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).