Basically, This tutorial outlines one of the popular methods to do organic modelling in sketchup. And although people may say that this is not possible in sketchup I say to them that sketchup is all about technique rather than large expensive programs (or there are some free ones out there aimed at this, but the people who use them aren't likely to be the ones to make that kind of comment!) designed for doing this kind of thing. Although this kind of modeling has been possible for some time it is only really with the release of of Subdivide and smooth that the moddeler has been able to replicate the results of the big moddeling apps. This Technique was not invented by me, I am merely trying to create an easy to follow tutorial. I must add that there is one other technique involving purely the use of SDS but I think that striking the balance between this one and SDS can make the job much easier (although slightly longer) for those of us not used to Subdivided surfaces (which in my opinion is darn tricky to get exactly the shape you want without using the method in this tutorial)

For this tutorial you will wont "need" any extra plugins, but if you want to make the job a lot easier then I suggest you buy subdivide and smooth off smustard.com for $10. You can download the free script but you will soon discover that it is fairly limited in comparison and in my opinion on there to get you hooked on SDS! For greater precision and more detailing after (or before) you have applied the SDS i suggest Sketchy Freeform Deformation plugin (Sketchy FFD) and the Freescale Plugin both on the Sketucation Forums available for download. For even further detailing after the application of subdivide and smooth i suggest the use of Joint Push Pull and Tools on surface in unison with each other. Enough talk of plugins I reckon! Just stick to the method for now and perhaps SDS later if you buy it.
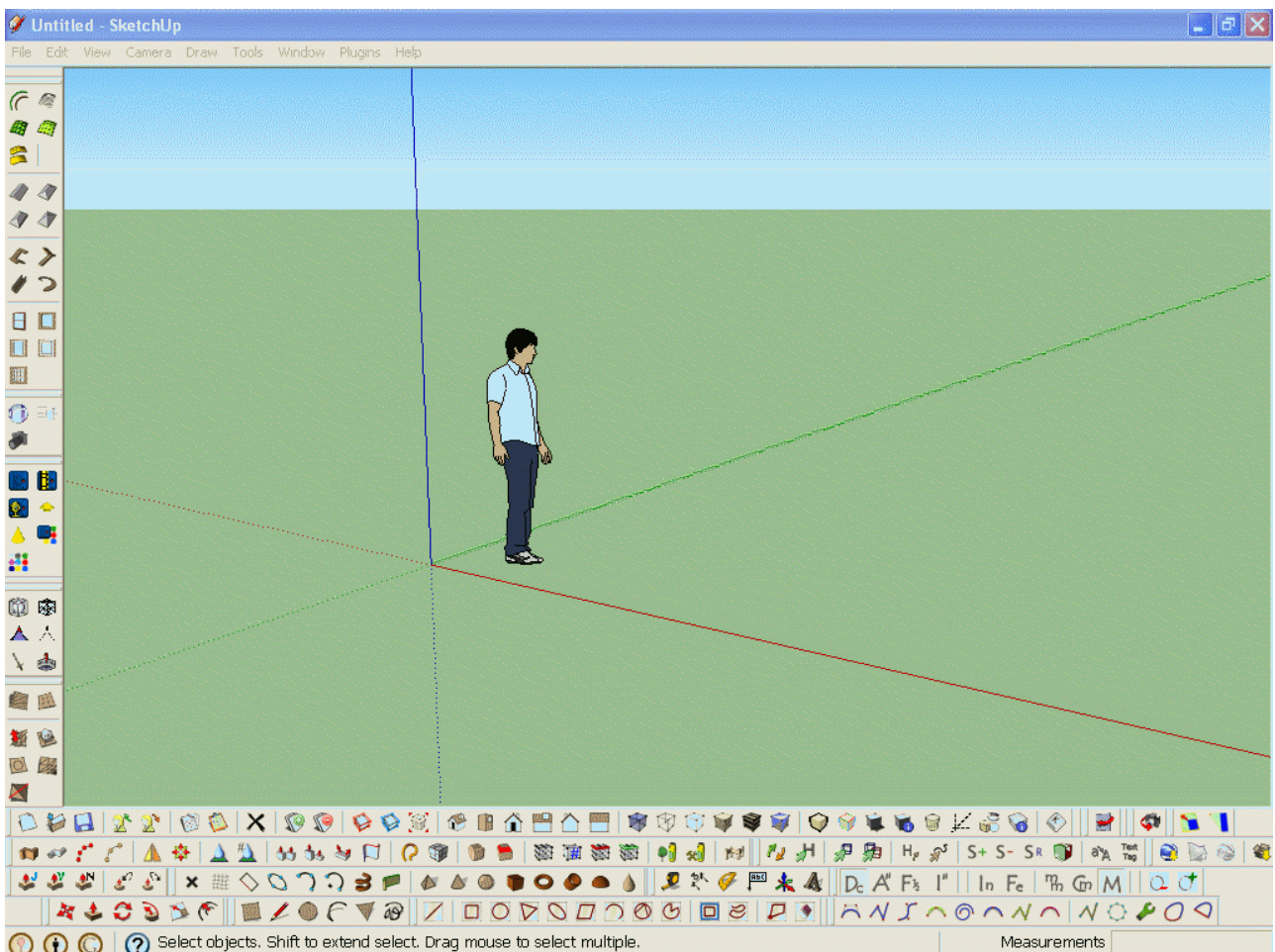
You are probably familiar with the sausage method of drawing cartoons (if you're not you will be further into the tutorial!) This involves drawing sausages (ovals) in the rough shape of the figure you are trying to draw. So I then made my sausages (which i created using the circle tool then scaling rotating and copying the group of the original circle) into a big group and right clicked it and locked it to prevent any changes to be made on it.
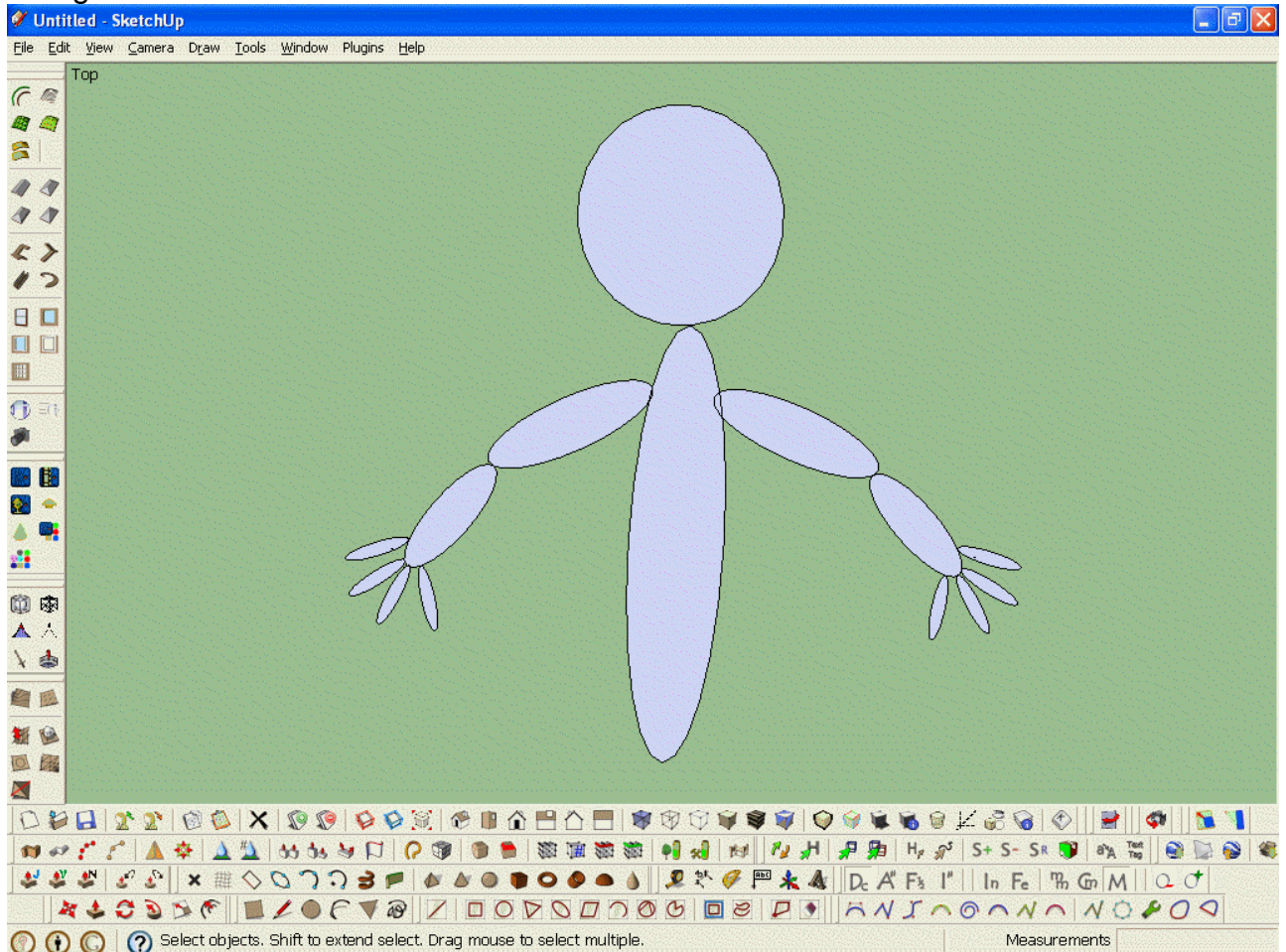
Then I traced the figure using the pencil tool and the edges of the sausages as lock points as i went around (If you don't know what I mean then just try hovering your line tool over the edge of the locked group and it will lock to the edges of the group when it gets near. As you can see, the advantage of this is that you have a kind of template to work on and add detail to.
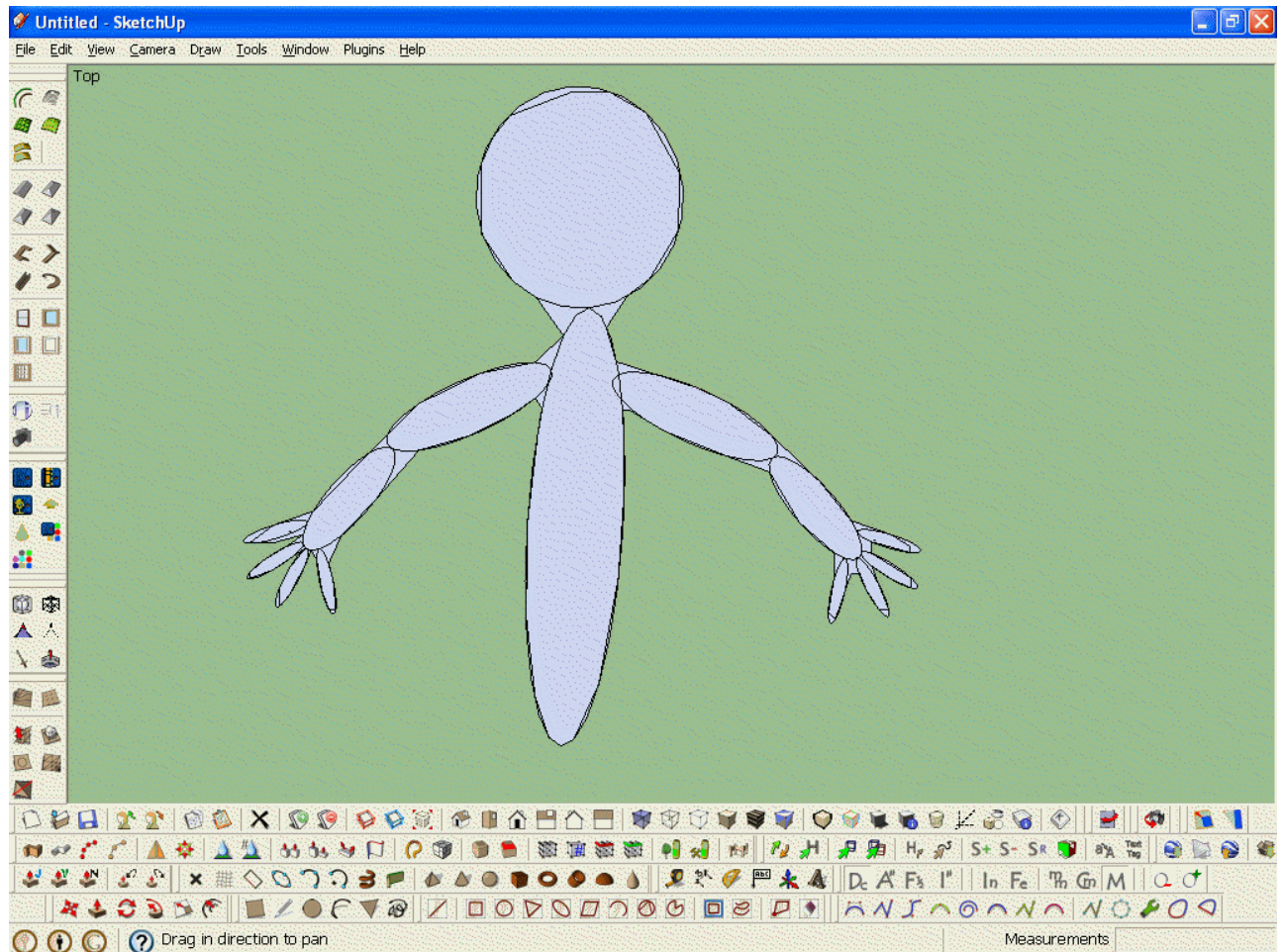
Then, Unlocking the Group, I deleted the group and you can see the result...
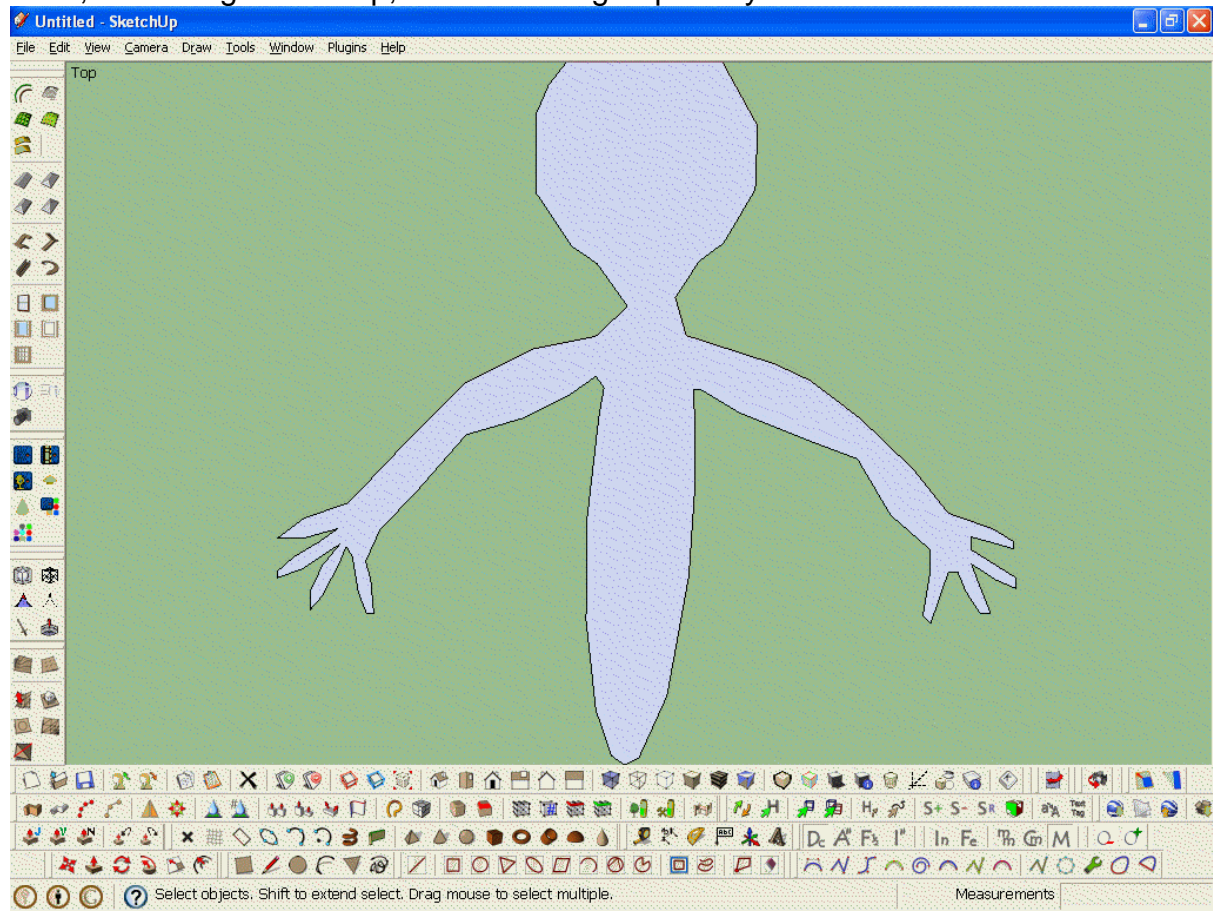
Now this is where any extra detail comes in including using the Scaling Tool or Sketchy FFD (i'll show you how to use scale, tool, because FFD is fairly complicated and is beyond the scope of this tutorial, but there are other tutorials out there for it).
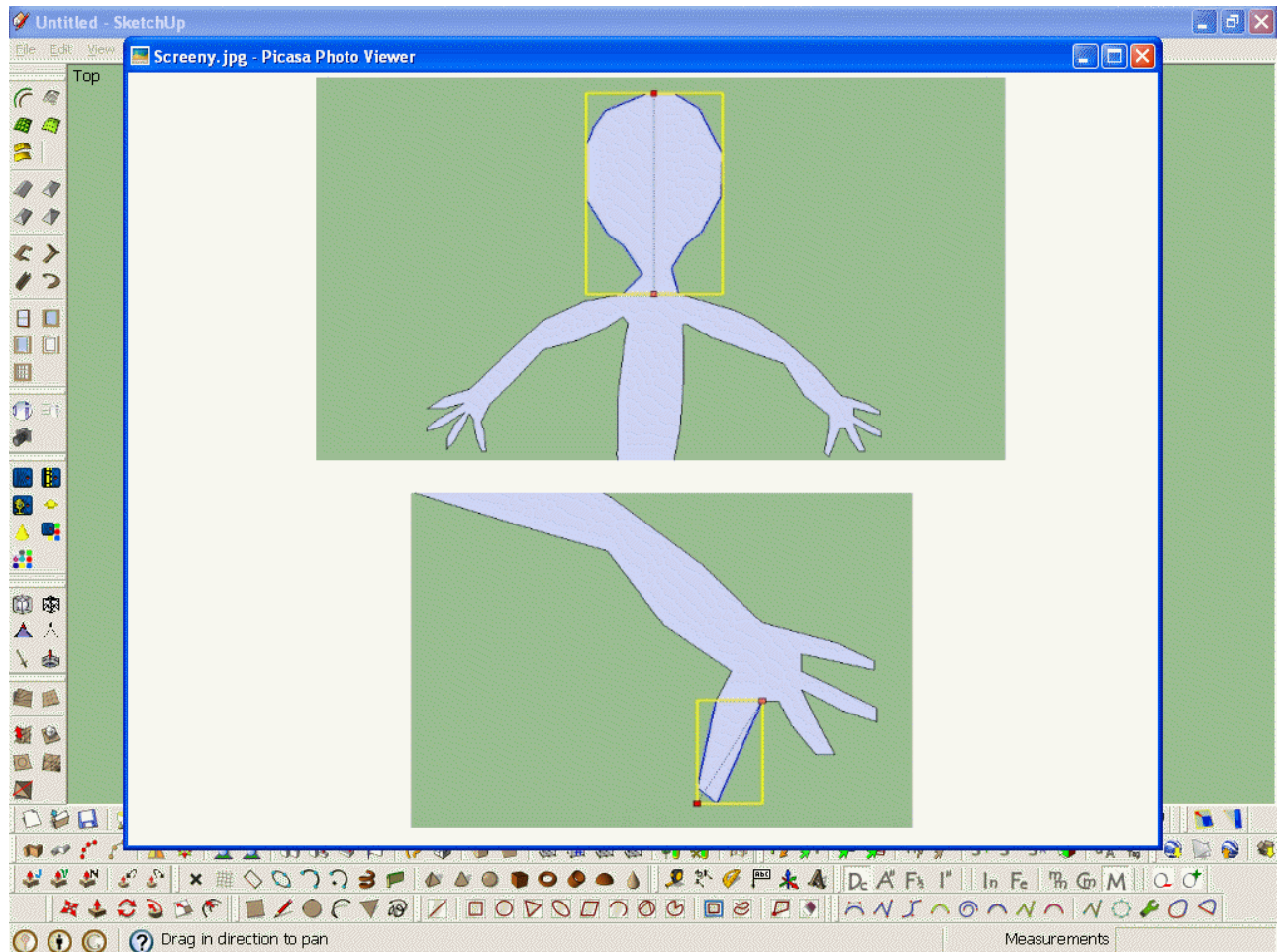
This last section is only recomended if you don't mind loosing the low poly properties of you model (great for making large numbers of them in a scene without your computer lagging) and if you have SDS plugin (on this 2d version, the other free version won't work). So just apply one level of subdivision to the face and wallah, there you have a nice smooth and accurate person (according to the skill and time that you put into the previous steps of course)