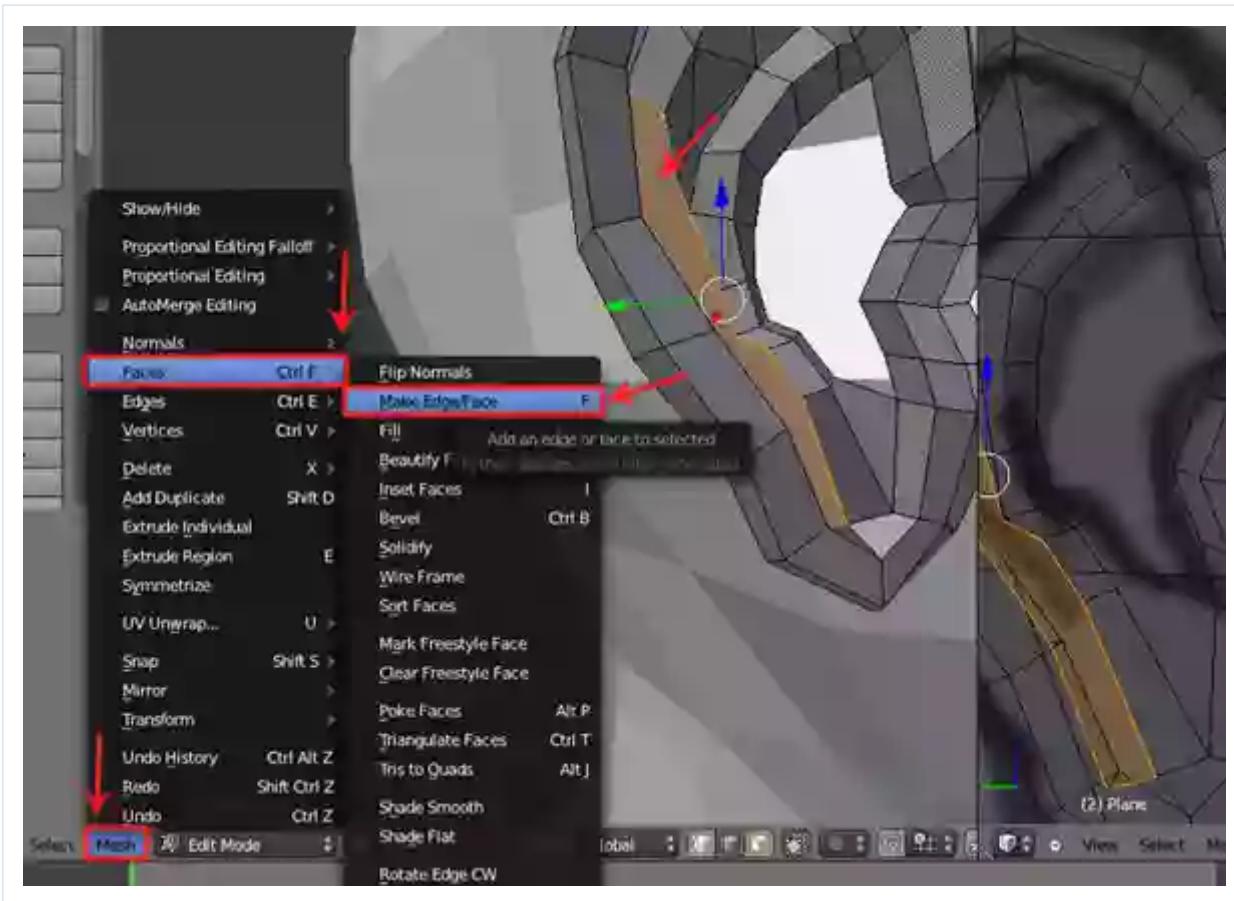


Split the faces with the **Knife** tool to create better loops.



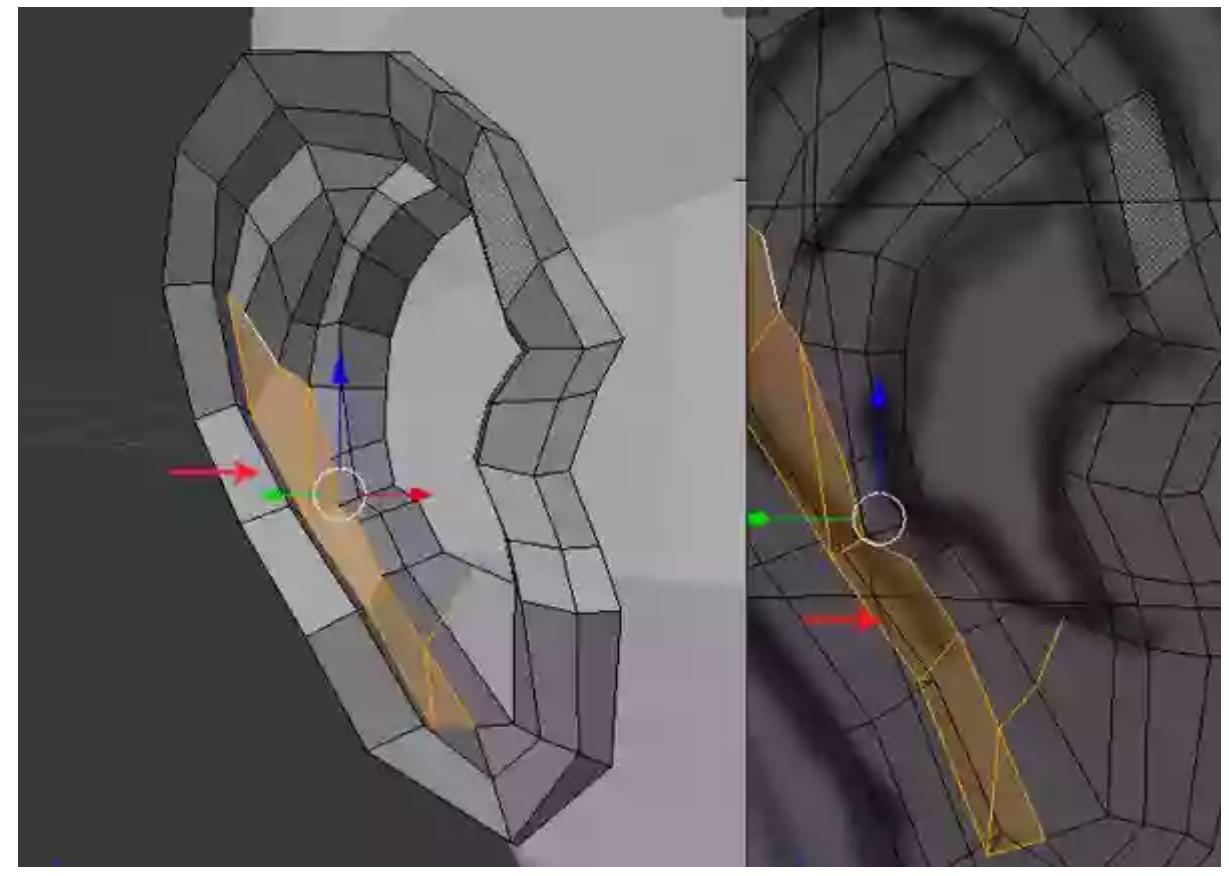
Step 21

We can use another command to fill the gaps but without generating any edges. So with the border edges selected, click on the **Mesh** menu and then go to **Faces > Make Edge Face**, or press **F** to fill the gap between the polygons.



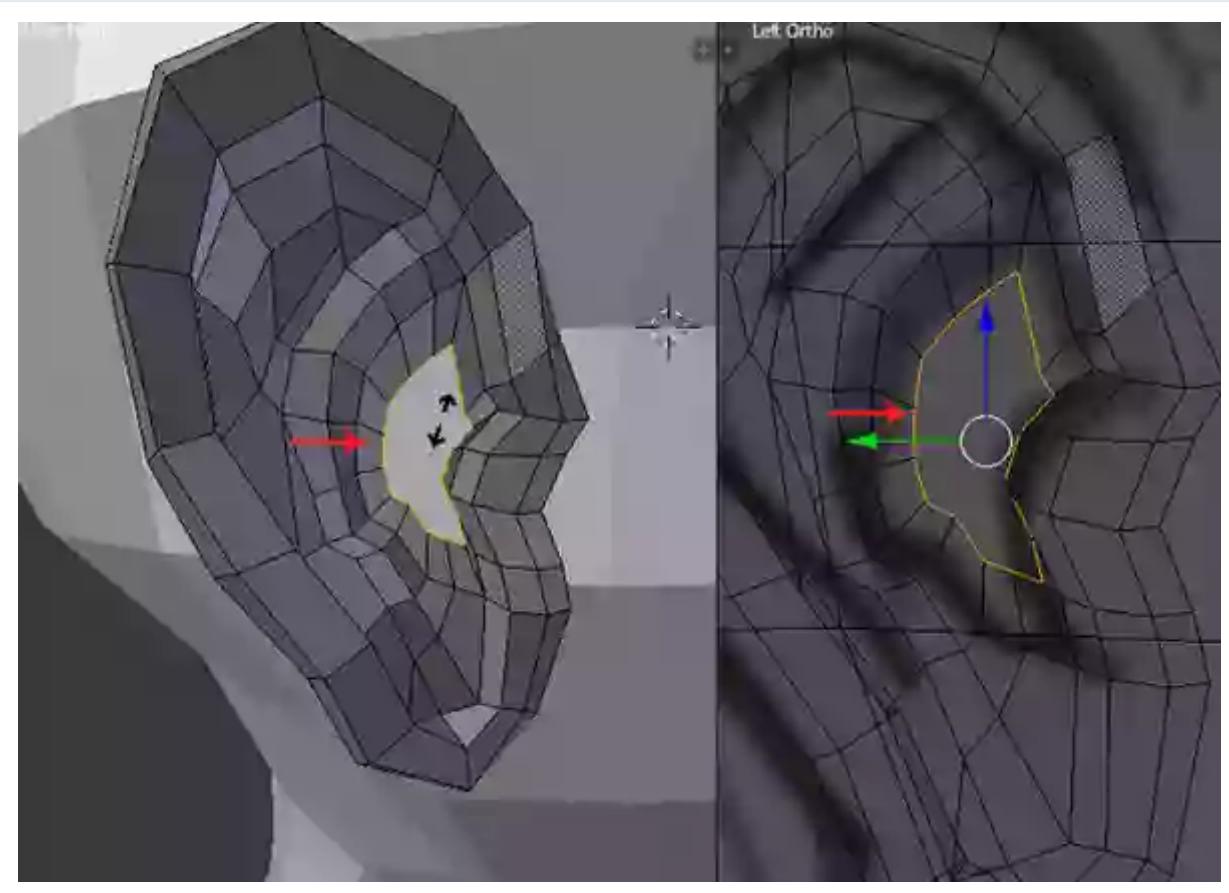
Step 22

Now use the **Knife** tool to split the face and create the required edge loops.



Step 23

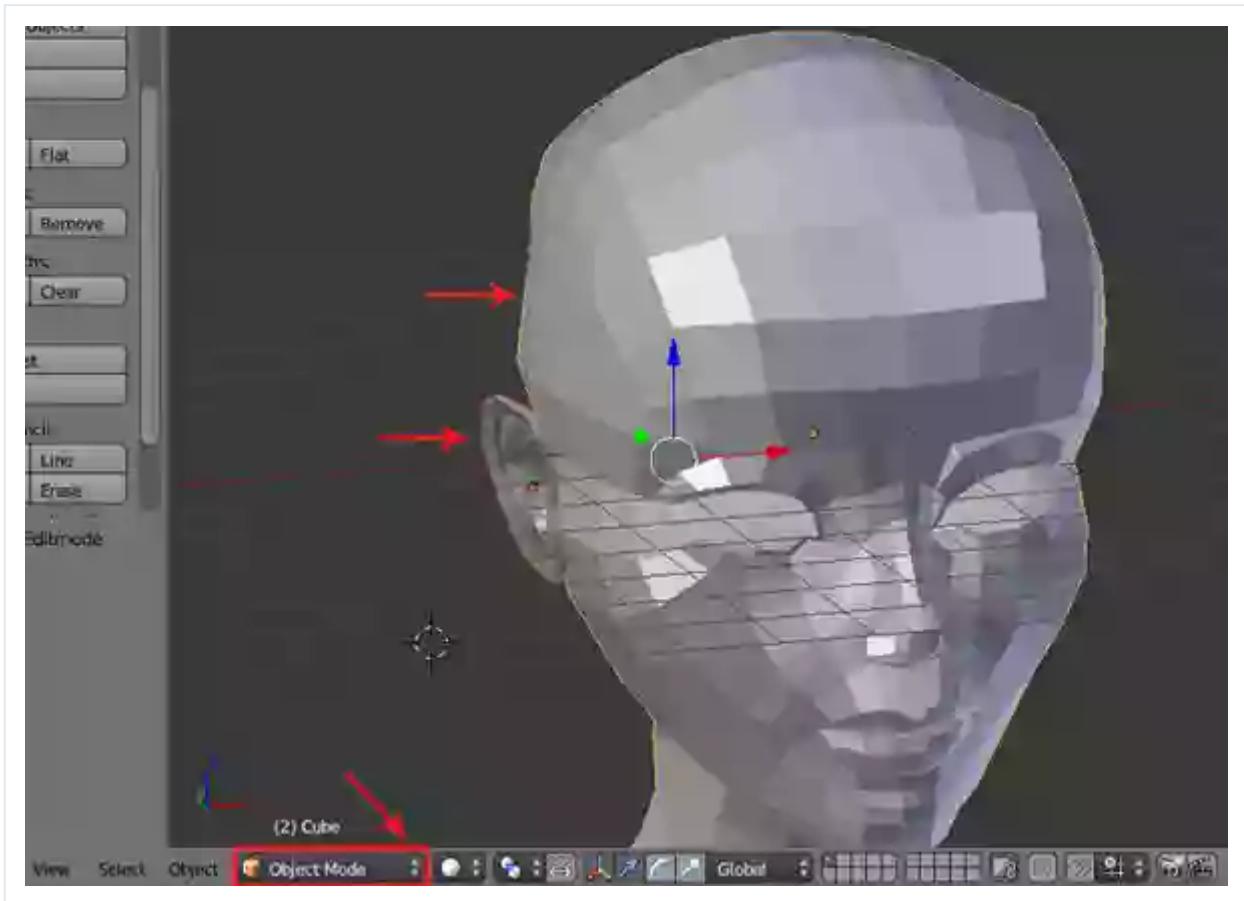
With the *last* border edges selected, press **E** and **Extrude** the selected border edges. Then press **S** and **Scale** down the extruded edges and move them inside. Finally press **Enter** to finish the extrude operation.



8. Joining the Head and Ear Meshes

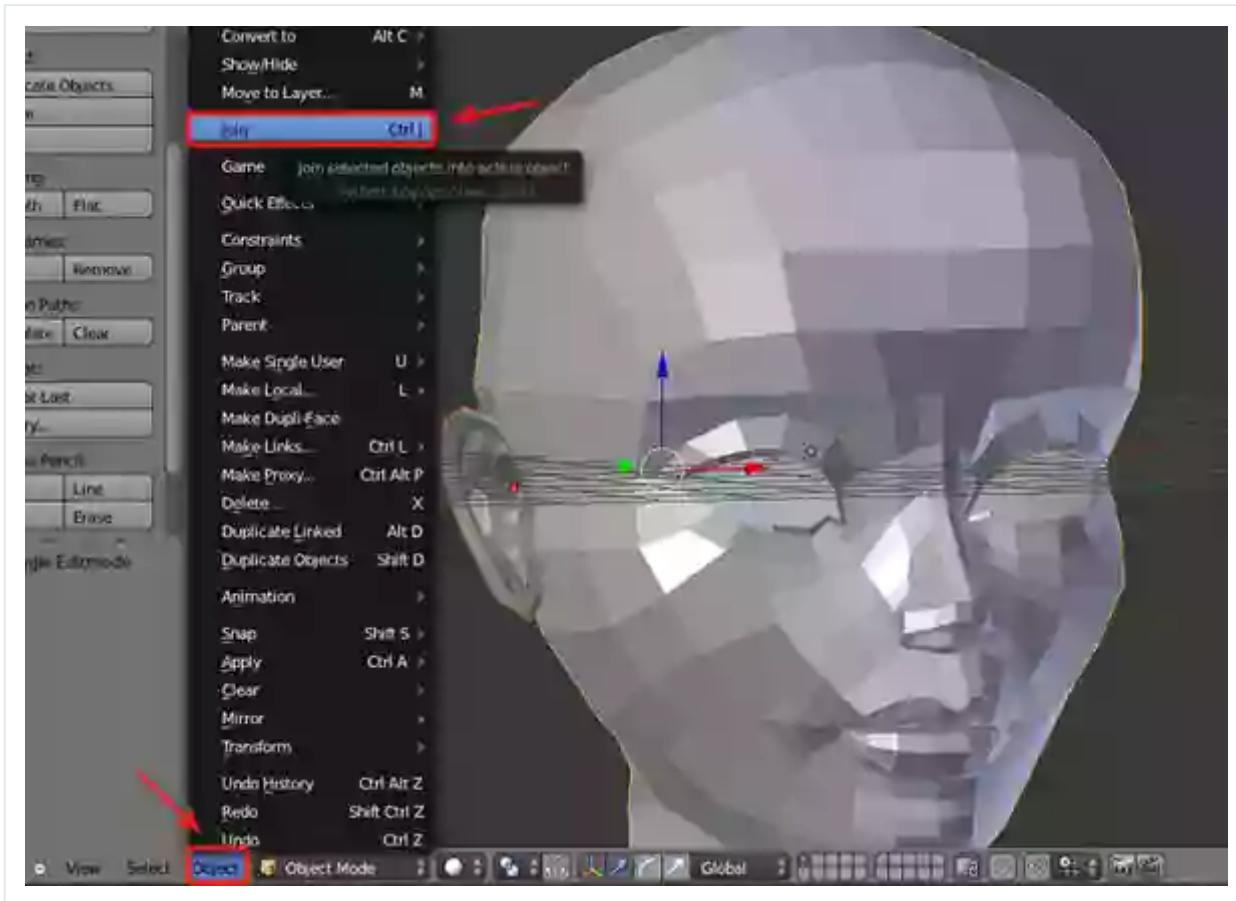
Step 1

Now, we have to joint both the head and the ear meshes together. First keep the ear mesh in **Object** mode and then select both the ear and the head meshes

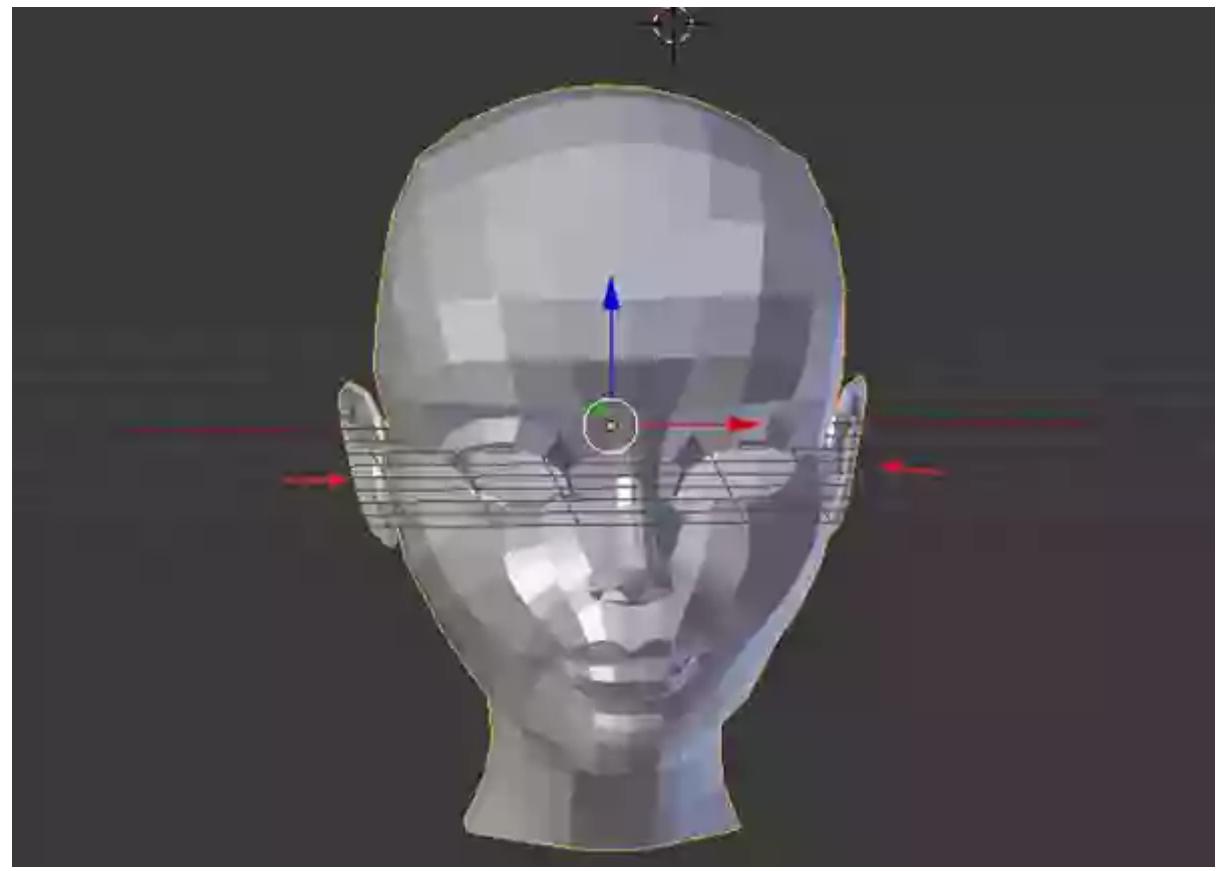


Step 2

With both meshes selected, click on the **Object** menu and select **Join**, or press **Control-J** to adjoin the selected meshes.

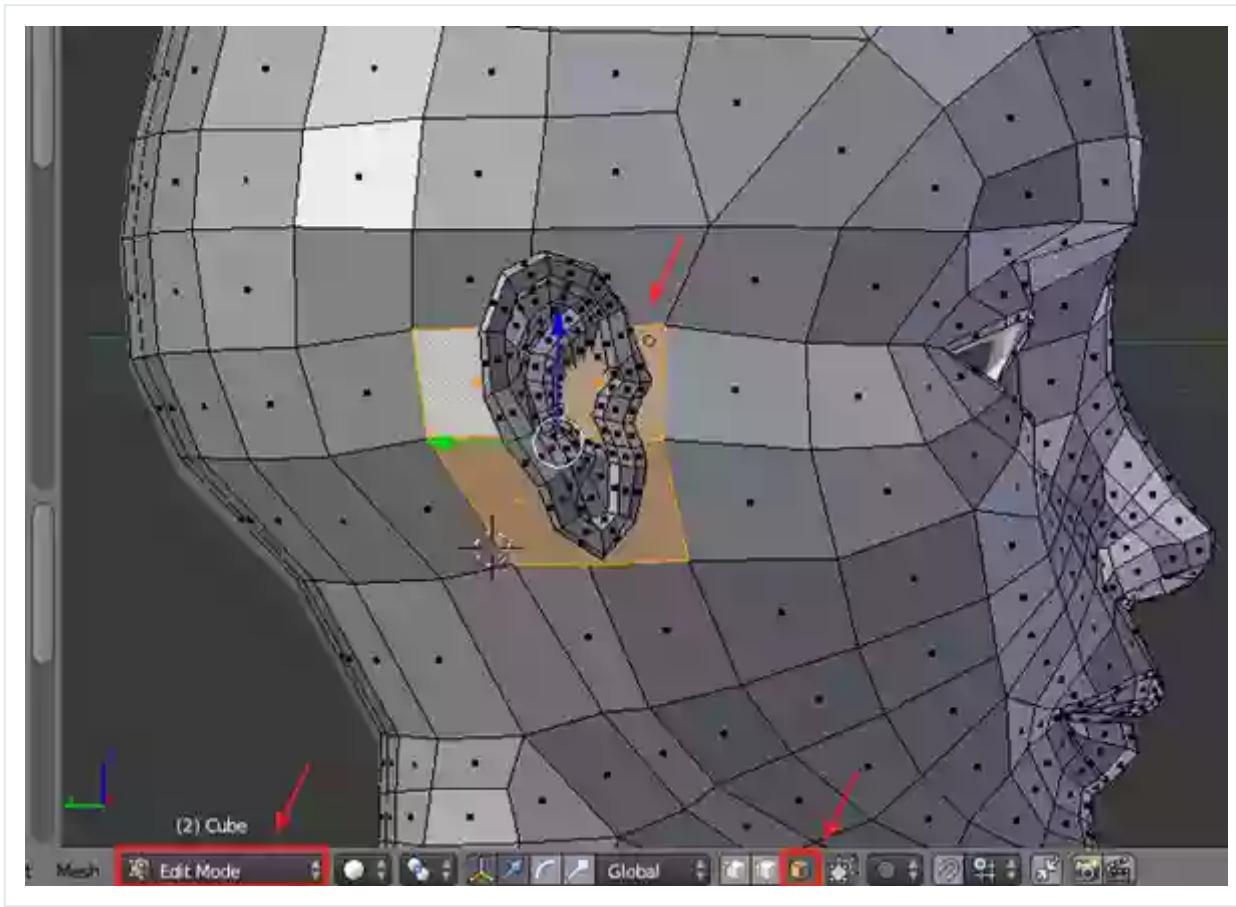


In this way, we have attached the ear mesh with the head mesh.

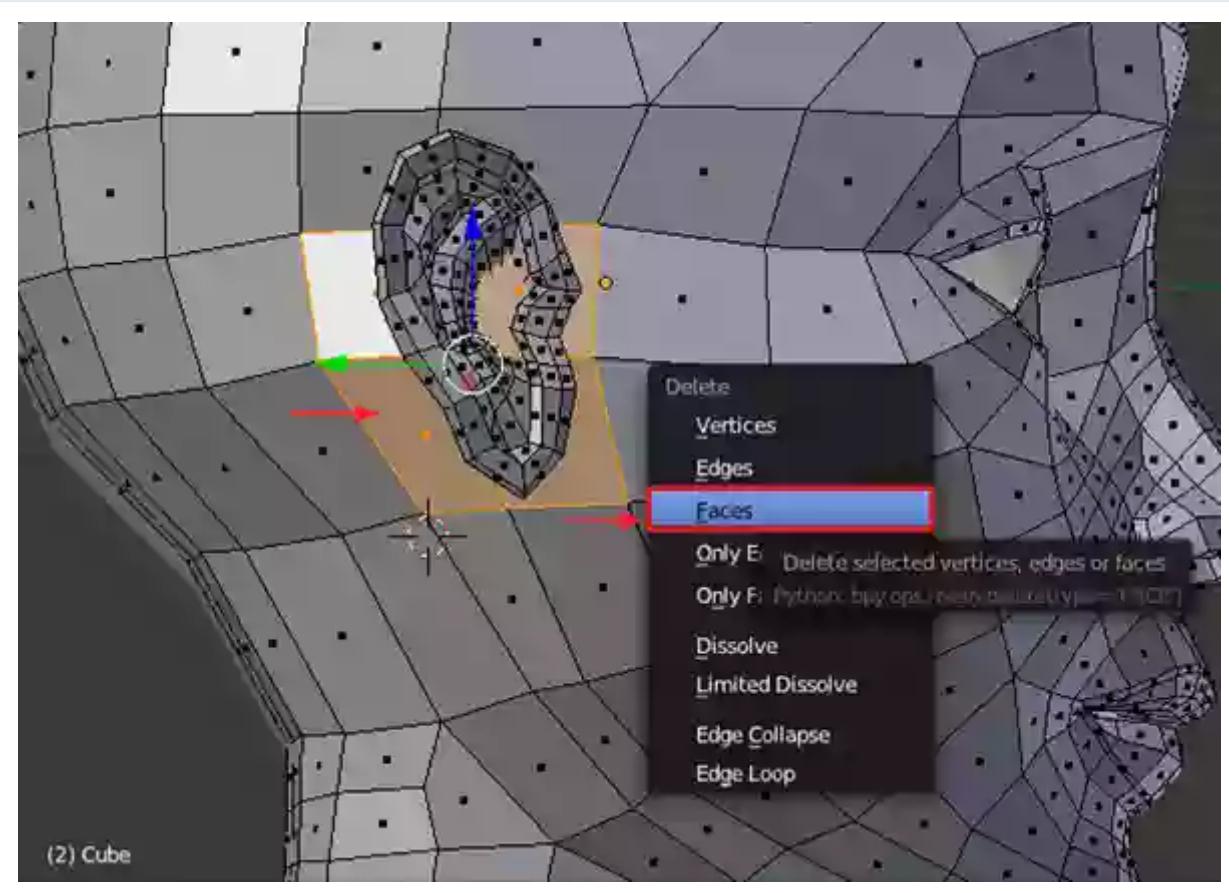


Step 3

Now with the head selected, turn on **Edit** mode. Then turn on **Face** selection mode and then select the **Four** faces shown in the image.

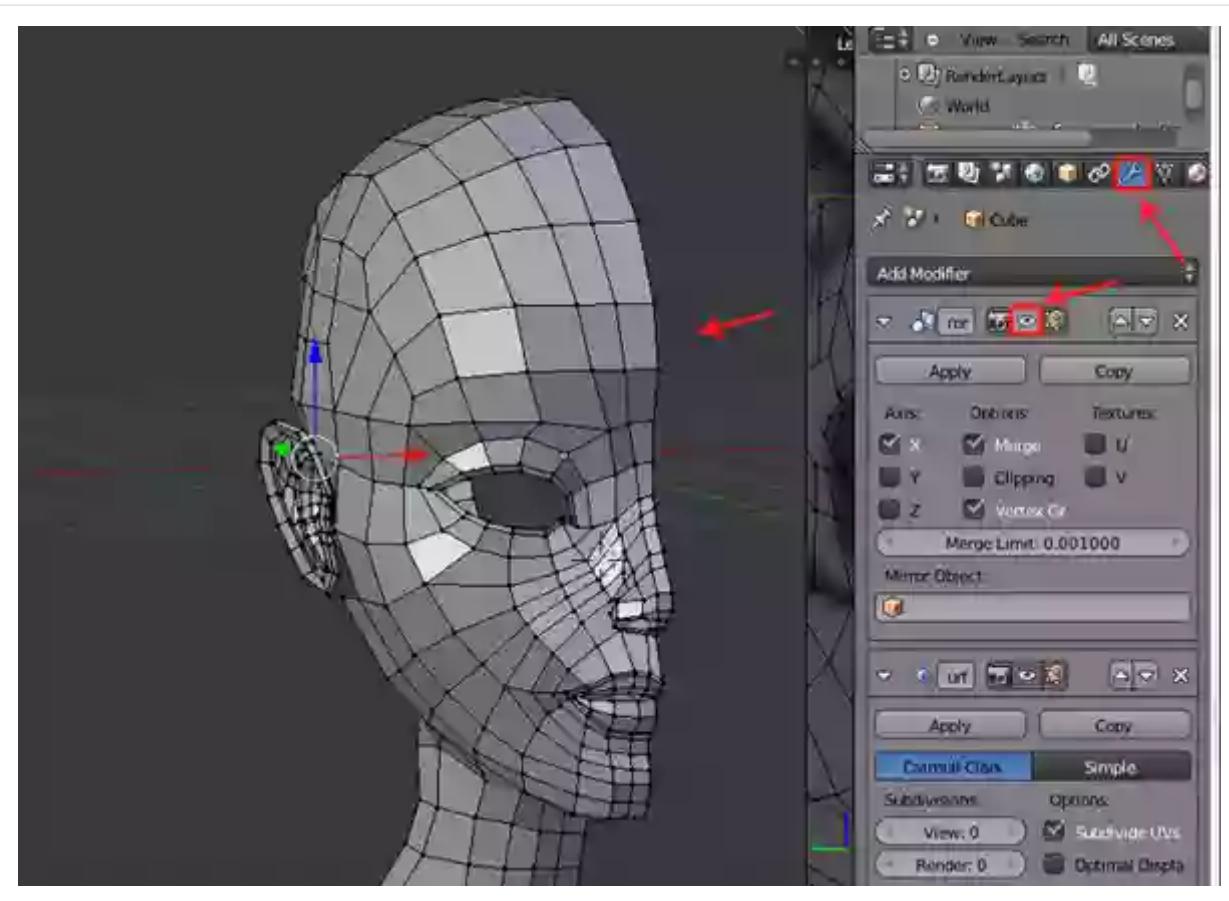


With the faces selected, press **Delete** (or the **X** key) and then select **Faces** from the fly-out menu to delete the faces.



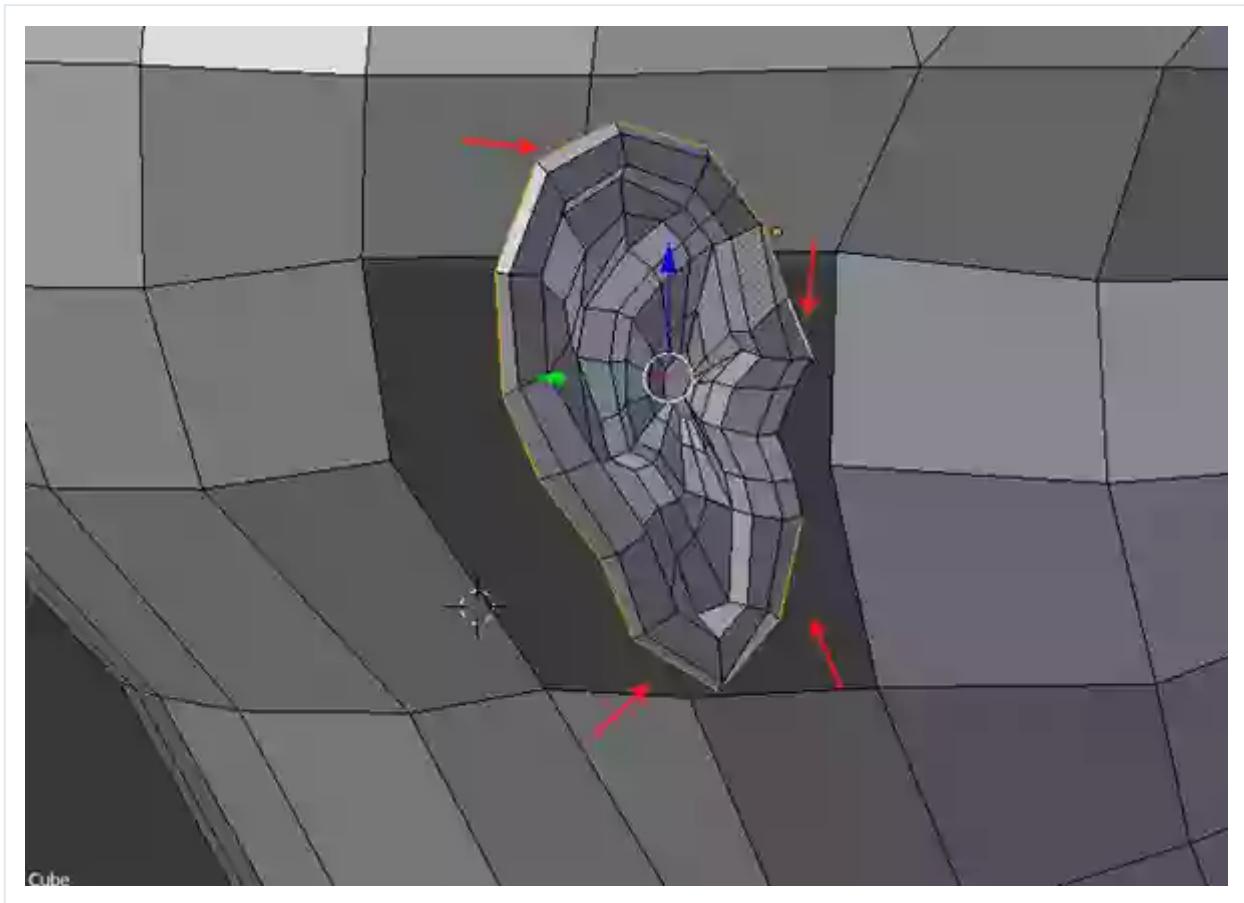
Step 4

Next to hide the mirrored part of the head mesh, click on the **Object Modifiers** tab in the **Outliner** panel and turn **Off** the **Visibility** button.

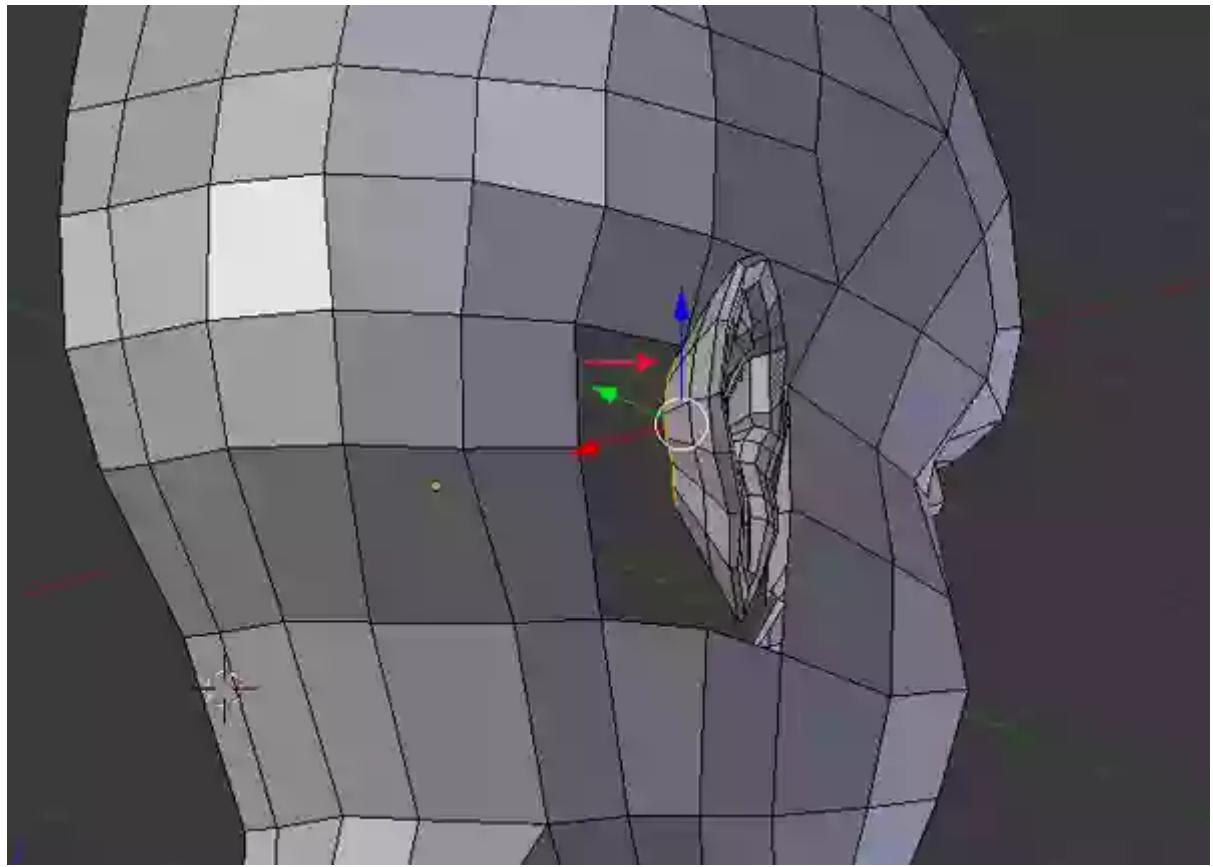


Step 5

In **Edge Selection** mode, select the outer edge loop.

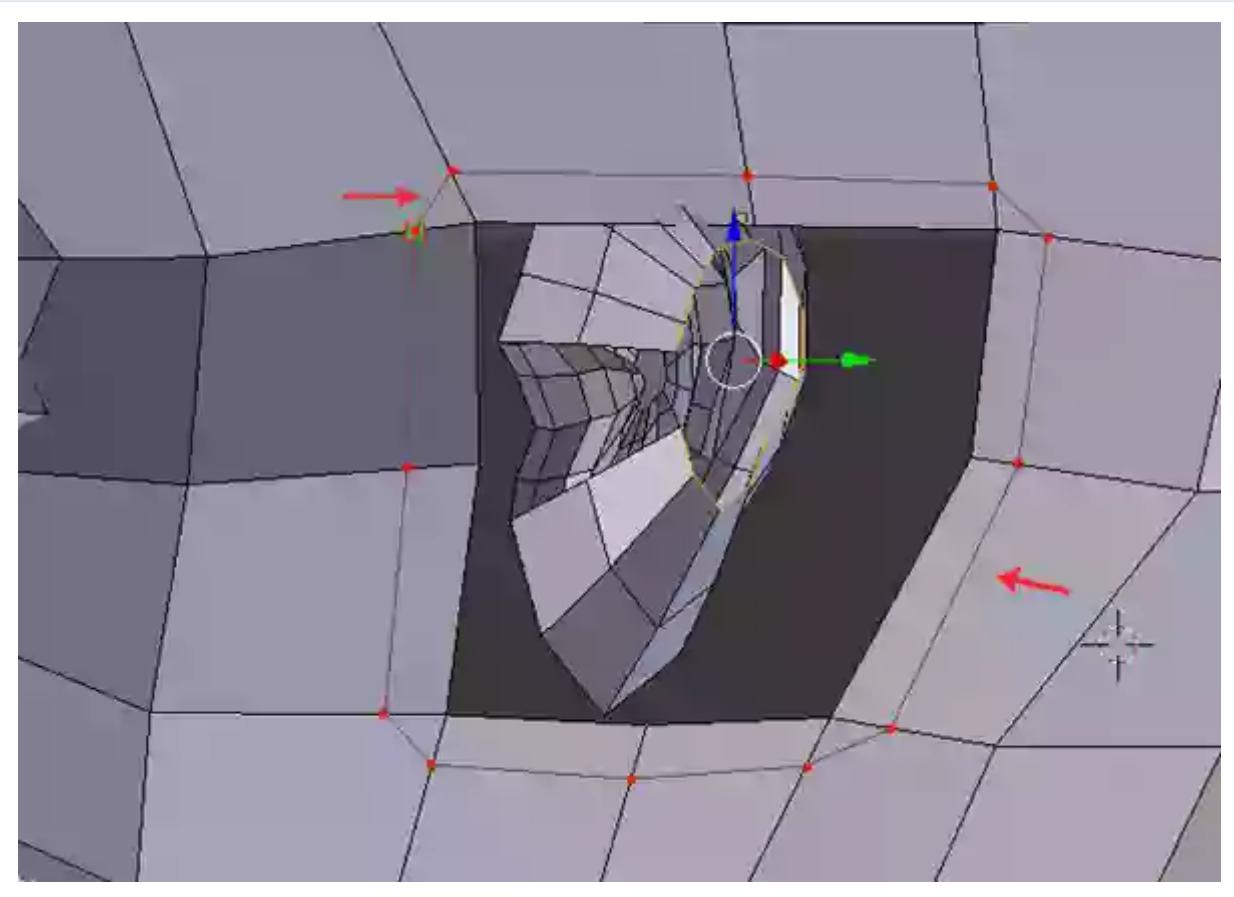


With the edges selected, **Extrude** twice using the **E** key and then
Scale them down using the **S** key.



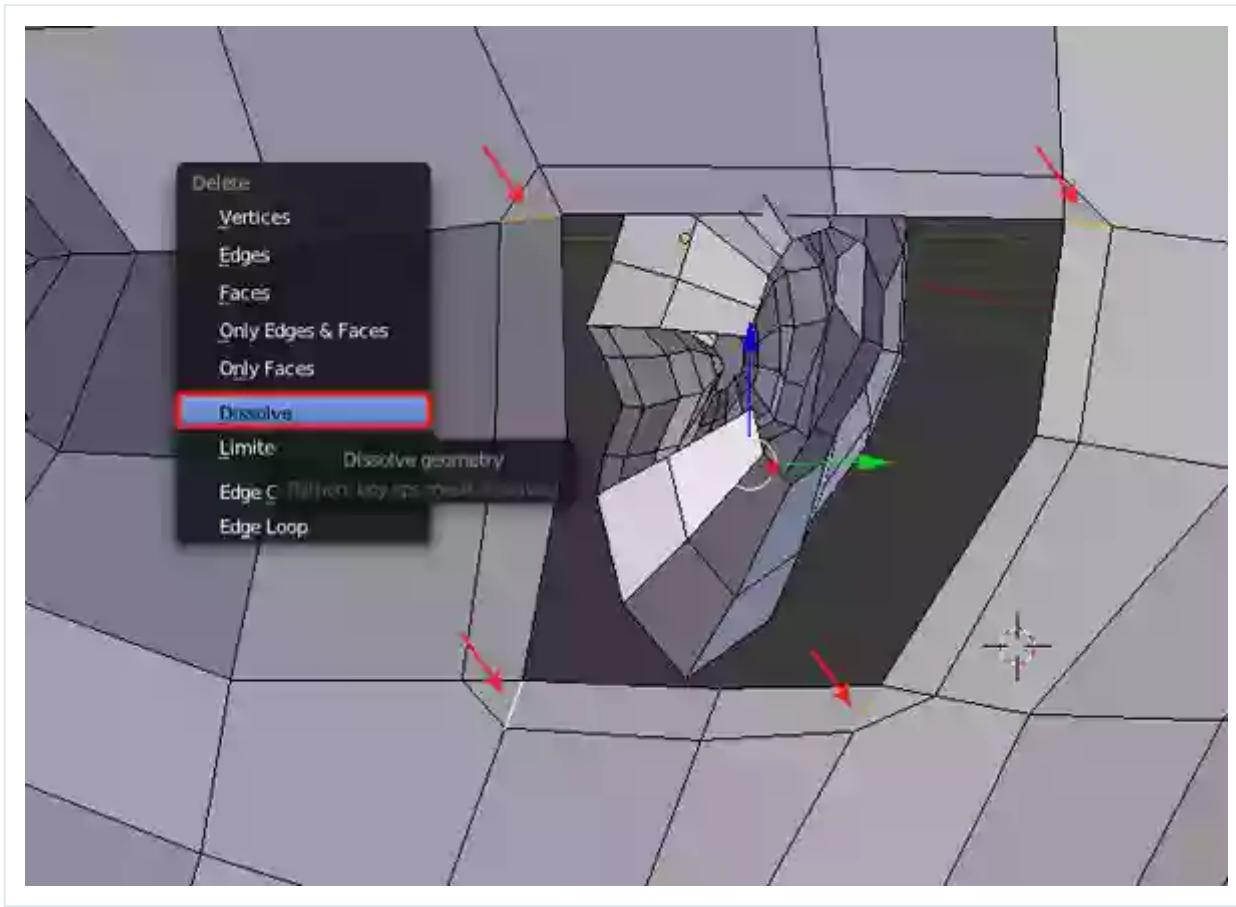
Step 6

Enter the inside the head mesh so that you could see the inner part clearly. We need to equalize the border edges to match up the ear mesh vertices with the head mesh. So split the faces using the **Knife** tool.



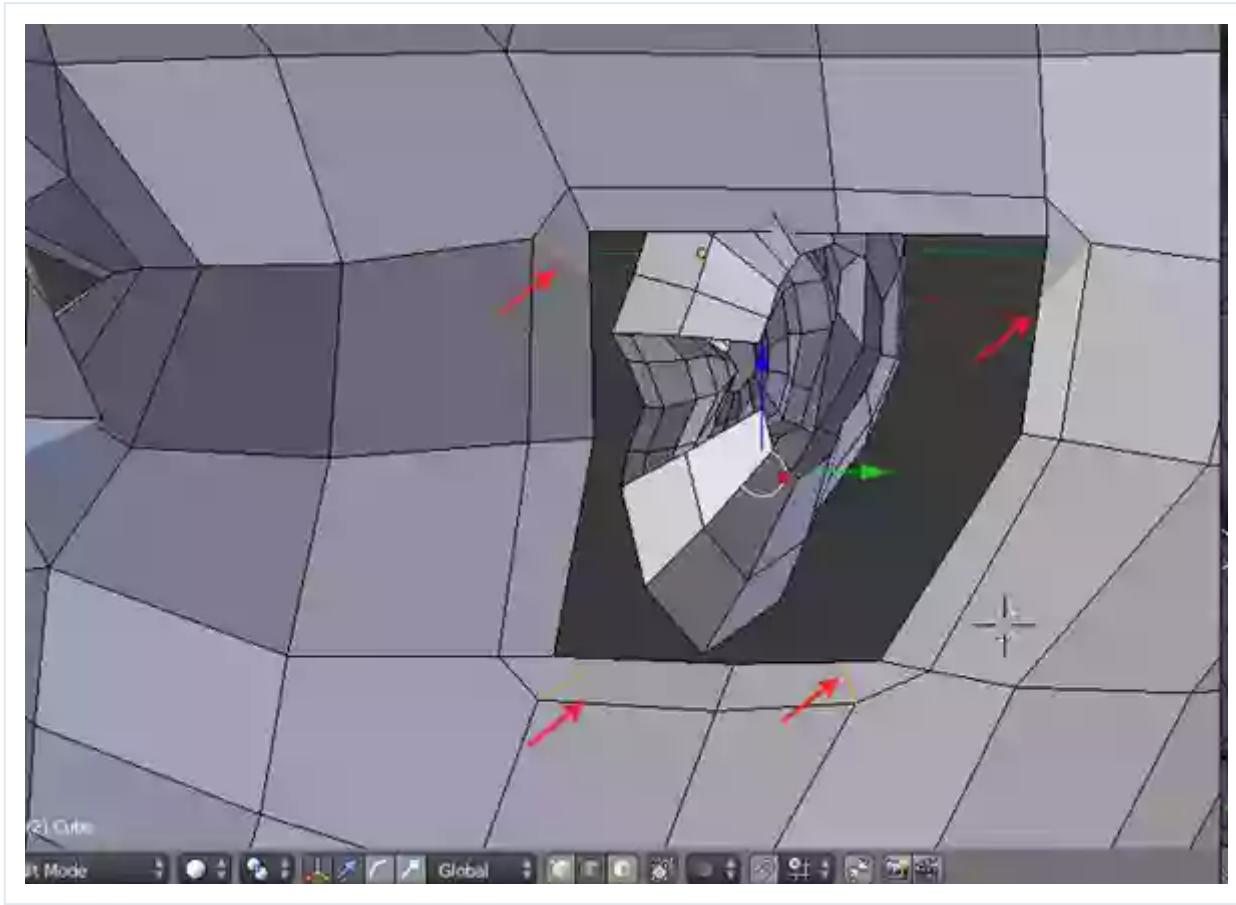
Step 7

Select all the triangular edges and press **Delete** (or **X**) and choose **Dissolve**.



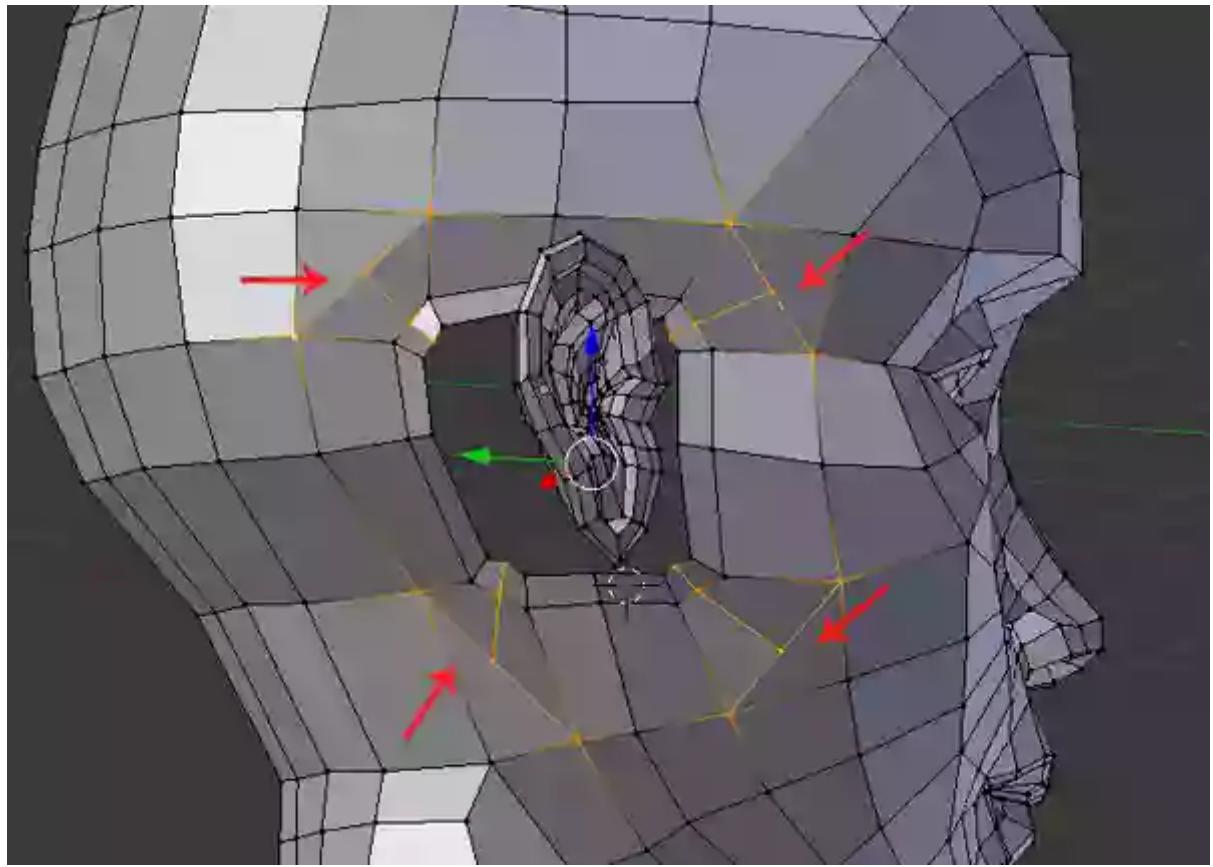
Step 8

After dissolving the unwanted edges, split the faces to make quad faces using the **Knife** tool.



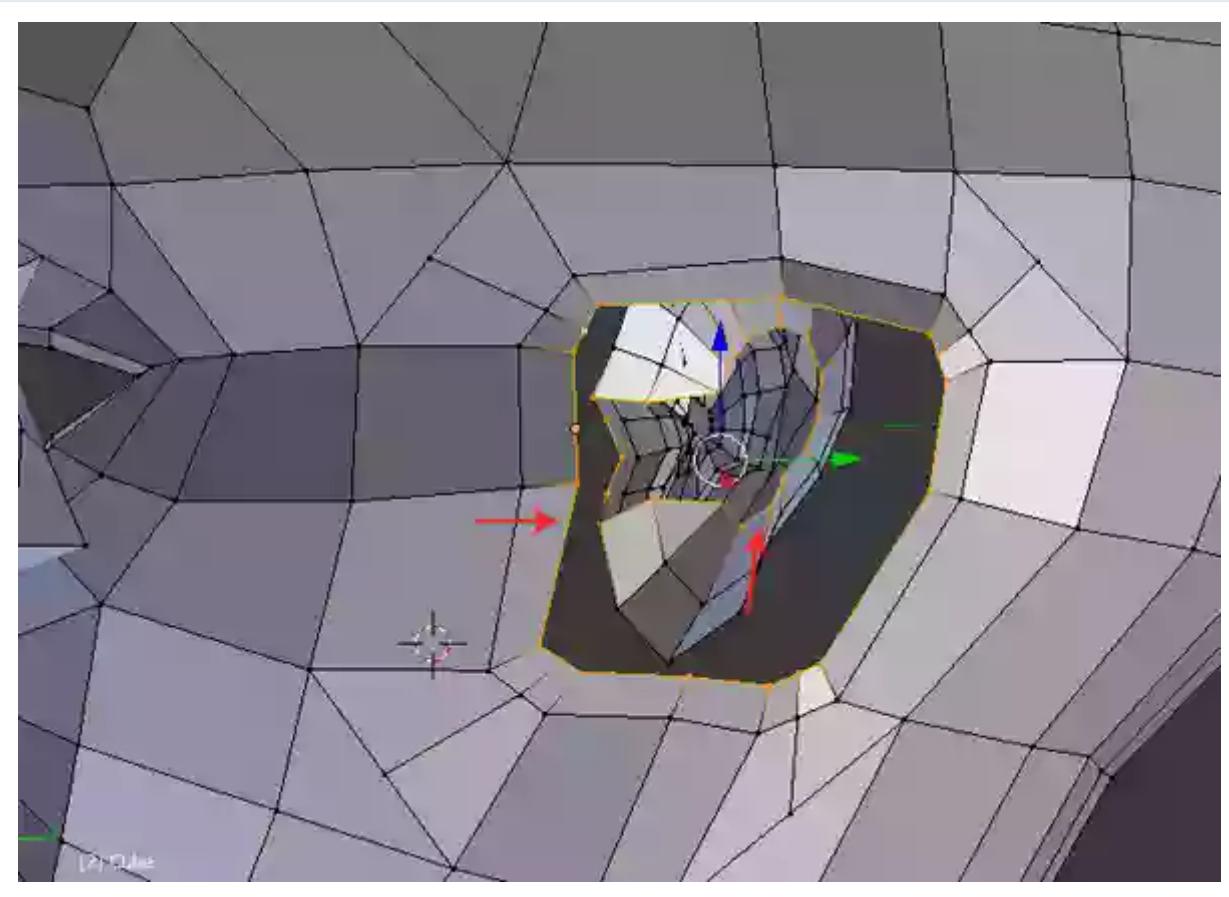
Step 9

To maintain the edge loop topology, use the **Knife** tool to cut and increase the border edges, as shown in the following image.

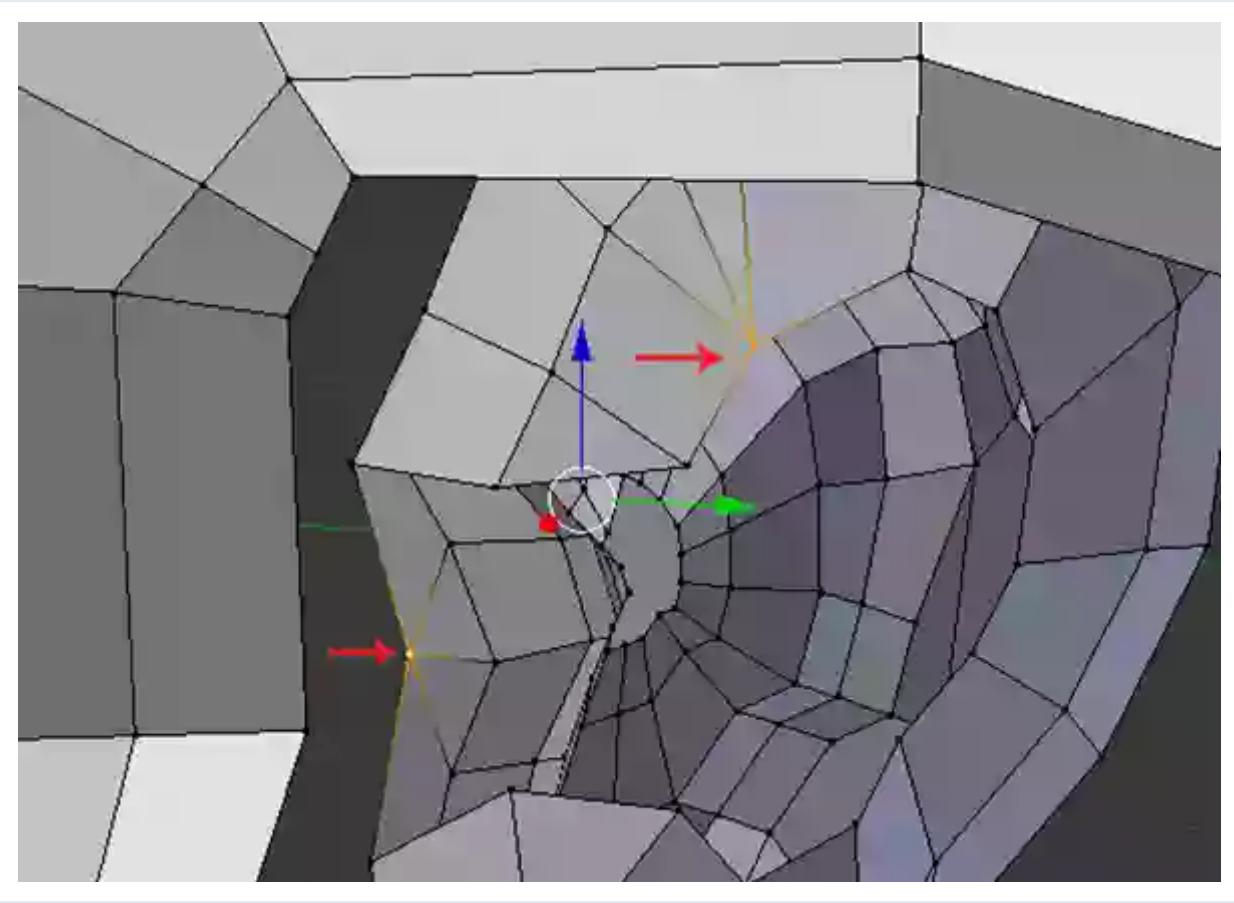


Step 10

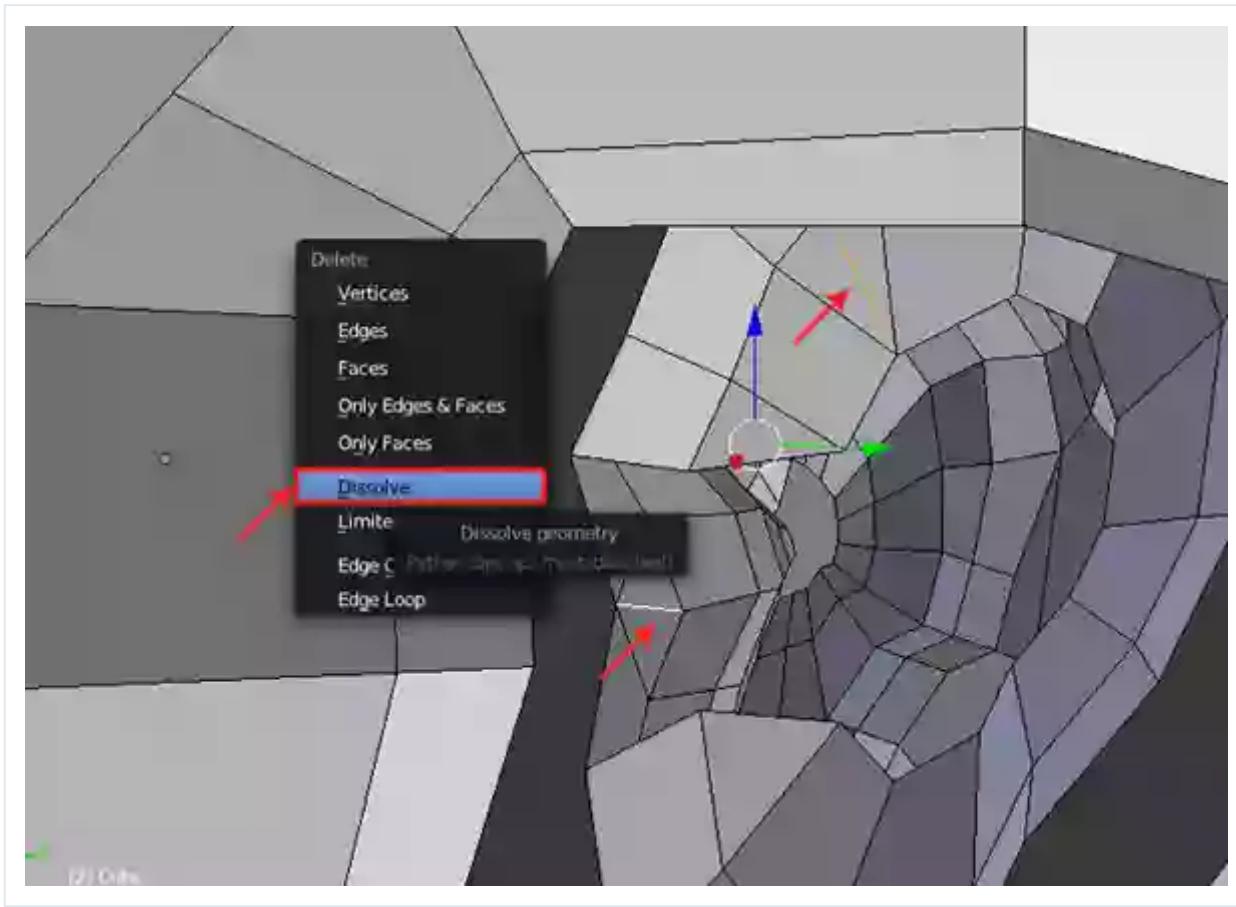
Again enter the inside the head mesh. Count both the head border vertices and the ear border vertices. You can see the head border has 16 vertices, but the ear border has 20 vertices. So we need to reduce the number of ear border vertices to match up with the head mesh border vertices.



I have selected **Three** vertices at a time and then **Merged** them together. *You need to be careful at this stage.*

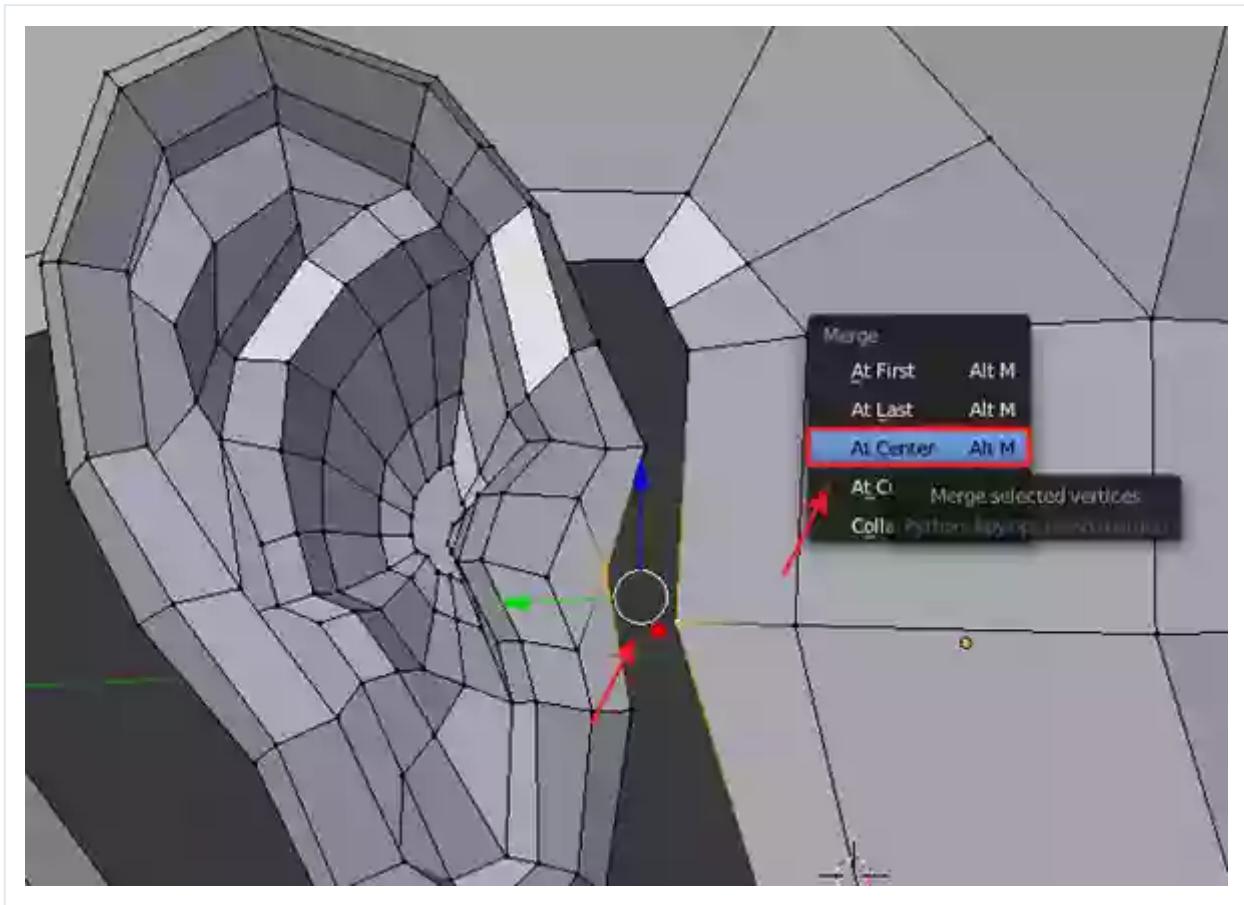


After merging, we get triangulated faces. So with the unwanted edges selected, press **Delete** (or **X**) and then choose **Dissolve** to delete the selected edges.

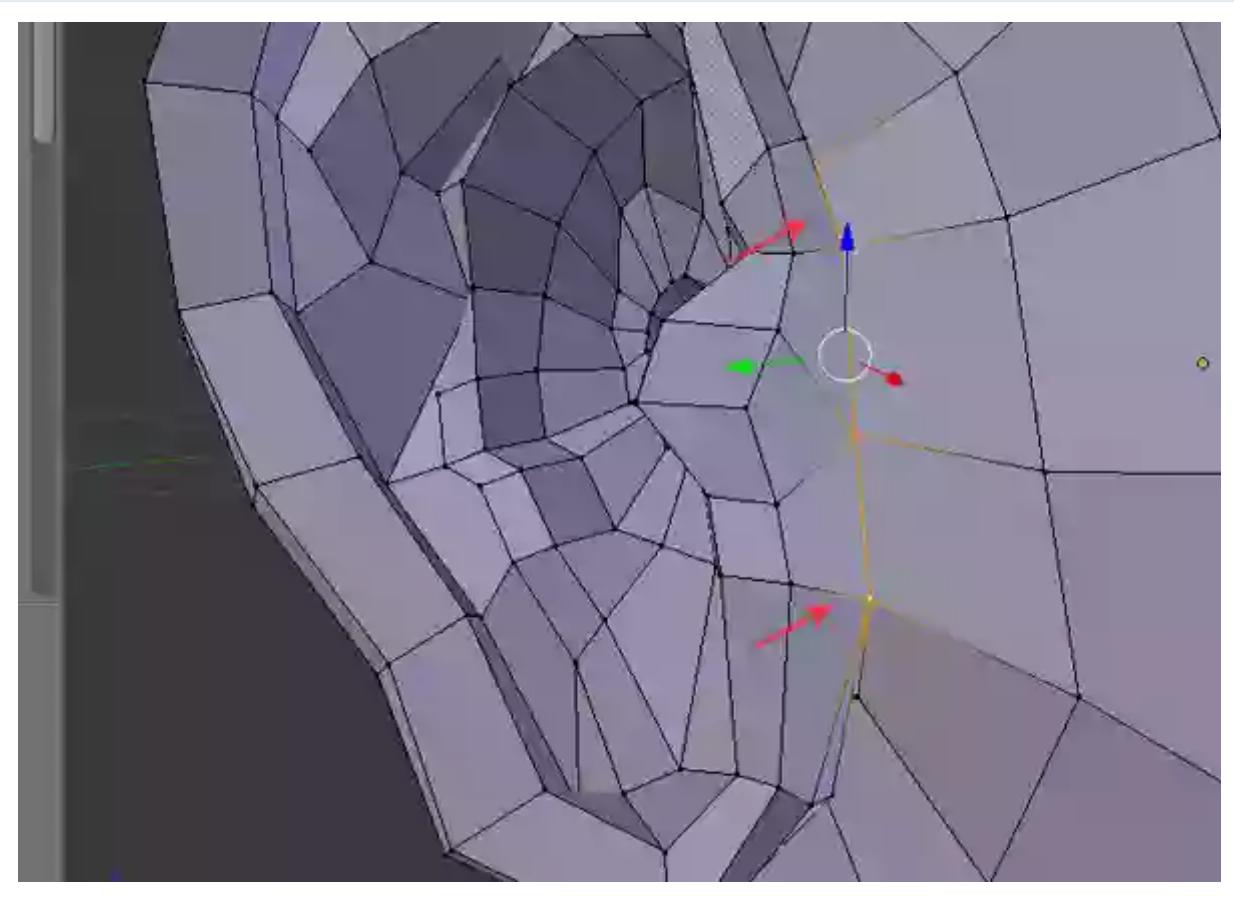


Step 11

Now let's start merging the corresponding vertices. Select the corresponding and parallel vertices of both the ear and head, and then press **Alt-M** and select the **At Center** command.

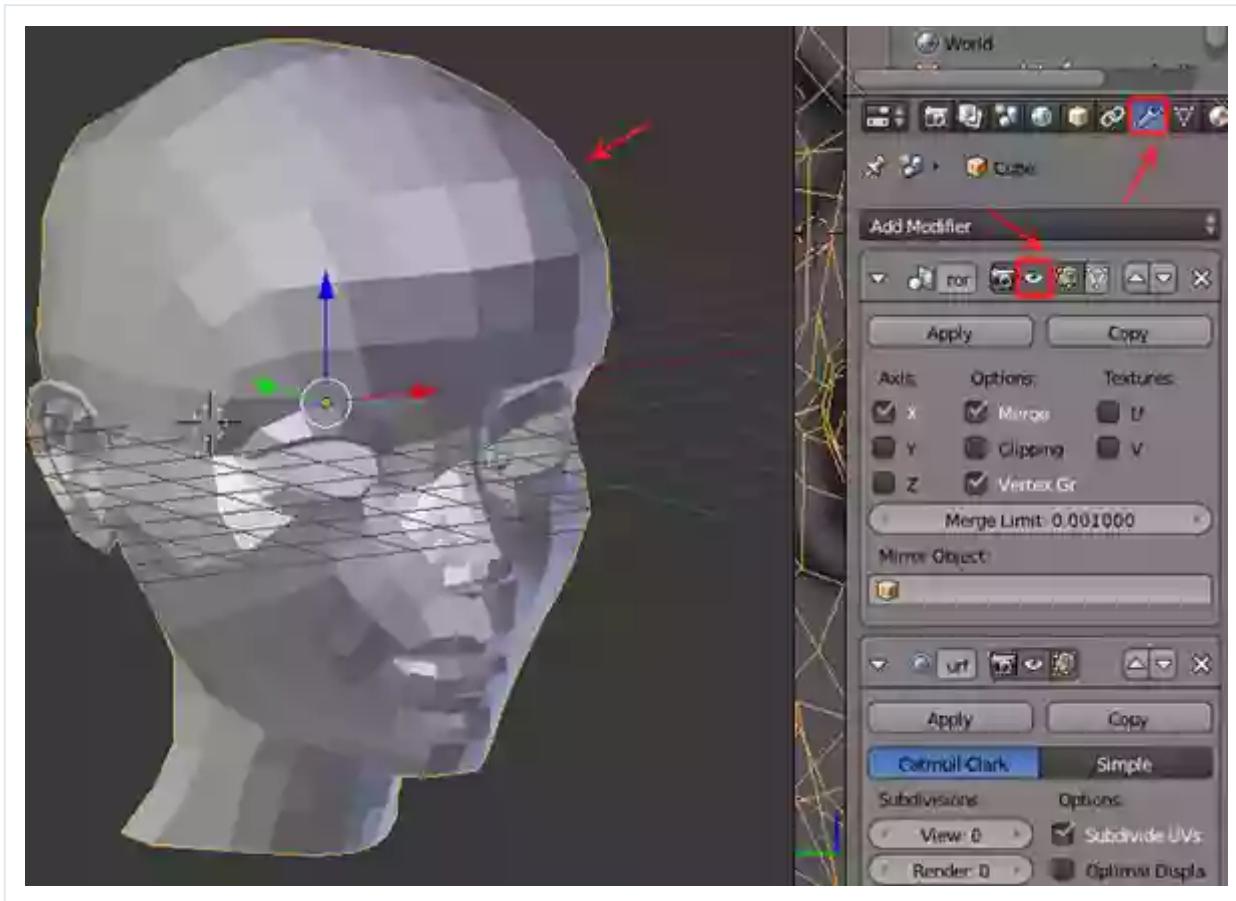


Following the same process, I have merged all the border vertices to join the head and ear meshes together.



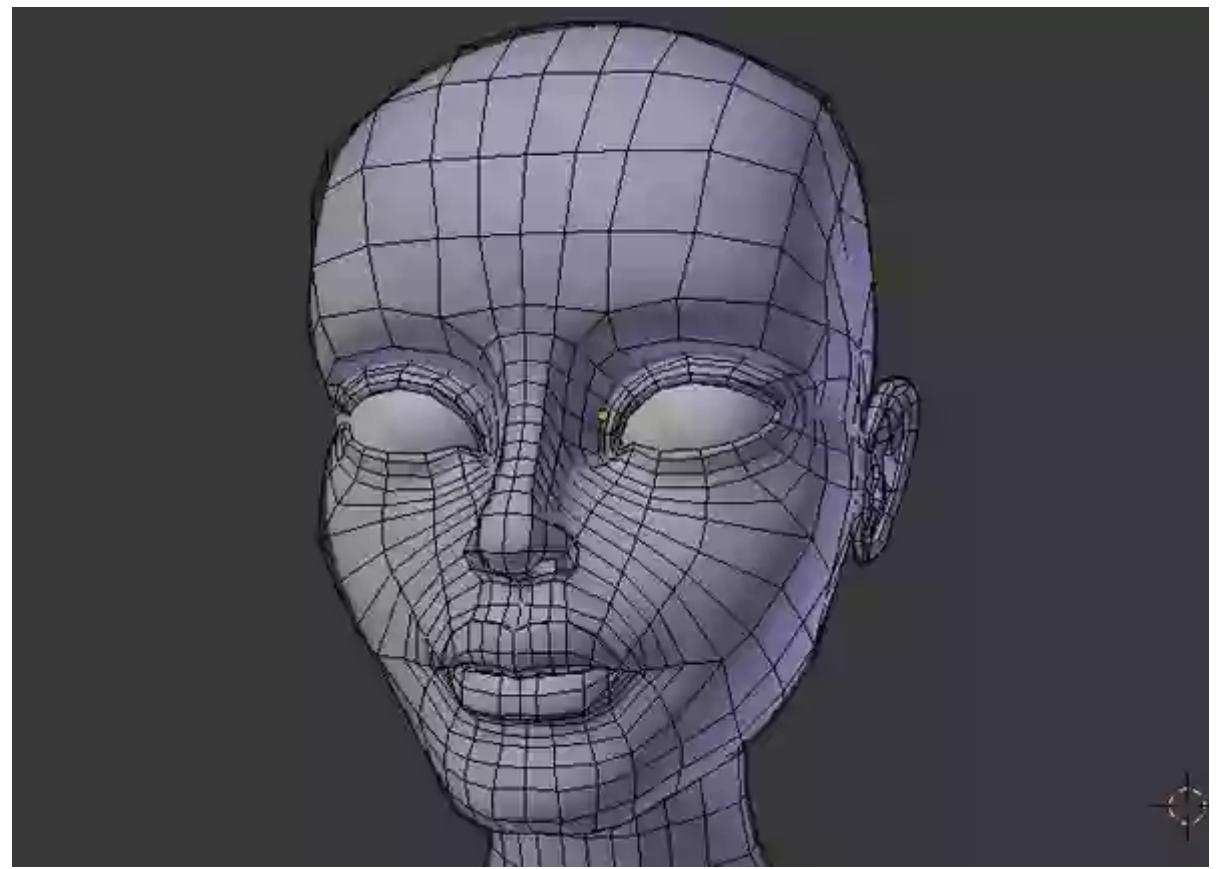
Step 12

After merging all the border vertices, click on the **Object Modifier** panel and turn **On** the **Visibility** button to retrieve the mirrored part.



Conclusion

This is the complete head model of our character. In the next part, we will learn how to model detailed hair. I hope you liked this tutorial. Do share your results and views.





Advertisement



Soni Kumari

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

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Name



Alon

5 years ago



Am I the only one confused by the appearance of an extra two extrusions between the back of the head and where the jaw starts? when? why? how?

1 ^ | v Reply



Reginald Side ➔ Alon

2 years ago



You're not the only one. There are loads of additions, deletions and tweaks etc not mentioned in the text which you have to either incorporate, adapt to or ignore. Some things it's occasionally better or necessary to do another way than the text suggests. So it's good, but you have to use your judgement.

^ | v Reply



pablo

6 years ago



excellent!!! i want to see the next part

1 ^ | v Reply



Brian Cutts

4 months ago



Great tutorial, but you skipped the steps where you created the eye socket. Somewhere in your steps to create lips they appear

^ | v Reply



Steven nani

4 years ago



I cant seem to load the images, is something wrong with the site?

^ | v Reply



bhorsegirl16

4 years ago



how do you create the spheres for the eyes?

^ | v Reply



max

5 years ago



Hey, i think you deserve to see our madeling, so I'm starting now.
You will the face later!! Great job btw

[^](#) | [v](#) [Reply](#)

 [Andrew Lapham](#)
6 years ago



Do you have the link for the blueprint?

[^](#) | [v](#) [Reply](#)

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