

animago

AWARD & CONFERENCE

Date:
27./28.10.2011

Location:
fx.Center Potsdam-Babelsberg

Information about topic / conference slot: (presentation in English)

animago-subject area: animago VFX

Headline: Manageable Character Facial Performance Workflow – Presented by Image

Metrics and Atomic Fiction

Brief description: Creating believable facial performances for digital characters can be an incredibly rewarding process, but can also be equally frustrating if the generation of the necessary assets overwhelms the creative process. This talk focuses on character facial performance techniques applicable for VFX and animated feature production that attempt to minimize the frustration. Techniques described are relevant for a large studio or a single artist working on a personal project. Topics discussed will include 1) Successful character design choices, 2) Modeling techniques and best practices, 3) Ideal mesh resolution for animation, 4) character rigging methodology, 5) Animation workflow using Image Metrics Faceware, 6) Filling in the animation details after a faceware solve, and 7) Ideal shader setup for animation and rendering. These techniques will be demonstrated by Atomic Fiction and Image Metrics using a photo-real human character and a stylized character, both driven by sampled human performance data.

Information about the speakers:

Name, First Name: **Grenier, Jay /**

Dawson, Anton

Company: **Image Metrics /**

Atomic Fiction

Website: www.image-metrics.com

www.atomicfiction.com

Jay Grenier, Technical Artists, Image Metrics (Santa Monica; USA)

Jay has been working as a technical artist in the visual arts industries for almost ten years, with close to four of those at Image Metrics. His video game credits include helping design and shape the facial animation and rigging pipelines for Crysis 2, 2K Sports NBA 2K10/2K11, Rockstars' Grand Theft Auto series, and the 2010 game-of-the-year winner, Rockstar's Red Dead Redemption.

Anton Dawson, Character Supervisor, Atomic Fiction (Emeryville, California, USA)

Anton Dawson is one of the top character supervisors in the industry, having designed proprietary tools for digital humans, motion capture rigs and muscle systems used in today's biggest blockbuster films and high profile video games. Dawson's passion is developing characters that simulate every detail of human and creature motion while offering speed and efficiency for the animation teams that rely on his technology. Projects include Transformers 3: Dark Side of the Moon, Yellow Submarine Test, Boardwalk Empire, A Christmas Carol and the award-winning 2K Sports Titles. Anton's experience with video game and feature film technology allow him to merge both efficiency and quality to satisfy all needs of any production.