

Table of contents

- Chapter 01** - About this tutorial and other training tools from Cinemagic.
- Chapter 02** - About computer graphics, general modelling points for beginners
- Chapter 03** - References
- Chapter 04** - About MOCAP
- Chapter 05** - Cheating is necessary
- Chapter 06** - Visual perception and composition
- Chapter 07** - CG lighting
- Chapter 08** - The Alias PA face modelling tutorial, modelling a face
- Chapter 09** - Creating the basic head shape
- Chapter 10** - Creating the eyelids
- Chapter 11** - The nose
- Chapter 12** - The ears
- Chapter 13** - Reparameterisation
- Chapter 14** - Creating and merging the lips, component placement
- Chapter 15** - Custom blends
- Chapter 16** - Creating realistic human hair
- Chapter 17** - About textures
- Chapter 18** - Shaders
- Chapter 19** - Human skin
- Chapter 20** - Alias PA body modelling tutorial, legs, buttocks & shoes
- Chapter 21** - The torso
- Chapter 22** - The arms & fingers

Visit the authors website at: <http://www.optidigit.com/stevens>

Email the author at: stahlber@yahoo.com

Visit the publishers website at: <http://www.cmagic.co.uk>

Email the publisher at: cmagic@cmagic.co.uk