

# Animating Facial Features & Expressions, Second Edition (Charles River Media Graphics (Paperback))



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This completely updated edition of the classic *Animating Facial Features & Expressions* bring this resource up to date with today's tools and techniques. Written to teach 3D artists, designers, and animators how to add realism to their character's expressions, this is a one-of-a-kind reference you'll want to add to your collection. The book begins by teaching you about the anatomy of the human head, facial features, and facial muscles. From there it teaches you how to recreate the human face and muscle structure in 3D and then how to make it move in realistic, believable fashion. The book is filled with detailed instruction for lip syncing and creating visual expressions for speech and sound under a variety of conditions (sad, happy, stuttering, etc.). It provides visual reference charts of morph targets for weighted human expressions, typical human phonemes, cartoon expressions, facial expressions, and just-for-fun cartoon expressions. In this edition there are also two new chapters that teach you how to use 3ds Max and Maya for animating facial expressions. All of these techniques can also be applied to your own aliens, animals, creatures, and other animated creations. If you want your characters to have truly realistic facial expressions, you'll learn everything you need to know in this indispensable resource.

作者介绍:

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