

References

Amin, J., 2015. *Beginners Guide to Character Creation in Maya*. United Kingdom: 3DTotalPublishing.

COMMENTS

I gathered useful information from Amin's texturing section, on the anatomy of the skin. His writing was far more informative than other sources I found elsewhere. He explains all I needed to know in order to understand the layering of the skin and how it relates to the process of creating a cg skin shader.

Bennett, H., 2014. *Ever wondered about Your Skin?* [online] USA: The Washington Post. Available from: https://www.washingtonpost.com/lifestyle/kidspost/ever-wondered-about-your-skin/2014/05/23/02cc93ca-ba79-11e3-96ae-f2c36d2b1245_story.html?utm_term=.a8d6aa2d5ffa [Accessed May 10th 2017]

COMMENTS

Another informative source on skin anatomy.

Demers, O., 2002. *Digital Texturing and Painting*. USA: New Riders Publishing.

COMMENTS

Provided an opinion on the progression of CG and its faults in the past. This is something I read up on, but have not repeated within the poster.

Green, C., 2014. *Creating a Photorealistic Skin Shader in Maya and V-Ray* [online] USA: PluralSight. Available from: <https://app.pluralsight.com/library/courses/photorealistic-skin-shader-maya-v-ray-1483/table-of-contents> [Accessed 7th May 2017]

COMMENTS

This is primary tutorial I focused on. Green is a digital artist tutor and his tutorials were so informative and I favour his methods over Lanier's. The invaluable information he provided gave me guidance in how to work my way around the Vrayfastsss2 parameters.

Jablonski, N., 2006. *Skin: A Natural History*. California: University of California Press.

COMMENTS

Jablonski's book provided a much more spiritual opinion on physical skin, which I personally found useful. Especially when explaining theories on why skin is pigmented and so on.

Krishnaswamy, Aravind, and Gladimir, V.G. Baranoski., 2004. *A Biophysically based Spectral Model of Light Interaction with Human Skin*. Computer Graphics Forum [online], 2004)23(3).

Lanier, L., 2006. *Advanced Maya Texturing and Lighting*. Indiana: Wiley Publishing Inc.

COMMENTS

Lanier provided me with information on creating procedural shaders which is something which I had always been curious about and am so glad to have learnt.

Montaga, W. and Ebling, F.J.G., 1998. *Human Skin*. USA: Encyclopaedia Britannica Inc.

COMMENTS

Provided me with further information on physical skin, as well as an informative illustration displayed on page 1.

Nguyen, H., Aveley, K., 2008. *GPU Gems 3*. Massachusetts: Pearson Education Inc.

COMMENTS

This book was more focused on catering for programmers. It was imminently technical, however provided a lot of useful information on subsurface scattering.

Peddie, Jon., 2013. *The History of Visual Magic in Computers: How Beautiful Images Are Made in CAD, 3D, VR, and Ar*. London: Springer

Poirer, Guillaume., 2004. *Human Skin Modelling and Rendering*. University of Waterloo [online], unknown

Solid Angle, Unknown. *Sub-Surface Scattering*. [online] Unknown: Solid Angle S. L. Available from: <https://support.solidangle.com/display/AFMUG/Sub-Surface+Scattering> [Accessed 20th May 2017]

V-Ray 3.5 for Maya, Unknown. *Subsurface Scattering Material: VRayFastSSS2* [online] USA: Chaos software Ltd. Available from: <https://docs.chaosgroup.com/display/VRAY3MAYA/Subsurface+Scattering+Material+%7C+VRayFastSSS2> [Accessed 10th May 2017]

COMMENTS

This page helped me define the properties of each of the parameters within the vrayfastsss2 shader.