

Jahirul Amin
MA 3D Computer Animation

Personal Inquiry Notes

Books:

Goldberg, E., 2008. Character Animation Crash Course. Canada: Silman-James Press

This book explored ideas such as character design and psychology.

Gray, H., 2003. Grays Anatomy. 16th ed. Finland: Merchant Book Company

This book gave me a very in-depth insight into the structure of the human body and muscle flow, especially of that of the face.

Miller, E. Thuriout, P. and Unay, J., 2008. Hyper-Realistic Creature Creation. 2nd ed. San Rafael, CA: Autodesk, Inc

This book explained core concepts such as flow topology, joint placement and character exploration.

Web Pages:

Anderson, S., IK FK Slider Switch. Available from:
http://www.edharriss.com/tutorials/tutorial_xsi_fkik/index.html

This tutorial explained why and how to use a 3 skeleton setup when using FK/IK.

Scheepers, F. Parenty, R. E. Carlsson, W. E. Mayz. S.F., 1997. Anatomy-Based Modeling of the Human Musculature. Available from:
http://www.chrisevans3d.com/files/reference/anatomy_based_modeling.pdf

This paper helped me to understand the importance of modelling to muscle flow.

Schleifer, J., Character setup from rig mechanics to skin deformations – A practical approach. Available from:
<http://www.chrisevans3d.com/files/reference/30.pdf>

This paper helped me to study joint creation and joint placement.