

Who is this tutorial aimed at..?

This face modeling tutorial has been created with the professional level user in mind and makes the assumption that you already possess a complete working knowledge of Alias PowerAnimator® software.

If you are unfamiliar with general use of Alias Power Animator® then we recommend that you spend some time reading the manual or investigate our new face modeling tutorial for Rhinoceros® which offers more detailed tuition.

In the main, this document is aimed at those of you already working within the CG industry at some level, either at an animation studio, major broadcaster, post-production / special effects house or perhaps even on a free-lance basis.

Recently, in the surveys that we've conducted you've told us that time is your most precious commodity and as such were not keen to wade through seemingly useless or unnecessary steps. So we've responded by going to great lengths to keep this tutorial free of redundant information and unnecessary waffle.

Suppose I need to learn even more, what should I do..?

Again, this tutorial does not cover the minutiae of each and every step in the process rather it provides a no-nonsense general overview to the methods used by Steven Stahlberg and techniques required to construct a human head/face.

Should you require a far more in-depth and comprehensive level of tuition then we suggest that you purchase the "Rhino" version of Supermodels Professional 3D Training Tools™. This version based on the Rhinoceros® modeler covers each and every step of the facial modeling process, prompt by prompt in painstaking detail and includes text and images numbering nearly 1000 A4 pages! Additionally, the Rhino version also uniquely offers actual model geometry and video movies that show you how a particular process is performed.

A note from the publisher

This tutorial was written by Steven H. Stahlberg and was first published by Cinemagic Productions Limited in 1998. In July 2000, we re-packaged the original HTML based version of the text into the Adobe Acrobat PDF format for easy and free distribution. It is important to note that with the exception some minor changes the text is essentially the same as that of the original publication. Since 1998, a great many advances in CG have come to pass and for this reason the document may seem a bit dated in parts. Despite the passage of time, this document still remains a viable overview of professional methods for creating exceptional digital human characters. This is a valuable text for anyone undertaking the challenge of organic human body/facial modelling with any NURBS based software application -- not just Alias PA! I would urge you to really read this tutorial carefully, as many of the topics and tips discussed can improve your character modelling substantially. Lastly, I urge you to check Steven's website for updates on his latest techniques. Enjoy!