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Today we talked about:

Wampler, K. Popović, Z., Optimal Gait and Form for Animal Locomotion, SIGGRAPH 2009.
<http://grail.cs.washington.edu/projects/animal-morphology/s2009/>

and some of the research leading up to this paper, including:

Witkin and M. Kass, Spacetime Constraints, SIGGRAPH 1988. <http://dl.acm.org/citation.cfm?id=378507>

K. Sims, "[Evolving Virtual Creatures](http://www.karlsims.com/)", SIGGRAPH 1994. <http://www.karlsims.com/>

A. C. Fang and N. S. Pollard, 2003. [Efficient Synthesis of Physically Valid Human Motion](http://graphics.cs.cmu.edu/nsp/projects/spacetime/spacetime.html), SIGGRAPH 2003.
<http://graphics.cs.cmu.edu/nsp/projects/spacetime/spacetime.html>

A. Safonova, J. K. Hodgins, and N. S. Pollard, 2004. [Synthesizing Physically Realistic Human Motion in Low-Dimensional, Behavior-Specific Spaces](http://graphics.cs.cmu.edu/projects/lowd_optimization/), SIGGRAPH 2004.
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