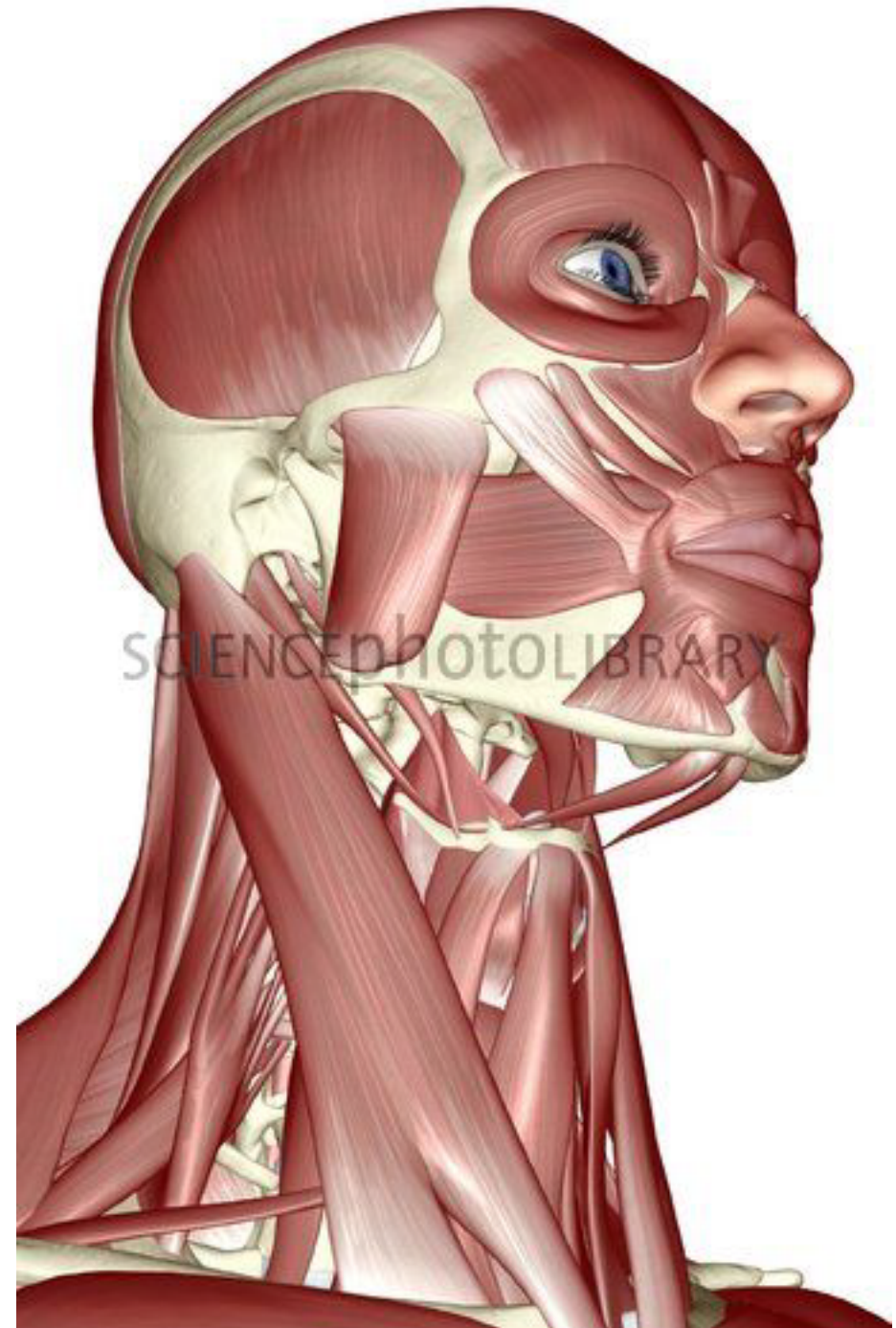
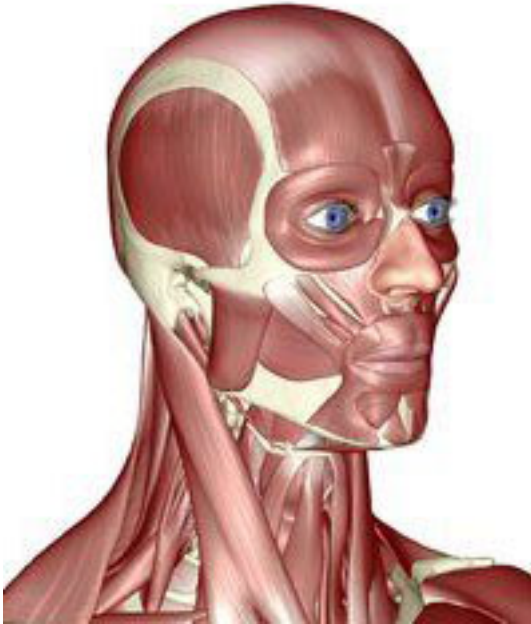


What's below the surface often determines what the surface looks like.



The muscles and bones of the head and face determine, to a great extent, what a creature looks like. Important areas to consider are:

- Zygomatic arch,
- Cranium,
- Sagittal ridge
- Mandible
- Maxilla
- Nasal Bone
- Supra Orbital Ridges

These are easily modified on the skull to create extreme facial features.