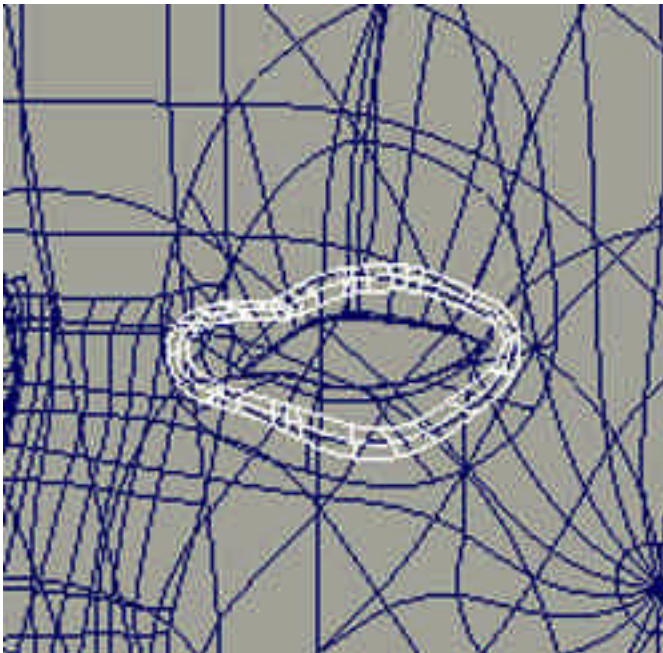


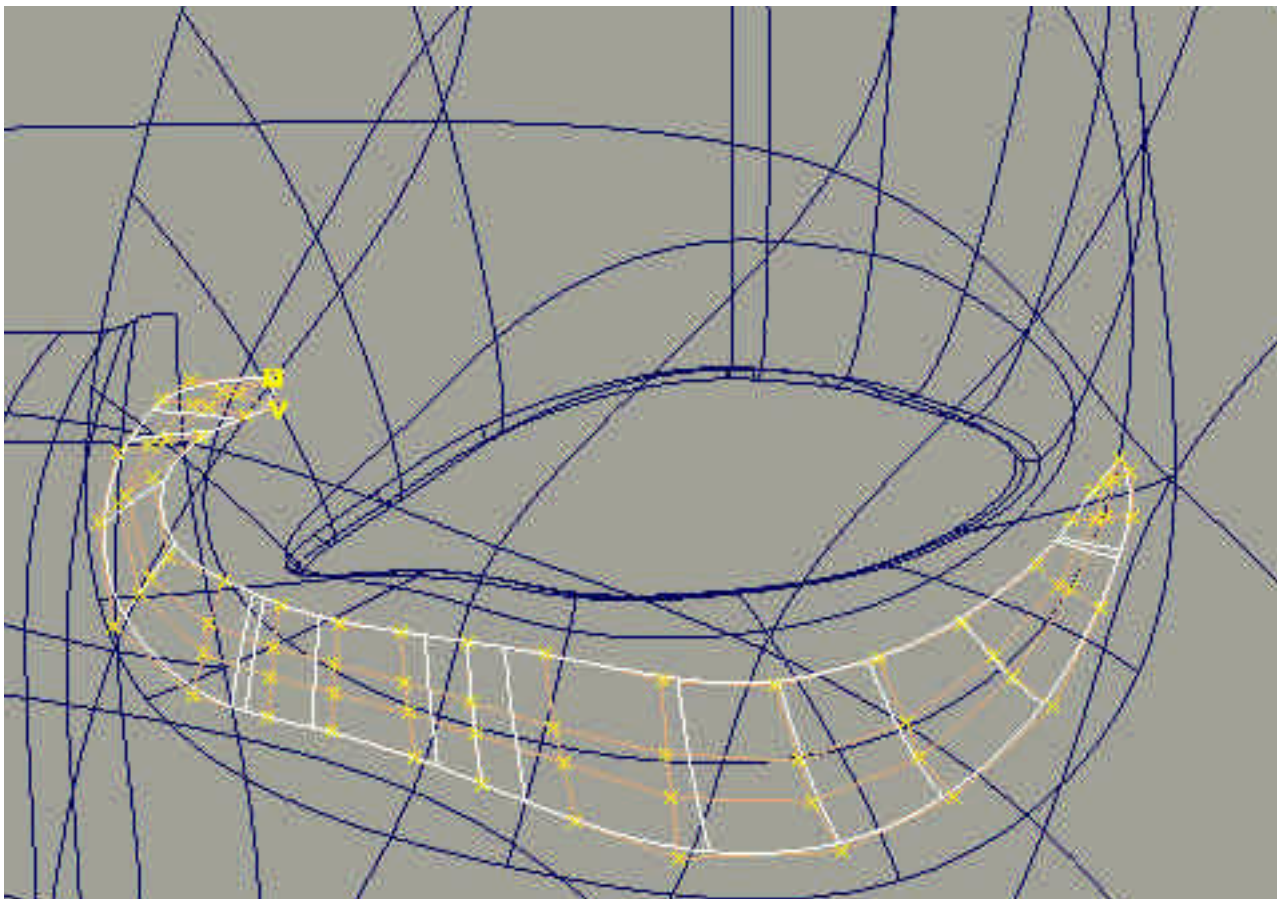
Custom blends

And now the 64 thousand dollar question -- How to blend the nose and the lower eyelids into the cheeks?

To do this I use a tailor made blending surface, with a special purpose built blending shader on it. First make sure the nose and lower eyelids actually intersect the face along the whole border. Then put circular "fillets" between the nose and the cheek, and the eyelid and the cheek (I used a radius of 0.2).



Once the basic fillet has been created, delete their construction history, then edit the fillet surfaces to be cleaner and lighter. To do this, delete the top half of the lid-fillet, rebuild it so there are only 4 cv's going across it, delete one or two isoparms if they're too tightly spaced, and reshape the fillet, stretch it wider locally, collapse the endpoints, move them forward off the face a bit etc until you get something that resembles the screenshot below. Once you've finished creating the fillet surfaces for the eyelids you can then repeat this basic procedure for the nose as it will also require a blending fillet of its own.



Creating custom shaders

Now, switch shadows off for the fillets (Very Important) and then try applying this shader on the face, nose and eyelids (many variations on this are possible):

Type: Blinn
Diffuse 0.61
Specular 0/51/79
Rolloff 0
Ecc. 0.5
Refl. 0
Color 255/138/62
Transparency 0
Translucence 0.22
Transl. Depth 0.001 (depends on scale of head, mine is 2.3 units high)

Then this shader should be layered on top:

Type: Blinn
Diffuse 0
Specular 34/25/20
Rolloff 1
Ecc. 0.4
Refl. 0
Color 0/0/0
Transparency 1
Translucence 0
Transl. Depth 0

This shader should be applied to the fillets/blends:

Type: Blinn
Diffuse 0.61
Specular mapped with: Linear Ramp, black at edges, 0/51/79 in centre
Rolloff 0
Ecc. 0.5
Refl. 0
Color 255/138/62
Transparency mapped with: same ramp as above, white edges black centre
Translucence 0.22
Transl. Depth 0.001 (depends on scale of head, mine is 2.3 units high)

Lastly, this shader should be layered on top of the blends:

Type: Blinn

Diffuse 0

Specular mapped with: Linear Ramp, black at edges, 34/25/20 in centre

Rolloff 1

Ecc. 0.4

Refl. 0

Color 0/0/0

Transparency 1

Translucence 0

Transl. Depth 0

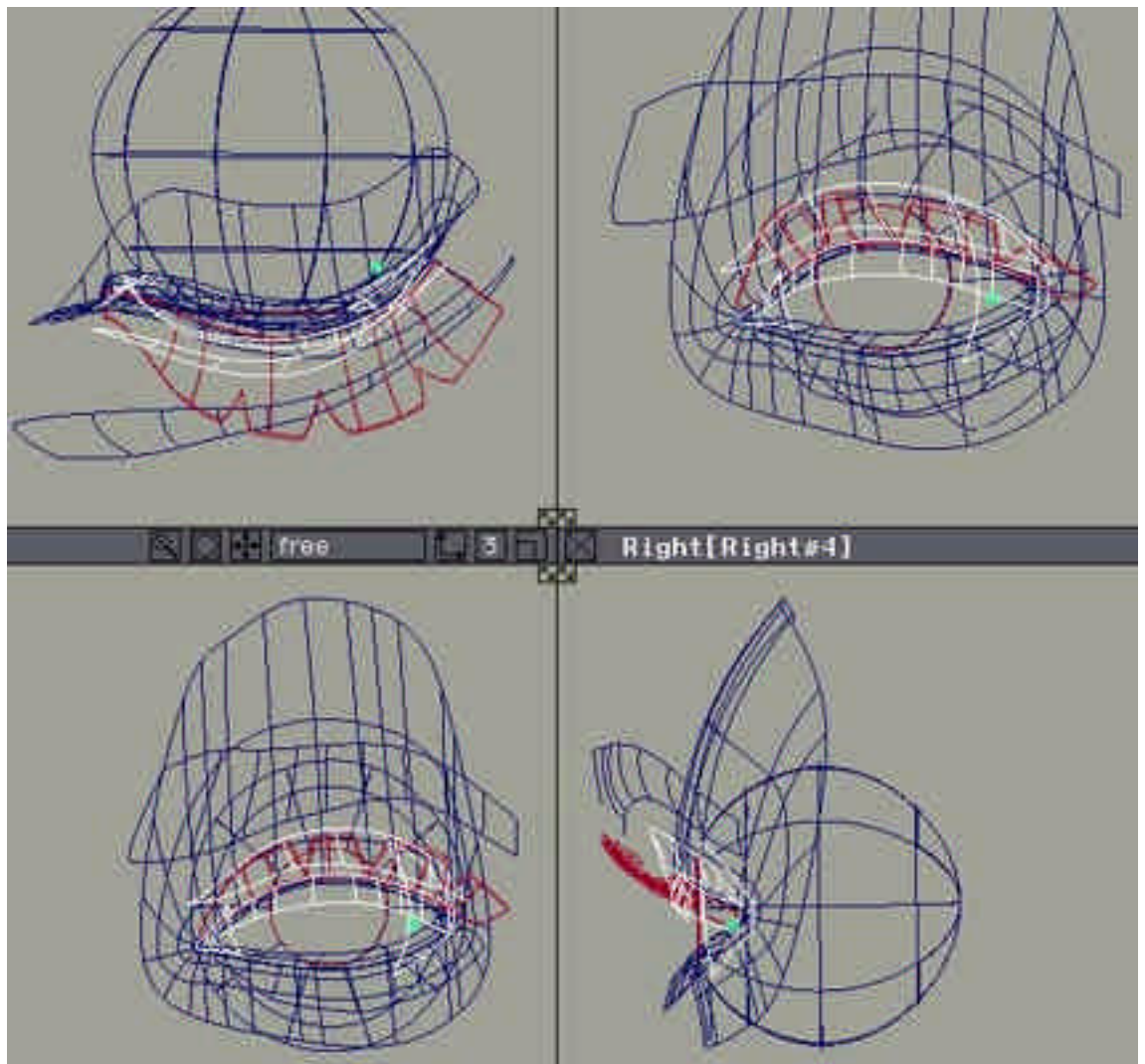
Important: Make sure the blend shader is rotated correctly so that it's 2 longer sides become very blurry and soft-edged.

The red of the lips can go on a shader layered on top of the others on the face. We need a transparency map (can also be used for specularity etc), and a good way to paint it is in Photoshop®, over a Front view rendering of the face. Crop the image first so that the edges of the image touches some 'landmark' in the image, in this case the outline of the face will do nicely. The finished image should be black lips on a white background.

Then put it back in Alias, projecting it onto the face using a projection icon that you scale to perfectly fit those 'landmarks' we used for cropping - this will mean that the lips are projected back exactly to the same place where they were painted. Then use 'Convert Solid Texture' in the Multi-Lister to create an image that can be used as a parametric texture (so it will stick to the surface when it deforms in animation or editing).

In the face I used a lot of separate surfaces - nose, ears, eyelids, eyelashes, eyebrows, blend surfaces, little "retouching" surfaces that darken a region like the nostrils or the outer corner of the eye, underneath the upper lash, the upper eyelid-fold etc - the eye alone has 13 pieces. (The outer corner of the eye is usually too light in cg models, I've noticed.)

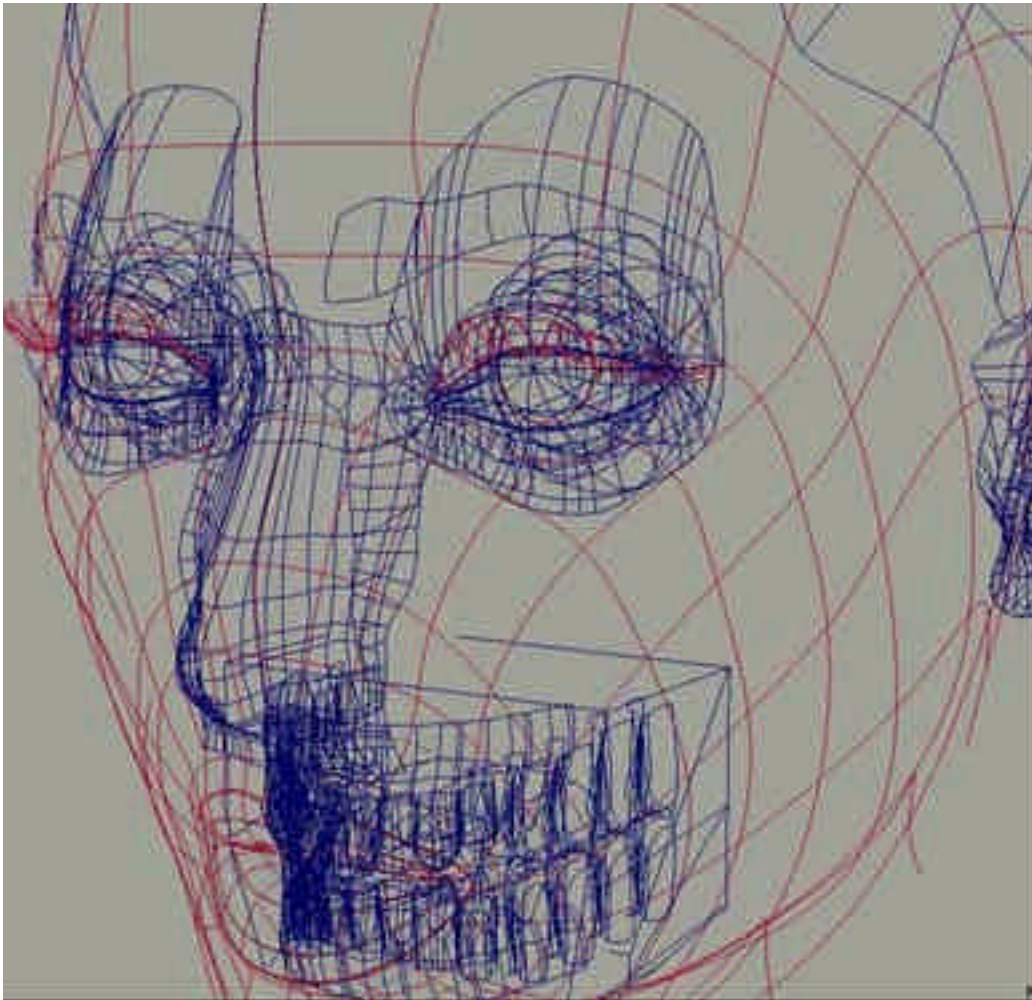
In the screenshot below, I've highlighted all the semi-transparent shadowing-surfaces I use in the eye (the inner corner surface is a bit different, it's used more as a blend from the pink to the white)



Notes

(This space has been intentionally left blank.)

The screenshot below shows the final completed face with all the surfaces visible, the same one I used to render the first image on the first page.



The End

Notes

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Later in this tutorial -- methods for bodybuilding...

