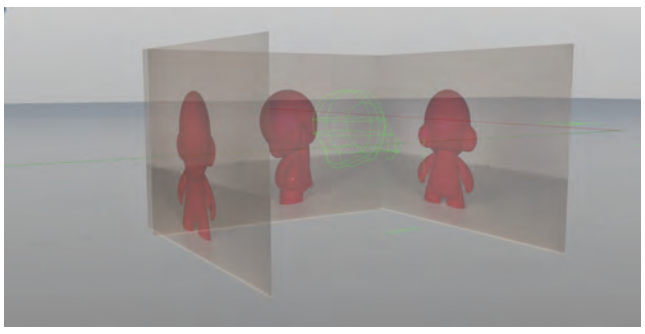
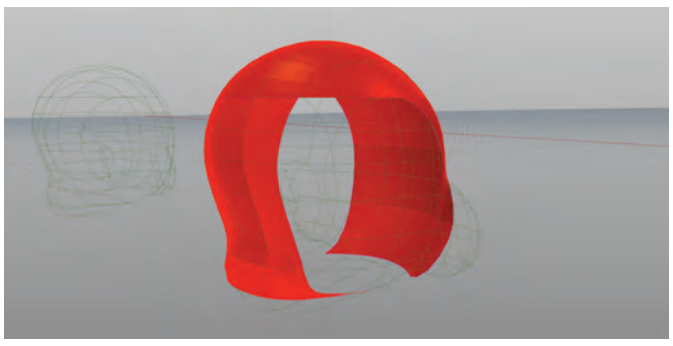
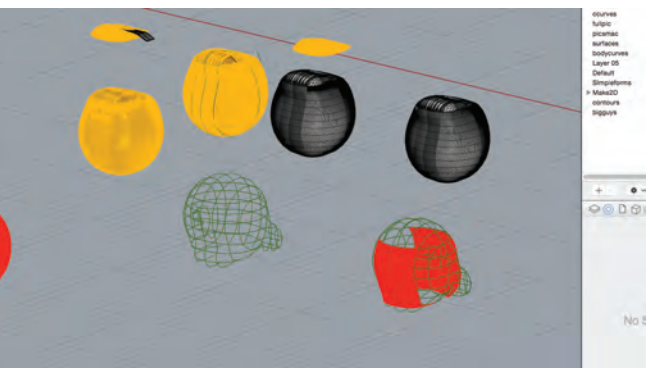
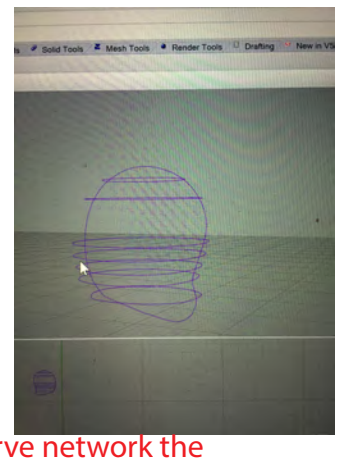


Section cuts arranged in place behind picture-framed images

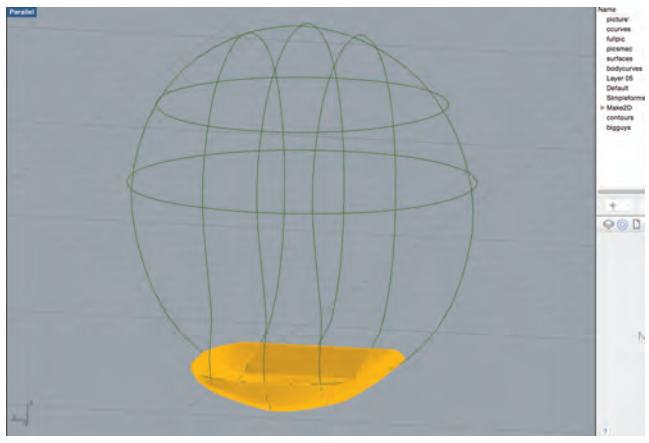




Once section cuts were aligned "Surface from Curve Network" tool was used to cover the head. This posed many issues and much trial and error and many iterations were needed to understand this tool and which (minimum) curves were necessary.

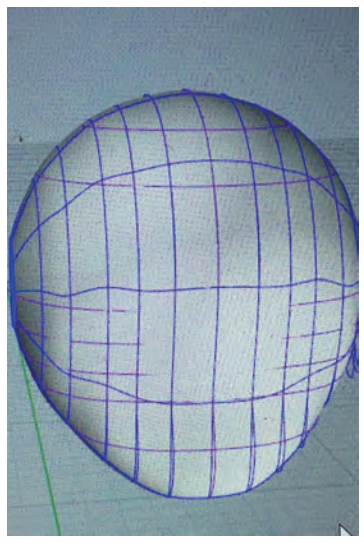


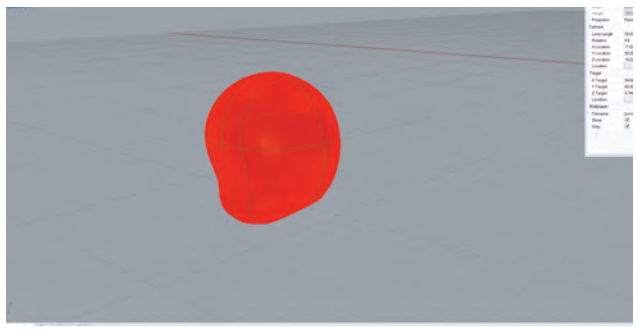
In an attempt to form the head with a curve network the head was drawn in multiple sections. Unfortunately I could not get the network to work so I had to try some-thing else



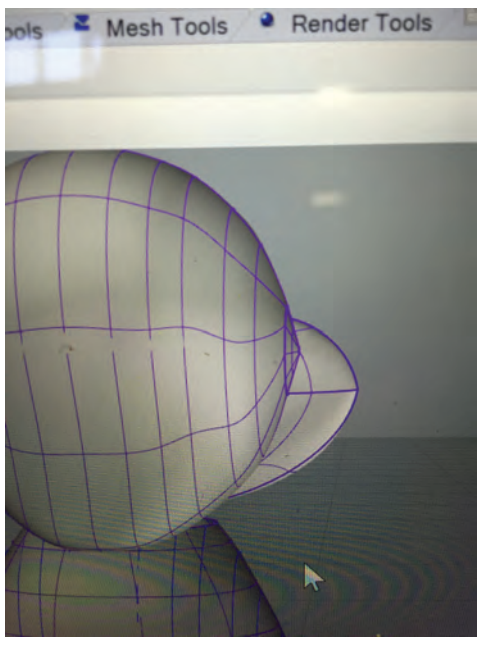
Three seperate surfaces were created and joined together.

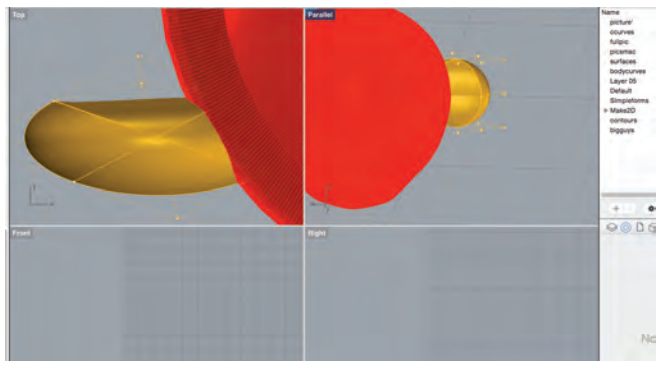
Instead the head was modelled in vertical sections and lofted. The symmetry of the head helped this work. But it left two holes at the sides of the head where the loft ended. These holes would take a lot of time to figure out and the attempts to fix them were many. Ultimately they were rounded off to a very small point that exposes itself as a small flaw in the final product





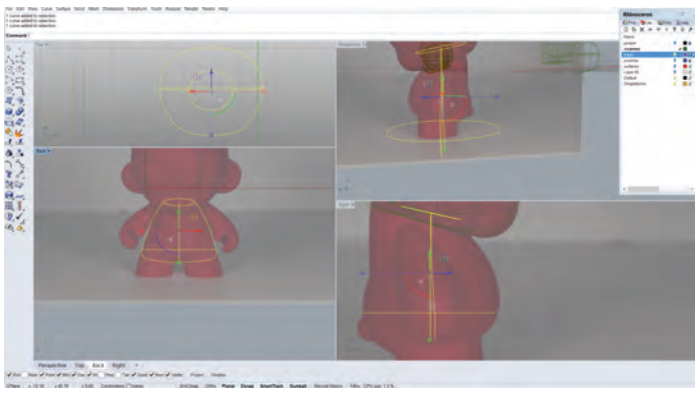
Finished head (without ears).





Ears were created using primitive shapes that were maniuplated, then bullioned to create open curves which were connected using Blend Surface tool

The ear was modelled out of an oval with the control points



Initial attempts at using curve network to cover the body were abandoned in favour of using primitve shapes and revolve tool.