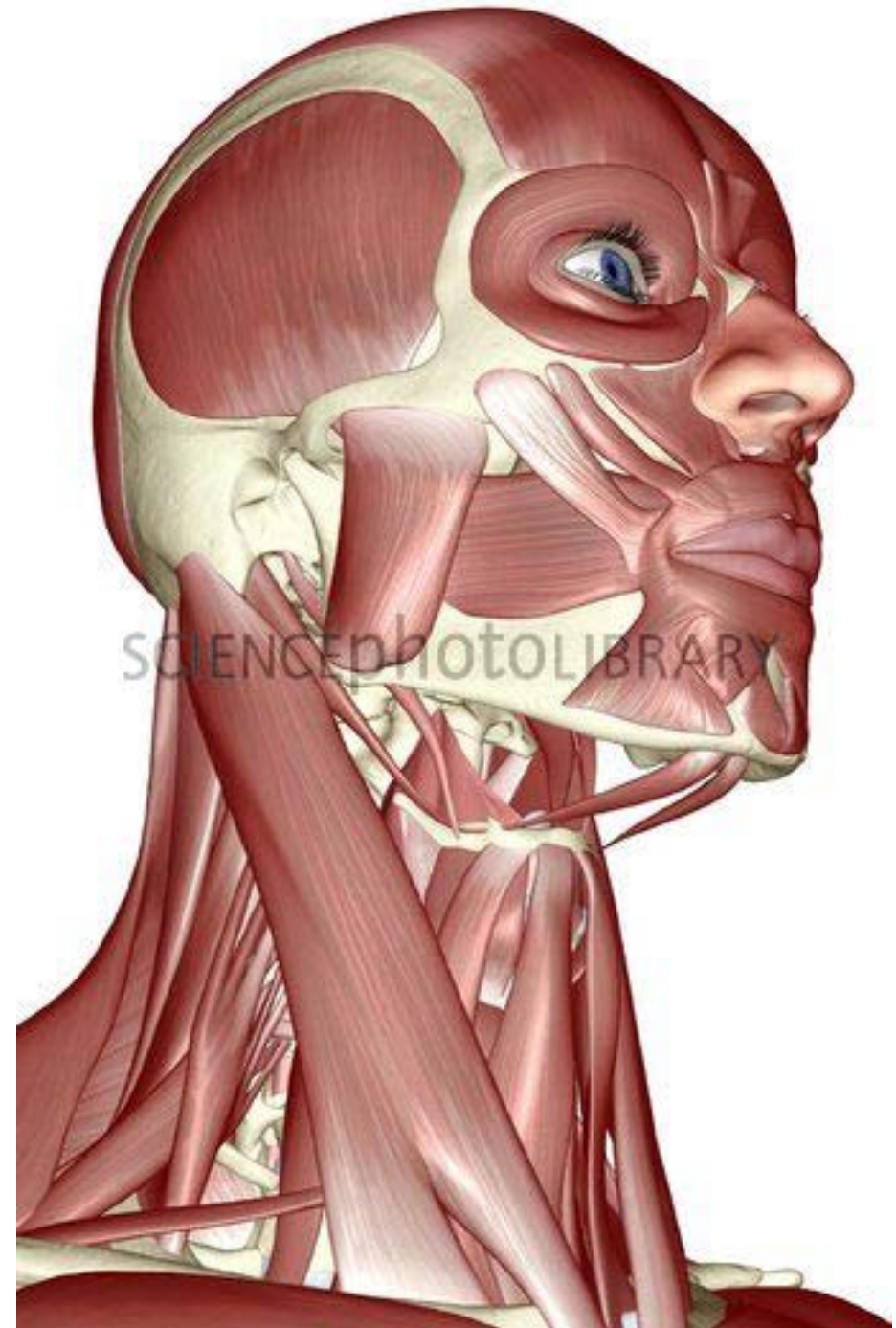


**What's below the surface often determines what the surface looks like.**



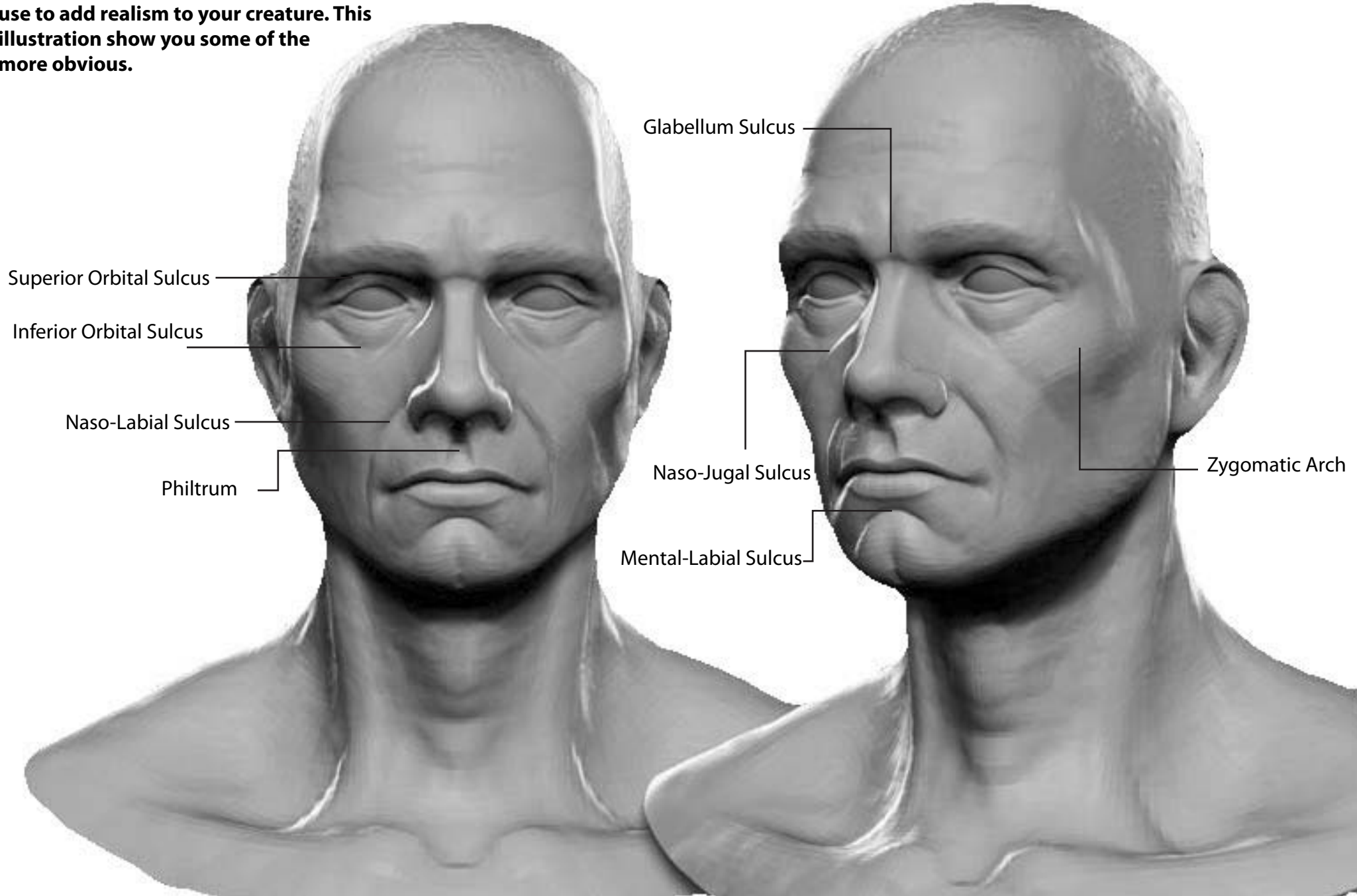
The muscles and bones of the head and face determine, to a great extent, what a creature looks like. Important areas to consider are:

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

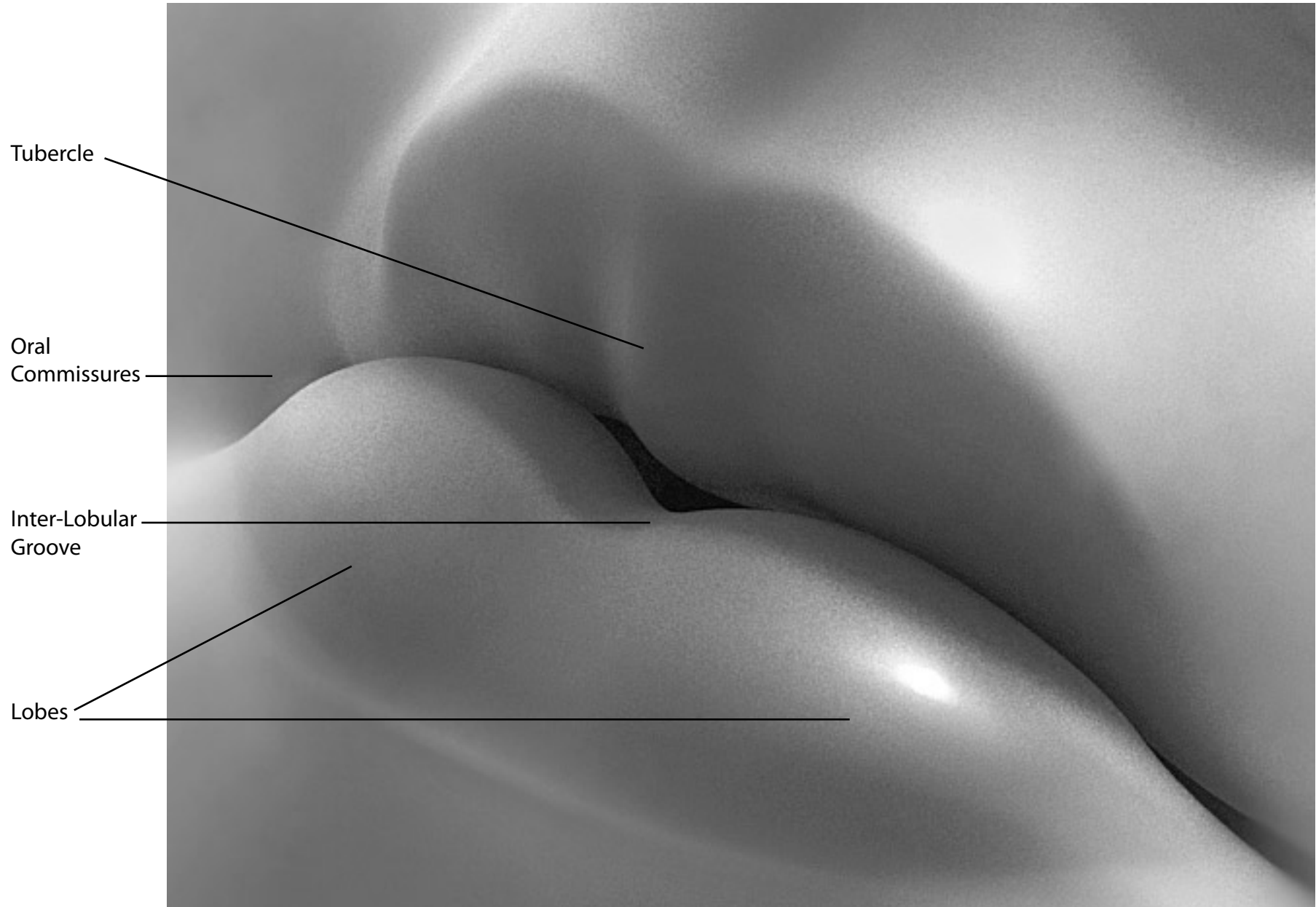
These are easily modified on the skull to create extreme facial features.

**There are many facial landmarks that you may use to add realism to your creature. This illustration show you some of the more obvious.**

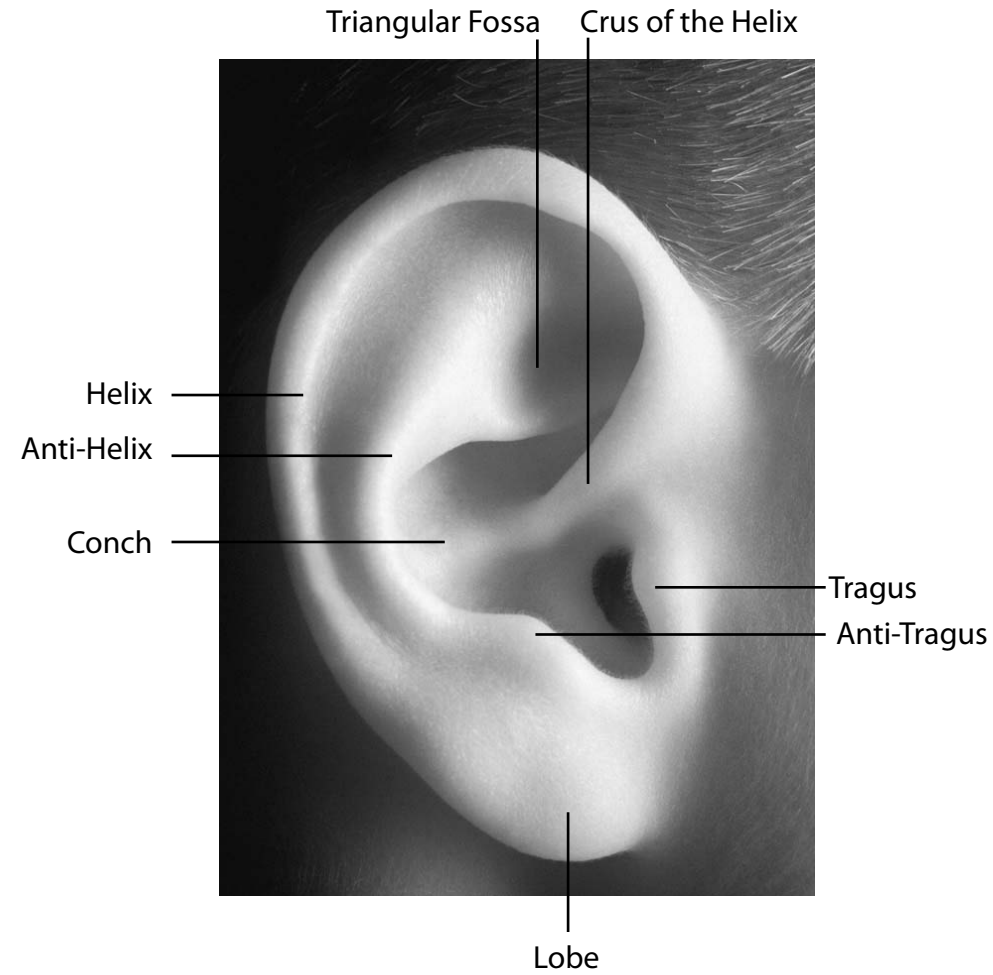
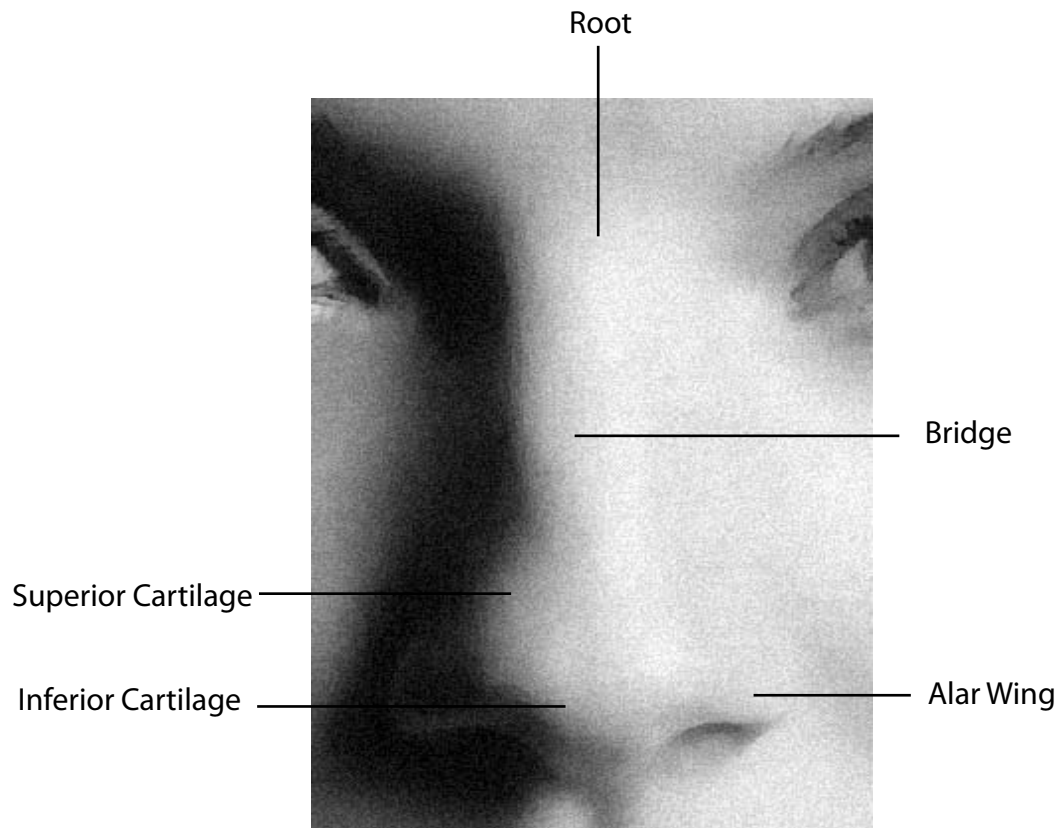
Supra Orbital Ridges - More prominent on males than on females.



**Lips have an entire anatomical landmark list of their own.**



**The nose is composed of cartilage and bone**



**The ear is made of cartilage**