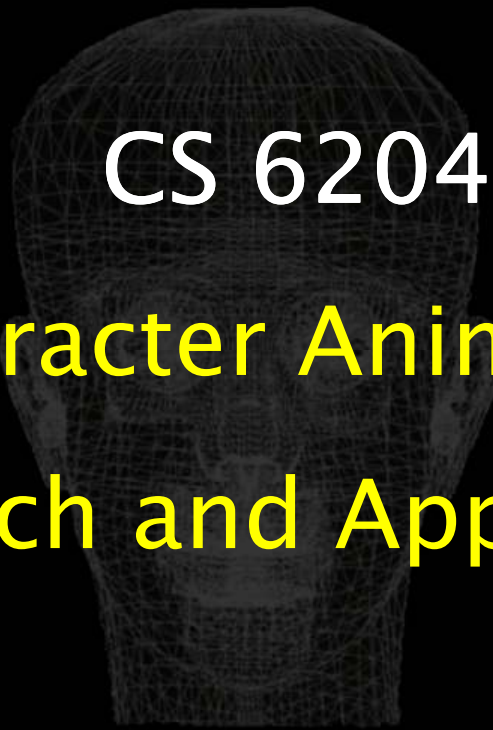


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CS 6204

Character Animation  
Research and Applications

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## General Information

### ***Instructor:***

Yong Cao

Email: [yongcao@cs.vt.edu](mailto:yongcao@cs.vt.edu)

Phone: (540) 231-0415

Office: KWII 1124

**Hour:** Tuesday 10:30am – Noon McBryde 610  
Thursday 10:30am – Noon KWII 1124

**Class website:**

<http://people.cs.vt.edu/~yongcao/htmls/Teaching/Spring2007/CS6204.htm>

## What is character Animation?

*Character animation is a special aspect of the animation process, in which **life is breathed into an artificial character.***



What we are looking for?

*Technology and Fun!*

*What I was doing at EA?*



## **Learning Objective**



- 1. Understanding of the nature of animation and problems in Computer Animation.***
- 2. Familiarity with the current research directions and applications in Character Animation.***
- 3. Exposure to techniques and algorithms used in Computer Animation.***
- 4. Experience with fundamental implementation of animation modules in graphics application.***

# Things we do

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**1. Lectures by instructor.**

**2. Paper presentation and discussions.**

**3. Projects.**

- **Grading Scheme:**

- **Class participation: 10%**
- **Paper presentation: 30%.**
- **Project proposal: 10%.**
- **Project presentation: 10%.**
- **Project Result: 40%.**

# Projects

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***1. Animation Pipeline and Animation Modules.***

***2. Must involve programming.***

***3. Keep talking to instructor.***

***4. Earlier, Earlier and Earlier!!!***

**Look at the syllabus for more information.**

## Projects (Continued)

### Libraries and Packages:

- 1. OpenGL + GLUT / FLTK / wxWidgets**
- 2. DirectX (XNA C#)**
- 3. Cal 3D**
- 4. OGRE**

### Content:

- 1. Motion capture**
- 2. 3D models**
- 3. Create your own (Maya / 3DS max)**



## Projects (Continued)

### Project timetable:

***Week 2: Submit initial proposal (off class)***

***Week 4: Present final proposal (in class)***

***Week 6: Initial progress report (off class)***

***Week 10: Progress report (in class)***

***Final Week: Result presentation (in class)***