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”
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.

- 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