

Stop Staring: Facial Modeling and Animation Done Right

By Jason Osipa

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Stop Staring: Facial Modeling and Animation Done Right By Jason Osipa

Breathe life into your creations

With detailed examples, high-quality professional images, and a touch of humor, this is the fully revised and updated second edition of Jason Osipa's best-selling book on facial animation. You'll learn the basics of design, modeling, rigging, and animation-while mastering exciting new techniques for stretch-and-squash deformation, advanced blend extraction, and the latest software tools. Walk through the author's detailed analysis of sample animations and discover how to add nuance and sophistication to your designs.

Full of insights drawn from years of professional experience, this book provides the focused and practical information you need to create believable facial animations.

- Learn visemes and lip sync techniques
- Construct a mouth and mouth keys
- Explore the process of facial landmarking
- Master the cartoon techniques of squash and stretch
- Harness the latest advanced blend extraction tools
- Create interfaces for your faces
- Understand skeletal setup, weighting, and rigging

Control faces with the book's powerful rig and learn how skin moves to make various shapes and expressions

Master powerful stretch-and-squash (and squoosh!) techniques

Featured on the CD

Fine-tune your facial animations with the techniques demonstrated on the companion CD. Content includes tutorial files, lip sync samples, models, textures, and more.

Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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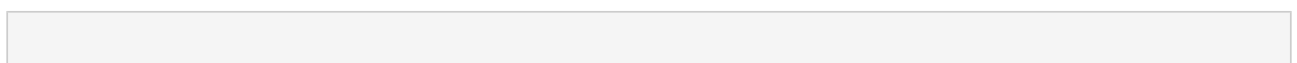
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Editorial Review

Amazon.com Review

Lips, brows, frown lines--they're all in motion in an expressive face. *Stop Staring* analyzes facial structures and movements and shows animators how to enliven the faces of their characters. The author, whose own handsome head (in modeled form) graces the cover, is an experienced animator currently working on *The Sims*.

He writes with a dry wit and a confidence born from experience. The book is friendly but also loaded with content and precise in its directions. "I am by no means God's gift to animation, but I do pretty well at making a talking head look like a living one, not just a set of gums flapping." This is not a how-to manual, but a richly detailed guide to achieving the right movements for a given situation and emotion. The companion CD includes all the pieces readers will need in order to work along with the text: models (both realistic and stylized 'toon characters), lip-synching samples, finished Quicktime movies, and even a copy of Maya Personal LE. (More info and some movies can be found at jasonosipa.com.)

Readers move from "Getting to Know the Face," to synching audio, working on the mouth, eyes, and brows, and rigging. Osipa has created a methodology for facial animation that gets results and makes the process fun. The book can be used as a step-by-step guide for learning new skills or finessing techniques, or as a reference book for troubleshooting specific expressions (for example, "happy eyes," "frustration," and "sneers" are all in the index). Although the projects are presented using Maya, the concepts involved pertain to animation in general.

There are lots of production tips and, in Chapter 13, case studies using five scripted scenes. Readers can even begin with this last chapter, watching the movies (they're funny!) and enjoying Osipa's debates as he works through animating his face telling a lame bartender joke or a sassy 'toon gal weighing the pros and cons of pink and blue bows. This hip writer knows what he's talking about, even when it's his own animated mug that's doing the talking! --*Angelynn Grant*

Review

"A breath of fresh air to both students and industry professionals alike." -- *Owen Hurley, Director (Casper's Haunted Christmas, Barbie in the Nutcracker, Barbie as Rapunzel)*

"Readers new to these techniques are spared the frustration of feeling overwhelmed ..." -- *Jason Schleifer, Senior Animator, Weta Digital*

"Stop Staring is a refreshingly practical book on animation, loaded with useful information for animators, artists, and designers." -- *Will Wright, Game Designer*

From the Back Cover

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Users Review

From reader reviews:

Louis Hudson:

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Kathy Lloyd:

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