References & Resources

Books

A book that describes human anatomy, researched on real human hair and trying to find pictures as an example to demonstrate and discuss that hair is naturally complex for CG modelling.

Simblet, S., 2001. *Anatomy for the Artist*. London: Dorling Kindersley Limited.

Images accessed online

Looked for a picture to demonstrate that hair modelling had been used in animation.
Dunlop, R., 2010. Shrek the Third Girls. CGSociety. Available from:
http://features.cgsociety.org/story_custom.php?story_id=4020 [Accessed 13 May 2010]

Looked for a picture to demonstrate that hair modelling had been used in games.
Lusipurr, 2009. *Uncharted 2 SS 1*. Wordpress.com. Available from:
http://lusipurr.com/2009/10/21/review-uncharted-2-among-thieves/ [Accessed 13 May 2010]

Looked for a picture to demonstrate that hair modelling had been used in films.
Serpe, G., 2010. *Zoe Saldana, Sam Worthington, Avatar*. E! Entertainment Television, Inc.
Available from:
http://uk.eonline.com/uberblog/b171858_blue_goes_green_avatar_dvd_gets_earth.html [Accessed 13 May 2010]

Looked for a picture to demonstrate another kind of hair modelling.
Tosca, P., 2007. *vgh_final03*. CGArena. Available from:
http://www.cgarena.com/freestuff/tutorials/maya/lowpolyHair/index8.html [Accessed 07 May 2010]

Looked for a picture to demonstrate another kind of hair modelling.
Tosca, P., 2007. *vgh_h1*. CGArena. Available from:
http://www.cgarena.com/freestuff/tutorials/maya/lowpolyHair/index8.html [Accessed 07 May 2010]

Online Journals

A research paper that describes an overview of hair modelling/simulation. This research paper was used to back up the types of hair modelling present.
Ward, K., Bertails, F. and Lin, M., 2007. A Survey on Hair Modelling: Styling, Simulation and Rendering. *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 13. Available from:
http://www-evasion.imag.fr/Publications/2007/WBKMCL07/surveyHair.pdf [Accessed 25 April 2010]

A research paper that describes an overview of hair modelling with meshes. This research paper was used to back up the types of hair modelling present.
Yuksel, C., Schaefer, S. and Keyser, J., 2009. Hair Meshes. *ACM transactions on Graphics*, 28 (5). Available from: http://portal.acm.org/citation.cfm?id=1618512 [Accessed 25 April 2010]

Websites

A tutorial that teaches how to place texture over simulated hair. Not used for this research but still useful information in terms of rendering hair.
Andersson, S., 2003. *Quick Guide for texturing hair*. Available from:
http://hidyboy.hp.infoseek.co.jp/render_com/Render_com.html [Accessed 05 May 2010]

A tutorial that teaches you how to create short hair from surface mesh in XSI. I followed the tutorial and attempted at modelling long hair using the knowledge acquired from this tutorial.
Dickreuter, R., 2003. *Softimage XSI Hair: Styling & Dynamics (beginner)*. Available from:
http://www.raffael3d.com/tutorials/hair_tutorial1.php [Accessed 05 May 2010]

A tutorial that teaches you how to create long hair from curves in XSI. I followed the tutorial and attempted at modelling long hair using the knowledge acquired from this tutorial.
Dickreuter, R., 2004. *Softimage XSI Hair: Curves As Guides (beginner)*. Available from:
http://www.raffael3d.com/tutorials/hair_tutorial1.php [Accessed 05 May 2010]

A tutorial that teaches you how to unwrap UVs of polygons in XSI. I followed the tutorial and attempted at unwrapping UVs, then tested on applying the hair textures myself onto the polygons.
Jailbreak: Source, 2009. *Character Modelling Part 7: UV Mapping*. Wordpress. Available from:
http://blog.jailbreaksource.com/?p=734 [Accessed 08 May 2010]

A tutorial that teaches you how to create short hair from surface mesh in XSI. I followed the tutorial and attempted at modelling long hair using the knowledge acquired from this tutorial.
Mathis, B., 2004. *Low Polygon Hair Texturing*. Available from:
http://www.poopinmymouth.com/process/hair_tutorial/hair_01.htm [Accessed 07 May 2010]

A website that explains about polygons. I obtained the definition of polygons from its glossary.

Silke, A., 2008. *The Polygon*. The Guerrilla CG project. Available from:
http://guerrillacg.org/home/3d-polygon-modeling/the-polygon [Accessed 13 May 2010]

This website gives further tips on how to model the hair strands from surface mesh. Have tested it but not entirely useful.

The Softimage Wiki, 2005. *Hair Styling Tips*. Available from:
http://softimage.wiki.softimage.com/index.php/Hair_Styling_Tips [Accessed 05 May 2010]

A tutorial that teaches you how to create short hair from surface mesh in XSI. I followed the tutorial and attempted at modelling long hair using the knowledge acquired from this tutorial.

Tosca, P., 2007. *Low Poly Game Character Hair*. CGArena. Available from:

http://www.cgarena.com/freestuff/tutorials/maya/lowpolyHair/index.html [Accessed 07 May 2010]

A website that shows how hair is made in simple steps. Only referred to this to see how other kinds of hairstyle can be created.

Yanagishima , H., 2007. *Face & Hair: Softimage XSI*. Available from:

http://hidyboy.hp.infoseek.co.jp/render_com/Render_com.html [Accessed 05 May 2010]

Software

The software I used to demonstrate the hair modelling techniques.

Autodesk, Inc, 2010. *Softimage XSI 2010* [software]