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3D & MOTION GRAPHICS > MODELING

Female Character Modeling in Blender: Part 5

by [Soni Kumari](#) 4 Jun 2014

Difficulty: Intermediate Length: Medium Languages: English ▾

Modeling 3D Blender Character Design





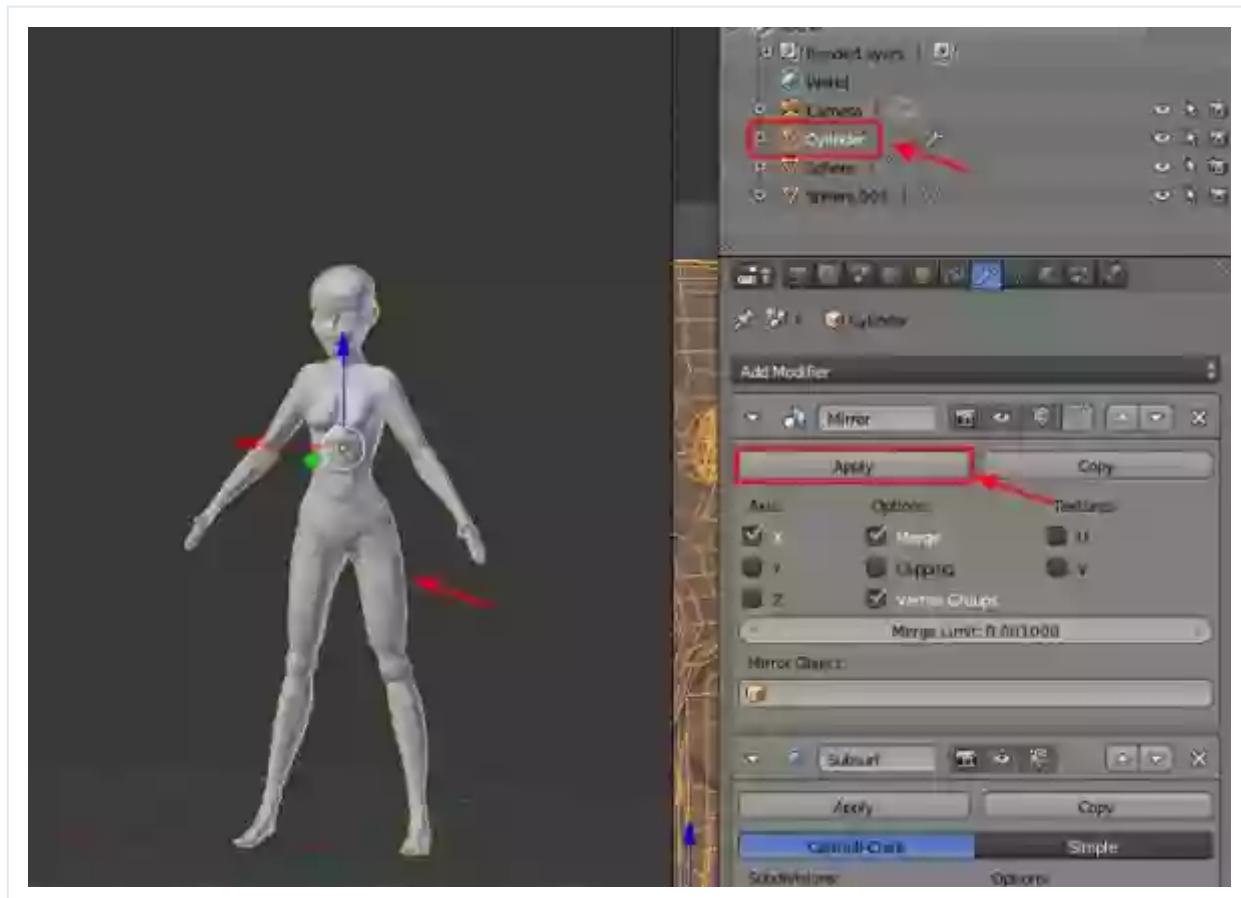
What You'll Be Creating

In this part of the tutorial, we will learn how to model hair for the character. We will use a mesh building technique to achieve this.

1. Preparing the Mesh For Modeling the Hair & Dress

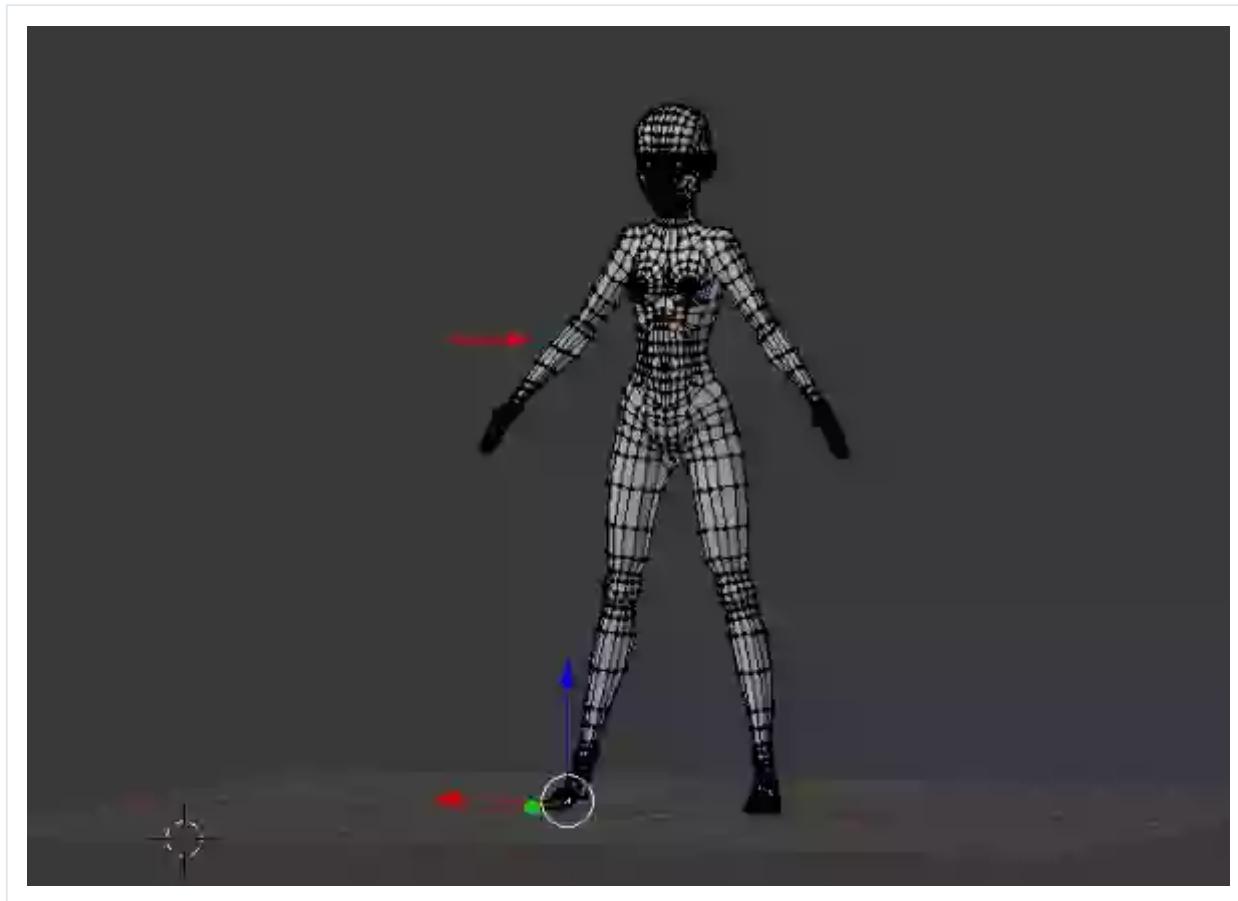
Step 1

With the **Body Mesh** selected, click on the **Modifier** tab and then click on the **Apply** button to join the mirrored mesh.



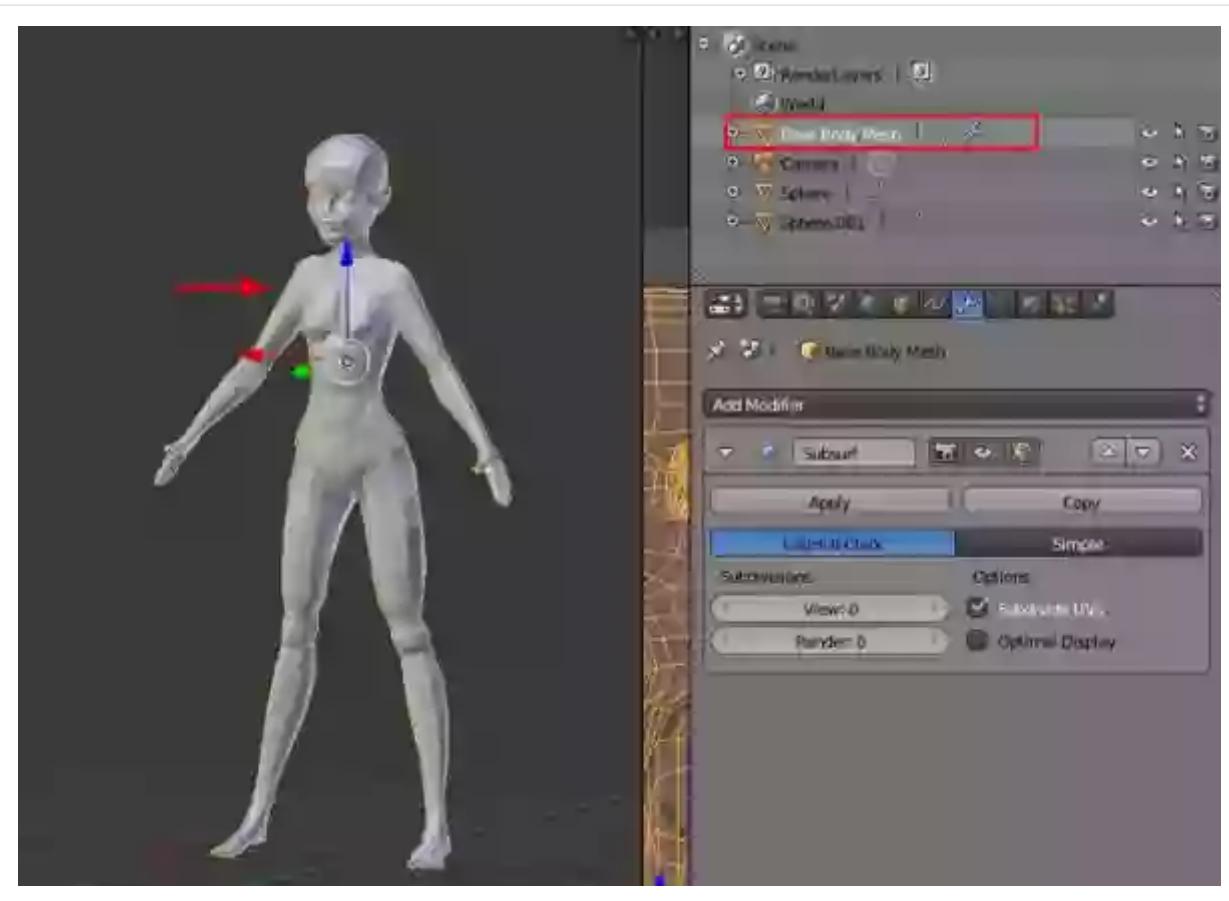
Step 2

If some vertices are not merged after applying the Mirror Jointing modifier, you can merge the vertices manually. Refer to the last [part](#) in the series to see how to merge vertices manually. In this way, we have completed the body mesh.



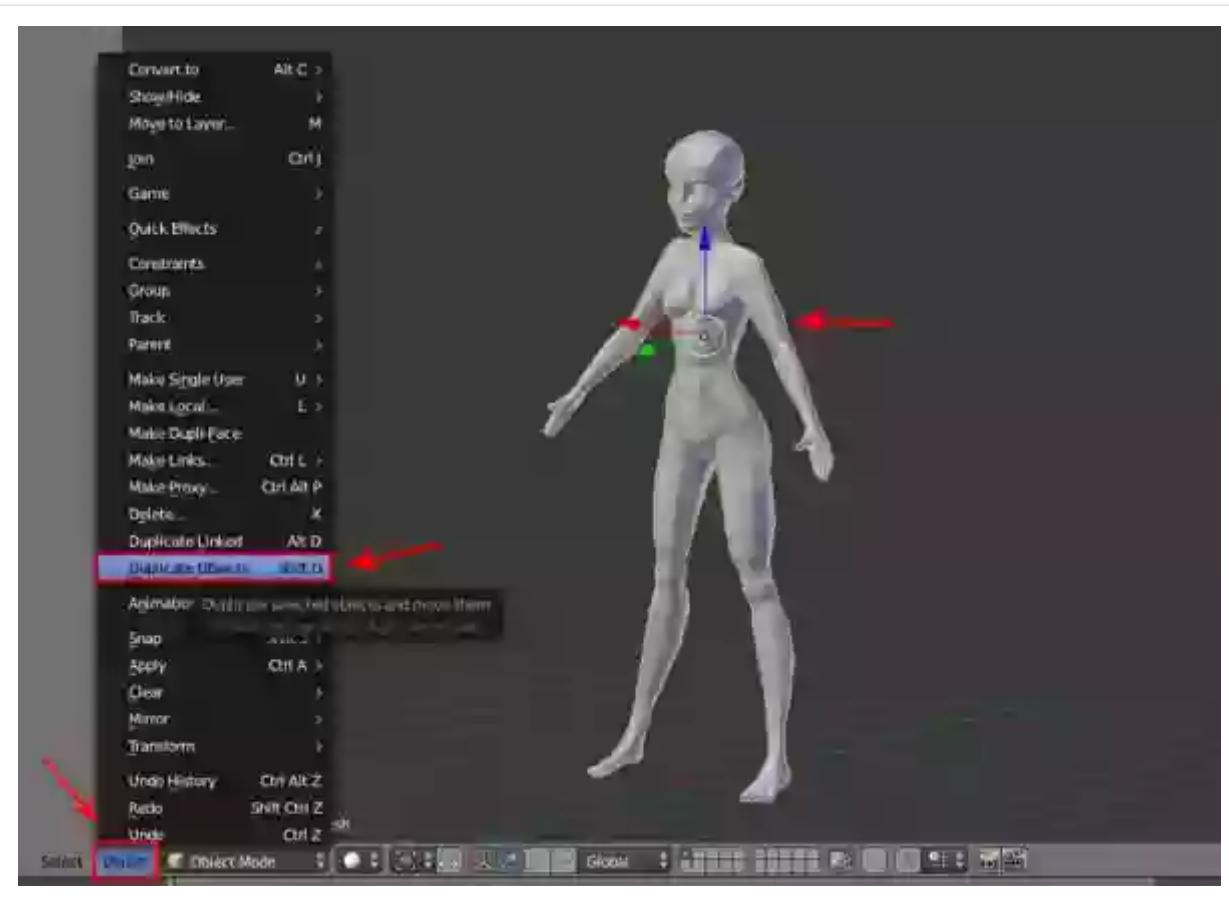
Step 3

Now, let's rename the body mesh "**Base Body Mesh**" by Right clicking in the **Outline** panel, as shown in the image below.



Step 4

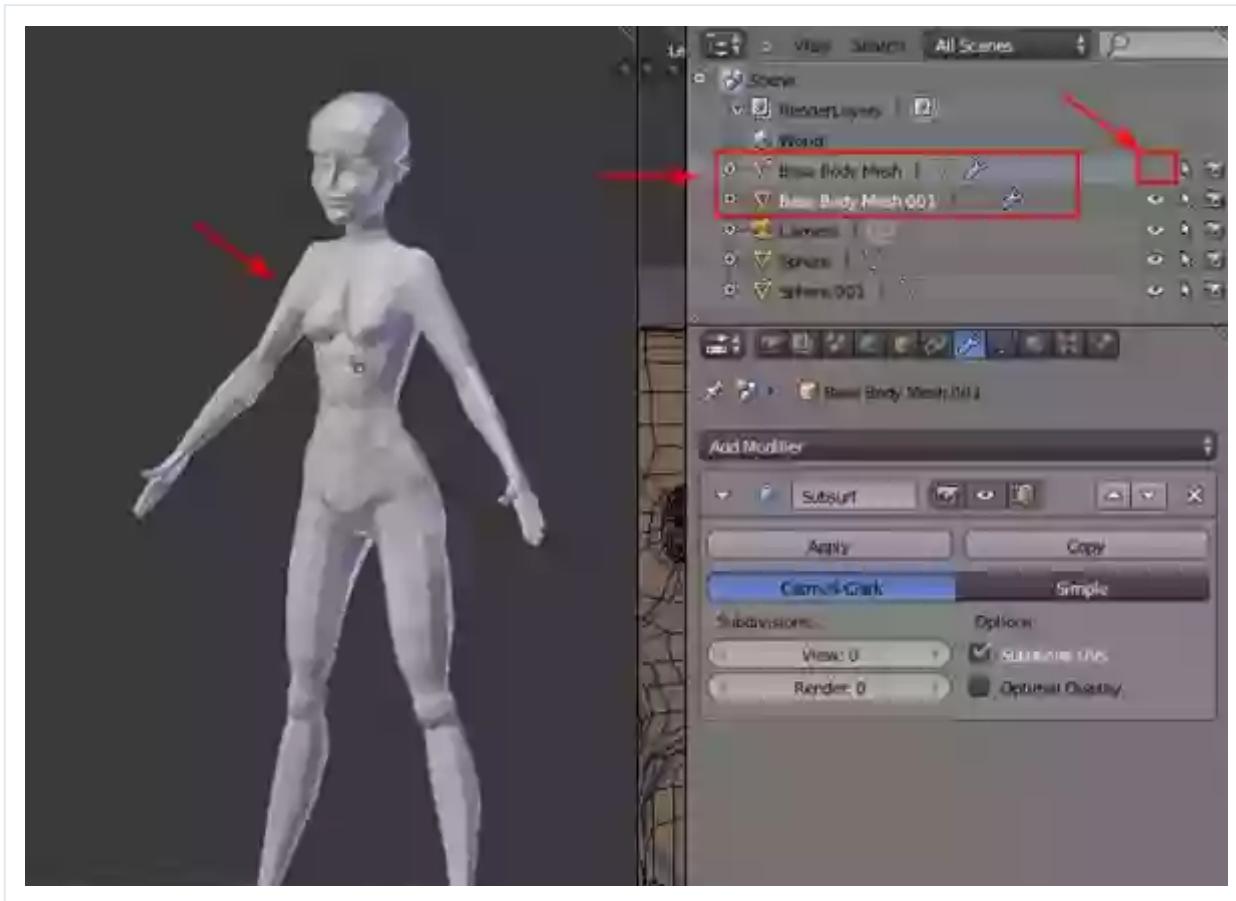
Next, with the **Base Body Mesh** selected, click on the **Object** menu in the bottom menu bar and select **Duplicate Object** (or press **Shift-D**) to make a copy of the selected mesh.



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Step 5

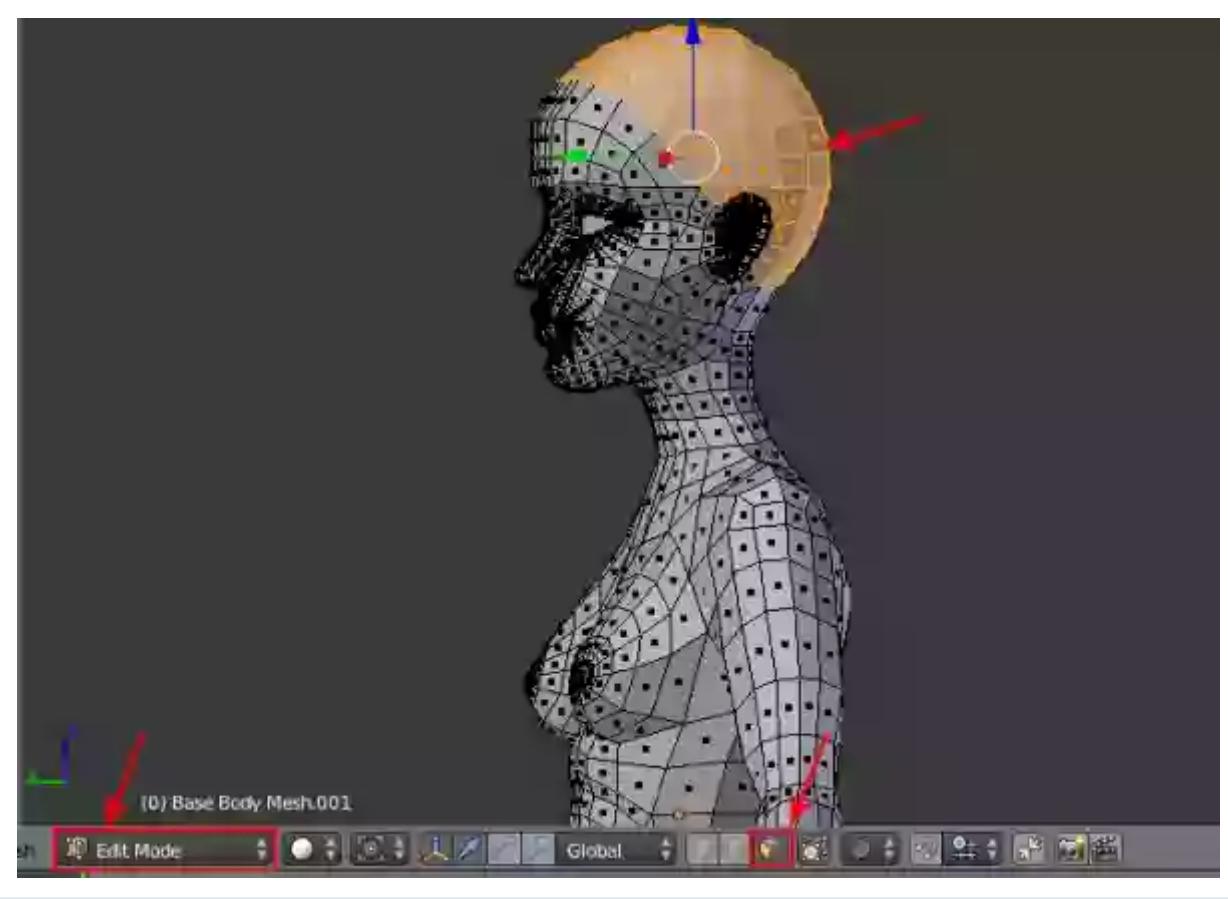
You can see the duplicate body mesh named **Base Body Mesh001** in the **Outliner**. Turn *Off* the **Visibility** button to hide the original mesh.



2. Extracting the Hair Mesh

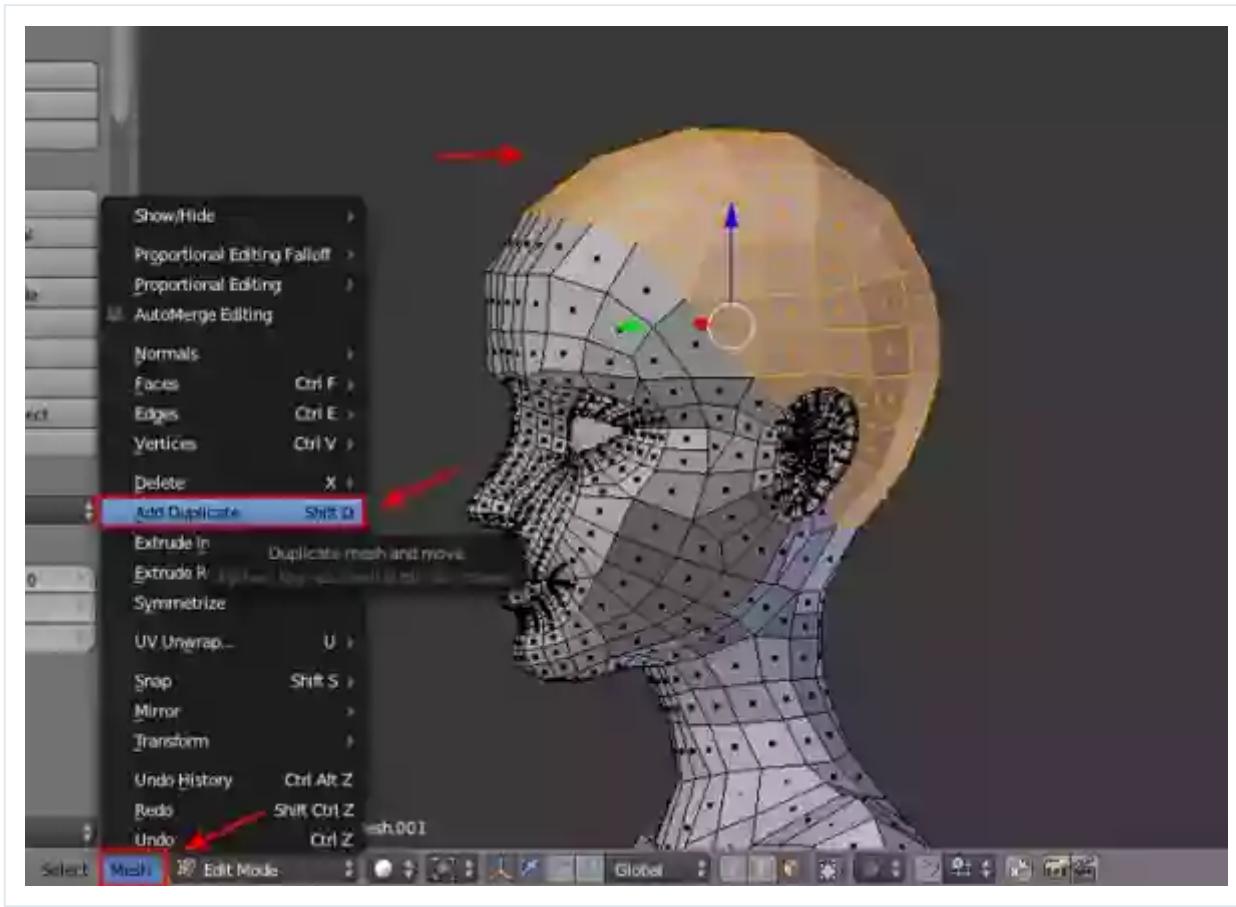
Step 1

With the duplicated body mesh selected, turn on **Edit Mode** and while in **Face** selection mode, select the skull faces as shown in the following image.



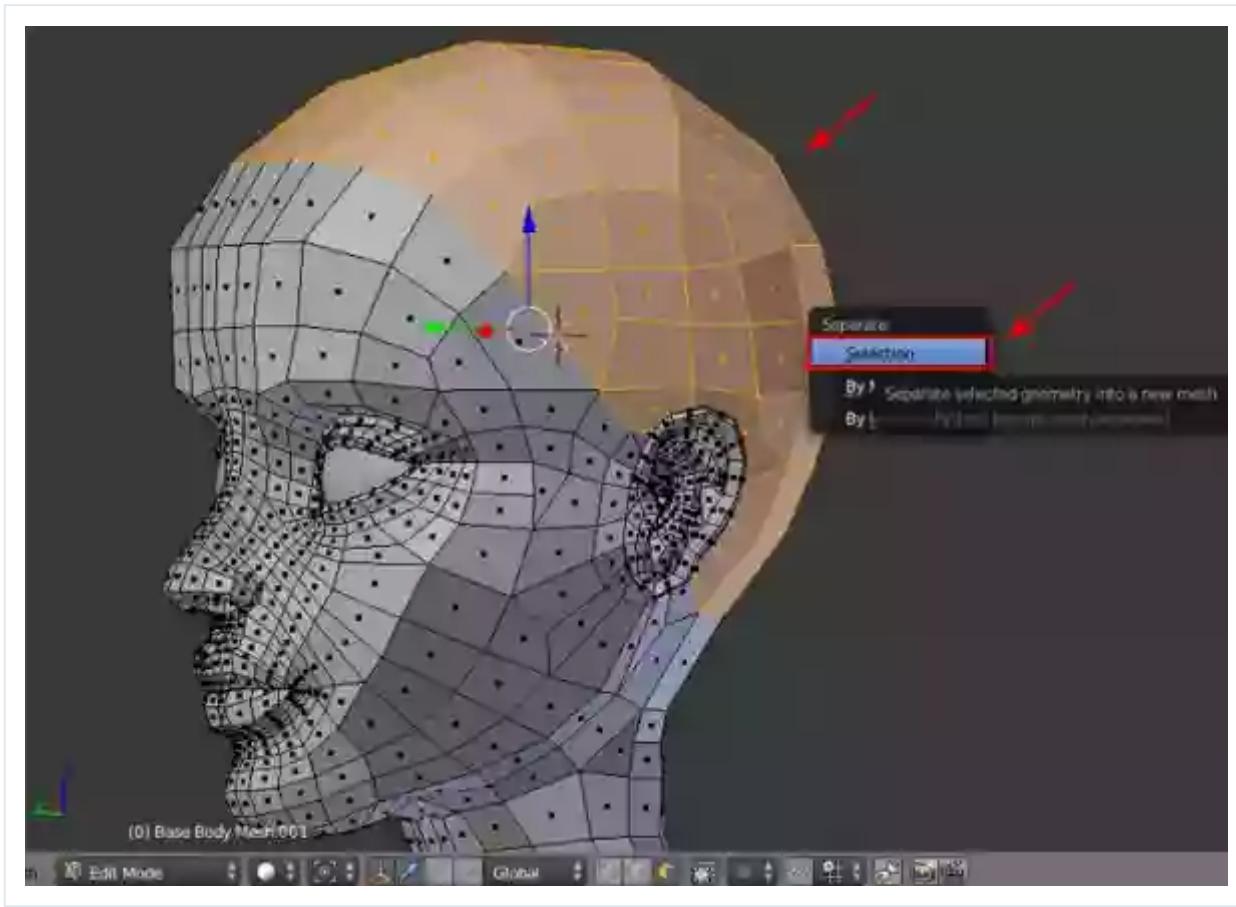
Step 2

We will extract these faces to make the hair for the character. So, with the skull faces selected, go to **Mesh > Add Duplicate** or press **Shift-D**.



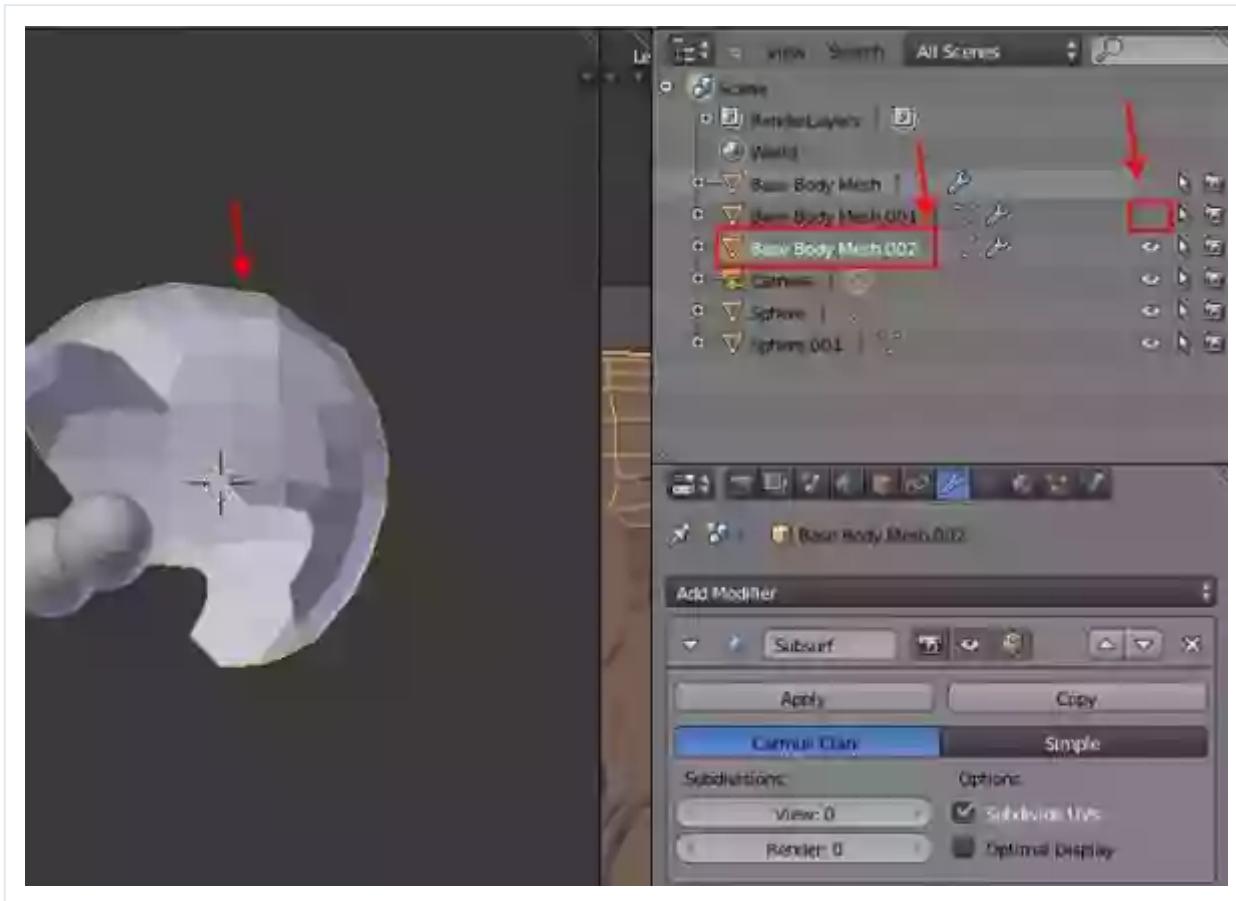
Step 3

After duplicating the hair mesh, keep the cursor over the selected hair mesh and press **P** on the keyboard. A fly-out menu will appear, choose **Selection** from the list to separate the selected faces from the mesh.



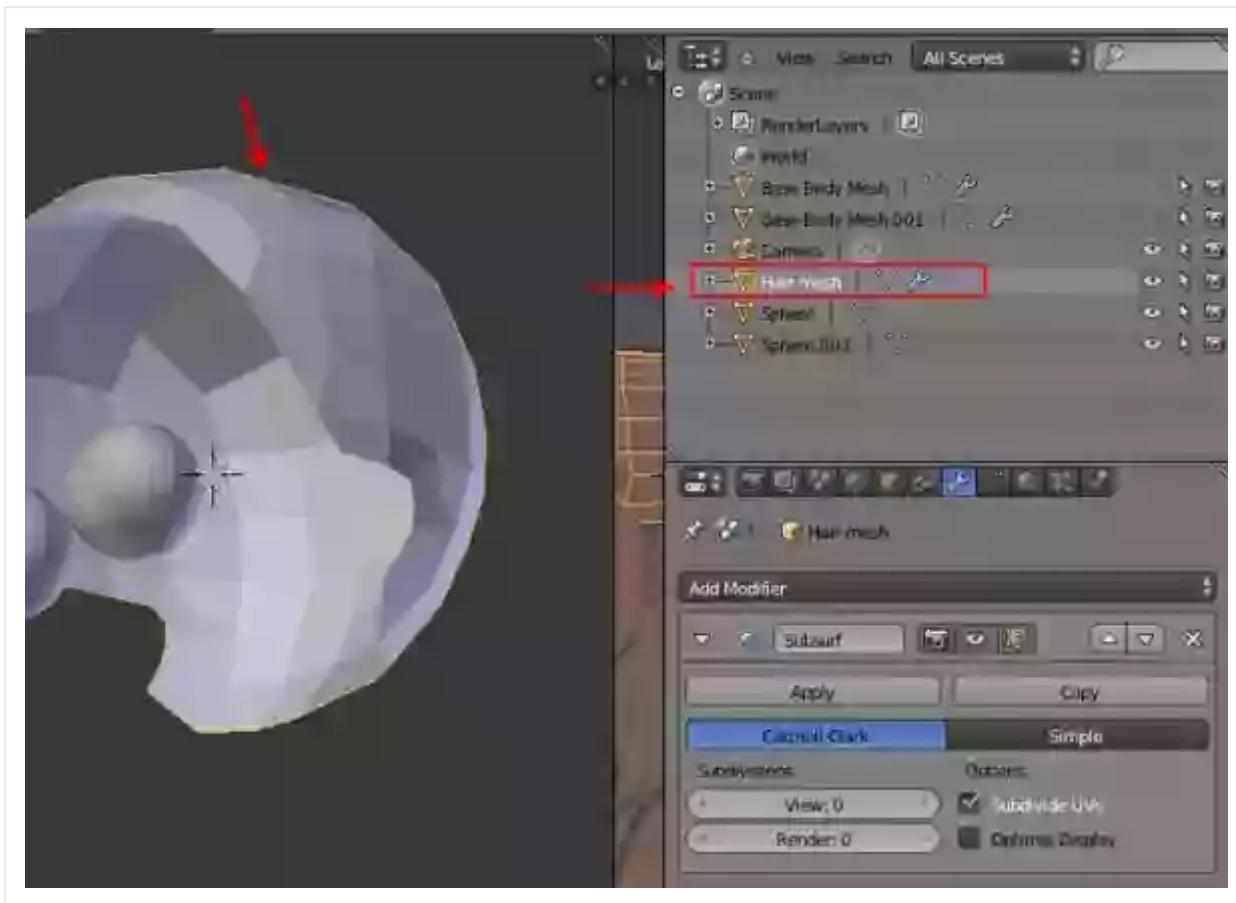
Step 4

After duplicating and separating the hair mesh, we need to rename the Base Body Mesh 002.



Step 5

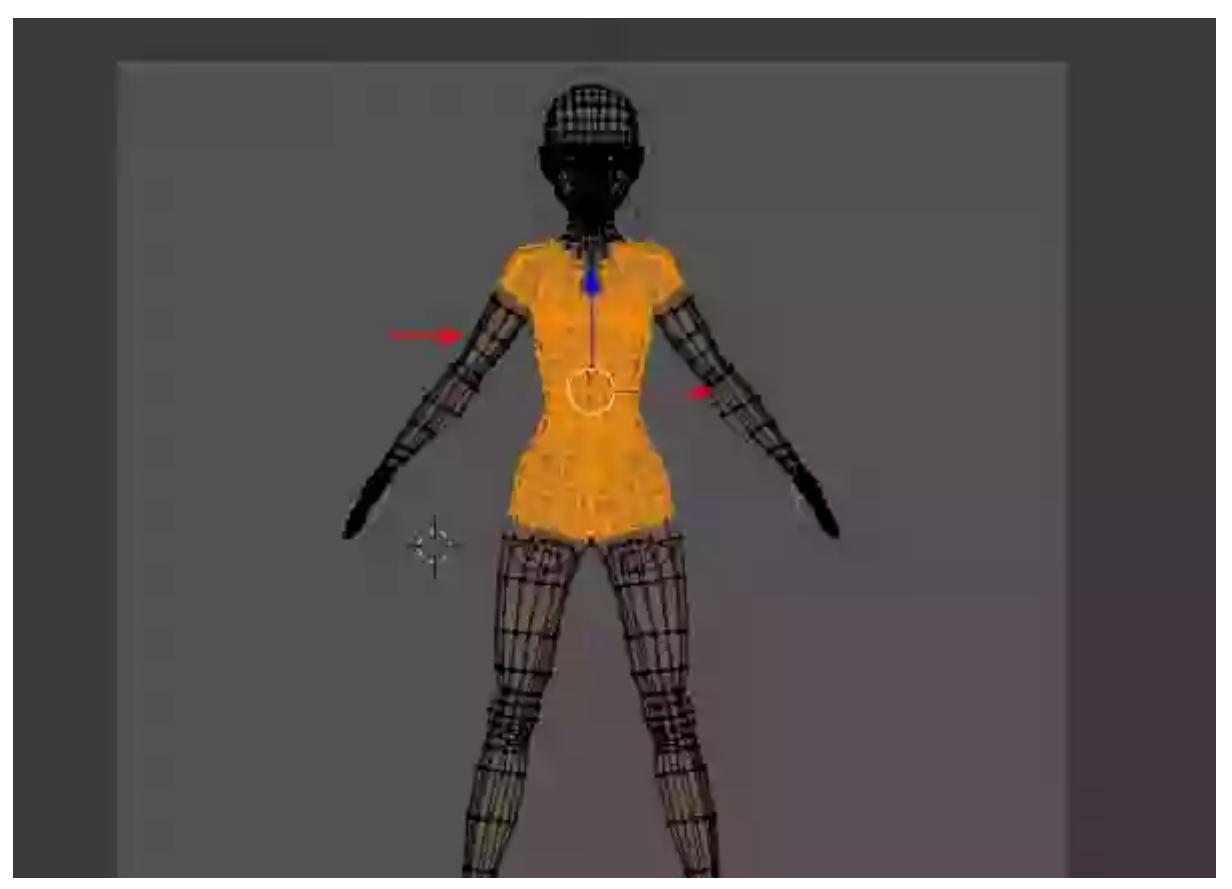
So Right click on the **Base Body Mesh 002**, select **Rename** and rename it "**Hair Mesh**", as shown in the image below.



Step 6

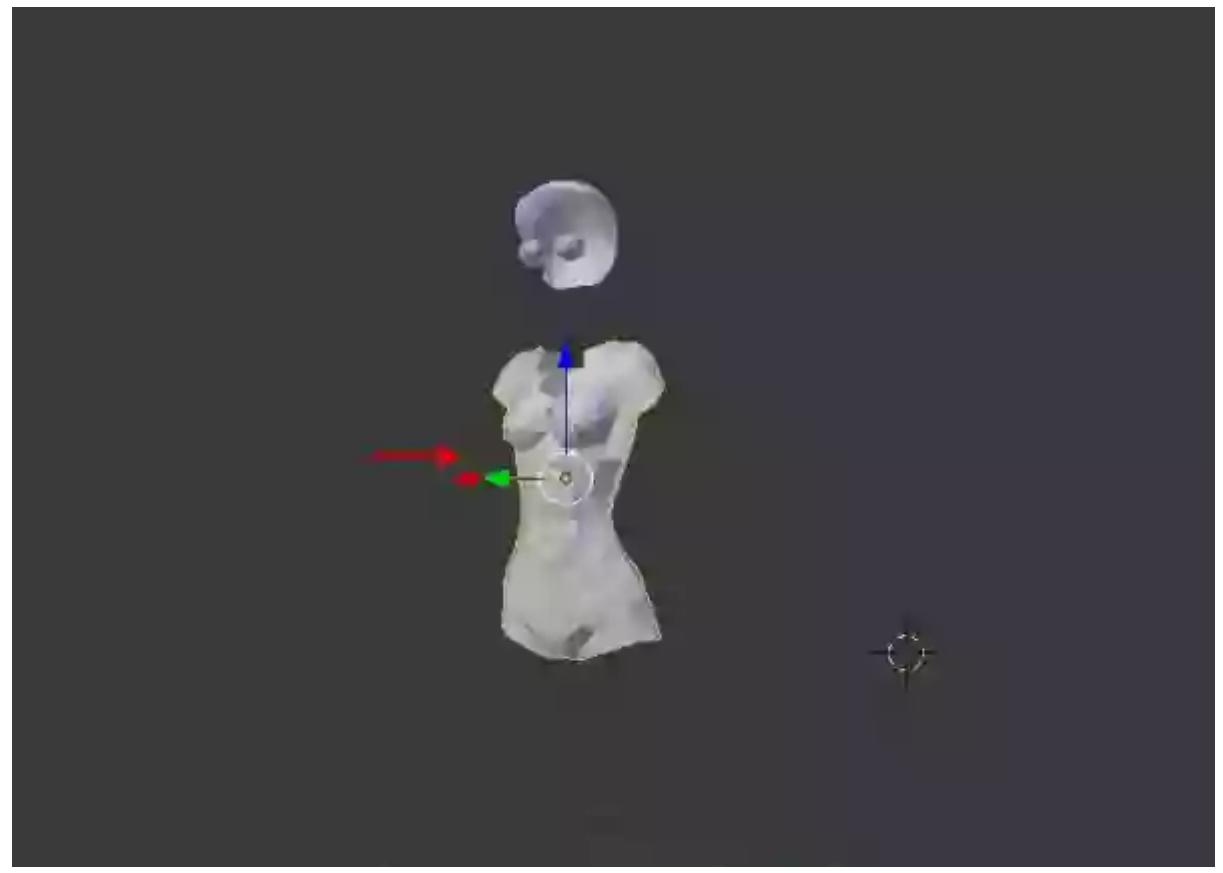
Following the same process, select the torso faces as shown.

These will be used to make the dress later.



Step 7

After selecting the desired faces, extract them. Just like we did for hair mesh.



Step 8

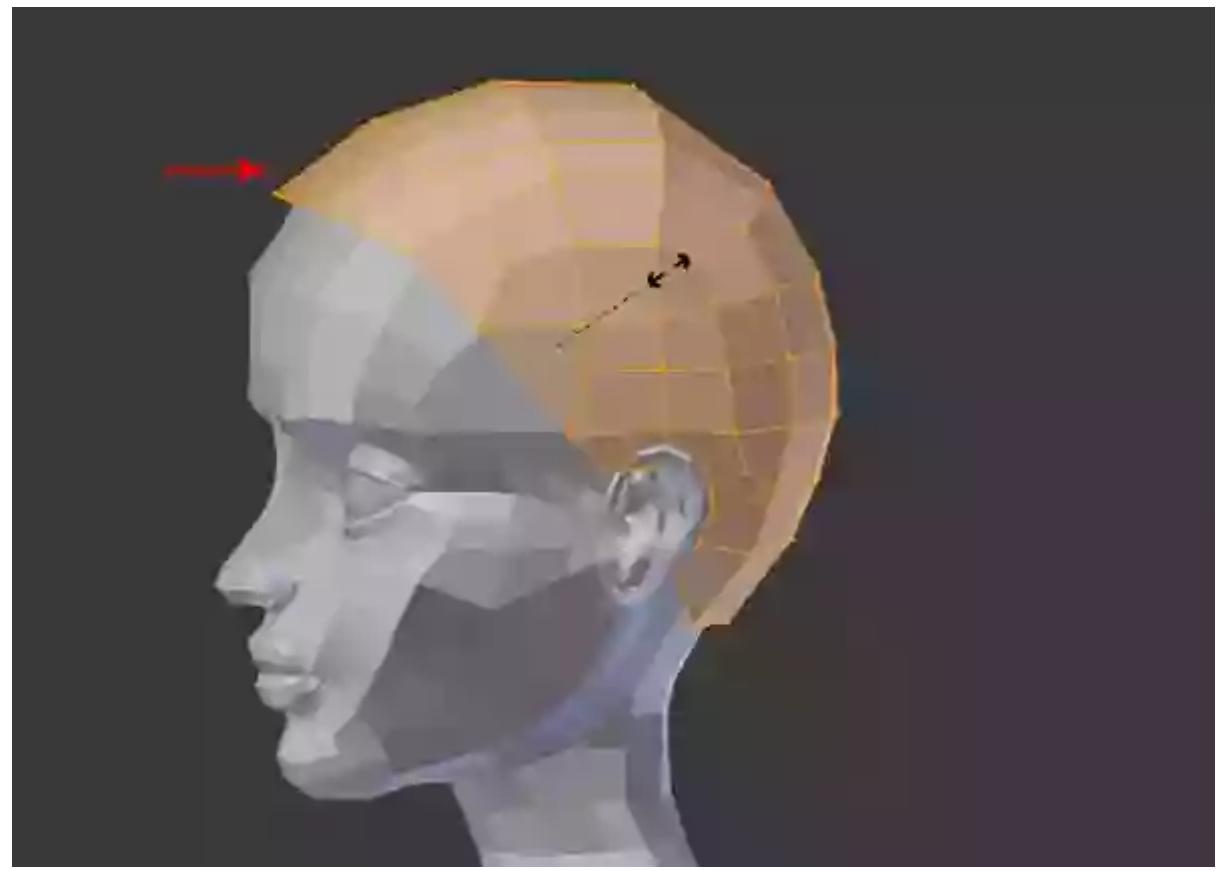
Following the same steps again. Select and extract the faces for the knee high socks also.



3. Setting Up the Mesh for Hair Styling

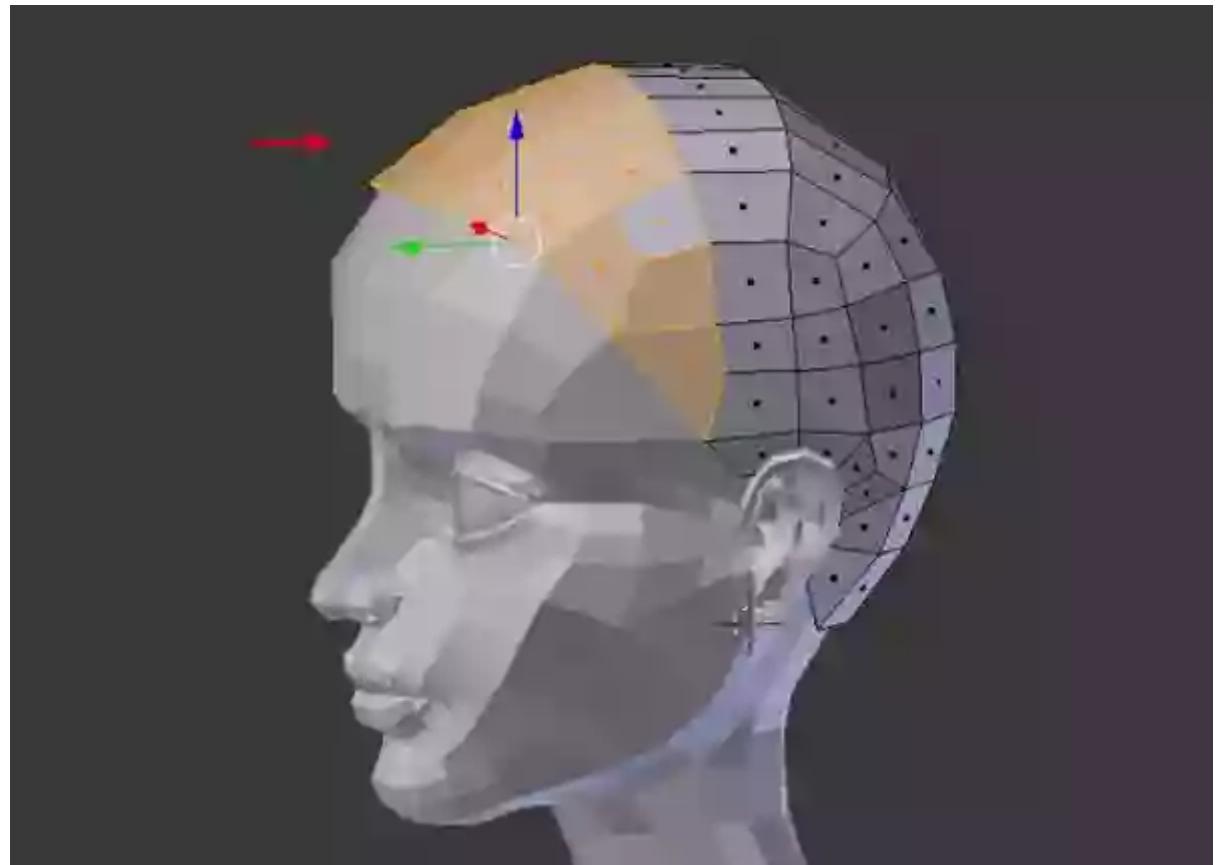
Step 1

With the **Hair Mesh** selected, jump into **Vertex** selection mode and press **S** to switch to the **Scale** tool. **Scale** the entire hair mesh up a little.



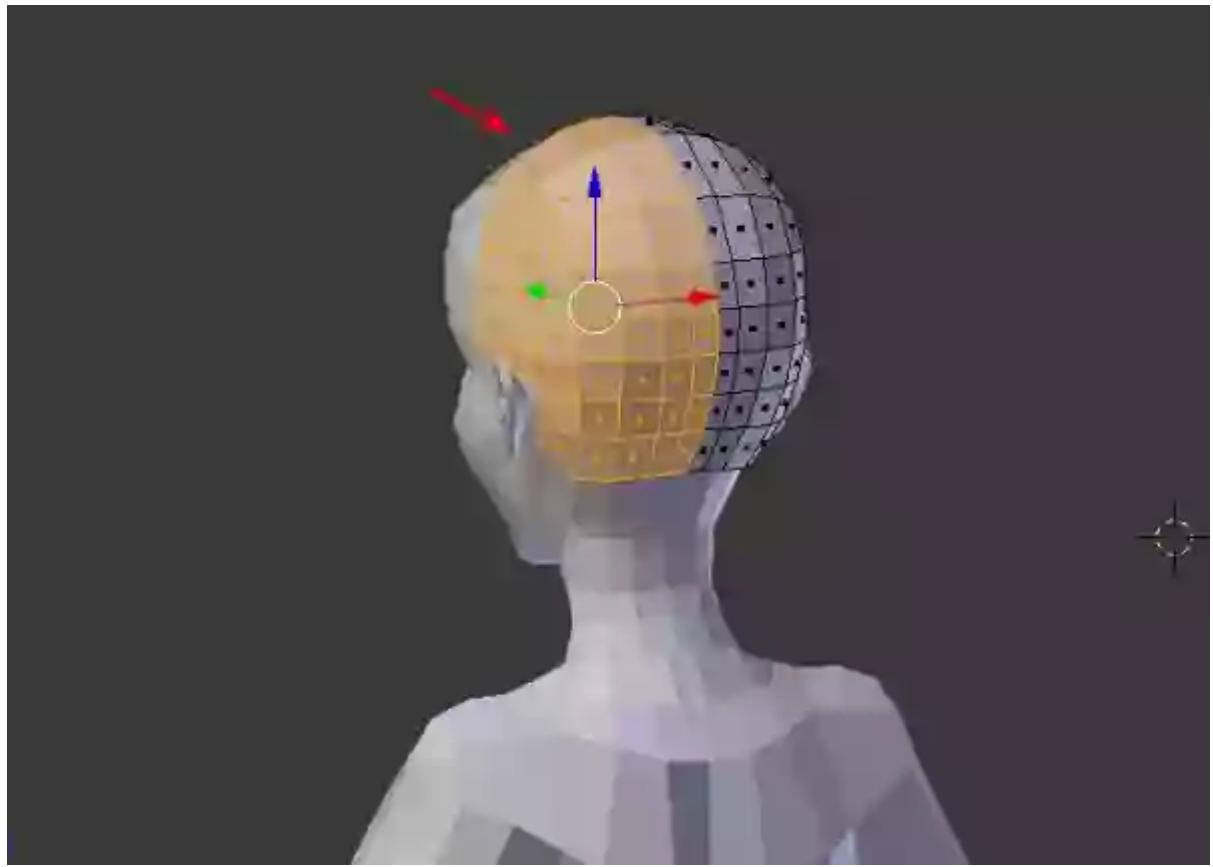
Step 2

In **Face** selection mode, select and **Delete** the indicated front faces of the hair mesh.



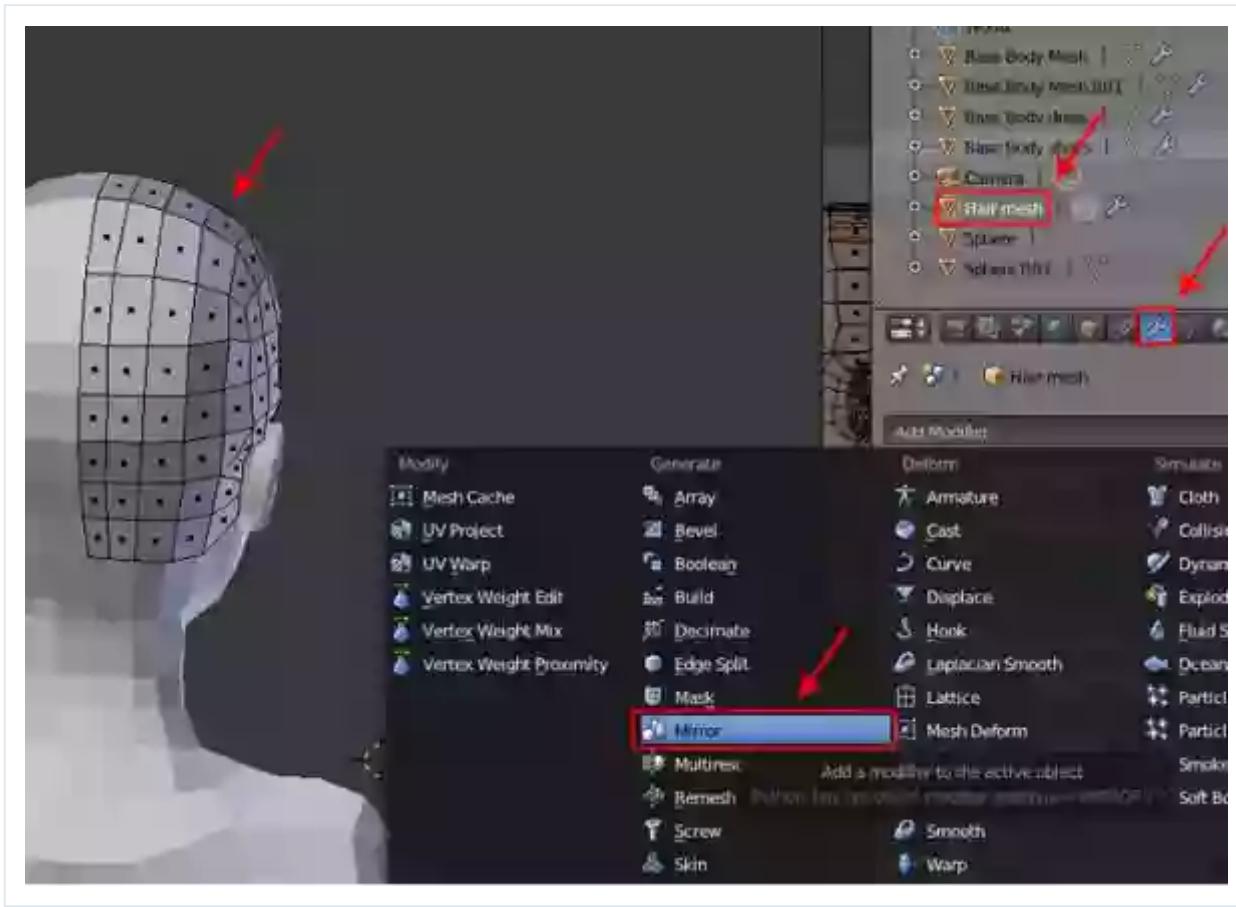
Step 3

Now select and **Delete** one half of the Hair Mesh, as shown in the image.



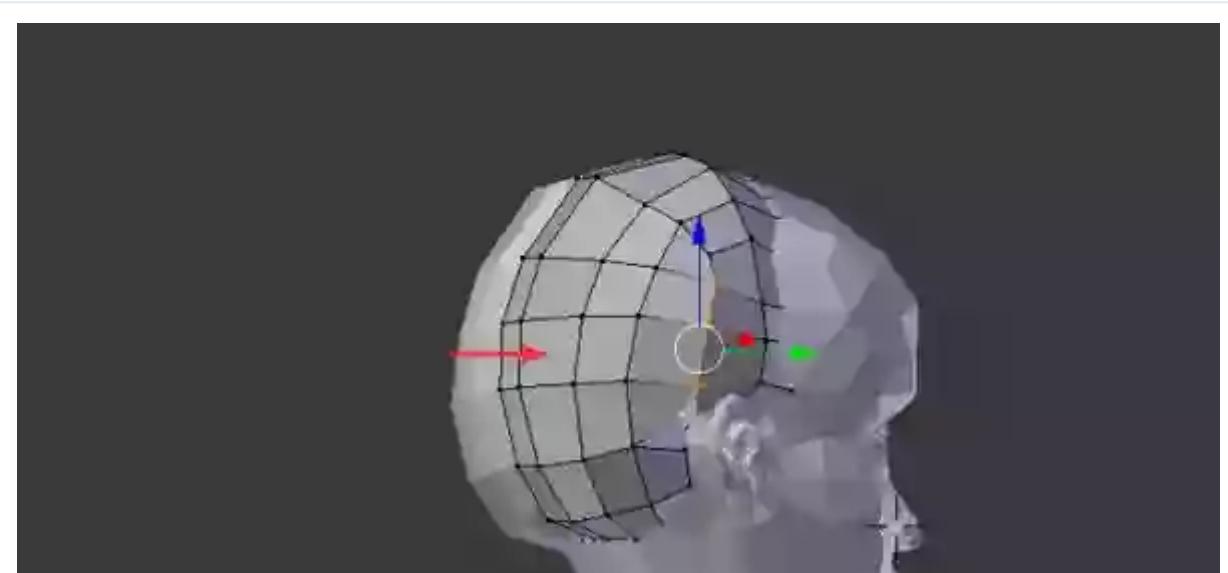
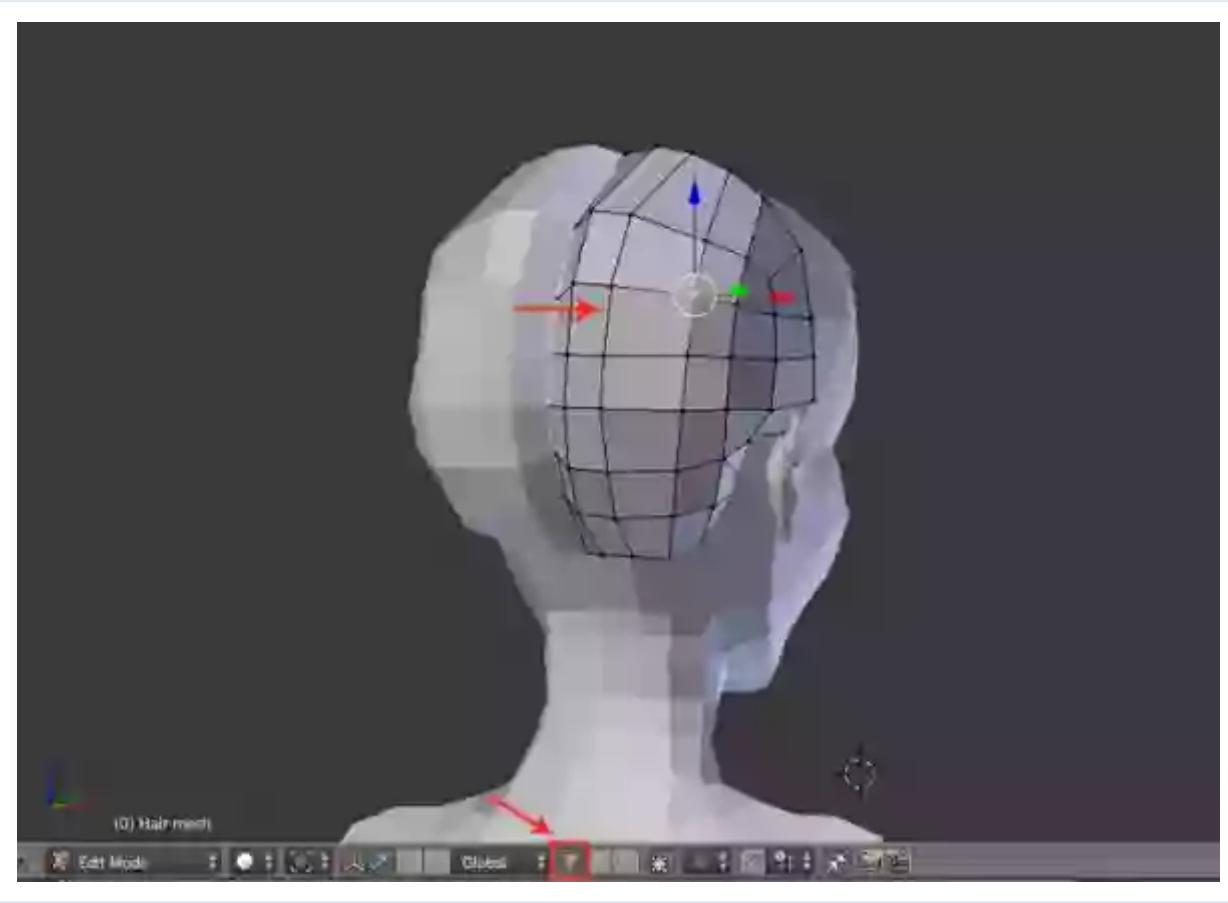
Step 4

With the half hair mesh selected, click on the **Modifiers** button and choose the **Mirror** modifier to create an instanced mirrored copy of the hair mesh on the opposite side.



Step 5

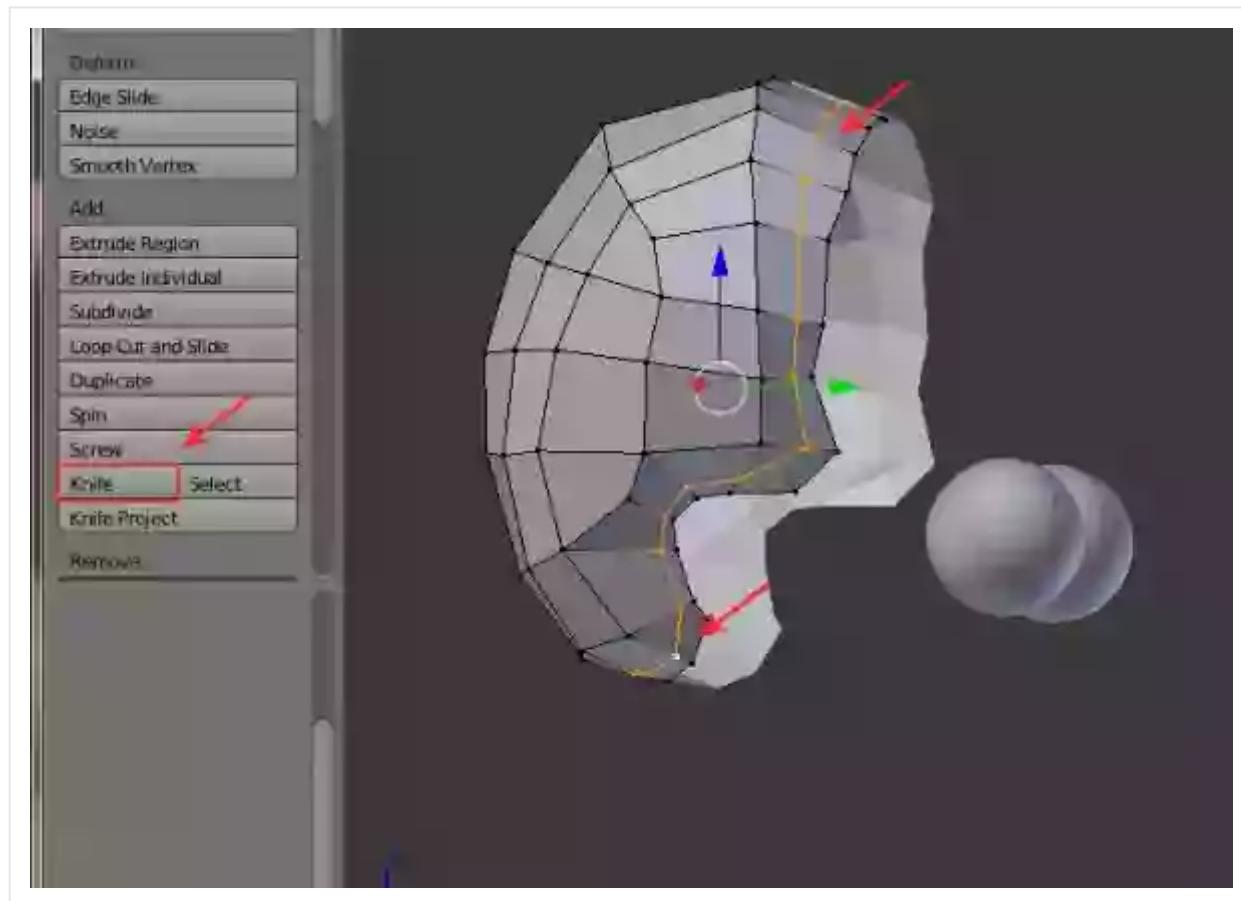
While in **Vertex** selection mode, arrange the vertices for hair styling as shown in the following images.





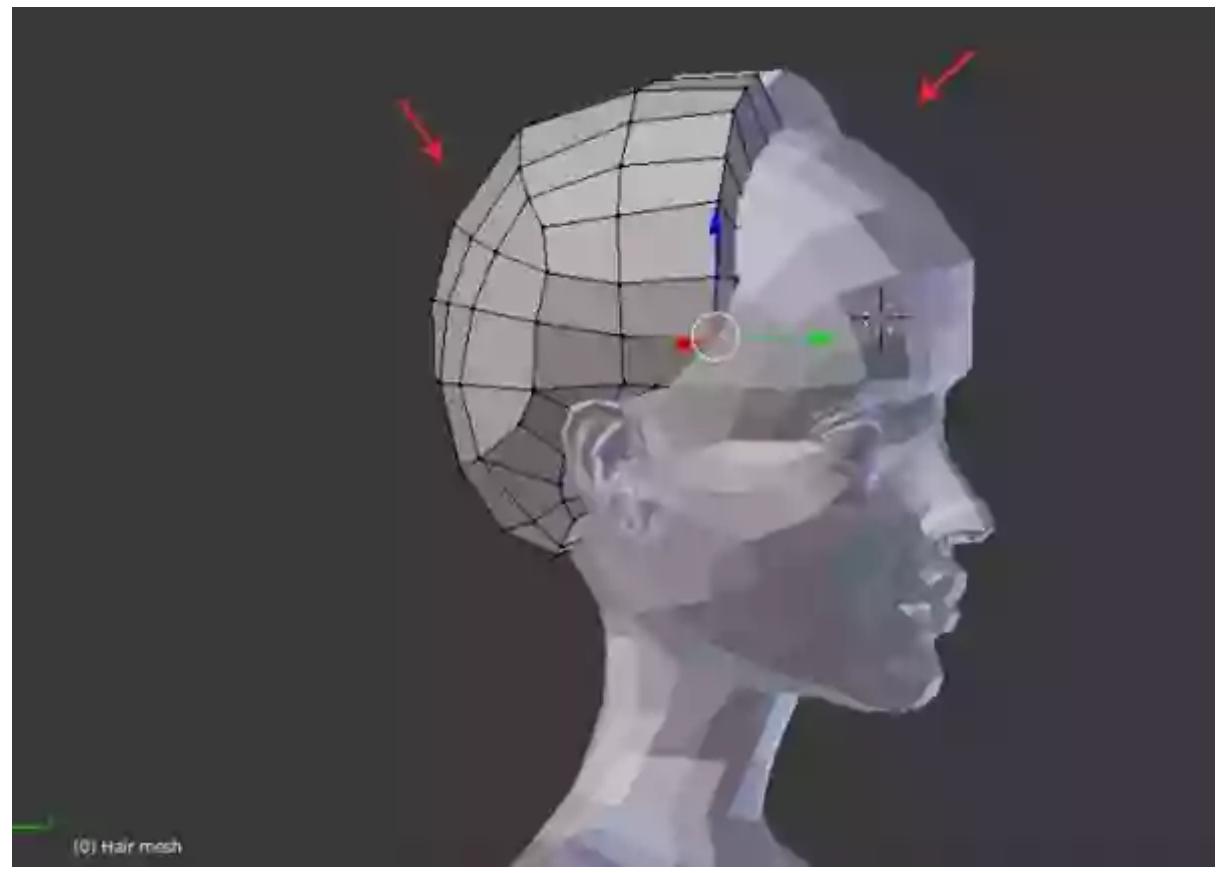
Step 6

With the help of the **Knife** tool, split the border faces of the hair mesh like so.



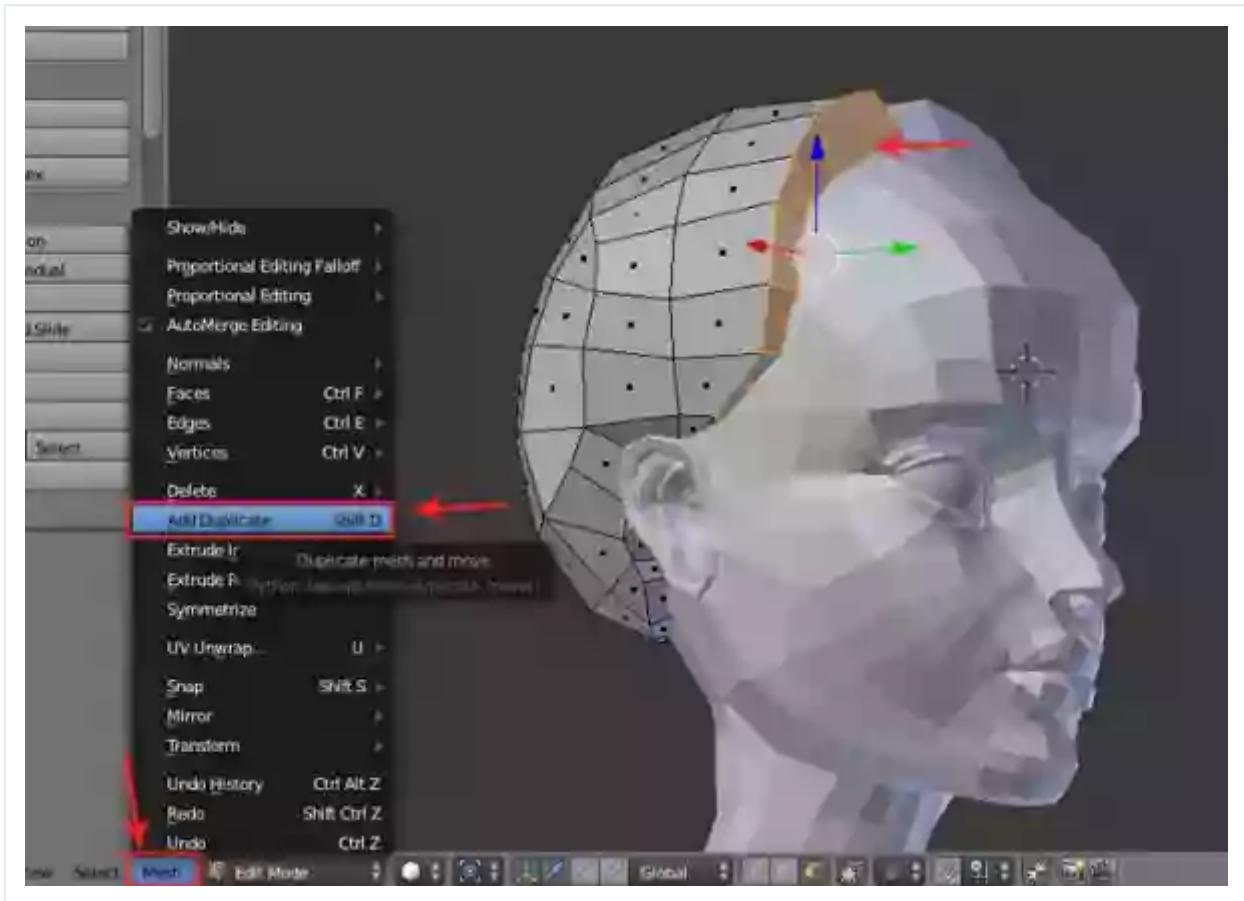
Step 7

Raise the vertices a bit to add some volume.



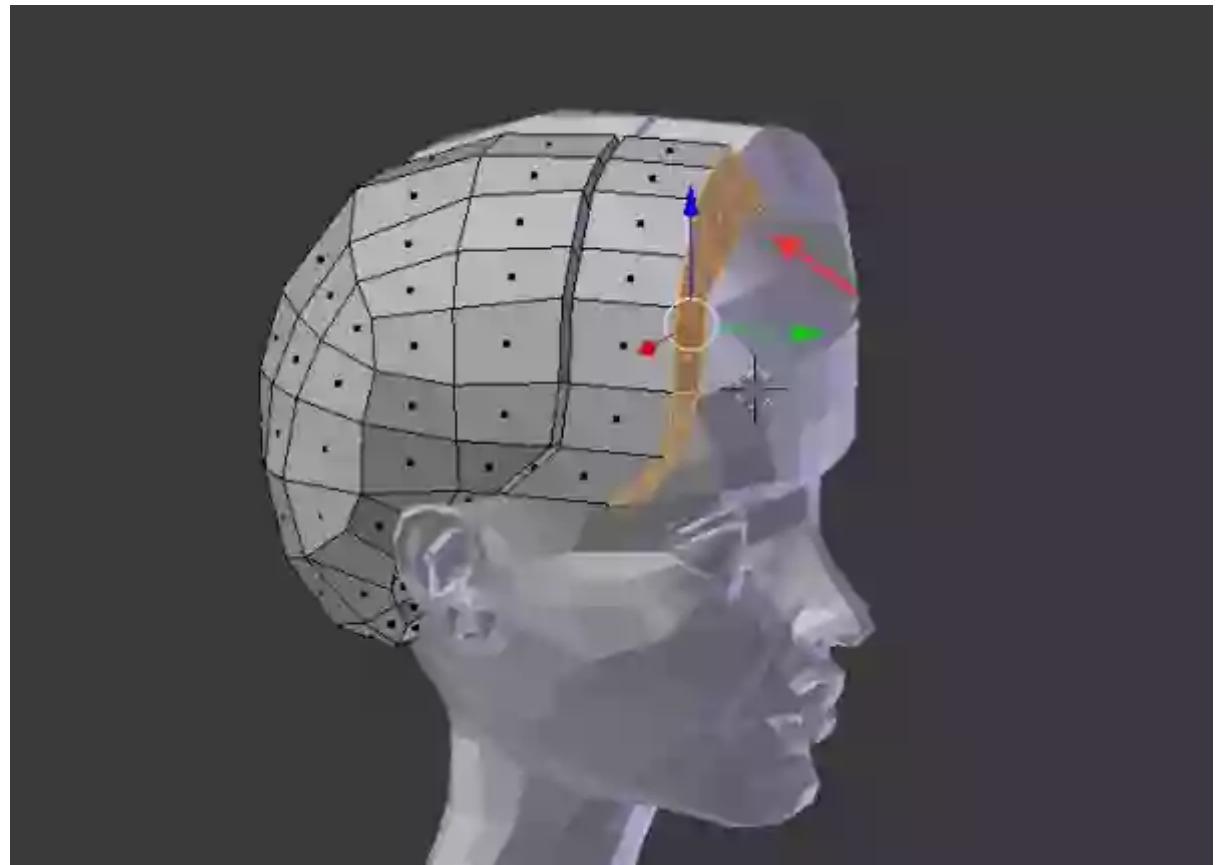
Step 8

With the indicated faces selected, go to **Mesh > Add Duplicate** (or press **Shift-D**) to duplicate the selected faces.



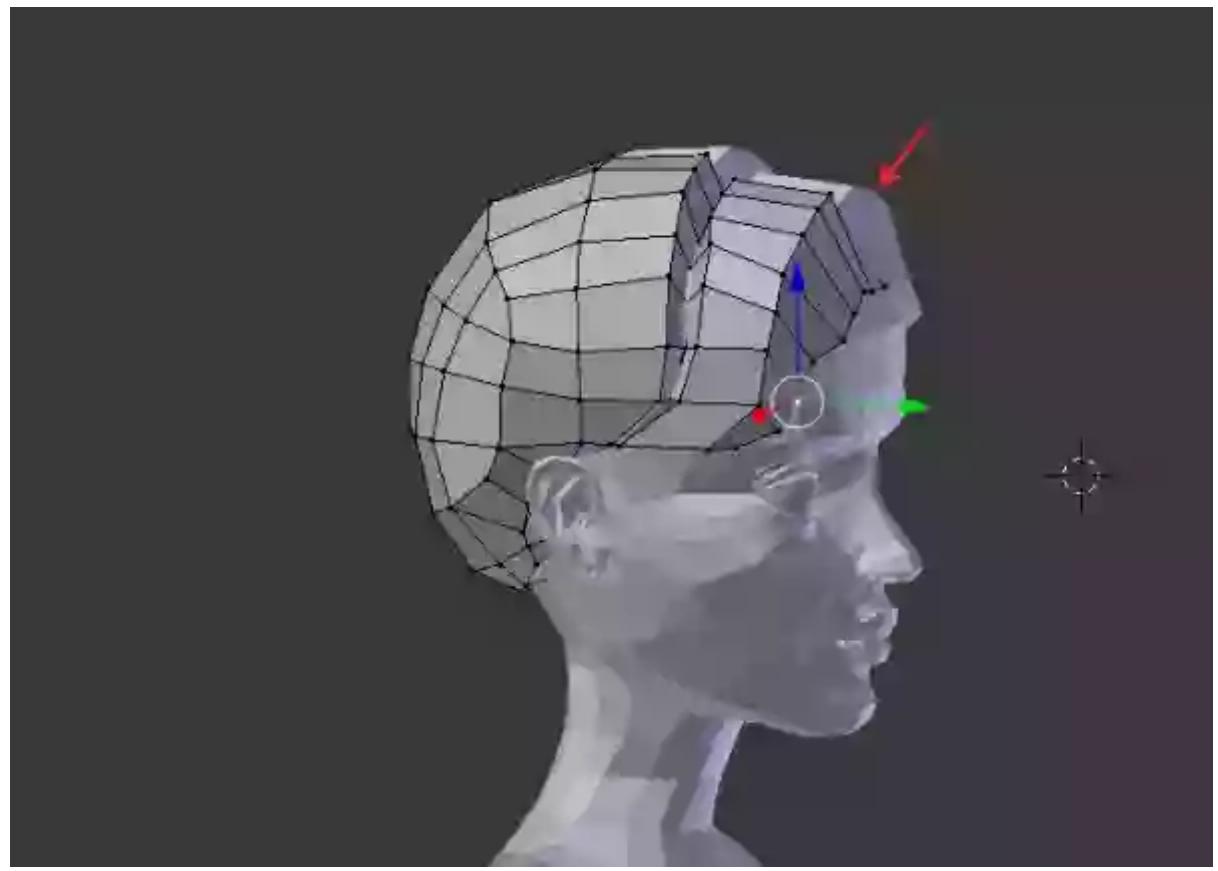
Step 9

With the duplicated faces selected, press **E** to extrude, and then drag the selected faces outwards as shown in the image below.



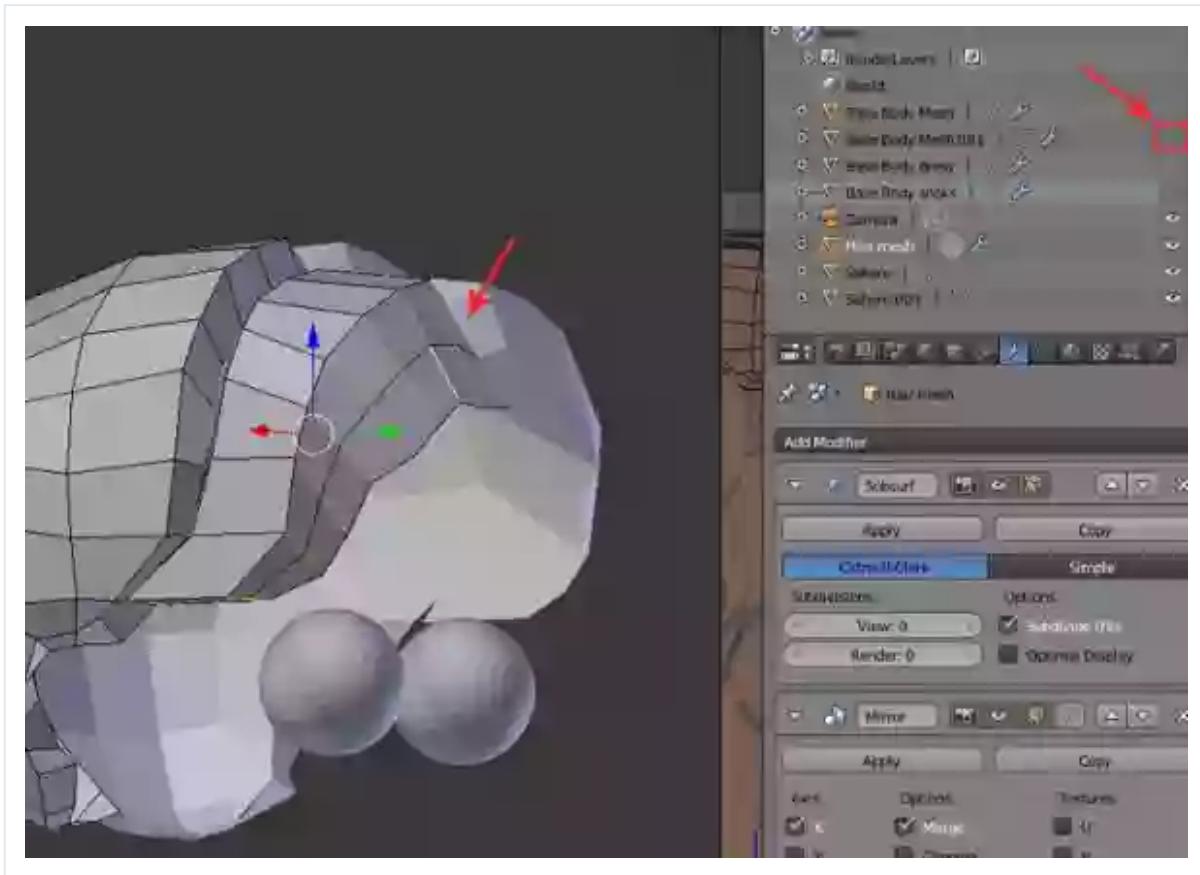
Step 10

Now arrange the vertices of the outer faces as shown in the image below.



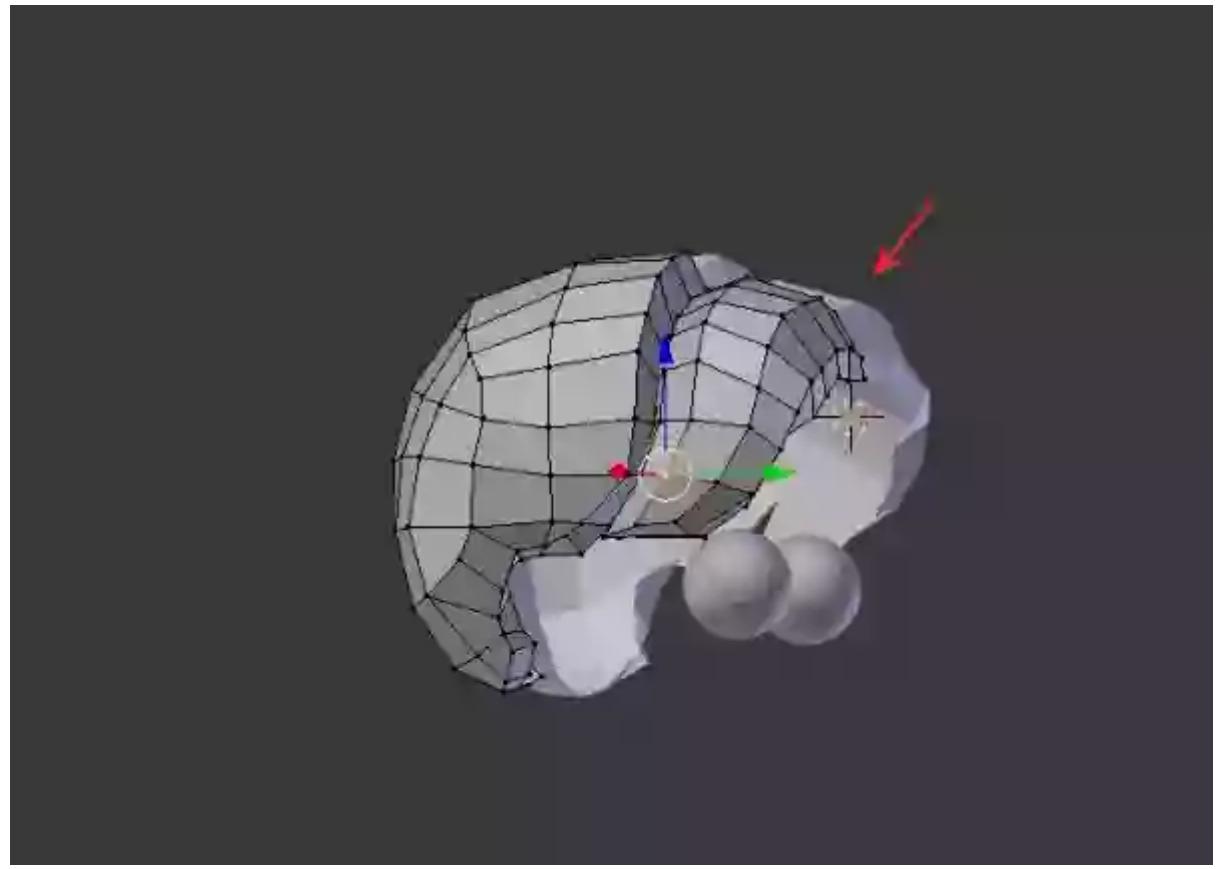
Step 11

Hide the body mesh for the time being. Then split the outer faces to add more detail to the hair mesh.



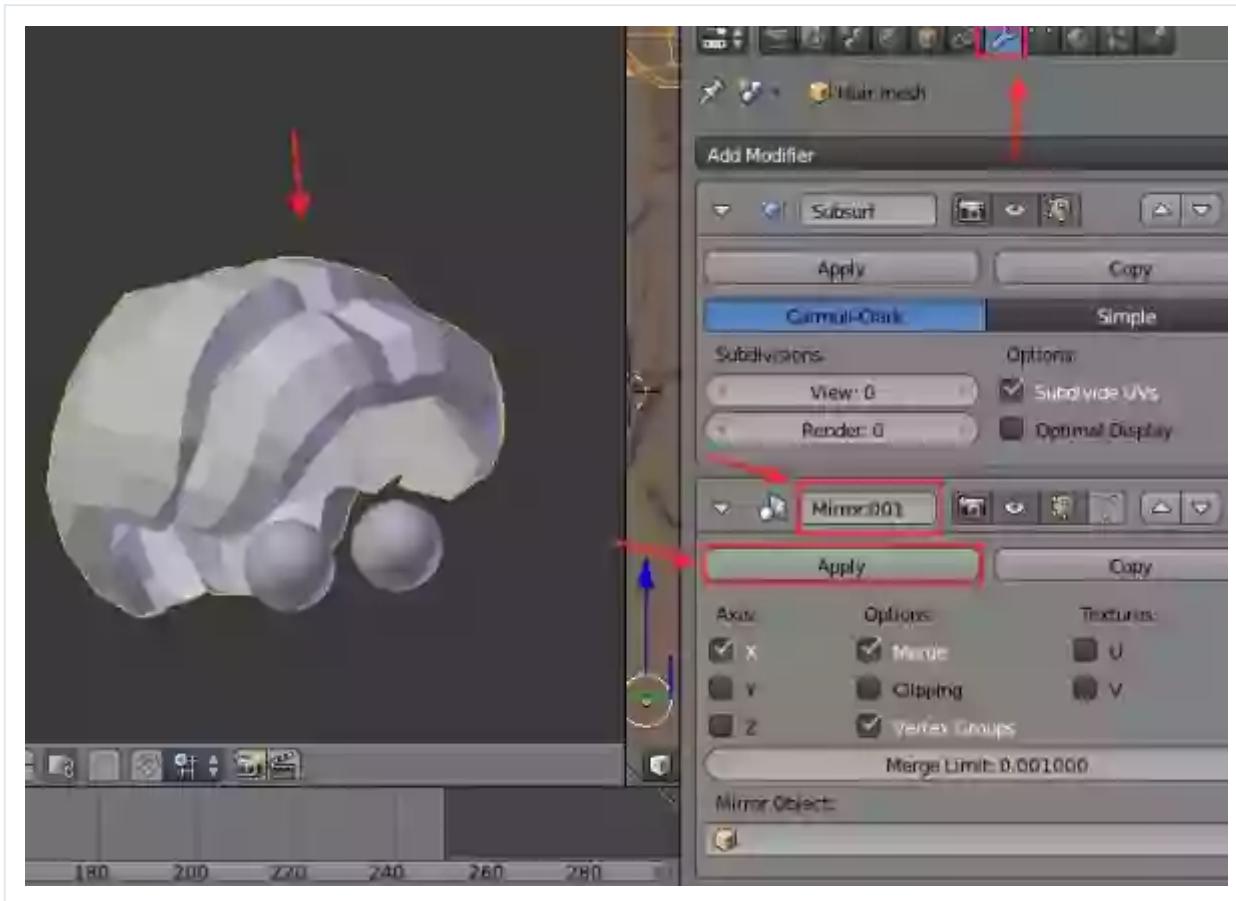
Step 12

After splitting the faces, arrange the vertices to get something like this.



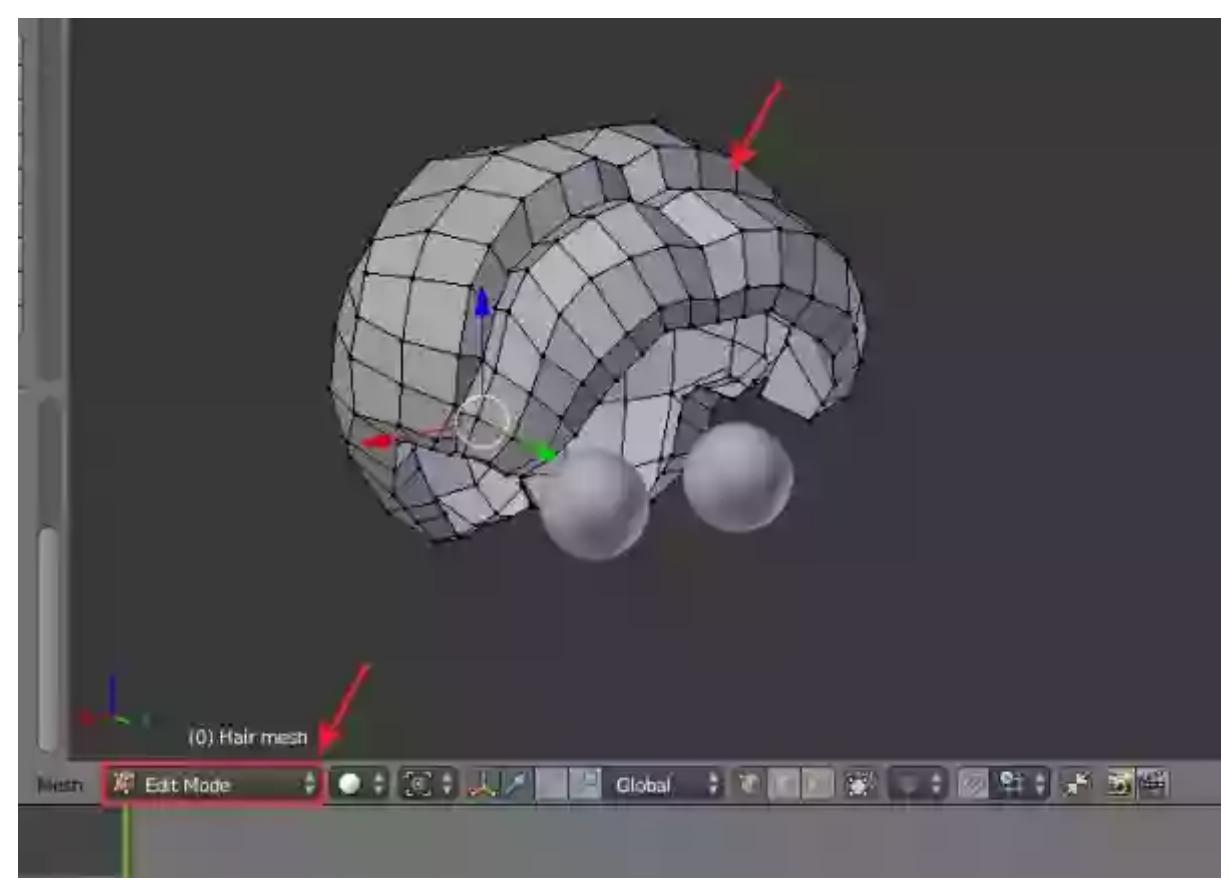
Step 13

To merge both meshes together, first select the **Hair Mesh** in **Object** mode and then in the modifier panel, click on the **Apply** button to merge.



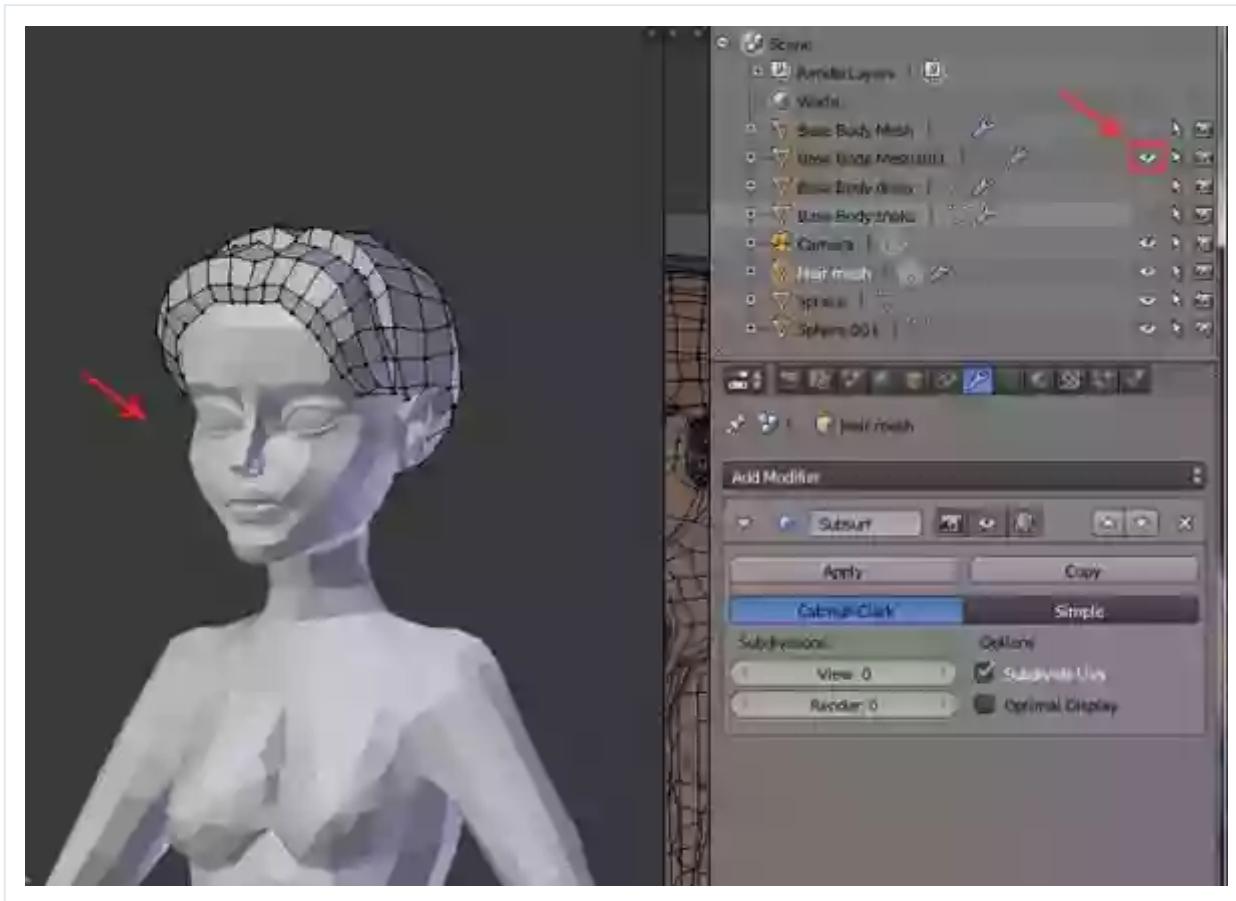
Step 14

Now, we can start sculpting asymmetrically to style the hair. Keep the hair mesh selected in **Edit** mode.



Step 15

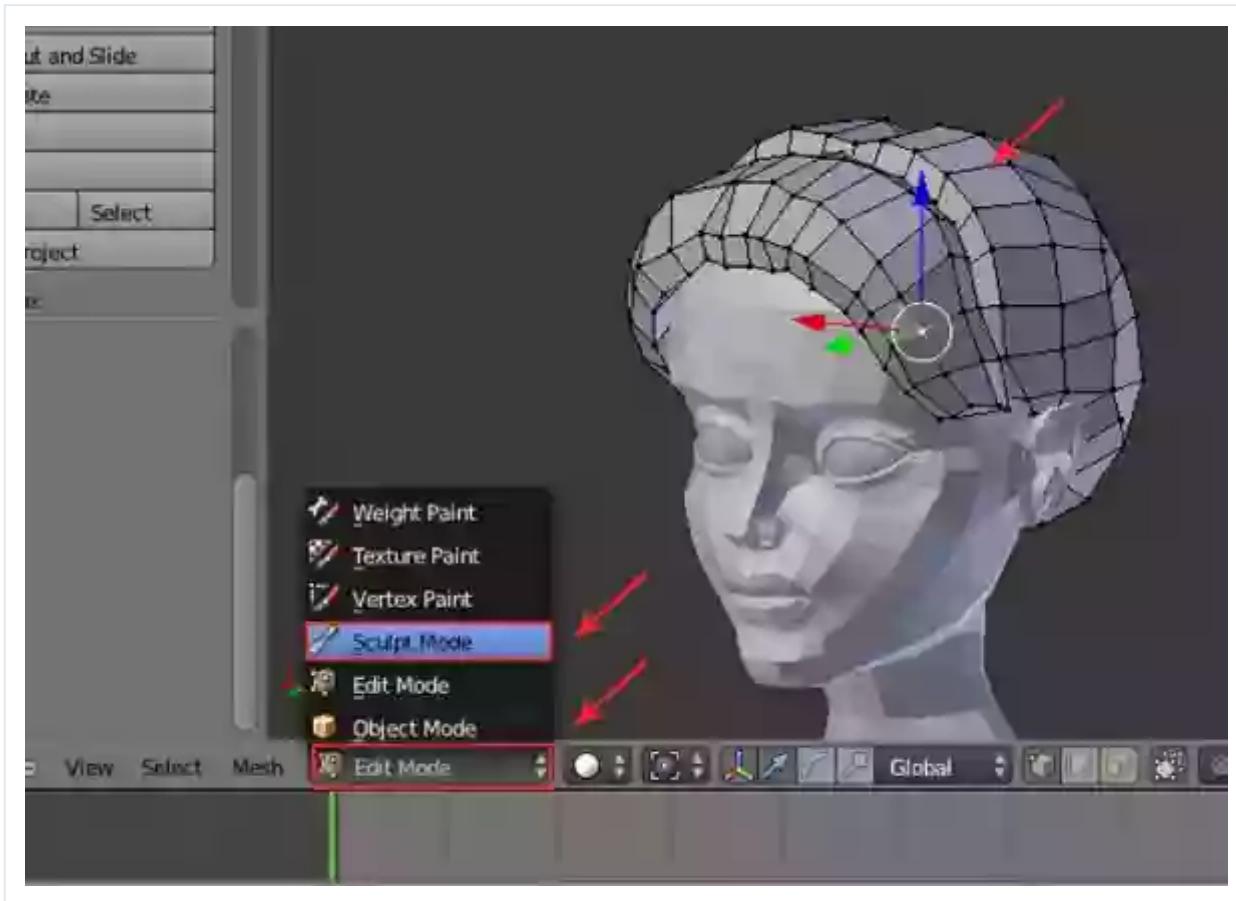
Turn on visibility for the body mesh, so we can easily compare the hair mesh with the head mesh at every step.



4. Using the Sculpt Tool

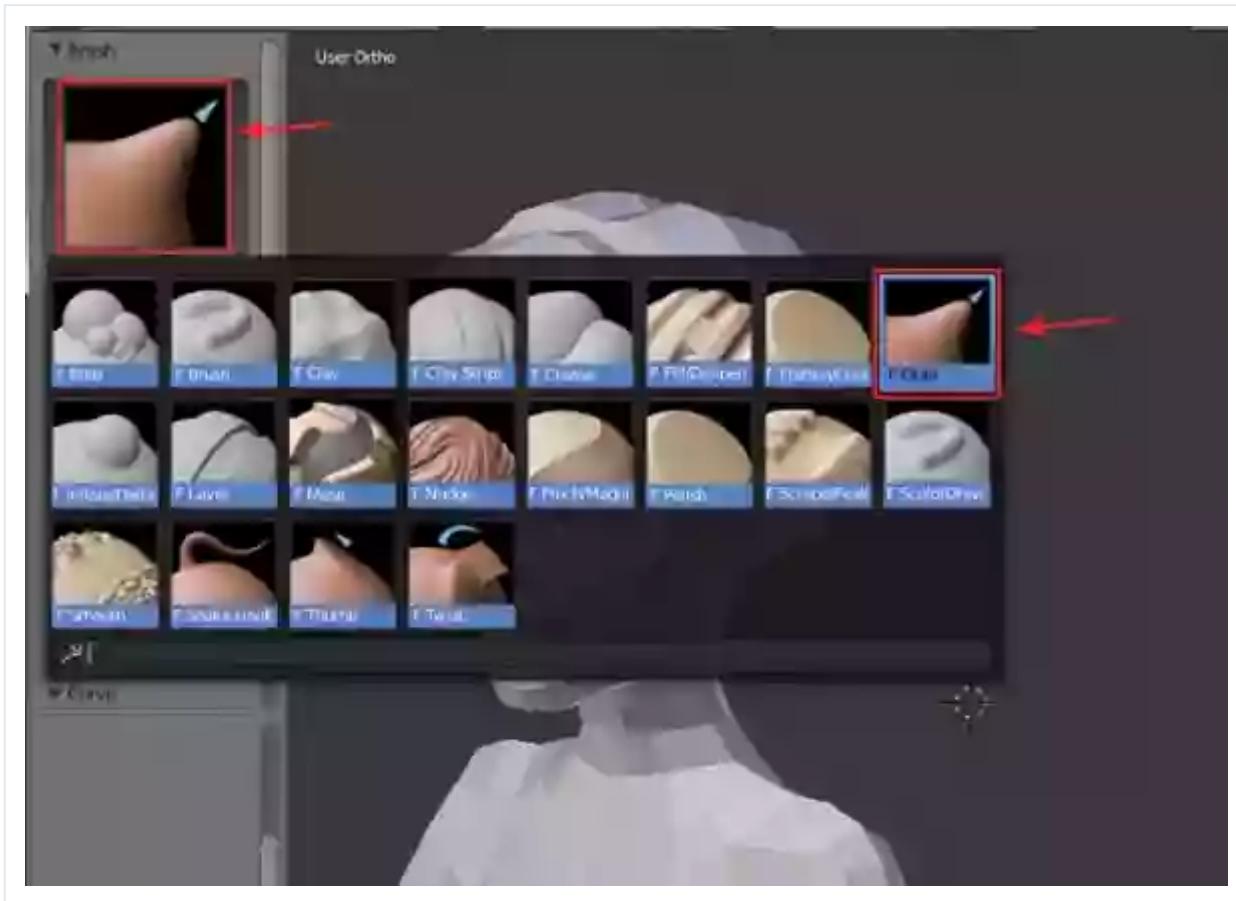
Step 1

With the **Hair Mesh** selected, jump into **Sculpt Mode**.



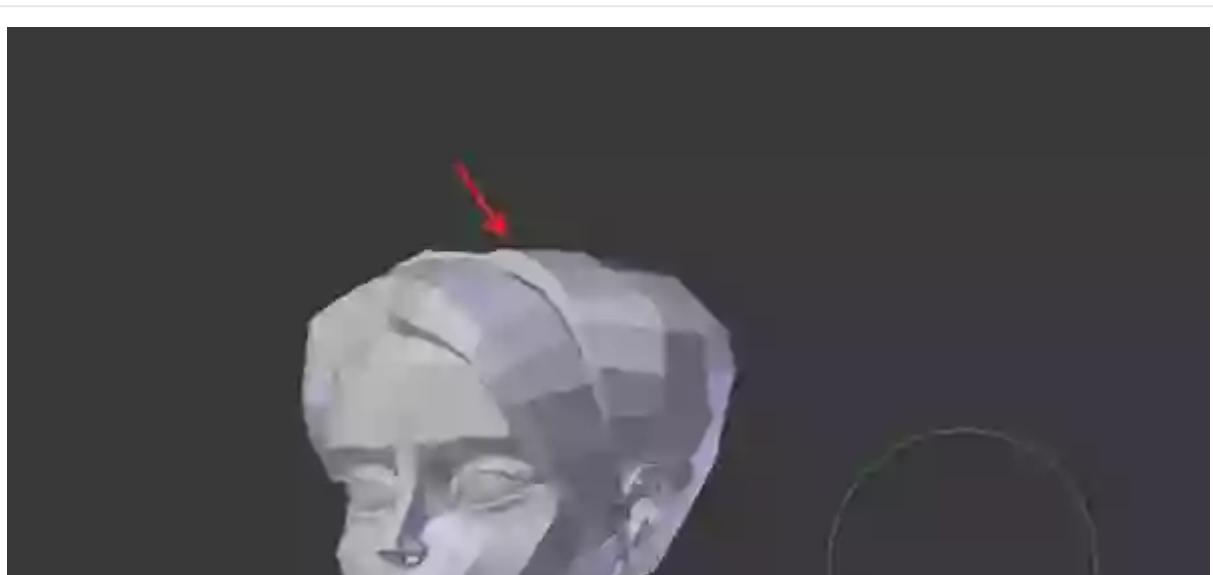
Step 2

While in **Sculpt mode**, you can see several brush presets in the **Tool Settings** panel. Select the **F Grab** brush.



Step 3

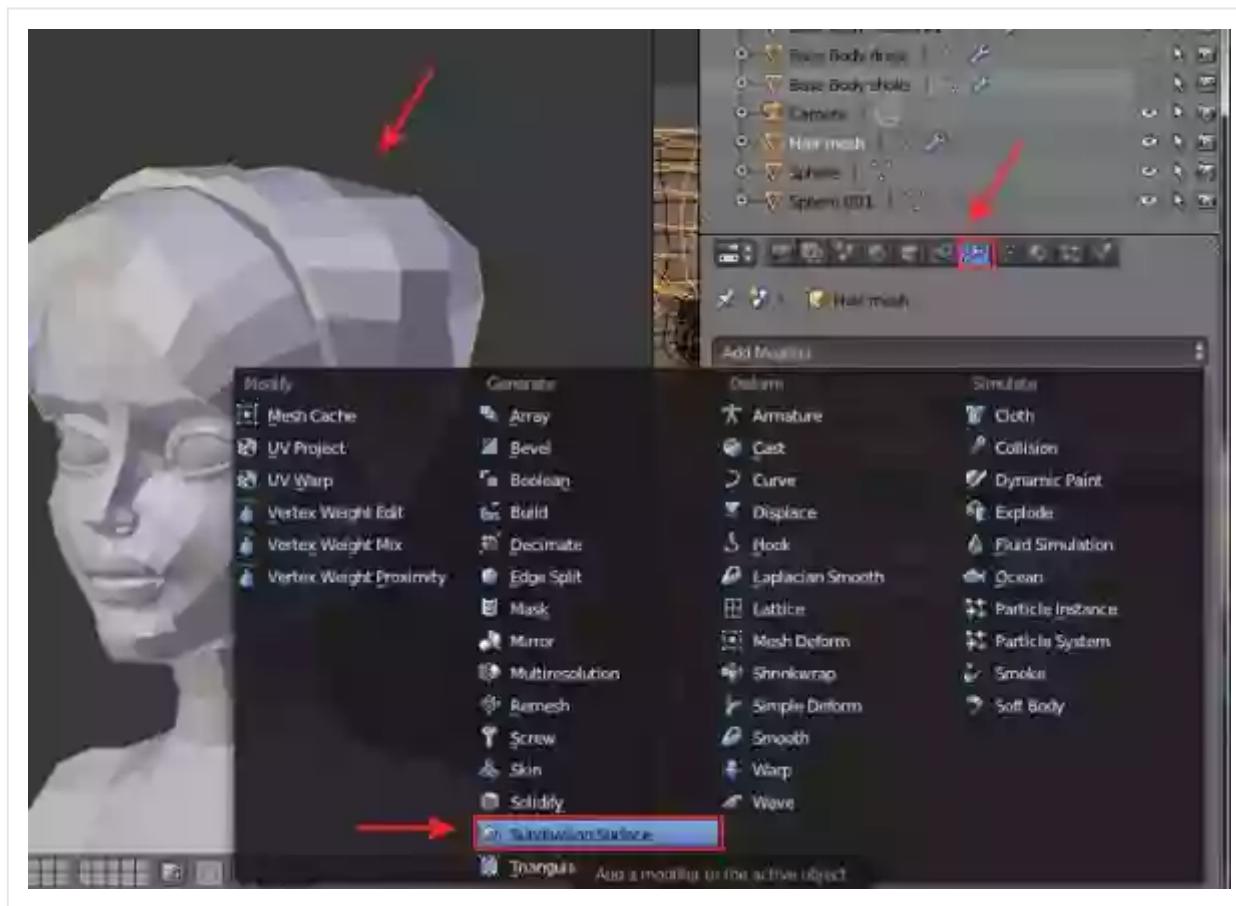
With the **F Grab** brush selected, try to sculpt the hair mesh as shown in the following images.





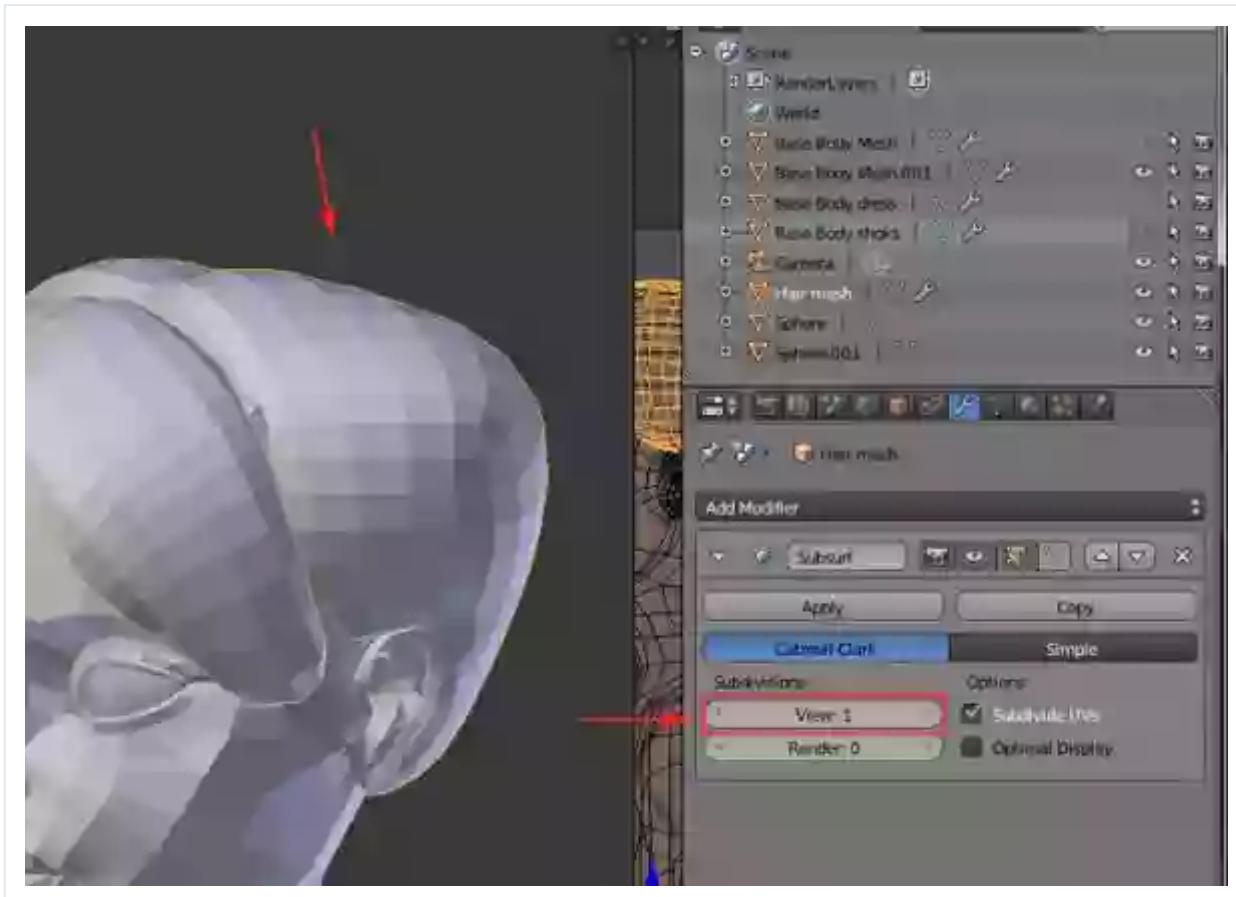
Step 4

For much smoother sculpting, we can increase the subdivision level of the mesh. So with the **Hair Mesh** selected, go to **Modifiers > Subdivision Surface**.



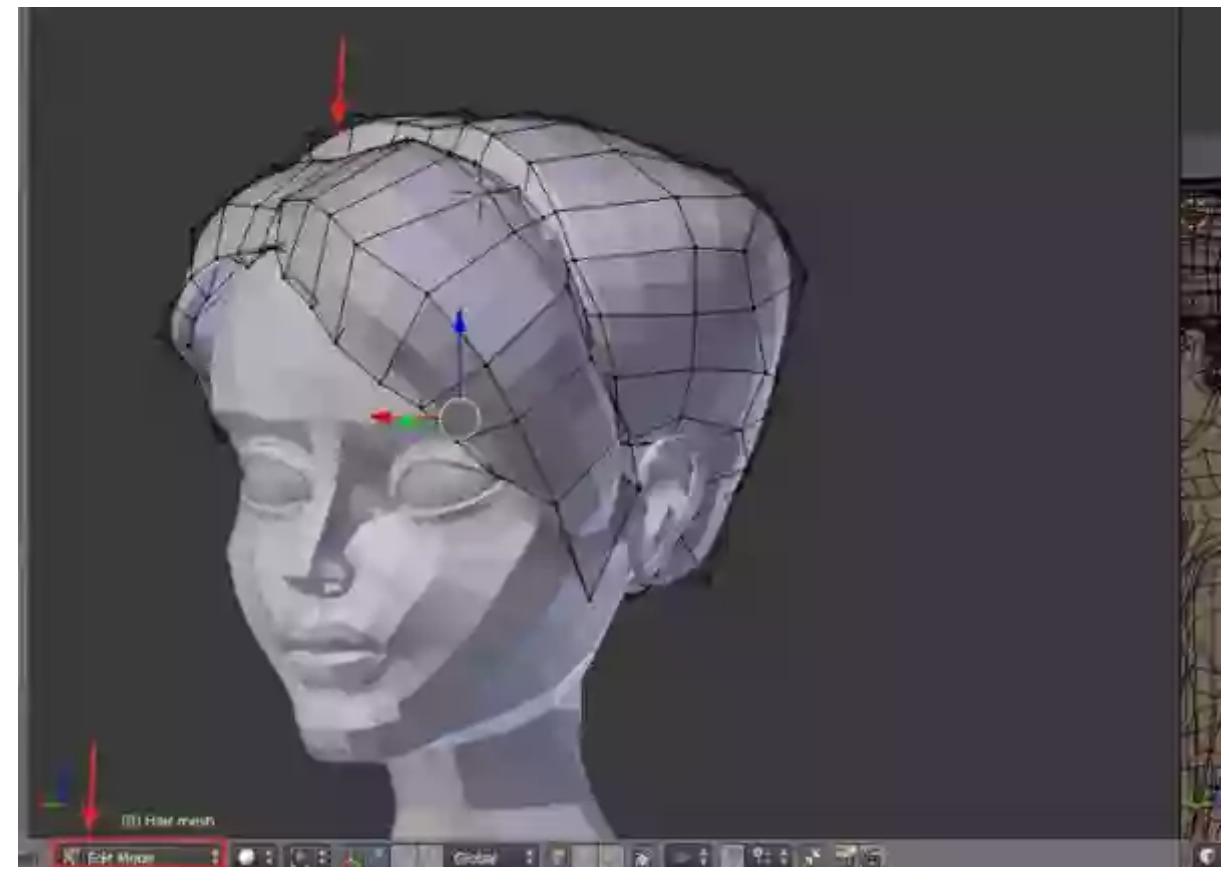
Step 5

Now, you can increase the subdivision level for better sculpting of the hair mesh as needed.



Step 6

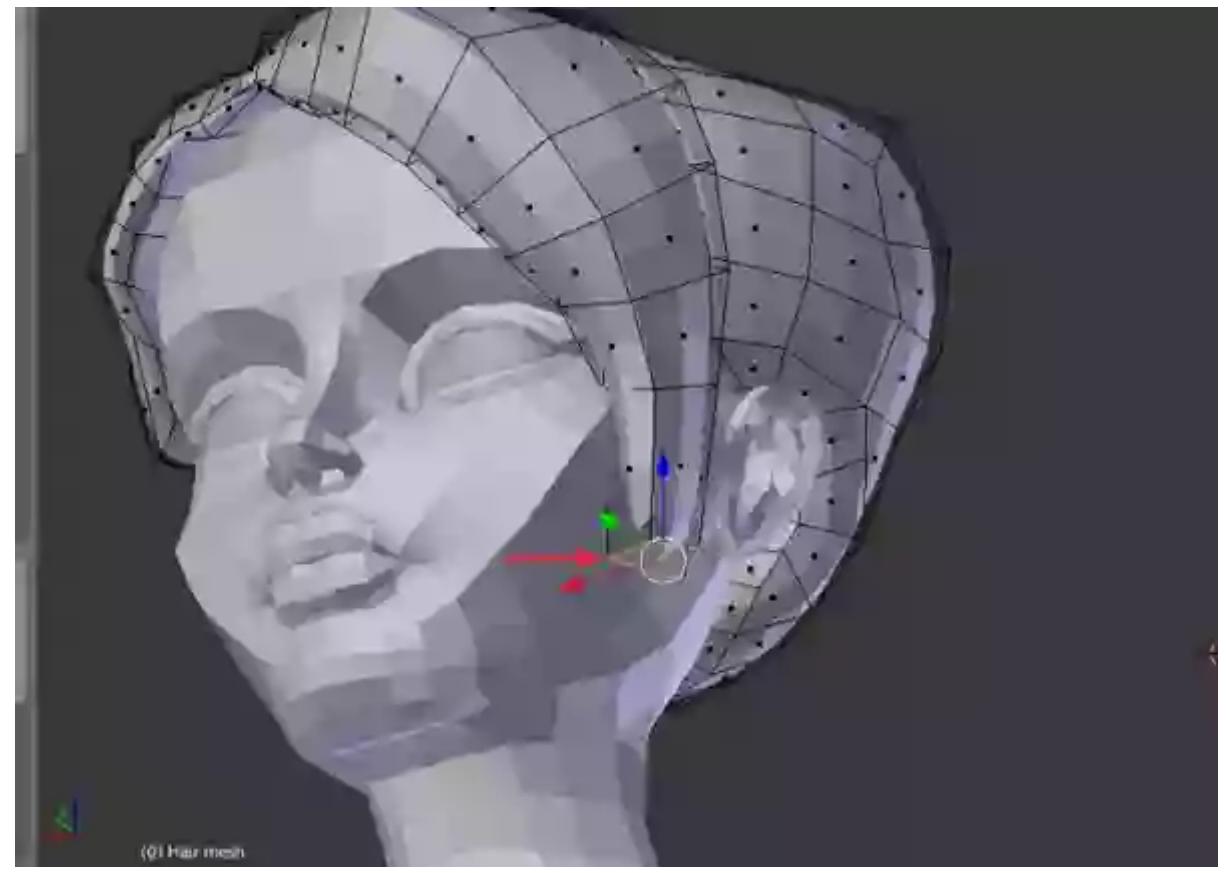
In **Edit** mode, adjust the vertices to add detail to the surface of the hair mesh.



5. Adding Details to the Hair Mesh

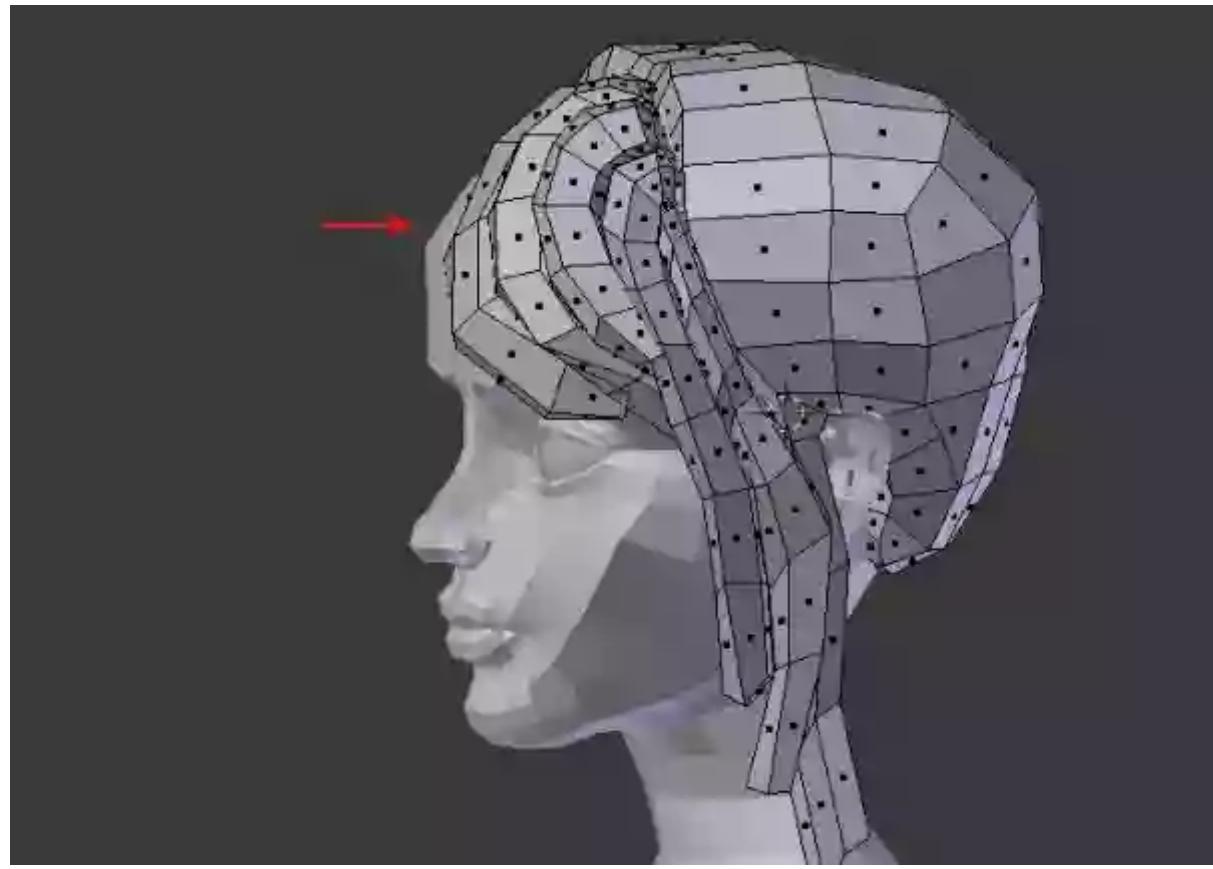
Step 1

Now we will start making the lengths of hair. For this, **Extrude** the faces of the hair mesh to get the desired length.



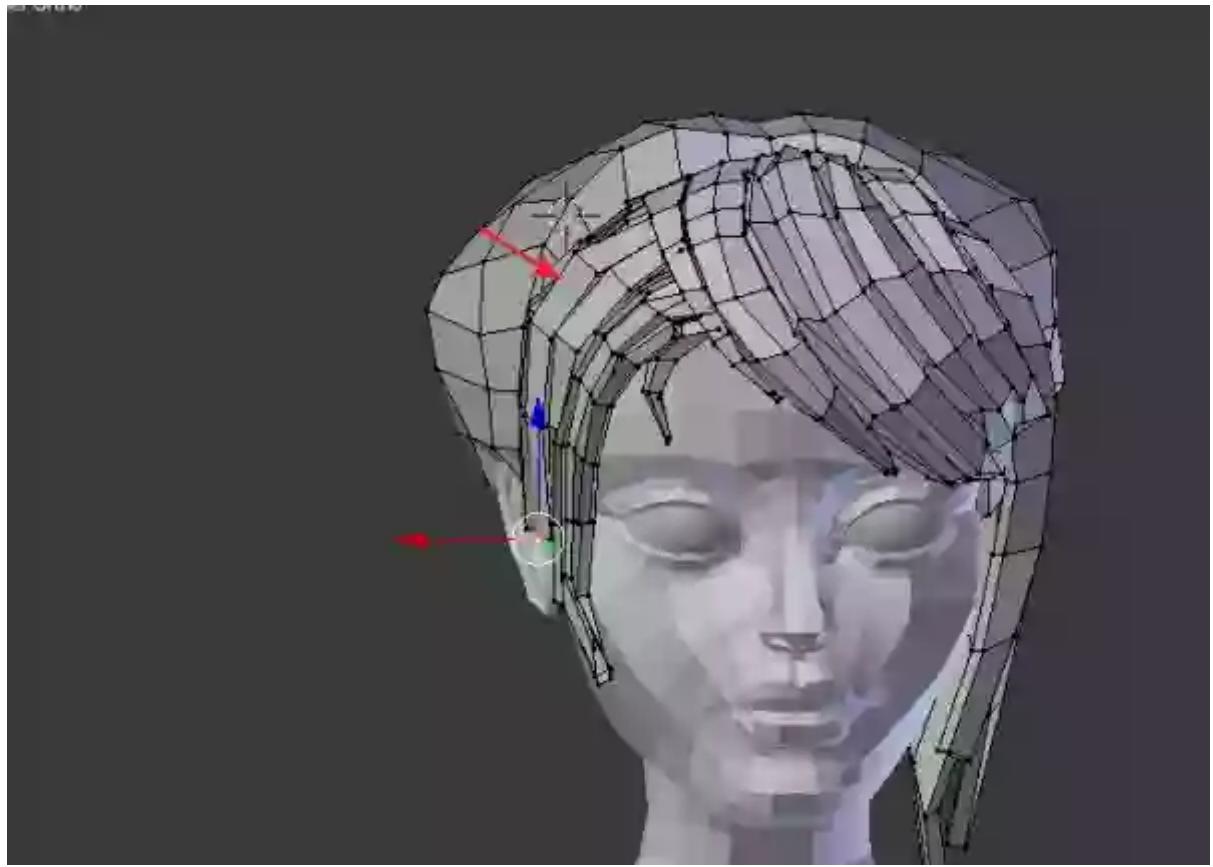
Step 2

In this way, **Extrude** multiple hair lengths as shown in the image below.



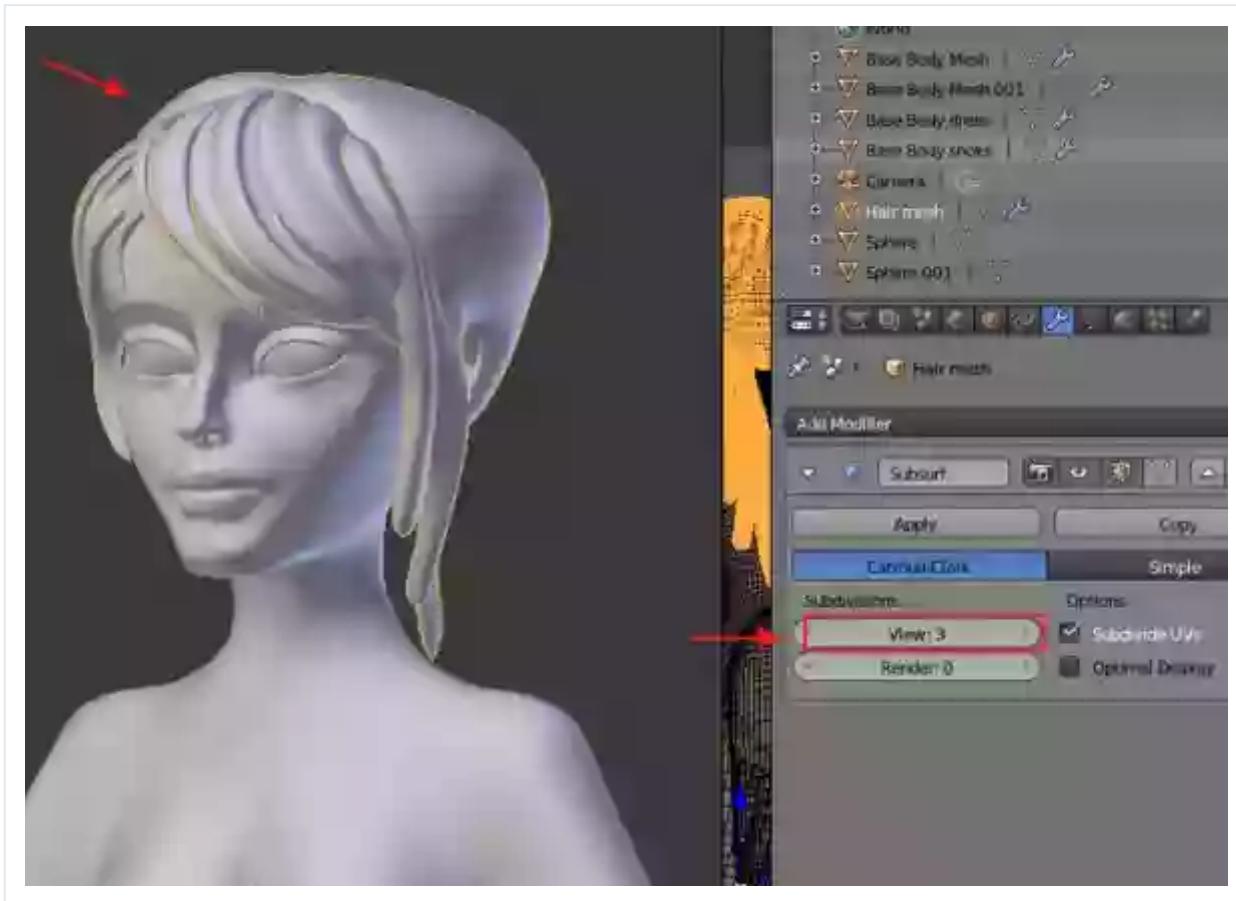
Step 3

Following the same process, I have extruded the right side of the hair too. There is no definite style to follow, as you can create your own.



Step 4

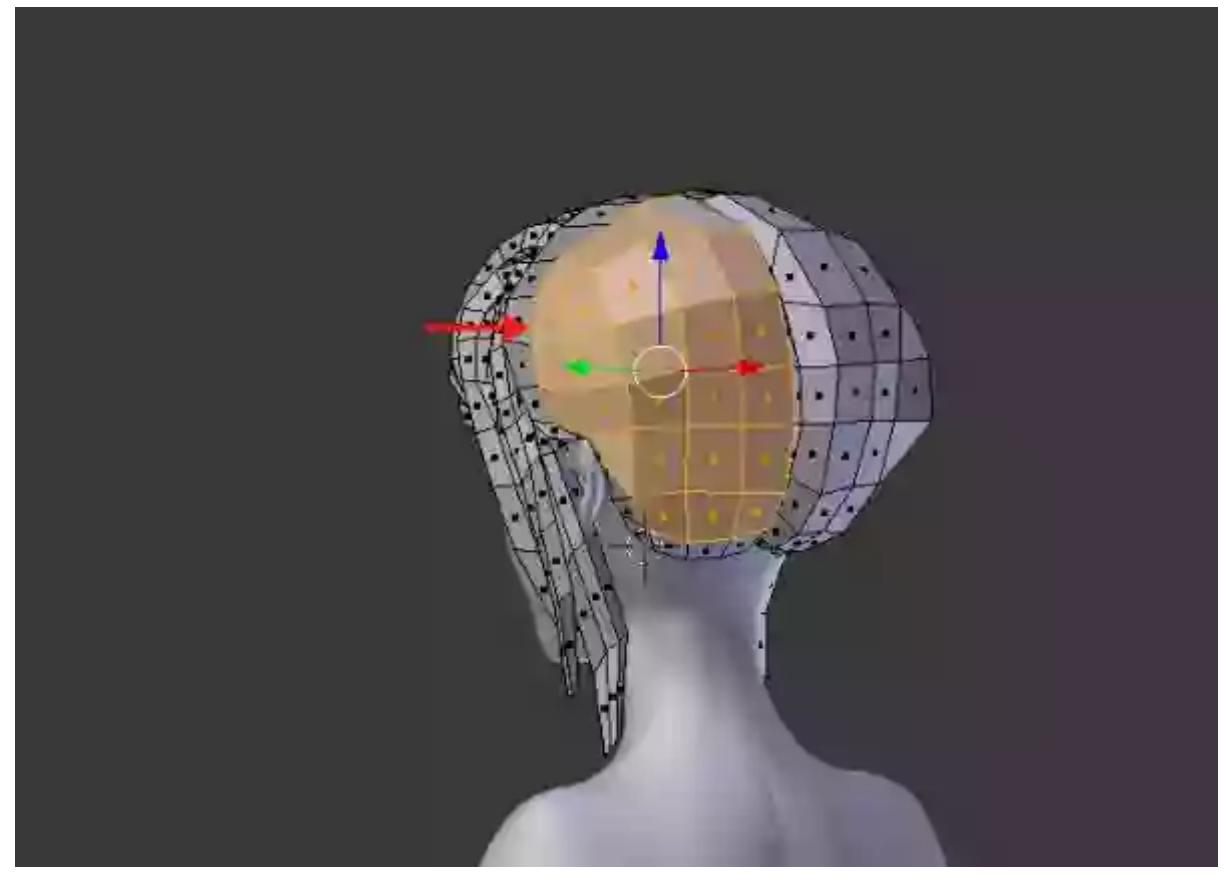
Increase the **Subdivision** level **3 times**, so that you can see the details and work efficiently.



6. Creating the Pony Tail

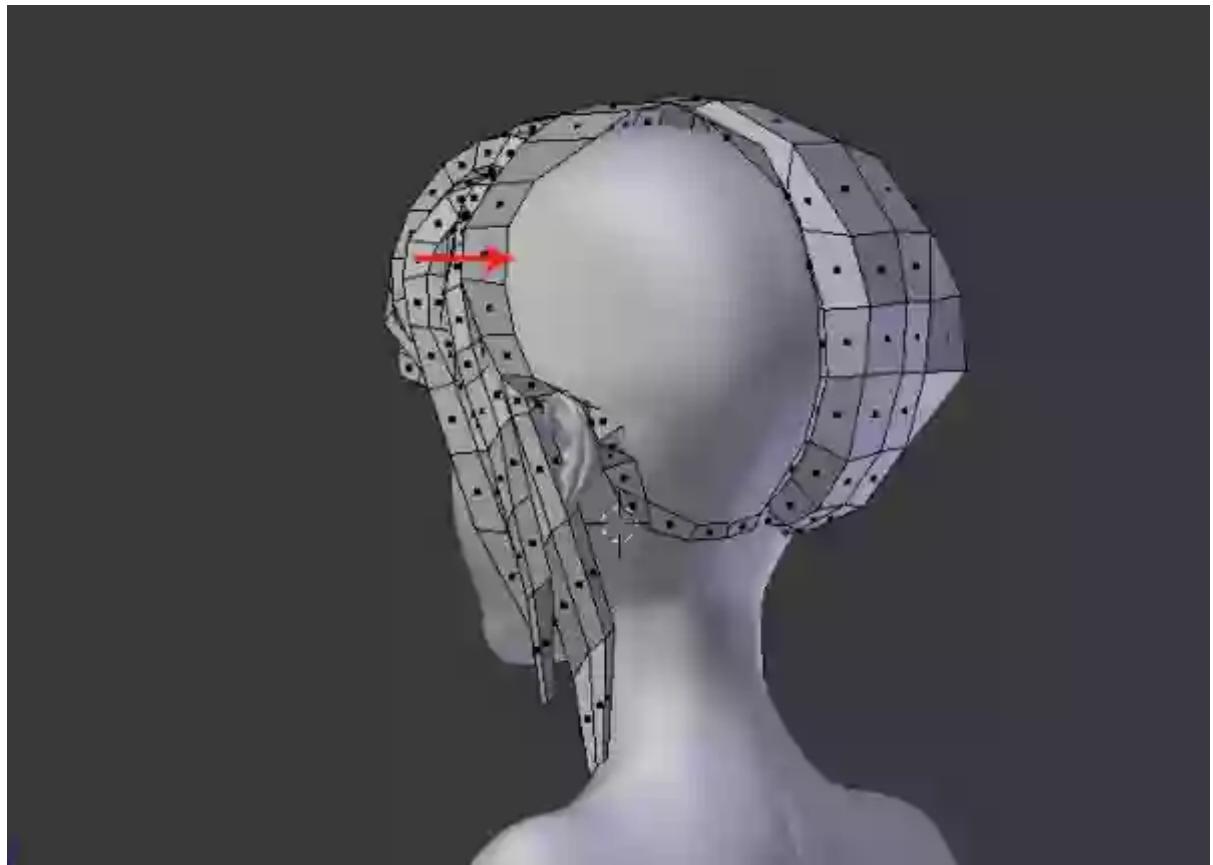
Step 1

We will now make the pony tail. In **Face** selection mode, select the indicated faces on the back side as shown in the image below.



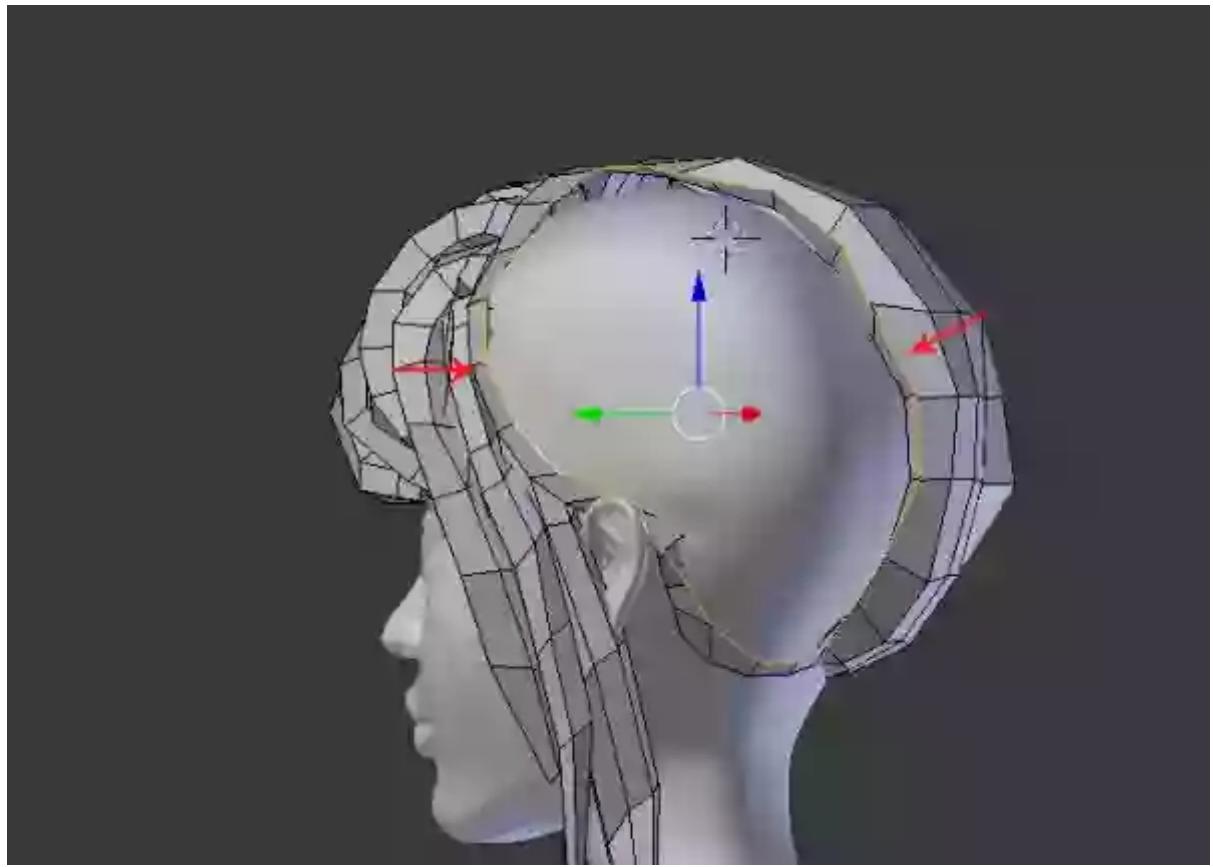
Step 2

Delete these selected faces as shown in the image.



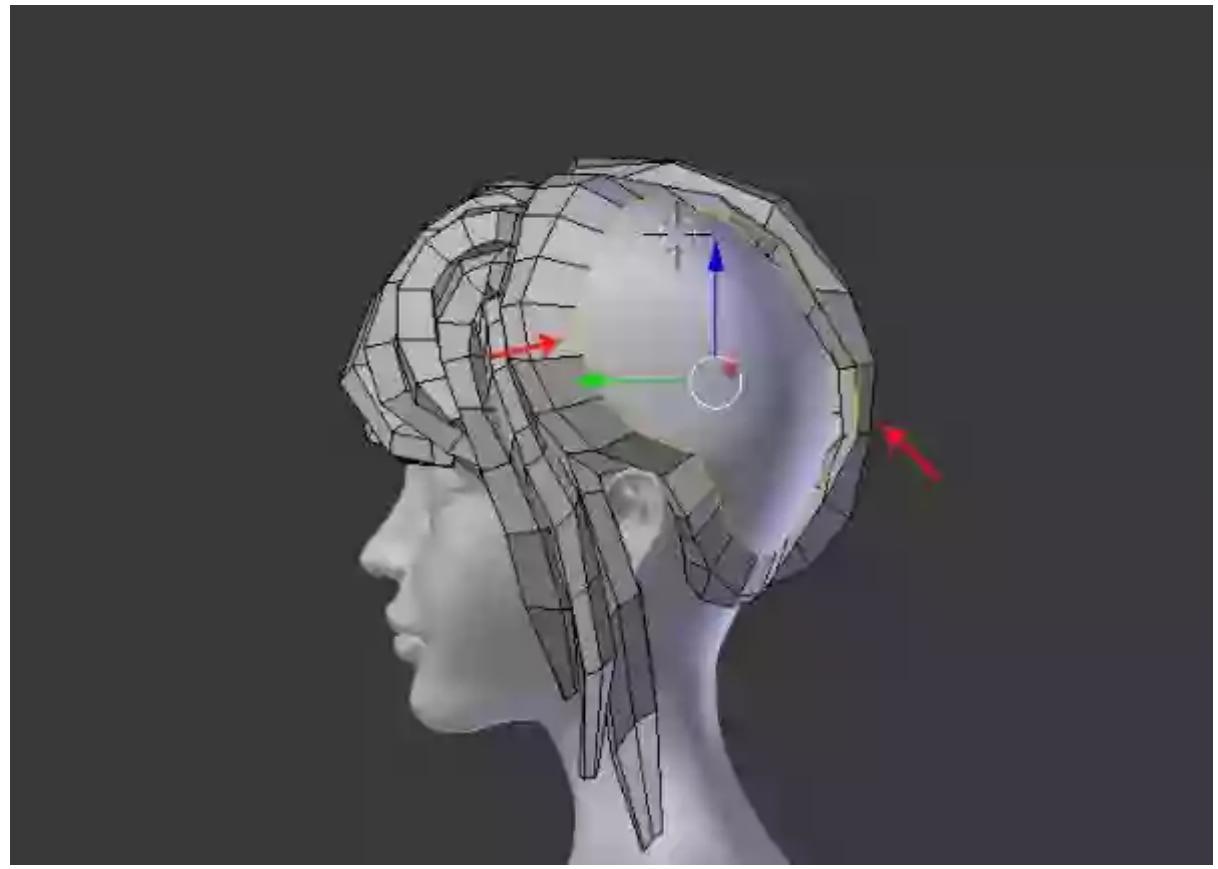
Step 3

After deleting the faces, select the *entire* border while in **Edge** selection mode.



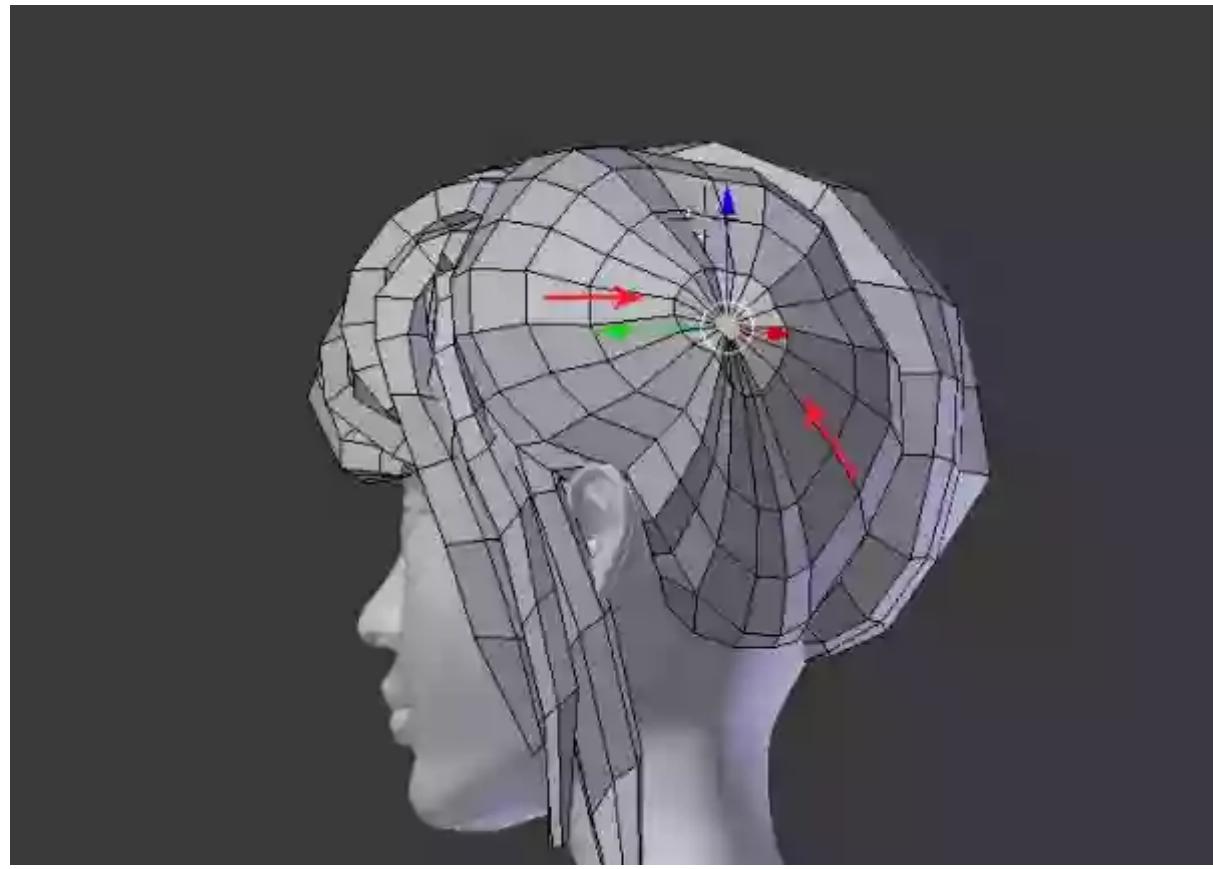
Step 4

With the border edges selected, press **E** to **Extrude** once, as shown in the image below.



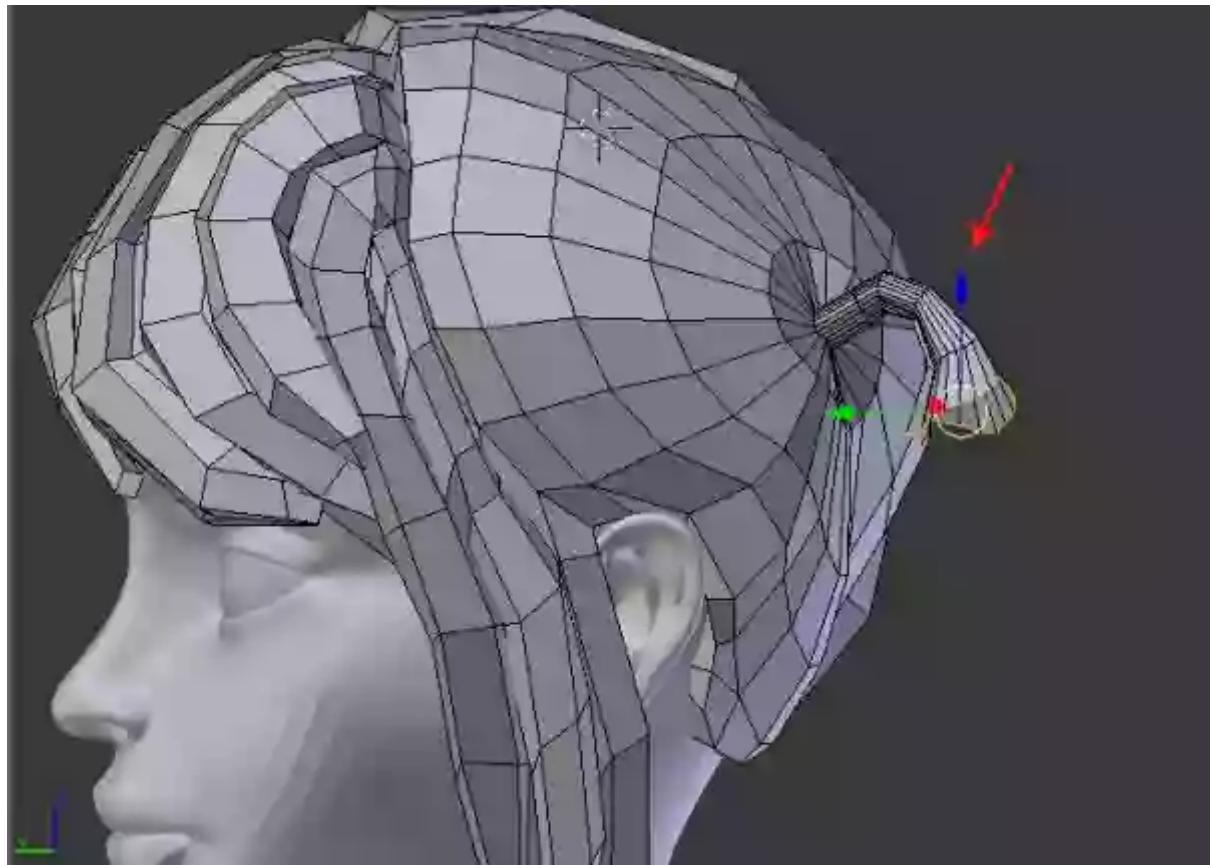
Step 5

Following the same process, keep extruding the border edges multiple times to form the shape shown in the following image.



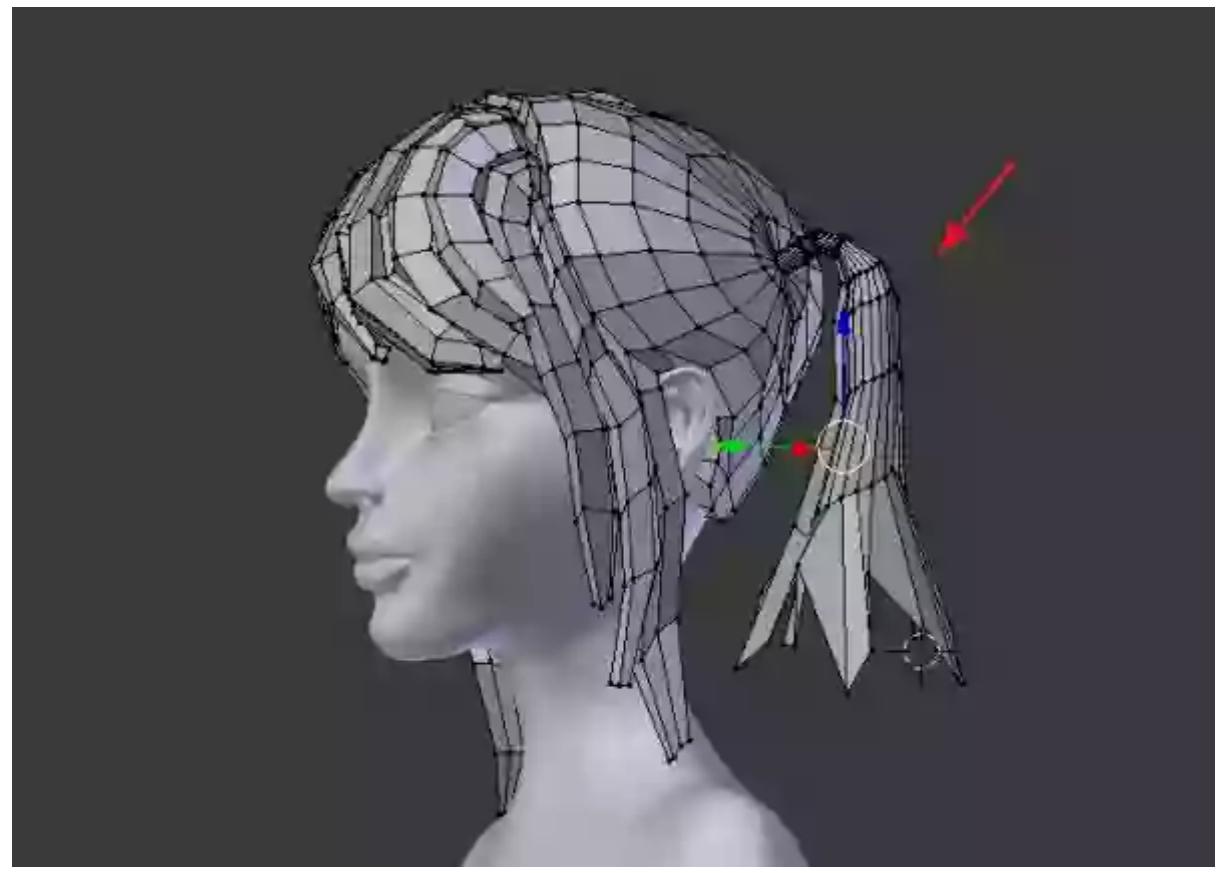
Step 6

Now select the root edges and **Extrude** them in an angular path to create the pony tail.



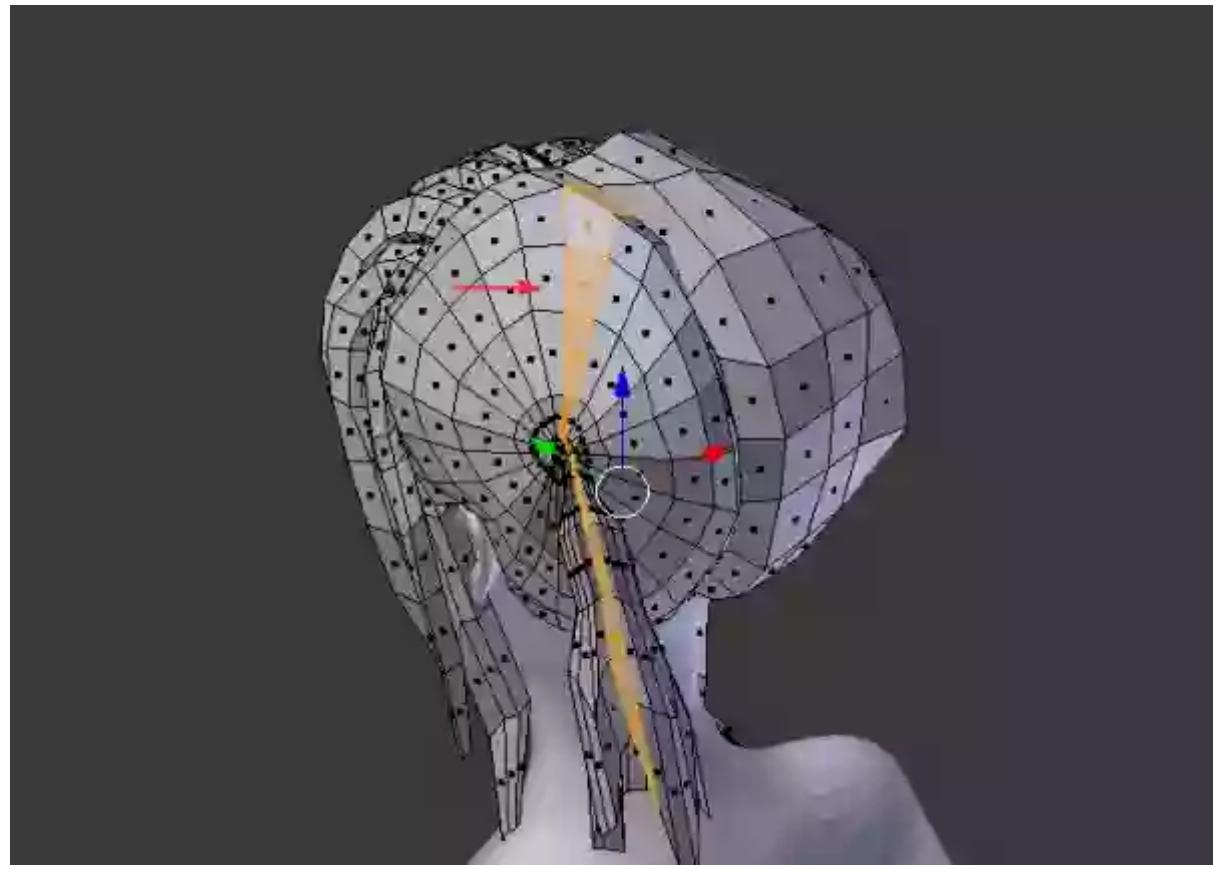
Step 7

Keep extruding the edges to design a good looking pony tail.



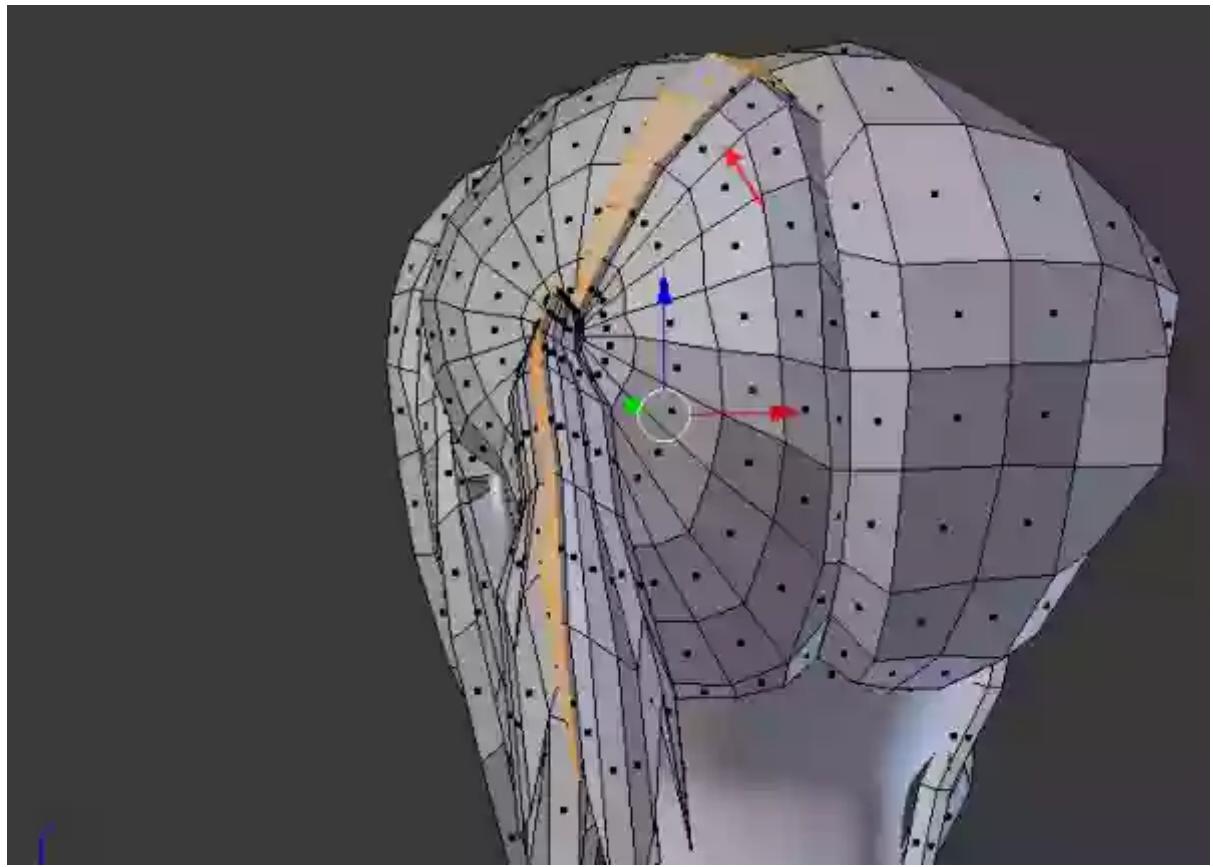
Step 8

Now let's add some thickness to the hair. First select an entire face loop of the mesh, as shown in the image below.



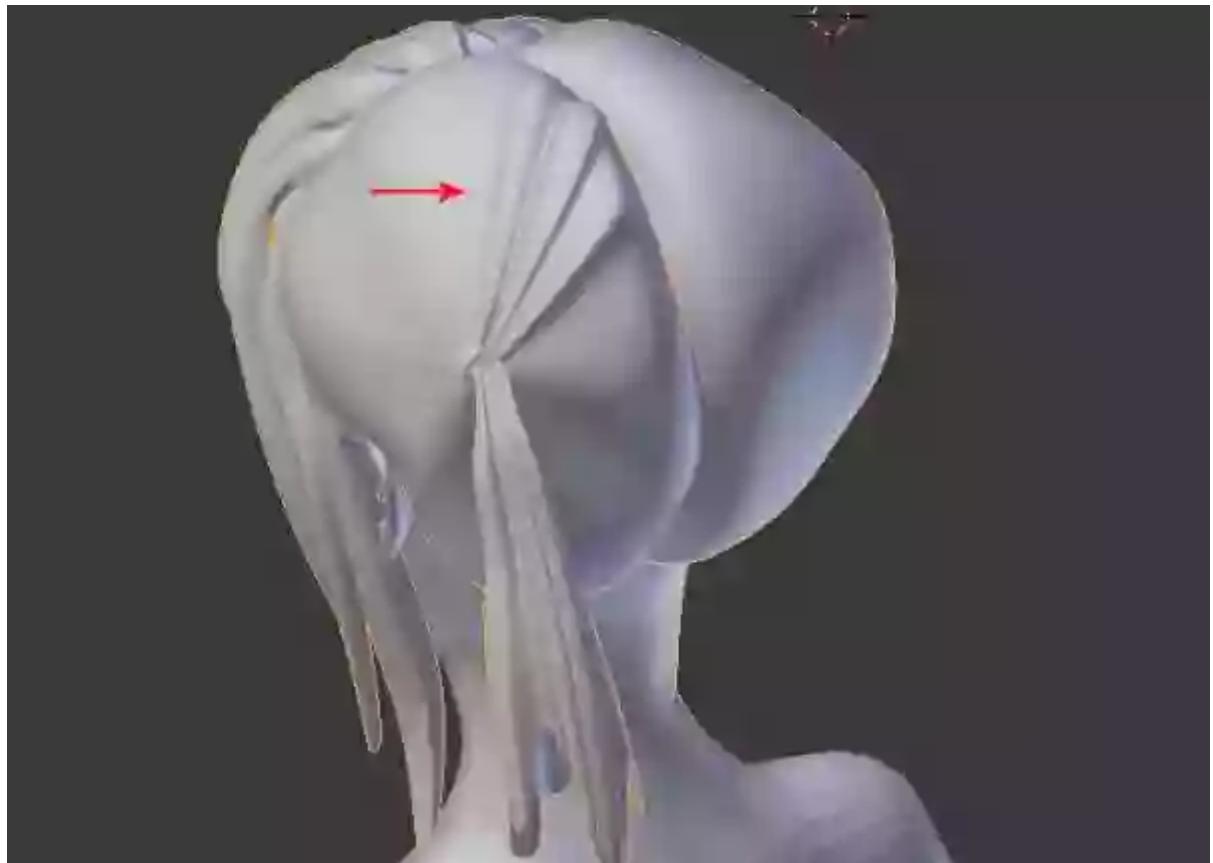
Step 9

Then press **E** to **Extrude** the faces a little bit outwards. Repeat the process with a couple of other face loops as well.



Step 10

To see the result, increase the **Subdivision** level.



Step 11

Following the same procedure, I have completed the left side's pony tail as shown in the following image.



Step 12

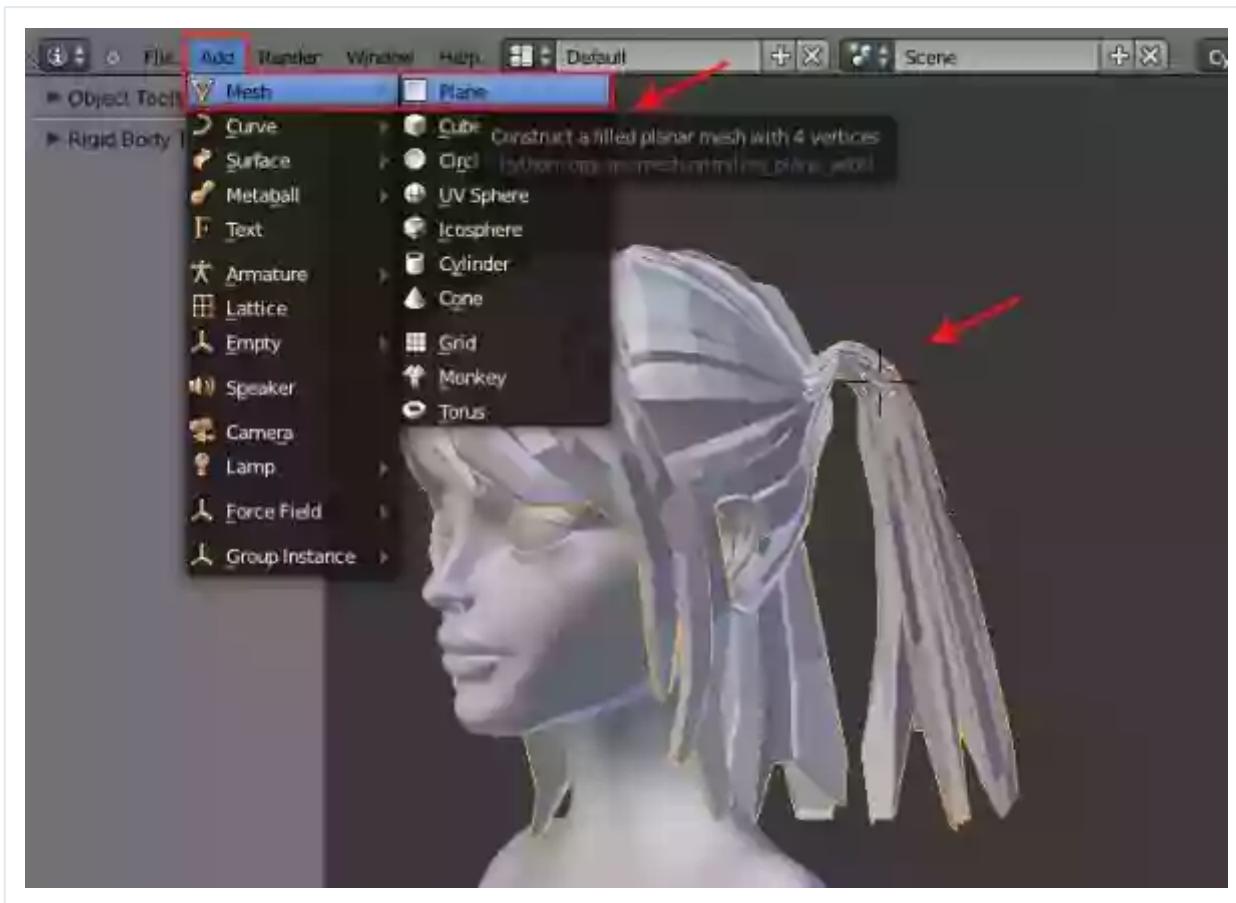
And hence the right side's pony tail has been made following the same steps.



7. Creating the Hair Band

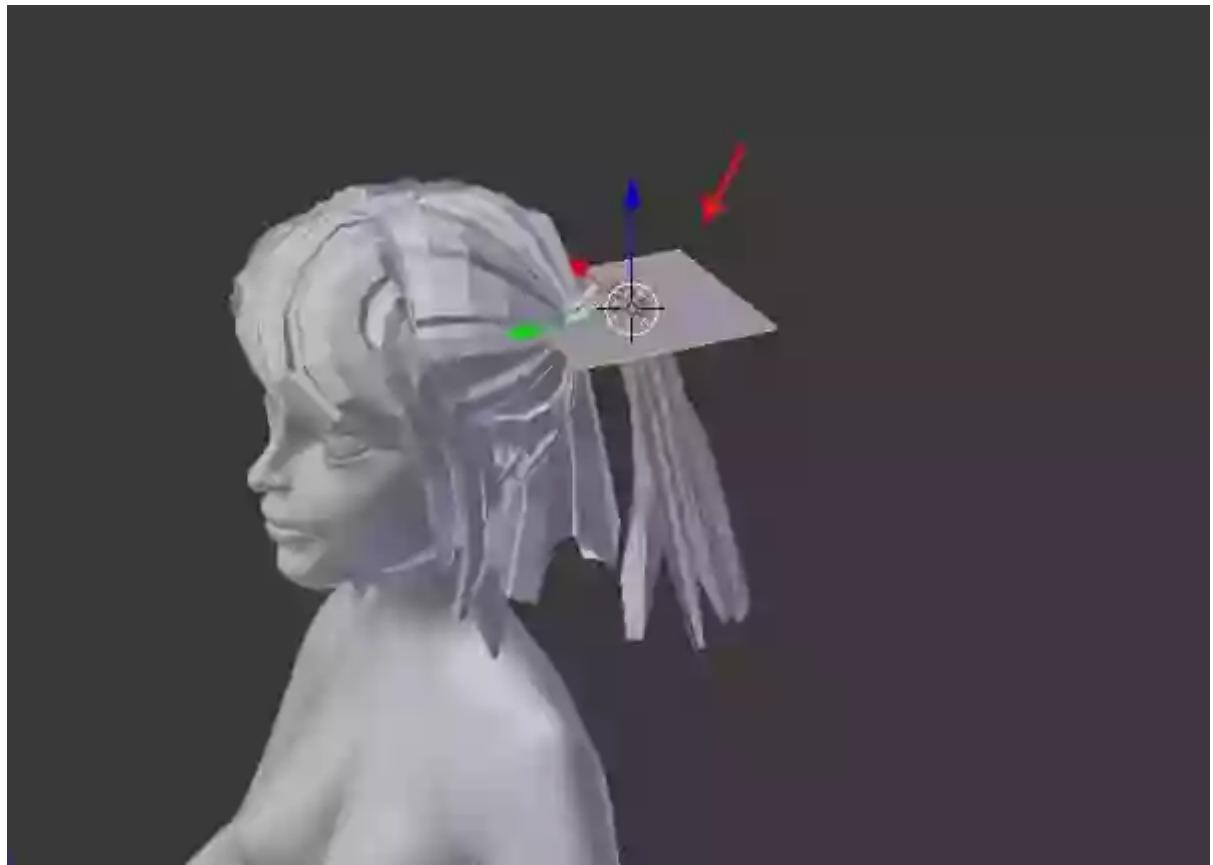
Step 1

Now let's create the hair band. We will use a plane to make it, so position the cursor at the location you want the hair band to be, and then go to **Add > Mesh > Plane**.



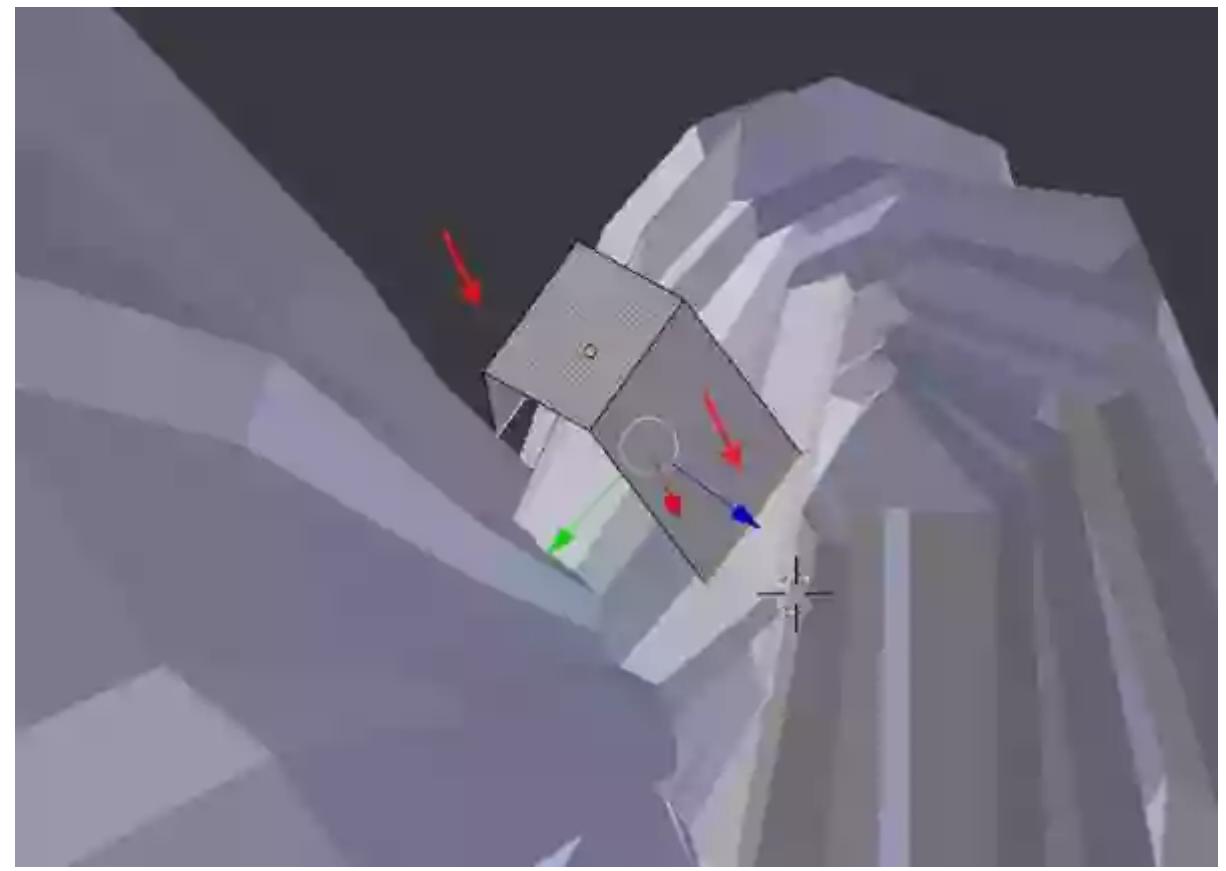
Step 2

You can see the plane is created at the cursor's position, as shown in the image below.



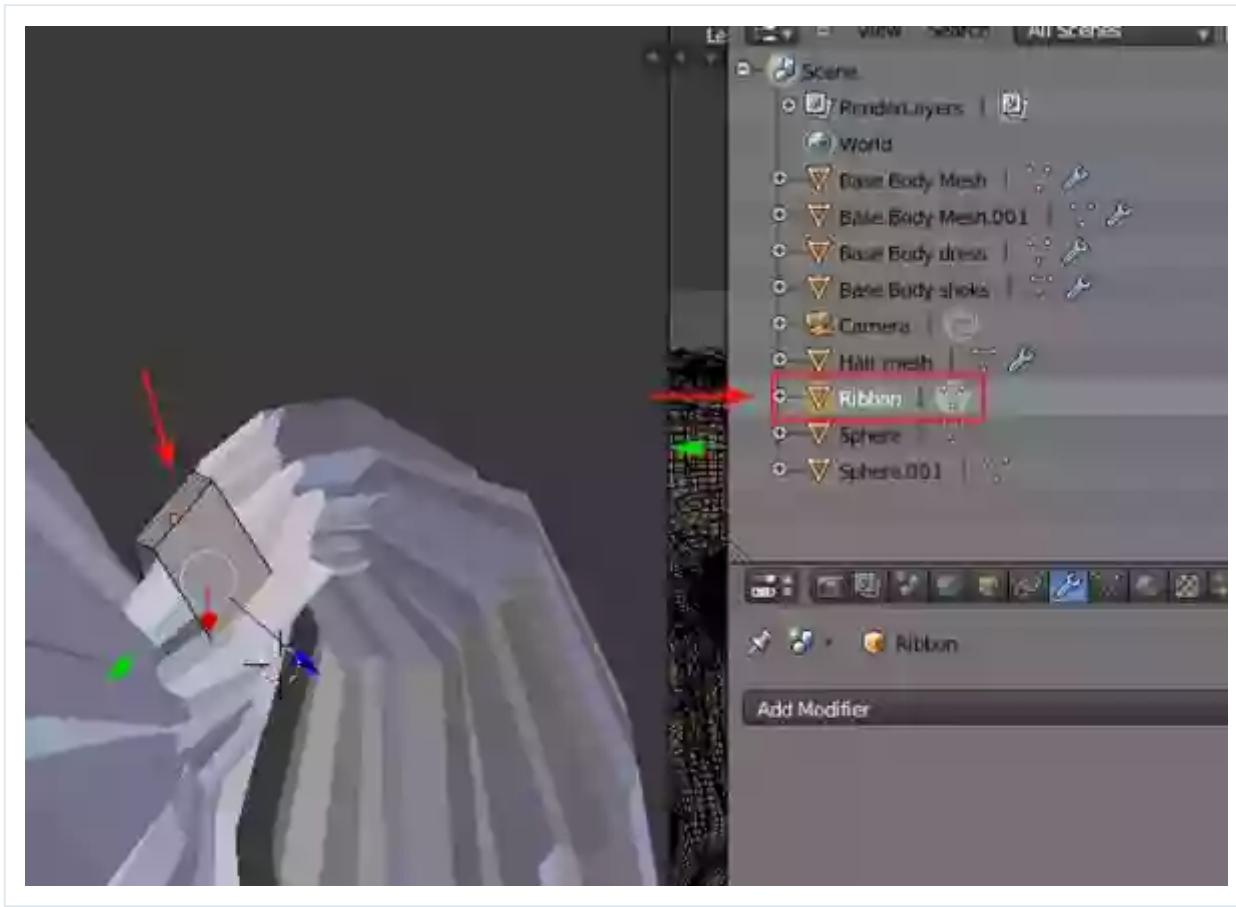
Step 3

With the **Plane** selected, jump into **Edge** selection mode and keep extruding the edge of the plane to create a round shape, as shown in the following image.



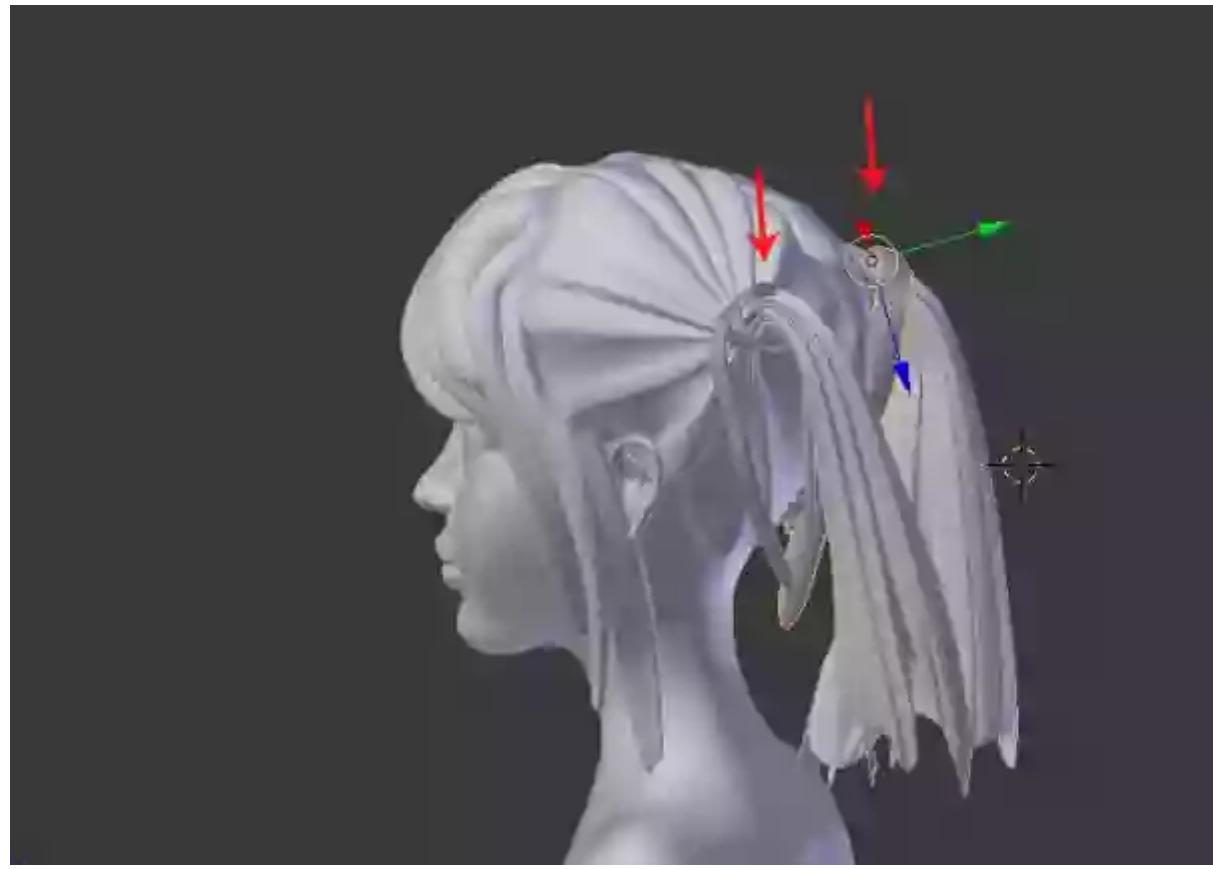
Step 4

Rename this plane "**Ribbon**" in the **Outliner** panel.



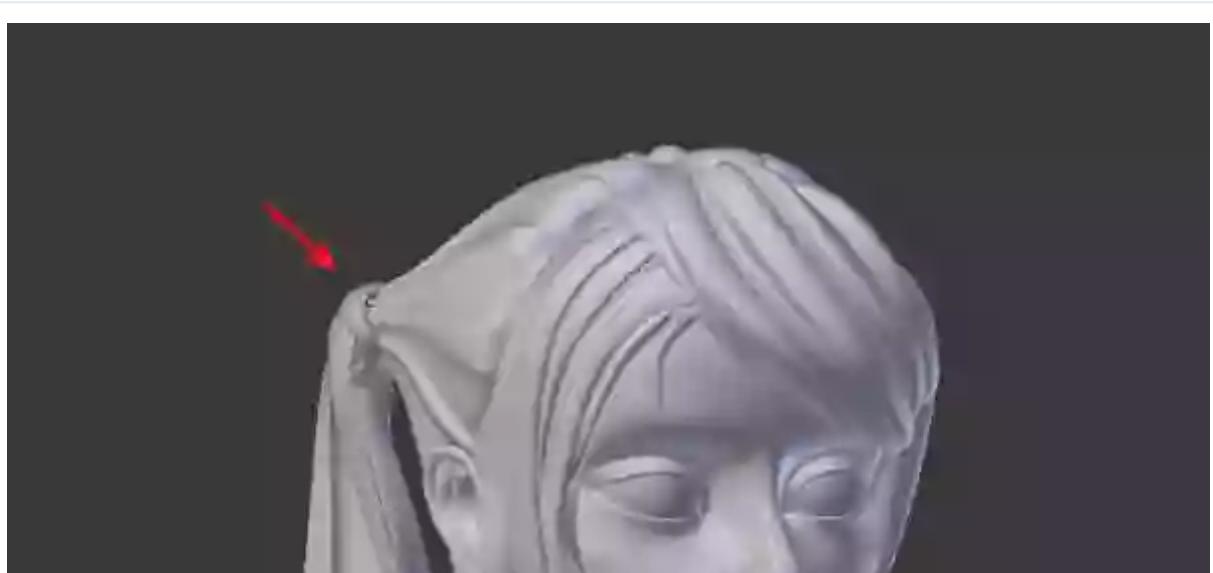
Step 5

You can keep extruding the edge of the ribbon/ band until you get your desired length. Once done, make a duplicate copy of the ribbon for the opposite side's pony tail.



Conclusion

So now we have created the complete hair for the character. You can always try your own styling if you wish. I'll see you in the next part of the tutorial, where we'll create clothing for the character.





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Soni Kumari

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

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