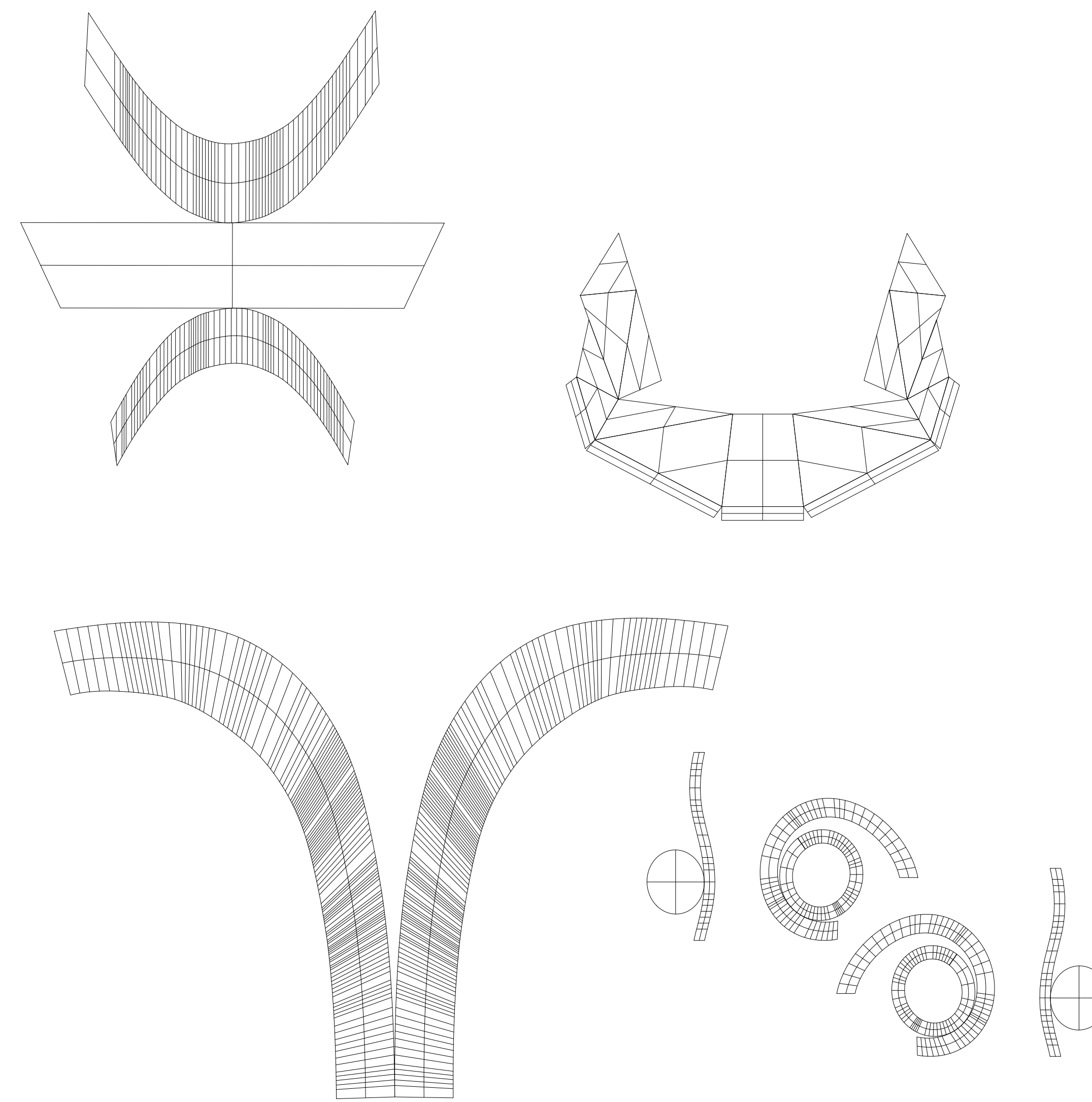
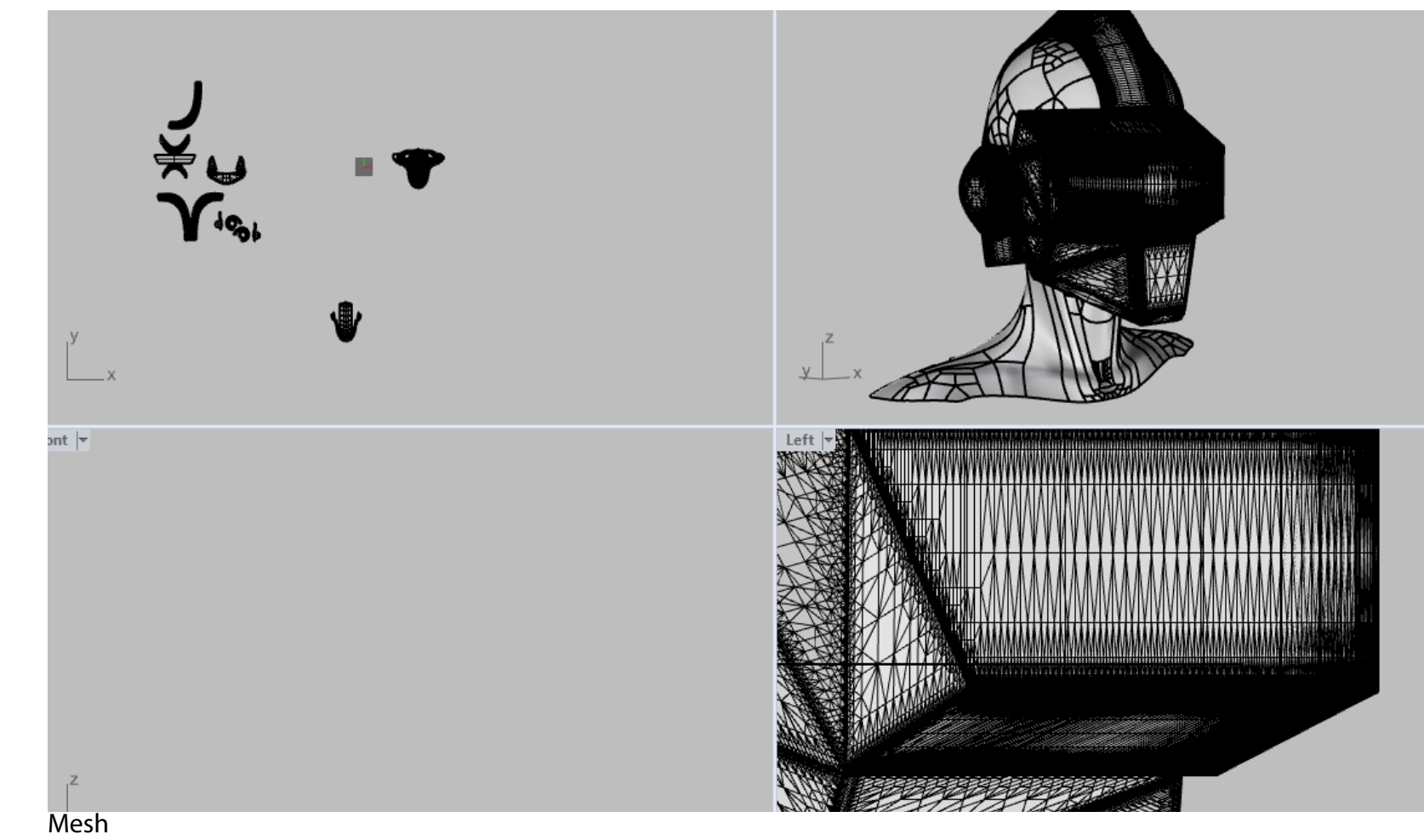




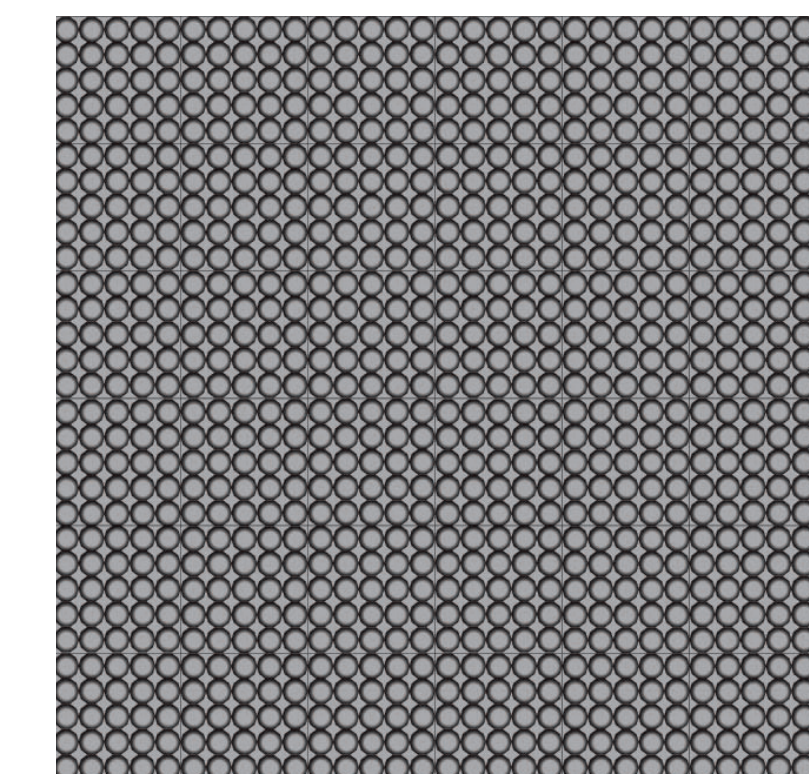
2D Unfolded Surface on Texture Map



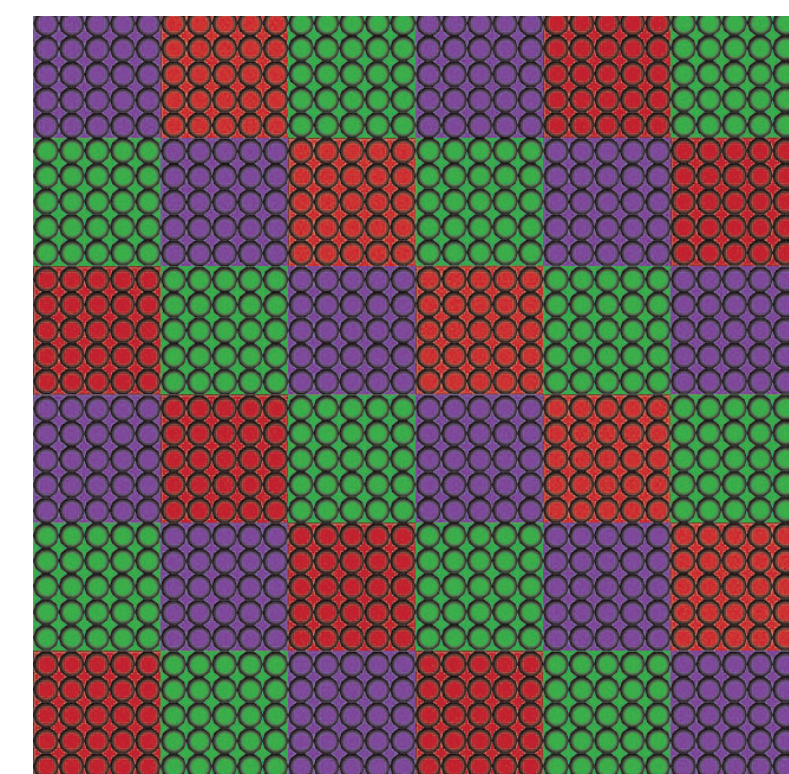
Paper Model Unfolded
 All of the tabs and seams have been aligned to connect with each other, however I had to separate them for printing because no paper size could accommodate the scale.



Mesh



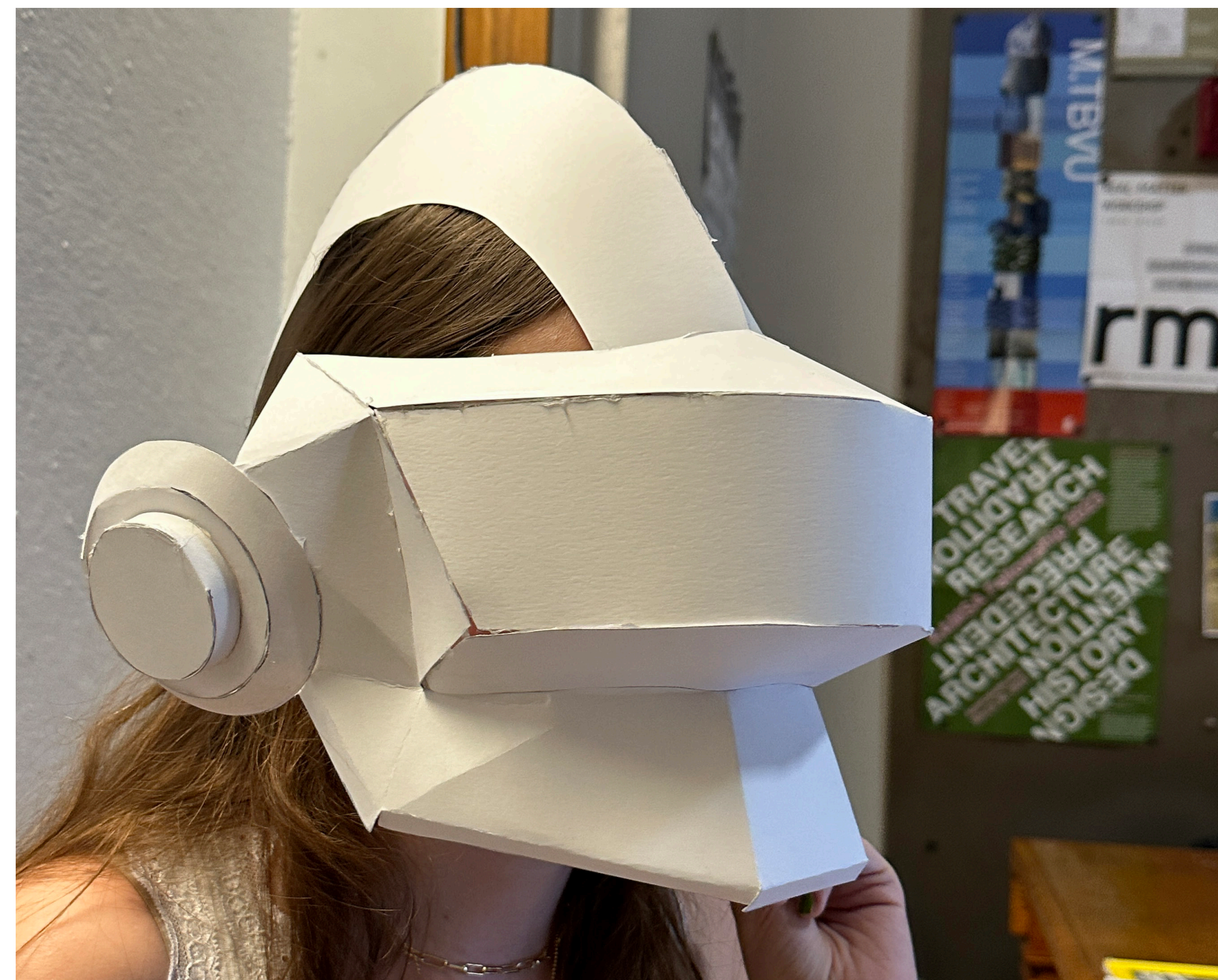
2D Displacement Map



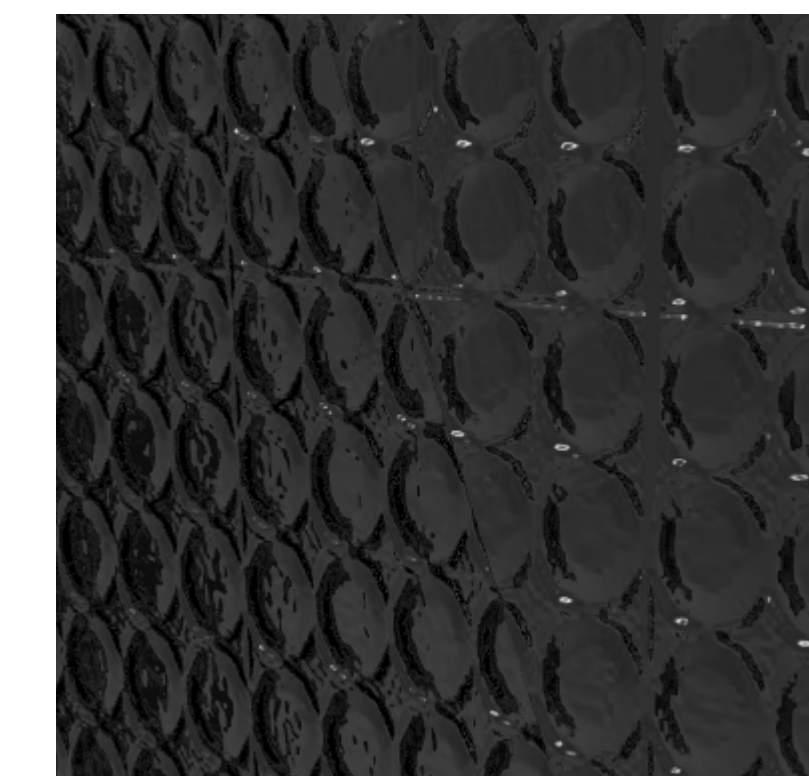
2D Color Map



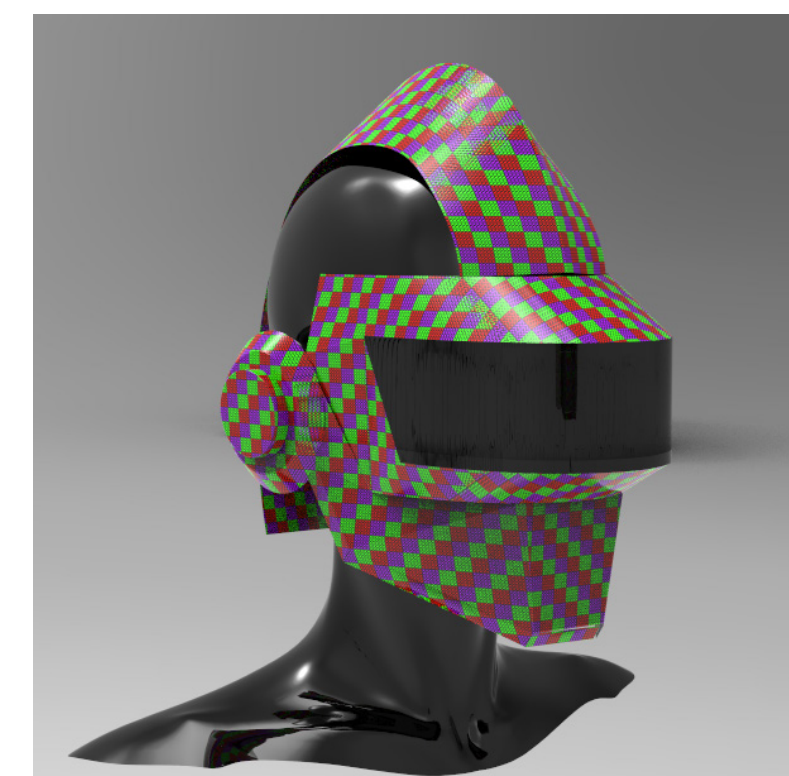
3D Keyshot Rendering Photoshoped on Head



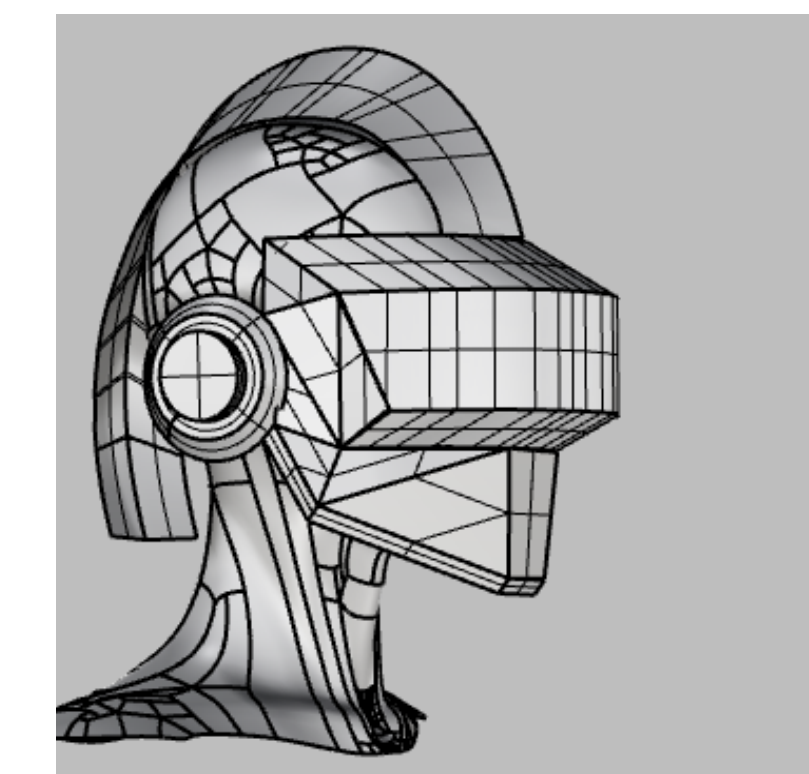
Paper Model on Head



3D Displacement Effect



3D Displacement Effect and Color Texture



Process Screenshot



Inspiration Image