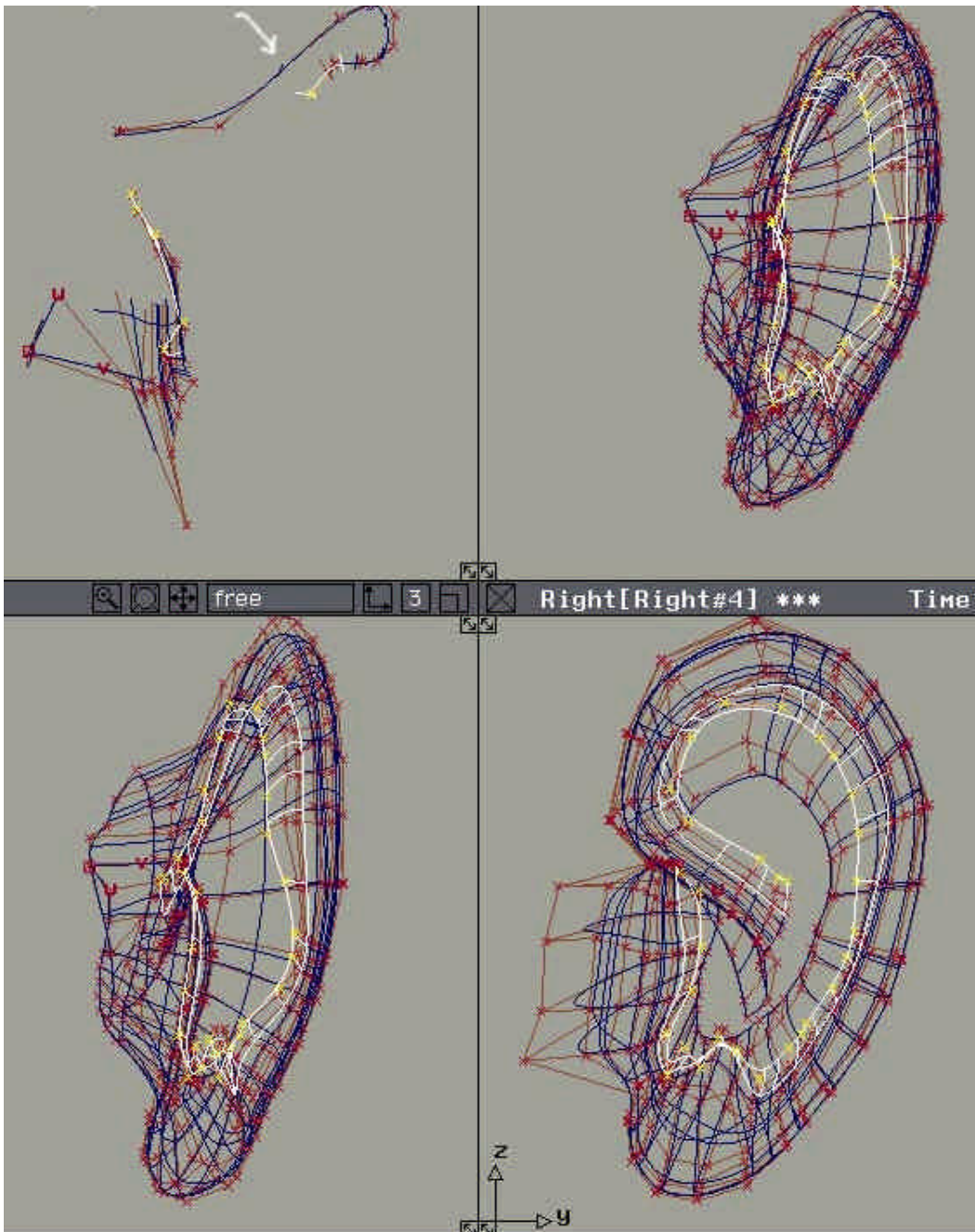


The Ears

Of all the surfaces contained within the head, the ears can be the most challenging. For this reason, I modeled the ear in two parts, which makes the job much easier. Unfortunately, there is no “easy” way to go approach this task, especially when using NURBS. I will now show you the method that I use to create an ear. I should suggest that if you require more detailed tuition then is outlined below, you may wish to acquire the Supermodels Professional 3D Training Tools for Rhinoceros which contains a very detailed step by step explanation for constructing an ear using NURBS. Although the technique used by Joe Saltzman in the Rhinoceros version does differ slightly from my method, it does produce a good end result none the less.

Let's begin.

You can use "sweep" or "bi-rail", sweeping the curve indicated by the arrow around the highlighted isoparm, for the larger surface.



Note the flat, thin area at the forward edge of the ear - this is meant to interface with the skin of the temple in as slanting a way as possible to make the join almost invisible.



Now use either "skin", "sweep" or "bi-rail" for this smaller surface (image at left).

The screenshot below shows a shaded view of the small inner ear surface. This surface should be mated to the larger outer rim surface to create the completed ear.

