15-464/15-664 Reference List for February 8

Most of the websites we viewed yesterday are referenced in the slide deck. However, we also took at look at this paper, which describes in detail some common motion capture file formats. In particular, we looked at the details of how to draw a character having motion expressed in a BVH format motion capture file.

Meredith, Maddock, and Steve Maddock. "Motion capture file formats explained." *Department of Computer Science, University of Sheffield* 211 (2001): 241-244.
http://staffwww.dcs.shef.ac.uk/people/S.Maddock/publications/Motion%20Capture%20File%20Formats%20Explained.pdf

We also took a very quick look at this slide deck, which may have been put together by Aryel Beck (if someone knows for sure, let me know), which does a great job of portraying CCD IK in pictures.
http://www.cs.cmu.edu/~15464-s13/lectures/lecture6/InverseKinematicsBeck.ppt

The following references detail the mathematics for the 2D CCD case, including equations and code and are an easy introduction to the topic.

Lander, Jeff. "Oh my god, I inverted kine." *Game Developer Magazine* 9 (1998): 9-14.
http://www.cs.cmu.edu/~15464-s13/lectures/lecture6/jlander_gamedev_sept98.pdf

Lander, Jeff. "Making kine more flexible." *Game Developer Magazine* 1, no. 15-22 (1998): 2.
http://graphics.cs.cmu.edu/nsp/course/15464-s15/www/lectures/lec06/jlander_gamedev_nov98.pdf

The following paper covers in detail most of the practical issues that one might encounter when trying to make CCD work as a reliable tool for IK for posing of characters of varying types.

Kenwright, Ben. "Inverse kinematics–cyclic coordinate descent (CCD)." *Journal of Graphics Tools* 16, no. 4 (2012): 177-217.
http://www.virtualpuppetry.com/inverse_kinematics_ccd/paper.pdf