

# CSCI-4961/6961: 3D Computer Graphics

Class 25: November 20, 2006

## **Animation: Particle Systems and Flocking**

### **Announcements**

- Homework 5 is due on Monday, November 27.
- Project 4 is due by 11:59:59pm on Monday, December 4.
- The Final Exam is on Thursday, December 7 at 9:00am–noon.

### **Today's Class**

We will continue our discussion of computer animation techniques.

1. Particle systems
2. Flocking
3. Kinematics for articulated objects: Forward and Inverse kinematics

### **Reading**

Chapter 13 of Hearn and Baker.

### **Activity**

See <http://www.red3d.com/cwr/boids/> for a webpage on flocking.

### **Next Class**

Precomputed radiance transfer.