

Abstract

PEPI: A STUDY IN FACIAL ANIMATION WITH MAYA

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Maya, developed by Alias|Wavefront, a division of SGI, is the most advanced tool available in the field of Digital Visual Effects today. This paper is the result of a study of the Maya environment. It documents the creation process of a project that is the product of experimenting with some of the major tools available in the Maya system. The result is Pepi, a complex 3D character capable of displaying facial expressions and speech poses.

