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TECHNISCHE
UNIVERSITÄT
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„Game Technology"
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Example Problems for Lecture 6 „Animations"

1. Important Topics

Bump Mapping

Deferred Shading

Particle Systems

Vertex Animations

Skeletal Animations

2. Example Problems

a) What are the shortcomings of normal mapping?

b) What are the benefits and problems of vertex animations?

c) What is the primary problem of vertex skinning as used in skeletal animation systems?