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Figure 3.2: Deng, Zhigang, and Ulrich Neumann. "A User Interface Technique for Controlling Blendshape Interference," in *Data-driven 3D facial animation*. London, England: Springer-Vertag, 2008, pp. 132-145.

Figure 3.3: http://www.hollywoodreporter.com/behind-screen/benedict-cumberbatch-performs-mocap-smaug-682351
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Figure 3.4: FaceShift, http://www.faceshift.com/

Figure 3.5: Cohen, Michael M., and Dominic W. Massaro. "Synthesis of visible speech." *Behavior Research Methods, Instruments, & Computers* 22, no. 2 (1990): 260-263.

Figure 4.2: Jacono, Andrew A. "A new classification of lip zones to customize injectable lip augmentation." *Archives of facial plastic surgery* 10, no. 1 (2008): 25-29.

Figure 4.5: Intel OpenCV Computer Vision Library (C++), http://www.intel.com/research/mrl/research/opencv/
Specifically:
http://docs.opencv.org/2.4/doc/tutorials/calib3d/camera_calibration/camera_calibration.html