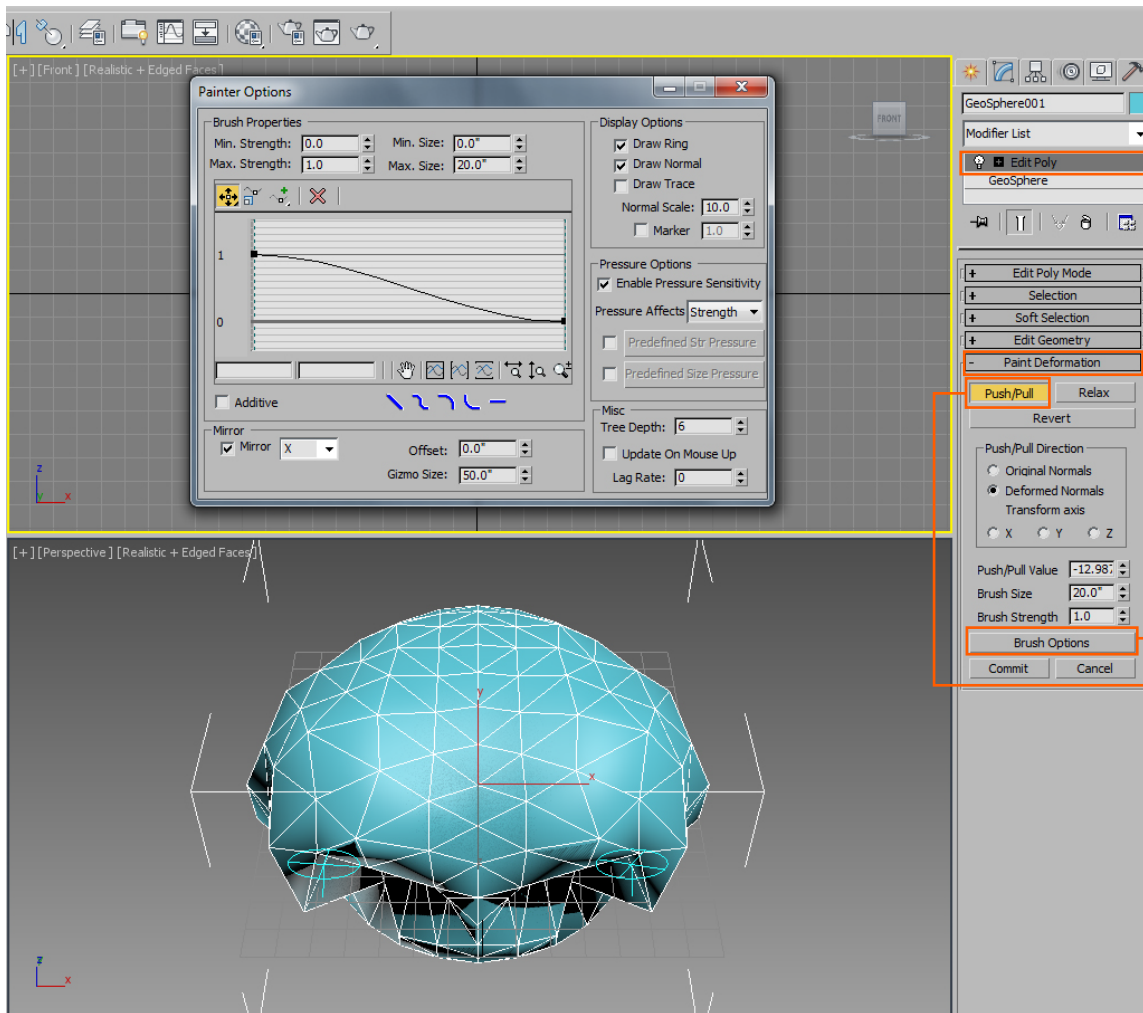# 3D CHARACTER DESIGN

SKULL

This project uses 3D Max's "Paint Deformation" tool set.
Note that the cranium is made through the "Paint Deformation" process but the lower jaw (mandible) is a separate mesh and made with standard box modeling.

1. Create a "GeoSphere with a base type of Octa and 8 segs.

2. Place an "Edit Poly" on the geosphere.

3. Open the "Paint Deformation" tool panel.

4. Select "Brush Options" of click "Mirror.

5. Choose "Push/Pull" and begin modeling.