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 quizzes

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 31st 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
  – Kaha

• 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 - 5:30 PM

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