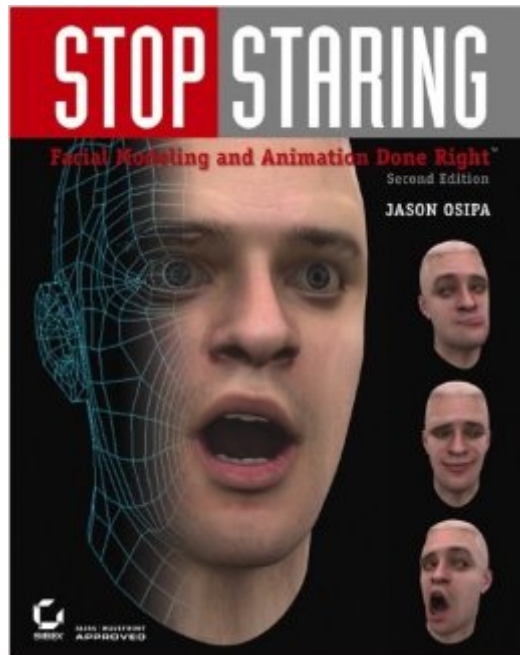# Stop Staring: Facial Modeling And Animation Done Right

Synopsis

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 visimes 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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Customer Reviews

Osipa's approach to toon rigging (and rigging in general) is unique, new, innovative and very simple

to grasp and implement. I don't want to give away the genius of Chapter 13, because I THINK you need to buy this book!You want to know how they "might have" rigged Elastigirl in The Incredibles? It's so simple you'll kick yourself in the shin for not thinking of it yourself.This whole book is filled with rigging know-how by a lover of cartoons. His primary goal is making excellent facial animation. Something this industry sorely lacks! And this is the book that documents his experiences and skills. Learn from it. Be a better rigger.If you want to be a Rigger or Character TD for toons or even photo-real characters, these techniques will be omni-present in studios (big and small) in the next year. Get this book and read it cover to cover so I don't have to kick you in the shin.

I am a 3d professional artist for a long time, I have to say I have read hundreds of books, watched hours of training videos, read pages of internet tutorials anything related to 3d animation. No other training material comes even close to things I have learned reading this book. It is a treasure that you have to keep somewhere close to your desk as a reference, whether you are modeling a character head, building blend shapes or rigging . I have used the techniques successfully in many projects. I thank Jason Osipa for writing this book and for teaching me how to build superior 3D characters. This is my second SS book, I also have the first edition. This 2nd edition is a lot different then the first.

I didn't realize the book I ordered had CD/DVD content originally and would be sans that content in my order. :-(OK, so then I am writing this review hoping for a link to the example content of the companion CD/DVD for this book, although I have the book is written well enough that I could successfully built similar model(s) examples myself using just this book.I am learning Blender and since it was mentioned the book uses Maya, I guess I will subscribe to Maya LT and work through the book twice.My goal isn't to be a profession animator or modeler but to make cartoon models as exaggeratedly easily expressive as the cartoon character on the cover of this book.Can anyone point out a link to the material? This book came highly recommended to me to learn with.

This is a great book and I highly recommend it for anybody interested in character animation. Although the author uses Maya and a few examples describe Maya-specific functionality, most of the material in here is very broadly applicable, making this an indispensable book for Blender animators as well.Readers of my book Introducing Character Animation with Blender should definitely check this one out.

There is a companion CD to this book that the Kindle version won't include!You won't get full value of the book if you choose the Kindle version!The Kindle version is also the 2003 version of the book. It is not current!

Have you ever worked with a facial rig that was based on a set of sliders in the viewport? Many of the most popular free rigs use that method these days. Well guess what -- it's sometimes called "the Osipa method," and it was popularized by the first edition of this book.As a novice character rigger, this book opened my eyes to an entirely new way of looking at facial modeling, rigging, and animation. I can not recommend it highly enough. These days when I create a character, I always have two books within quick reach: The Art of Rigging (by CG Toolkit, only available from their website) and Stop Staring.

The content of the book is ecellent, I've learned a lot by following the lessons within. However, the author tends to jump around a lot. You'll have to do a lot of jumping around to learn what you want.

I am a professional 3D character artist and I own a previos version of this book.I am using Jason Osipa's method of facial set-up for all my characters, for animated film and games. Not only it is the system that's easy to use and understand, but it produces very attractive and believable facial expressions. I would recommend this book to anyone who ever touches digital characters, but especially to 3D modelers and riggers.

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