

# CSCI-4961/6961: 3D Computer Graphics

Class 23: November 16, 2006

## Animation

### 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 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).