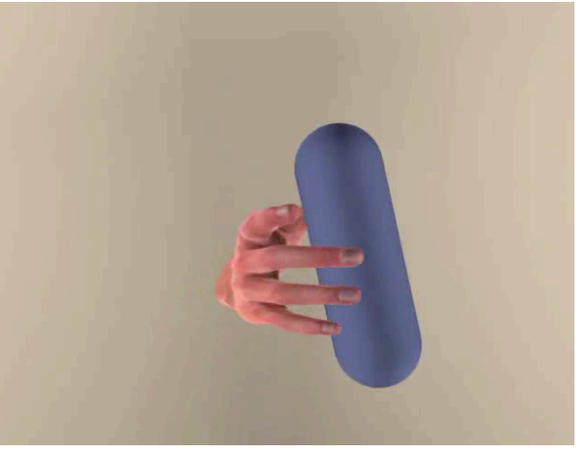
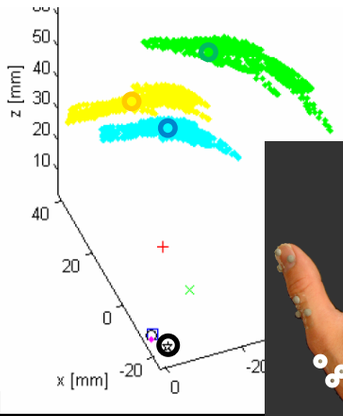
Course Intro:
Welcome to Technical Animation!

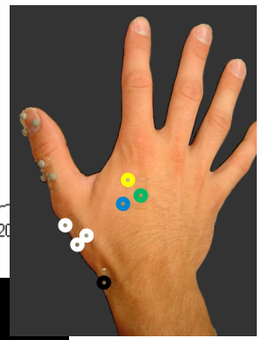
15-464/15-664 Technical Animation, Spring 2020

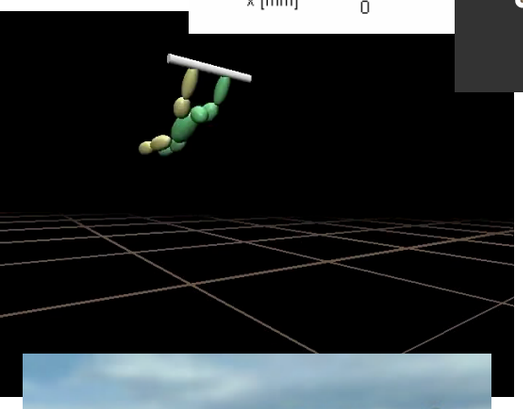
Introductions

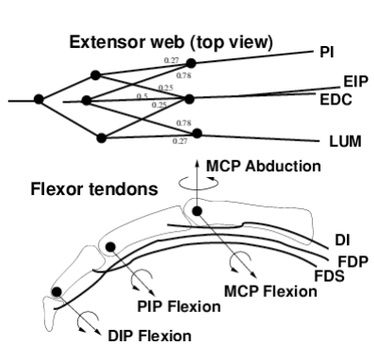
Some things I've worked on

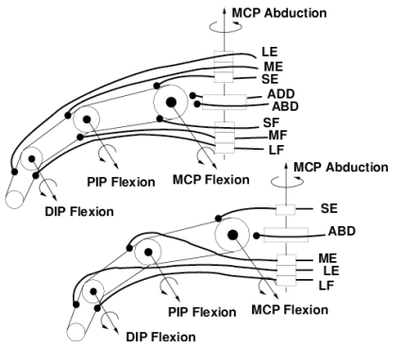


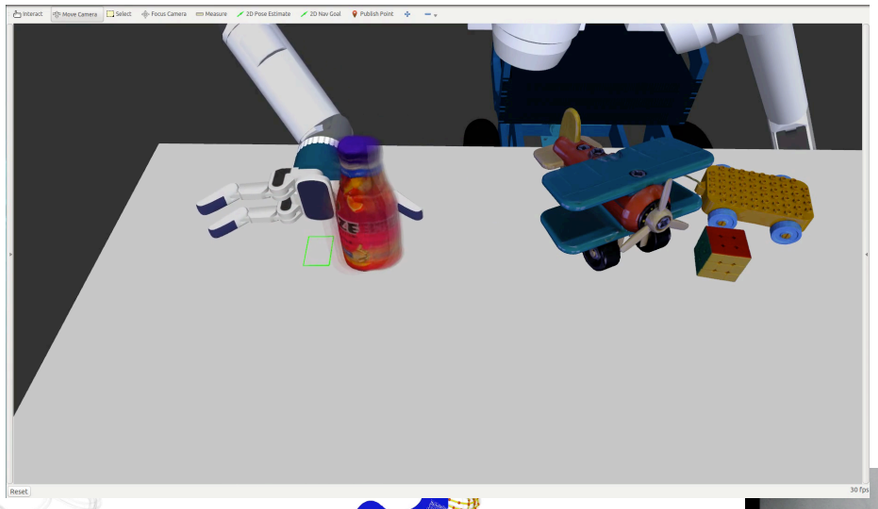


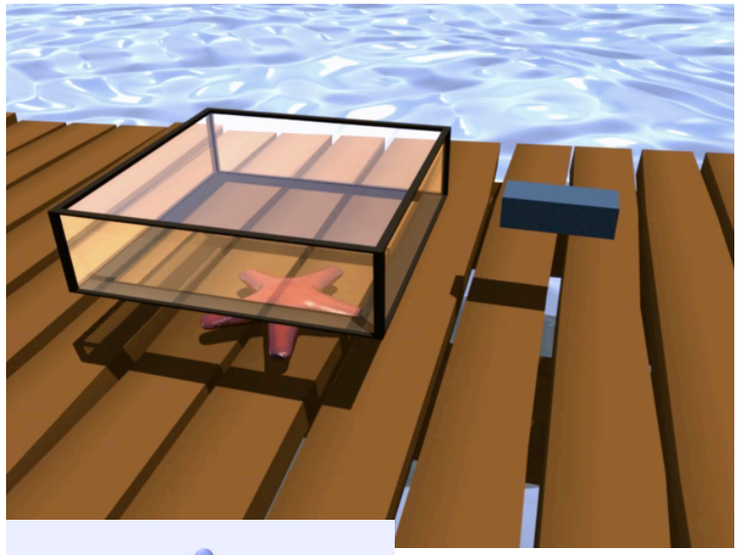


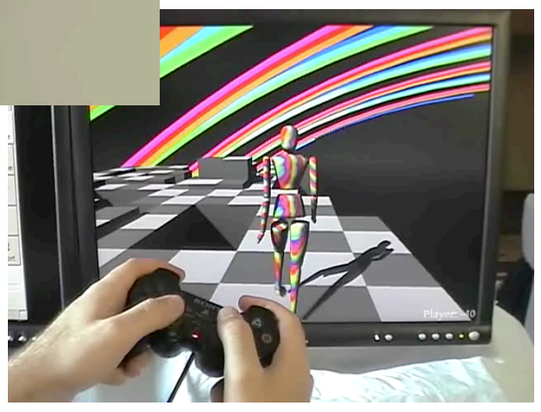


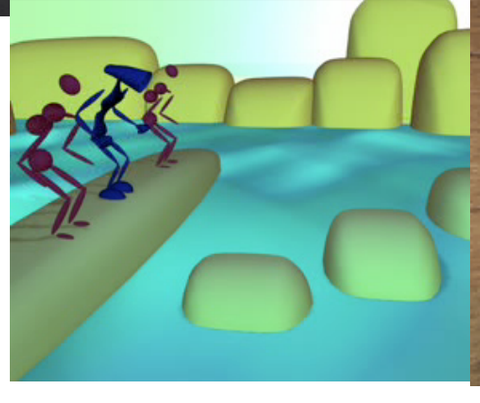


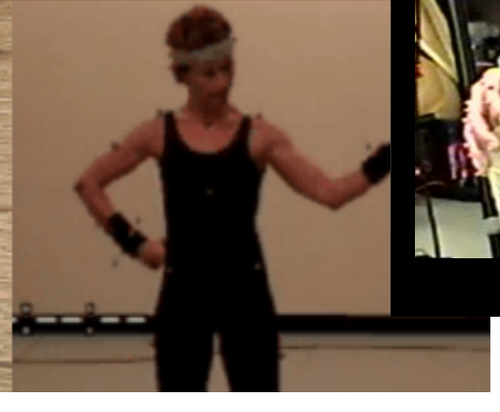


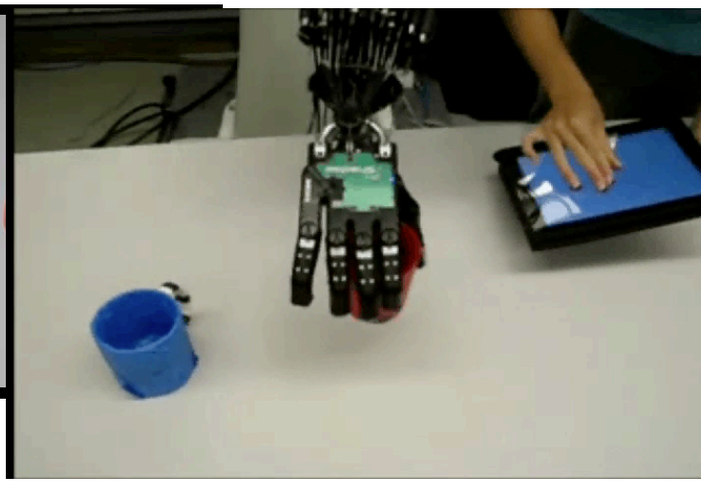




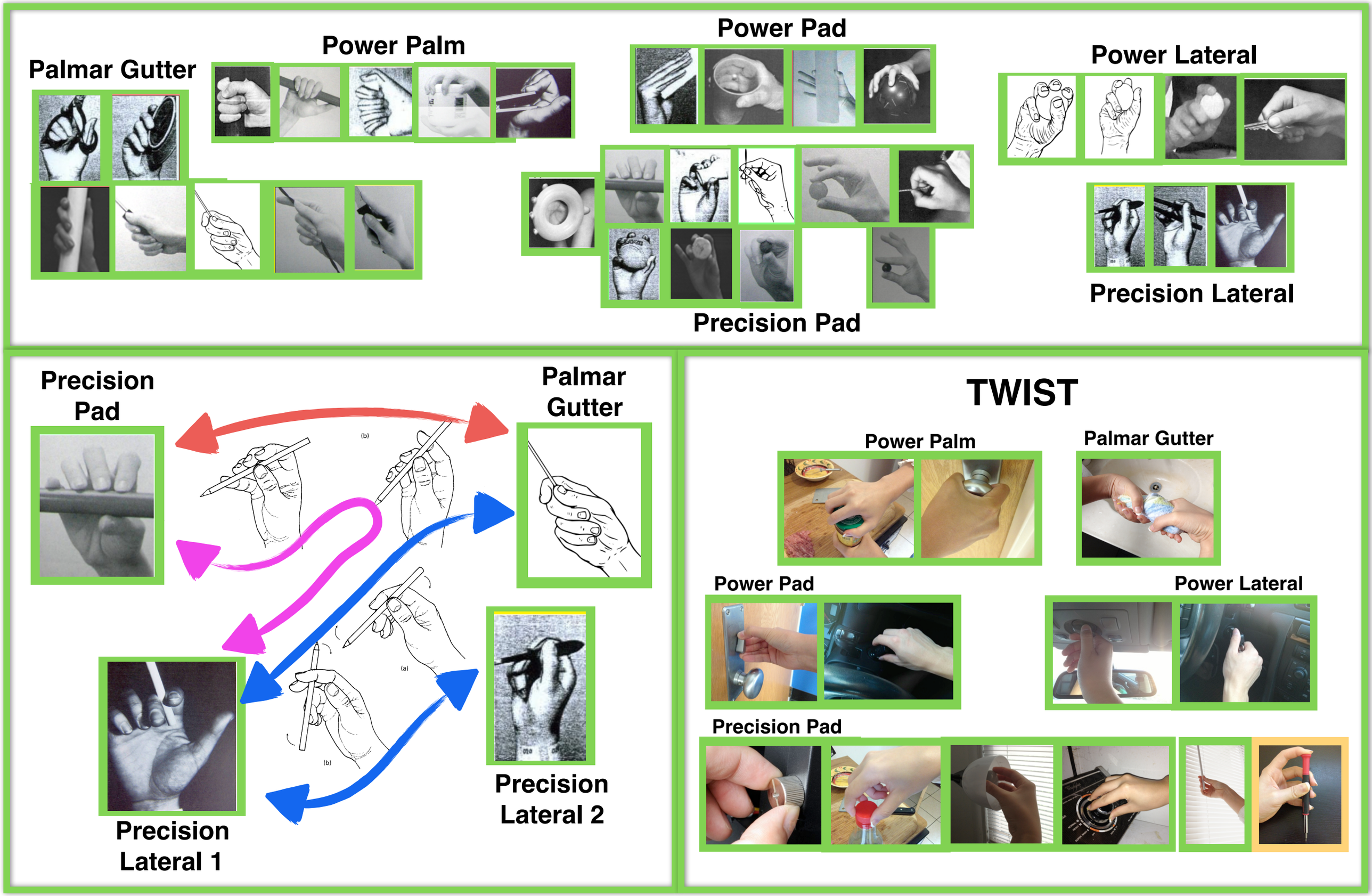








Human Grasping “In the Wild”

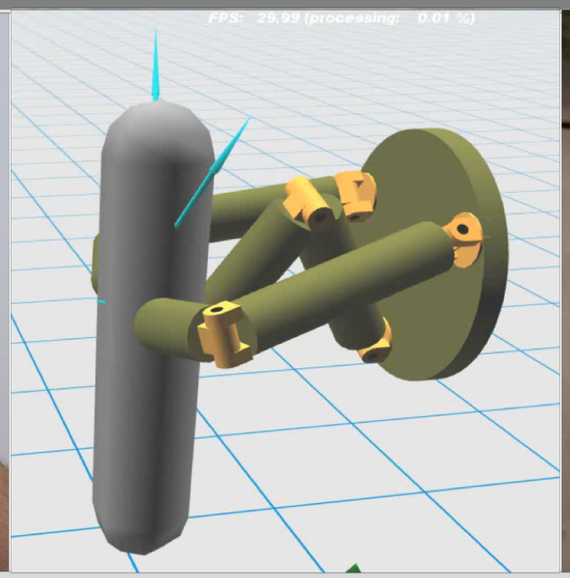


Carnegie Mellon University

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 Syllabus for Spring 2020

This is a tentative syllabus and will be adjusted according to results from Assignment 0 and in-class discussion.

Week of	Mon	Weds
Jan 13	**Course Overview** • Assignment 0 OUT	**Introduction to Technical Animation**
Jan 20	**MLK Day (NO CLASS)**	**Motion Capture Demo (Wean Hall 1334)**
Jan 27	**Inverse Kinematics**	**More IK**
Feb 3	**Motion Editing**	**Rigging and Skinning**
Feb 10	**Paper Presentations I**	**Miniproject 1 Presentations** • Miniproject 1 DUE

http://graphics.cs.cmu.edu/nsp/course/15464-s20/www/

Assignment 0

- Email me 5 paper choices (nsp@cs.cmu.edu)
- Due Saturday, Jan 18th
- Guidelines:
    - published in 2019 (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

What else you can do this week

- Start your blog!
- Email me a pointer to your blog page (Due Sat. Jan 18)
- Use any blogging tool you like or simply host a web page anywhere
- Guidelines:
    - One blog entry per class
    - A short paragraph is sufficient
    - Include your thoughts/observations/comments
    - Your blog can be private or public, as you like. (Just make sure I have access :)
- Our course material ranges over many articles and other sources, and your blog can help to tie it together into your personal package of notes. I use the feedback that you give me in this blog to improve my future lectures.