Introduction to Computer Graphics Animation

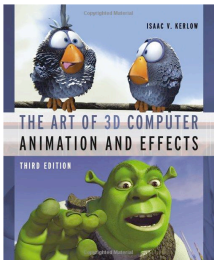
COMP SCI 395-0 Sec. 26

Logistics

- Class is 10 weeks long
- T Th 2 - 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 ----->



What is this class

- Introduction to CG Animation
  - Via Alias|Wavefront's Maya
- No programming
  - if you are not taking this class for CS upper-division credit
- Artists and non-artists working together

Weekly Schedule of Topics

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

Class Structure

- Lectures
- Viewing Animations
- Presentation and critique of assignments
- In class time to work with Maya

- All information is on the class web page
  - http://www.cs.northwestern.edu/~ago820/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 Thursday March 31rst 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)

Project 1: Modeling

- Date Assigned: Thurs March 31
- Model sheet due Tuesday April 5th
- Rest Due: Tuesday, April 12, 1:00pm
  - www.cs.northwestern.edu/amygooch/animation
  - Group Assignment (groups of 2 or 3)
  - Maya Tutorial

Groups for Project 1

By lastname:

- Group 1
  - Bockelman
  - Gibson
  - Kuhn
- Group 2
  - Bork
  - Goodman
  - Lee
- Group 3
  - Bramwell
  - Modaff
  - Louie
- Group 4
  - Cheung
  - Nayak
  - Oza
- Group 5
  - Dragstrem
  - Price
  - Stern
- Group 6
  - Feng
  - Savkur
  - Kaufman
  - Weiss

Office hours

- Kee-Won Hong
  k-hong3@northwestern.edu

Hours:
Mon, 1 - 4 PM
Wed, 12 - 3 PM

- Dian Meechai
  d-meechai@northwestern.edu

Hours:
Thursday 3:30 - 5:30PM

Email all three of us if you have questions!

Think of a polygonal shape that is

From orthogonal views

- a circle at the bottom
- a square from the front
- a triangle from the side

Try to model this shape.

- 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.

Operations you may need:

- Window -> General Editors -> Component editor
- Edit Polygons -> Merge Vertices
- Edit Polygons -> Merge Edges
- Polygons -> Triangulate
- Display -> Custom Polygon Display -> (click on) Highlight Border Edges