

## CSE464 - FACIAL EXPRESSION for STYLIZED CHARACTERS

2022 Summer Term B – 5 credits **REMOTE**

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**Mons + Weds:** July 25 to August 17

**Class Time:** 10:30am to 12:30pm

**ZOOM:** link available on canvas

**Lab Time:** 12:45pm to 2pm

**Prerequisite: No prior Maya experience required.**

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This 8-session summer class, taught by Gary Faigin, author of *“The Artist’s Complete Guide to Facial Expression,”* trains students in the basics of facial expression, and how to create those expressions on a CG facial model that has been rigged using Faigin’s input. Each class includes a lecture on the principles of expression featuring Faigin demonstrating while drawing on his digital pad, followed by complementary digital demonstrations by the TAS, experienced animators using the software program Maya - standard in the animation industry.

Students are introduced to the individual muscles of expression and shown how to combine those individual muscle movements to create the six cardinal expressions of joy, anger, sadness, fear, surprise, and disgust. Students also pose the various muscle movements reflecting their own faces in a hand mirror, and rendering the poses and expressions in CG. All student renderings are also reviewed in class, allowing students to correct their expressions, as necessary. Students spend time each week in the computer lab working under the supervision of the class TA who is an experienced alumna from UW’s own Capstone animation program.

Reference is also made to recent research on facial expression, based on Faigin’s participation in the Facial Expression Research Group (FERG) which, together with the Animation Capstone, is housed in the Animation Research Labs (ARL) at UW. This class is ideal for anyone interested in animation, game design, or mastering the basics of the expressive face, as well as those seeking a hands-on introduction to Maya.

### CLASS READING & MATERIALS LIST

**CLASS TEXTBOOK** – *“The Artists Complete Guide to Facial Expression”* © 1990, by Gary Faigin, available at the University Bookstore or online at [www.amazon.com](http://www.amazon.com)

**FAIGIN FACE BLOG** – <http://www.FaiginVFX.com/face-blog> & <http://www.garyfaigin.com/faigin-face-blog> - please review before class begins.

**STUDENT RESOURCE WEBSITE:** [www.onanimation.com](http://www.onanimation.com)

# 464CSE- Facial Expression for Stylized Characters

## COURSE SYLLABUS

### CLASS #1: INTRODUCTION TO FACIAL EXPRESSION + MOVEMENTS OF THE UPPER FACE | July 25/22

1. Introduction to facial expression - Why it's important, how it's universal, and examples from art and photojournalism.
2. Recent research on human expression and what it tells us.
3. How facial muscles work; active areas of the face.
4. Introduction to Maya

#### THE EYES & BROW

Neutral eyes and eyebrows

Position of the Lids: opening the upper eyelid; raising the lower lid; the squint

Muscles of the Brow: eyebrow raiser

The Scowl

The Brow of Distress

The Glare

*Assignment #1: Posing the Muscle Movements around the Eye. Due Class #2.*

### CLASS #2: MOVEMENTS OF THE MOUTH (Part 1) | July 27/22

*Review of Assignment #1: Posing the Muscle Movements around the Eye.*

#### THE CLOSED MOUTH

Sneering Muscle

Frowning Muscle

Pouting Muscle

Smiling Muscle

Lip Tightener

*Assignment #2: Posing Closed Mouth Movements. Due Class #3.*

### CLASS #3: MOVEMENTS OF THE MOUTH (Part 2) | Aug 1/22

*Review of Assignment #2: Posing Closed Mouth Movements.*

#### THE OPEN MOUTH

Open Mouth - relaxed

Lower Lip Stretcher

Snarl/Disgust

Smile

*Assignment #3: Posing Open Mouth Movements. Due Class #4*

## **CLASS #4: THE CARDINAL EXPRESSIONS—SURPRISE and FEAR | Aug 3/22**

*Review of Assignment #3: Posing Open Mouth Movements.*

### **SURPRISE and FEAR**

Posing expressions – coordinating eyes and mouth; levels of intensity

The difference between Surprise and Fear

Posing Surprise

Posing Fear

*Assignment #4: Posing Surprise and Fear. Due Class #5.*

## **CLASS #5: THE CARDINAL EXPRESSIONS—SADNESS | Aug 8/22**

*Review of Assignment #4: Posing Surprise and Fear*

### **SADNESS**

The basics of Sadness – Crying vs. merely Sad

Posing Crying

Posing Sadness

Various degrees of Sadness

*Assignment #5: Posing Sadness. Due Class #6.*

## **CLASS #6: THE CARDINAL EXPRESSIONS—ANGER | Aug 10/22**

*Review of Assignment #5: Posing Sadness*

### **ANGER**

The basics of Anger – starts with the eye

Closed-mouth Anger – various levels of intensity

Open-mouth Anger – variety of mouth positions

*Assignment #6: Posing Anger. Due Class #7.*

## **CLASS #7: THE CARDINAL EXPRESSIONS—DISGUST and JOY | Aug 15/22**

*Review of Assignment #6: Posing Anger*

### **DISGUST and JOY**

The basics of Disgust – the 3 active areas

Posing Disgust – open mouth

The basics of Joy – eye/mouth agreement

Posing the closed-mouth Smile

The broad Smile

The Laugh

Varieties of the Smile: sly, bittersweet, eager & fake

*Assignment #7: Posing Disgust, the Closed-mouth Smile and Varieties of the Smile & Laugh. Due Class #8.*

## **CLASS #8: FINAL REVIEW OF FACIAL EXPRESSIONS | AUG 17/22**

*Review of final Assignment #7: Posing Disgust, the Closed-mouth Smile and Varieties of the Smile & Laugh.*

Today we have our final review of material covered, our final critique and course summary



## **STUDENT LEARNING OUTCOMES**

1. Students learn the basics of how to pose various movements of the face in Maya using a pre-rigged model.
2. Students learn the individual components of facial expression and how to pose them on their own face and render them in Maya.
3. Students learn the criteria to create a resting face with no apparent expression in Maya.
4. Students learn to pose convincing and accurate versions of the six cardinal facial expressions in Maya.
5. Students learn to pose certain expressions in varying degrees of intensity in Maya.

## **STUDENT ASSESSMENT**

1. Student grade will be based on successful completion of class Assignments.
2. Maximum points per class Assignment: 45 points.
3. Attendance is worth 40 points, the equivalent of almost one assignment.

## GRADING RUBRIC for “Facial Expressions for Stylized Characters”

Weekly Assignments: Rendering of facial movements and expression	Exemplary 45 points	Accomplished 35 points	Developing 25 points	Beginning 15 points
	Assignment is complete and <b>done extremely well</b> . Required facial movement or expression is clear and accurate. Emotions are recognizable and non-ambiguous.	Assignment is complete. Requested facial movement or expression meets general criteria. Emotions are recognizable but not un-ambiguous.	Assignment is complete. Required facial movement or expression is just adequate. Emotions are barely recognizable and/or face contains unrealistic artifacts.	Assignment is incomplete. Required facial movement or expression does not meet general criteria. Emotions are not clearly recognizable.

**Notes:**

1. Students are required to upload weekly class Assignments before 9pm the day before each class to the designated web address.
2. If an assignment is late there will be a 10% deduction every class day.
3. Students may choose to re-submit any completed Assignment on a one-time basis for review and higher grade. All re-dos must be re-submitted no later than 9pm on August 15. No exceptions.

### STUDENT GRADES

Points	Grade	GPA	Points	Grade	GPA	Points	Grade	GPA
400	A+	4.0	290	B	3.0	235	C-	1.7
360	A	4.0	270	B-	2.7	225	D+	1.3
325	A-	3.7	255	C+	2.3	215	D	1.0
300	B+	3.3	245	C	2.0	<200	E/F	0