

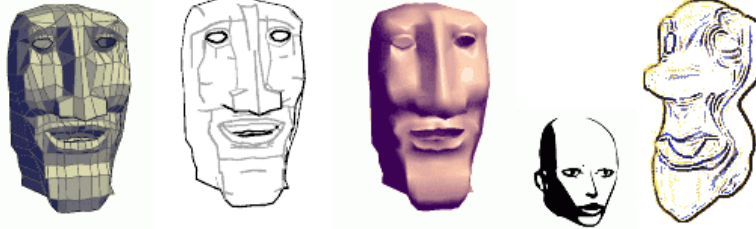


Modeling 3D Faces with Amapi 3D

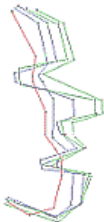
[MORE: tutorials](#)

**This area contains various tutorials on modeling faces.
Some are links to other websites with great face modeling tutorials.**

copyright (c) 2002 Philip Staiger or their respective owners



Some of these tutorials use the Viewlet format from [Qarbon](#).
Your browser needs to be Java-enabled.



part 1 -
initial mesh from construction curves

This is one way to get started. Not the only, not the best, just a way to explore some techniques and learn the tools that will be needed.

[View.it.now!](#)

...or
download
the
[zip file \(1.2 MB\)](#)
for later
viewing
offline



part 2 -
filling gaps and making holes for eyes

Learn some of the tools which you'll need to patch up imperfections, cracks, gaps and holes.

[View.it.now!](#)

...or
download
the
[zip file \(1.8 MB\)](#)
for later
viewing
offline

part 3 -
working on the mouth and lips

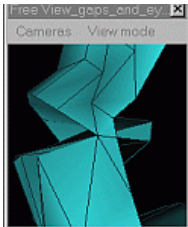
The Chamfert tool? not only good for making

[View.it.now!](#)

...or
download
the
[zip file \(2.1 MB\)](#)

bevels, it's a great tool for the lips and eye lids. Learn more tricks of the trade.

for later
viewing
offline



www.nextengine.com
Arts by Gooooooooole



3dtoday.com

this site has some [great tutorials](#) on making [Easter-Island statues with Amapi 7](#) (!) and using photographs as backdrops to guide you. Thanks Carl!

New! Amapi.net is now pointing to eovia3d.net!



An english translation of [Totyo's](#) excellent face modeling tutorial is now available [here](#).

This tutorial covers some low-polygon modeling techniques, facet-by-facet creation with the Facet Extraction tool, and the Ruled Surface too.

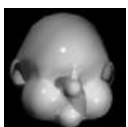
Also check www.amapi.net



~~Coming soon:~~ NOT!

Ready for more practical modeling? Using the techniques from Totyo's tutorial above, and taking advantage of a new tool in Amapi 6.1, learn how to make this face.

It took just about one hour to make it. (I was sitting in on the new Photoshop user group meeting in NorthCounty San Diego but wasn't paying attention so I had to scribble this ;-)



Here's a tutorial to make a cartoon face a bit like Mr Magoo: [My Friend George](#)



New [Amapi Demon tutorial](#)
by [Ken Brilliant](#) (Amapi & Zbrush)



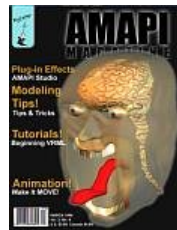
And [here](#) is a great new tutorial from [Jack Whitney Studios](#)

Find also [Arnold the Barbarian](#) there and more.
Look for 'Demonstrations' on Jack's site!

[Welcome to Alan Groening's AnimationMountain.com:](#)



And [here's another tutorial](#), by cartoonist [Alan](#)



[Groening](#)



And yet another awesome head modeling tutorial here, by CC, as seen at
3dcommune.com :

<http://www.users.fast.net/~yayo/index.html>



Amapi in Space!

[Olivier Drion](#) - Lightwave/Amapi Master - [Create a human face with Amapi](#)

See all tutorials of [Dr. Amapi here](#) (choose french or english versions)

There's also a [Dragon Head](#) tutorial (perfect for modeling your mother-in-law :-)





This Amapikid **Julien Dehos** has a set of [tutorials](#) on modeling various faces too:

- having a cow
- a friendly dragon
- humans

An finally, here are even more tutorials on Face modeling. These don't use Amapi but their techniques may be of value or directly be applied to equivalent tools found in Amapi.

- secondreality.ch's [head modeling](#) with subdivision surfaces (3DS MAX); also here is a [ear modeling](#) tutorial
- Books on head and human forms? Look for **Burne Hogarth's** books at [amazon.com](#) on topics like these:
 - Dynamic Figure Drawing
 - Drawing Dynamic Hands
 - Dynamic Anatomy
 - Dynamic Wrinkles and Drapery
 - Drawing Dynamic Hands
 - Drawing the Human Head

Still looking for more? How about starting from pre-existing models? You can find full characters on the web which you can taylor and modify. For example:

- [Free 3D character models](#) from cgtalk/3dfestival

Check the tutorials links at [3dcommune.com](#) and Brycetek's Amapi forum for more.

HOT! Many more Amapi tutorials at [www.thebest3d.com/amapi](#)



[/back/](#)