Stop Staring. Facial Modeling and Animation Done Right. 3rd Edition

Description:
GET IN YOUR CHARACTER'S FACE

How a head tilts, the timing of a blink, how the mouth shapes sounds—these and a host of other details add up to the creation of complex animated characters that can not only move, but also act. In this third edition of his acclaimed book, Jason Osipa teaches you his secrets for breathing life and drama into animated characters through the face.

Digging even deeper into technical topics, this new edition explores today's latest animation and rigging trends and teaches you dazzling, professional techniques. Follow a detailed analysis of a wide variety of characters, understand the why and how of every pose and move, and take away insights from the author's years of experience in all kinds of 3D media.

- Learn about visemes and lip sync techniques
- Find out what eyes and brows communicate
- Understand how fundamentals bridge across character styles
- Explore the process of facial landmarking
- Learn how squash and stretch and secondary controls are all the same thing
- Create a library of expressions and shapes for your faces
- Understand skeletal setup, weighting, and rigging in many different forms
- Use Python scripts to automate tasks

Techniques described are applicable to any 3D software application. Maya 2011 is used in many of the examples in the book. A color insert showcases many techniques, including the impact of color and lighting.

Contents:
Introduction xv

PART I GETTING TO KNOW THE FACE 1

Chapter 1 Learning the Basics of Lip Sync 3

The Essentials of Lip Sync 4

Speech Cycles 6

Starting with What's Most Important: Visemes 8

The Simplest Lip Sync 15

Chapter 2 What the Eyes and Brows Tell Us 21

The Two Major Brow Movements 22

The Upper Lids Effect on Expression 24

The Lower Lids Effect on Expression 26

Eyelines: Perception vs. Reality 28

Distraction Is the Enemy of Performance 30

Chapter 3 Facial Landmarking 31

Introduction to Landmarking 32
Landmarking Mouth Creases 35
Landmarking Brow Creases 39
Landmarking the Tilt of the Head 42

PART II ANIMATING AND MODELING THE MOUTH 45

Chapter 4 Visemes and Lip Sync Technique 47
Sync: Wide/Narrow Grows Up 48
The Best Order of Sync Operations 56
Sync Example 1: What am I sayin in here? 63
Sync Example 2: Was it boys? 69

Chapter 5 Constructing a Mouth and Nose 75
The Best Edge Flow 76
The Big Picture 78
Building the Lips 78
Building the Surrounding Mouth Area 81
Building the Nose 84
Continuing Toward the Jaw and Cheek 87
Building Teeth 88
Building the Tongue 92
The Mouth Wall 95

Chapter 6 Mouth Keys 97
Order of Operations 98
Preparing to Build a Key Set 99
Default Shapes, Additive Shapes, and Tapering 100
Building the Shapes 114

PART III ANIMATING AND MODELING THE EYES AND BROWS 145

Chapter 7 Building Emotion: The Basics of the Eyes 147
Building an Upper Face for Practice 148
Using Box Head 158
Rules of the Game 159
Example Animations 164
Continuing and Practicing 177
Chapter 8 Constructing Eyes and Brows 179
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit
http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct.

Product Name: Stop Staring. Facial Modeling and Animation Done Right. 3rd Edition
Web Address: http://www.researchandmarkets.com/reports/2251693/
Office Code: SCD2ZH3

Product Format
Please select the product format and quantity you require:

| Quantity | Hard Copy (Paper back): USD 96 + USD 29 Shipping/Handling |

* Shipping/Handling is only charged once per order.

Contact Information
Please enter all the information below in BLOCK CAPITALS

Title: Mr [ ] Mrs [ ] Dr [ ] Miss [ ] Ms [ ] Prof [ ]
First Name: __________________________ Last Name: __________________________
Email Address: * __________________________
Job Title: __________________________
Organisation: __________________________
Address: __________________________
City: __________________________
Postal / Zip Code: __________________________
Country: __________________________
Phone Number: __________________________
Fax Number: __________________________

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:
Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by wire transfer: Please transfer funds to:

- Account number: 833 130 83
- Sort code: 98-53-30
- Swift code: ULSBIE2D
- IBAN number: IE78ULSB98533083313083
- Bank Address: Ulster Bank,
  27-35 Main Street,
  Blackrock,
  Co. Dublin,
  Ireland.

If you have a Marketing Code please enter it below:

Marketing Code: ______________________

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp