Introduction to Computer Graphics Animation COMP SCI 395-0 Sec. 29

Logistics

- Class is 6 weeks long
- M W 1 3:30pm
- Library PC Classroom

What you'll need for the class

- Storage Device (one of the following)
 - Removable USB Drive
 - CD RW
 - Zip 250MB disk
- Book ---->





Weekly Schedule of Topics

- Introduction to traditional and computer animation
- Modeling
- Shading
- Lighting
- Character modeling
- Character animation



- Lectures (Mondays)
- Viewing Animations
- Presentation and critique of assignments
- Tutorials, in class time to work with Maya (Wednesdays)
- All information is on the class web page http://www.cs.northwestern.edu/animation/

Grading

- 20% for class participation
 - Includes critiquing assignments
- 70% for class projects/assignments
- 10% for weekly quizes

Late Policy & Exceptions

- Can miss one quiz penalty free
 - (ie drop lowest quiz score)
- Given 48 hours of penalty-free lateness
- Past that:
 - -25% deducted each hour assignment is late
- Redo:
 - Can submit at most two projects for up to 60% on the points missed.

Any Questions (so far)?

First Homework

- Personal Statement: Due before end today Monday June 20th 11:59pm
 - Write up a paragraph about yourself and your motivation for taking this course.
 - Are you taking this class for upper-level CS-Major credit?
 - What do you hope to get out of the next six weeks?
 - What do you plan to focus on?
 - What interests you most about computer animation?
 - Do you see yourself going into production or tools or X?
 - (... Stuff like that...)

Readings

- Optional
 - Chapter 1 & 2
- Must read
 - Chapter 3 & 4 (quiz)



- Date Assigned: Monday June 20th
- Model sheet dueWed June 22nd
- Rest Due: Monday, June 27th, 11:59am (1 hr before class)
 - www.cs.northwestern.edu/amygooch/animation
 - Group Assignment (groups of 2 or 3)
 - Maya Tutorial

Groups for Project 1

By lastname:

• TBA







- What shape would you start with?
- Do you recognize the shape?

Some requirements:

- Use 14 vertices for the circumference of circles and a minimum number of vertices for everything else.
- Make sure you have a solid object at the end, no unconnected faces, no border edges
- Triangulate the model, so everything is made of triangles.
- Contest to see who has the least number of vertices.

