

1. KEY REFERENCES

Autodesk, 2014. *Meet the Experts Webinar Series: Controlling complexity with Xgen in Autodesk Maya 2015*. [video, online] YouTube. Available from <https://www.youtube.com/watch?v=ZEzh6qbS3As> [Accessed 11 May 2017]

The Maya expert Daryl Obert walks through the overview Xgen tool. The presentation introduces different methods for creating hair and fur, which are useful for beginners. This material laid a foundation for the rest of the research, which turned out easier and efficient. In particular, the video depicts how to groom short hair and generate long hair using tube groom, what are main features of Xgen.

Maya Learning Channel, 2014. *Creating XGen hair (Maya 2014) - Part 4: Animating XGen hair using nDynamics*. [video, online] YouTube. Available from <https://www.youtube.com/watch?v=o6Z-GqAfWqU&t=51s> [Accessed 11 May 2017]

This video shows a clear and straightforward workflow for hair animation using nDynamics system. Simulation is a decent way to get animated hair, which is time-consuming process. My demo applied the technique from this tutorial to simulate hair animation, what could be cached for later uses in the pipeline.

Rick VillGonz VFX, 2016. *Polygon to Xgen Tutorial (Eng/Esp)*. [video, online] YouTube. Available from <https://www.youtube.com/watch?v=6PCreLXlnVk> [Accessed 11 May 2017]

The video shows the main method applied in my work, which is considered as one of the most efficient ways to get some specific types of hair. Based on this, there is a wide range of hair can be achieved using similar approach. Specifically, the tutorial goes through step by step in converting a polygon hair model into curves, which can be used both as guides for Xgen hair and animation purpose.

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Maya Learning Channel, 2014. *Creating XGen hair (Maya 2014) - Part 5: Animating XGen hair using Anim Wires and nDynamics*. [video, online] YouTube. Available from https://www.youtube.com/watch?v=mF_BXoEW_Pk&t=43s [Accessed 11 May 2017]

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