

KEY REFERENCES

Note: The three references listed below are the ones that I considered of greatest value for two of the main three phases in which I carried my research out (musculoskeletal system anatomy and custom 3D character generators). For the part that was left out (factors that can affect shape variation), most of the references were of similar relevance.

Autodesk Inc., 2014. Autodesk® Character Generator. 2015.2 [computer program]. California: Autodesk Inc.

During the final phase of my Personal Inquiry, having student access to this software was extremely useful, as it is an advanced 3D character creation tool and a relevant example of the features that such tools have in common. Experimenting with its existing characters and going through the different options and sliders it provides was also important for my critical analysis of what could be improved/changed in this type of tools.

Defeo, M. and Eaton, S., 2015. L'Écorché [mobile app]. Version 1.1.0. Available from: Google Play [Accessed April 10 2017].

This mobile application has a clean, user-friendly interface that allows the user to rotate and zoom in/out a human body or a section in particular, with four different models: Houdon, Eaton, Bammes and Skeleton. These models reveal the accurate anatomic composition of the male body's musculoskeletal system (Houdon model), the coloured and labelled version of it (Eaton model), a stylised, broken-into-shapes version (Bammes) and the skeleton stripped of muscles. Those features alone are invaluable for anatomical artistic study, whether in the field of 2D or 3D. In addition, the application includes an in-depth database with information on the labelled muscles.

L'Écorché was a key element in visualising and identifying the main human shape controllers, as well as an intuitive learning tool.

Heiserman, D., 2015. Medical Primer for Emergency Medical Services: 1-8 MUSCLES [online]. Westerville: Sweethaven Publishing Services LLC. Available from: <http://www.waybuilder.net/free-ed/Resources/PubServ/EMS/EMS%20Primer/emsPrimer01.asp?iNum=108> [Accessed April 23 2017].

This online resource, as well as its section relative to the skeletal system (listed with all the references) gives a simple, yet in-depth overview of the human body and its main components. It was particularly useful for the type of illustrated approach I was aiming to present, with concise information and labelled images in which I based the ones included in my poster.

ALL REFERENCES

Adobe Systems Incorporated, 2016. *ADOBE FUSE CC (PREVIEW)* [online]. California: Adobe Systems Incorporated. Available from: <https://www.mixamo.com/fuse> [Accessed May 15 2017].

Autodesk Inc., 2014. *Autodesk® Character Generator. 2015.2* [computer program]. California: Autodesk Inc.

Autodesk Inc., 2017. *Character Generator: Overview* [online]. California: Autodesk Inc.. Available from: <https://www.autodesk.com/products/character-generator/overview> [Accessed May 13 2017].

Baggett, K., 2007. *Understanding Muscle Fibre Types* [online]. Boise: Bodybuilding.com, LLC. Available from: <https://www.bodybuilding.com/fun/kelly13.htm> [Accessed May 7 2017].

BBC, 2014. *Human Anatomy – Skeleton: Anatomy Diagrams* [online]. London: BBC. Available from: http://www.bbc.co.uk/science/humanbody/body/factfiles/skeleton_anatomy.shtml [Accessed April 11 2017].

Boyd, J. L., 2015. *Major Bones of the Skeletal System* [online]. Santa Monica: LIVESTRONG.COM. Available from: <http://www.livestrong.com/article/71649-major-bones-skeletal-system/> [Accessed April 12 2017].

Danna, J. J., 2012. *Forensics 101: Race Determination Based on the Skull* [online]. Toronto: Skeleton Keys. Available from: <https://jenjdanna.com/blog/2012/7/10/forensics-101-race-determination-based-on-the-skull.html> [Accessed May 1 2017].

Defeo, M. and Eaton, S., 2015. *L'Écorché* [mobile app]. Version 1.1.0. Available from: Google Play [Accessed April 10 2017].

Delavier, F., 2003. *Women's Strength Training Anatomy*. Paris: Éditions Vigot.

DifferenceBtw.com, 2015. *Difference between Male and Female Skeleton* [online]. Difference Between. Available from: <http://www.differencebtw.com/difference-between-male-and-female-skeleton/> [Accessed April 30 2017].

GameKeysNow, 2014. *How do I create a Sim in the Sims 4?* [online]. Birmingham: Game Points Now Ltd. Available from: <http://www.gamekeysnow.com/the-sims/questions/22-how-do-i-create-a-sim-in-the-sims-4> [Accessed May 13 2017].

Gendne, J., 2017. *5 Functions of the Skeleton* [online]. Santa Monica: LIVESTRONG.COM. Available from: <http://www.livestrong.com/article/115165-functions-skeleton/> [Accessed April 11 2017].

Hawks, J., 2011. *Cranial features and race* [online]. Wisconsin: John Hawks. Available from: <http://johnhawks.net/explainer/laboratory/race-cranium/> [Accessed May 2 2017].

Heiserman, D., 2015. *Medical Primer for Emergency Medical Services: 1-6 THE SKELETAL SYSTEM* [online]. Westerville: Sweethaven Publishing Services LLC. Available from: <http://www.waybuilder.net/free-ed/Resources/PubServ/EMS/EMS%20Primer/emsPrimer01.asp?iNum=106> [Accessed April 17 2017].

Heiserman, D., 2015. *Medical Primer for Emergency Medical Services: 1-8 MUSCLES* [online]. Westerville: Sweethaven Publishing Services LLC. Available from: <http://www.waybuilder.net/free-ed/Resources/PubServ/EMS/EMS%20Primer/emsPrimer01.asp?iNum=108> [Accessed April 23 2017].

IGN Entertainment, 2016. *Create a Sim* [online]. San Francisco: IGN Entertainment. Available from: http://uk.ign.com/wikis/the-sims-4/Create_a_Sim [Accessed May 13 2017].

InBody USA, 2016. *Your Body and You: A Guide To Body Fat* [online]. California: InBody USA. Available from: <https://www.inbodyusa.com/blogs/inbodyblog/your-body-and-you-a-guide-to-body-fat> [Accessed April 25 2017].

Kozak, F. K. and Ospina, J. C., 2015. *Characteristics of Normal and Abnormal Postnatal Craniofacial Growth and Development* [online]. Clinical Gate. Available from: <https://clinicalgate.com/characteristics-of-normal-and-abnormal-postnatal-craniofacial-growth-and-development/> [Accessed April 29 2017].

Live Science, 2011. *Our Face Bones Change Shape as We Age* [online]. Ogden: Purch. Available from: <http://www.livescience.com/35332-face-bones-aging-110104.html> [Accessed April 29 2017].

MakeHuman, 2016. *MakeHuman | Open Source tool for making 3D characters* [online]. MakeHuman. Available from: <http://www.makehuman.org/> [Accessed May 15 2017].

Martin, L. J., 2016. *Aging changes in the bones – muscles – joints* [online]. Bethesda: U.S: National Library of Medicine. Available from: <https://medlineplus.gov/ency/article/004015.htm> [Accessed April 29 2017].

Medlej, J., 2014. *Human Anatomy Fundamentals: Muscles and Other Body Mass* [online]. Melbourne: Envato Tuts+. Available from: <https://design.tutsplus.com/articles/human-anatomy-fundamentals-muscles-and-other-body-mass--vector-22756> [Accessed April 23 2017].

- Nasr, K., 2015. *5 Common Gym Myths* [online]. Cairo: Identity Magazine. Available from: <http://identity-mag.com/5-common-gym-myths/> [Accessed May 10 2017].
- O'Toole, M., 2005. *Miller-Keane Encyclopedia & Dictionary of Medicine, Nursing & Allied Health*. 7th edition. Philadelphia: Saunders.
- Paulsen, F. and Waschke, J., 2011. *Sobotta Atlas of Human Anatomy: Volume 1: General Anatomy and MusculoSkeletal System*. 15th edition. London: Elsevier Health Sciences.
- Reallusion Inc, 2017. *iClone ® Character Creator* [online]. California: Reallusion Inc.. Available from: <https://www.reallusion.com/character-creator/default.html> [Accessed May 15 2017].
- Smit, M. A., 2017. *Your Body Shape is determined by 3 factors. 101 Fitness explains how to help you look your best.* [online]. Auckland: 101Fitness TM. Available from: <http://www.101fitness.co.nz/body-shape-determined-3-factors-101-fitness-explains-help-look-best/> [Accessed May 16 2017].
- Smithsonian Institution, 2014. *Figure 4* [online image]. Washington, DC: Smithsonian Institution. Available from: http://anthropology.si.edu/writteninbone/comic/activity/Skeleton_male_or_female.htm [Accessed April 29 2017].
- Smithsonian Institution, 2014. *Figure 5* [online image]. Washington, DC: Smithsonian Institution. Available from: http://anthropology.si.edu/writteninbone/comic/activity/Skeleton_male_or_female.htm [Accessed April 29 2017].
- Steph0sims, 2014. *The Sims 4: Create a Sim – Female First Impressions* [video, online]. Youtube. Available from: <https://www.youtube.com/watch?v=6X-ioeltAoM> [Accessed May 14 2017].
- TeachPE.com, 2017. *Muscle Fibre Types* [online]. TeachPE.com. Available from: http://www.teachpe.com/anatomy/fibre_types.php [Accessed May 7 2017].
- Trailwise Saddles, Inc, 2017. *male-to-female-skeletal-differences.jpg* [online image]. Loveland: WebstoresLtd. Available from: <http://www.trailwisesaddles.com/wordpress/wp-content/uploads/2014/10/male-to-female-skeletal-differences.jpg> [Accessed April 30 2017].
- Tumminello, N., 2016. *Size Vs. Strength: Art You Lifting Too Heavy?* [online]. Boise: Bodybuilding.com, LLC. Available from: <https://www.bodybuilding.com/fun/size-vs-strength-are-you-lifting-too-heavy.html> [Accessed May 10 2017].
- Vardanega, J., 2013. *Character Design – PIXAR* [online]. San Francisco: Weebly. Available from: <http://pixar-animation.weebly.com/character-design.html> [Accessed April 10 2017].