

Lecture 24: Animation I – Review Questions

- List and describe some of the principles of traditional animation.
- There are three techniques typically used for animation: keyframing, procedural animation, and motion capture. List the pros and cons of these three techniques for the purpose of animating human characters.
- List the pros and cons of these three techniques for animating passive objects such as clothing and water.
- Gimbal lock is a problem specific to Euler angles. Describe this problem and explain when / how it occurs. Intuitively, how does the quaternion representation for rotations avoid this problem?