

# CSCI-4962: Three-Dimensional Computer Graphics

Class 26: November 25, 2002

## Animation

### Announcements

- Homework 5 is now due before 5:00pm on Tuesday, November 26. Place it in the TA's mailbox (Yogi Girdhar, mailbox in Amos Eaton 119) before 5pm on Tuesday.
- Reminder: the Final Exam is scheduled for 9:00am–12:00 noon on Thursday, December 5.
- Holly Rushmeier from IBM Watson Labs will give a talk on *3D Scanning for Cultural Heritage Applications* on Tuesday, December 3, 4:00-5:00pm in Amos Eaton 214.

### Today's Class

We will continue our discussion of computer animation techniques.

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

### Reading

Chapter 9.1–9.6 (animation) and 11.2–11.3 (particle systems) of the Angel textbook.  
Appendix G of OpenGL RedBook for OpenGL performance tips.

### Activity

See an example of a simple particle system in OpenGL:

<http://www.opengl.org/developers/code/mjktips/particles/>

For tips on improving and measuring performance of your OpenGL applications, see:

<http://www.opengl.org/developers/code/mjktips/> and

[http://developer.nvidia.com/docs/I0/1376/ATT/GDC2K\\_OpenGLPerf\\_slides.pdf](http://developer.nvidia.com/docs/I0/1376/ATT/GDC2K_OpenGLPerf_slides.pdf)

### Next Class

Course wrapup, and Final exam review.