**LESSON: CARTOON HEAD**



**STEPS:**

1. Insert “Box” – make editable and CatClarkMull Subdivide
2. Use polygon mode and select top left polygon – select inner extrude and shrink inside, then extrude and drag back inward (Repeat on right side and lower two poylgons)
3. Highlight lower 2 polygons and press delete to blackout
4. Delete middle divider of mouth on both sides
5. Use point mode and hold shift while selecting upper 2 points of mouth and “weld together” (repeat on lower divider of mouth)
6. Use polygon mode and extrude top eyebrows
7. Use scapel and create diamond shape on side of head for ears (repeat on other side)
8. Use polygon mode to highlight 4 diamond sections and extrude
9. Use scapel to create smaller diamond and inner extrude
10. Insert “ball” – make editable, scale to 0.25 for X,Y,Z
11. Add material default white and drag onto ball
12. Use polygon mode to highlight iris and add material default black and drag onto iris
13. Rotate and position into eyesockets
14. Select Copy eyeball and paste then reposition into other eyesocket
15. Subdivide Box
16. Add material default choose color and drag onto face
17. Add “Box” and scale and position inside mouth for tooth
18. Add material default white and drag onto tooth
19. Copy and paste tooth and align into mouth for second tooth