

Lowpoly head modeling

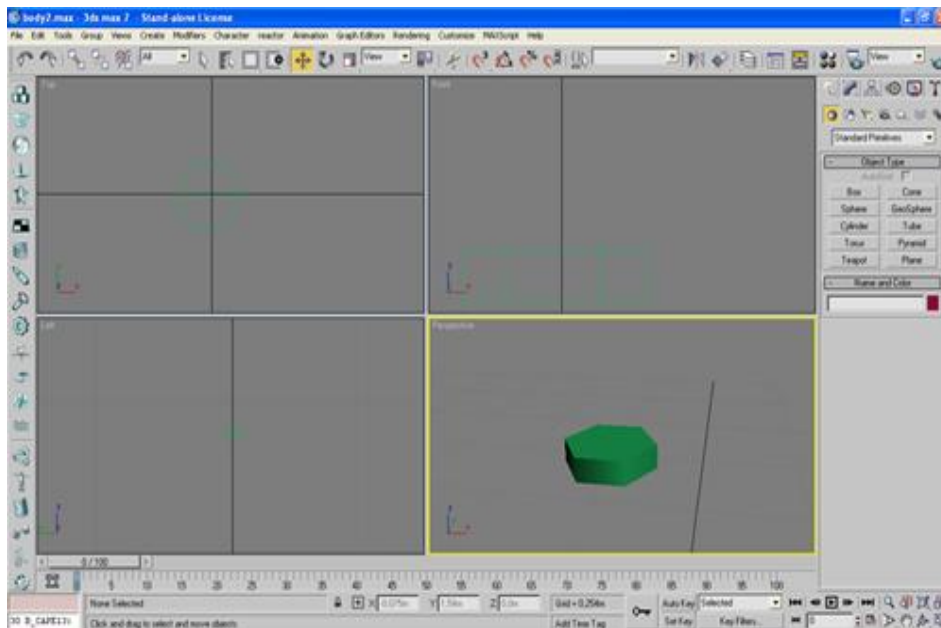
tutorial by Cahik

At first i suggest to take a look at Nerthea's modeling and mapping tutorials at this topic.
<http://forums.revora.net/index.php?showtopic=43441&pid=404066&st=0&#entry404066>

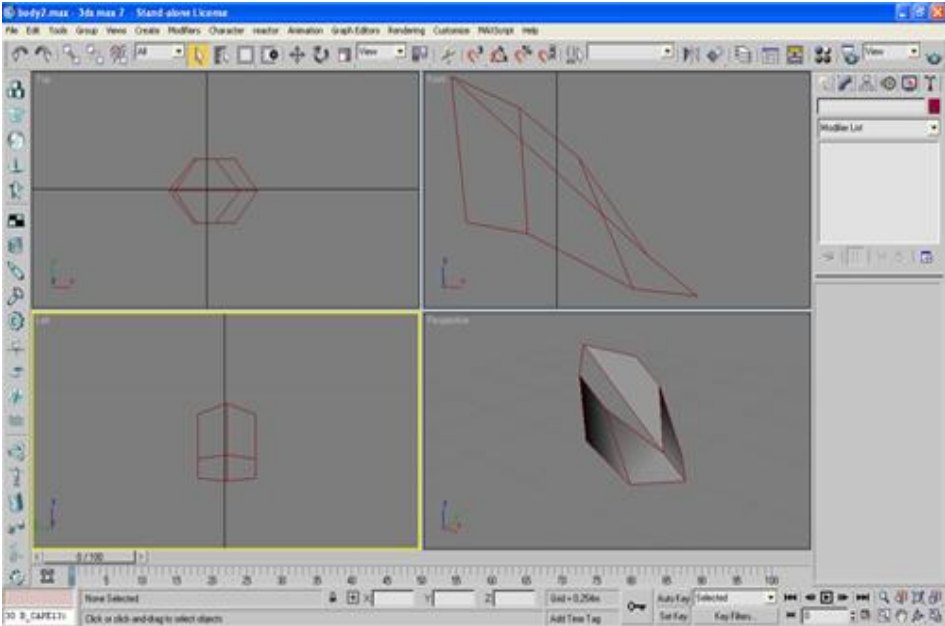
Photoshop file with all images from this tuto in higher resolution here.
http://www.realitymod.the3rdage.net/head_tutor.psd

During the whole modeling proces i work with editable poly. There are only 2 tools i use here: **EXTRUDE TOOL** and **CUT TOOL**.

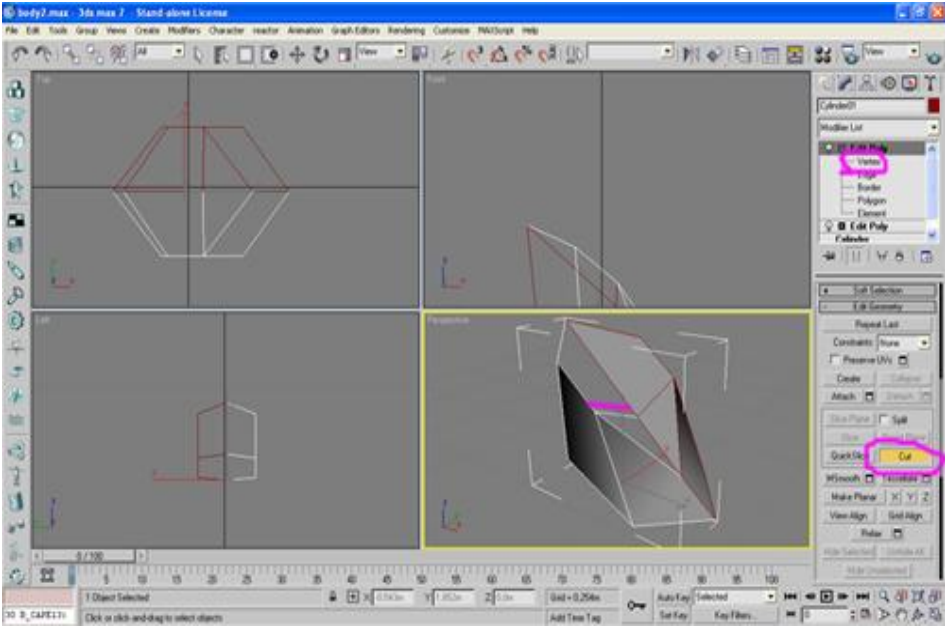
I start with 6-sided cylinder.



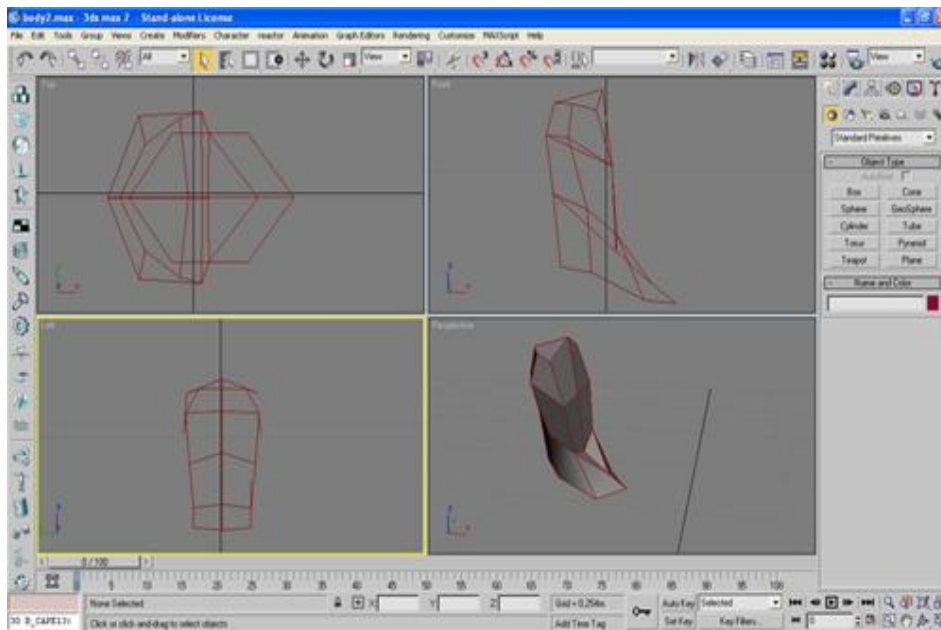
Then i delete half of it and mirror the cylinder as instance. I create polygon on the top so i have poly to extrude here and also adjust shape a bit to look like neck.



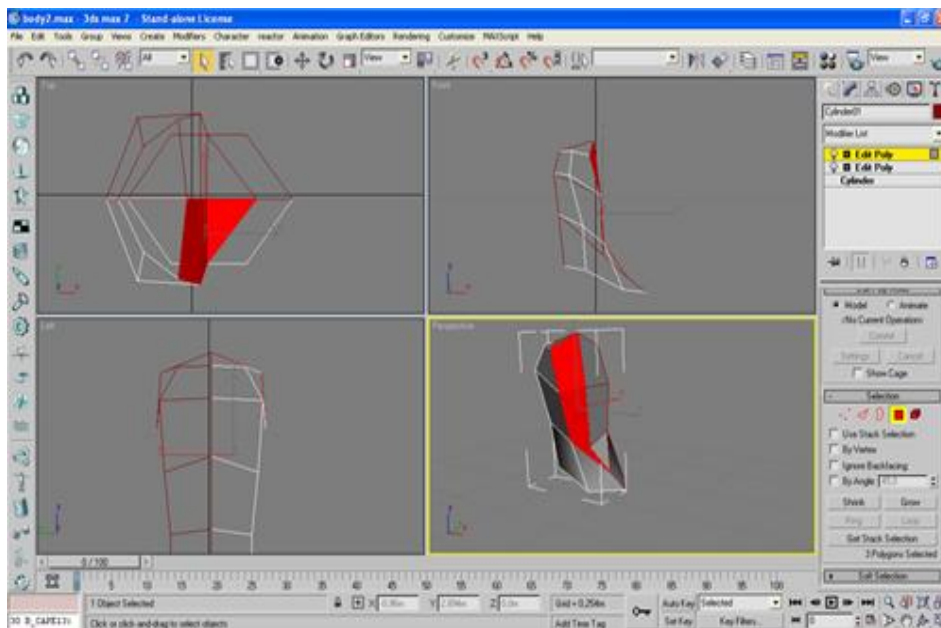
Now use cut in vertex mode and add edge as show on the image.



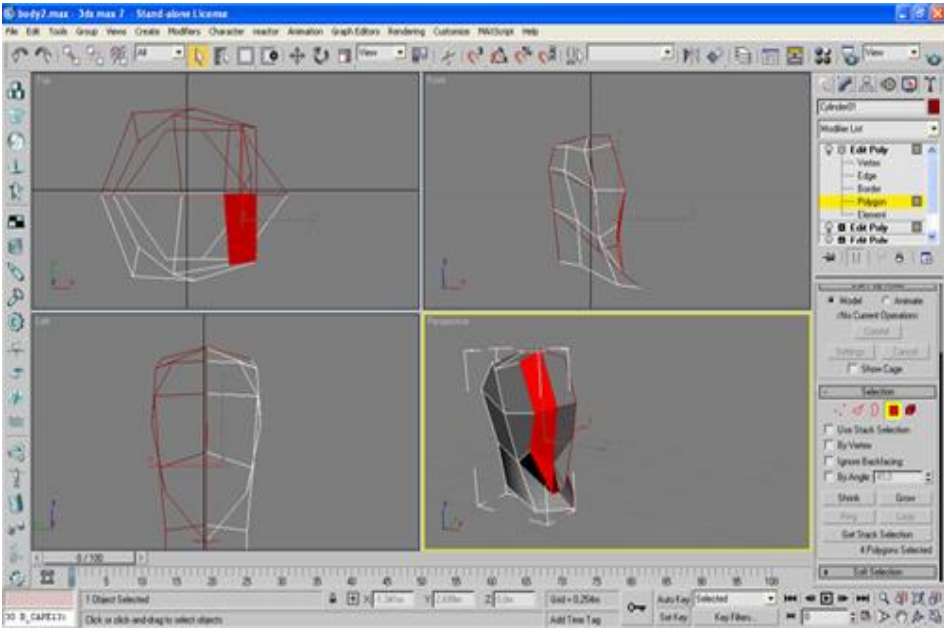
Then extrude the back polygon 2 times and adjust the shape. You done back side of the head.



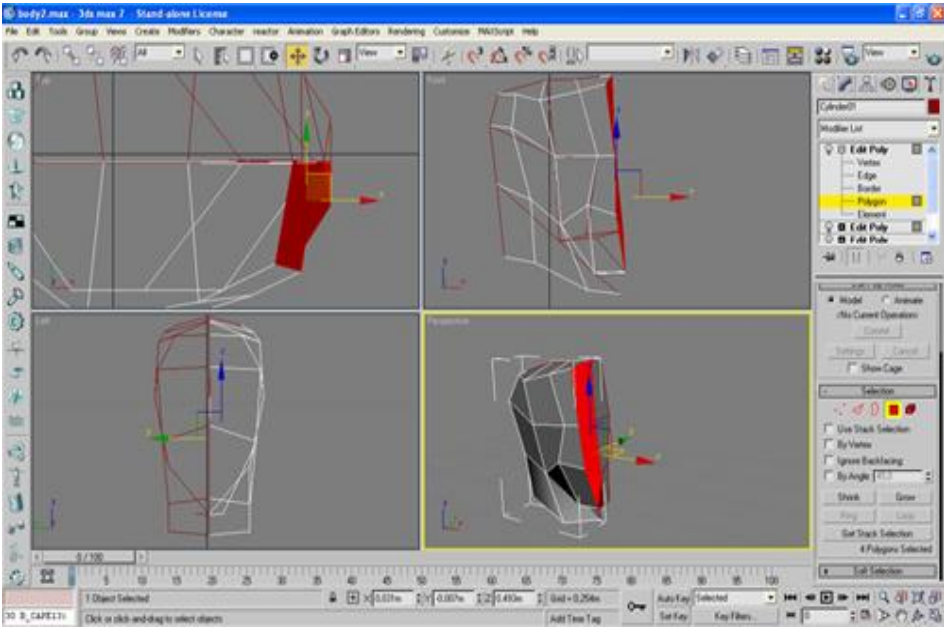
Select those 3 polygons as shown and extrude them.



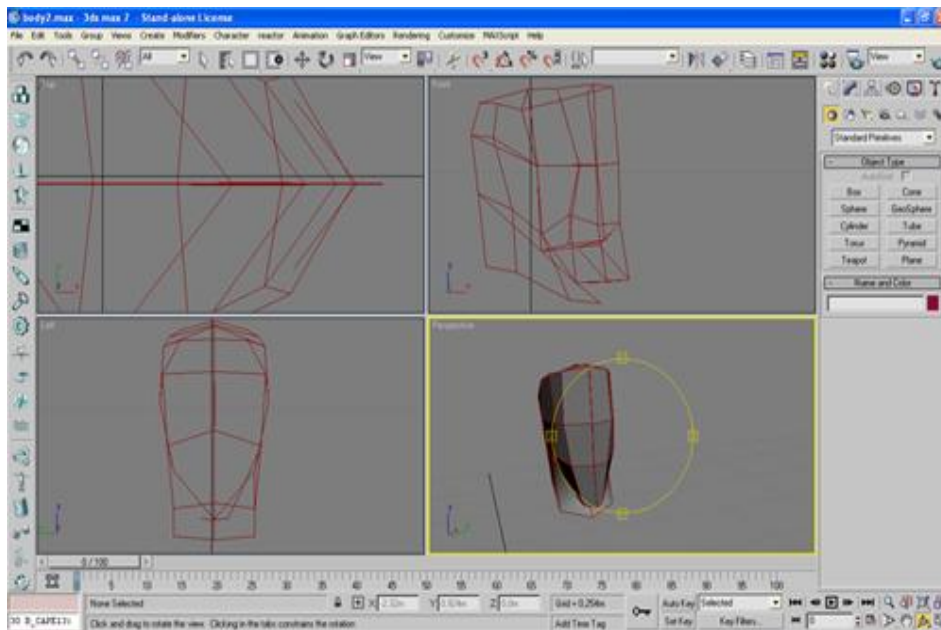
The add to the selection that small polygon in the lower part and extrude once again.



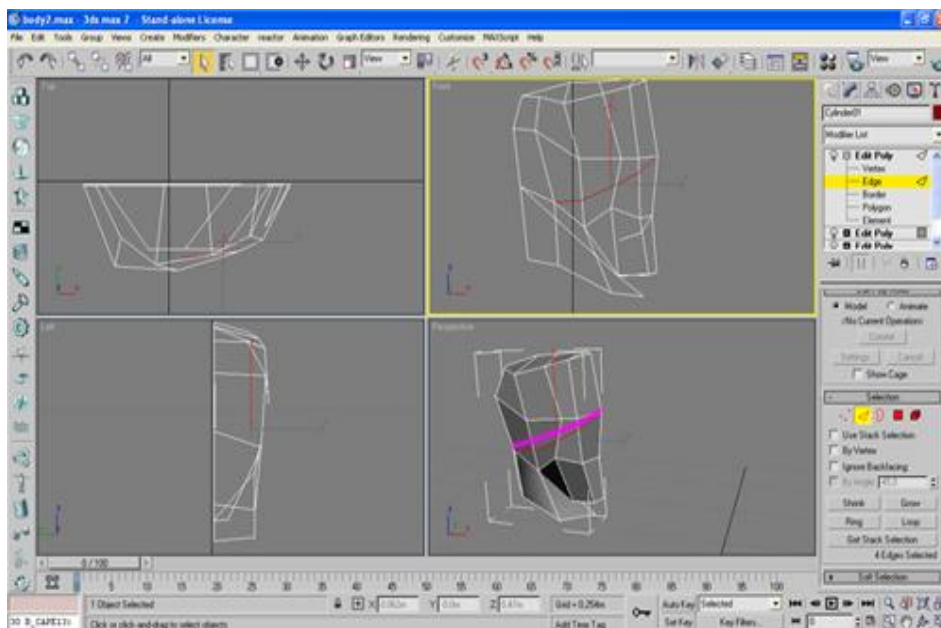
Result:

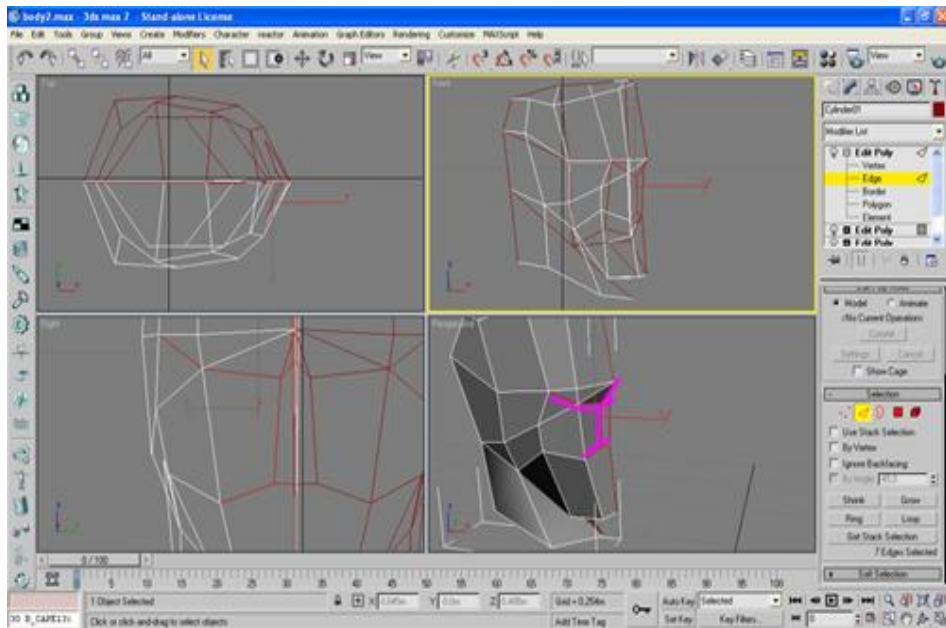


Now just adjust the shape to look like head.

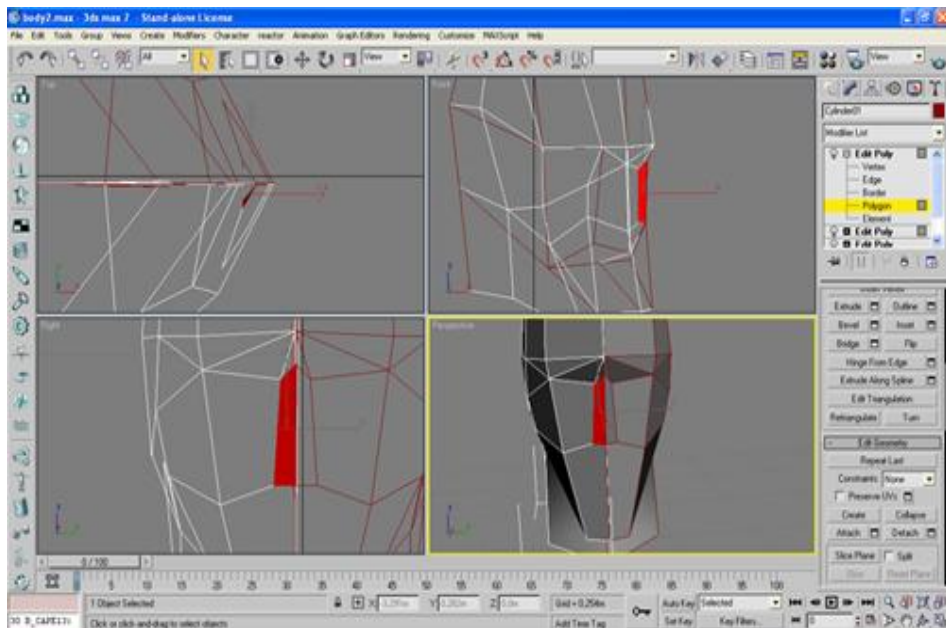


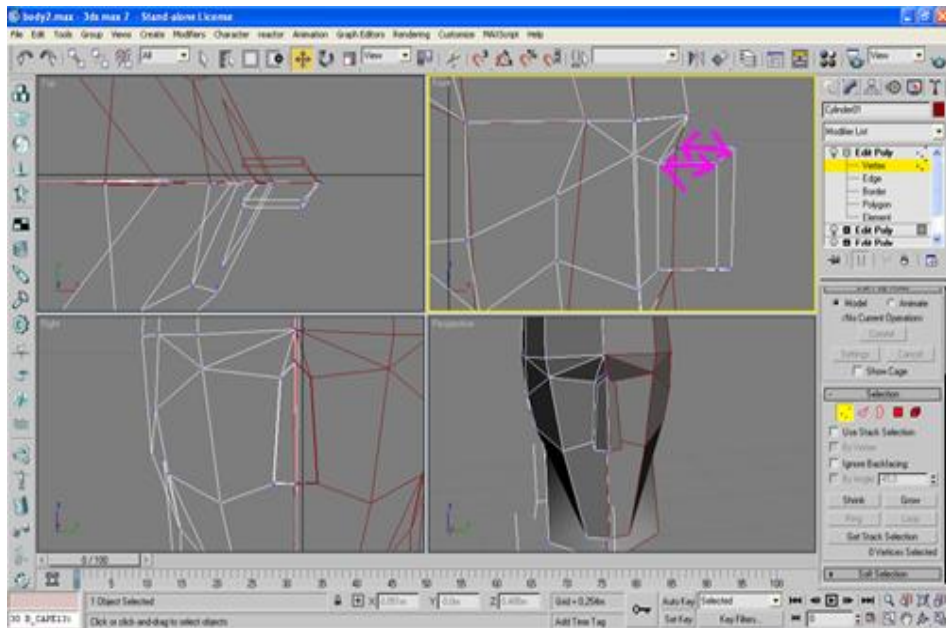
Now comes time to add some more details to the face part. So take CUT TOOL and cut those edges. After cutting them adjust the the vertexs.



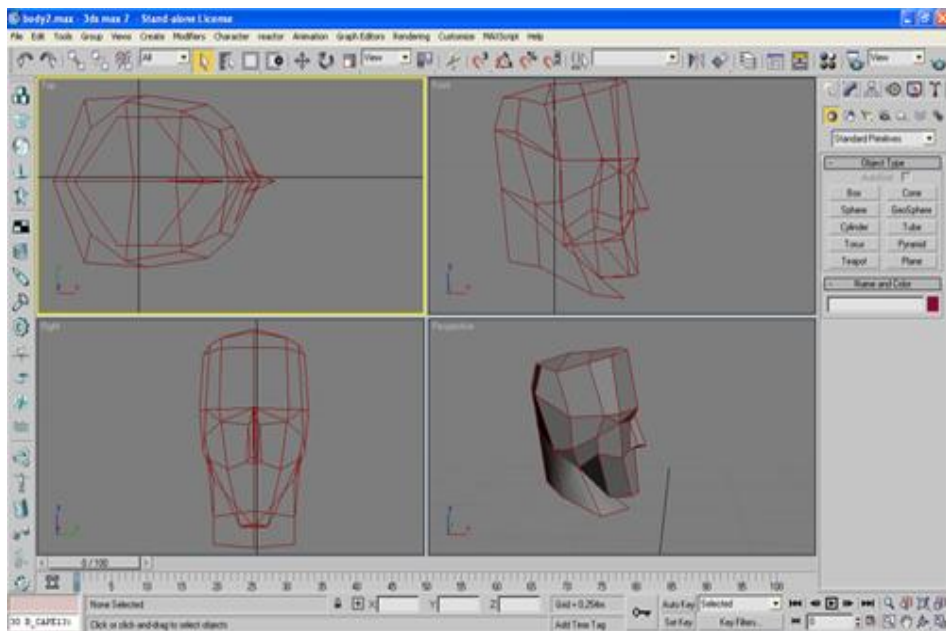


We are almost finished **J** just extrude selected polygon and weld two upper vertices to the original ones to get nose.



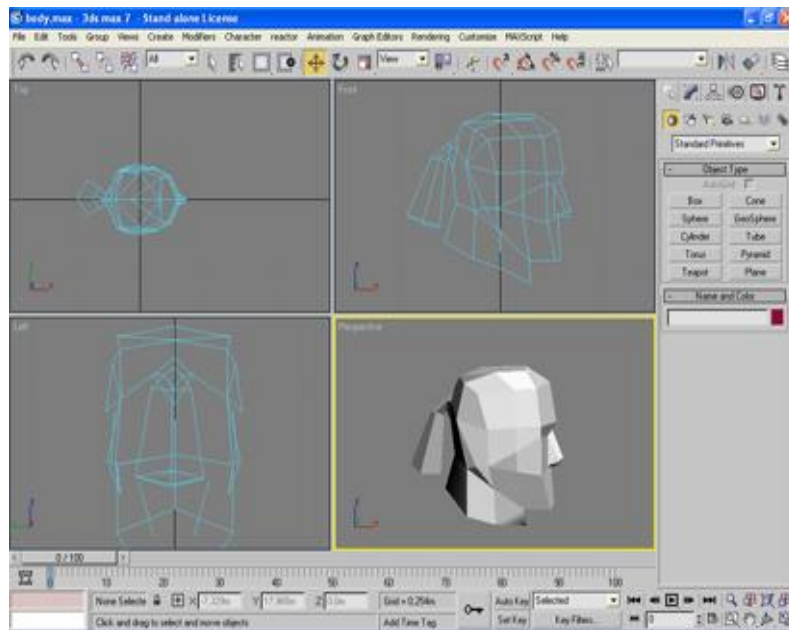


You should have relatively lowpoly and good looking head now.



Obviously this guy has short hair cut. If you want to make another haircut just adjust vertex to different shape or use CUT TOOL to add more vertex and edges if you need some.

This one is based on my own hair cut J



Thats all folks.

Cahik