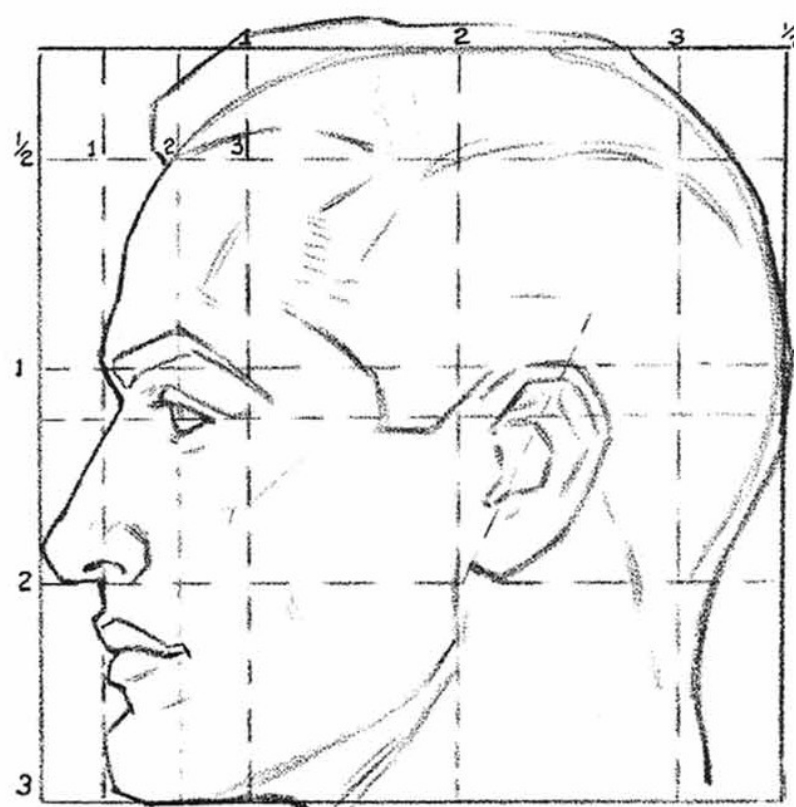
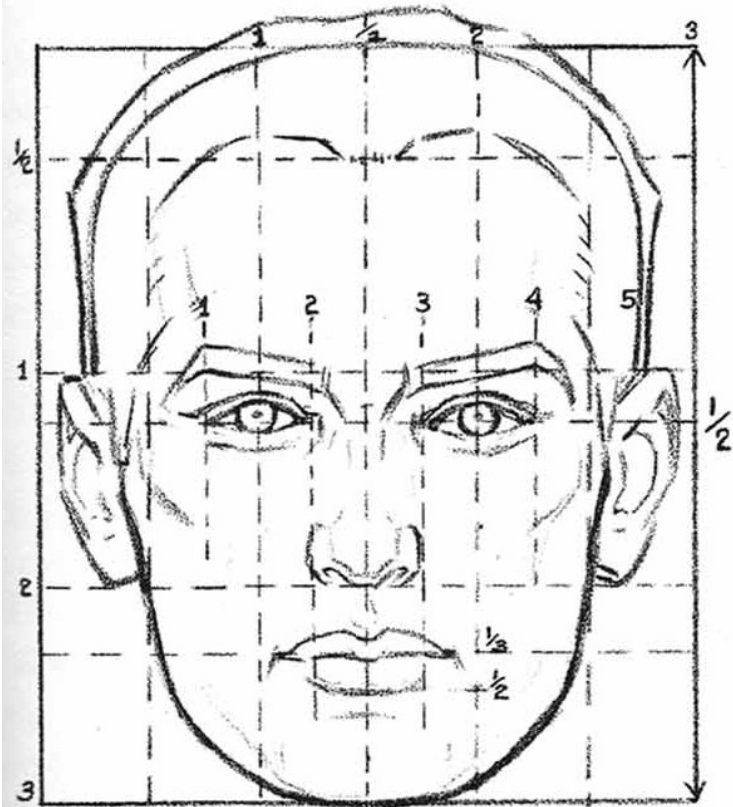


Face Carving MCC 2026 Nose and Hair

Face proportions



Wood Spirit - Exaggerated features

Narrower face - just 3 eyes and a bit
 Wider nose - normally width of nose is in-line with inside of eyes

The Nose

- most prominent feature
- Use corner OR
- Cut back the rest of the face OR
- Add wood for nose

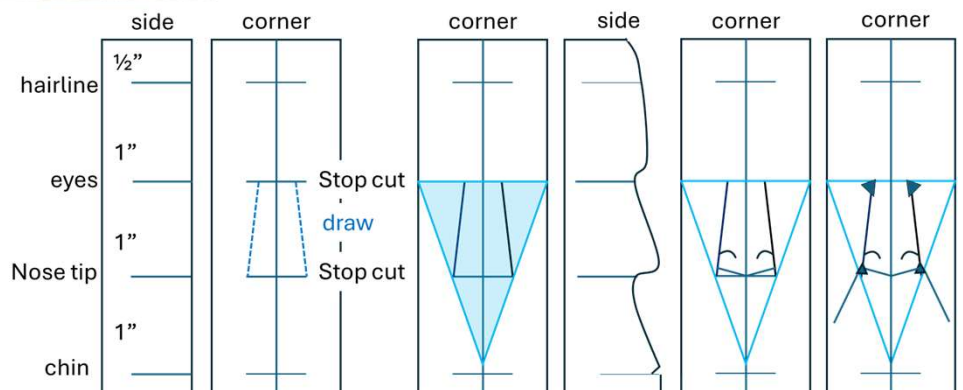
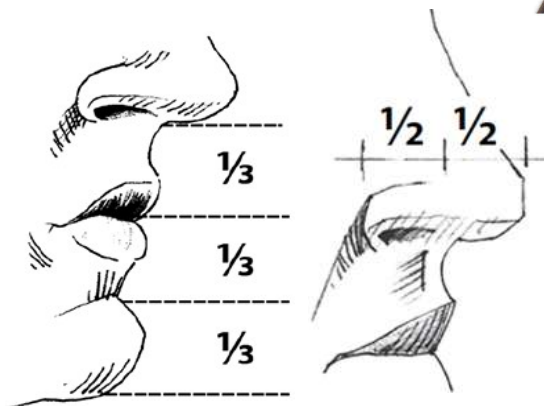
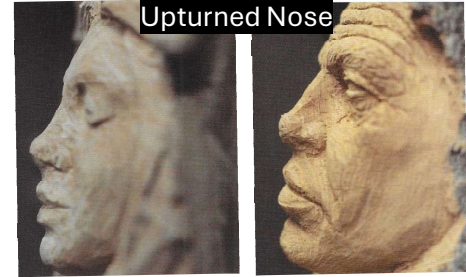
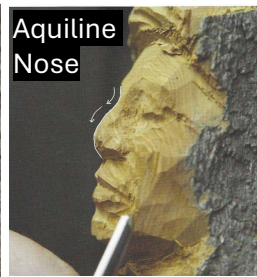
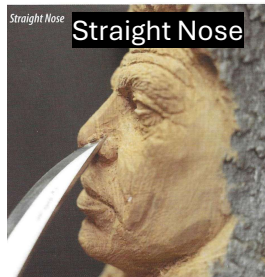
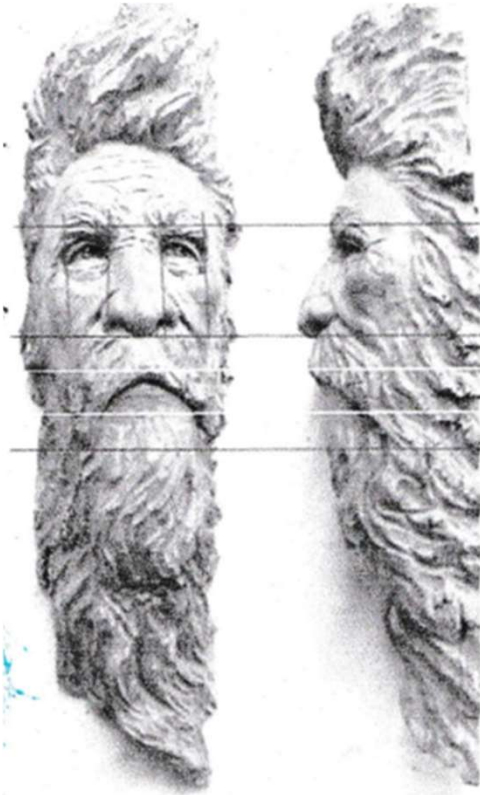
Male vs Female face features

Males

- Narrow set eyes
- T brow
- Narrow cheeks
- Broad Chin
- Steep forehead angle
- Convex nose bridge
- Straight nose tip
- Thinner lips
- Longer/larger chin & jaw

Females

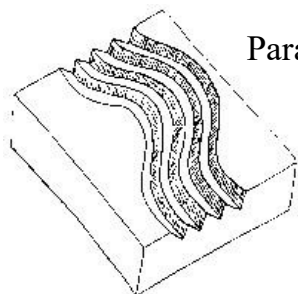
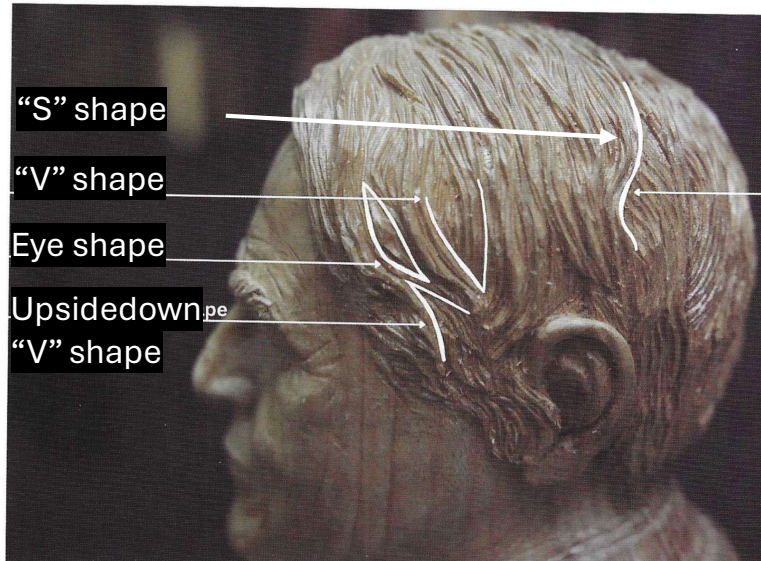
- Wide set eyes
- Y brow
- Wide cheeks
- Narrow chin
- Flat forehead angle
- Concave nose bridge
- Upturned nose tip
- Thicker lips
- Shorter/smaller chin & jaw



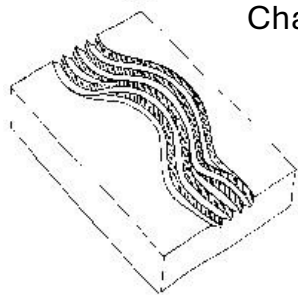
Carving Hair

1. Block out separate regions of the hair
2. Cut rough groupings within each region
3. Maybe subgroupings within that
4. Start defining hair shapes
5. Define individual hairs

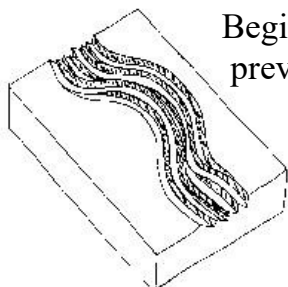
Basic Hair shapes



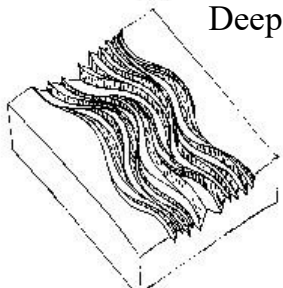
Parallel or serpentine cuts.



Changing lanes



Begin between previous cuts



Deepen some areas

Hair carving tips

Use v-tool and veiners
Multiple sizes can help
And/or use carving knife to cut groove with parallel lines cut at an angle to each other
Practice flow

head hair suggestions:

1. a full flowing head of hair created with v-gouge cuts
2. braided hair with beads, leather wraps, and feathers
3. short hair, mohawks, or even buzz cuts
4. half bald with the head hair starting along a line at the top of the ear
5. fully bald – no hair at all
6. leaves, flowers, scales and/or fruit in place of hair for a fantasy creature

