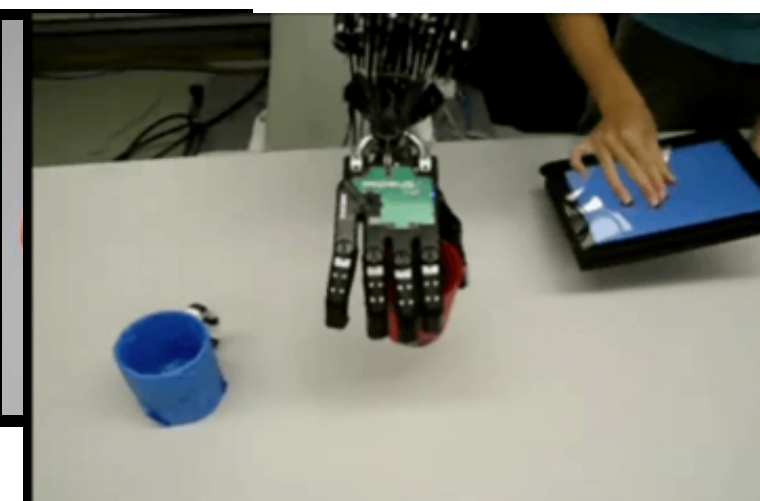
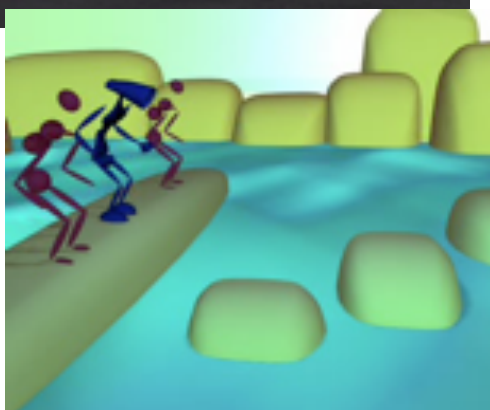
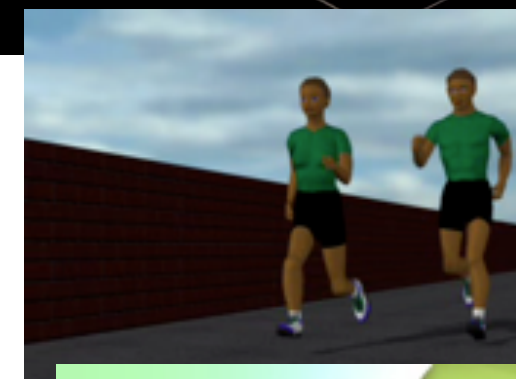
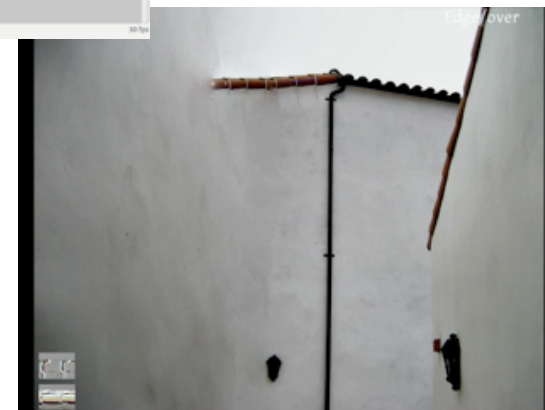
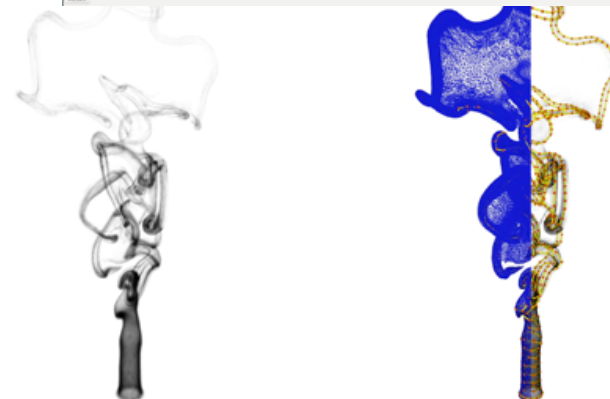
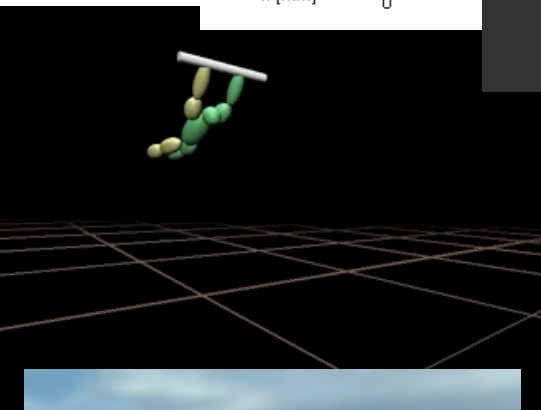
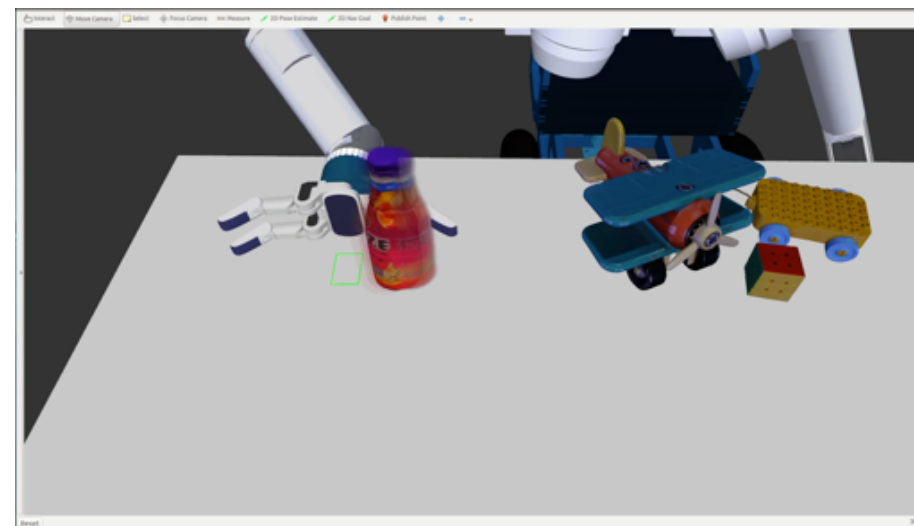
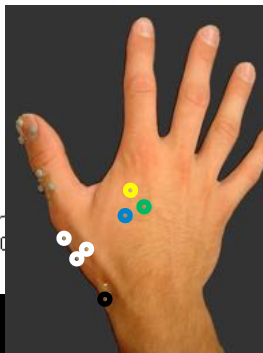
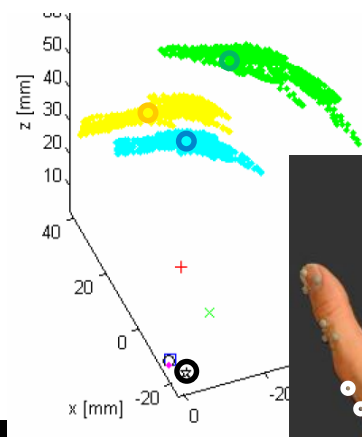
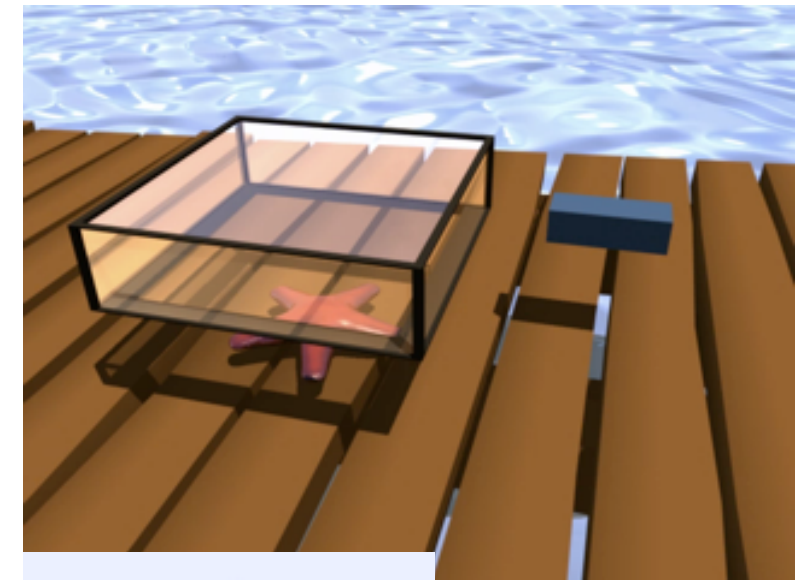
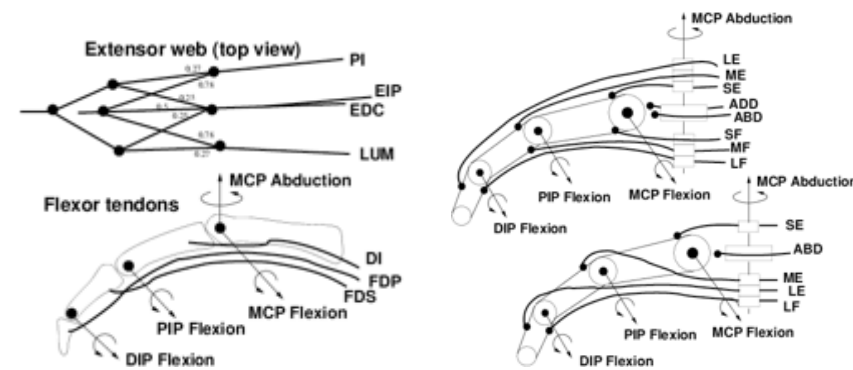
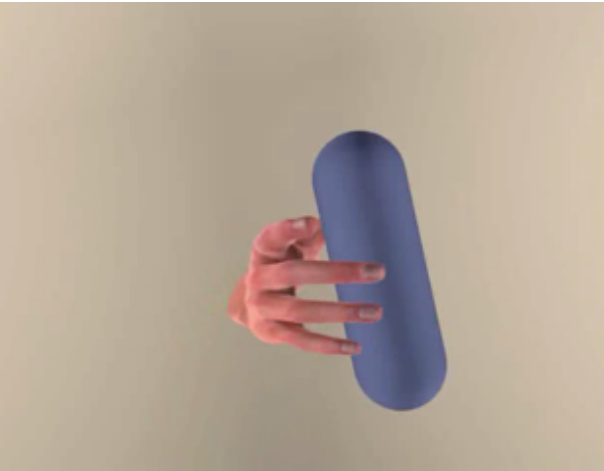


Course Intro: Welcome to Technical Animation!

15-464/15-664 Technical Animation, Spring 2019

Introductions

Some things I've worked on



Human Grasping “In the Wild”

Palmar Gutter



Power Palm



Power Pad



Power Lateral



Precision Lateral



Precision Pad



Precision Pad



Palmar Gutter



TWIST

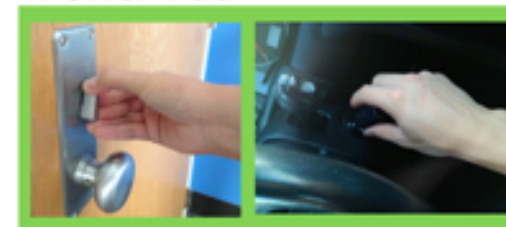
Power Palm



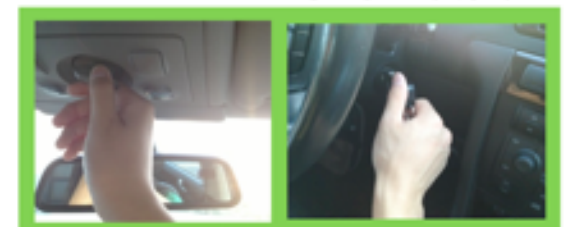
Palmar Gutter



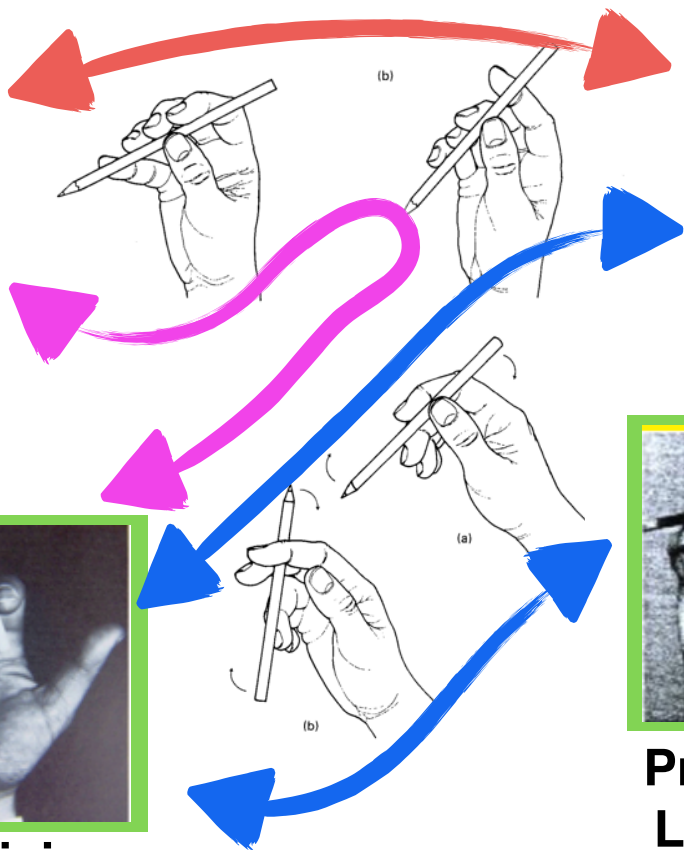
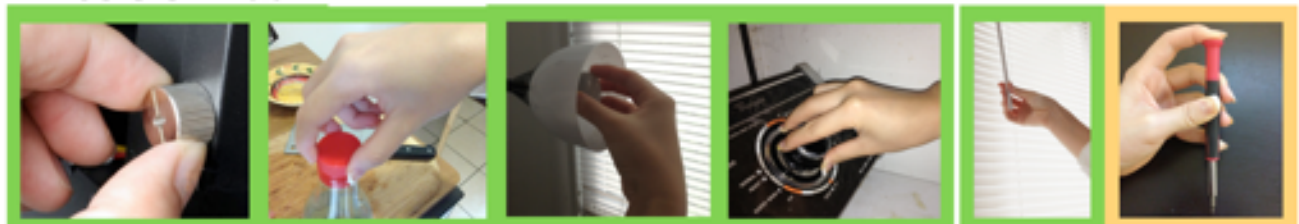
Power Pad



Power Lateral



Precision Pad



Precision Lateral 1

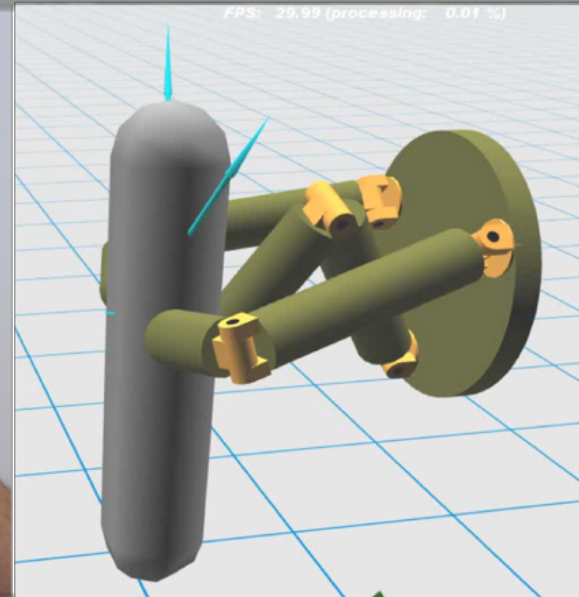
Precision Lateral 2



Design and Fabrication of Robot Hands for Dexterous Tasks

Nancy Pollard and Stelian Coros

with Dominik Bauer, Kai-Hung Chang, Chris Hazard, Jonathan King, Yuzi Nakamura, and Cornelia Schlagenhauf



Course Organization

15-464 / 15-664: Technical Animation

Spring 2019

Monday/Wednesday 12:00-1:20pm

DH 1211

This course introduces techniques for computer animation such as keyframing, procedural methods, motion capture, and simulation. We will focus primarily on character animation, but will also discuss animation of cloth and natural phenomena. Recent research results will be considered as well as basic techniques.

Instructor: [Nancy Pollard](#)

- Email: nsp@cs.cmu.edu
- Office: EDSH (Smith Hall) 227, Phone x8-1479
- Office hours: Please send email to make an appointment.

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- [Administrative Info](#) (book, grading)
 - [Syllabus](#)
 - [Assignments](#)
-

<http://graphics.cs.cmu.edu/nsp/course/15464-s19/www/>

Assignment 0

- Email me 5 paper choices (nsp@cs.cmu.edu)
- Due Saturday, Jan 19th
- Guidelines:
 - published in 2018 (with some exceptions!)
 - relevant to Technical Animation
- You will present one of these papers in class
- First come, first served, so get me your choices early!
- Detailed guidelines are available on the course webpages