

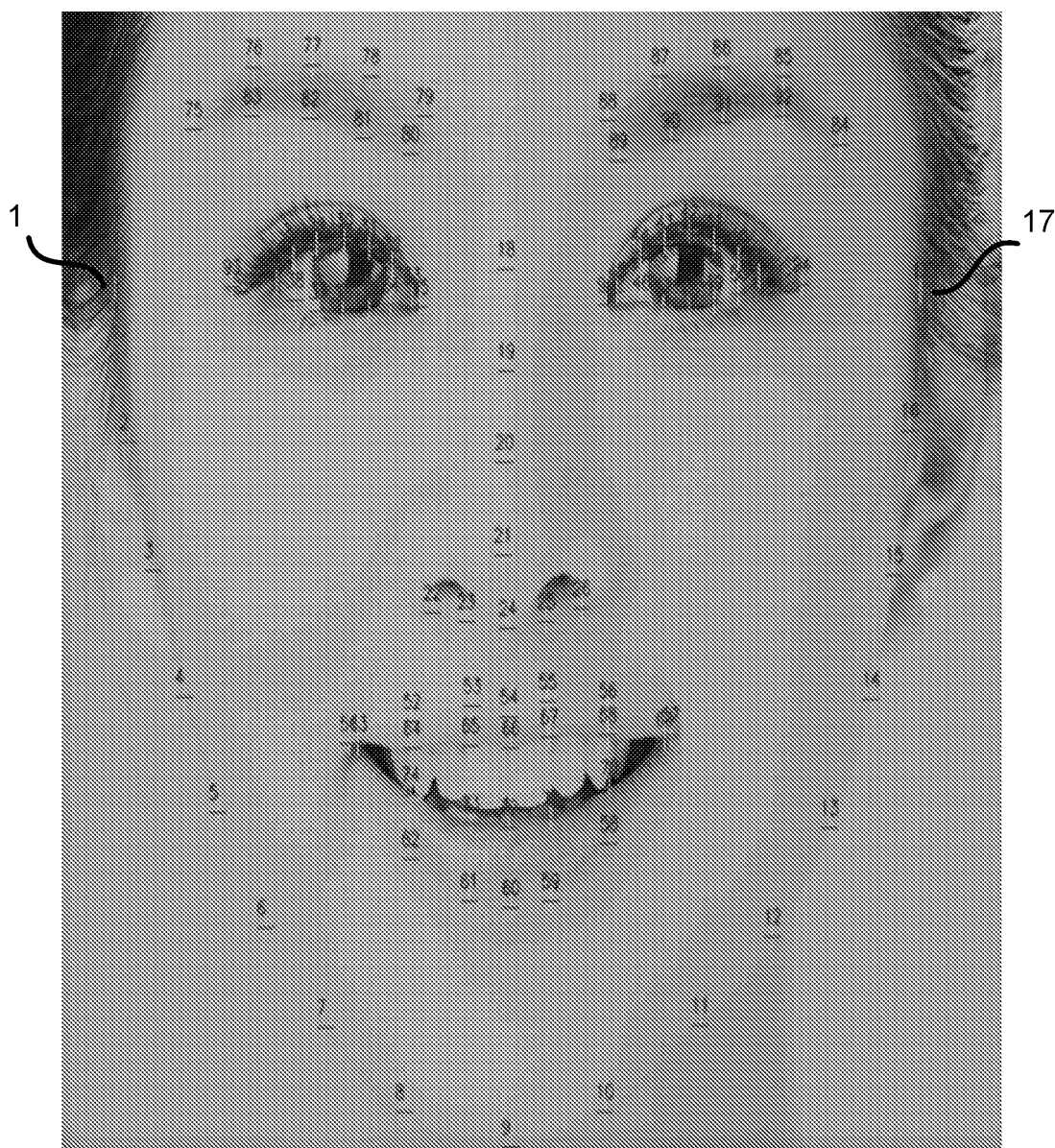


FIG. 1

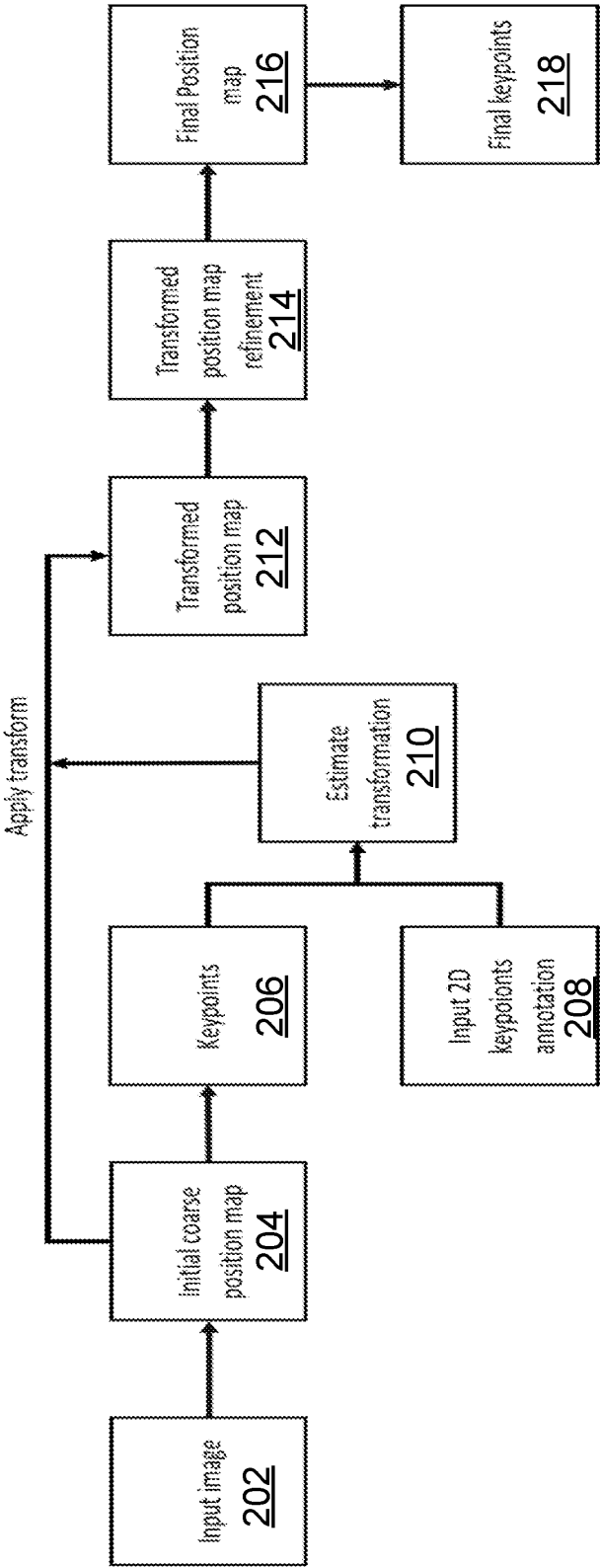


FIG. 2

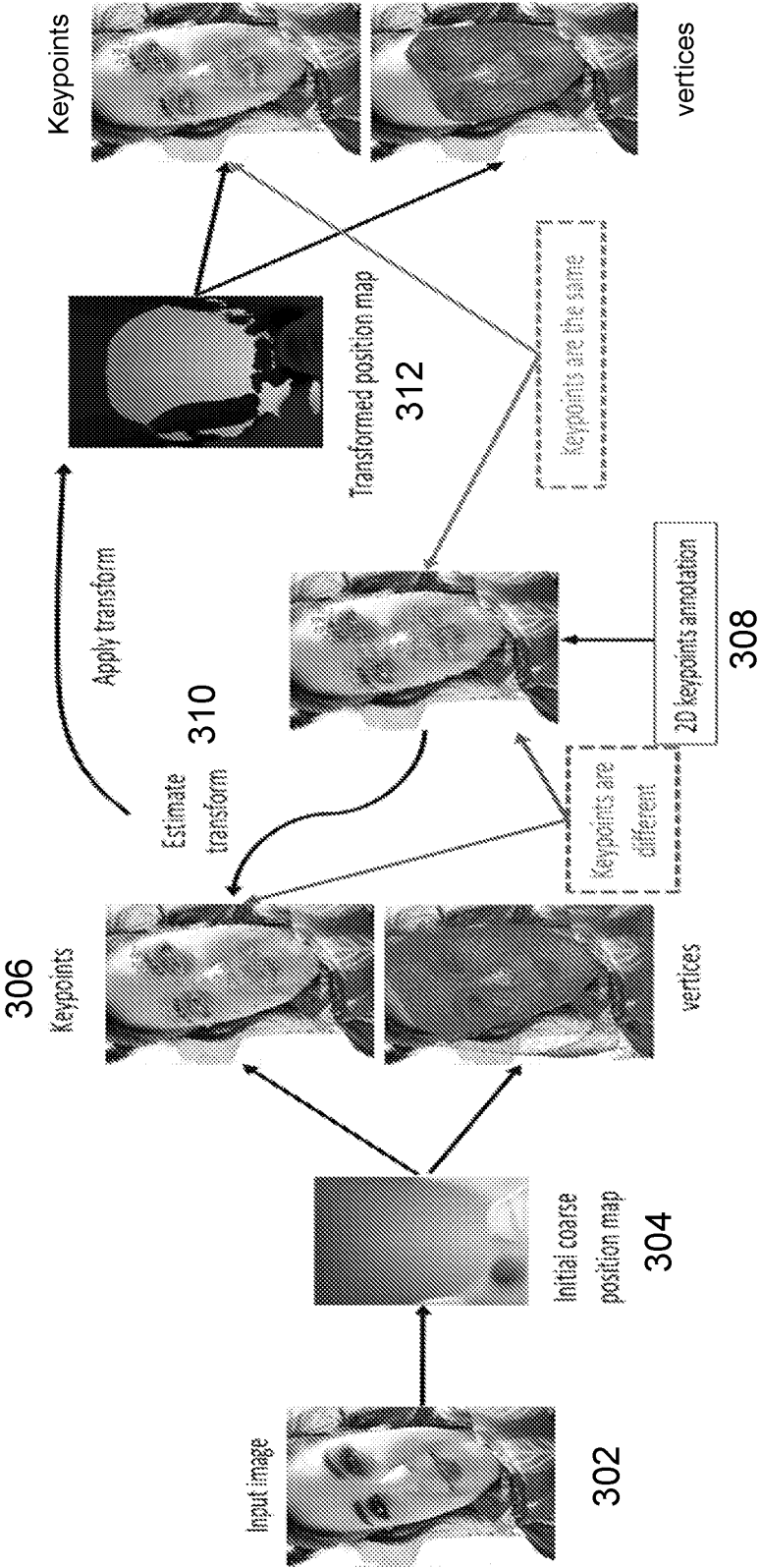


FIG. 3

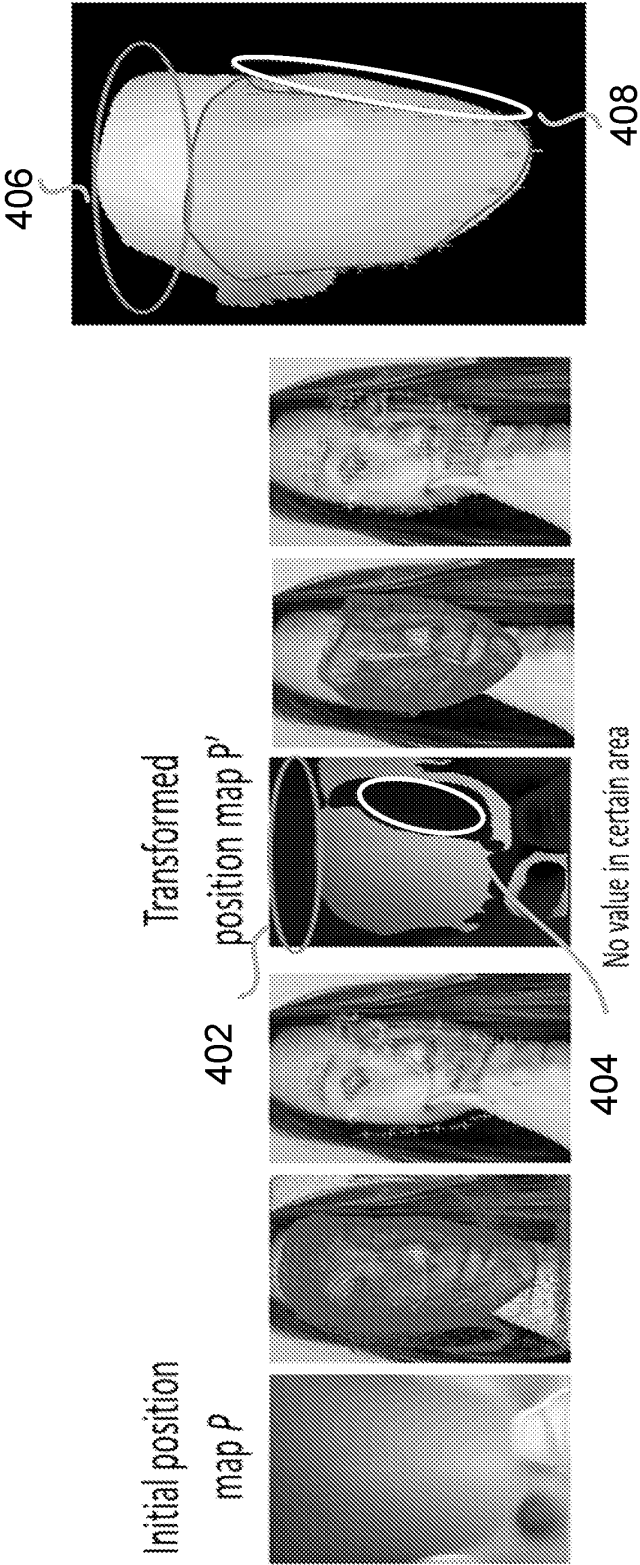


FIG. 4

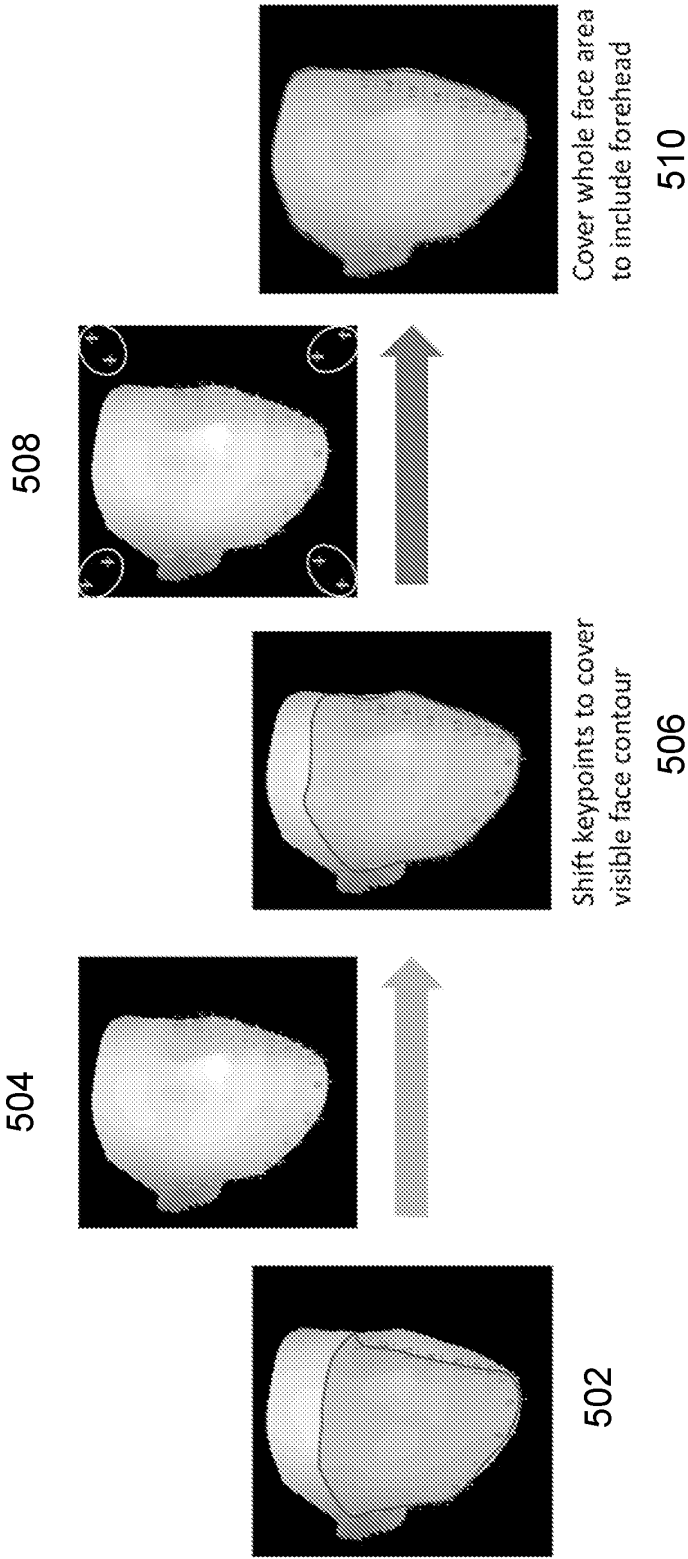


FIG. 5

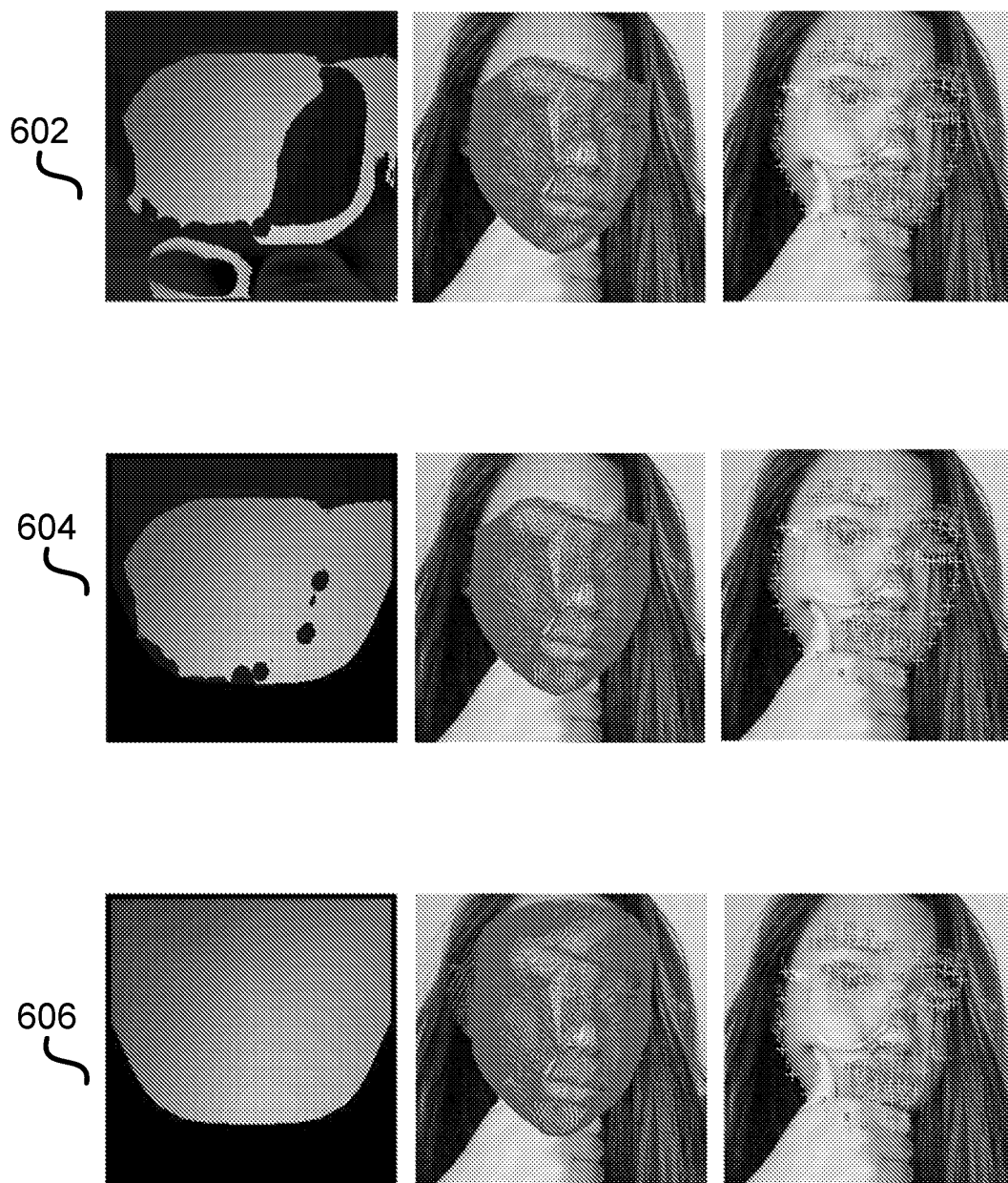
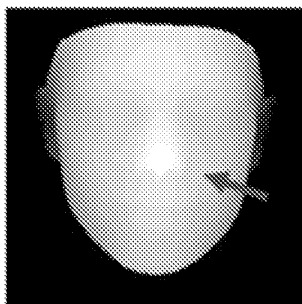


FIG. 6

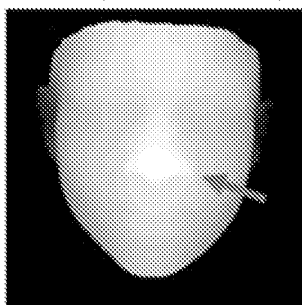
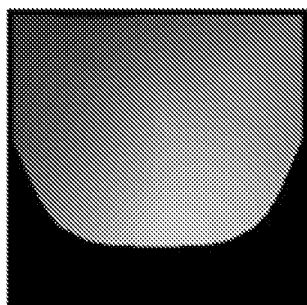
Initial position map

702



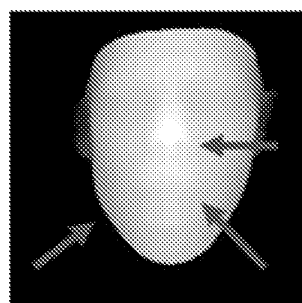
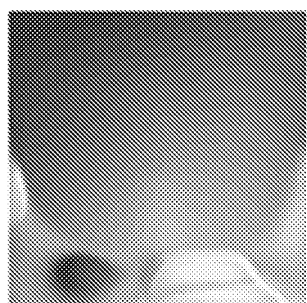
Final position map

704

**FIG. 7A**

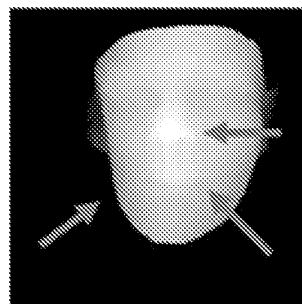
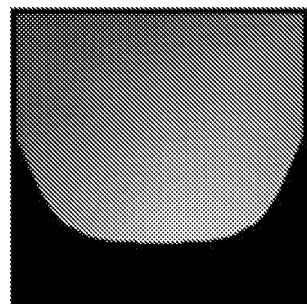
Initial position map

706



Final position map

708

**FIG. 7B**

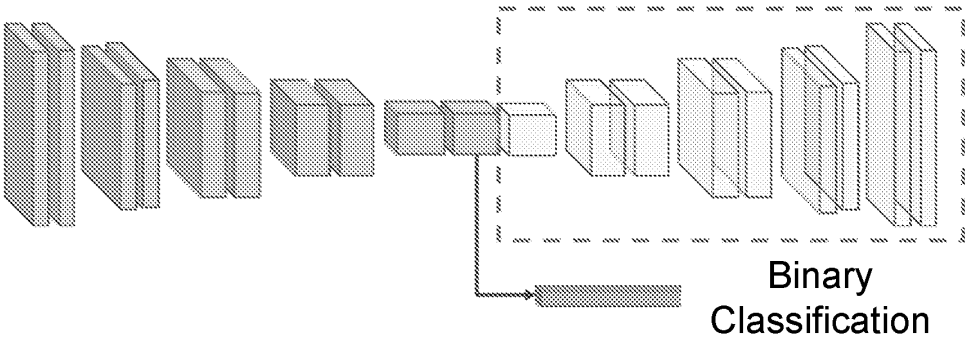


FIG. 8A

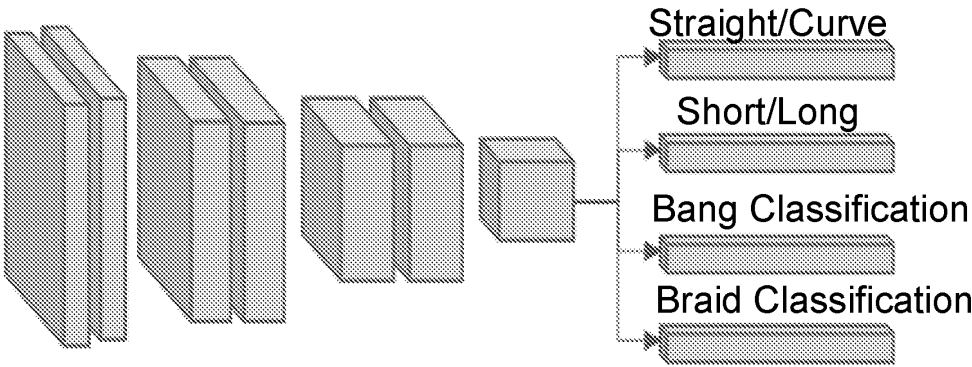


FIG. 8B

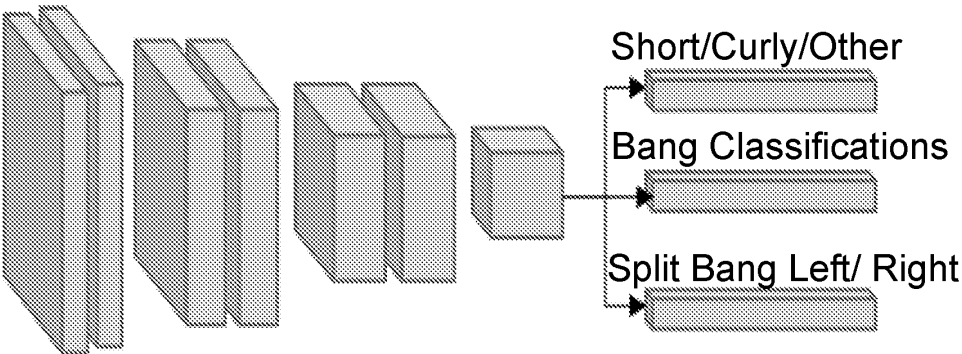


FIG. 8C

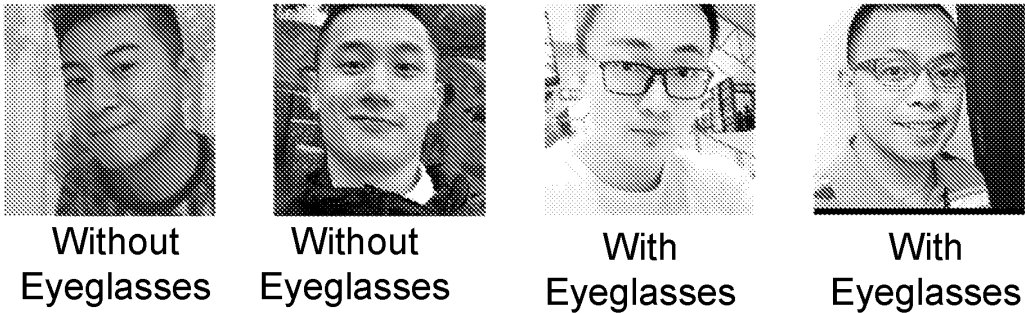


FIG. 9A

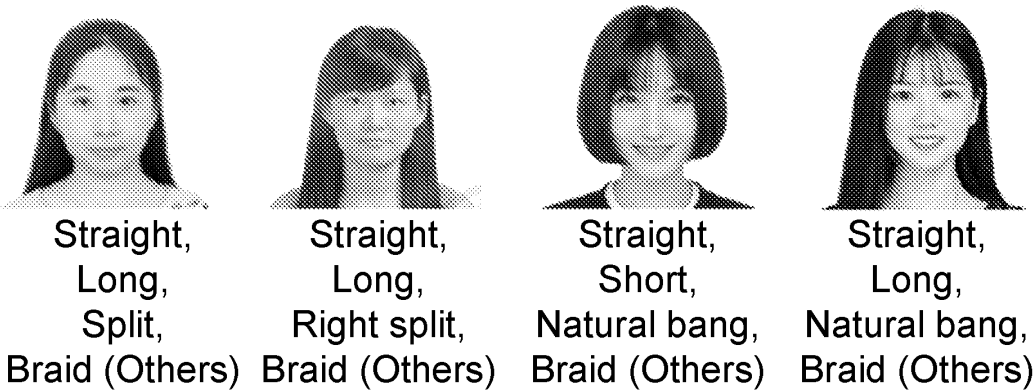


FIG. 9B

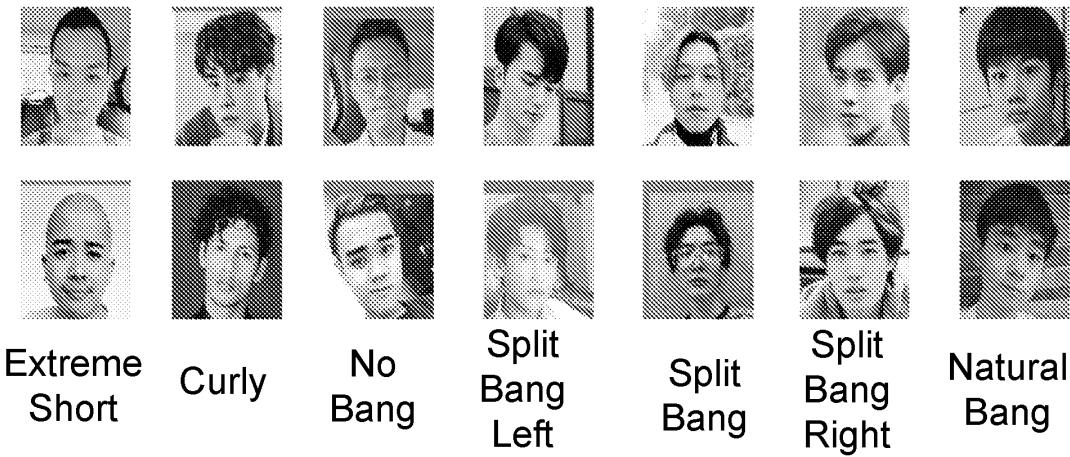


FIG. 9C

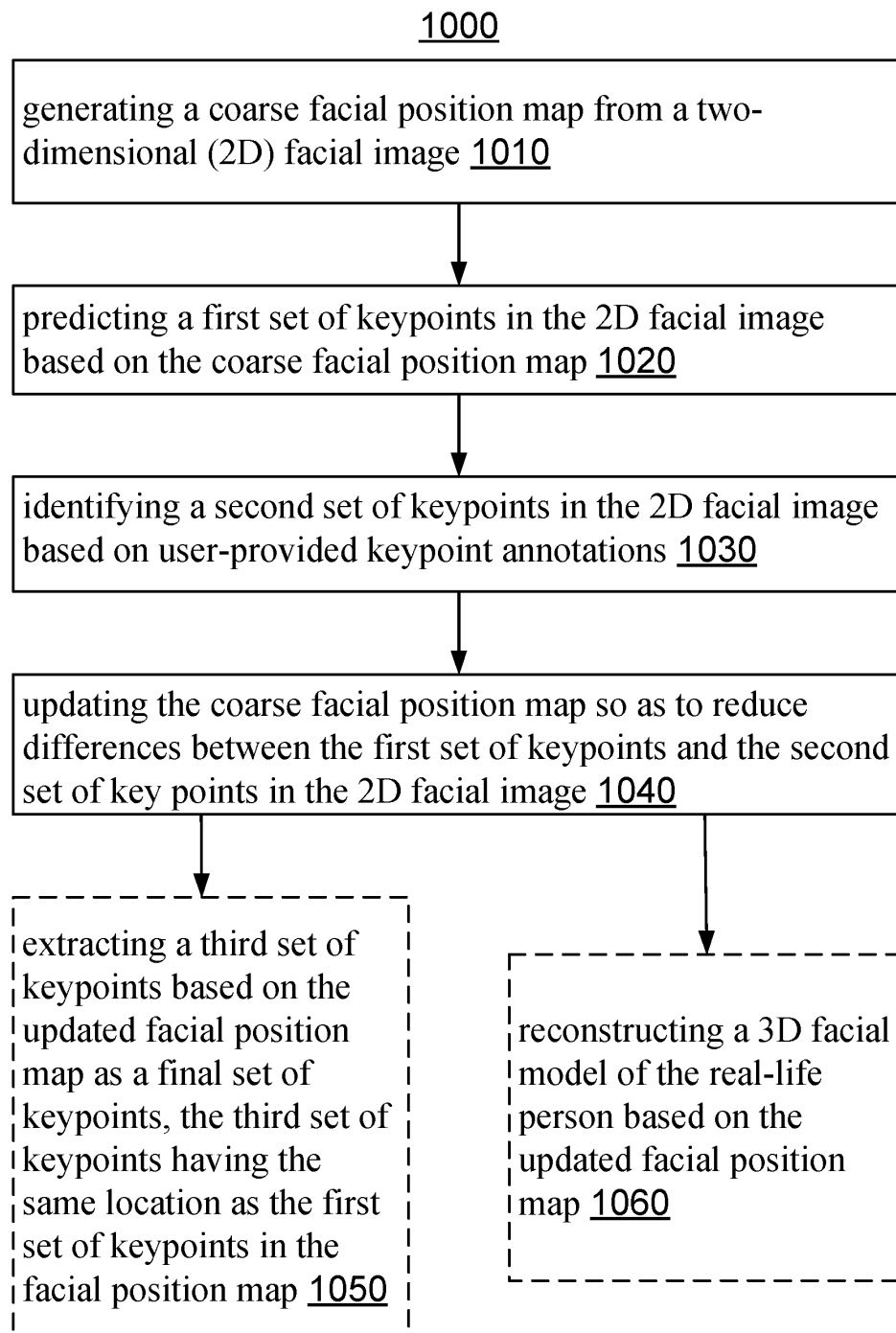


FIG. 10

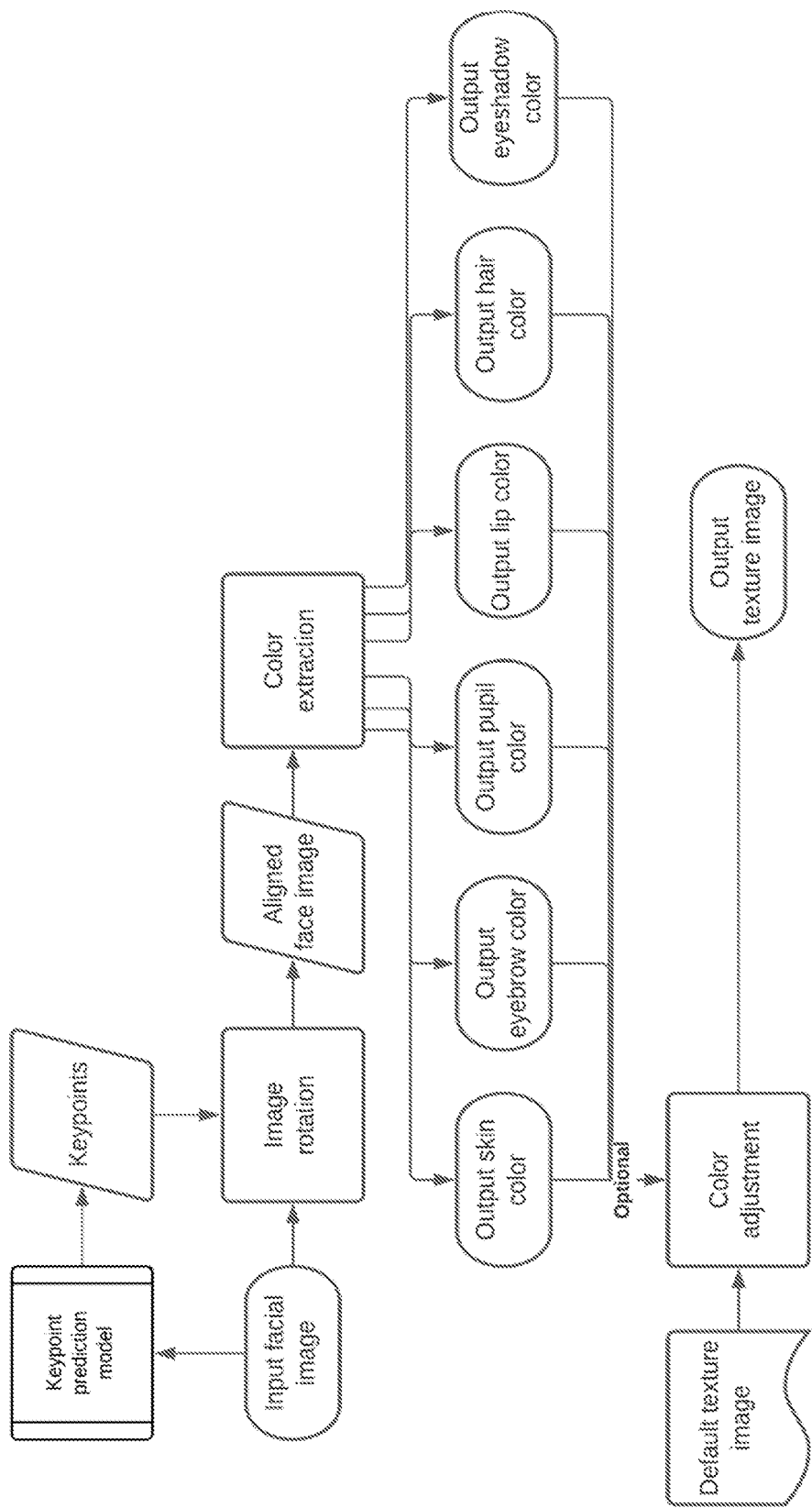


FIG. 11



FIG. 12

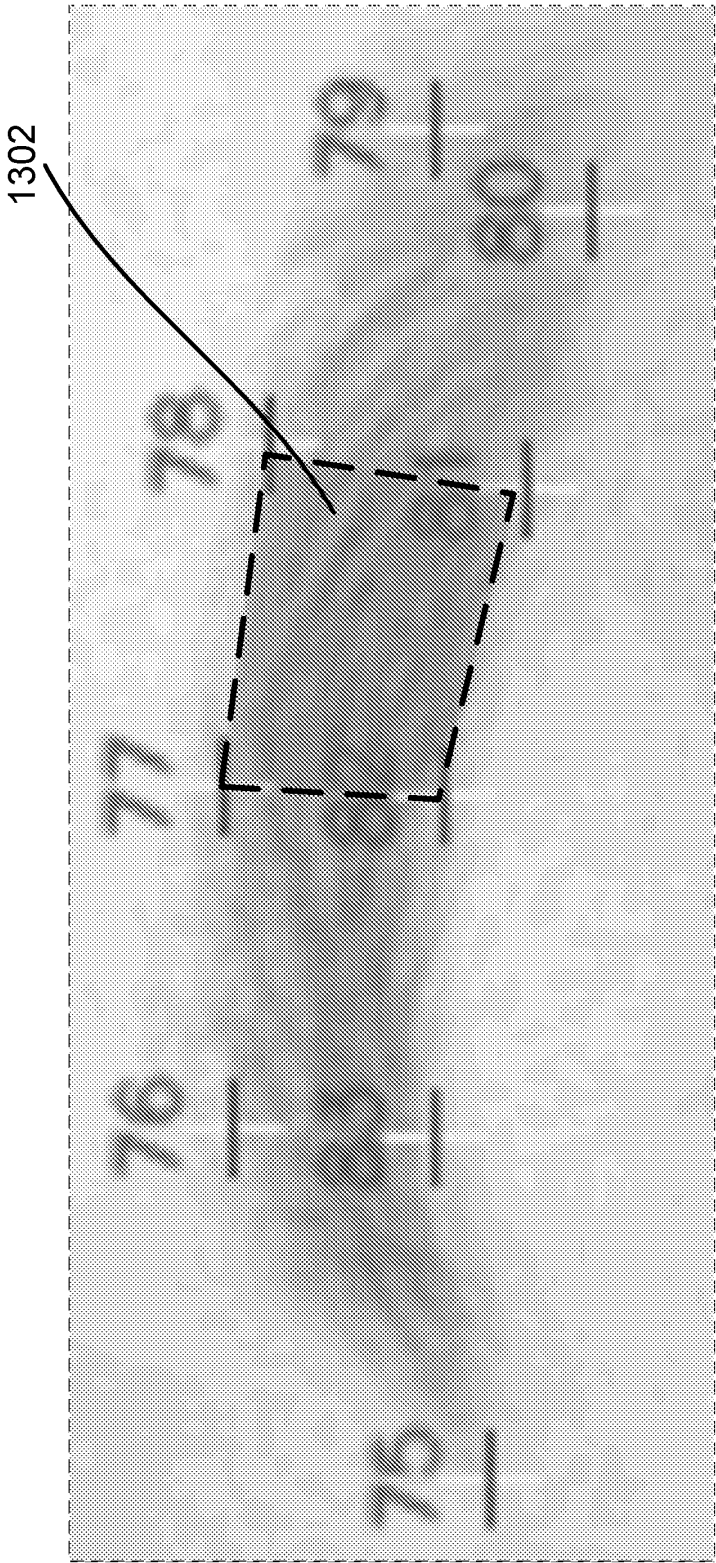


FIG. 13

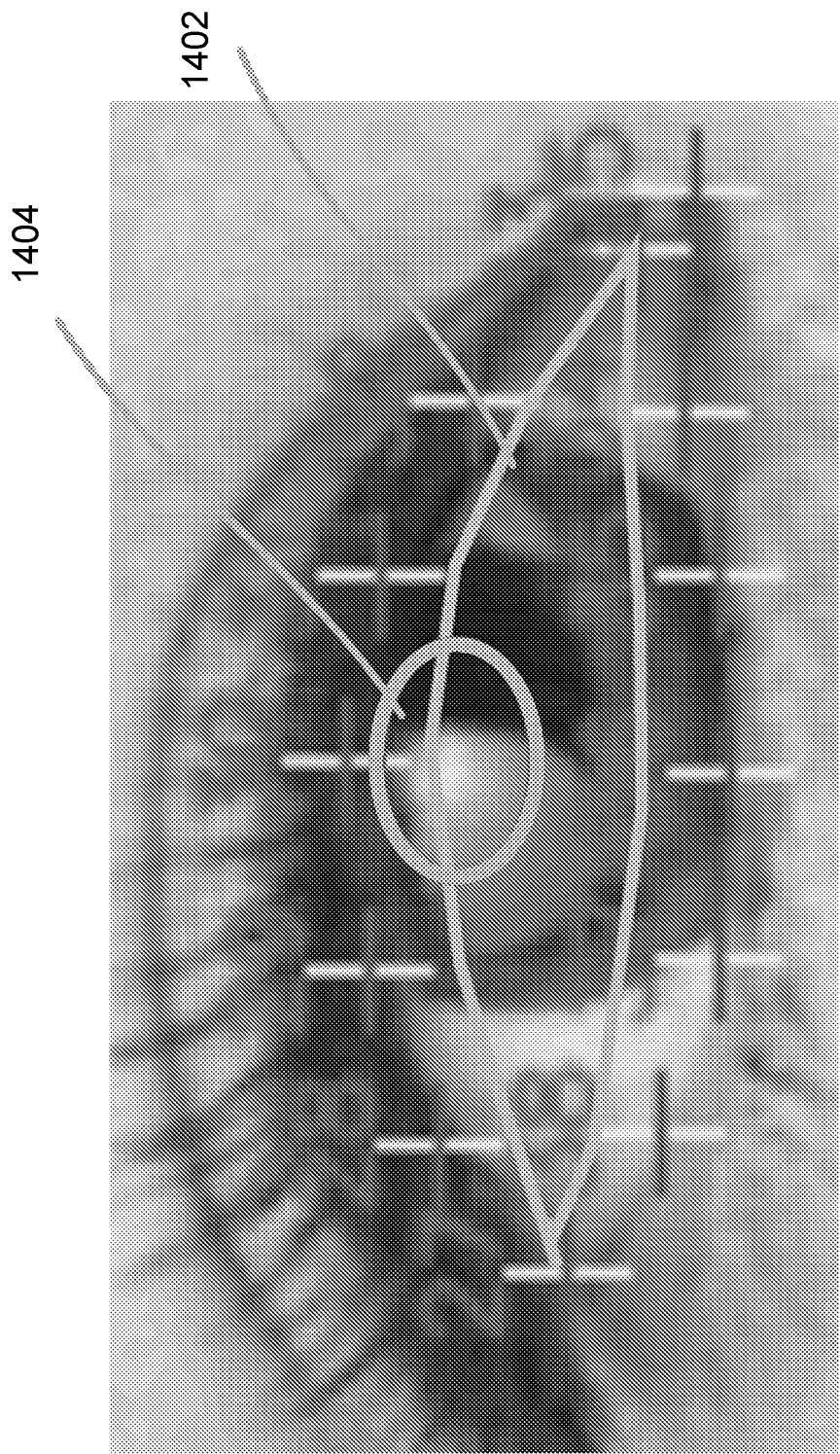


FIG. 14

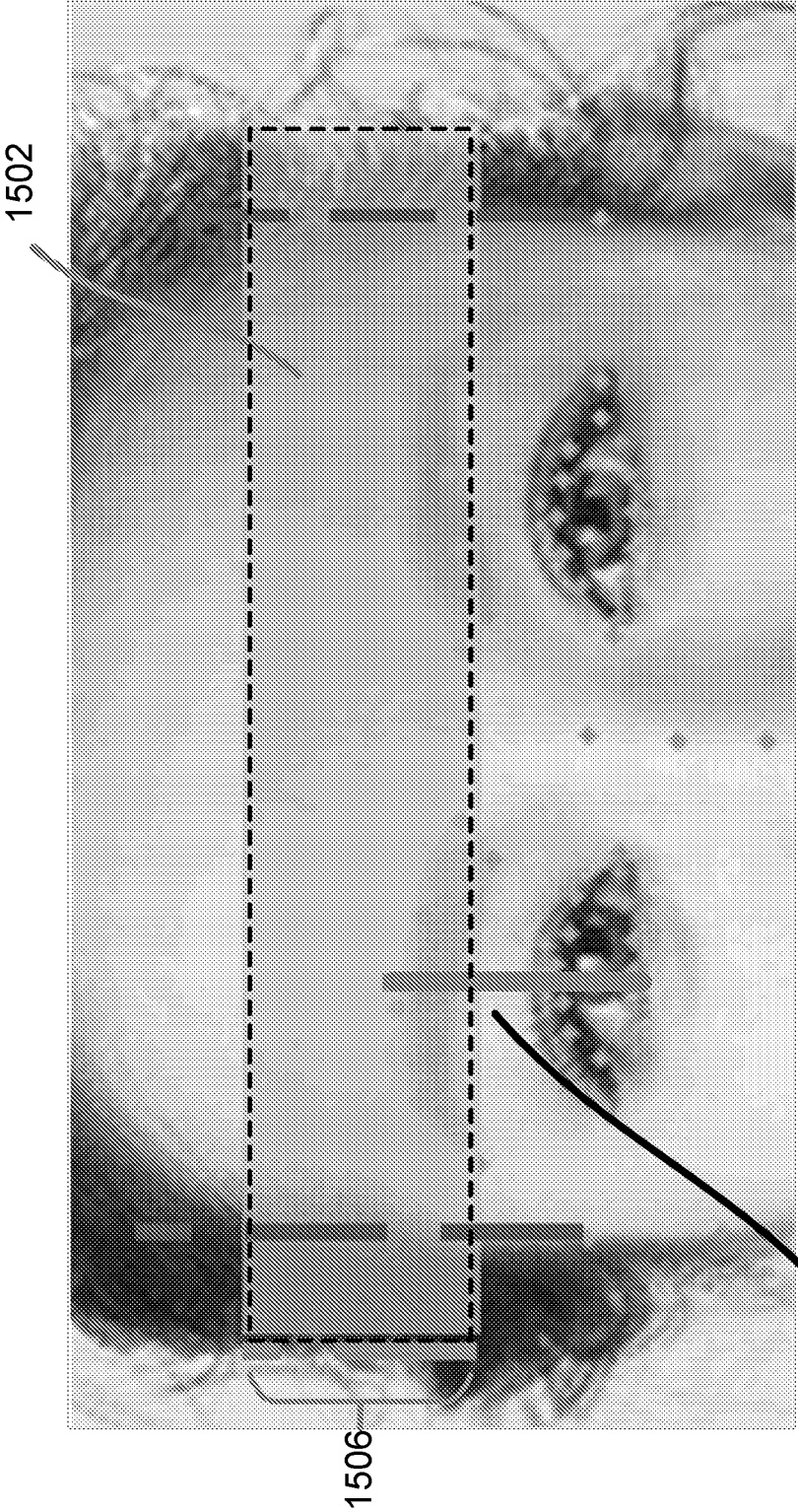


FIG. 15

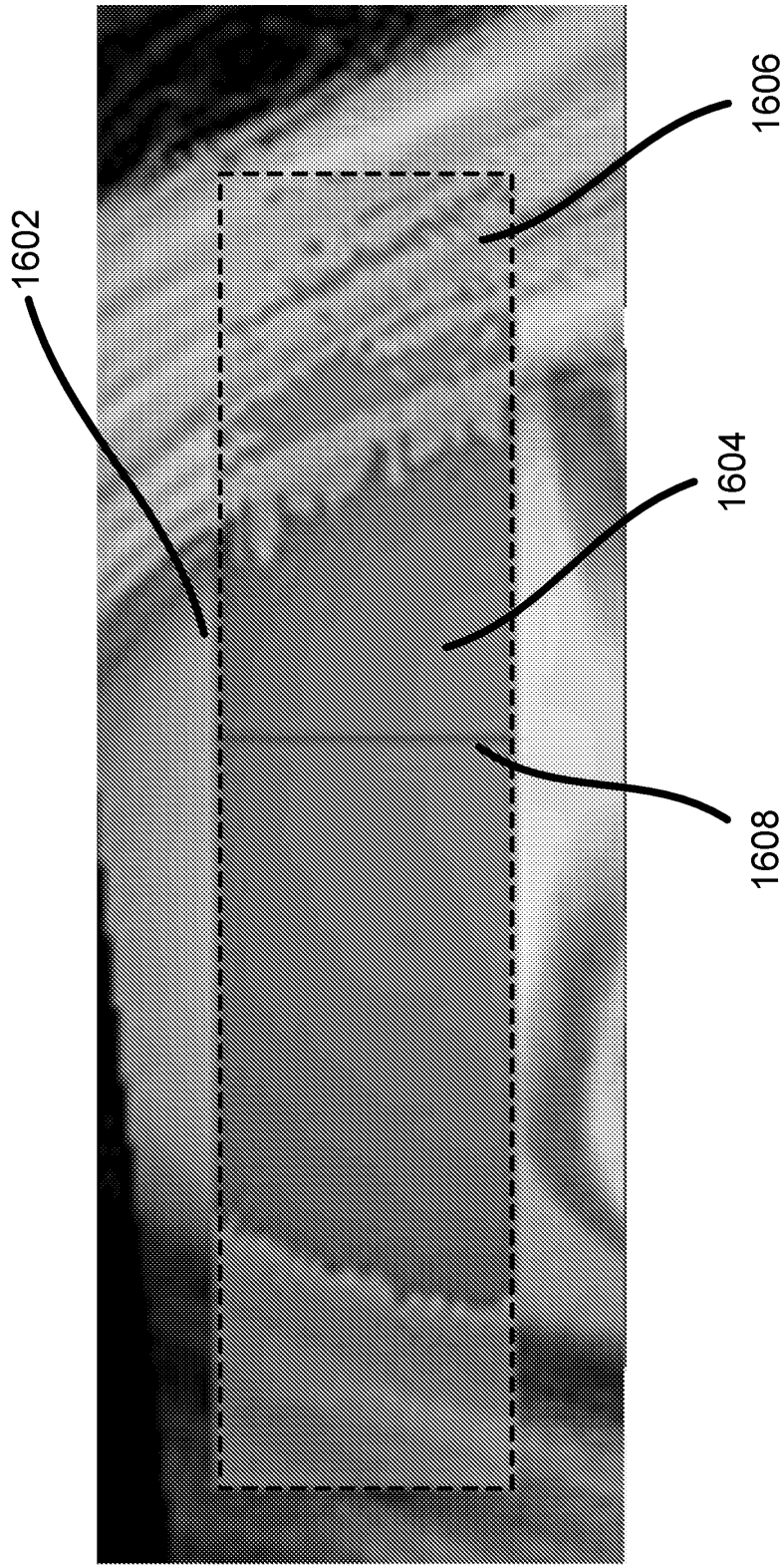


FIG. 16

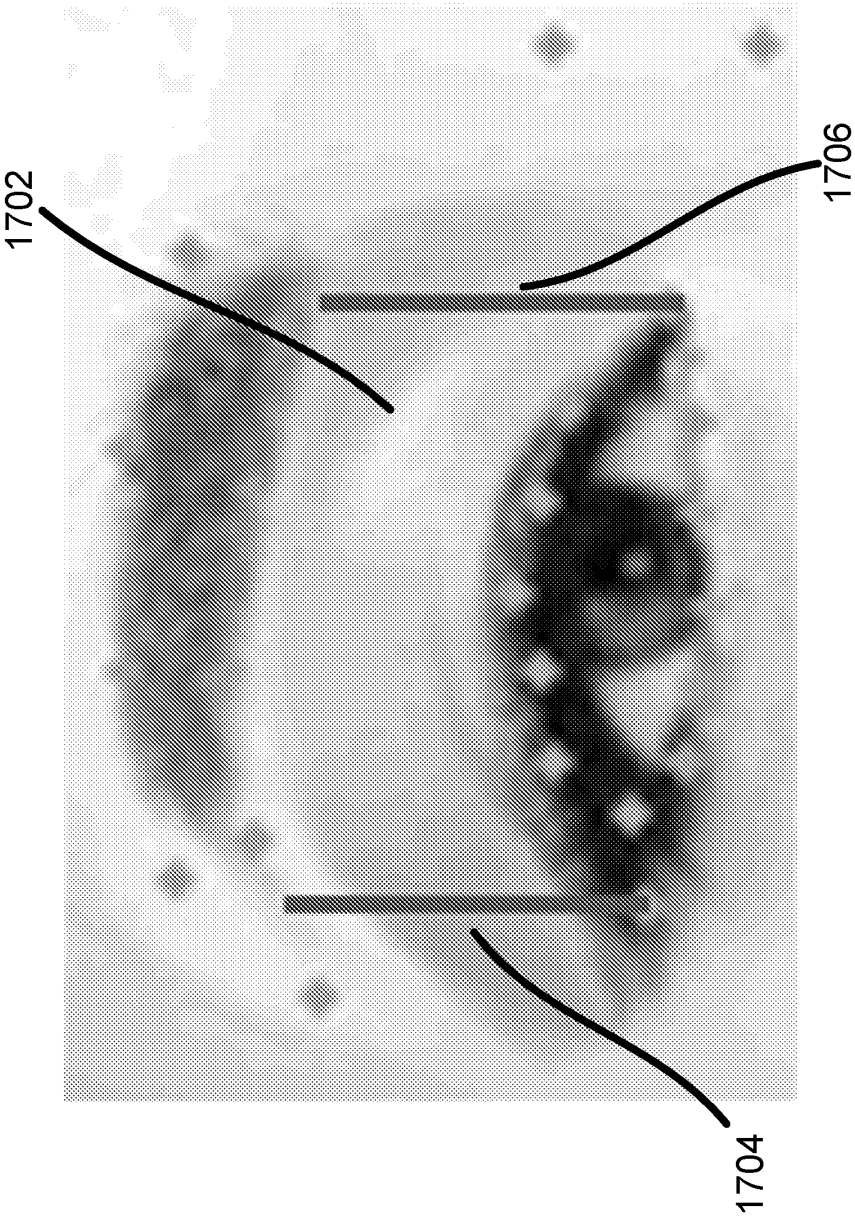


FIG. 17

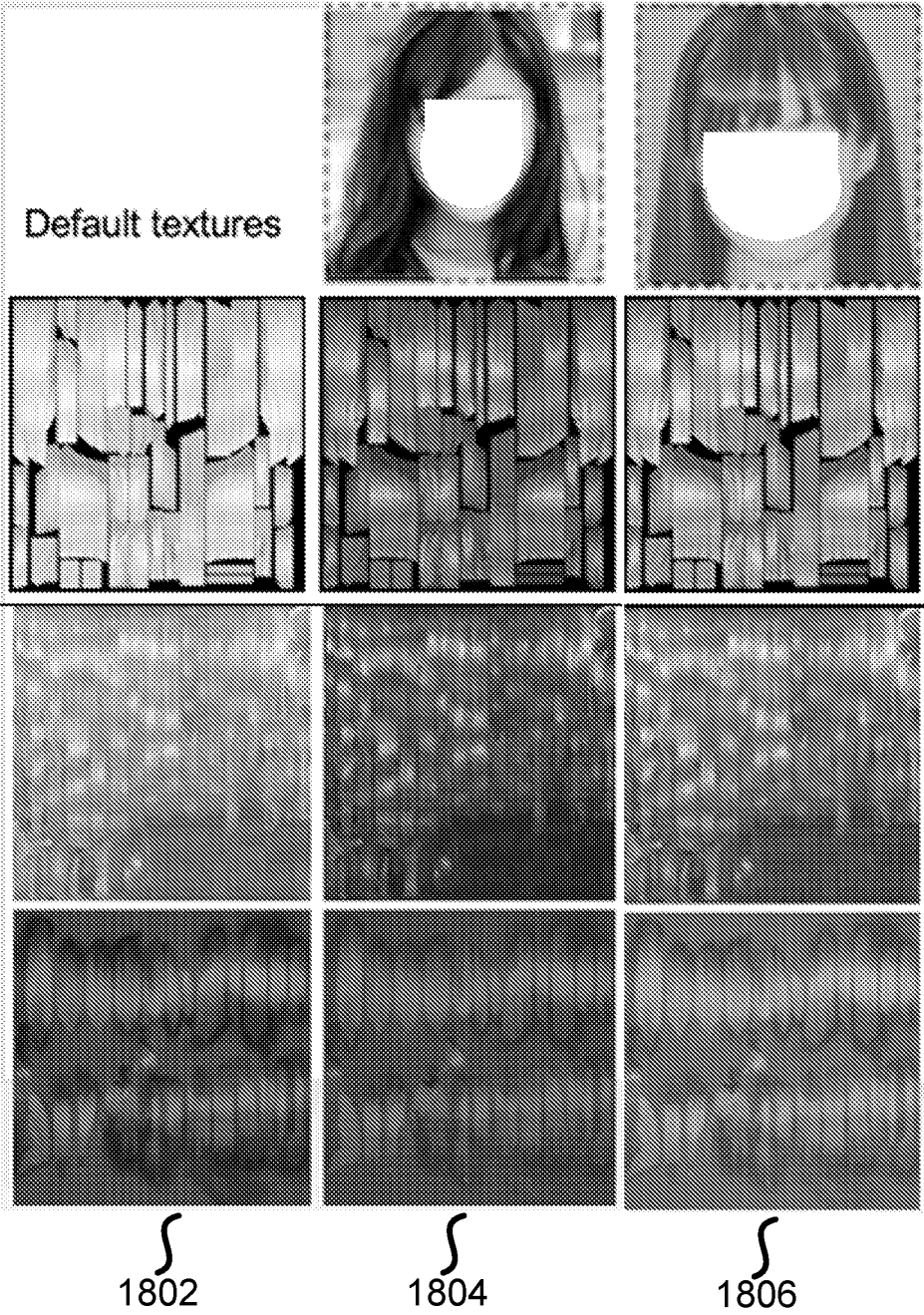
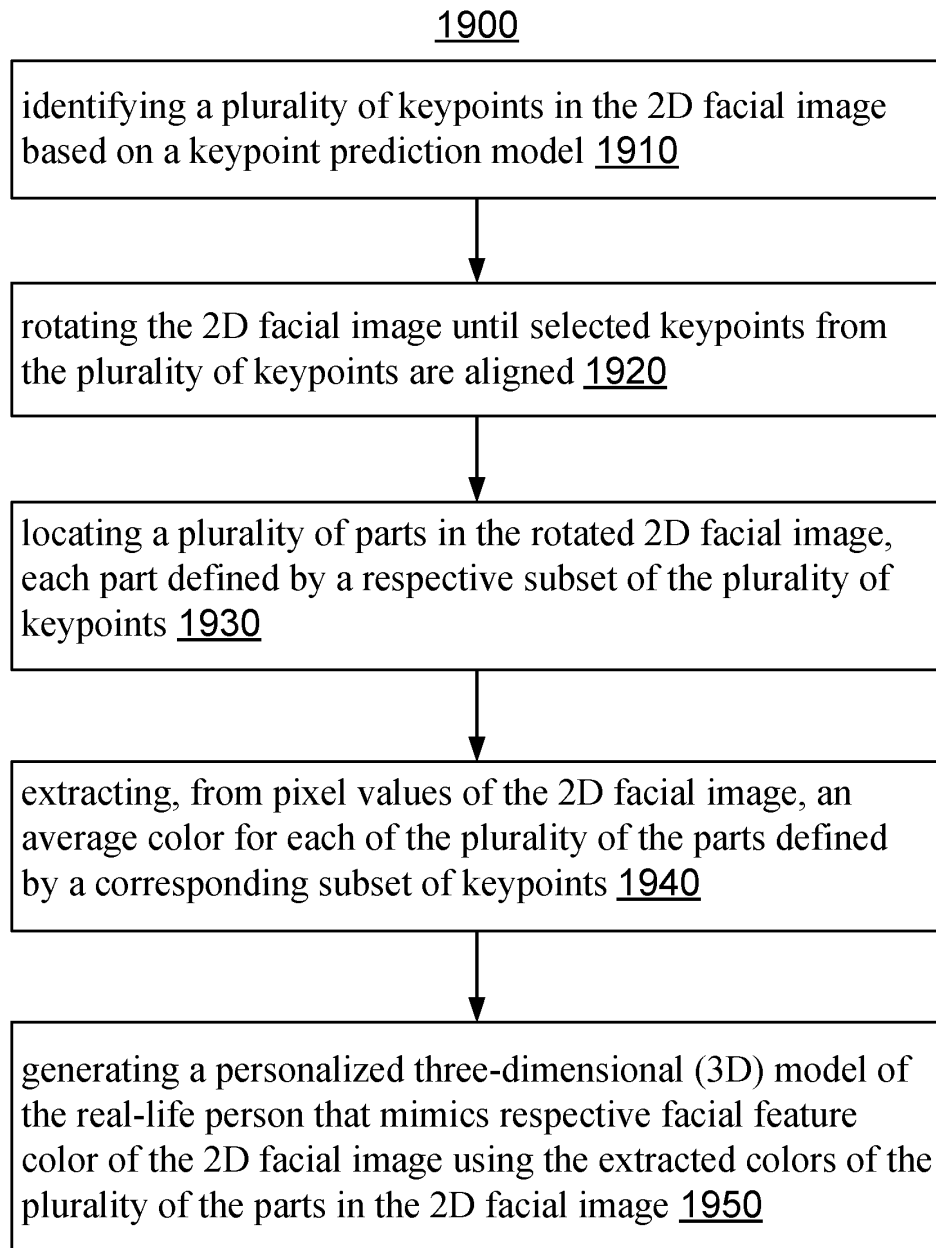


FIG. 18

**FIG. 19**

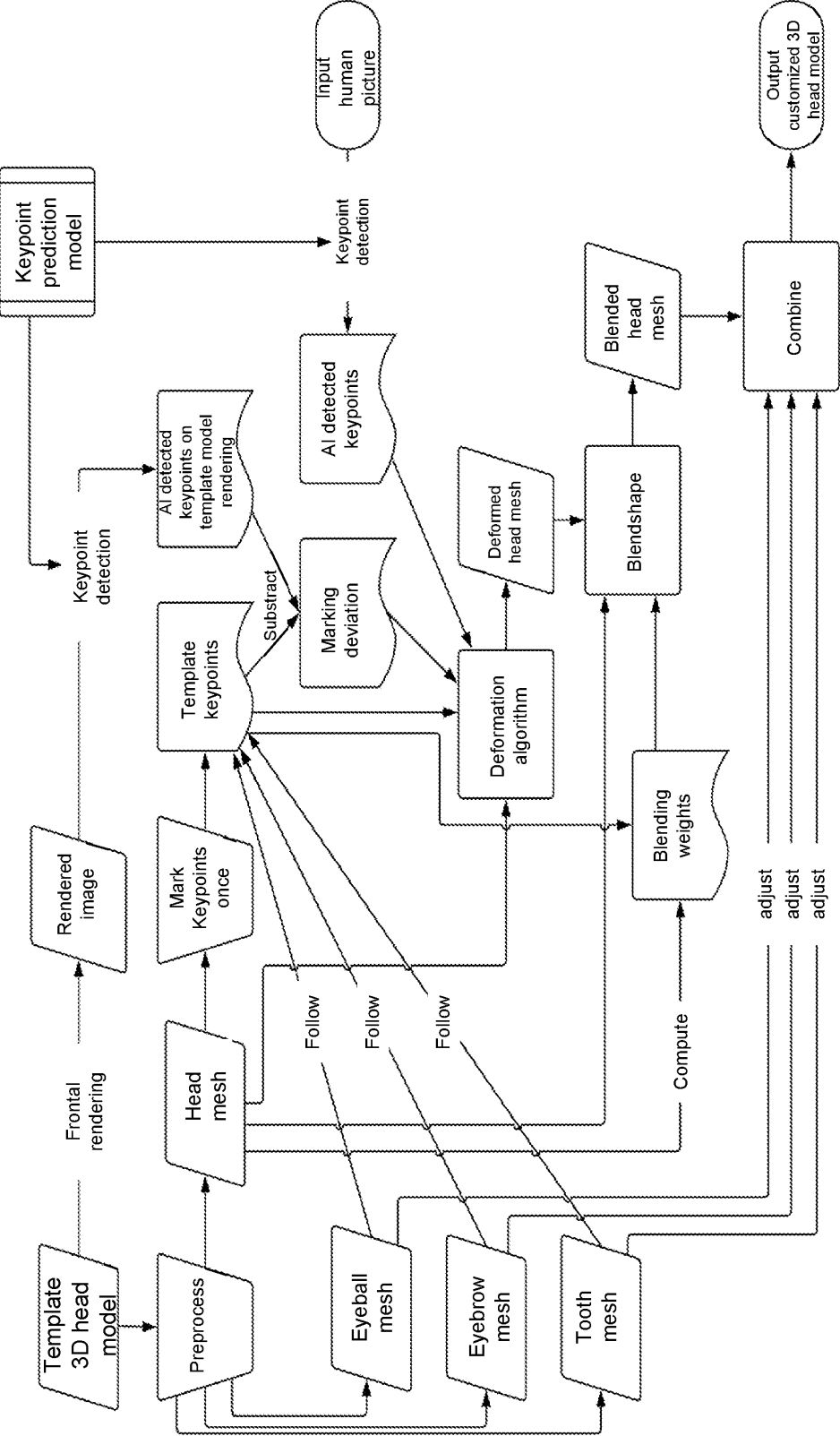


FIG. 20

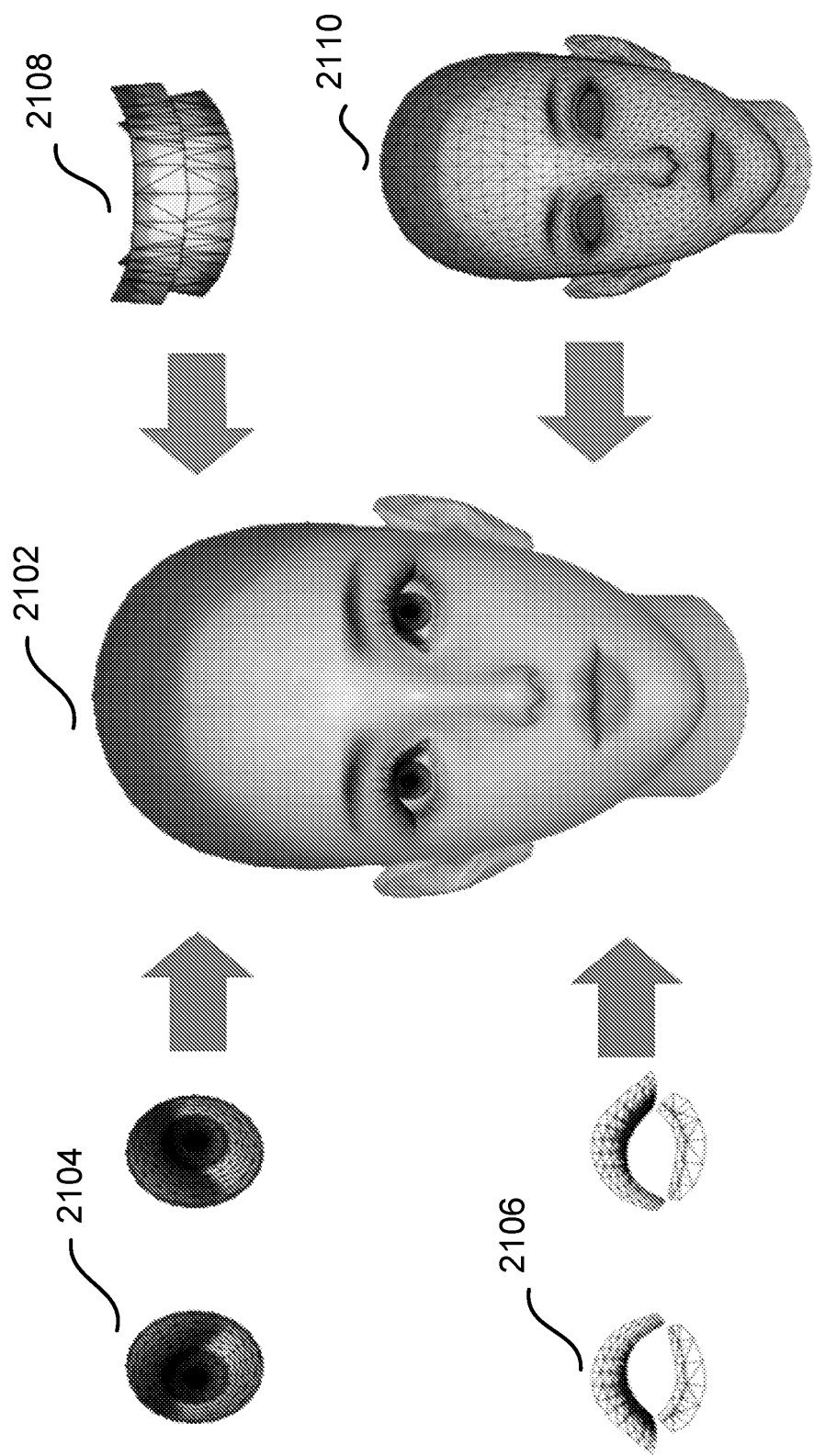


FIG. 21

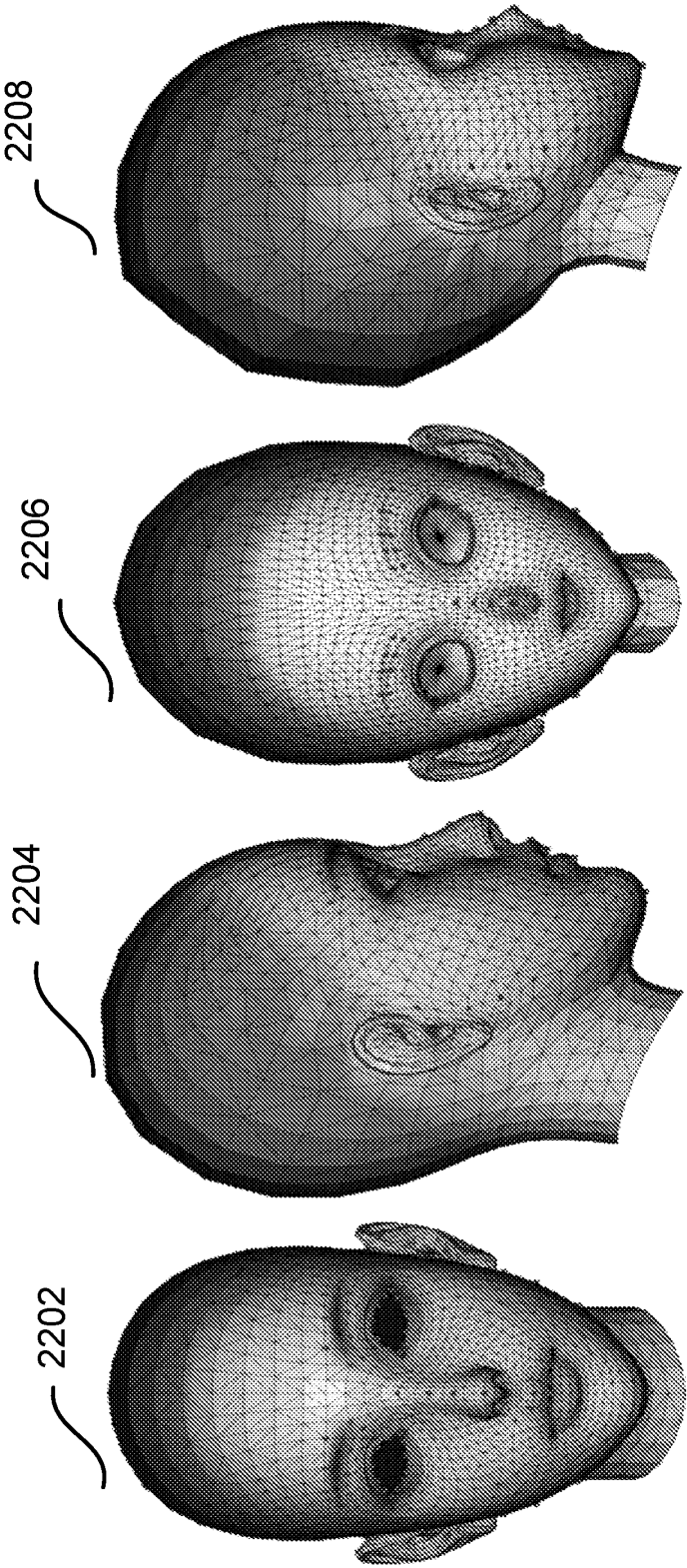


FIG. 22

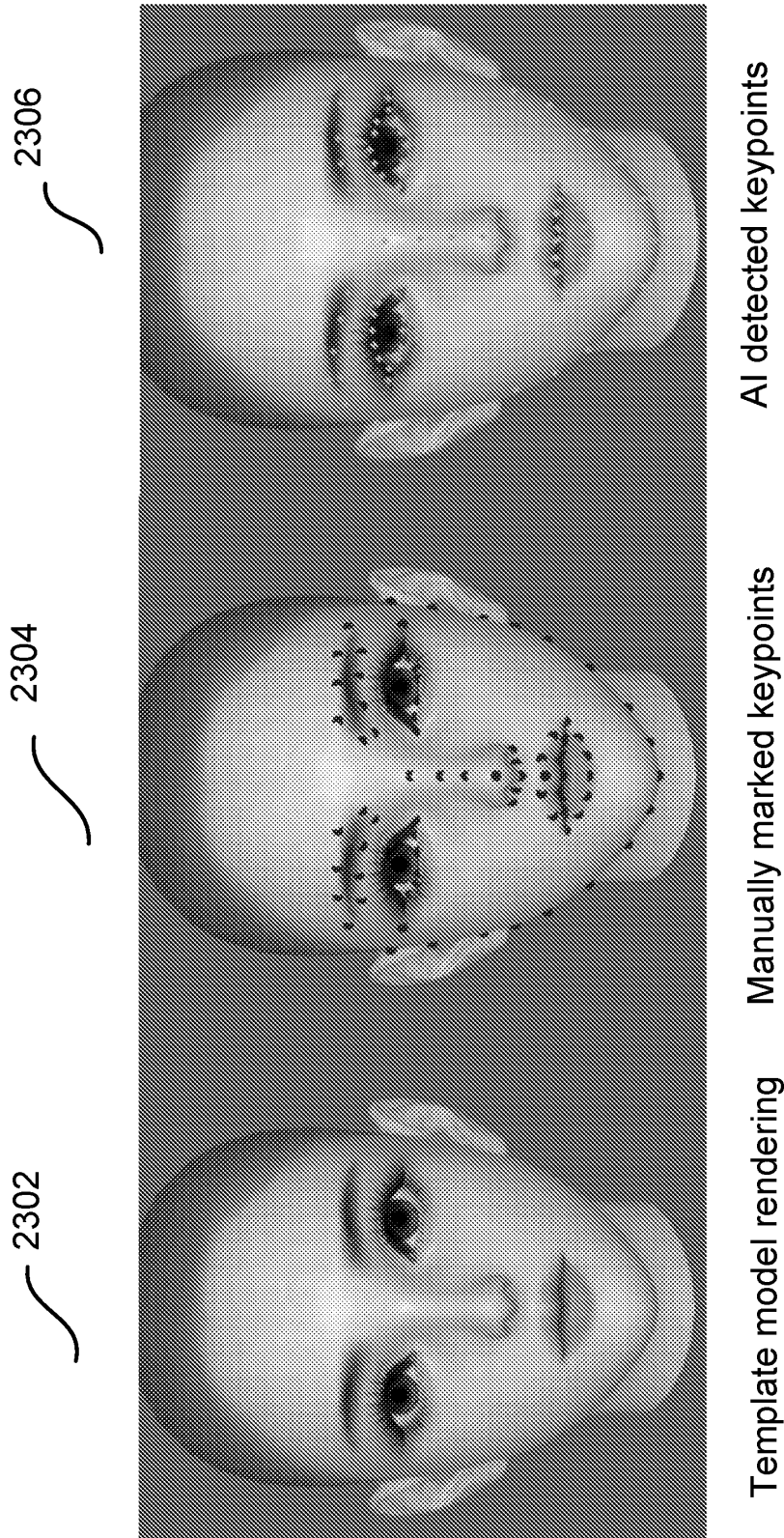


FIG. 23

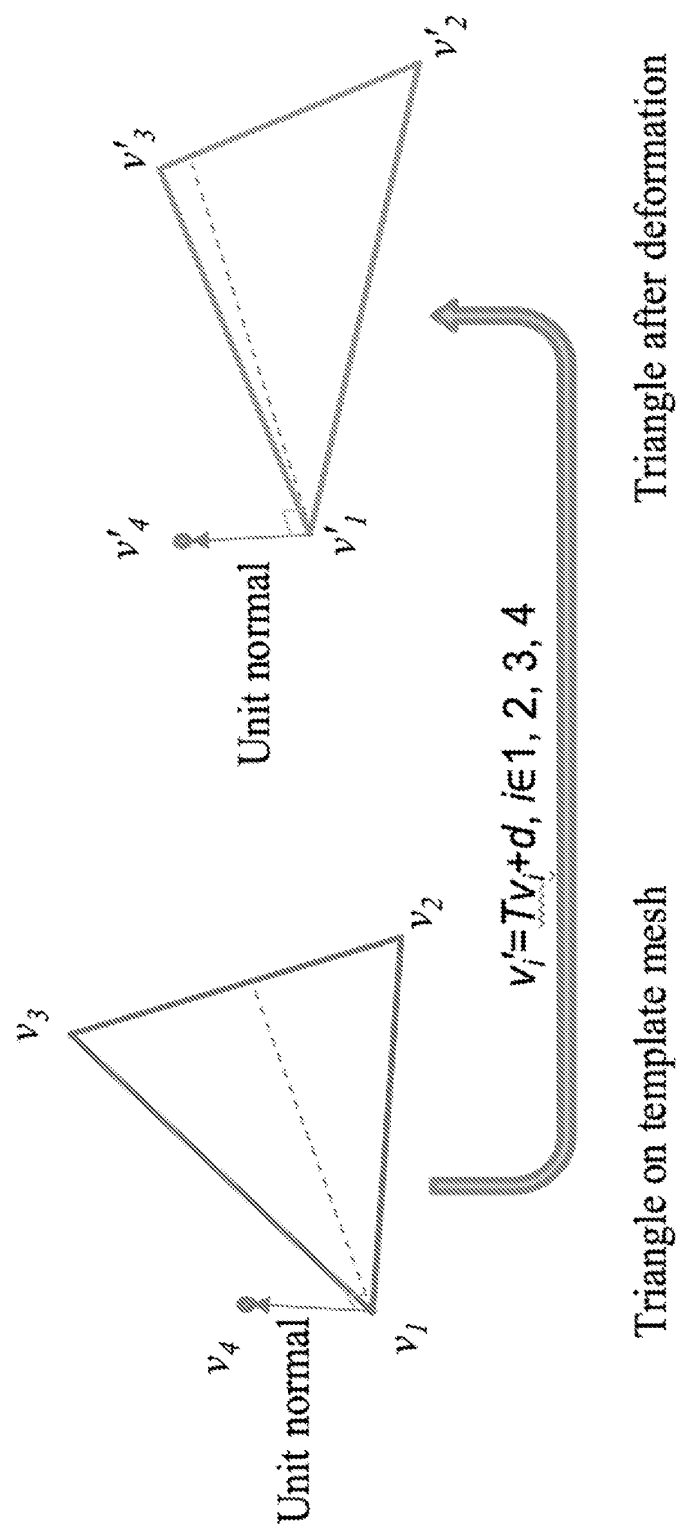
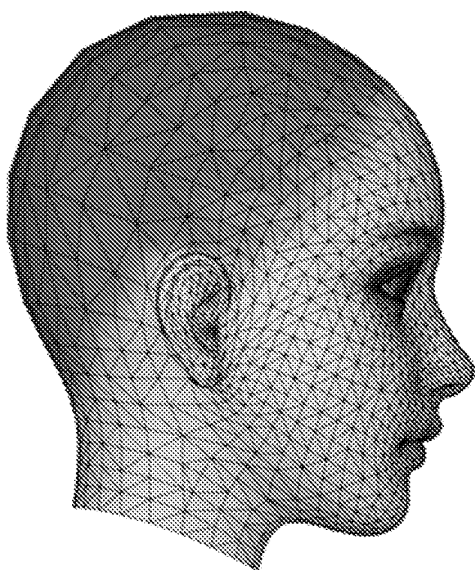
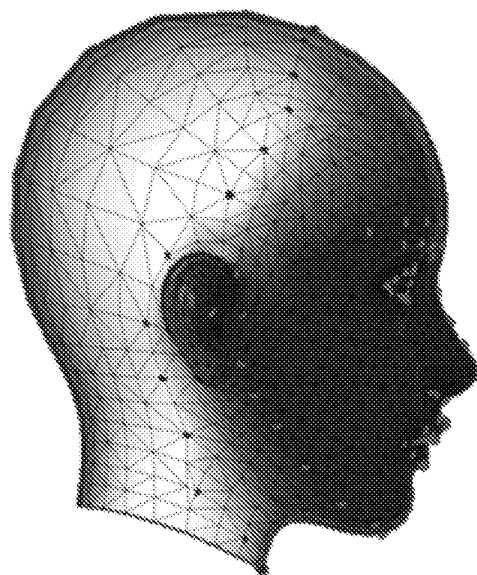


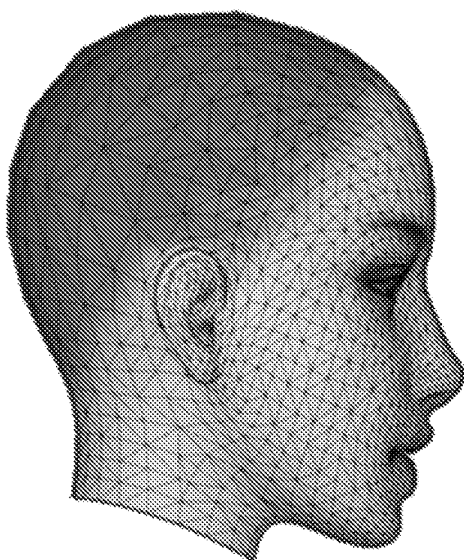
FIG. 24



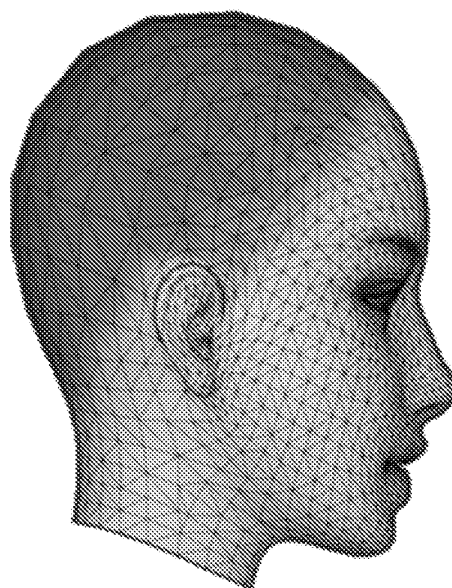
Original Mesh 2502



Mesh with blend weights
rendering 2504



Deformed mesh with
Blendshape 2506



Deformed mesh
without Blendshape
2508

FIG. 25

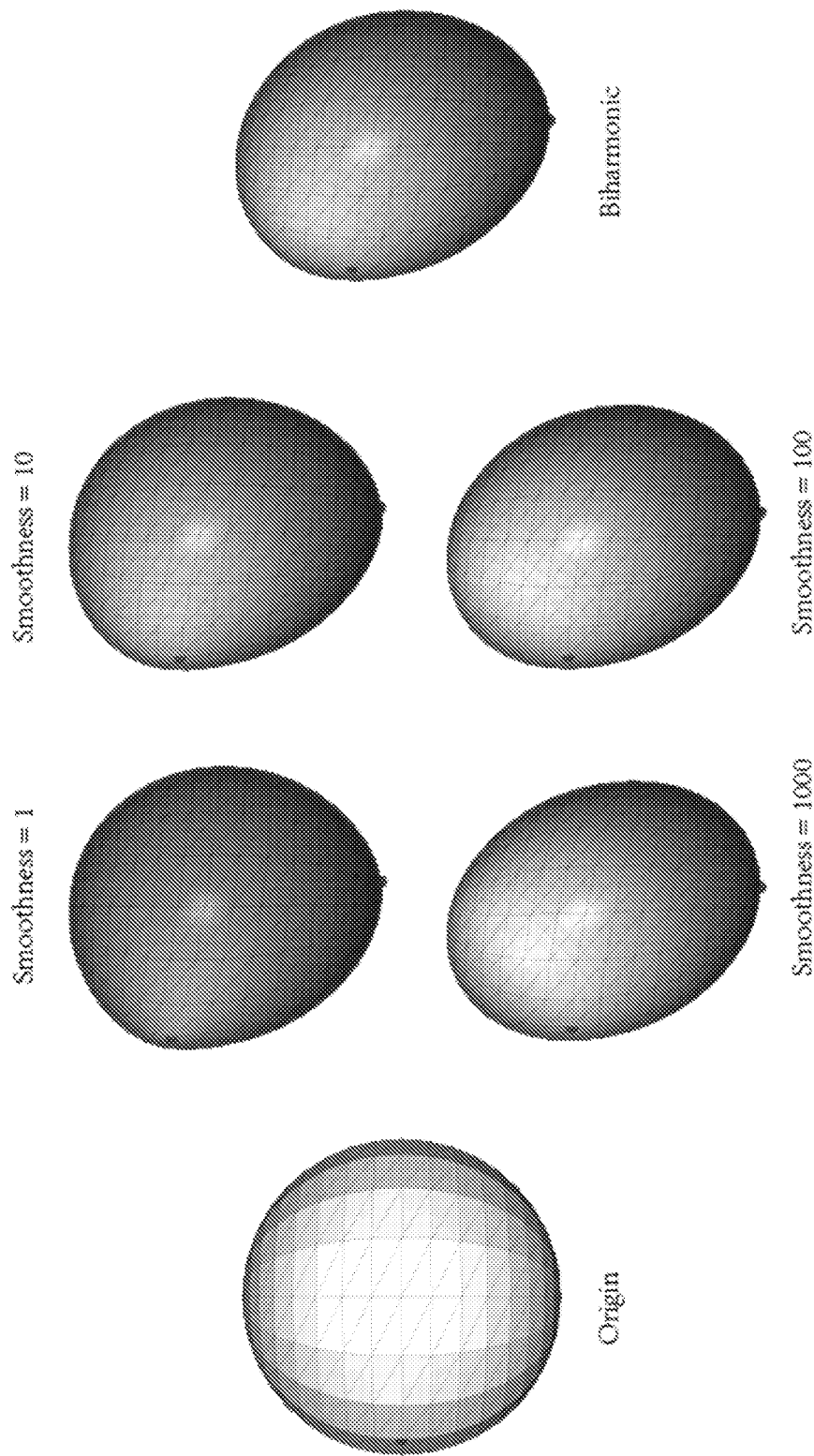


FIG. 26

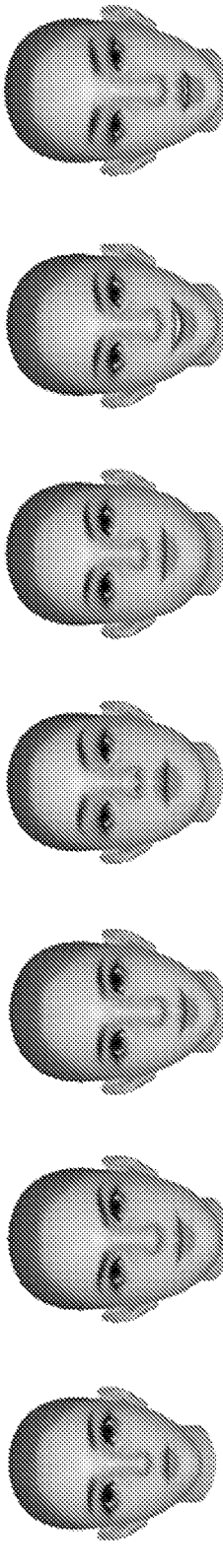
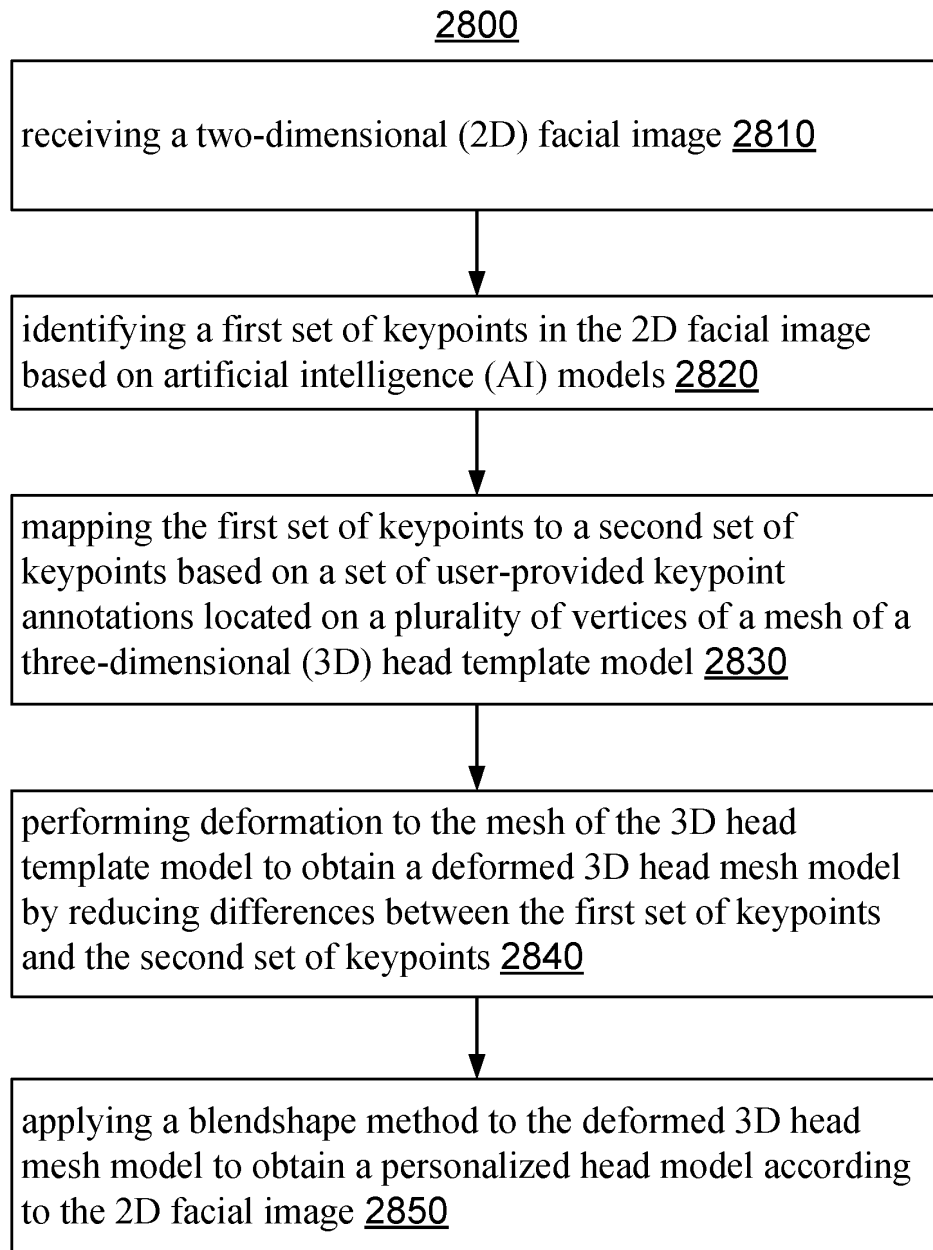


FIG. 27

**FIG. 28**

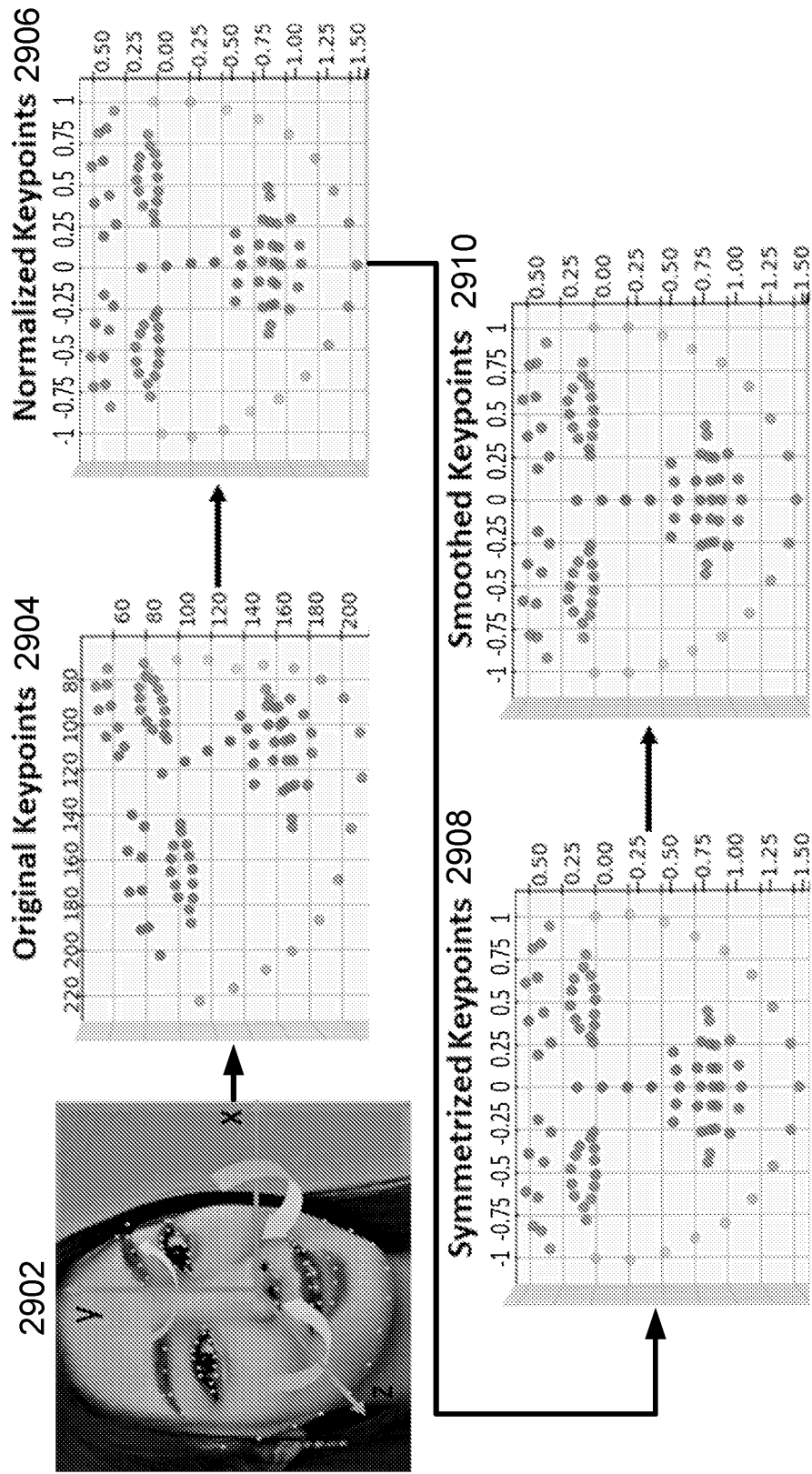


FIG. 29

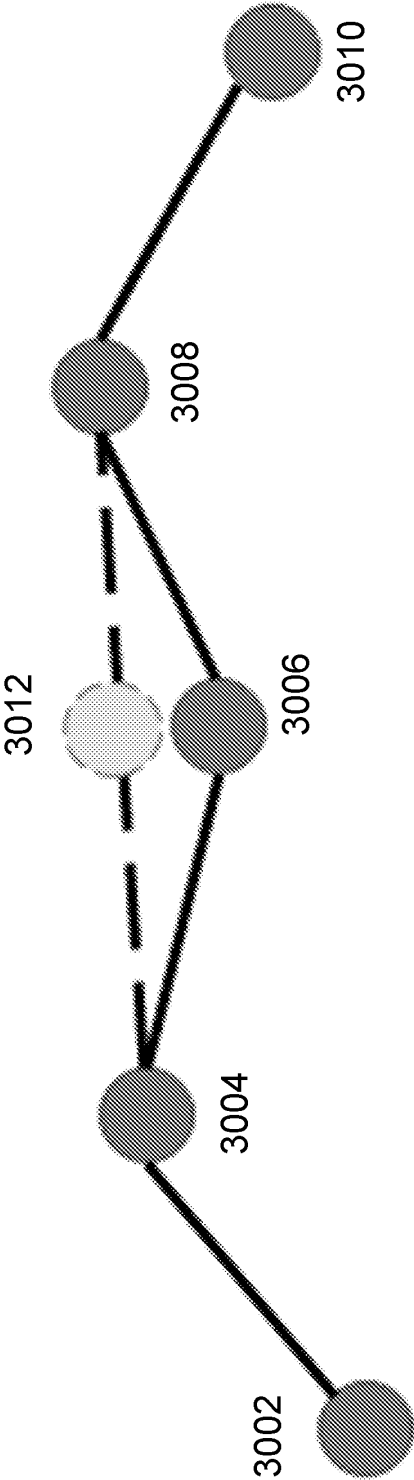


FIG. 30

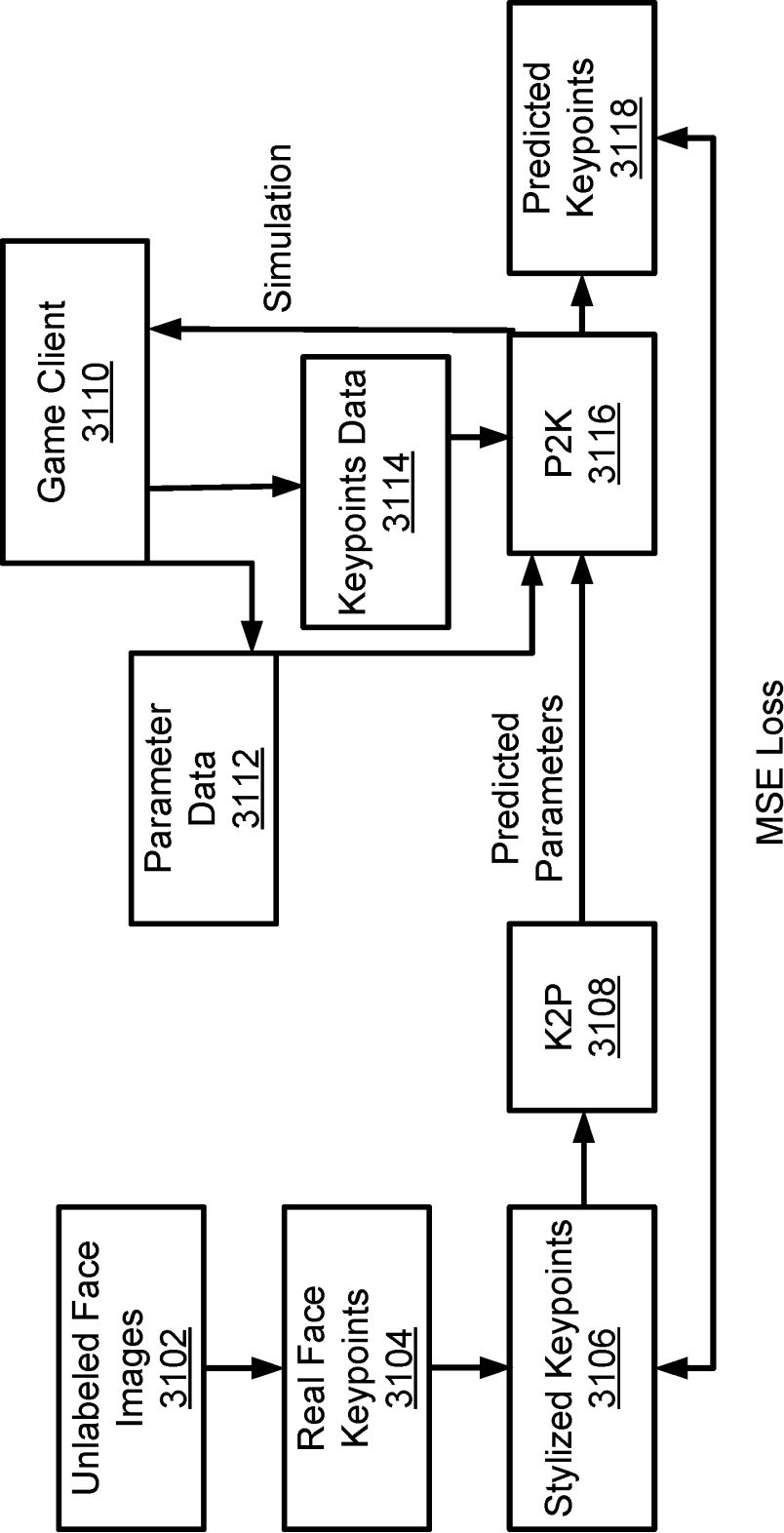
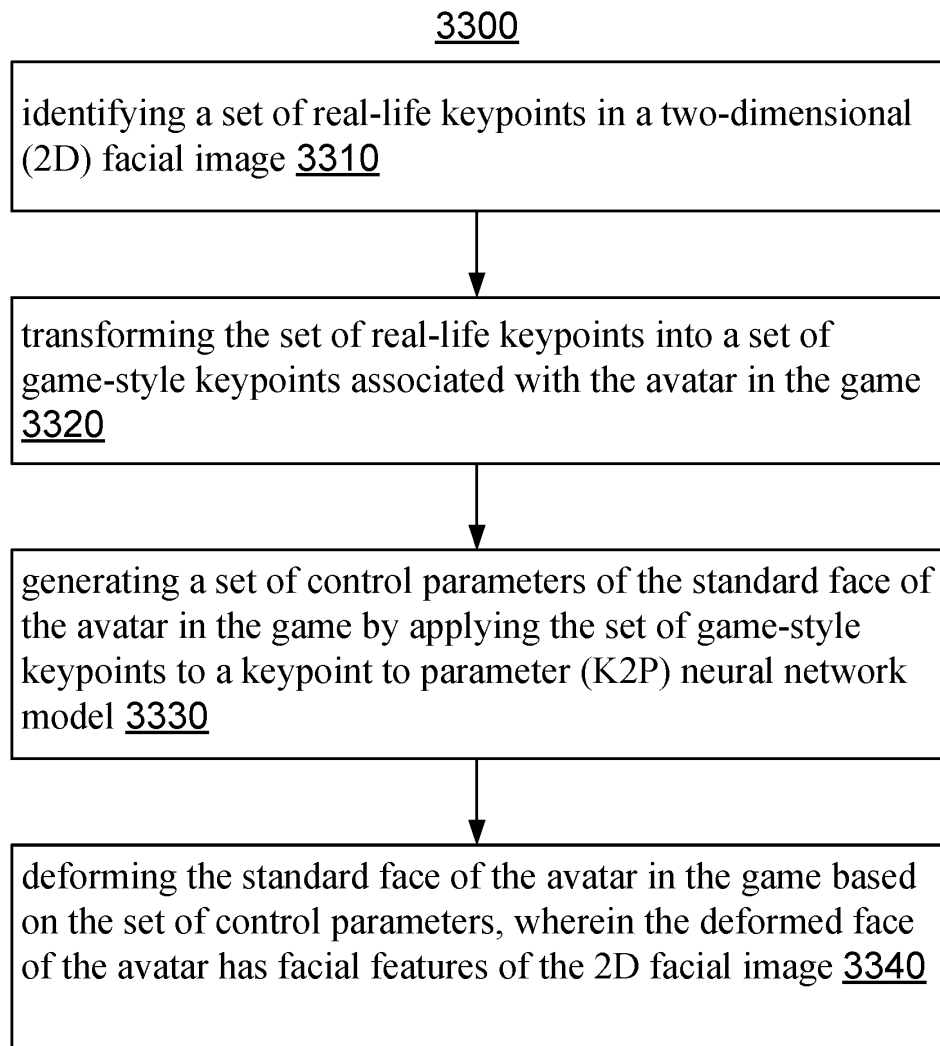


FIG. 31



**FIG. 33**

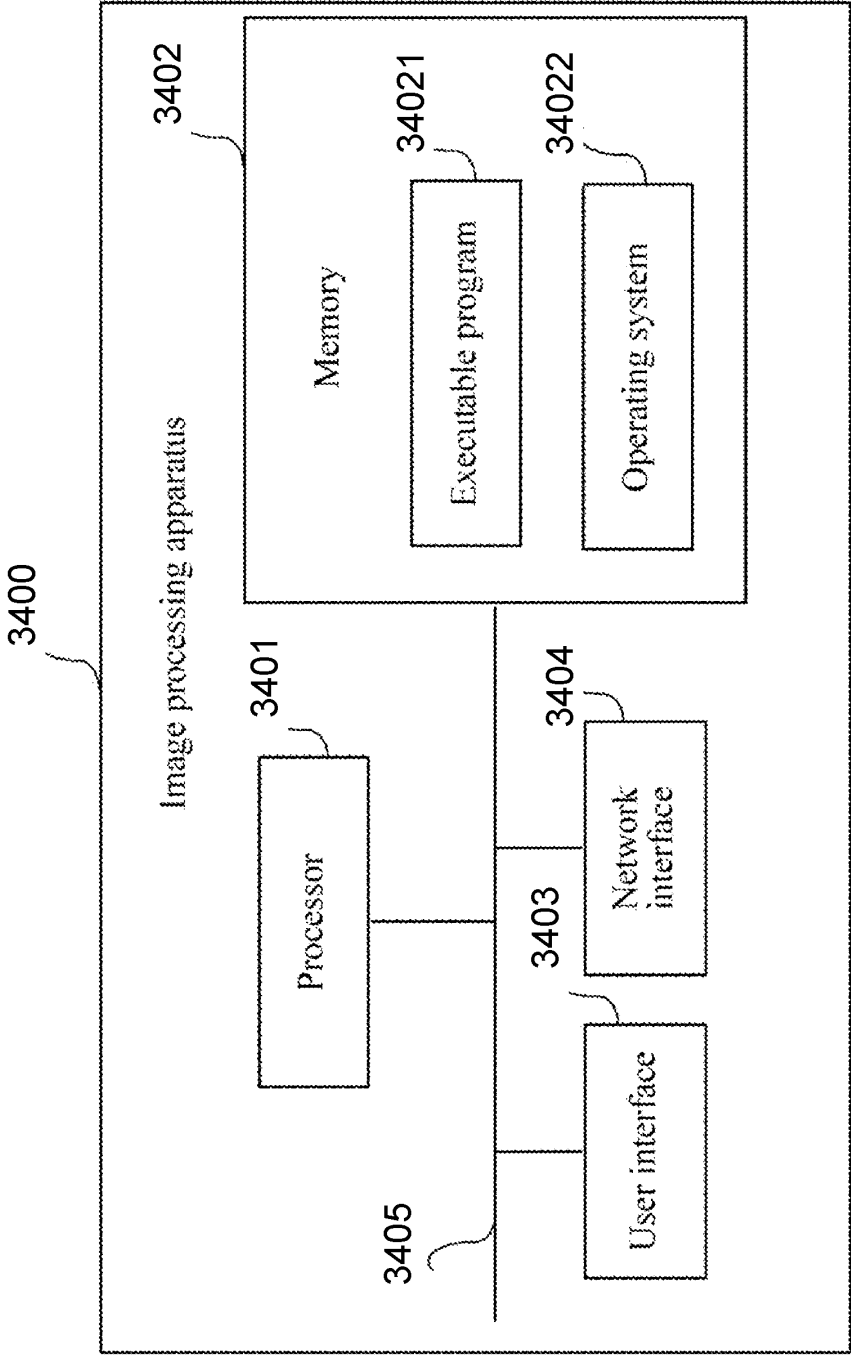


FIG. 34