CS 6204
Character Animation
Research and Applications
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:**  
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

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

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)