

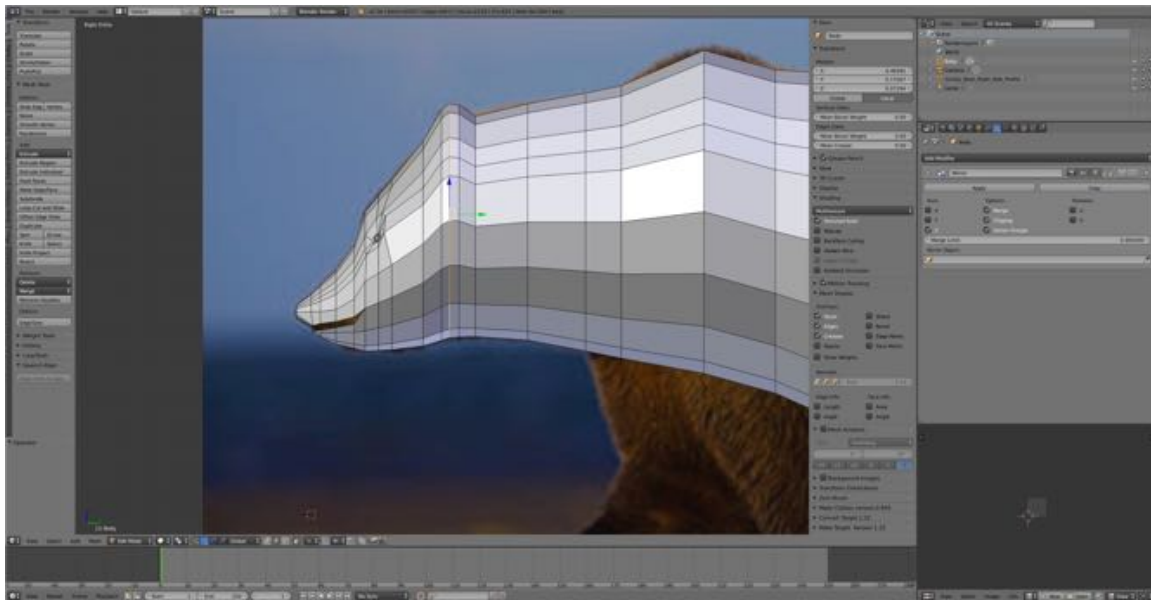
Modeling a Grizzly Bear

Step 04

Modeling - Bilateral (Ears and Tail)

Now, let's work on the ears.

- **Switch to Right Side View (NUMPAD-3-KEY)** and with the reference image visible in the background **add three Edge Loops (Tool Shelf > Add Tab > Loop Cut and Slide)** and **scale (S-KEY < Drag)** and **move on the Z-axis (G-KEY > Z-KEY > Drag)** to position.

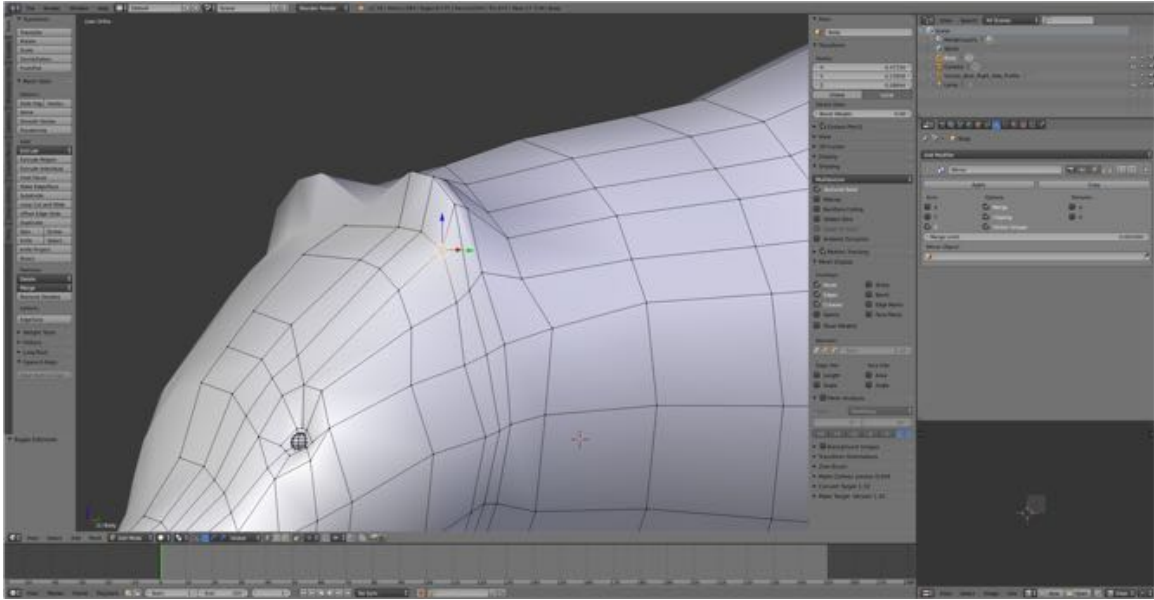


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- **Switch to Front View (NUMPAD-1-KEY)** and **add a Loop Cut (Tool Shelf > Add Tab > Loop Cut and Slide)** in the middle of the ear.
- **Pull vertices to shape** the ear.
You want to get a rounded look from the front view and indent the ear lobe slightly.

To see how your model is progressing it is useful to view it as a smoothed model using the [Smooth/Flat Shader Tool](#) (see website).

- **Switch to Object Mode (TAB-KEY)** and then **select the model (A-KEY)**.
- In the **Tool Shelf** under the **Tool Tab** and **Shading Pane** select **Smooth**.
- To **return** to the flat view select (**Tool Shelf > Tool Tab > Shading > Flat**).



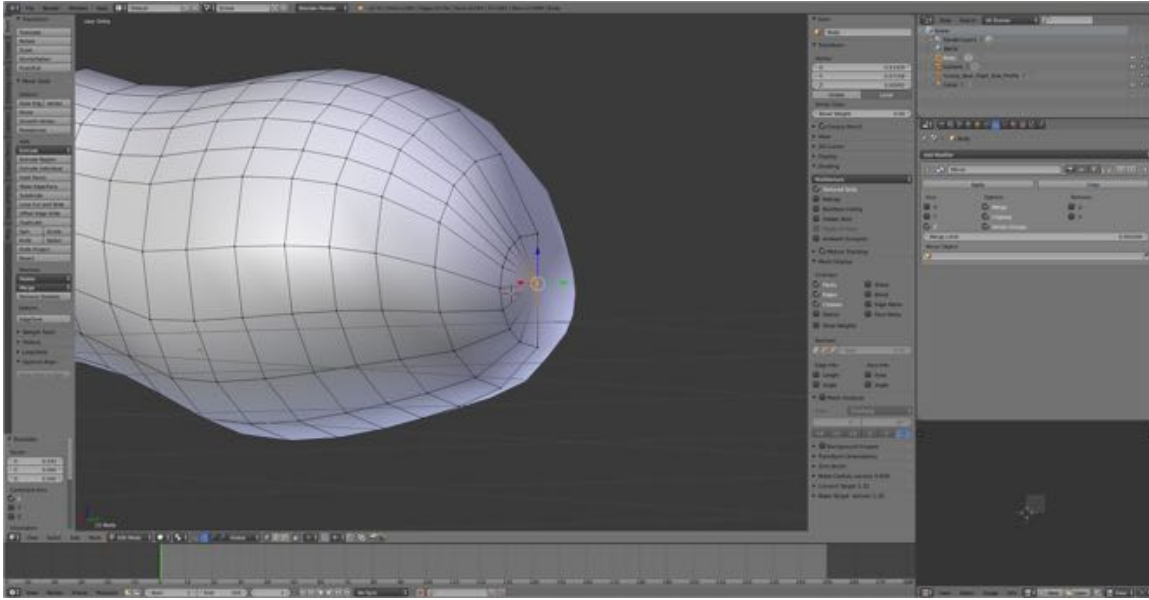
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Save your work.

- **Save** a copy of the **Blender file** (**SHIFT + CMD + S-KEY > NUMPAD-PLUS-KEY > LMB Save as Blender File**) (**GrizzlyBear07.blend** if you have saved the same number of times as I have).
- **Save a screenshot** (**Information Editor > Window Menu > Save Screenshot**).

Finally, let's work on the tail. Grizzly bears, like most bears I guess, have a very short stubby tail.

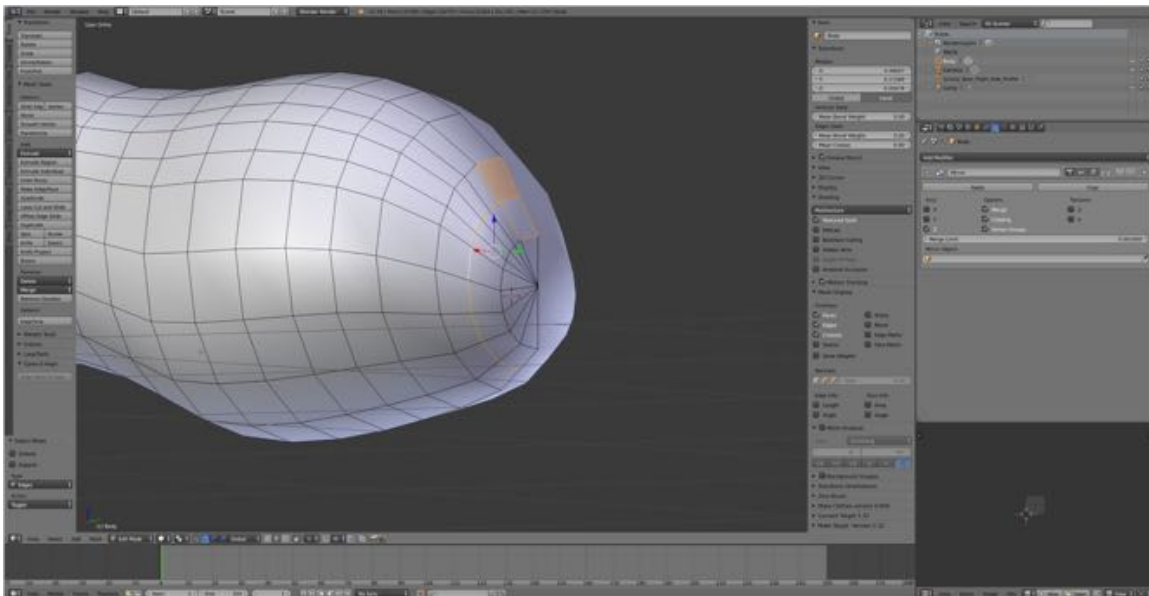
- Let's **switch to Vertex Selection Mode** and **select the back loop** of vertices (**ALT/OPT + RMB**) and **scale** (**S-KEY > Drag**) in a bit.
- Now, let's **extrude** (**E-KEY**) in to create another ring of vertices and then use the **Merge Tool** (see website) to **merge at center** (**ALT/OPT + M-KEY > select At Center**).



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- Then let's **add** another **Edge Loop** (**Tool Shelf > Add Tab > Loop Cut and Divide**).

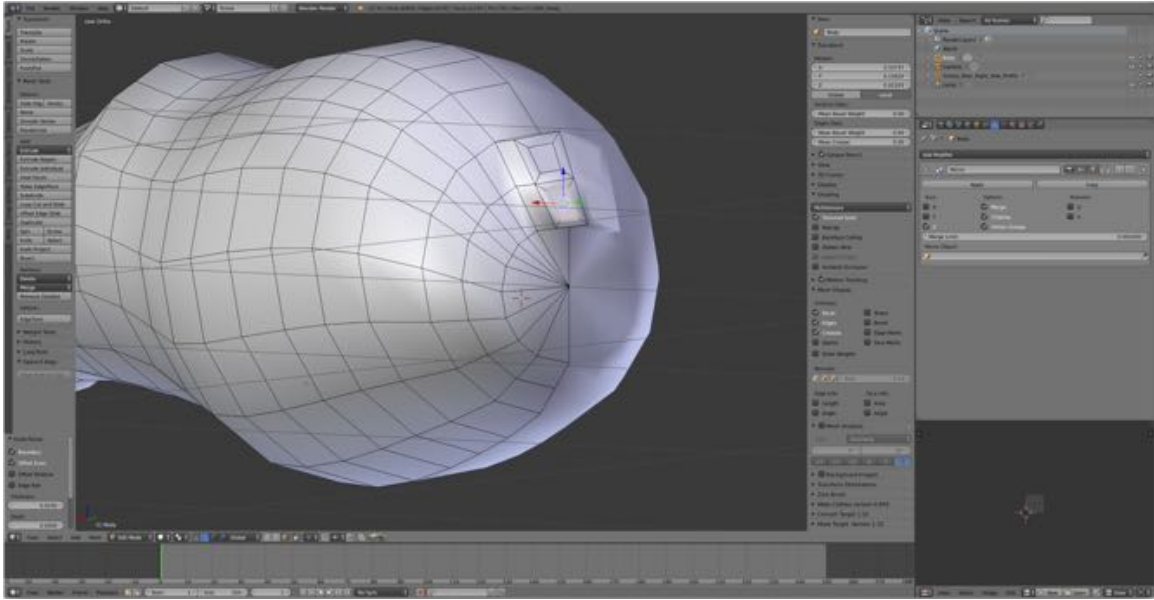
What I want to do is create two faces (selected in the figure below) from which I will form the tail.



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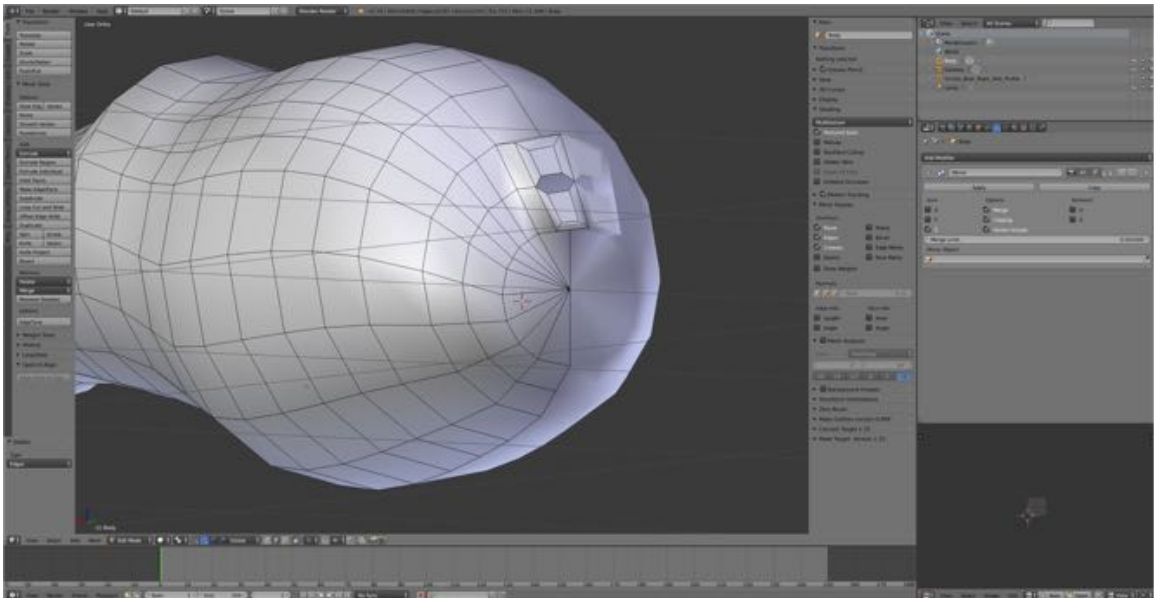
Now we can extrude and pull vertices to form the tail.

- **Extrude** the **two** faces in **back** along the **Y-axis** (**E-KEY > Y-KEY > Drag**).
- **Add an inset** to **each** face (**I-KEY**).



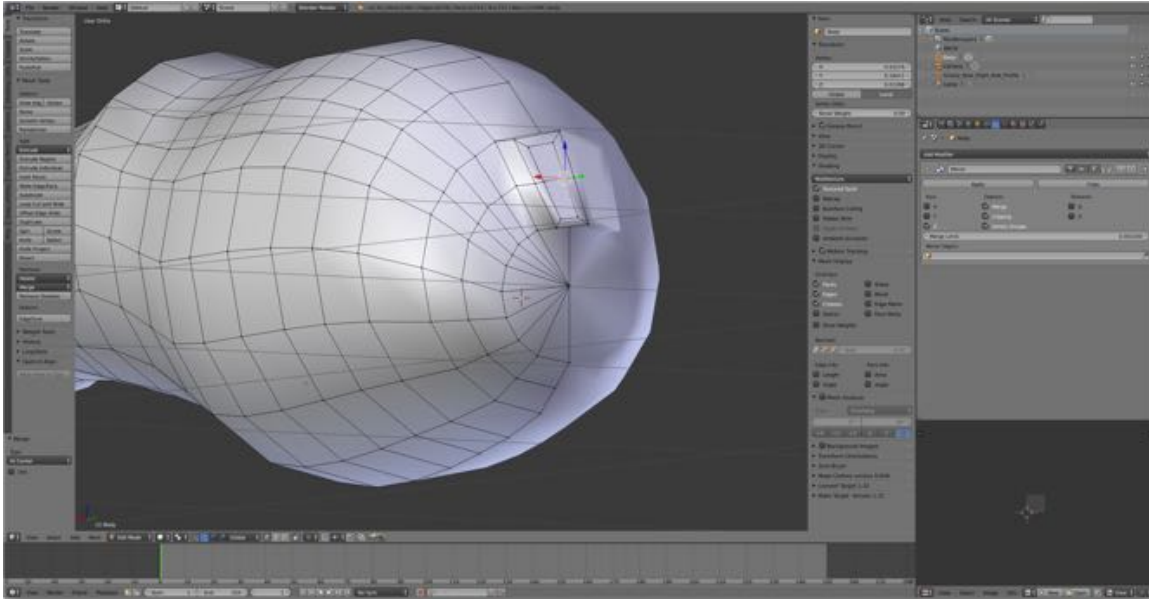
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- **Switch to Edge Selection Mode** and **select (RMB)** and **remove (X-KEY > Edges)** the **edge between the two faces**.



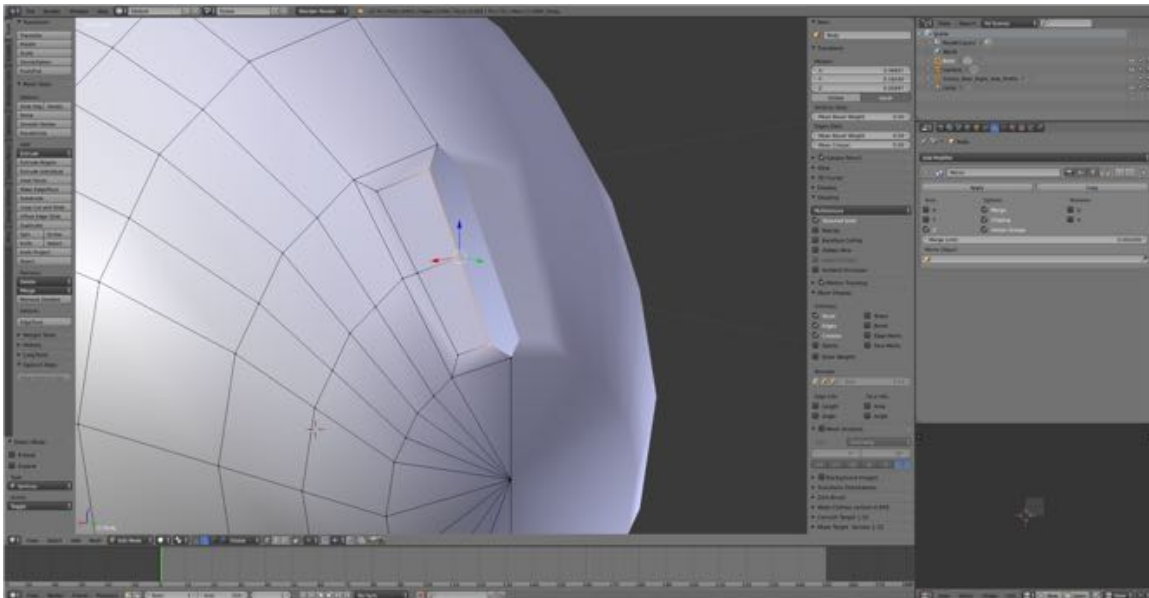
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- **Switch to Vertex Selection Mode** and **merge the vertices (ALT/OPT + M-KEY > select At Center)**.



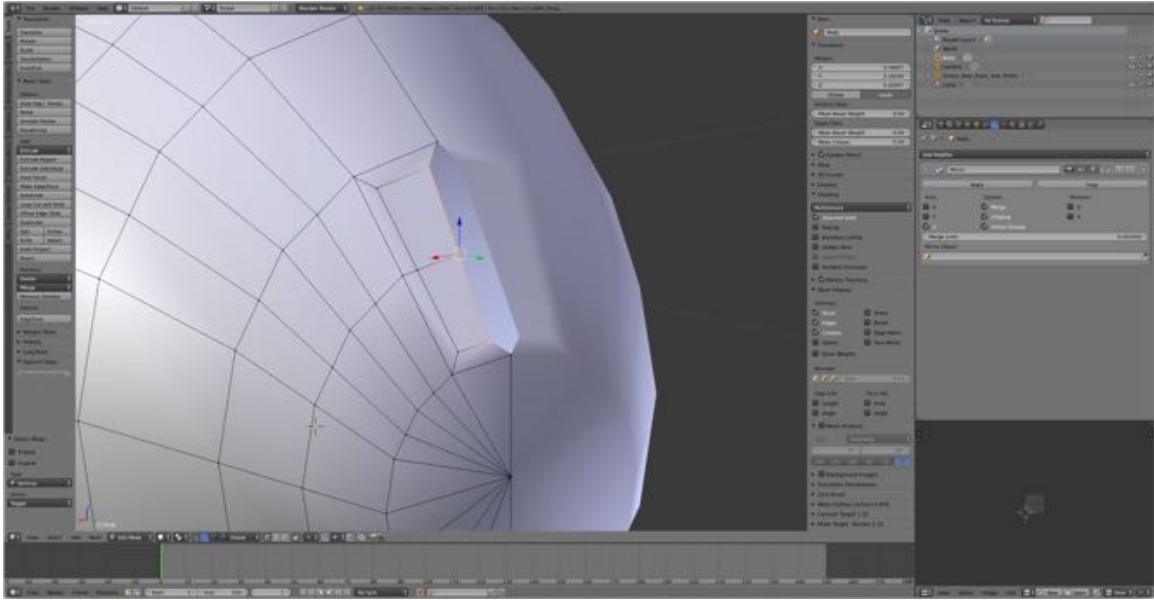
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- **Switch to Face Selection Mode** and **select (RMB)** and **remove the two faces** along the centerline (**X-KEY > Faces**).



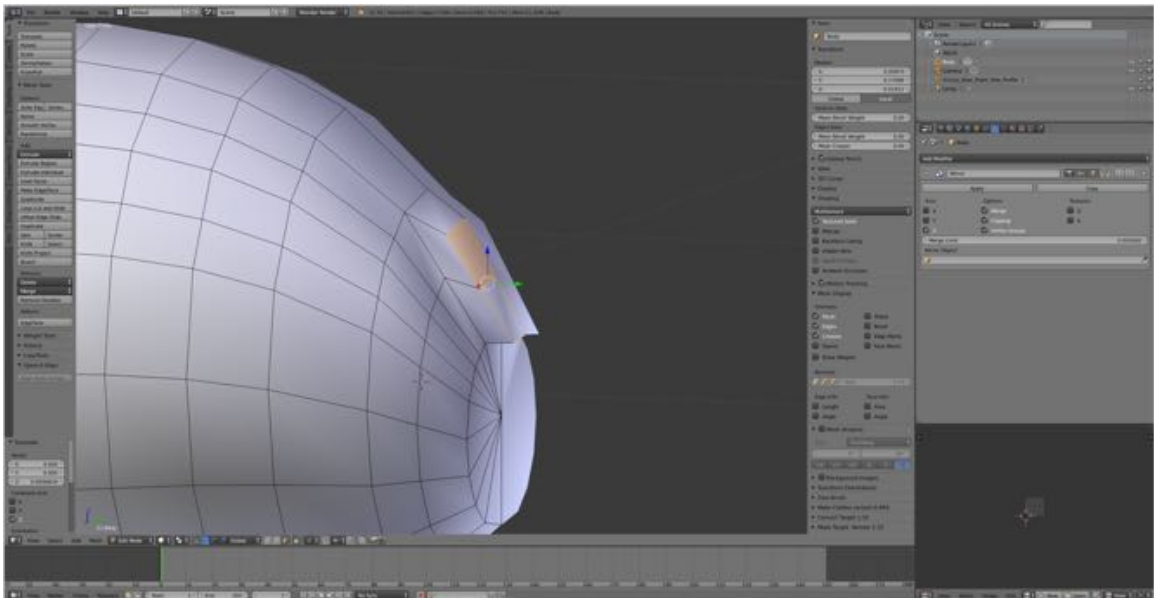
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- **Switch to Vertex Selection Mode** and **drag the three vertices** on the X-axis **towards the centerline** to fill in.



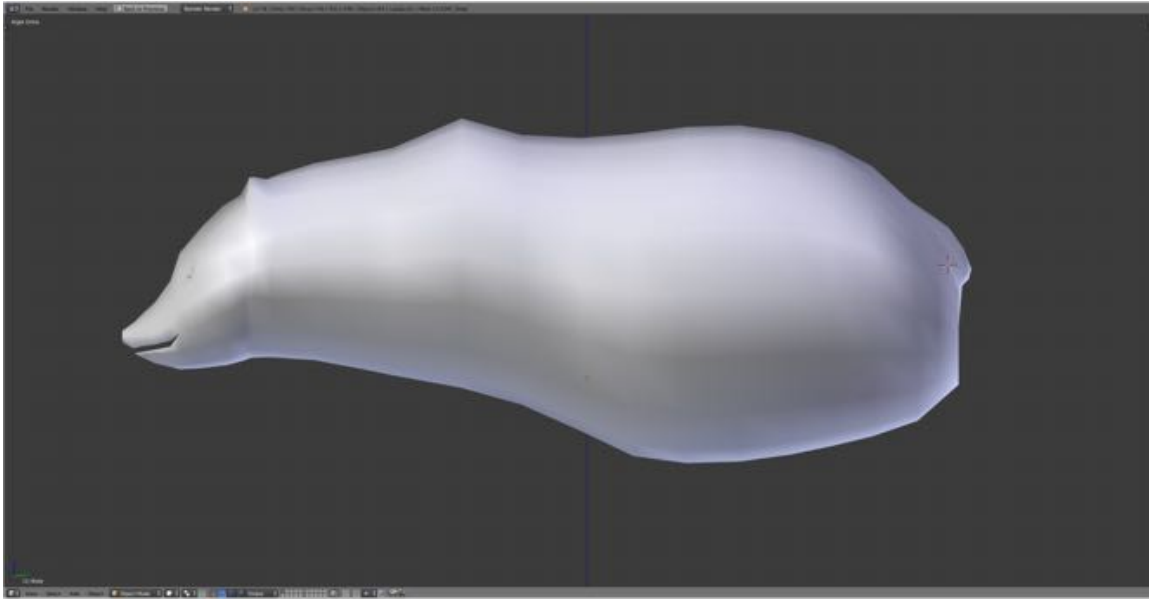
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- **Switch to Face Selection Mode** and **select (RMB)** and the **two faces** and move out (**G-KEY > Y-KEY > Drag**) and down (**G-KEY > Z-KEY > Drag**).



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- Now pull vertices to shape the tail.



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Save your work.

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- **Save a screenshot** (**Information Editor > Window Menu > Save Screenshot**).