CMPT 888 - G300 Special Topics in Computer Graphics, HCI, Vision and Visualization

Instructor(s): KangKang Yin

SFU Burnaby

Calendar Objective/Description:
Examines current research topics in computer graphics, human computer interaction (including audio), computer vision and visualization.

Instructor's Objectives:
Examines current research topics in computer animation, including but not limited to motion capture, fluid animation, facial and hair animation, crowd simulation, and full-body character animation. This is a project-based course that aims to provide strong foundation on advanced computer animation methods and prepare students for research in animation, graphics, vision, and robotics related topics.

Prerequisites:
None

Topics:
- motion capture
- fluid animation
- facial and hair animation
- full-body character animation
- crowd simulation

Grading:
To be announced the first week of classes

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 ).