

CSCI-4967: Three-Dimensional Computer Graphics  
Class 25: November 29, 2004  
**Animation: Particle Systems and Flocking**

## **Announcements**

- Project 4 is due on Monday, December 6.
- Reminder: the Final Exam is scheduled for 9:00am–12:00 noon on Thursday, December 9.

## **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**

Animation of articulated objects (Chapter 13 of H&B).