Facial Rigging in Videogames

Personal Inquiry Presentation

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Annotated References

Main References

The main talk my whole work was inspired by. Not only approaches facial rigging in one of the most successful videogames franchise, but also explain quite in detail how the method implemented works. Thanks to this talk I had enough information to actually try to test out my own system based on their concept.

Ernst, J., 2011. Fast and Efficient Facial Rigging in GEARS OF WAR 3. [online] GDC Vault. Available from: http://www.gdcvault.com/play/1014366/Fast-and-Efficient-Facial-Rigging [Accessed 25 May 2017].

Another great talk on how one of the most successful companies at acting performance in videogames manage to convey great flexibility to their rigs thanks to a clever joints based setup.

Simantov, J., 2013. Judd Simantov on character rigging and modeling in Naughty Dog's The Last of Us. [online] YouTube. Available from: https://www.youtube.com/watch?v=myZcUvU8YWc [Accessed 25 May 2017].

A generic tutorial on facial rigging by an ex Disney Rigger. Sobel introduced me to many concept and tools I was not aware of, in a really clear, simple and intuitive way.

Sobel, J., 2015. Expressive Facial Rigging with Josh Sobel. [online] Josh Sobel Rigs. Available from: http://www.joshsobelrigs.com/tutorials [Accessed 25 May 2017].

Supportive References

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