

CSCI-4962: Three-Dimensional Computer Graphics  
Class 25: November 21, 2002  
**Animation**

## 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 9.6 (animation) and 11.2 (physically based modeling) of the Angel textbook.

"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).