

References:

Seymour M., The Art of Digital Faces at ict from digital emily to digital ira [online]. Available from <https://www.fxguide.com/featured/the-art-of-digital-faces-at-ict-from-digital-emily-to-digital-ira/> [accessed 20 May 2017].

In this article the author does an in depth break down of the history and technique of digital faces. At the center of it is ICT's continuous work with light stages and facial scans.

Alvarez A., Creating Natural 3D Environments [online]. Available from <https://www.youtube.com/watch?v=T4uej9tppsU&t=5574s&ytbChannel=Gnomon> [accessed 10 May 2017].

Alex Alvarez in this talk at the Gnomon school explains in detail his workflow to quickly create high quality natural 3D environments with photogrammetry. Even though his presentation is not related to face scans, I was still able to adapt his particular workflow to my need to quickly produce a face mesh. Because the subject is not closely related to face scans I had to search for other sources to fill in the gaps.

Failes I., Paul Debevec: A Name You Absolutely Need to Know in CG, VFX, Animation, and VR [online]. Available from <http://www.cartoonbrew.com/interviews/paul-debevec-name-absolutely-need-know-cg-vfx-animation-vr-145389.html> [accessed 20 May 2017].

In this interview Paul Debevec from ICT talks about his decades of research that have produced major breakthroughs in the development of digital faces. His work mostly relates to lights, going from HDRIs to his latest light stages. The advent of photorealistic computer generated faces was mostly made possible by an advanced understanding of light and how it can be applied in digital effects such as digital makeup.

Browne A., An Artist's Approach to Fur in Houdini 13 [online] Available from <https://vimeo.com/88711732>. [accessed 10 May 2017].

Bilgic A., Accurate Displacement Workflow [online]. Available from <http://www.cggallery.com/tutorials/displacement/>. [accessed 10 May 2017].

Shain R., Creating Digital Beauty in Post-Production [online]. Available from <http://www.imagineersystems.com/case-studies/flawless-fx-creating-digital-beauty-in-post-production/>. [accessed 10 May 2017].

Debevec P., Recovering High Dynamic Range Radiance Maps from Photographs [SIGGRAPH 97] .