

## Final Project Defense

**Time: 2018-07-12. 8:30 AM. 15mins per student.**

**Place: Room 5410, School of Software.**

Student ID	Name	Title.	Arrange No.	Time
117037910008	沈斯杰	Stylized Computer Animation of 2D Rigid Bodies.	1	8:30~8:45
117037910073	钱镜丞	Position based Dynamics for cloth simulation.	2	8:45~9:00
117033910049	周猛	DeepLoco: Dynamic Locomotion Skills Using Hierarchical Deep Reinforcement Learning.	3	9:00~9:15
117082910012	马愈祥	Animation simulation in virtual surgery.	4	9:15~9:30
117033910061	姜奇	Interactive Evolution of Particle Systems for Computer Graphics and Animation.	5	9:30~9:45
117037910016	卞琛毓	Predict the animation by using optical flow.	6	9:45~10:00
117037910045	张锐	A unified dynamics framework for real-time visual effects of liquids and gases.	7	10:00~10:15
117033910053	陈昕鑫	Fluid Simulation for Computer Animation.	8	10:15:10:30
117037940064	姜霁恒	Animate virtual characters using deep reinforcement learning.	9	10:30~10:45
017037910002	叶剑南	Particle for everything - particle based simulation of rigid body and deformable solids.	10	10:45~11:00
117037990010	Michiel van Veldhuizen	Computer Animation by machine learning.	11	
117037990012	R ány Bonnet	Vivace: a Practical Gauss-Seidel Method for Stable Soft Body Dynamics.	12	
117037990004	Sebastian Walter	Animation of Fire.	13	
117037990014	Jerome Wan	Image registration for hand-drawn cartoon animation.	14	

**Notes:**

**Final Report:**

- **Report with following sections**
  - **Introduction (motivation, contributions)**
  - **Related Work**
  - **Methods**
  - **Results (Experiments and Evaluation)**
  - **Conclusion**
  - **References**
- **Animation Videos, Executables, Source Codes.**