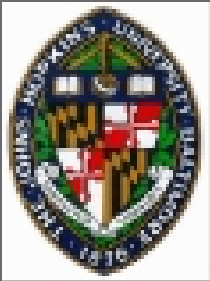


---

# Computer Animation

---

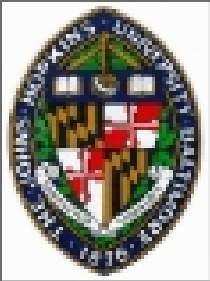
Johns Hopkins Department of Computer Science  
Course 600.456: Rendering Techniques, Professor: Jonathan Cohen



## What is it?

---

- **Sequence of computer-generated images**
- **Objects, lights, and cameras may be moving and changing over time**
- **May be generated off-line (as opposed to real-time)**



## What is it used for?

---

- **Fully computer-generated films (short or feature length)**
  - **entertainment**
  - **visualization of simulation data**
- **Special effects added to real camera footage**