Cartoon Character part 3 HEAD

In these last part of the cartoon character tutorial you'll learn to create the head of the character.

3d studio max-modelized a cartoon character

Modelized a cartoon character

3de part : the head

Create a rectangle

in front view, convert it to editable mesh

positioned in front view and side view

Make the hole of the eyes by extruding the edgesand finalize by weld the vertex

Select the polygone and with shift + move copied it to do the edge of the mouth

with shift + move, build the front of the noise

Extrude the 3 edges as this to the eye

weld the vertex

Add the edges with the cut edge tool

Extrude to the right multiple times to the symetry axe.

Extrude multiple times all the edges of the edge to the back to complete the face

continue the series of extrusion and pay attention to keep the rond shape of the head

make the start of the neck

build after the back of the head

extrude to make the neck

Extrude these 4 polygones 2 times to create the ear

Adjust the vertex by using the model in front and side view

extrude one times and made a uniform scale to make the hole of the ear

Select the edges rounded the eye, extrude 2 times with shift + scale uniform, end by move it to back

To make the nose extrude multiple times and resize each time, end by welding the central vertex (pay attention to the symetry axe).
Attribute to the polygone of the front of the noise another smooth group than the other part

To make the mouth select these polygons, give to it the smooth group 2 and extrude it in extrudez in negative.

Select the vertex on the symetry axe.

than make a copy of the half head.

weld with parameter 0,1

Attach the neck and the head and weld the vertex 2 by 2./p>
the number of vertex are not the same so with the cut edge tool, add to the body the missing vertex
to make the eyes : use two sphere rescaled one for the white one for the black part

To make the white part of the eye:
select the edges in the edge of the eye.

click on create shape from selected edges

convert it to editable mesh and apply to it a white material

To make the black part, resize the sphere

Draw a line in the side view, doing the profile of the mane

Duplicate the spline 2 times

We will link the vertex by activating the 3d snap

on the vertex (right click the option uncheck all excpet the vertex)

Reliez les

sommets entre eux avec

duplicate the last line to have an inside side
Define all vertex as smooth (select all vertex right click and select smooth)

close the spline cage by link all the vertex

apply a surface modifier when the cage is ended.

Select the spline in the stack of modifier and select show end result to see in real time the modification on the surface

Define the patch topology to 1 and convert it to editable mesh

Select two range of polygons

extrude it

weld the vertex as this

push out the vertex as this

Do the same for the other part of the mane

To maque the central part you must first copied the half part and weld the two part as for the head.

Do the last part with two band of central polygones

End with a mesh smooth