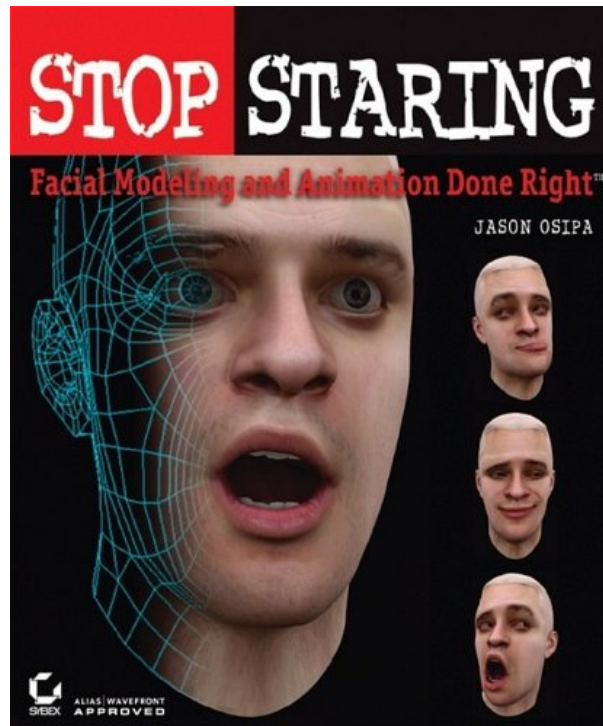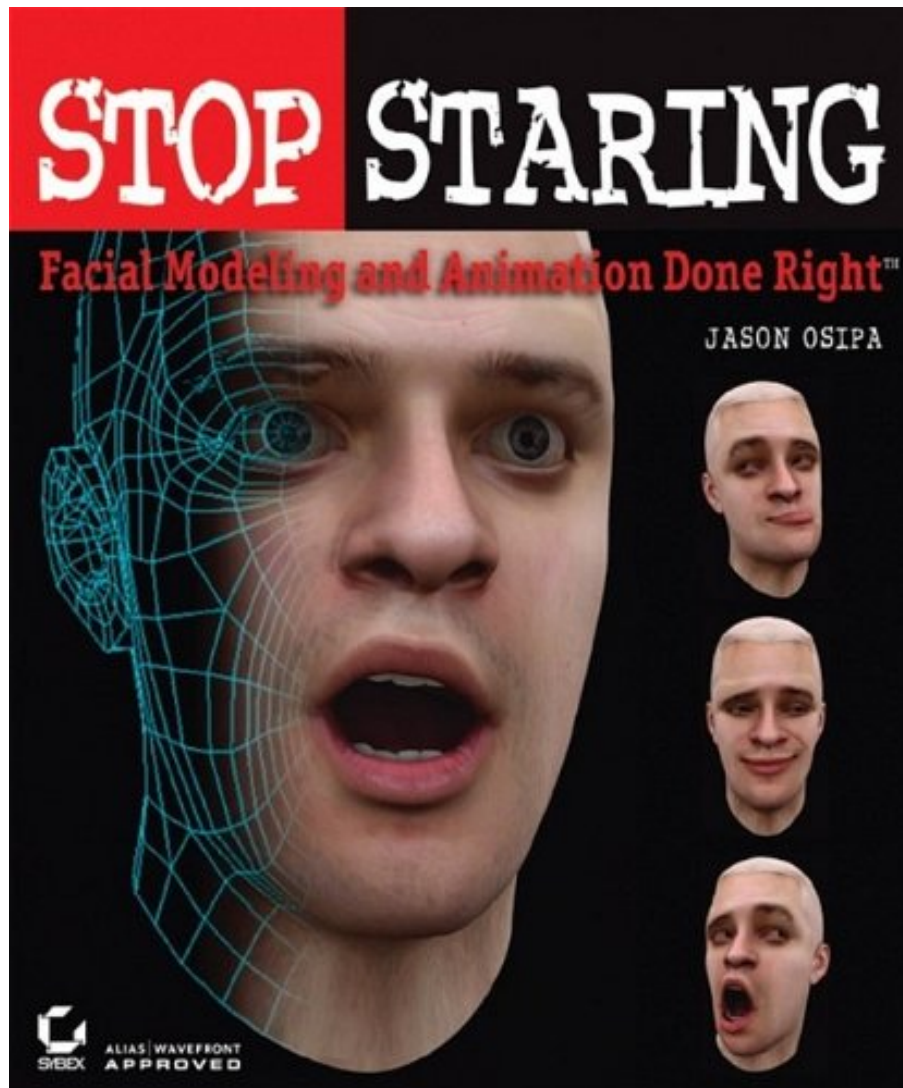# STOP STARING: FACIAL MODELING AND ANIMATION DONE RIGHT BY JASON OSIPA

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Amazon.com Review
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34 of 35 people found the following review helpful.
Forty blend shapes...
By Amazon Customer
Brilliant concepts and discussion of details, but somewhat slow in painting the big picture. He never really comes out and says it, so I will. The end result is a control rig for 40 blend shapes, each painstakingly hand drawn and tuned. The state of the art doesn't allow shortcuts; I don't think it ever can or will. If you can accept that all 40 shapes are needed to model the range of human facial expression, this book is for you. Osipa makes a compelling argument that each is necessary; guides you through the modeling to make it possible; and wraps up with an elegant rig to control and manage them all. The result is a talking head, simply amazing in its range and control of nuance. Still, 40 heads per character is a huge investment. Is it worth "Doing Right?" Or can you continue to fake it? Buy the book; play with the rig; and find out for yourself.

15 of 15 people found the following review helpful.
One of the best books on my shelf!
By John Sheffield
I'd fallen into an uninspired rut of "it's as good as it's gonna get!" with regard to the facial animation work I've been doing, when I ordered this book because Amazon's Recommendation script has established some sort of fiendish control over my brain. I didn't expect to be moved too much, having read a fair amount on facial animation and lip synch and been presented with paraphrases of the same stuff over and over. As it turned out, I was hooked on "Stop Staring" after about a page. After a chapter or two, I was picking shards of my shattered animator's ego out of my palms. I'd also eagerly agreed to the idea of locking what I already knew away in a dark closet and starting from scratch, this time for real. The improvement in my work since doing so has been obvious and exciting. I love the controls he supplies as well. If you're still controlling your faces via lists of numeric fields, becoming acquainted with this puppeteer-like alternative is worth the price of the book even if you didn't read a word of the text!

As clichèd as the thought may be, the only negative feeling I get from this book is that, having learned so much from it, the lack of time available to go back and redo most of the work I've already completed on my current project is fairly traumatic.

The best book on Virtual Human face animation design.
By Quinbould
As author of "Virtual Humans" I'm always looking for good books that bring a higher level to face animation. This is it. Jason writes in an accessable style, good humor and the kind of authority you want in a book. Frankly most other books that cover this subject are pretty boring and the faces are ugly. Jason is a very talented pro who privides you with everything you need to create the best, most realistic facial animation in remarkably easy ways. I recommend it highly to those of you who want to perfect your face animation techniques. His approach is different and better than any other that I've seen. I especially recommend this book to anyone who has purchased "Virtual Humans"
Peter Plantec

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