CMPT 985 - G100 Special Topics in Graphics, HCI, Visualization, Vision, Multimedia

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:
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, learning-based animation methods.

Prerequisites:
None

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
- learning-based animation methods

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).