CMPT 466 - D100 Animation

**Instructor(s):** KangKang Yin

**Calendar Objective/Description:**
Topics and techniques in animation, including: The history of animation, computers in animation, traditional animation approaches, and computer animation techniques such as geometric modelling, interpolation, camera controls, kinematics, dynamics, constraint-based animation, realistic motion, temporal aliasing, digital effects and post production.

**Instructor’s Objectives:**
Topics and techniques in computer animation, including: The history of animation, traditional animation, 3D model representation, mesh processing, kinematic animation, motion capture, particle systems, mass-spring systems, physics-based animation, character animation, soft objects and deformation.

**Prerequisites:**
CMPT 361 and MACM 316 or permission of the instructor.

**Topics:**
- history of animation
- traditional animation
- 3D model representation
- mesh processing
- kinematic animation
- motion capture
- particle systems
- mass-spring systems
- physics-based animation
- character animation
- soft objects and deformation

**Grading:**
To be discussed the first week of classes

**Recommended Books:**

**Academic Honesty Statement:**
Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies ( http://www.sfu.ca/policies/gazette/student.html ).