

CS-184: Computer Graphics

Lecture #17: Introduction to Animation

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Introduction to Animation

- Generate perception of motion with sequence of image shown in rapid succession
 - Real-time generation (e.g. video game)
 - Off-line generation (e.g. movie or television)

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Introduction to Animation

- Key technical problem is how to generate and manipulate motion
 - Human motion
 - Inanimate objects
 - Amorphous objects
 - Control

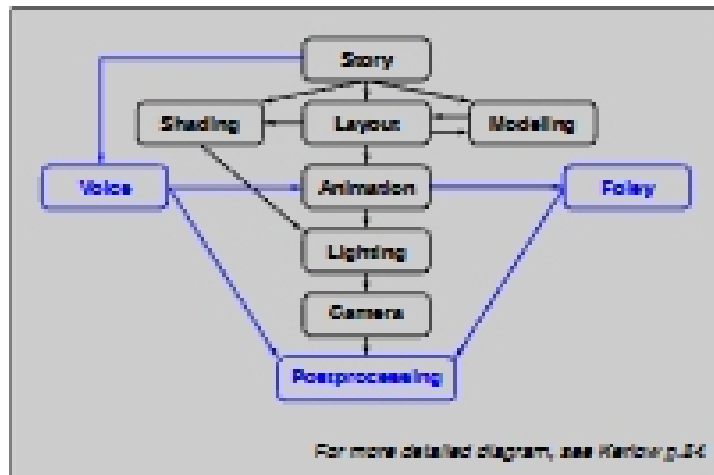
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Introduction to Animation

- Technical issues often dominated by aesthetic ones
- Violation of realism desirable in some contexts
- Animation is a communication tool
 - Should support desired communication
 - There should be something to communicate

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Introduction to Animation



Introduction to Animation

- Key-frame animation
 - Specification by hand
- Motion capture
 - Recording motion
- Procedural / simulation
 - Automatically generated
- Combinations
 - e.g. mocap + simulation