

Annotated Bibliography

4Gamer.net, 2014. *The secret of how GUILTY GEAR Xrd –SIGN- implemented ‘Real time 3D graphics which looks like anime’* [online].

Available from: <http://www.4gamer.net/games/216/G021678/20140703095/> [Accessed 26th April 2017].

This is an article talking about how does the game GUILTY GEAR Xrd –SIGN- successfully achieved to produce 3D characters which looks amazingly 2D. The article introduced how they dealt with the shadow of cel shading to make them looks more 2D. I found it really helpful, demonstrated that there is a way to make the shadow of a 3D model looks extremely 2D by changing the normal of vertices. This article gave me a lot of inspirations and a basic understanding of the work flow of cel shading.

Merriman, S., 2016. *Cel Shading in Maya* [online].

Available from: <http://theninjaswife.tumblr.com/post/143286525111/cel-shading-in-maya-is-super-easy-i-just-slap-a> [Accessed 1st May 2017].

This article is a tutorial talking about how to use texture as the toons of cel shaders. The tutorial was very easy to understand, and it is also very helpful for new learner of cel shading to understand how cel shaders works and how to create those shaders. The author of the article is a senior cel shaded 3D model artist. So inside the article there are a lot of tips for learners about how to use maya efficiently. Also besides this article, in the archive of her blog there are several more tutorials which goes fairly deep related to cel shading. Those tutorials are also quite helpful for those people who would like to improve the looks of their cel shaded models.

Indyzone.jp, 2016. *Create simple toon effect in maya* [online].

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<http://maya.indyzone.jp/2016/12/02/maya%E3%81%A7%E7%B0%A1%E5%8D%98%E3%81%A%E3%83%88%E3%82%A5%E3%83%BC%E3%83%B3%EF%BC%88toon%E3%89%E8%A1%A8%E7%8F%BE%E3%82%92%E3%82%84%E3%81%A3%E3%81%A6%E3%81%BF%E3%82%8B%E2%91%A0/> [Accessed 1st May 2017].

In this article the author talked about one of the important point of the cel shading, the outline. The author used several example to explain how the topology of a model will affect the visual effect of the outline generated by pfxToon in maya. He demonstrated in the article clearly how the pfxToon shape works, and how to use the nature of pfxToon shapes to create outline that won't disappear from the model when the model is rotated or moved. He also talked about how to make the outline looks more like hand drawing, by controlling the parameters from attribute window.

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