

MAPPING OF FACIAL EXPRESSIONS

Summary – A wide range of tools allowing creation of the face animation allows to achieve more realistic results. Numerous programs allow not only to fully manual creation of the model, starting from the settings of the scene till the final product, but also the use of scripts improving modeling. Author selected the human face model based mainly on manual object modelling, which will allow better understanding and show the creative process. Obtained results will be discussed and the conclusion will be drawn.