

CPSC 314

Computer Graphics

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A4 discussion,
Introduction to Animation

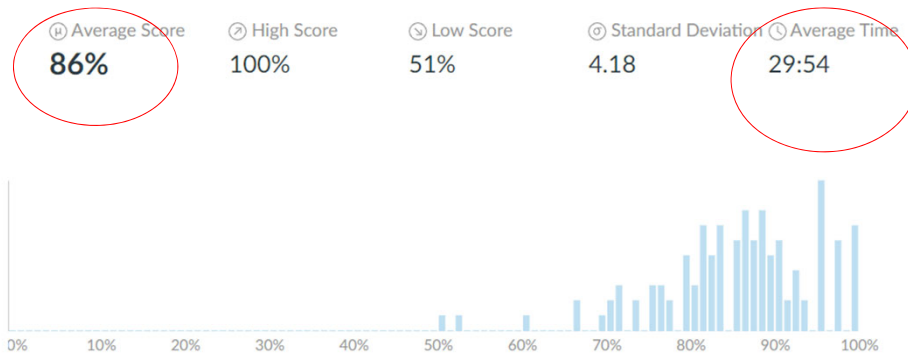
NOTICE:

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Preliminaries

- Today
 - Quiz 2 discussion
 - A3 spotlights
 - Assignment 4 discussion
 - Introduction to animation

Quiz 2 results



- Might have been a bit too short and easy, but the main goal is to ensure that you have studied recent topics. So that's fine!

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A3 Spotlights

- Had a lot of good candidates! Can only show a few due to time
- Today
 - Anonymous
 - Peter Newman
 - Joey Shi
- If possible in future
 - TODO
 - Kieran Weaver
 - Nick Zhang

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A4 discussion

- Shadow mapping
 - Useful resource
<https://learnopengl.com/Advanced-Lighting/Shadows/Shadow-Mapping>
 - Percentage-Closer Filtering
 - <https://graphics.pixar.com/library/ShadowMaps/paper.pdf>
original paper, for fun
 - See also <https://developer.nvidia.com/gpugems/gpugems/part-ii-lighting-and-shadows/chapter-11-shadow-map-antialiasing>

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A brief introduction to animation

- Excellent introductory slides by Rudolphe Vaillant
<http://rodolphe-vaillant.fr/?p=teaching>

If you want to review their slides, you can get them from there (I only used the first part of it... And there are many other parts that are not relevant for our course)

Review the lecture video instead

Next steps

- Digging deeper into Interpolation (next class)
- Skeletal animation, Skinning (next week)

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