

Annotated References

1. fxguidetv, 2013. *Weta Digital's Tissue system*. [video] Available from: <https://www.fxguide.com/fxguidetv/fxguidetv-166-weta-digital-tissue-system/> [Accessed 24 May 2017].

An excellent resource for information about Weta Digital's tissue system. It is a upfront interview with the first developers (Simon Clutterbuck and James Jacobs) of Weta Digital's tissue systems. In this interview they describe in a simple manner how there tissue system works and what makes their tissue system different from other muscle sims in the industry.

2. Ritchie, K., 2005. *The art of rigging. Vol. 1, A definitive guide to character technical direction with Alias Maya*. 1st ed. [United States]: CG Toolkit.

A good resource to get some understanding of the history of muscle deformation and also some explanations of why muscle simulations were invented.

3. Scheepers, F., Parent, R., Carlson, W. and May, S., 1997. Anatomy-based modeling of the human musculature. *Proceedings of the 24th annual conference on Computer graphics and interactive techniques - SIGGRAPH '97*.

An excellent resource for more technical facts of muscle deformation. It also explains about the term "Artistic Anatomy" where the anatomy only is concerned how it influences the surface.

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 5. Anon, 2017. Mixamo. [online] Mixamo.com. Available from: <https://www.mixamo.com/store/#/> [Accessed 25 May 2017].
 6. Anon, 2017. *Jurassic Fight Club Full Episodes, Video & More | HISTORY*. [online] HISTORY. Available from: <http://www.history.com/shows/jurassic-fight-club> [Accessed 24 May 2017].
 7. Aubel, A., 2002. *Anatomically-based human body deformations* (Doctoral dissertation, ECOLE POLYTECHNIQUE FEDERALE DE LAUSANNE)
 8. *Jurassic Fight Club*. 2008. [video] Directed by K. Lauterbach and G. Blasing. USA: 1080 Entertainment.
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 10. Maguire, G., 2008. Maguire. *Muscle and Flesh Simulation Tool*, [online] (3). Available from: <http://uir.ulster.ac.uk/18467/> [Accessed 24 May 2017].
 11. Rajagopal, A., Dembia, C., DeMers, M., Delp, D., Hicks, J. and Delp, S., 2016. Full-Body Musculoskeletal Model for Muscle-Driven Simulation of Human Gait. *IEEE Transactions on Biomedical Engineering*, 63 (10), 2068-2079.
 12. Sharit, S., n.d. BaseMesh - polycount. [online] Wiki.polycount.com. Available from: <http://wiki.polycount.com/wiki/BaseMesh> [Accessed 25 May 2017].
 13. Schiehlen, W., 2011. On the historical development of human walking dynamics. *PAMM*, 11 (1), 903-906.
 14. Solenthaler, B., 2016. *Proceedings of the ACM SIGGRAPH Eurographics Symposium on Computer Animation*. 1st ed. [S.l.]: Eurographics Association.