

Angelina Jolie Spline head modeling Tutorial

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I'll try to explain how I did this head model using MAX spline.

Before go on, I want you to know that I myself also need a lot of learning as always.

First of all, as most of you already know very well, a face requires 3 or 4 vertices.

If you use default settings of spline tools, the number of segments become very hard to control, and also the mesh becomes very heavy.

The strength in spline modeling in my opinion is that you can

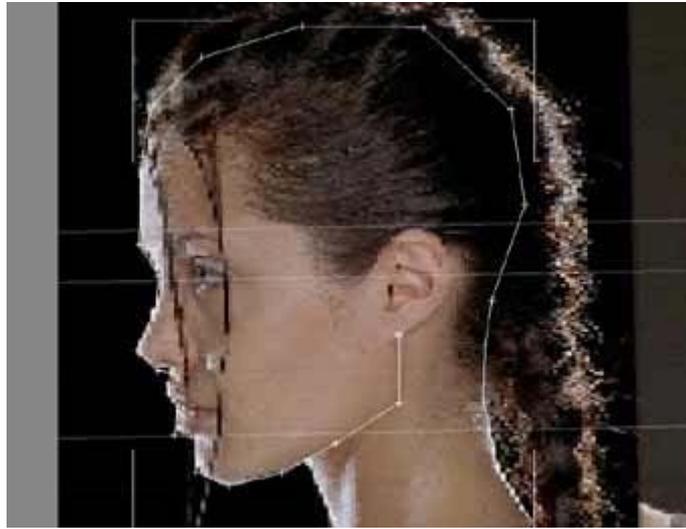
draw segments as you want.

Just like many other people who are masters in spline modeling, I recommend to set the spline interpolation and surface topology to '0', and the vertices to corner. By doing so, we don't have to waste our time struggle with Bezier handle, and speed up a lot.

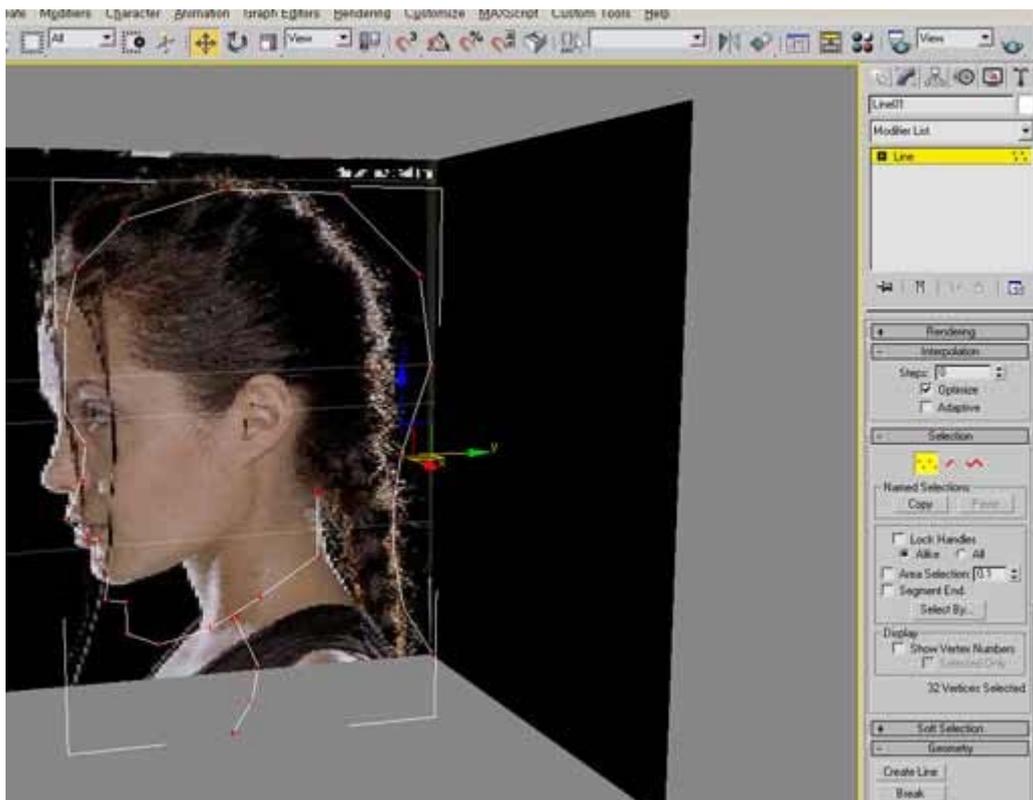
FYI, the method I explained here is to model the general shape using spline and then convert it into poly to add details.

I put as many screenshots as possible, so it'll be easy for you to follow.

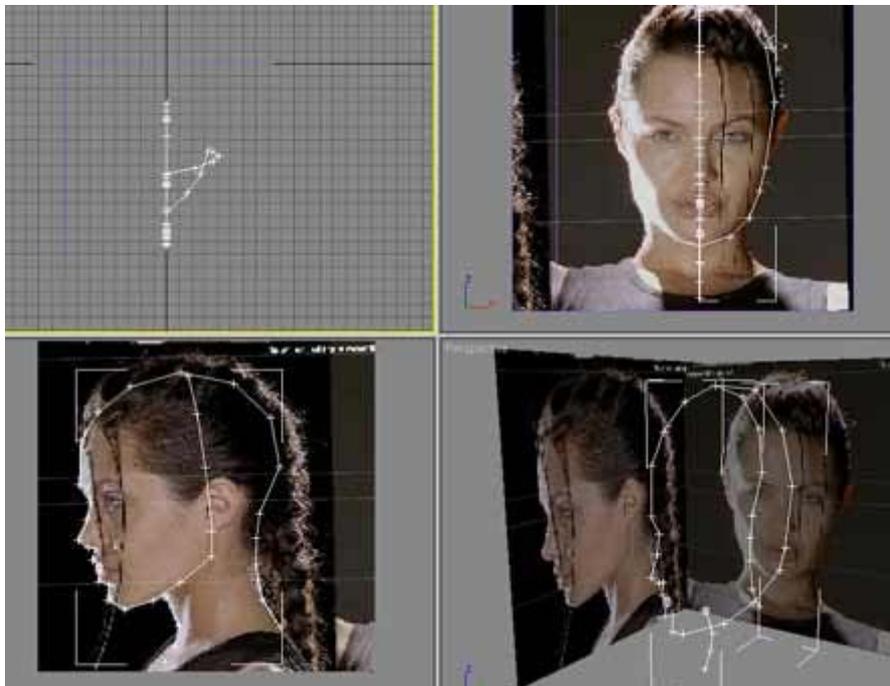
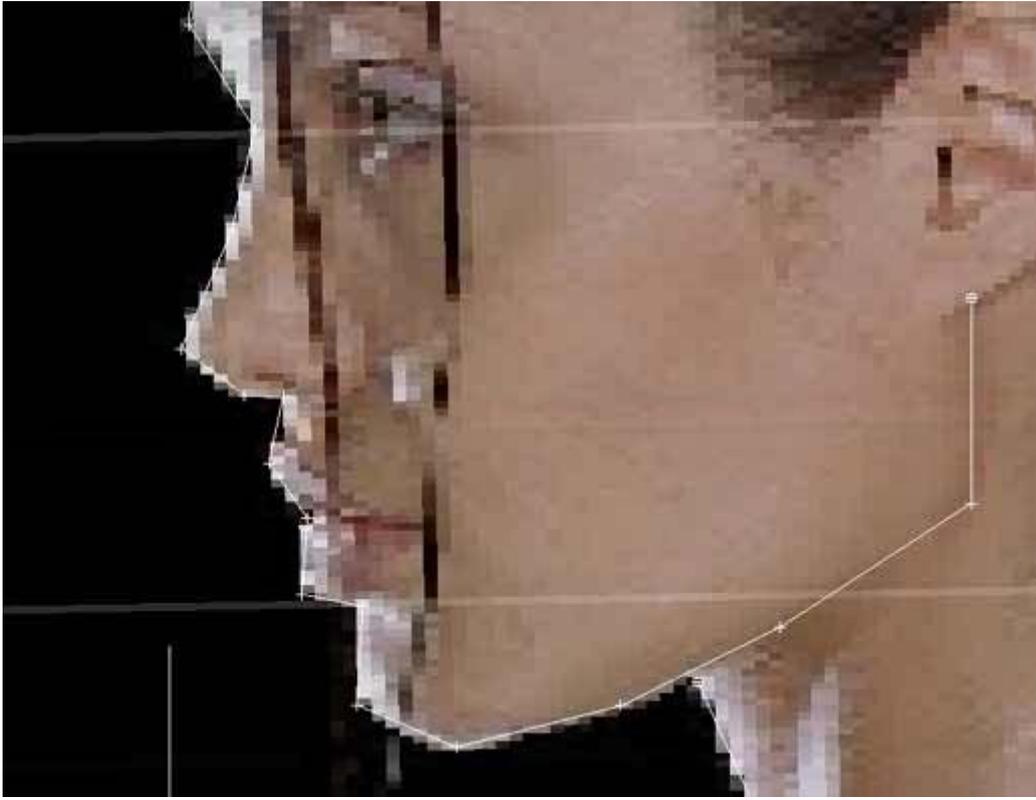
1. With spline, draw the rough outline. It doesn't have to be accurate yet.



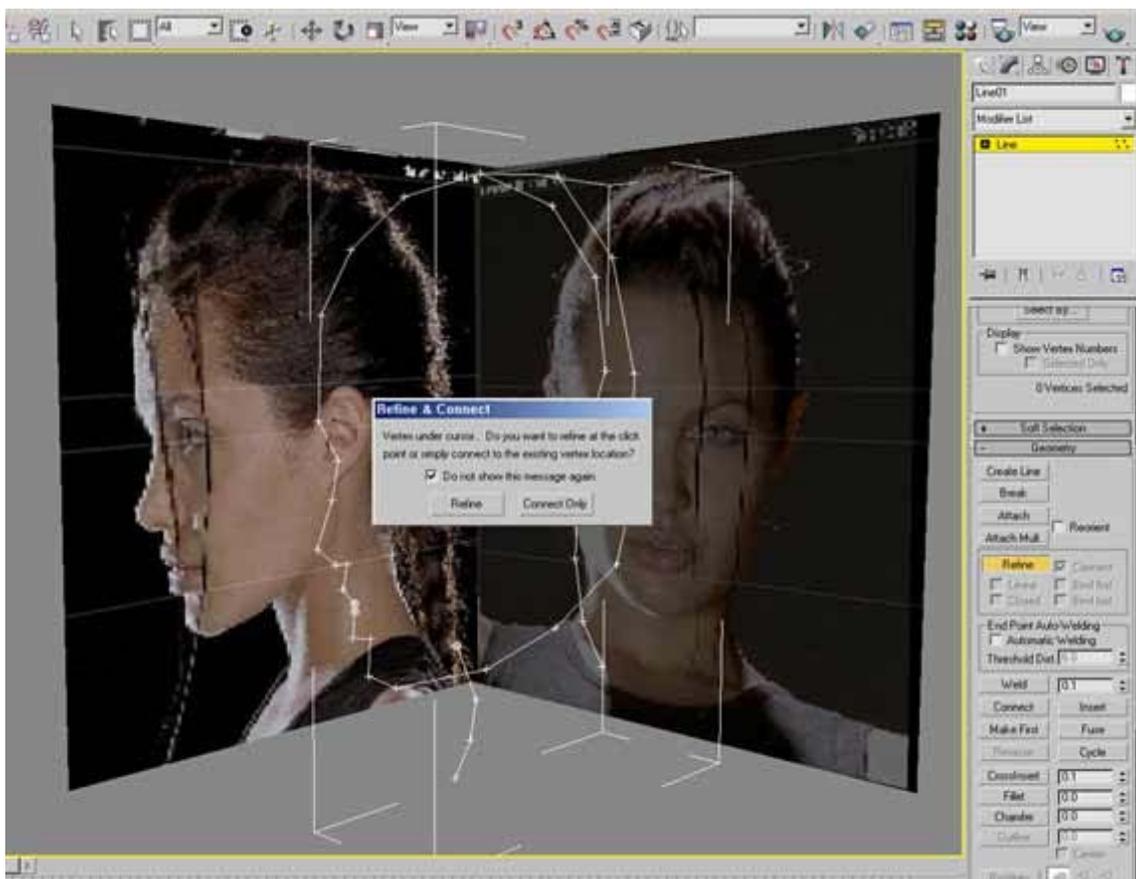
2. While selecting all vertices, set the vertices to **corner**, so the line has no Bezier now.



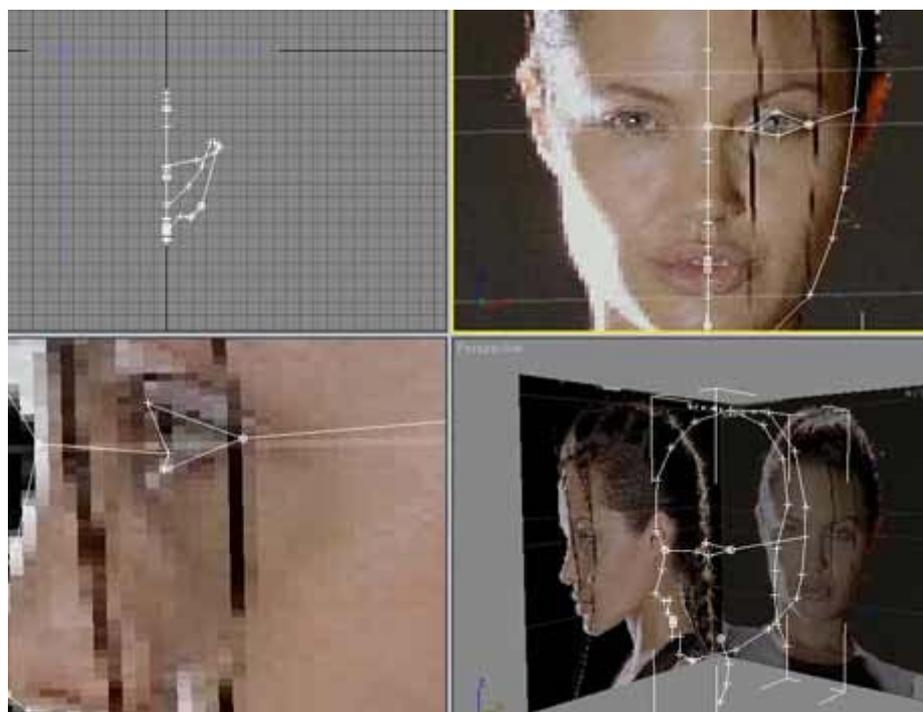
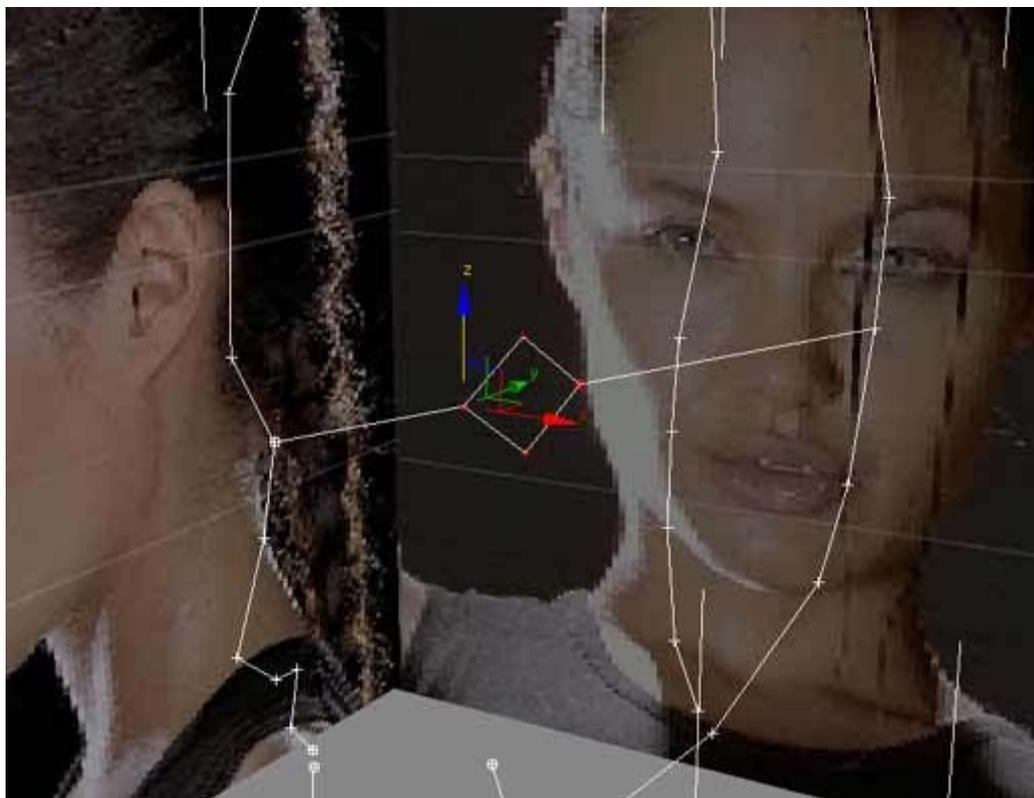
3. Now, arrange vertices with more accuracy. Add/subtract as needed.

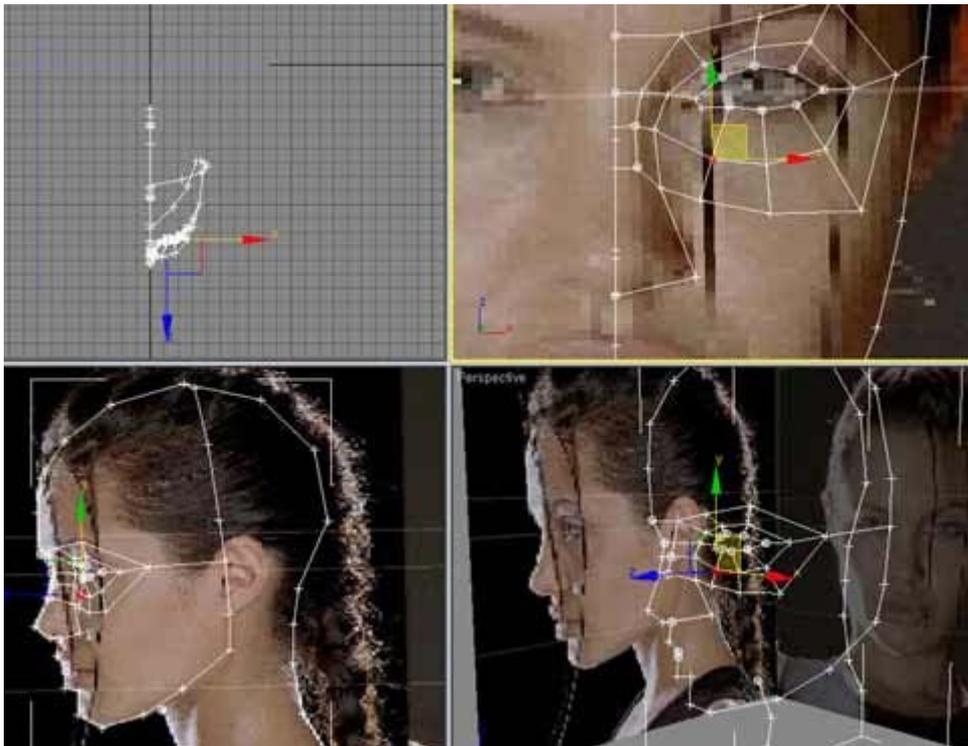
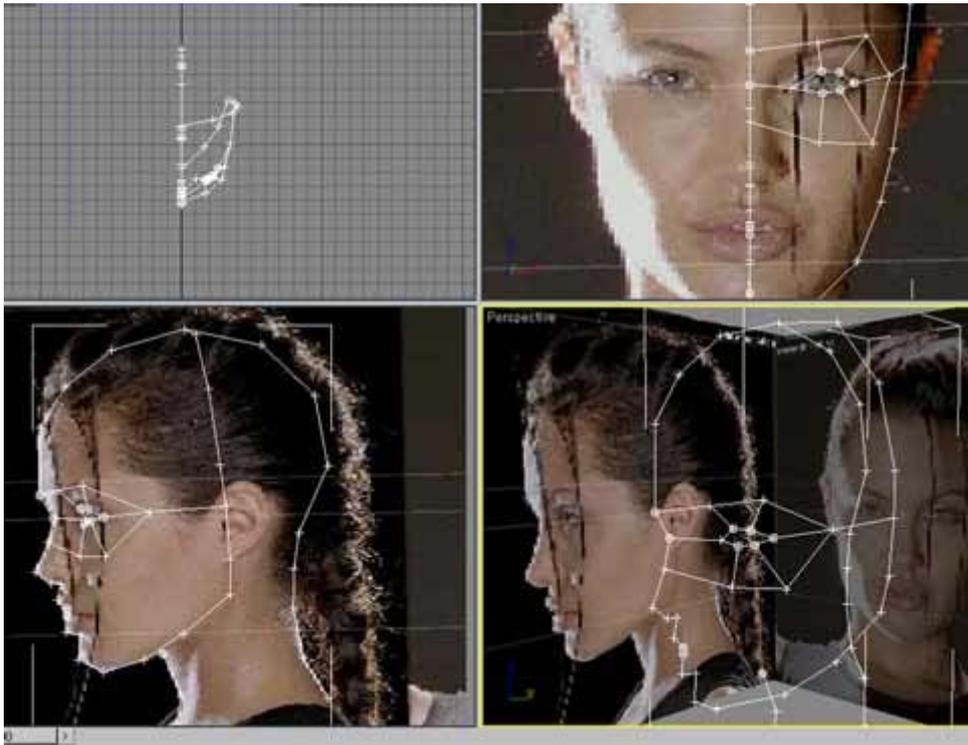


4. Once you are done with that, now start connecting vertices. For this task, let's use **refine connect**. This tool is to add vertices and connect them with lines. It can also connect existing vertices. In this case, when you click on the vertice, a question pops up asking something as you see below. Then, just check in the check box, and select connect only.

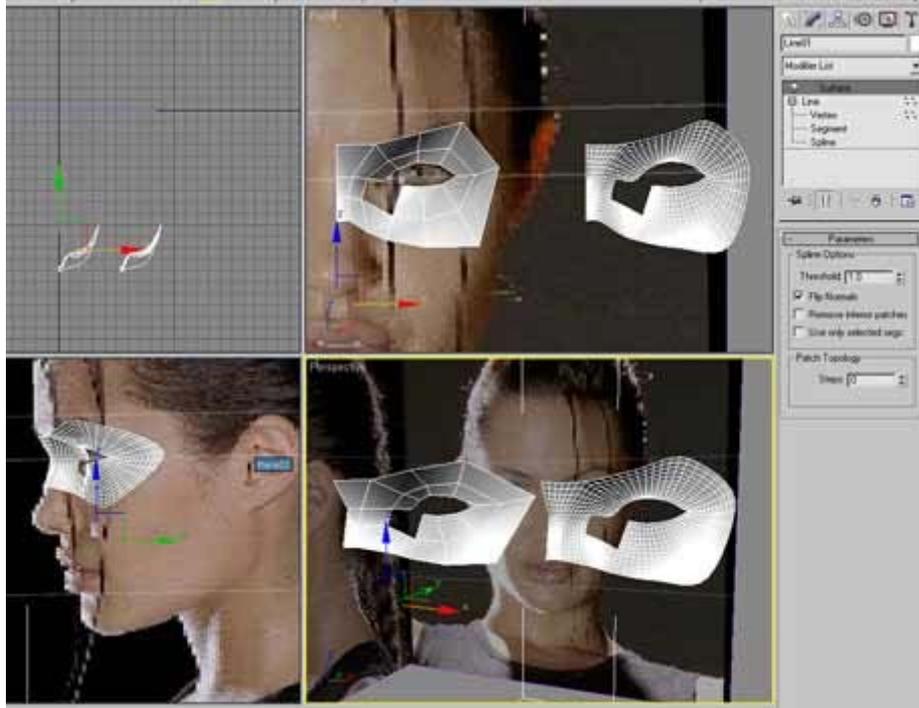


5. Let's start from the eye area. Connect line around eyes as you see below step by step.

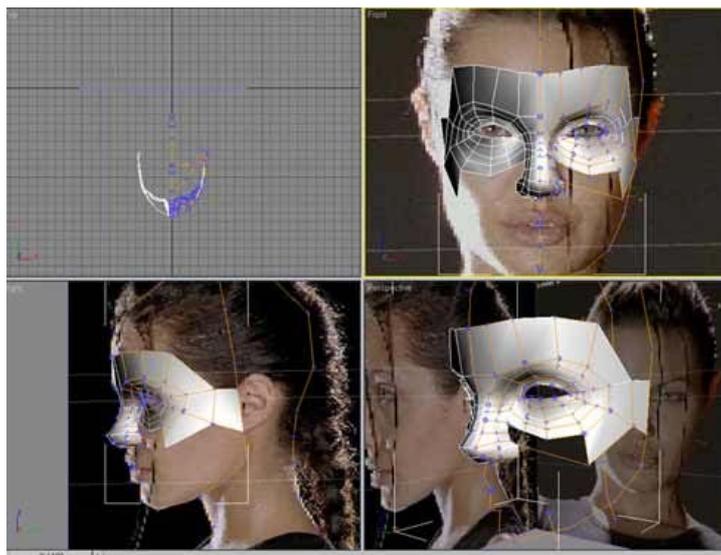


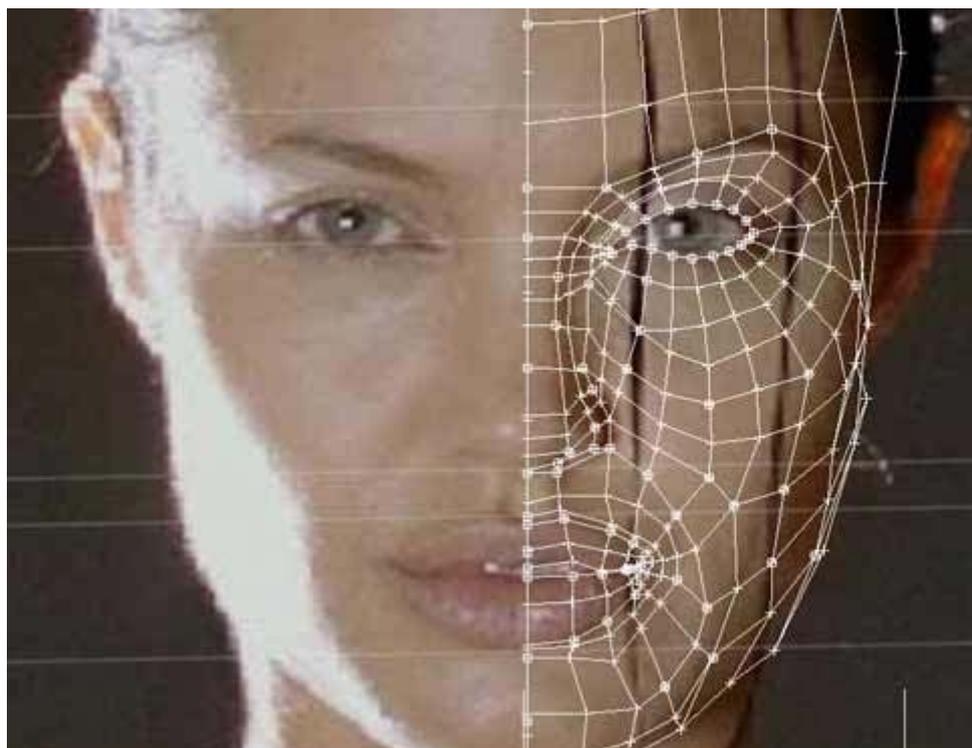
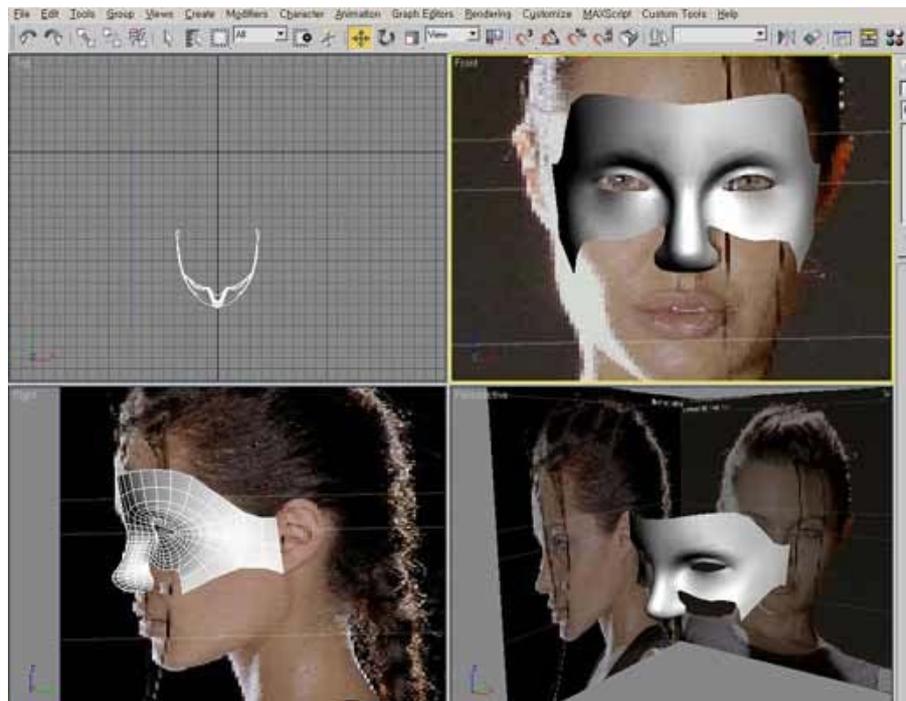


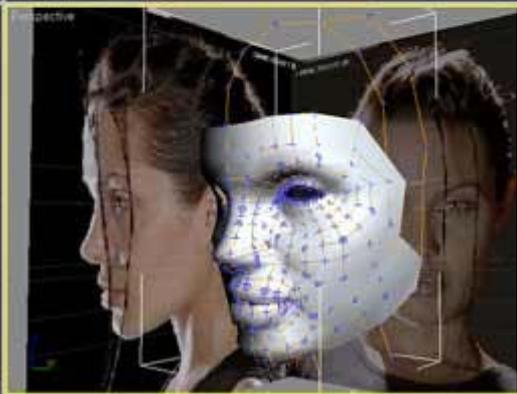
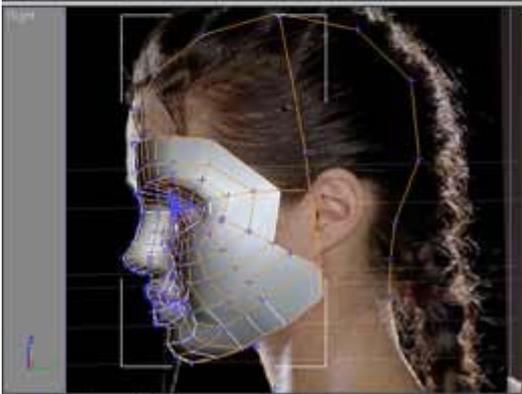
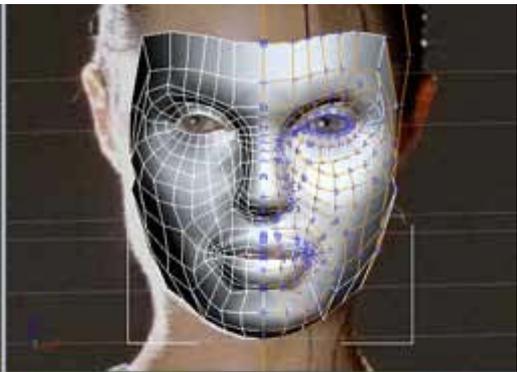
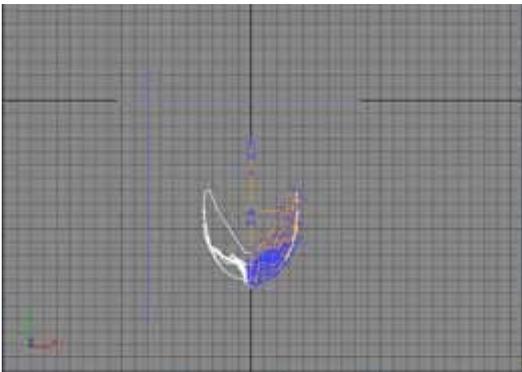
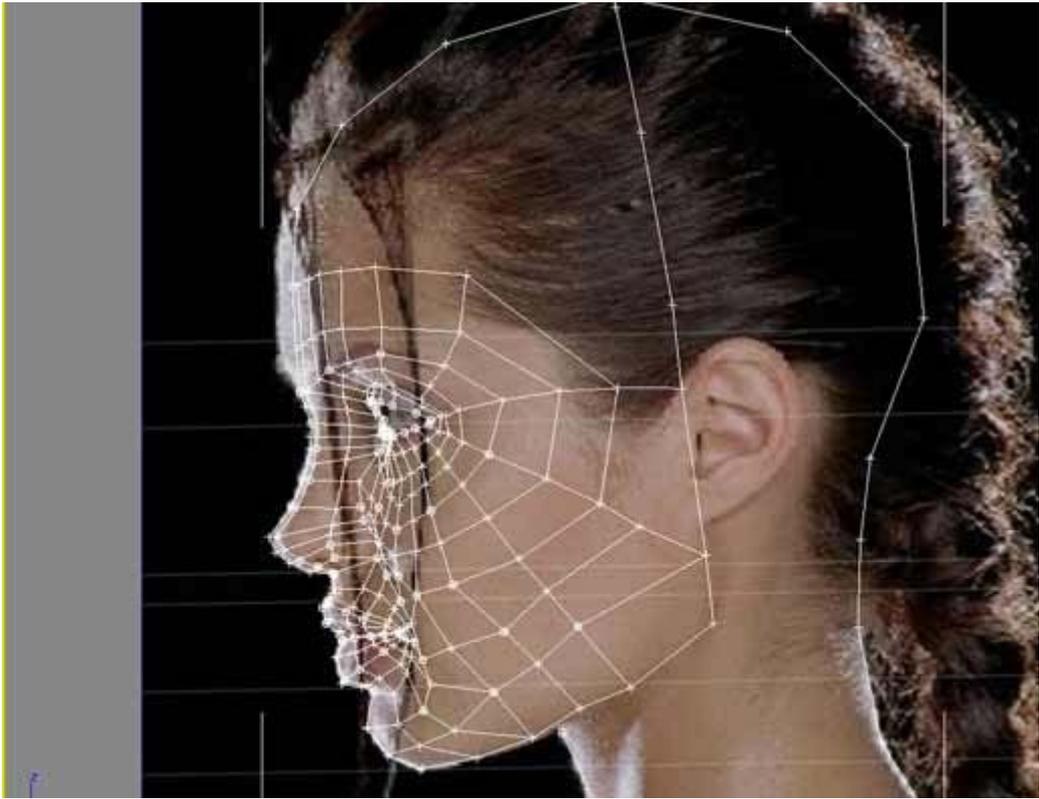
6. Add **surface modifier** on the modifier stack which will display the surfaces we formed so far. In the screenshot below, right one is using default setting, and left one is using **0 patch topology**.

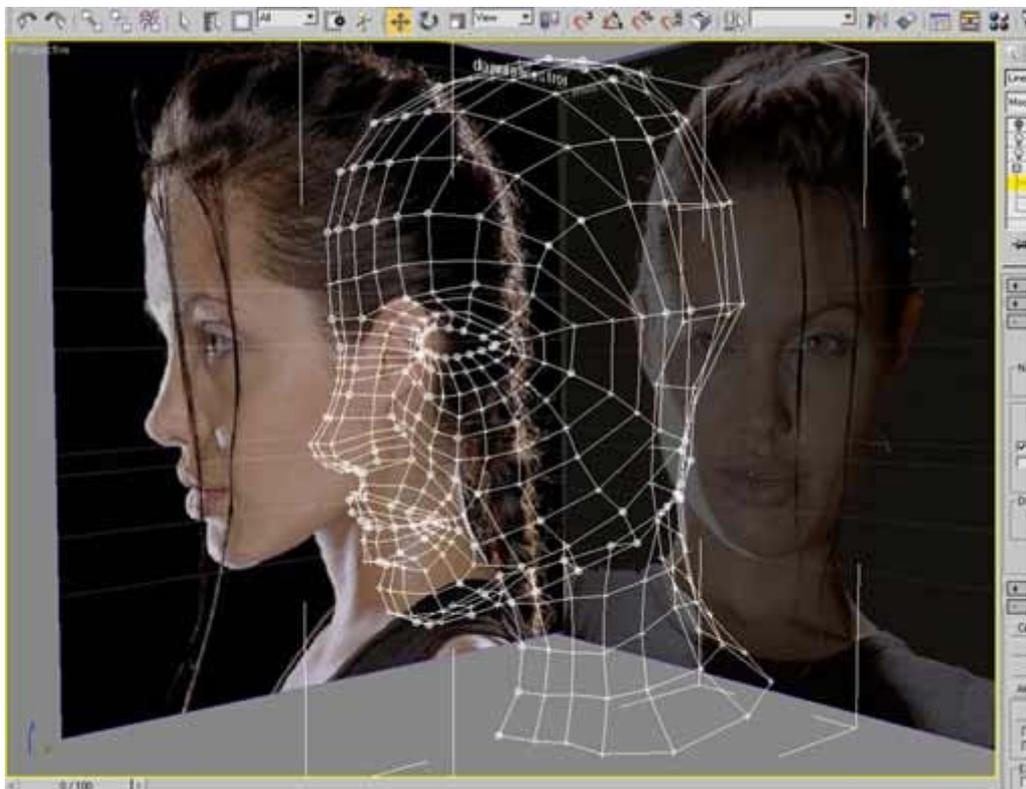
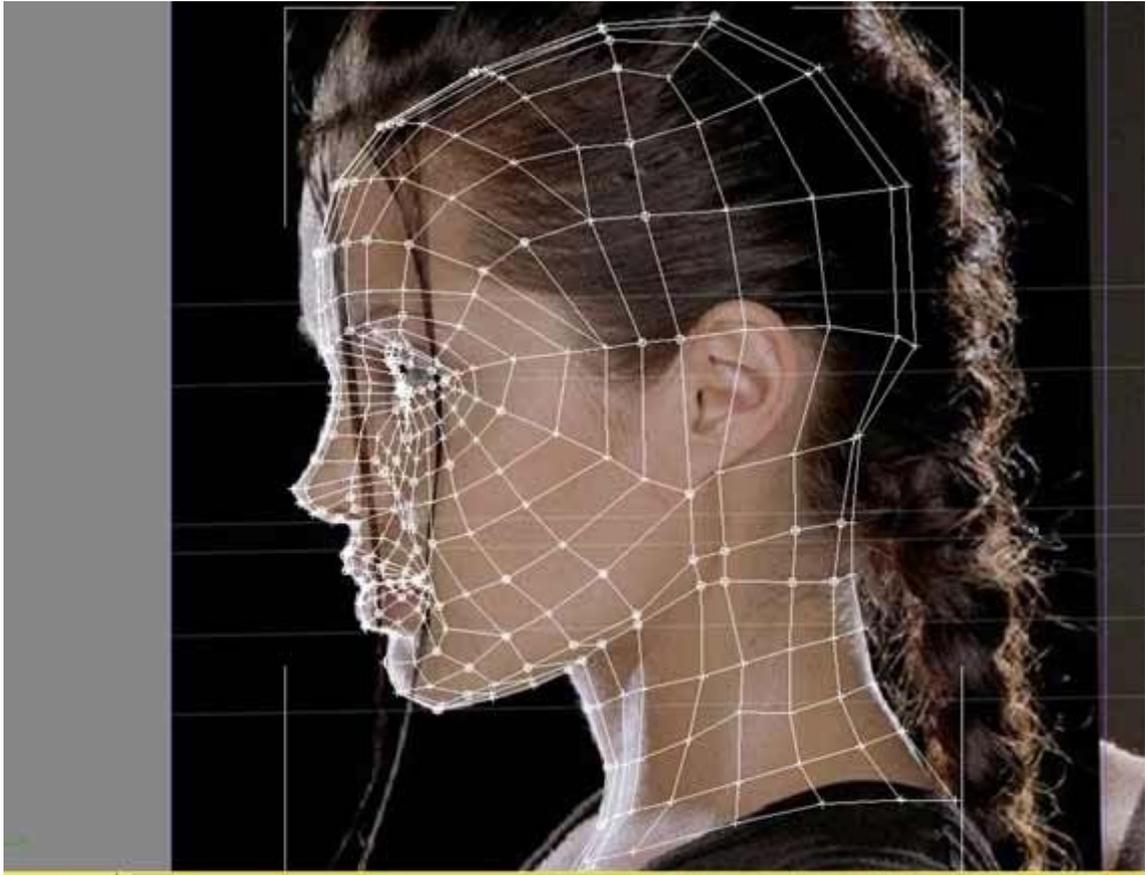


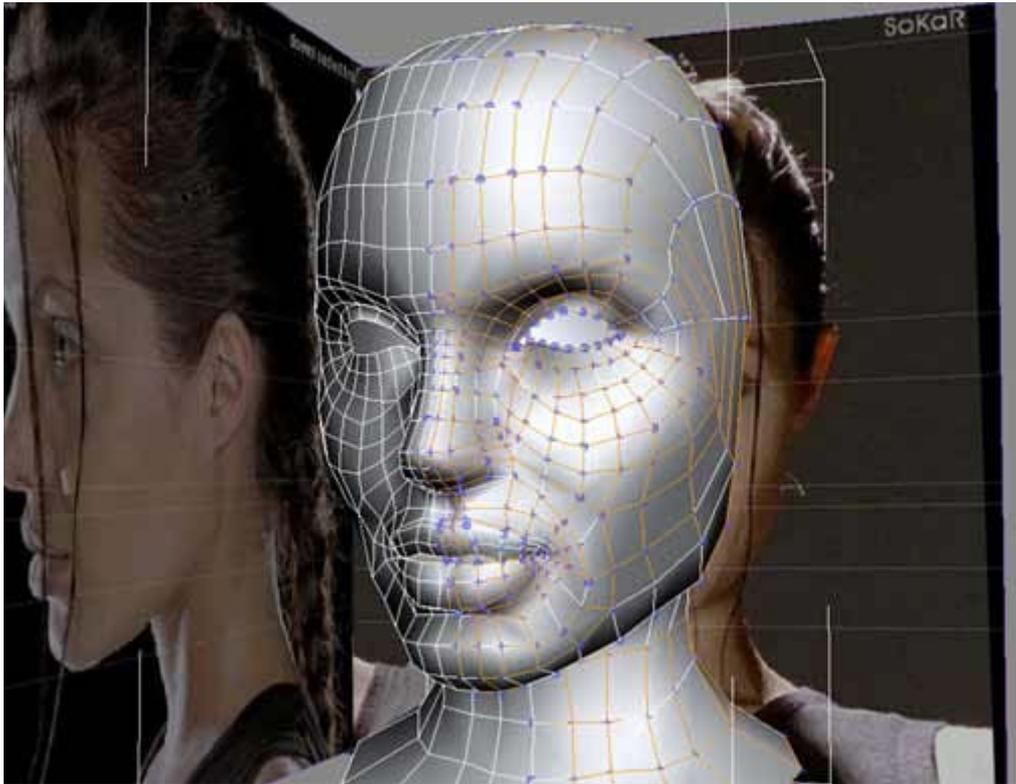
7. Using **refine connect**, keep expanding the number of vertices and lines. I'm assuming that most of you already have certain knowledge in modeling- why we should make oval shape around eyes and mouth.



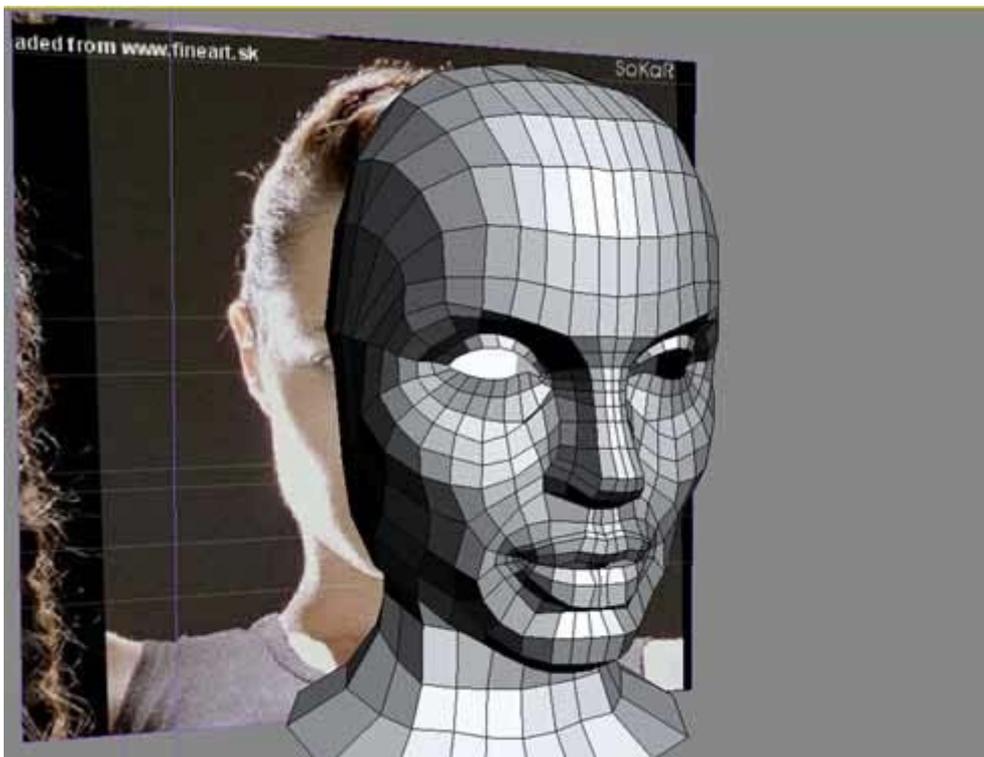








I put more details than I usually do. As I already mentioned, now convert the spline cage into **editable poly**, and keep working in details.





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