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How to use Maya dynamic hair system to model realistic hairstyles

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Maya dynamic hair system is a collection of hair follicles, which control the attributes and curves associated with a particular hair clump, and how the hairs attach to a NURBS or polygonal surface. In this presentation, Professor Xu will firstly demonstrate a realistic catman model with realistic hair he created. He will also demonstrate how to create NURBS curves, Paint Effects strokes and hair follicle, and how to use various attributes on a hair system for modifying the look and behavior of the hair. Finally, he will discuss how to use Maya dynamic hair system to model a realistic hairstyle, and how the visible result will be affected by both the hair follicles and hair system attributes.

Biography

David Xu is tenure associate professor at Regent University, specializing in computer 3D animation and movie special effects. He got MFA Computer Graphics in 3D Animation from Pratt Institute in NY. He has served as a senior 3D animator in Sega, Japan; a senior CG special effector in Pacific Digital Image Inc., Hollywood; and as a professor of animation in several colleges and universities where he developed the 3D animation program and curriculum. He has been a committee member of the computer graphics organization Siggraph Electronic Theater, where he was recognized with an award for his work. In 2011, he published the book Mastering Maya: The Special Effects Handbook invited by Shanghai People's Fine Arts Publishing House.

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