

List of annotated References:

Liam Farnham – Personal Inquiry 09/10

Books:

Goldfinger, E., 2004, *Animal Anatomy for Artists*. Oxford: Oxford University Press

This book is a detailed and extensive guide to animal anatomy that has a large section devoted to the structure and physical form of horses, and how they work.

Hultgren, K., 1993, *The Art of Animal Drawing*. New York: Dover

This book is less technical than the later; however it does better demonstrate and capture the action of horse locomotion and movement.

Maraffi, C., 2001, *Softimage/XSI Character Animation F/X and Design*. Scottsdale, Arizona: Coriolis

This book has a section that is helpful to someone who is new to rigging, however it is now very dated and therefore an unreliable source for efficient and modern methods and techniques.

Muybridge, E., 1957, *Animals in Motion*. New York: Dover

This is an excellent reference for animal locomotion and has a great frame by frame guide and explanation of horse gaits.

Muybridge, E., 1985, *Horses and Other Animals in Motion*. New York: Dover

This is an excellent reference for animal locomotion and has a great frame by frame guide and explanation to horse gaits.

Roberts, S., 2004, *Character Animation, 2D Skills for Better 3D*. Oxford: Focal Press

This book has a section devoted to animal animation. It is useful as it approaches the subject of horse animation from an animator's perspective. It also includes some helpful images and a companion DVD with useful reference material.

Papers:

Thornton, T., 2004, *Computer Animation of Quadrupedal Locomotion*. Thesis (Masters). Texas A&M University. Available from: <http://repository.tamu.edu/bitstream/handle/1969/1400/etd-tamu-2004C-2-VIZA-thornton.pdf?sequence=2>

This paper outlines some logical production processes involved with the animating of computer generated quadruped locomotion. It is a good reference because it demonstrates the authors approach to rigging the horse skeleton.

Skrba, L., 2009, *Animating Quadrupeds: Methods and Application*. Computer Graphics Forum, 28, 1541-1560. Available from: <http://www3.interscience.wiley.com>

This paper lists some excellent methods that can be used to guide the production of computer animated horse locomotion, and analyses the potential and efficiency of these methods.

Websites:

Singer, G., 2004, *A Brief History of the Animated Horse*. Animation World Network. Available from: <http://www.awn.com/articles/reviews/brief-history-animated-horse>

This page is a useful resource that records the history of horse animation.

Simpals., 2008 'Gypsy'-Blog, *Come on Guys Harness Horses*. Simpals. Available from: <http://gypsycartoon.com/bloh.aspx?id=39>

This site features some good working example of a horse rig. However it does not go into much technical detail.

Online XSI Video Tutorials:

Efstathiou, S., 2009, *Simple Leg Setup*. Bournemouth: Bournemouth University [Concept Share]. Available from <http://nccart.bournemouth.ac.uk>

This tutorial demonstrates the construction and implementation of a simple IK leg setup. It is very helpful to those new to rigging in XSI.

Digital Tutors, 2008, *Character Setup in XSI*. Oklahoma City USA: Digital Tutors. Available from <http://www.digitaltutors.com>

This video tutorial is a comprehensive guide to rigging a character in XSI. However it does not outline or offer any alternative methods which may be more beneficial to the viewer.

Digital Tutors, 2008, *Rigging Quadrupeds in XSI*: Oklahoma City USA: Digital Tutors. Available from <http://www.digitaltutors.com>

This tutorial offers some excellent support to anyone attempting to rig a horse. The course helps to develop a more technical understanding of the tools in XSI, and how to implement them in an effective and efficient horse rig. However not many alternative methods are covered or demonstrated.

Other online videos:

The following are listed as different approaches to the subject of horse locomotion in the animation medium.

Eadweard Muybridge horse clip:

YouTube. 2008. *First Motion Picture Horse, 1878*. Available from <http://www.youtube.com/watch?v=UrRUDS1xbNs> [Accessed 13/5/2010]

Shrek clip:

YouTube. 2009. *Donkey!*. Available from http://www.youtube.com/watch?v=YTXiWQITb_0 [Accessed 13/5/2010]

Red Dead Redemption clip:

YouTube. 2010. *Red Dead Redemption: Living in the West Trailer*. Available from <http://www.youtube.com/watch?v=TE8LgY74foY> [Accessed 13/5/2010]

Lord of the Rings clips:

Youtube. 2008. *Making of Lord of the Rings – Digital Horses*. Available from <http://www.youtube.com/watch?v=x2Fimkptxlk> [Accessed 13/5/2010]

World of Warcraft clip:

YouTube. 2009. *World of Warcraft – A Paladins Horse*. Available from <http://www.youtube.com/watch?v=r3PP0tkH7WQ> [Accessed 13/5/2010]

Spirit clip:

YouTube. 2009. *Spirit – Stallion of the Cimarron*. Available from: <http://www.youtube.com/watch?v=J69iQ-Fgmmk> [Accessed 13/5/2010]

Resources

Horse Model

The horse model used for the rig and animation was sourced and downloaded from Turbosquid.com (free). Available from: <http://www.turbosquid.com/3d-models/3d-horse-animals-lightwave-model/269712>

Dog Rig

This rig was used as reference when I began to investigate simple quadruped rigging in XSI.

Available from: Roberts, S., 2004, *Character Animation, 2D Skills for Better 3D*. Oxford: Focal Press

Dog Rig 2

This rig was used as reference when I began to investigate simple quadruped rigging in XSI.

Available from: Softimage XSI

Bone Renaming Script

An efficient script I used to rename bones in XSI rig.

<http://www.xsibase.com/forum/index.php?board=29;action=display;threadid=24940>

Software Used

Softimage XSI

Autodesk, 2009. Softimage XSI 2010 [Computer program]. San Fran, CA: Autodesk

Koshigaya Flipbook [Public Beta, unregistered]