Stop Staring: Facial Modeling and Animation Done Right

Jason Osipa

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Stop Staring: Facial Modeling and Animation Done Right Jason Osipa
This book helps you to breathe life into your creations. With detailed examples, high quality professional images, and a touch of humor, this is the fully revised and updated second edition of Jason Osipa's best selling book on facial animation. You'll learn the basics of design, modeling, rigging, and animation while mastering exciting new techniques for stretch and squash deformation, advanced blend extraction, and the latest software tools. Walk through the authors' detailed analysis of sample animations and discover how to add nuance and sophistication to your designs. Full of insights drawn from years of professional experience, this book provides the focused and practical information you need to create believable facial animations. It enables you to: learn visimes and lip sync techniques; construct a mouth and mouth keys; explore the process of facial landmarking; master the cartoon techniques of squash and stretch; harness the latest advanced blend extraction tools; create interfaces for your faces; and understand skeletal setup, weighting, and rigging. Control faces with the book's powerful rig and learn how skin moves to make various shapes and expressions. Master powerful stretch and squash (and squoosh!) techniques featured on the CD. Fine tune your facial animations with the techniques demonstrated on the companion CD. Content includes tutorial files, lip sync samples, models, textures, and more. The CD-ROM/DVD and other supplementary materials are not included as part of the eBook file.

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