

REFERENCES AND NOTES

- Szunyoghy, A., and Feher, G., 1997. Anatomy Drawing School. 1st ed.

UK: Konemann

This book gave me a lot of information about the muscle system of the human face, as well as image reference for my poster. The understanding of the human facial anatomy was critical for my project.

- Terzopoulos, D., and Waters, K., 1990. Physically Based Facial Modelling Analysis and Animation. Visualization and Computer Animation.

Available at: <http://www.google.co.uk/search?q=Physically-Based+Facial+Modeling%2C+Analysis%2C&ie=utf-8&oe=utf-8&aq=t&rls=org.mozilla:en-GB:official&client=firefox-a>

[Accessed: 27 April 2010]

This Journal encouraged my research on the facial muscle system, and also introduced me to Ekman's research on the facial expressions: their variety as well as the six primary emotions, which was a key point for my project.

- Madsen, O., 2009. Facial rig in Softimage XSI. [Online] (Updated July 15 2009)

Available at: <http://caffeineabuse.blogspot.com/2009/07/facial-rig-in-softimage-xsi.html>

[Accessed: 30 March 2010]

This website introduced me to a different approach of facial animation, and, most importantly, gave me the chance to compare my outcome to another approach, which had used the same facial expressions (happy, sad, angry, surprised). It seemed like the emotions I had chosen to apply to my character, where quite popular in cases of facial animation. I also used image reference from that paper.

REFERENCES AND NOTES

- Vlemings, G., 2007. Facial Expressions Chart.[Sketch]

Available at: <http://www.google.co.uk/images?q=facial%20expressions&oe=utf-8&rls=org.mozilla:en-GB:official&client=firefox-a&um=1&ie=UTF-8&source=og&sa=N&hl=en&tab=wi> (pg.1)

I used that reference image to give an example of a variety of facial expressions on a cartoony character. The sketches were quite clear about the way the mouth and the eyebrows move when adjusting to different emotions.

- Cole, R., Wise, B., and Van Vuuren S., 2006.Examples of basic emotions that Marni can model [Image]

Available at: <http://www.google.co.uk/search?q=marni+facial+expressions&ie=utf-8&oe=utf-8&aq=t&rls=org.mozilla:en-GB:official&client=firefox-a>

[Image representation for facial expression coding, pdf file] [Accessed 5 May 2010]

This paper supplied me with a reference image of a 3d model focused on facial animation. The model was presented to perform the six primary emotions (Ekman)

- Al-Mahir, A., 2006, Kid facial expressions [Image] (Archive for "Wait Mister!" 3D film plog)

Available at: <http://almahir.com/category/wait-mister-plog/page/2/> [Accessed 1 May 2010]

This image reference gave me the opportunity to compare my character's facial shapes to another cartoony character with similar head proportions (rounded, huge eyes, small nose, etc.)

REFERENCES AND NOTES

I used photo references of my classmates performing the facial expressions I wanted to create. I had to investigate myself if the human face had similar deformations when it was trying to express a particular emotion among a variety of different people.

Video references performing the expressions were also very useful in terms of observation and reference. It also helped me figure out the timing a facial expression needs to change into another.

I blended and animated the shapes, so that I can get a better visualisation of my research.

