



Plate 1: The component selection menu of Face Editor

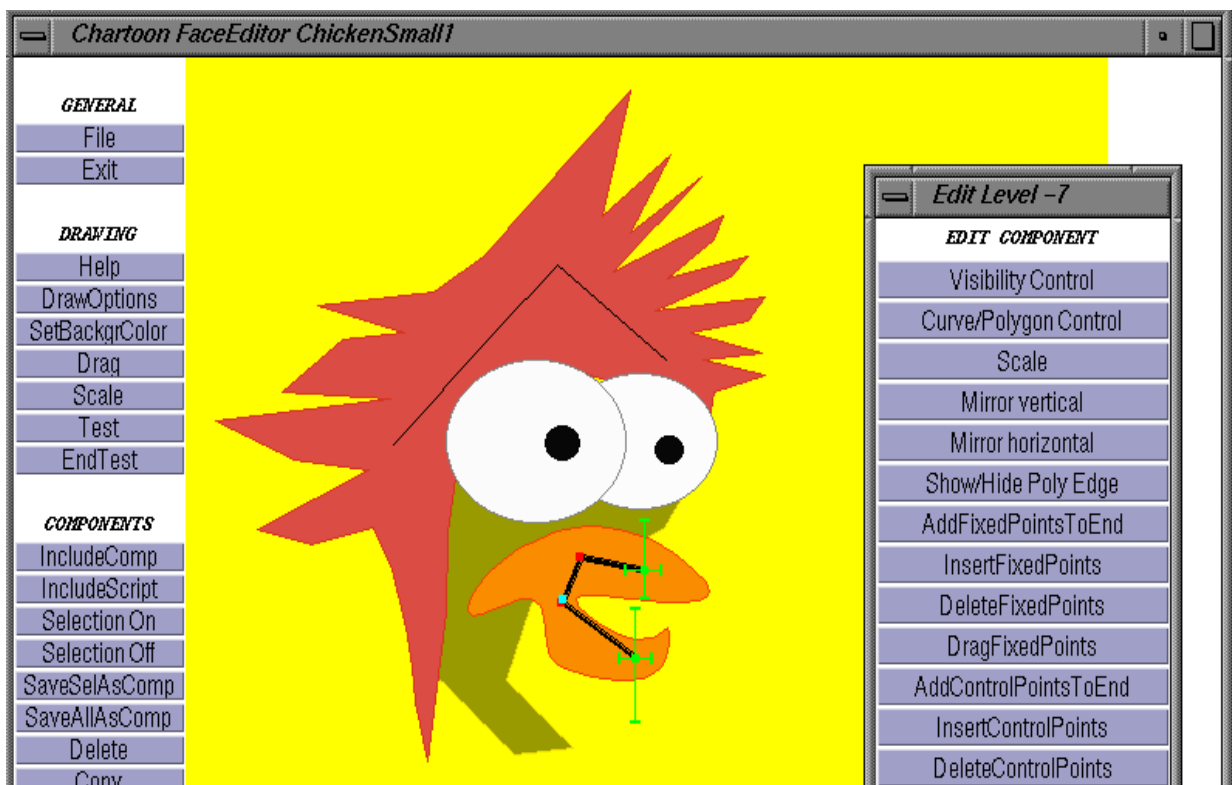


Plate 2: A Face Editor window with the skeleton of the beak of the chicken selected for editing. The green crosses indicate the range for the control points. The pop-up menu on the right shows the editing operations available for the selected component.



a) b) c) d)

Plate 3: Faces driven by the same performer

a) the performer with the blue dots tracked b) a close-to-realism face c) a cartoon face d) a schematic non-human face



Plate 4: Lily



Plate 5: Nine Faces

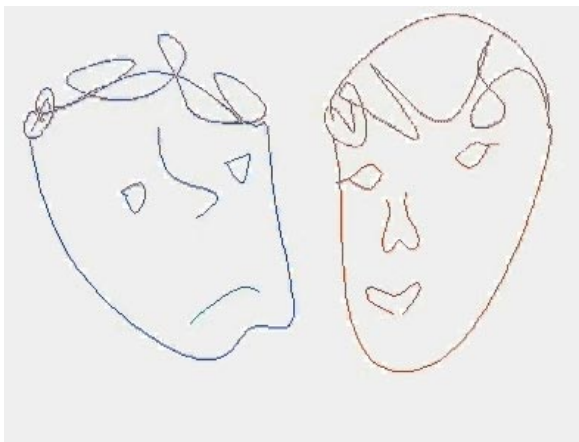


Plate 6: Lineheads

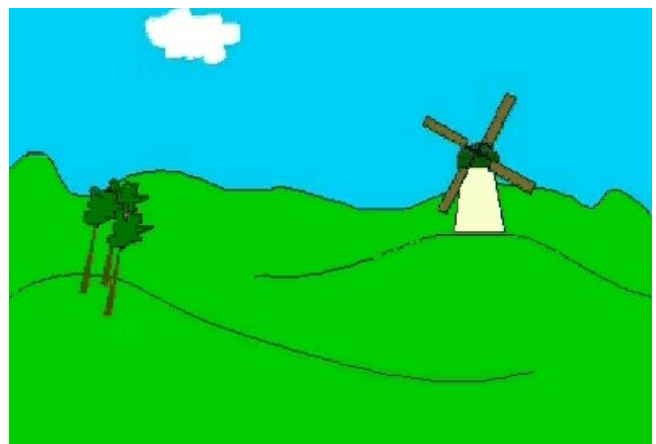


Plate 7: Scenery