

CSCI-4962: Three-Dimensional Computer Graphics
Class 24: November 22, 2004
Animation

Announcements

- Homework 5 is due today.
- Project 4 is due by 11:59:59pm on Monday, December 6.
- The Final Exam is on Thursday, December 9 at 9:00am–noon in West Hall Auditorium.

Today's Class

We will focus today on *computer animation*. The challenge is to automatically generate smooth animations that convey the animator's intent.

1. Traditional animation
2. Principles and techniques of computer animation
3. Physics-based animation: Space-time constraints example
4. Behavioral animation: Flocking example

Reading

Chapter 13 of Hearn and Baker.

"Principles of traditional animation applied to 3D computer animation," John Lasseter, Computer Graphics, Vol. 21, No. 4, July 1987.

Activity

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

Next Class

Animation (continued, Chapter 13 of H&B).