Create a human face with Amapi

Short tutorial for fun

The model had been created with Amapi and ray-trace rendered with StrataVision 3D 5.0

These few lines are not a well structured tutorial. So, if you are an Amapi beginner, it may avoid wasted time.

To draw this face, I had spent about 4 hours, but it was my first one! I think that with training one can do better.

One begin with the polyline tool. One draw the side-face, the outline of the eye, of the eyebrow, of the mouth, all with this tool. To get a minimum number of faces, avoid to draw too much points.
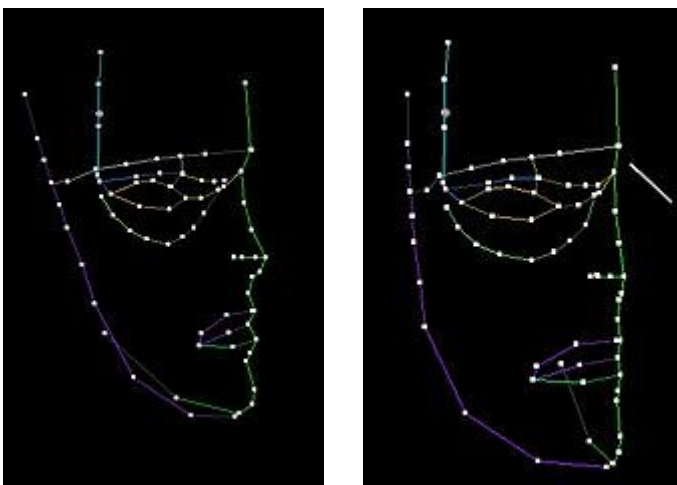
Then, with the tools and stretch the curves while turning around the model. These few lines gives a preview of the final volume, of the face expression. Here, I would like to do an androgynous face: it could be used for a man or a woman

with few modifications. For this first phase, my own design practice was useful, but one's can help with photographs, graphic tablet...

Then, with the facet tool

we will build the model face by face. With the viewer, we can watch to the general shape. Because the file is very small (about 10 kb), the working is very easy (even with a 6100/60!).

On the middle of the model I added a line which supports the facets. Sometimes, I have to add or remove points on the curves. If one must add many points on a curve, one can use the smoothing tool.

Now, that is it! Finally, it was not so difficult!
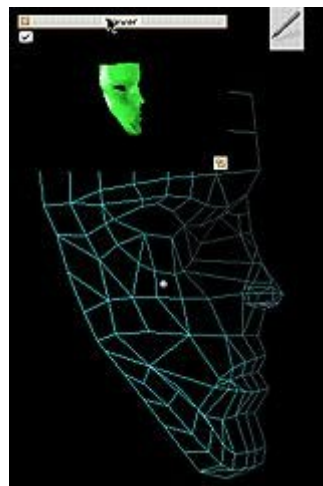
This phase is generally quite fast. Now, we have to adjust all very carefully to give to the model the hoped appearance.
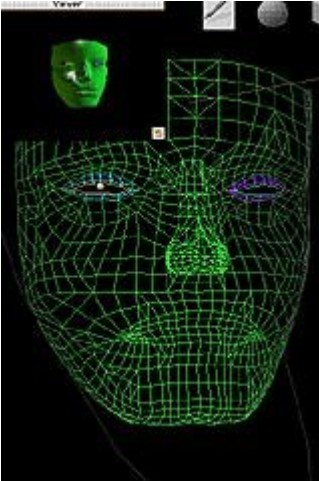
To do this, use the tools and position face per face. Now, you can give the Joconde smile if you are an expert, or the one of Anthony Quinn featuring Quasimodo in the Notre Dame de Paris movie (if you are a beginner...).

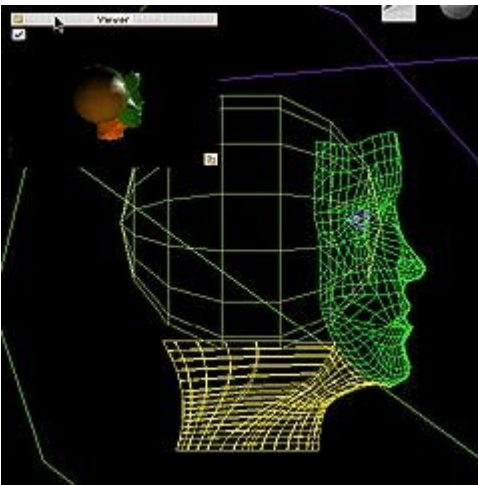One can make the nose bigger (it was too small). My half face is now finished.

We symetrize it to get the second half face and weld them together.

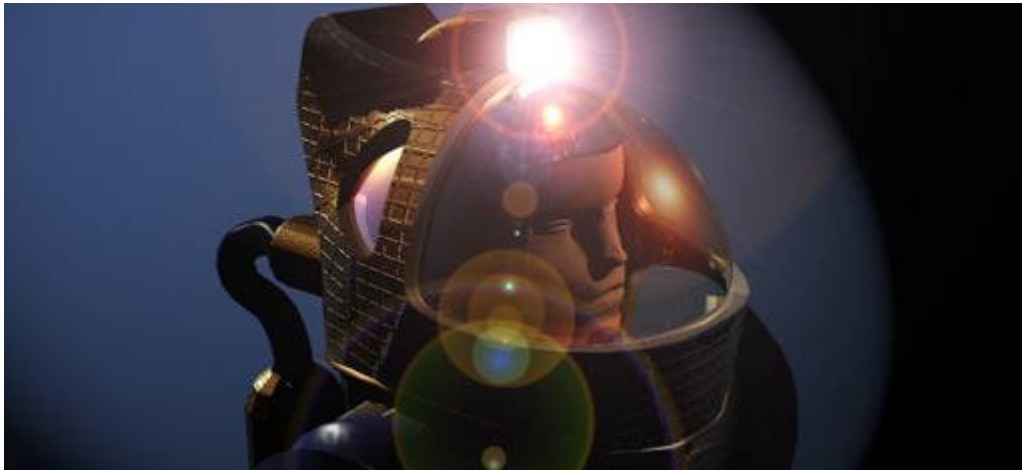Now, smooth with range 2 to avoid a file too heavy.

One can use the eye contour to make the eyelids (easy: once the line drawn, one give it a small thickness)

It remains to draw the neck with the hull tool, to tinker the rear of the head with pieces of sphere cut and pasted. Your model begins to be handsome! It is not really a top model, but with a better fine-looking than De Niro featuring Frankenstein.
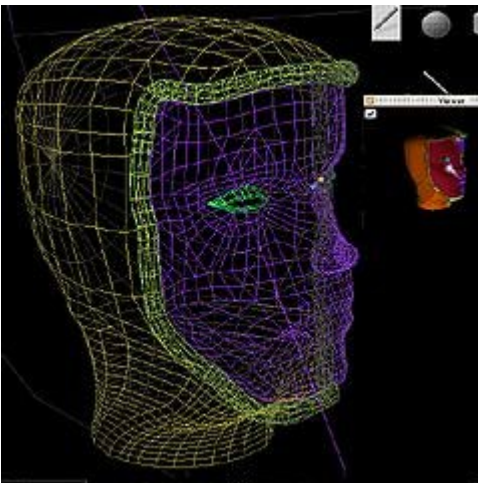
A bit of smoothing and it is finished. Now, I will put it into its diving-suit.

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