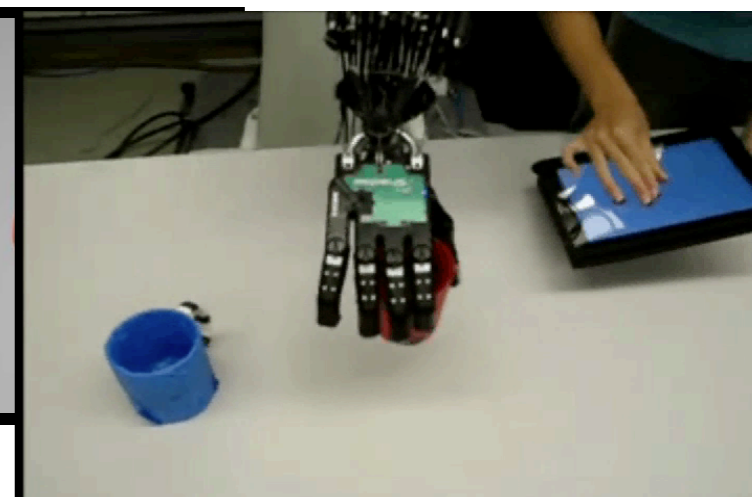
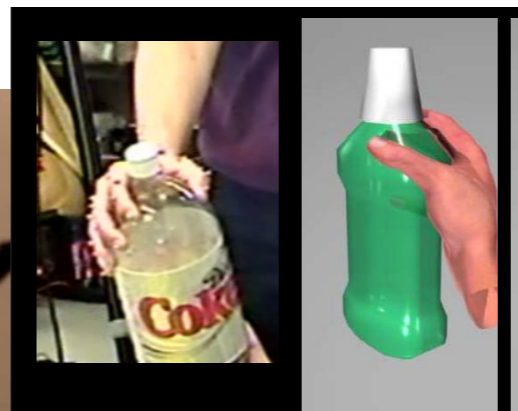
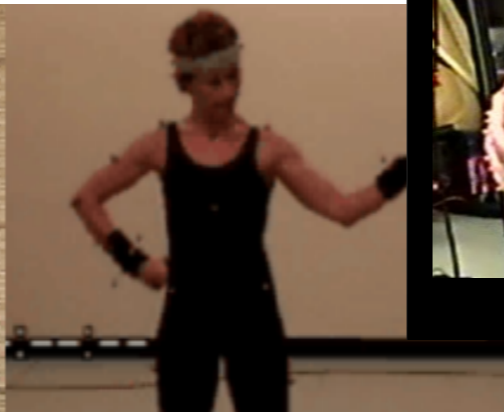
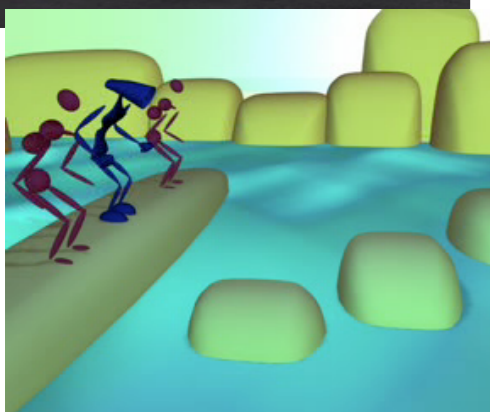
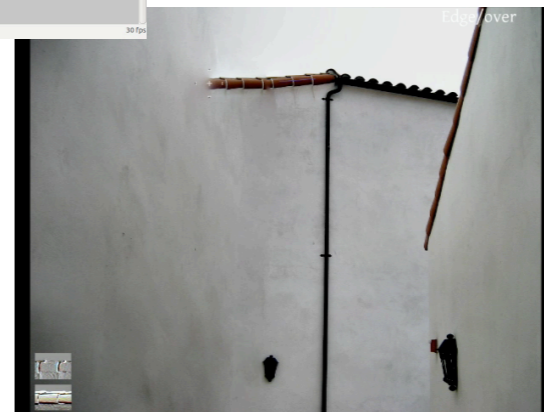
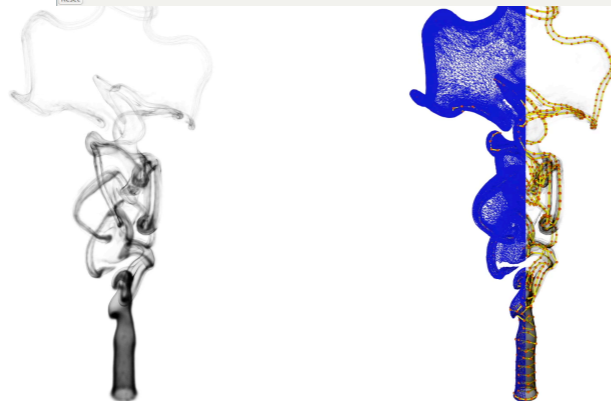
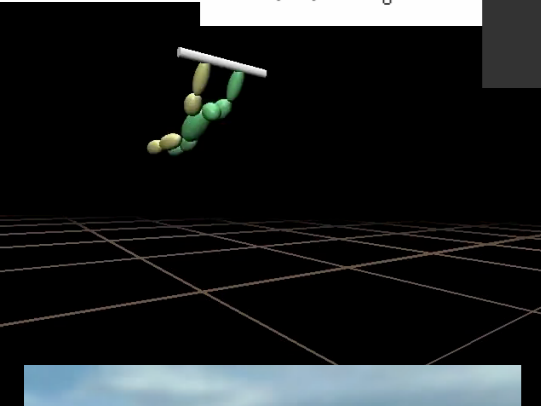
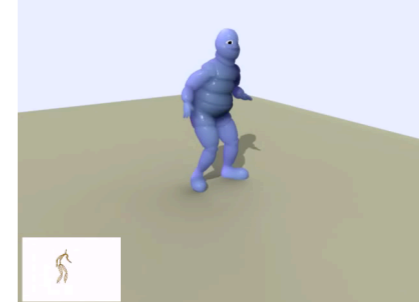
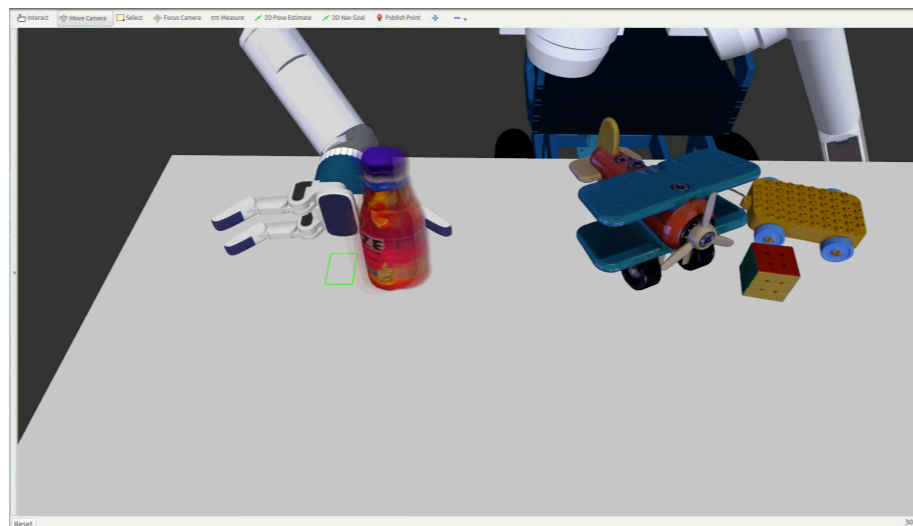
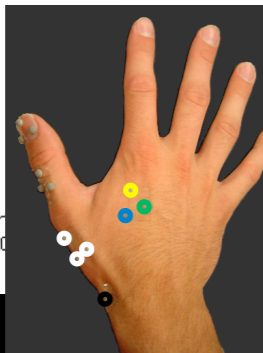
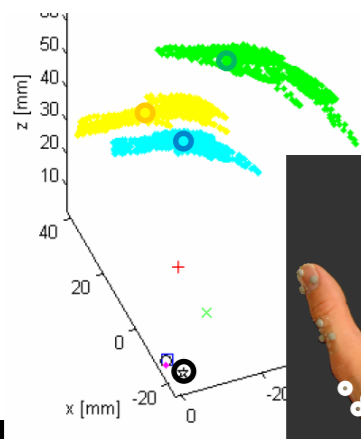
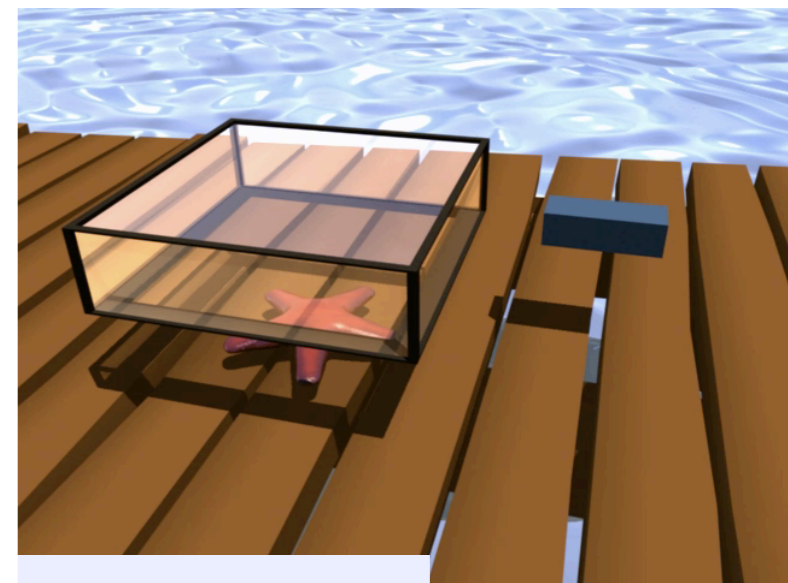
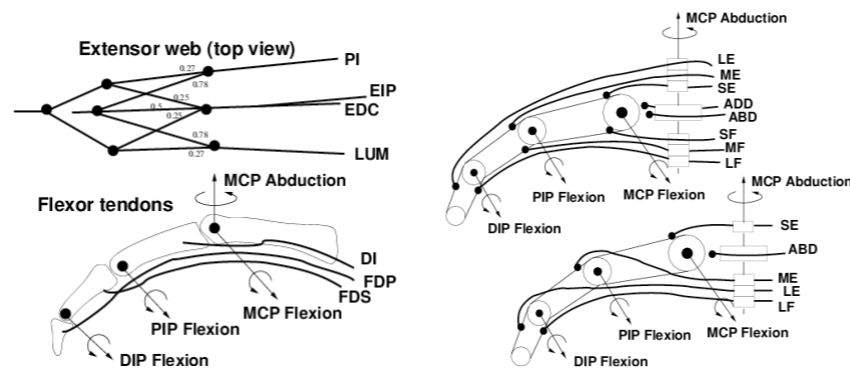
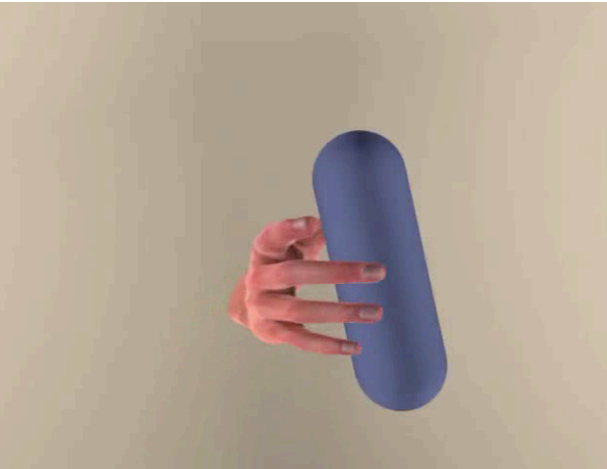


Course Intro: Welcome to Technical Animation!

15-464/15-664 Technical Animation, Spring 2021

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



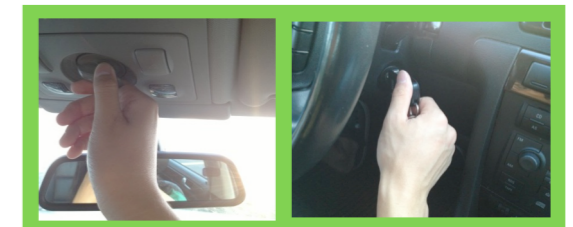
Palmar Gutter



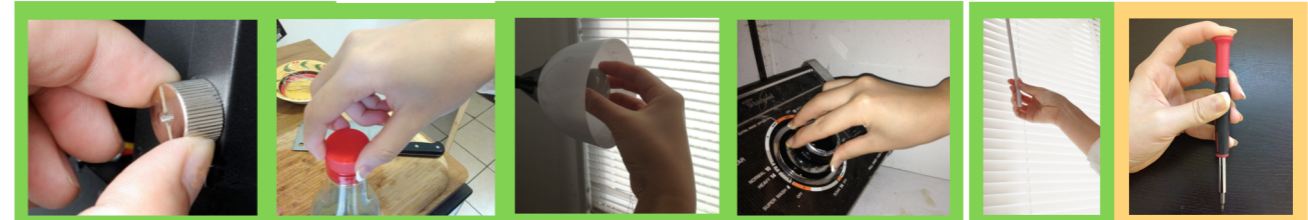
Power Pad



Power Lateral



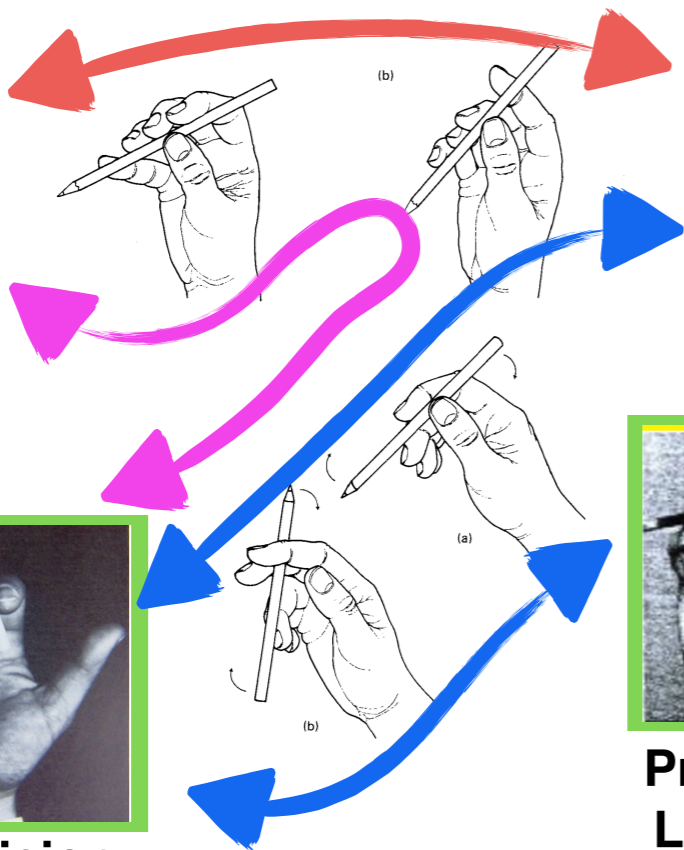
Precision Pad



Precision Lateral 1



Precision Lateral 2

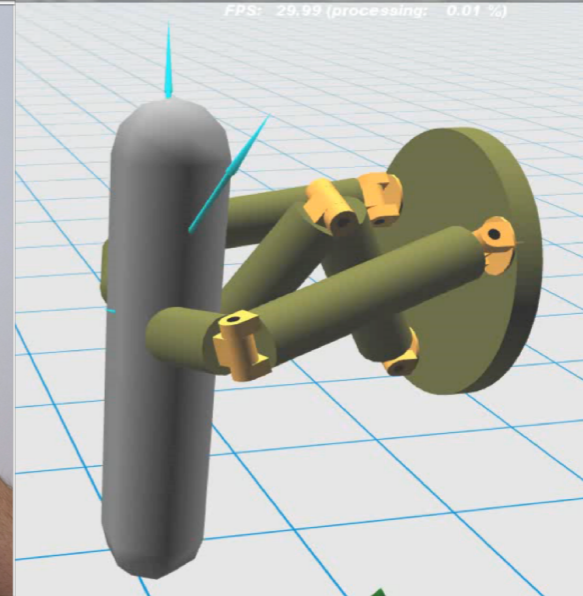


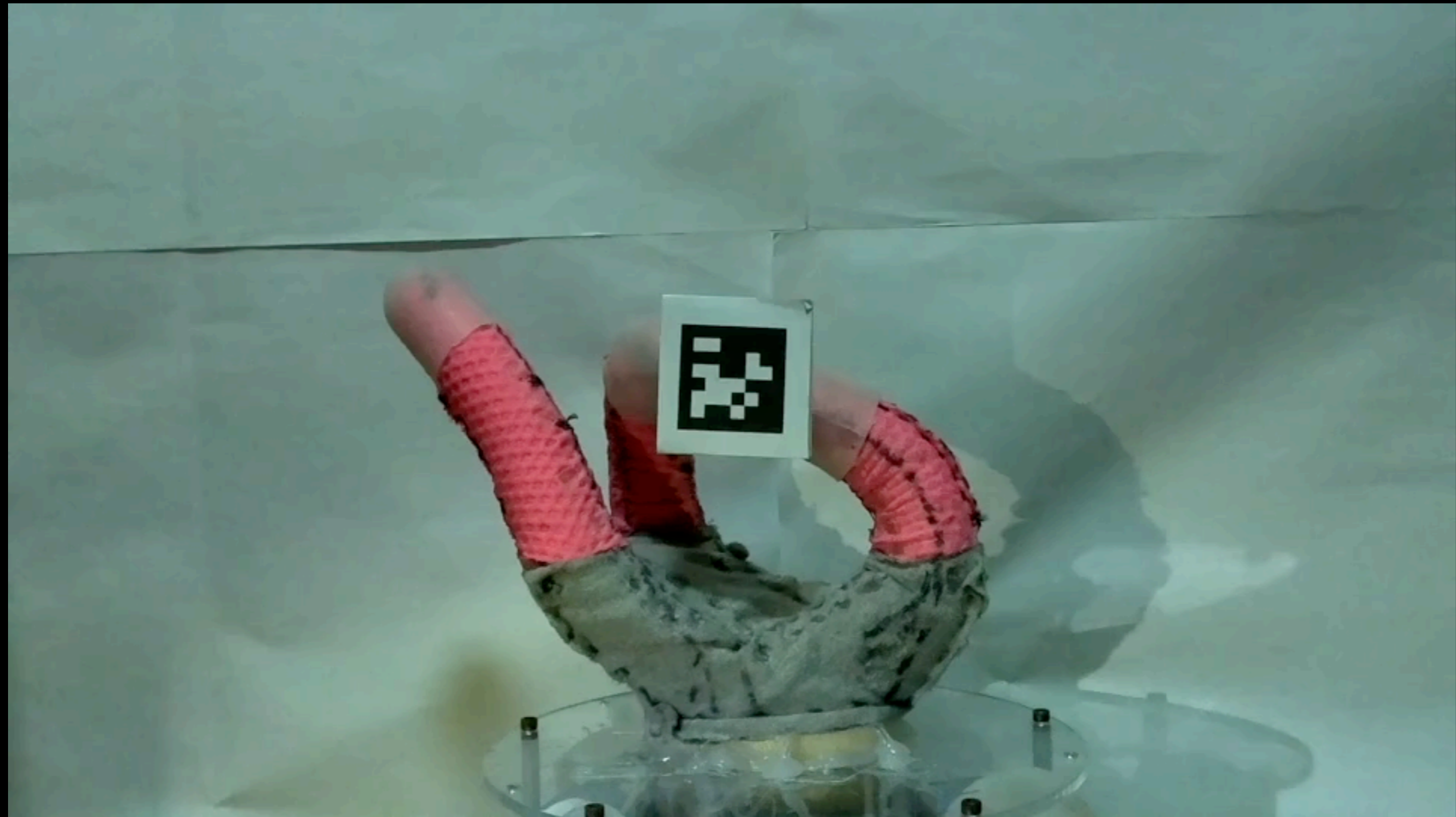


Design and Fabrication of Robot Hands for Dexterous Tasks

Nancy Pollard and Stelian Coros

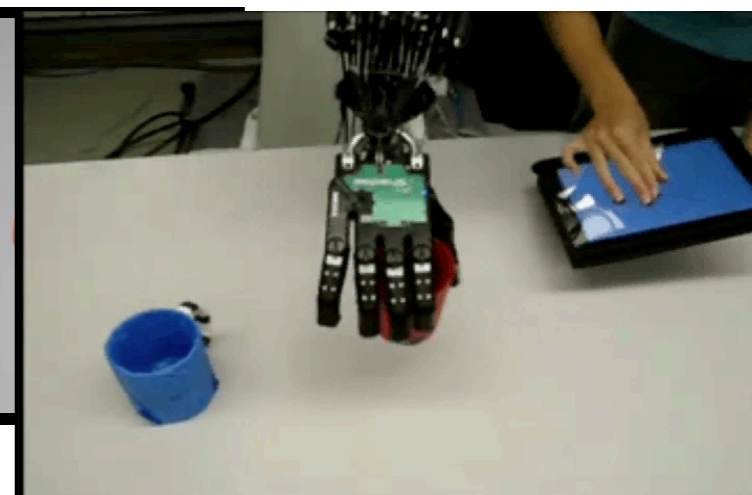
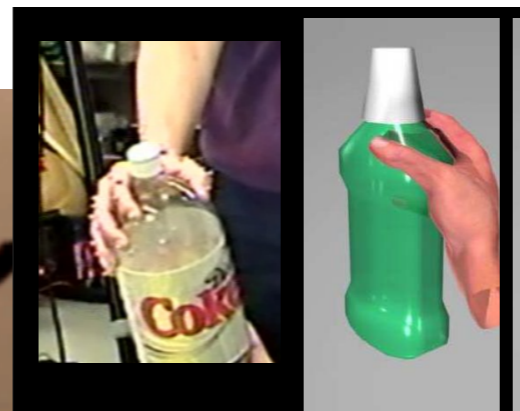
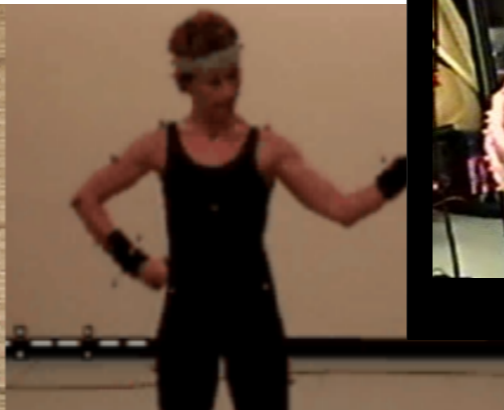
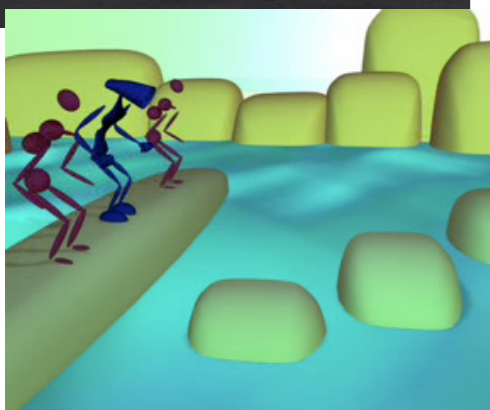
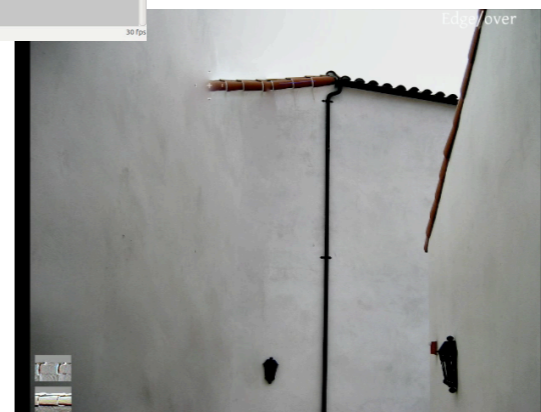
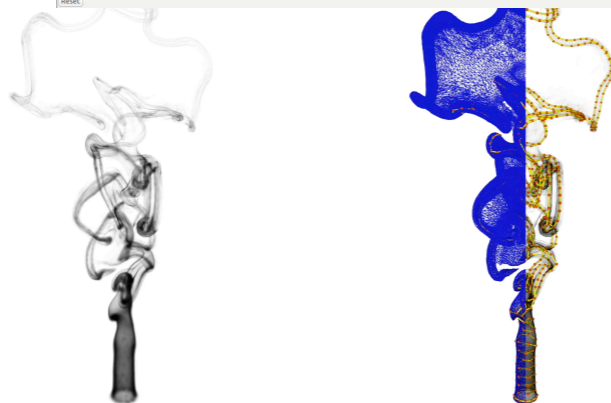
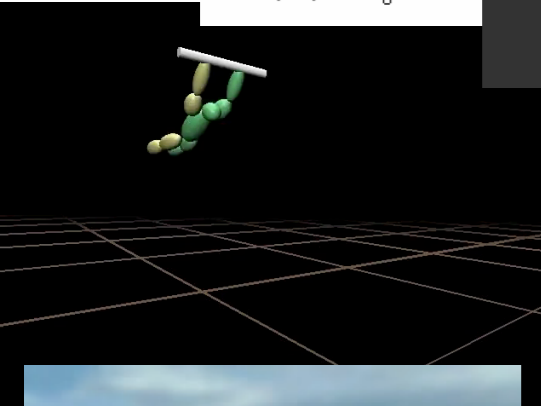
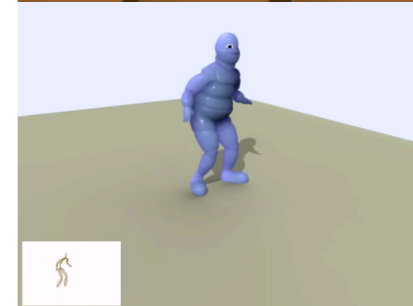
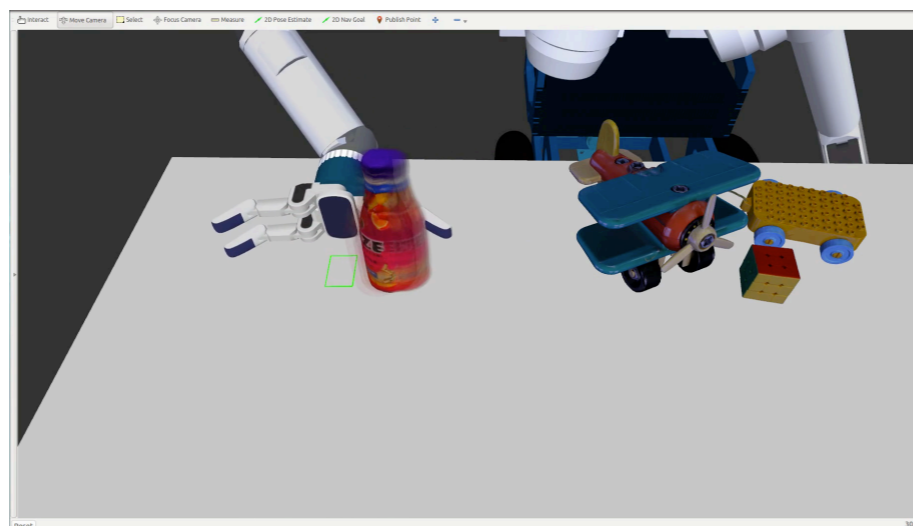
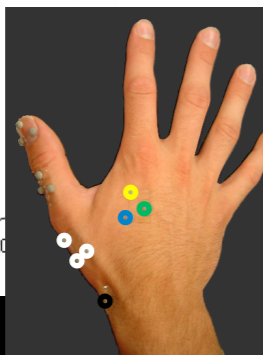
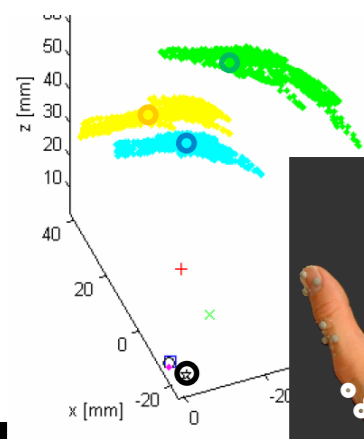
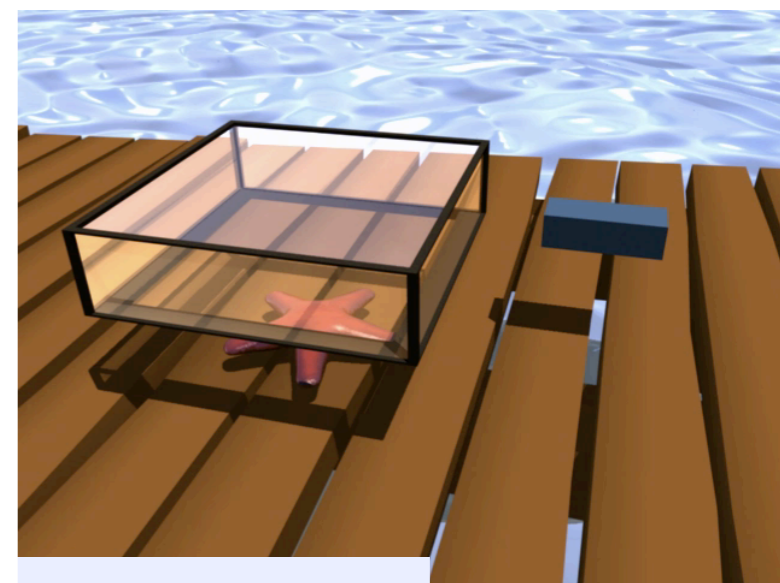
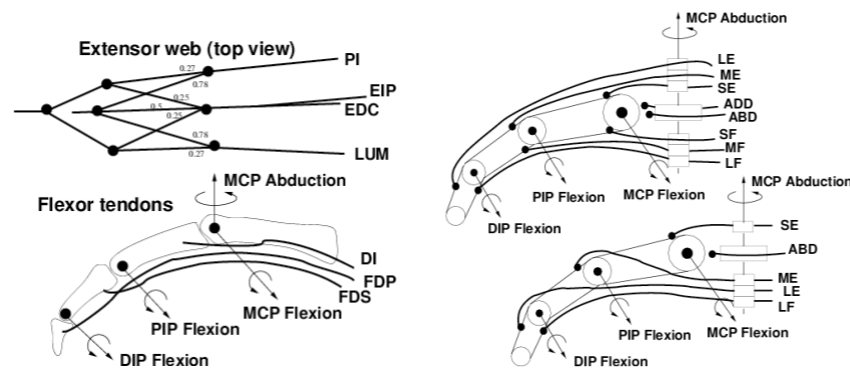
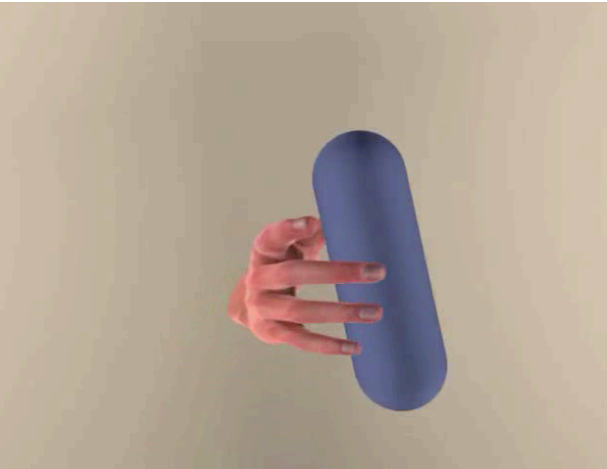
with Dominik Bauer, Kai-Hung Chang, Chris Hazard, Jonathan King, Yuzi Nakamura, and Cornelia Schlangenhauf





with Ryan Coulson, Charlie Li, and Carmel Majidi

Some things I've worked on



Course Organization

15-464 / 15-664 Syllabus for Spring 2021

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

| Week of | Mon | Weds |
|---------|---|---|
| Feb 1 | Course Overview <ul style="list-style-type: none">• Assignment 0 OUT | Introduction to Animation |
| Feb 8 | Inverse Kinematics <ul style="list-style-type: none">• Assignment 0 DUE | More IK <ul style="list-style-type: none">• MiniProject1 OUT |
| Feb 15 | Motion Editing I | Motion Editing II |
| Feb 22 | Rigging and Skinning | Paper Presentations I |
| Mar 1 | Miniproject 1 Presentations <ul style="list-style-type: none">• Miniproject 1 DUE | Simulation and Cloth <ul style="list-style-type: none">• Miniproject 2 OUT |
| Mar 8 | More Cloth | Rigid Bodies and Contact |

<http://graphics.cs.cmu.edu/nsp/course/15464-s21/www/>

Assignment 0

- Email me 5 paper choices (nsp@cs.cmu.edu)
- Due Monday, Feb 8th
- Guidelines:
 - published in 2020 (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 Monday, Feb 8th)
- 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.