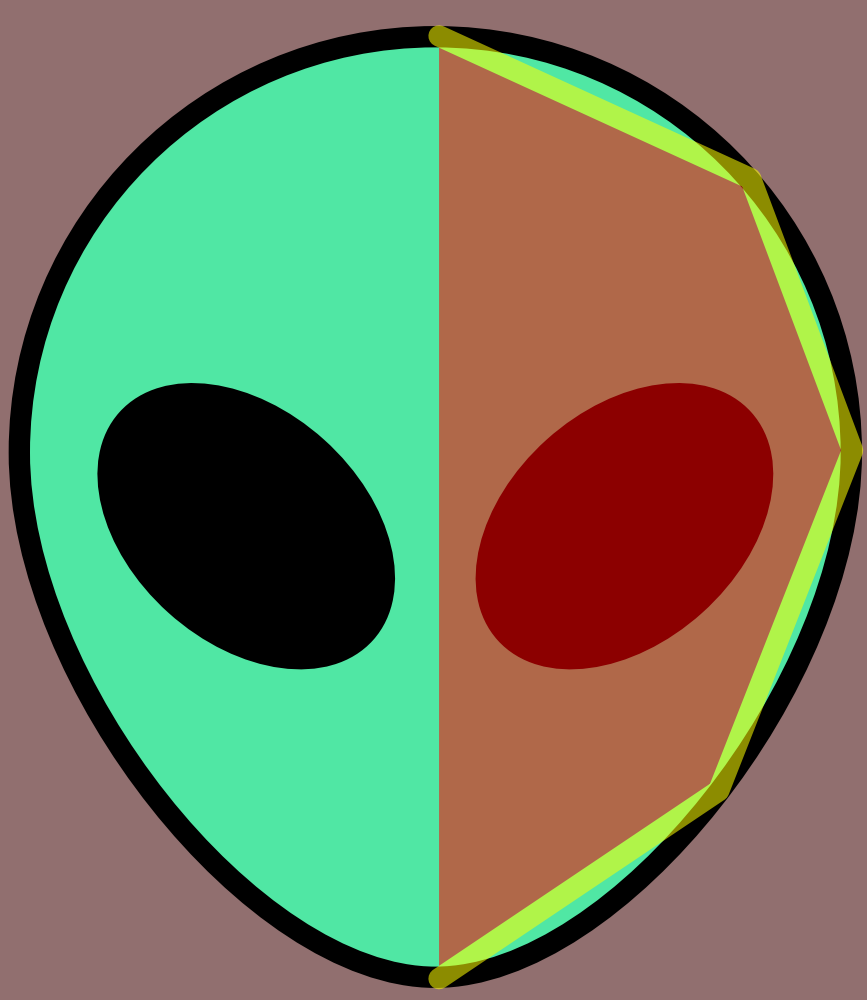
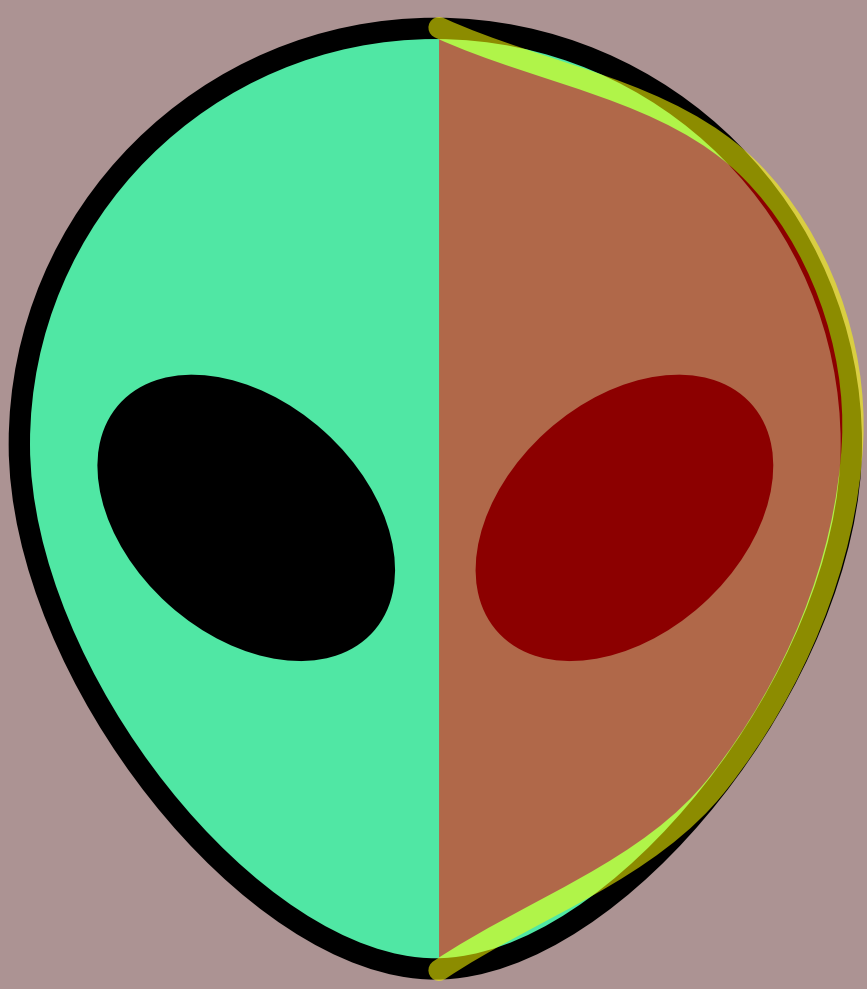


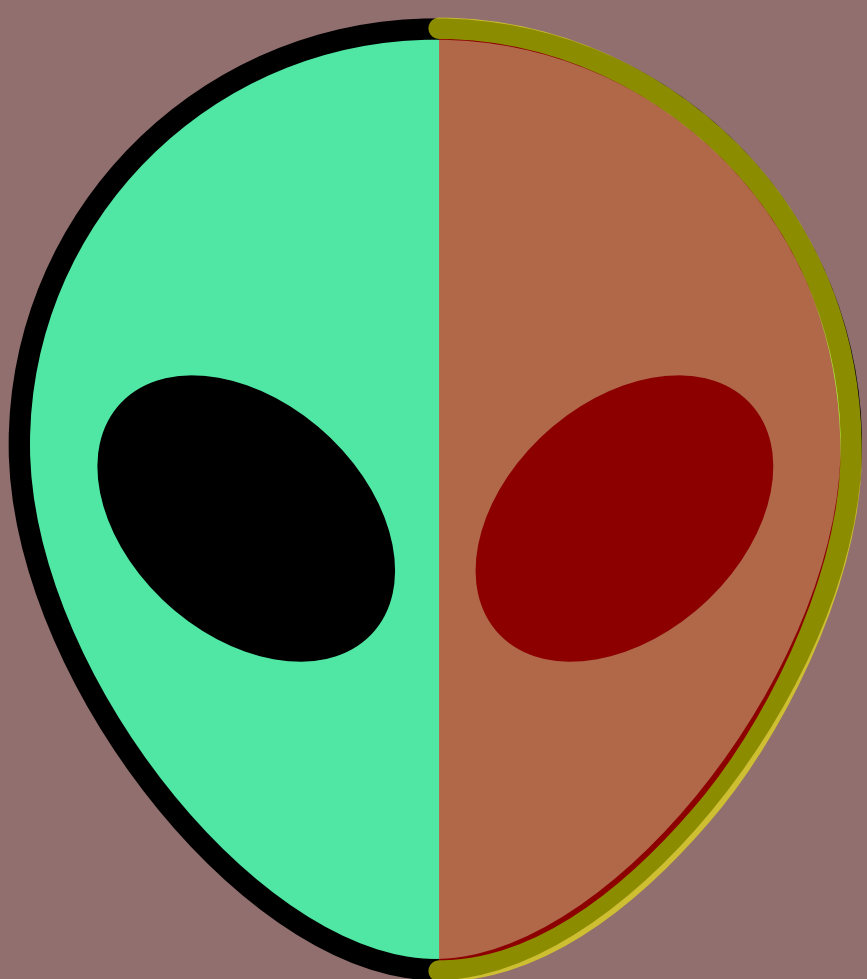
use the pen tool to lay down the basic of the head shape
-click from node to node-



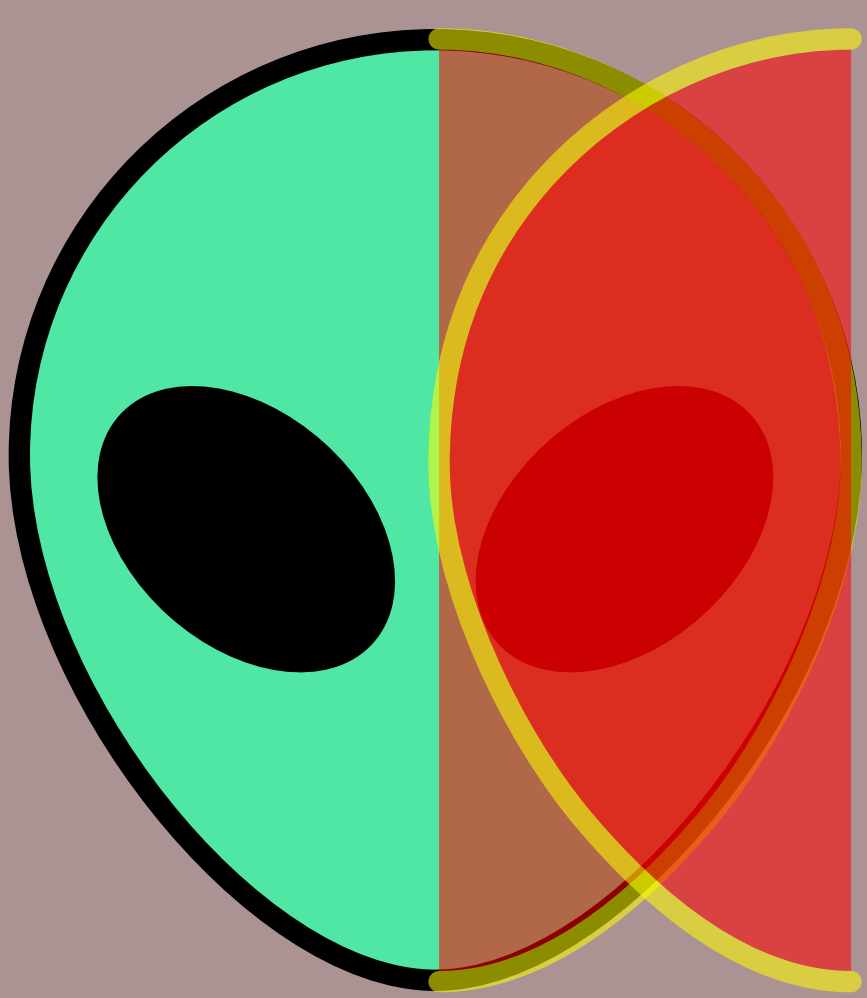
use the node tool further on:
select start and end nodes,
open the align and distribute panel
(Shift+Ctrl+A)
align the two nodes on
the same vertical axis



(rectangle) select all nodes,
set segments to be curved, then
set nodes to be smooth



adjust node handles
-use Ctrl for horizontal and vertical
tangents



duplicate path, flip it horizontally (H)



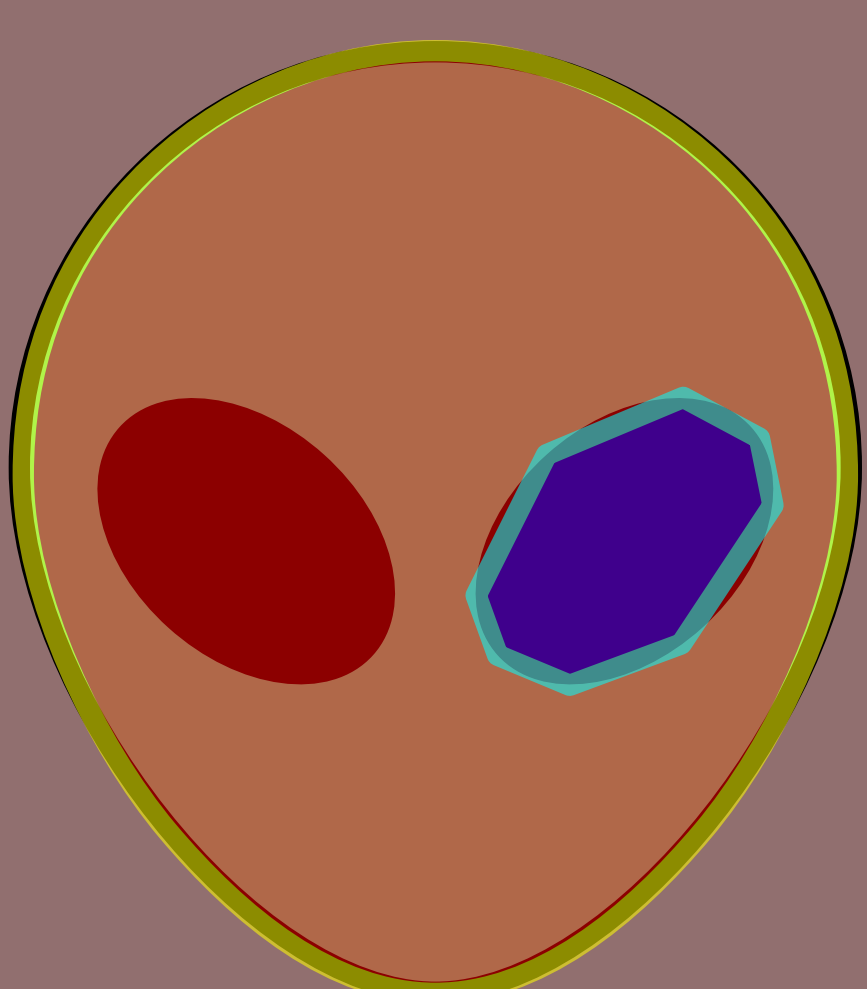
enable snapping to nodes
and to cusp nodes, and
move the duplicant until
the start/end nodes match



combine the two paths together (Ctrl+K),
select the two starting nodes
and merge them together,

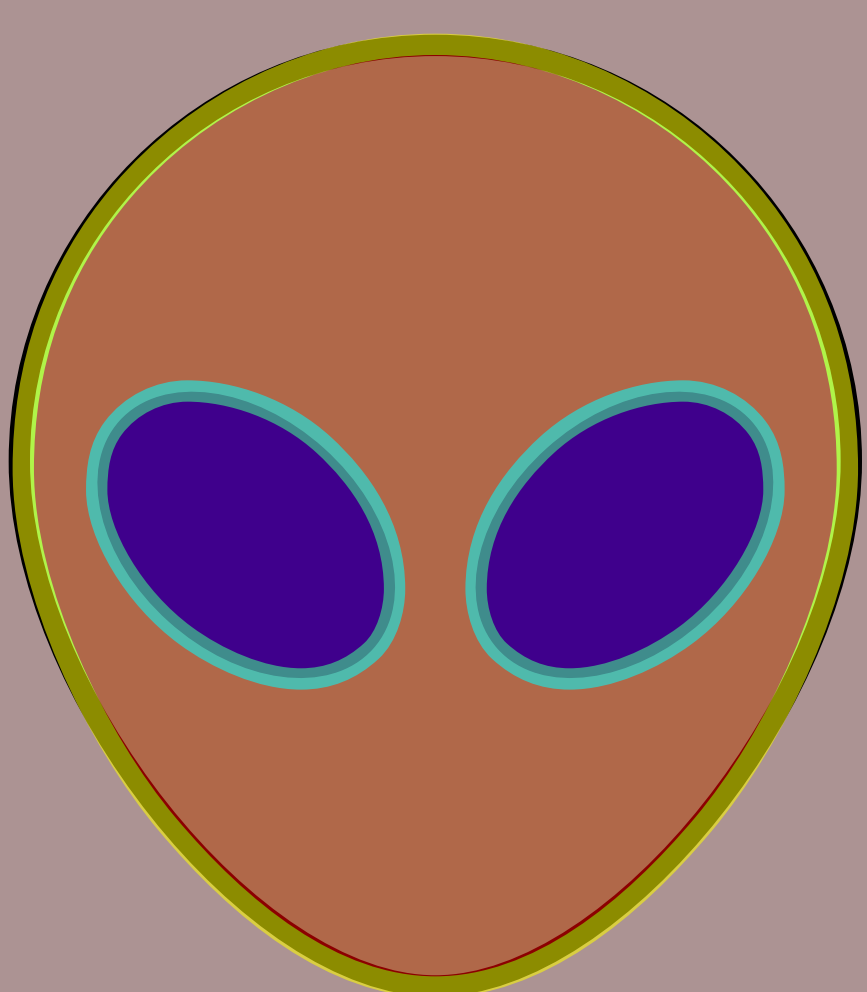
then do the same with the end nodes,

set the new nodes to be smooth



trace the eye
-as a closed path;
to finish the shape, click on
the starting node-

select all nodes, set segments
to be curved, nodes to be smooth,
adjust handles



duplicate the eye-shaped path
and the head-shaped,
group them together (Ctrl+G),
mirror horizontally (H)
ungroup object (Ctrl+Shift+G),
delete unnecessary duplicant of the head