



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

The de facto official source on facial animation—now updated!

If you want to do character facial modeling and animation at the high levels achieved in today's films and games, *Stop Staring: Facial Modeling and Animation Done Right, Third Edition*, is for you. While thoroughly covering the basics such as squash and stretch, lip syncs, and much more, this new edition has been thoroughly updated to capture the very newest professional design techniques, as well as changes in software, including using Python to automate tasks.

- Shows you how to create facial animation for movies, games, and more
- Provides in-depth techniques and tips for everyone from students and beginners to high-level professional animators and directors currently in the field
- Features the author's valuable insights from his own extensive experience in the field
- Covers the basics such as squash and stretch, color and shading, and lip syncs, as well as how to automate processes using Python

Breathe life into your creations with this important book, considered by many studio 3D artists to be the quintessential reference on facial animation.

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Editorial Review

From the Back Cover

GET IN YOUR CHARACTER'S FACE

How a head tilts, the timing of a blink, how the mouth shapes sounds—these and a host of other details add up to the creation of complex animated characters that can not only move, but also act. In this third edition of his acclaimed book, Jason Osipa teaches you his secrets for breathing life and drama into animated characters through the face.

Digging even deeper into technical topics, this new edition explores today's latest animation and rigging trends and teaches you dazzling, professional techniques. Follow a detailed analysis of a wide variety of characters, understand the why and how of every pose and move, and take away insights from the author's years of experience in all kinds of 3D media.

- **Learn about visemes and lip sync techniques**
- **Find out what eyes and brows communicate**
- **Understand how fundamentals bridge across character styles**
- **Explore the process of facial landmarking**
- **Learn how squash and stretch and secondary controls are all the same thing**
- **Create a library of expressions and shapes for your faces**
- **Understand skeletal setup, weighting, and rigging in many different forms**
- **Use Python scripts to automate tasks**

Techniques described are applicable to any 3D software application. Maya 2011 is used in many of the examples in the book. A color insert showcases many techniques, including the impact of color and lighting.

About the Author

ABOUT THE AUTHOR Jason Osipa has been working in 3D since 1997, holding titles in all levels of animation, rigging, and directing in real-time and rendered 3D. He is currently running Osipa Entertainment, which offers contracting, consulting, and classes for games, TV, Direct-to-Video, and film. Prior to opening his own company, he worked at gaming industry giants LucasArts and EA, among others. He is the author of both previous editions of *Stop Staring: Facial Modeling and Animation Done Right*.

Users Review

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Anthony Collins:

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Amy Terrell:

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