15-464 Assignment 0: Paper selection

Due Wednesday, Jan 19th before class

One of the goals of this class is to learn about cutting edge research in the area of technical animation. You will have the chance to explore in depth at least two topics of your own choosing during the course – first through presentation of a recent research paper, and second through your choice of a final project. Follow your own interests and have some fun with this!

15% of your grade for this class will come from an in-class presentation of a recent research paper. Your assignment due Wednesday, Jan 19th is to select which papers you would like to present. Note that you only need to present one paper.   However, I would like a list of your top 5 choices so that I can resolve conflicts between students having the same top choice. Here are the ground rules:

- Email me nsp@cs.cmu.edu a list of your top 5 paper choices by the deadline.
- Papers will be assigned on a first-come, first-served basis, so get me your choices early!
- Papers must have been published in 2010 (or 2011), so that we can get a view into the very most recent research.
- Papers must be on a topic related to *animation* as loosely defined by the topics covered in this course.
- You may want to check:
    - Proceedings of SIGGRAPH 2010: http://kesen.realtimerendering.com/sig2010.html
    - Proceedings of SIGGRAPH Asia 2010: http://kesen.realtimerendering.com/siga2010Papers.htm
    - Proceedings of SCA 2010: http://kesen.realtimerendering.com/sca2010Papers.htm
    - Other proceedings, including Eurographics, Pacific Graphics, Non-photorealistic Animation and Rendering, Computer Animation and Social Agents, Graphics Interface may also have some stellar animation papers.   Papers from many of these conferences can be accessed from the pages maintained by Ke-Sen Huang: http://kesen.realtimerendering.com/
- Journals provide a more in-depth treatment of topics. Check out the 2010 table of contents for:
    - ACM Transactions on Graphics: http://tog.acm.org/
    - IEEE Trans. on Visualization and Computer Graphics: http://www.computer.org/portal/web/tvcg/
    - IEEE Computer Graphics and Applications: http://www.computer.org/portal/web/cga/home
    - Other journals to consider include Presence, Graphical Models, Computer Graphics Forum, and the Visual Computer.
- Do a topic-based search and discover your own sources!