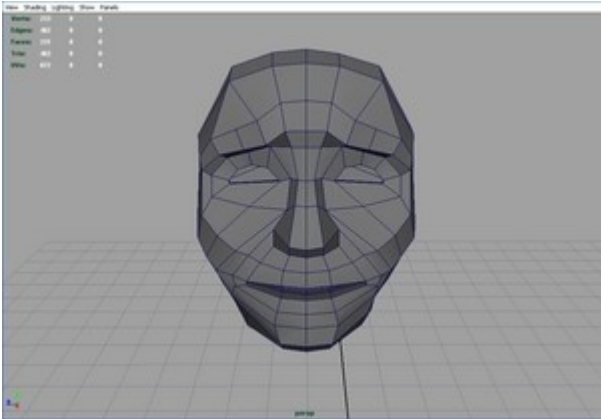# Modeling a t-spline face in Maya
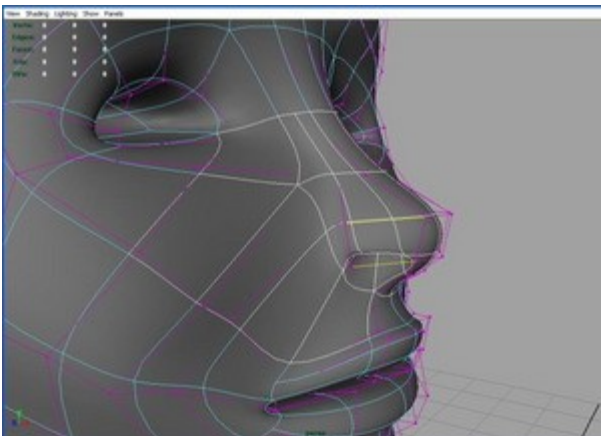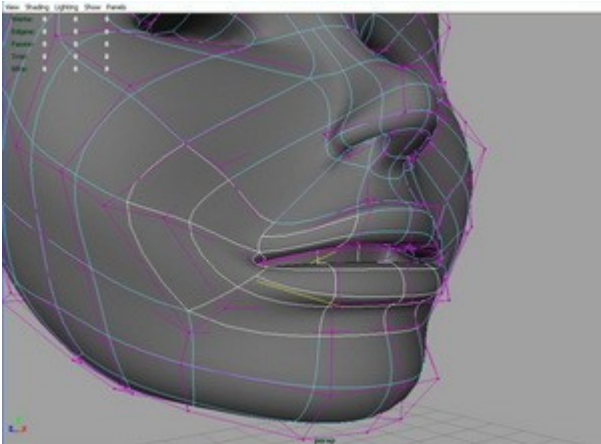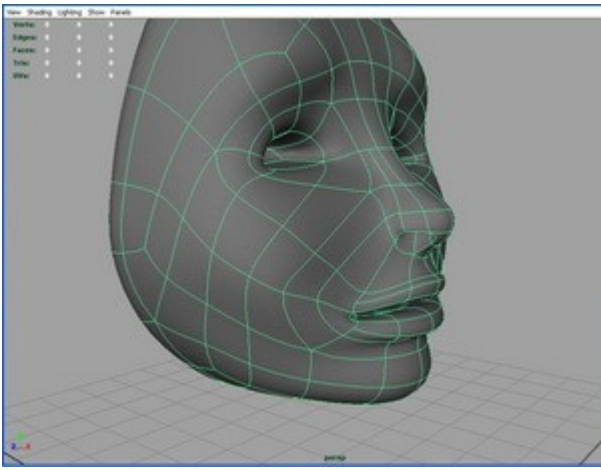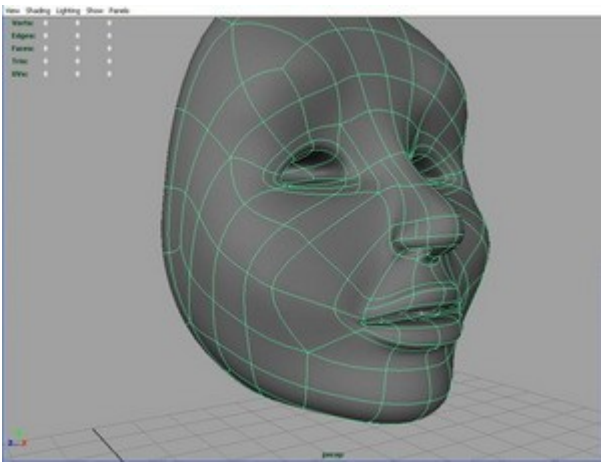

Begin by modeling a simple polygon face.

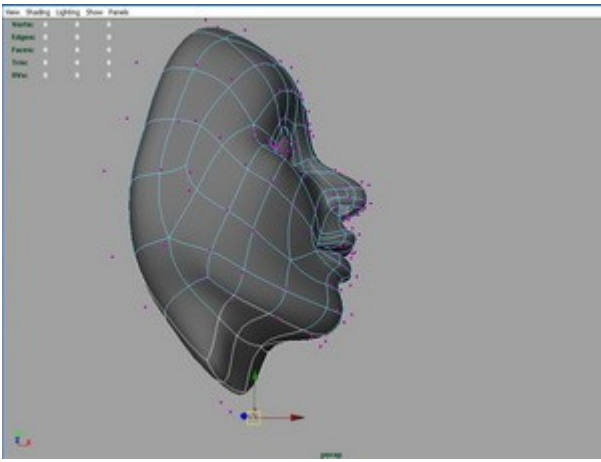Next, convert the face to T-Splines.

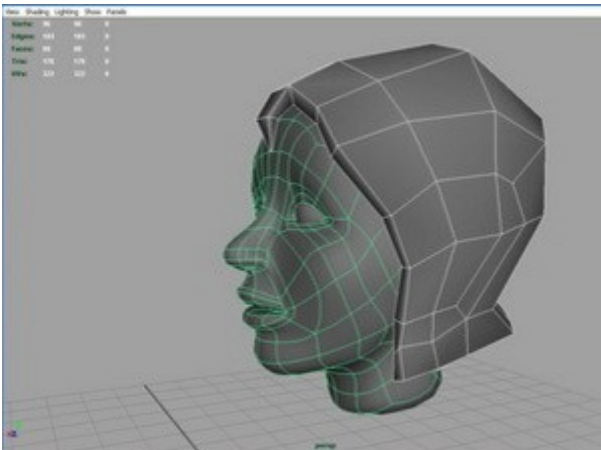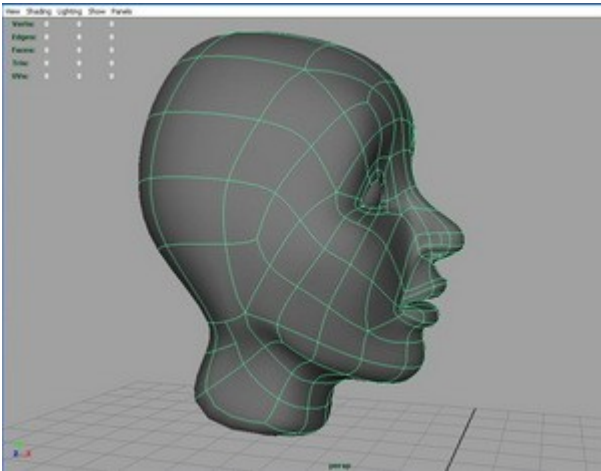Split edges and extend the T-junctions around the nose to add local detail.

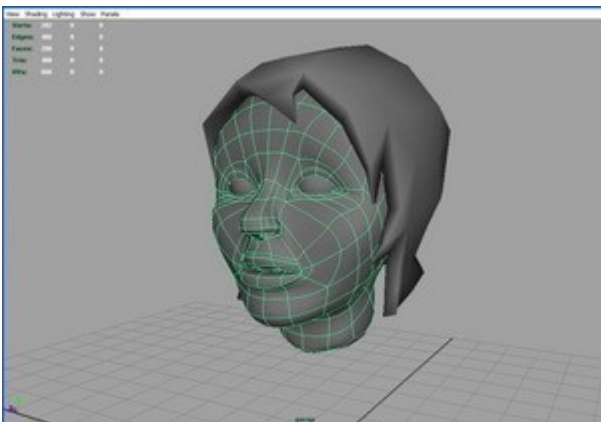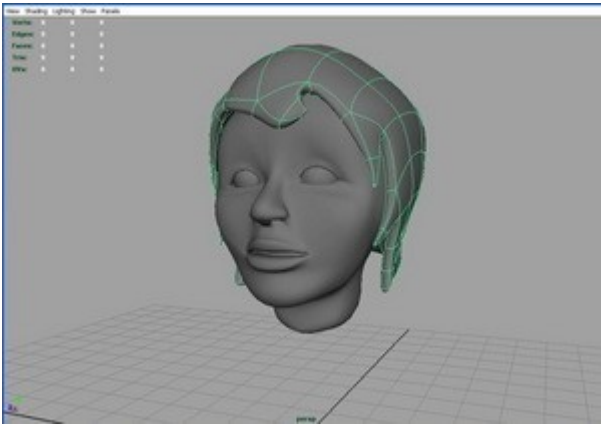Add more T-junctions around the lip for additional detail.
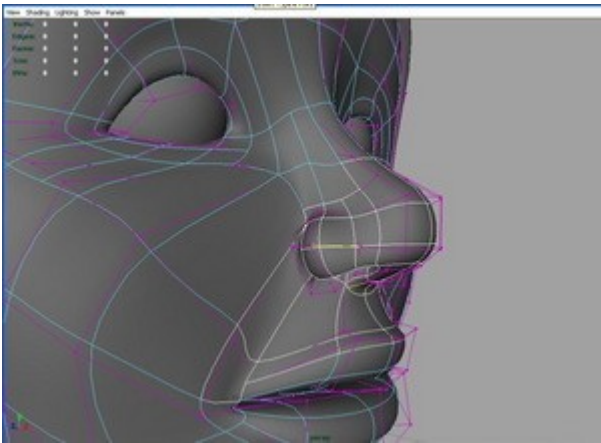
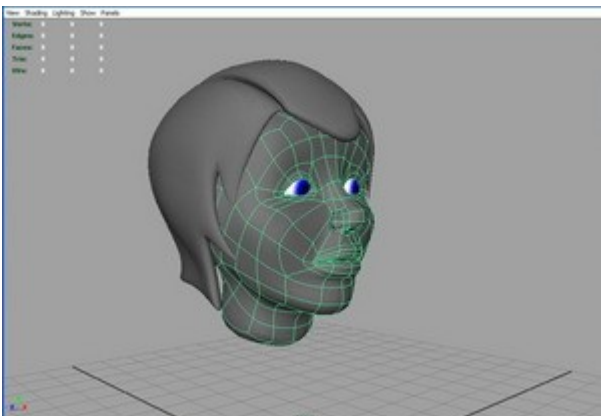Manipulate verticies to form a neck and back of the head.
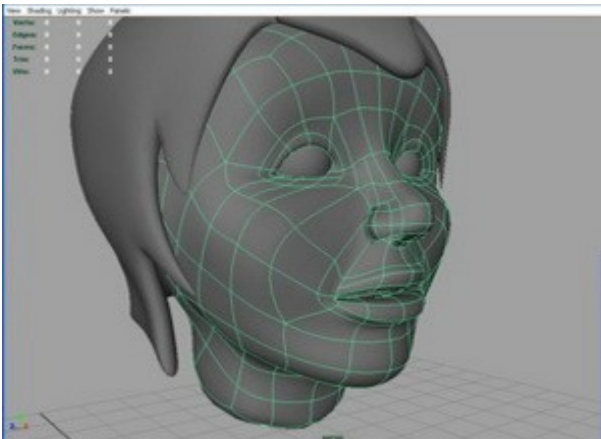

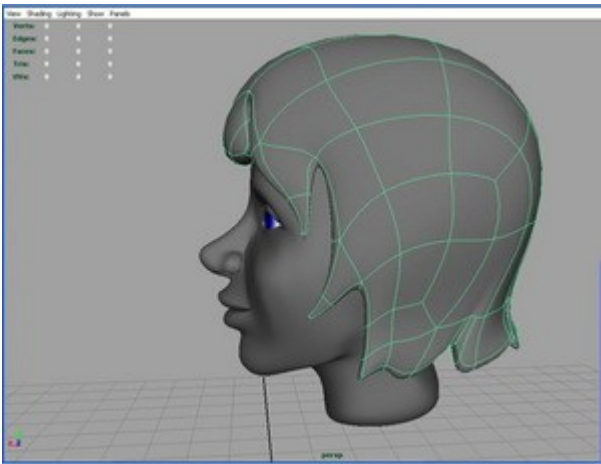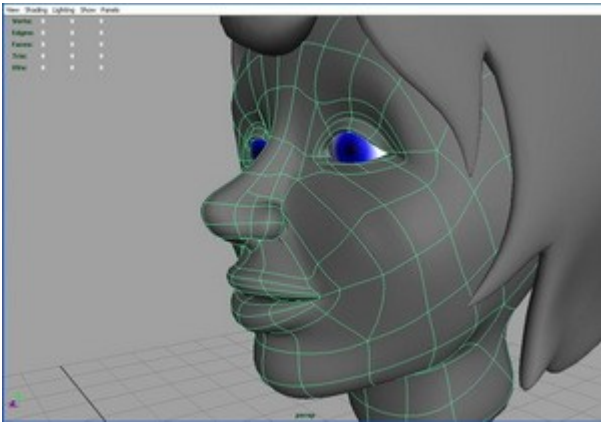Add a simple polygon shape for the hair.
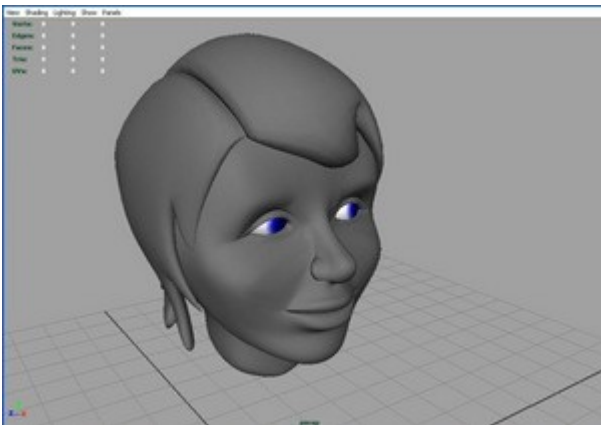
Convert the hair to T-Splines.

Add even more detail to the nose, mouth, and eyes by splitting and extending T-junctions.

Add more detail to the edges of the hair.

Tutorial provided by Kate Kuttler