

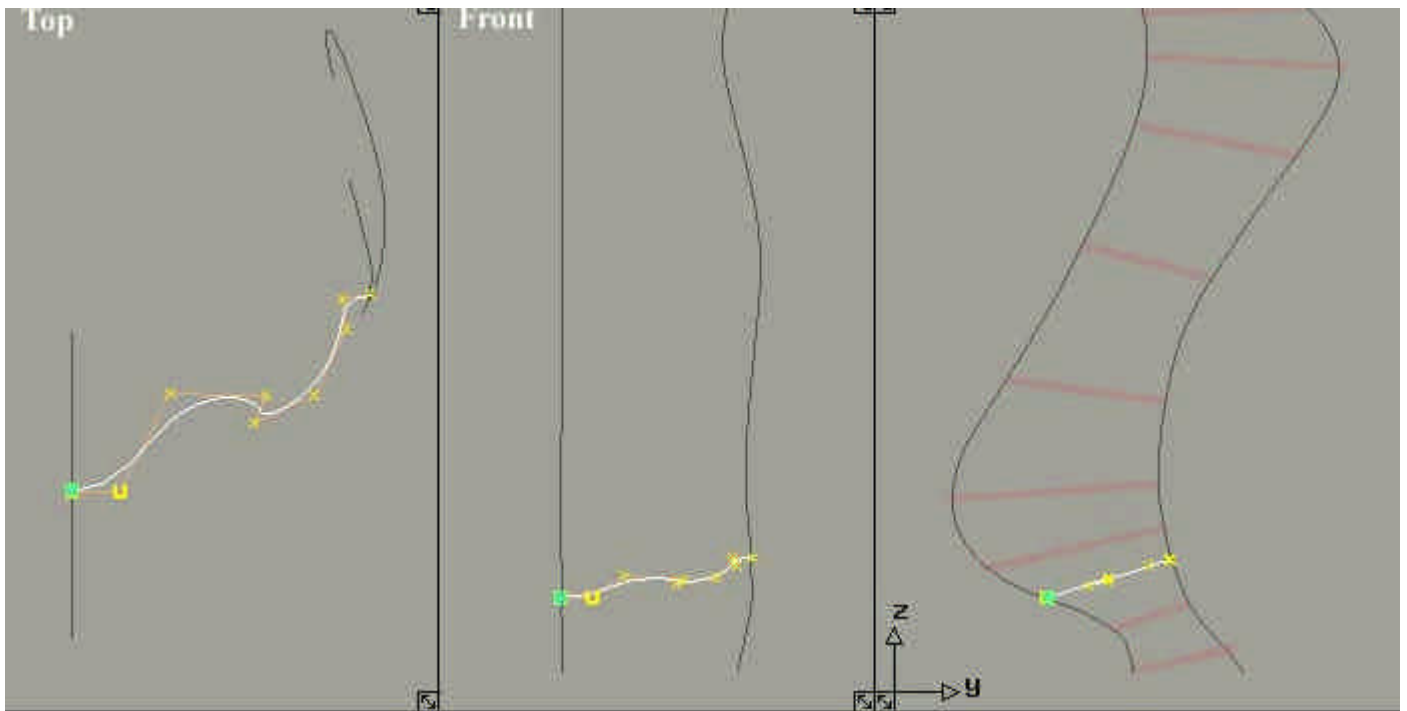
The Nose

I created the nose by "skinning" (a.k.a. lofting) although starting with half a sphere (with it's pole facing forward) and editing the cv's and inserting isoparms as needed is another good way to go about it.

Begin by drawing reference curves in the Right window and template them.

Now then, when drawing profile curves for skinning it always pays to first determine which one of the curves will have to be most complex (i.e. having most cv's). Obviously, that's then the number of cv's all the other curves will have to have as well. (Alias PA 8.5 has a rebuild option in it's skinning, but the method I outlined is still safer.)

Here in the example screenshot below, the most complex curve seems to be the one crossing the nostrils. Draw this profile curve in the Top window. Magnet the pivot point to the outer-most cv, rotate the curve a bit in X like this and np-scale it a bit in Y to regain it's original shape in the Top window. (The red lines indicate where the other profile curves should go; notice that they are fairly evenly spaced, roughly with one on each peak and valley of the reference lines, and wherever there is a change in curvature. You can draw them on the screen with white board marker or use templated lines).





Top and Front Viewports

Copy the first profile curve, move it to the next position on the outer reference curve, then rotate and np-scale it into basic position, and edit the cv's until it looks like these screen-shots.



Right and Perspective Viewports

Figure 1.
Top 5 Curves

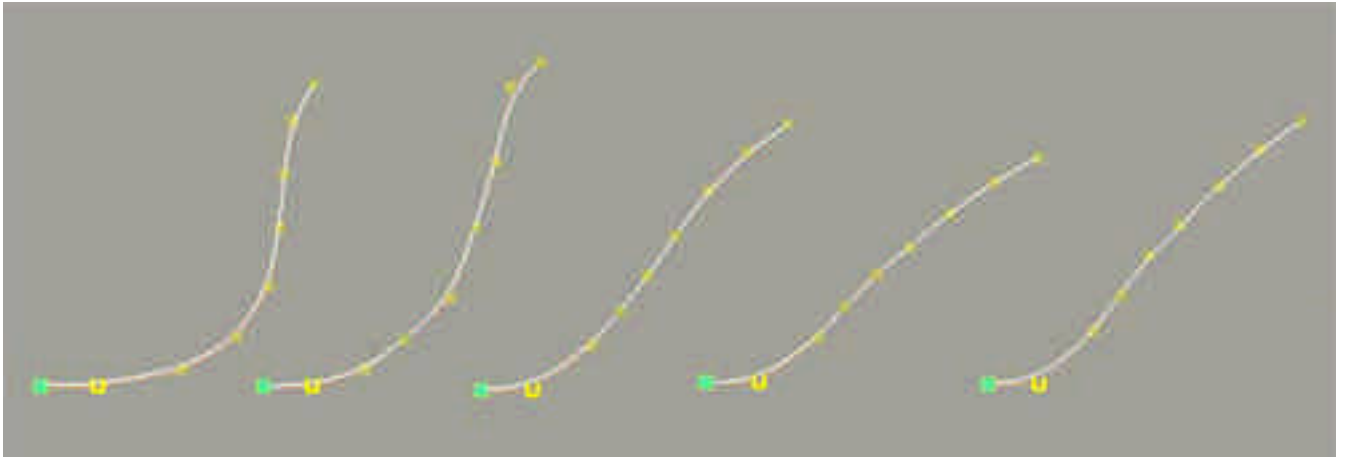


Figure 2.
Bottom 5 Curves



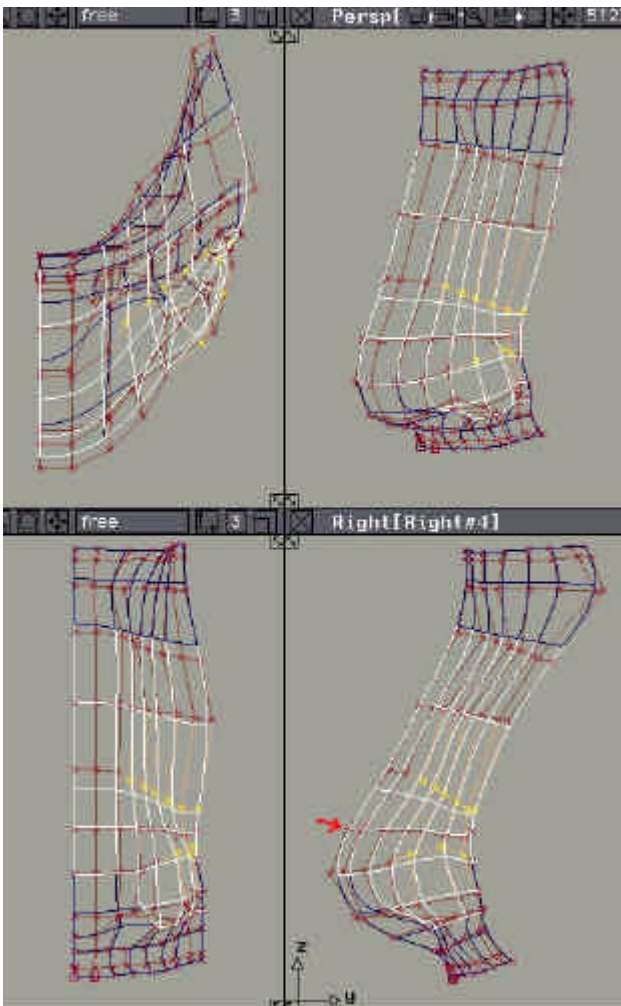
Repeat the same procedure with the rest of the curves. In the two screenshots above are all the required curves, laid side by side as they would occur in your Top viewport. The curves shown here are depicted in order with the curves for the top most part of nose shown in Figure 1. So, looking at Figure 1 above, the very top curve in the nose is the left most curve.

Figure 2 shows the bottom 5 curves for the nose. The very bottom curve is right most in this screenshot. Please note, the first curve we drew first is indicated by a red "one".

Skin the curves. Now it looks like the screenshot below. The highlighted cv's are the ones most in need of correcting. At first glance it looks like just a bunch of spaghetti, but if you study this image for a while, especially the perspective window, you'll see that the yellow cv's seem to be a bit rebellious. Edit until any unwanted bumps or depressions disappear, until the cv's form smoother, more "logical" rows and columns.



Now it's looking better, but it's too smooth at the top of the nostril.



Have a look at the screenshot at left and Insert a new isoparm at the red arrow, then pull the highlighted cv's up and down, closer to the new ones (at the moment of inserting these jump away). Group the nose (a quick sure way of getting a pivot point at 0, 0, 0) and mirror-copy it (Scale -1, 1, 1). Use "attach" with "Blend", and WITH cv-insert if you don't want to adjust the nose again, or WITHOUT if you don't mind a little adjusting (in the Right view) and you want to keep the cv-count down as low as possible.



Congratulations, the nose is now basically finished and should resemble the screenshot above.

Notes

(This space has been left intentionally blank.)