Charlotte Grant - May 2017 - Personal Inquiry

An Exploration of hand-keyed Facial Animation and Expression

Annotated References -

Fleming, B, 1999. *Animating Facial Features and Expressions*. 1st ed. Rockland, MA: Charles River Media, pp.82 - 101.

"Animating Facial Features and Expressions" is a great guide for exploring the nuances of facial feature and expression. The book features breakdowns of the facial anatomy into simple forms and discusses in depth some techniques that can be used to explore facial movement. The book features an incredibly detailed 'Distinguishing features' section at the back, which analyses common expressions of the face, in depth. This book introduced me to the Foundation vs Modifier technique.

Osipa, J., n.d. *Stop staring*. 1st ed. Indianapolis, Indiana: Wiley Publishing, pp.4 - 30, 157 - 177.

Stop Staring is a complete guide to facial animation and rigging. It was the perfect for my inquiry as it deals, not only with the practical side of rigging and animation, but also with the acting, performance and subtleties side. The book focusses on common mistakes made when animating the face and explains how to counteract these. It also focusses on how certain parts of the face affect others, when moving, which I found useful to learn, particularly as I was looking at ways to simplify the face, but still have believable animation. The also book teaches you how to get the most out of the eyeline and facial posing to allow it to be easily readable.

Conroy, A., 2013. *Maya Tutorials: The Anatomy of an Expression for Facial Animation in Maya Tutorial: Pluralsight.* [online] Digitaltutors.com. Available from: https://www.digitaltutors.com/tutorial/1166-The-Anatomy-of-an-Expression-for-Facial-A nimation-in-Maya [Accessed 25 May 2017].

The above tutorial was incredibly helpful to me and I feel I learned a lot from it. This tutorial teaches the Primary, Secondary and Reactionary technique for animating the face and introduces the basic underlying muscle structure of the face, which I was then able to research and learn more about. In the rest of the tutorial, Conroy takes us through his process of blocking the first pass of a facial expression change, to polishing it, over 7 or 8 lessons. I felt that watching his process was really beneficial to me, when learning how to better refine the facial animation after the blocking pass and add the subtleties that really make the animation pop.

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