References:

Research into Inverse Kinematics and how they work. This paper was used to inform my understanding of Inverse Kinematics so that I could apply that to a rig

Alias Studio Tools – Animating. Available from: http://www.autodesk.com/techpubs/studiotools/13/PDFs/Animating.pdf [Accessed 26 April 2010]

Further research into newer methods of rigging. This link informed my understanding of how, when and why to create controllers for a rig

Automatic Rigging for Softimage XSI. Video. Available from: http://vimeo.com/9850476 [Accessed 29 April 2010]

Further research into newer methods of rigging. This video shows the implementation of the method on several different models

Baran I. And Popovic J. Pinocchio: Automatic Rigging and Animation of 3D Characters. 2007. Available from: http://www.youtube.com/watch?v=EklzamltEgM [Accessed 28 April 2010]

Further research into newer methods of rigging. This paper explains the technique the developers used for rigging and enveloping several different characters Images from this paper were also used in the presentation slide show

Baran I. And Popovic J. 2007. Automatic Rigging and Animation of 3D Characters. Available from: http://www.mit.edu/~ibaran/autorig/ [Accessed 28 April 2010]

Research into the basic principles of rigging. I used this powerpoint presentation to inform my knowledge of the underlying maths of IK and FK and enveloping

Basic Animation Rigging. Available from: http://caig.cs.nctu.edu.tw/course/CG2007/slides/introAnim3.pdf [Accessed 26 April 2010]

Followed tutorials provided on NCCA on how to build rigs for animation. With this information I then proceeded to build my own rig

Digital tutors. Available from: http://nccart.bournemouth.ac.uk/dev.aspx?ws=1 [Accessed 2 May 2010]

Research into Inverse Kinematics and how constraints affect IK animation. This paper was used to inform my understanding of Inverse Kinematics so that I could apply that to a rig

Greeff M., Haber J., Seidel H. Nailing and Pinning: Adding Constraints to Inverse Kinematics. Max-Planck-Institut fur Informatik. Available from: http://wscg.zcu.cz/wscg2005/Papers_2005/Short/B53-full.pdf [Accessed 29 April 2010]

Research into the basic principles of rigging. I used this paper to inform my knowledge of how to rig a character

Marco G. and Kate D. Advanced Graphics and Animation Character. Goldsmiths. Available from: http://doc.gold.ac.uk/~mas02mg/AdvancedGraphics/CharacterAnimation.pdf [Accessed 29 April 2010]

Research into the basic principles of rigging. This book included basic information about rigging but was too general and not very useful

Maraffi C. 2001. Softimage XSI Character AnimationF/X and Design. Coriolis

Research into human anatomy and the mechanics behind human skeletons. I used this book to inform my understanding of how a real human skeleton works and what its limitations are for future implementation into the rig

Szunyoghy A. And Feher G. 1996. Anatomy Drawing School – Human, Animal, Comparative Anatomy. Konemann

Followed tutorials on how to build rigs for animation. These tutorials mainly informed my own construction on a leg rig

Sofronis Efstathiou tutorials. 2009. Available from: http://nccart.bournemouth.ac.uk/dev.aspx?ws=1 [Accessed 30 April 2010]

Research into Inverse Kinematics and how they work. This paper gave me a better understanding of inverse kinematics and its strengths/ weaknesses and ways around any problems that might appear

Van Dongen J. 2007. An Overview of the Field of Inverse Kinematics. Available from: http://student-kmt.hku.nl/~joost1/Oogst3D/ARTICLES/InverseKinematics.pdf [Accessed 26 April 2010]

Research into Inverse Kinematics and understanding how they work. I used this paper to inform my knowledge of IK and how to use constraints in the rigging process

Welman C. Inverse Kinematics and Geometric Constraints for Articulated Figure Manipulation. Simon Fraser University. Available from: http://graphics.ucsd.edu/courses/cse169_w04/welman.pdf [Accessed 28 April 2010]

Undestanding the maths behind Forward and Inverse Kinematics for rigging. This powerpoint presentation gave me a better understanding of the underlying calculations a computer performs when using FK and IK

Inverse Kinematics (part 1). 2005. UCSD. Available from: http://graphics.ucsd.edu/courses/cse169_w04/ [Accessed 26 April 2010]

I used XSI for all development of the rig for my personal inquiry

Autodesk SoftImage XSI 2010