Face It: A Visual Reference for Multi-ethnic Facial Modeling

By Patricia Beckmann Wells, Scott Wells

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As animation software becomes more advanced and graphics become more refined, the opportunity to create informative detail becomes more achievable in your characters. You can't give every character the same facial contours anymore. Today's graphic engines and hi-definition screens enhance detail, and the features in your character can make or break the believability of your game or movie.

Face It provides you with the resources that you need to ensure an accurate character model. By examining the skulls of people of different ages, ethnicities, and geographical areas, authors Patricia Beckmann-Wells and Scott Wells showcase the intricacies of the human head and face, and show you how to apply that to your models. Whether it be a Caucasion women in her 50s or an African man in his late 20s, you'll know how to properly shape a forehead, an eye socket, and even cheekbones to ensure the 100% accuracy of your 3D character.

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Editorial Review

About the Author

Dr. Patricia Beckmann Wells, EdD., founder of Bunsella Studios, former head of training and artist development at both Dreamworks SKG and Walt Disney Feature Animation Studios.

Scott Wells, Senior Character Artist, Treyarch/Activision (Call of Duty: Black Ops II)

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