



Computer Facial Animation, Second Edition

Frederic I. Parke, Keith Waters

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This comprehensive work provides the fundamentals of computer facial animation and brings into sharper focus techniques that are becoming mainstream in the industry. Over the past decade, since the publication of the first edition, there have been significant developments by academic research groups and in the film and games industries leading to the development of morphable face models, performance driven animation, as well as increasingly detailed lip-synchronization and hair modeling techniques. These topics are described in the context of existing facial animation principles.

The second edition provides an up-to-date source for professionals and academic researchers working in the field of facial animation.

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