Using the "Grab" tool set to it's largest diameter, pull the bottom of the sphere downward to make the jaw.

Next, decrease the size of the Grab tool to push in the temple area.

Using the Grab tool, begin to pull and push the primary features of the face.

Create eye sockets by pushing into the skull.

Pull outward to define the Zigomatic arch, commonly called the cheekbone.

Pull outward to define the Supra-Orbital ridges or brow.

Make ears by pulling the basic shape then decrease the size of the Grab tool and push inward to form the hollow cup or Outer Conch.

-Pull out a simple nose shape.

Pull out the Maxillary area in preparation to make lips.

Pull out the Mandibular protuberance (chin) to define a separation between it and the Maxillary mound.

Switch from the Grab tool to the Draw tool. You'll now begin indicating the eyes and fleshy areas on the face.

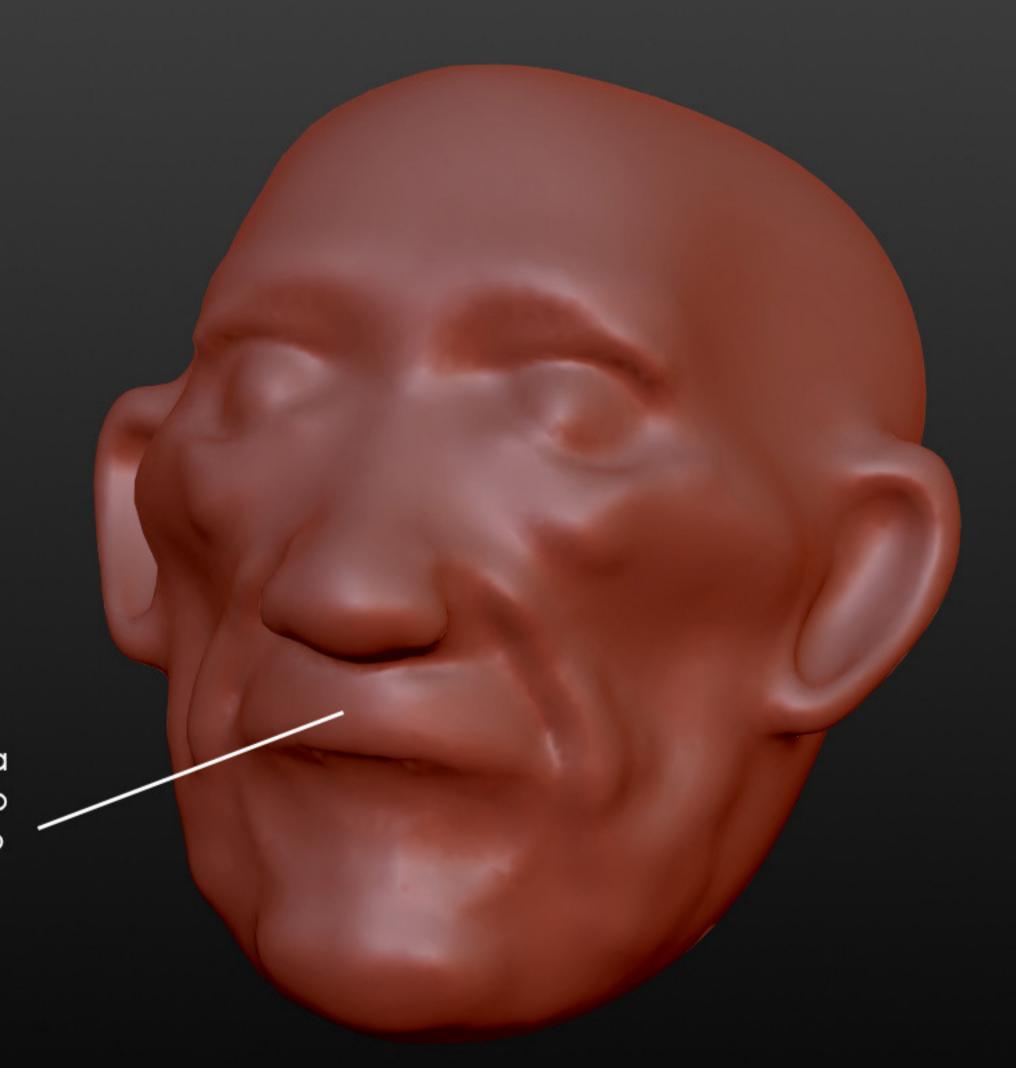
Set the Draw tool to the appropriate size and click to pull out the eyes.

Refine the Zigomatic Arch.

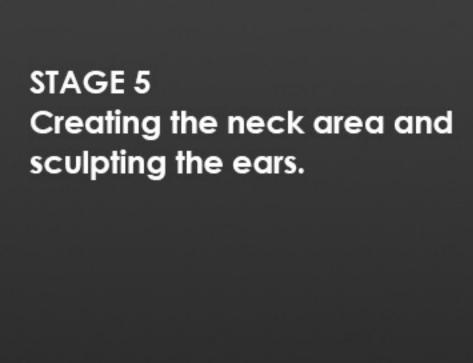
Draw out the Naso-Labial fold area.

Refine the chin.

STAGE 4 The Mouth



Use the draw to in a sweeping motion to define the upper lip



The inner conch, tragus and other ear anatomy are sculpted using the Draw tool.

Set the Grab tool to a large diameter and pull out the neck

Eyes, Shoulder areas and final refinement.

Use the Draw, Grab and theCrease tools to sculpt the eye lids.

Set the Draw tool to "Invert" and place the "Naso-Jugal Sulcus".

The shoulders and neck are defined by three muscles:

The Tapezius

The Deltoids

The Sterno-Cliedo-Mastoid

and the collar bon (Clavicle).

Sculpt the area between the eyes and brows. This is called the Glabellum.

Indicate the superior and Inferior Palpebral folds

Set the Inflate tool to "Invert" and sculpt the Alar Wings by pushing in nostrils.

Sculpt the depression under the nose called the Philtrum.

Sculpt the Canthi of the mouth by pull out small areas of flesh at the corners.