

The Gnomon Workshop – Sculpting the Planes of the Head

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The key to successful head sculpture is knowing where the horizontal and vertical planes and facets are and the relationship that the features share with them. In this video tutorial illustrated by figurative artist and teacher, John Brown breaks down the human head in an array of planes and facets. He outlines the location of facial features and discusses shadows, depth, and teaches valuable techniques to make the most perfect head you can. John will also show how to work with templates, convert the contents of a 2D drawing into 3D techniques, symmetry, create a hard surface, and then create lightweight full-scale armor. As additional video clips, we visit 3DScanLA and show how to create an image using Photogrammetry scanning, the process of importing ZBrush, how to import it into ZBrush, and the fundamentals of cleaning scanned data to create a 3D print-ready model.

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What is The Gnomon Workshop – Sculpting the Planes of the Head?

"Sculpting the Planes of the Head" is a well-known educational resource offered by The Gnomon Workshop, a company that specializes in providing high-quality training for visual effects (VFX) artists, animators, game developers, and other professionals in the entertainment industry.

This particular workshop focuses on teaching artists how to sculpt and understand the three-dimensional structure of the human head. Sculpting the head accurately is a fundamental skill for character artists, whether they're working in film, animation, video games, or other visual media. Understanding the planes, forms, and proportions of the head is crucial for creating realistic and expressive characters.



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