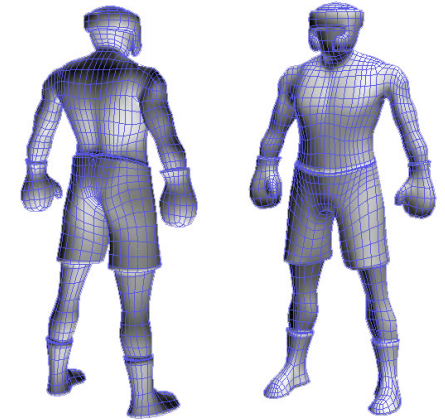
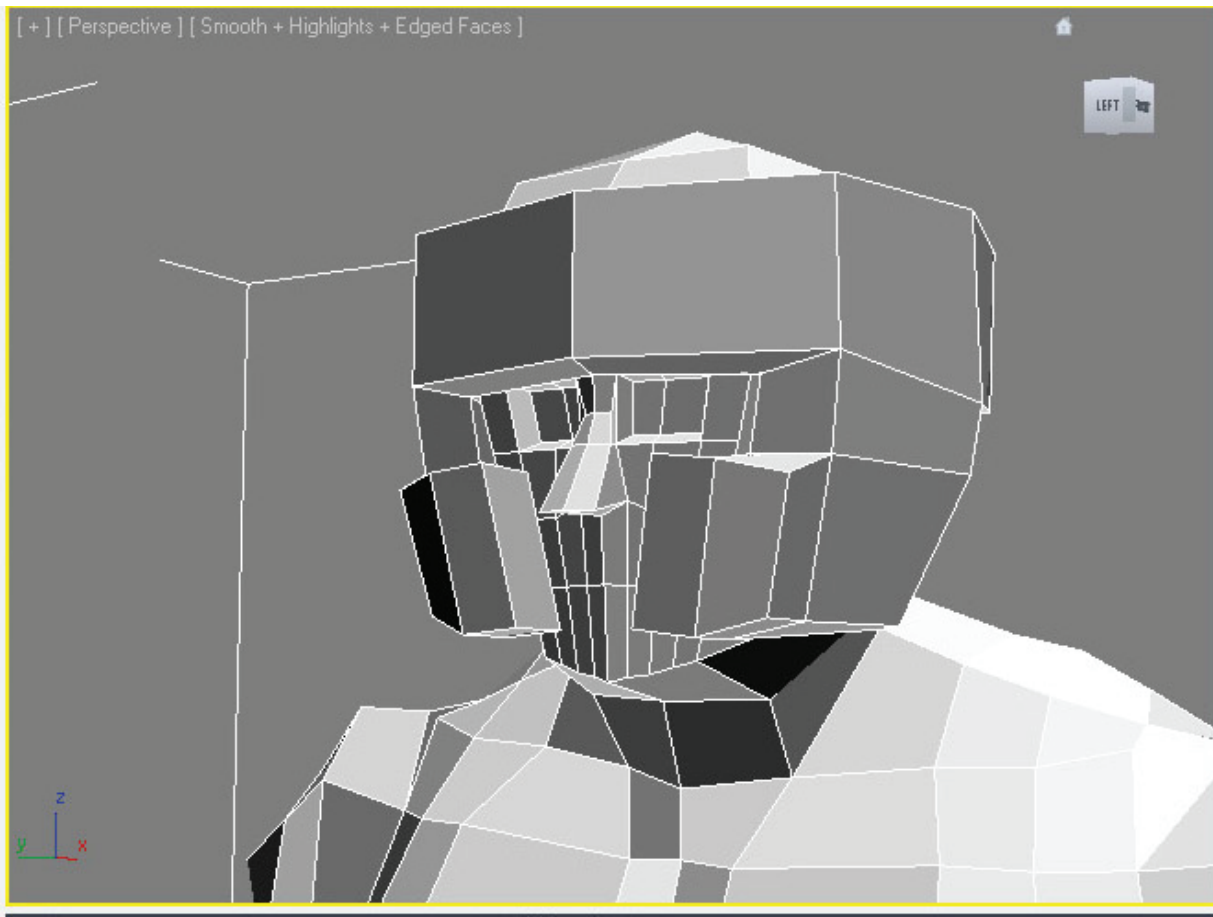


ADVANCED VIDEO GAME DESIGN

Select and extrude the headgear from the sides, top and back of the head.

Create a simple nose and eyes



Last, apply smoothing angles to the mesh and/or a TurboSmooth modifier, depending on how you're going to use the model, as low res character within a game or as a hi res model in a cinematic or box/splash art.