



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

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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

**From reader reviews:**

**Katherine Lee:**

Often the book *Stop Staring: Facial Modeling and Animation Done Right* will bring you to the new experience of reading the book. The author style to spell out the idea is very unique. When you try to find new book to learn, this book very ideal to you. The book *Stop Staring: Facial Modeling and Animation Done Right* is much recommended to you to read. You can also get the e-book from the official web site, so you

can easier to read the book.

**Nyla Gomez:**

People live in this new morning of lifestyle always aim to and must have the free time or they will get great deal of stress from both way of life and work. So , if we ask do people have free time, we will say absolutely of course. People is human not really a robot. Then we ask again, what kind of activity do you possess when the spare time coming to a person of course your answer will certainly unlimited right. Then do you try this one, reading publications. It can be your alternative with spending your spare time, typically the book you have read is usually Stop Staring: Facial Modeling and Animation Done Right.

**Teresa Hennessey:**

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