

Annotated Reference

Ward, K., Bertails, F., Kim, T., Marschner, S., Cani, M. and Lin, M., 2007. A Survey on Hair Modeling: Styling, Simulation, and Rendering. IEEE Transactions on Visualization and Computer Graphics, [online] 13 (2), 213-234. Available from: <http://gamma.cs.unc.edu/HAIRSURVEY/WBKMCL07.pdf> [Accessed 1 May 2017].

Very informativ paper. Holds information about the three stages. Hari styling, simulating and rendering. That was a great help because most of the papers I read where aimed at just simulation.

Zwerman, S. and Okun, J., 2014. The VES Handbook of Visual Effects. 1st ed. Hoboken: Taylor and Francis, pp.619-632.

A very good book that talks about everything from start to finish for vfx, the section about hair show us a pipeleline and introduces us to how 3d hair works and problems that may happen.

Cauchi, M., 2017. Michael Cauchi art. [online] Michael Cauchi art. Available from: <https://www.mikecauchiart.com/single-post/2016/10/16/Beginners-guide-to-grooming-maya-2016> [Accessed 1 May 2017].

Very good guide for beginner to grooming. Help a lot in the beginning. Very much so when it came to understanding clumping in Yeti.

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