CS-184: Computer Graphics

Lecture #17: Introduction to Animation

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Introduction to Animation

- Generate perception of motion with sequence of image shown in rapid succession
  - Real-time generation (***e.g.*** video game)
  - Off-line generation (***e.g.*** movie or television)

Introduction to Animation

- Key technical problem is how to generate and manipulate motion
  - Human motion
  - Inanimate objects
  - Amorphous objects
  - Control

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Introduction to Animation

- Technical issues often dominated by aesthetic ones
- Violation of realism desirable in some contexts
- Animation is a communication tool
  - Should support desired communication
  - There should be something to communicate

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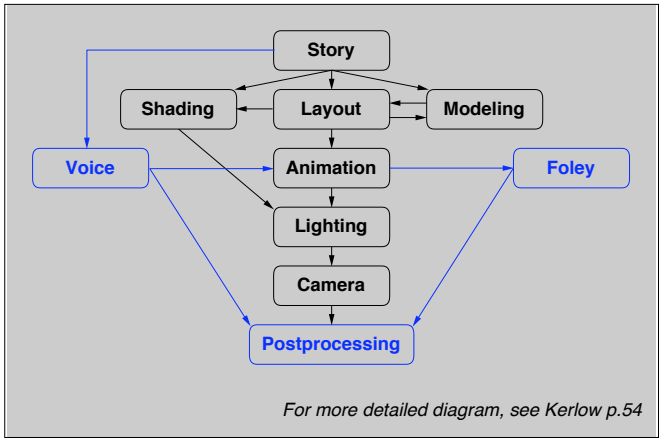
Introduction to Animation



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Introduction to Animation

- Key-frame animation
  - Specification by hand
- Motion capture
  - Recording motion
- Procedural / simulation
  - Automatically generated
- Combinations
  - e.g. mocap + simulation

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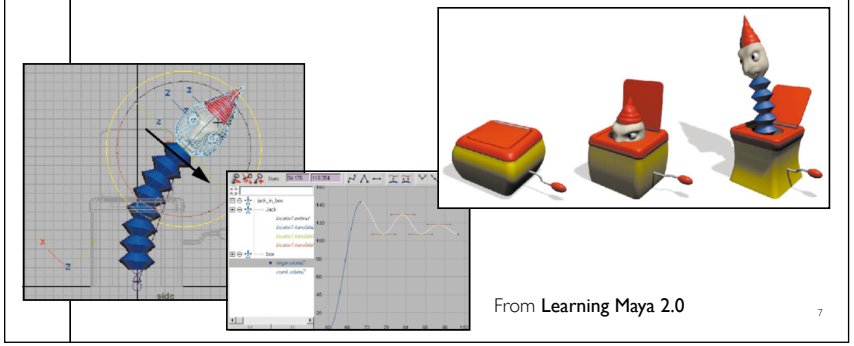
Key-framing (manual)

- Requires a highly skilled user
- Poorly suited for interactive applications
- High quality / high expense
- Limited applicability



From **Learning Maya 2.0**

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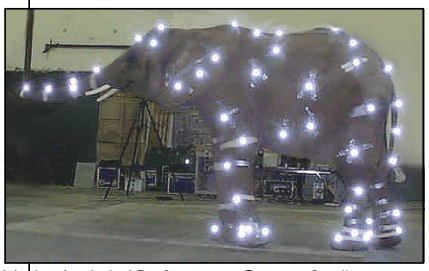
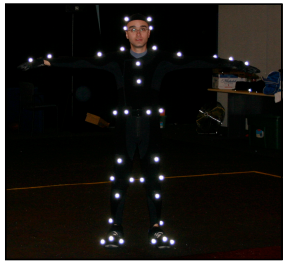
Motion Capture (recorded)

- Markers/sensors placed on subject
- Time-consuming clean-up
- Reasonable quality / reasonable price
- Manipulation algorithms an active research area



MotionAnalysis / Performance Capture Studio



Okan Arikan

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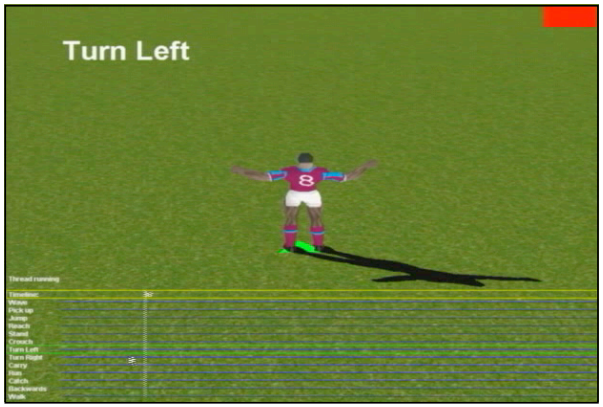
Motion Editing



Arikan, Forsyth, O'Brien, SIGGRAPH 2002

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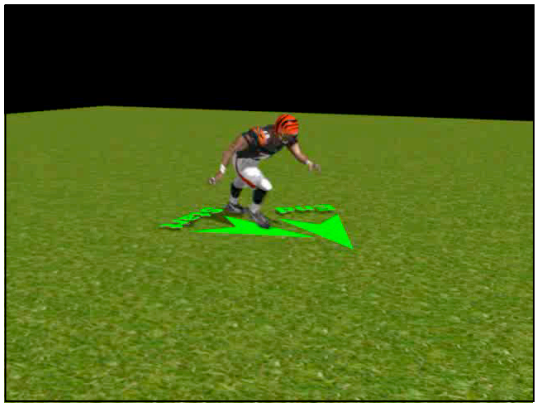
Motion Editing



Arikan, Forsyth, O'Brien, SIGGRAPH 2002

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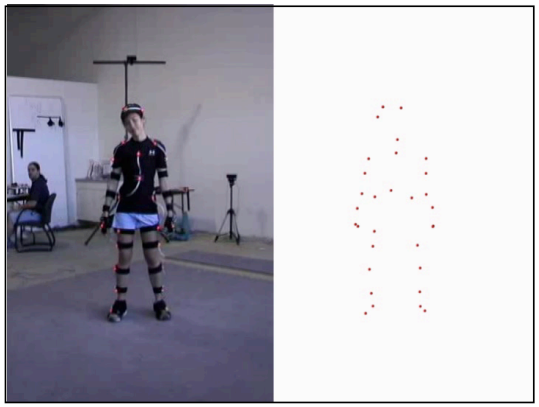
Model Construction



Kirk, O'Brien, Forsyth, CVPR 2005

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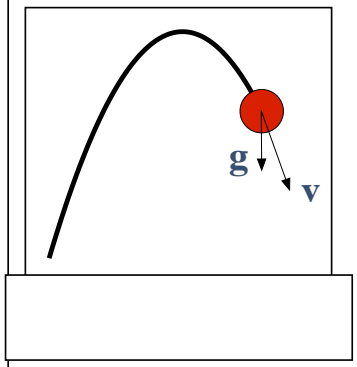
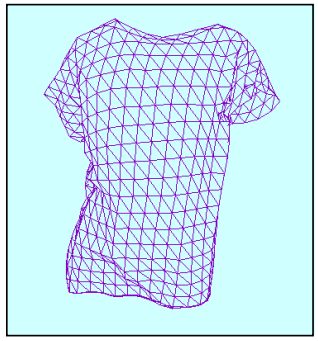
Simulation

- Generate motion of objects using numerical simulation methods





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Simulation

- Perceptual accuracy required
- Stability, easy of use, speed, robustness all important
- Predictive accuracy less so
- Control desirable

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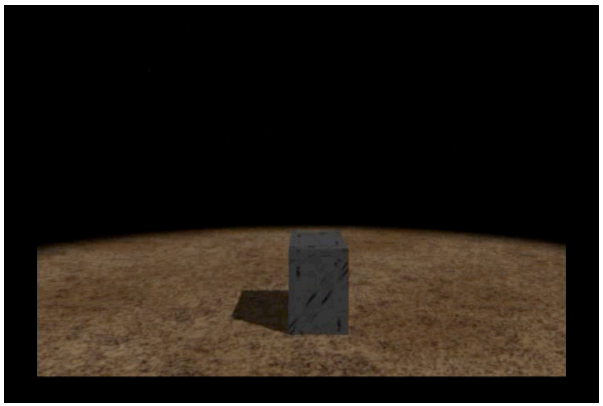
Simulation



Feldman, Arikan, O'Brien, SIGGRAPH 2003

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What to do with animations?

- Video tape
- Digital video
- Print it on yellow sticky notes

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NTSC Standard

- Used by DVD, DV, and VHS
- 720x486 resolution (sort of)
- 1.33 aspect ratio
- Limited color range
- 30 frames per second (sort of 29.97)
- Interlaced video
- Overscan regions

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Digital Video

- Wide range of file formats
  - QuickTime
  - MS Audio/Visual Interleaved (AVI)
  - DV Stream
  - Bunch 'o images
- Some formats accommodate different CODECs
  - Quicktime: Cinepak, DV, Sorenson, DivX, etc.
  - AVI: Cinepak, Indeo, DV, MPEG4, etc.
- Some formats imply a given CODEC
  - MPEG
  - DV Streams

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Digital Video

- Nearly all CODECs are lossy
  - Parameter setting important
  - Different type of video work with different CODECs
  - Compressors not all equally smart
  - Compression artifacts are cumulative in a very bad way
- Playback issues
  - Bandwidth and CPU limitations
  - Hardware acceleration
  - Missing CODECs (avoid MS CODECs and formats)

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Editing

- Old way:
  - Multiple expensive tape decks
  - Slow
  - Difficult
  - Error prone
- New way:
  - Non-linear editing software
    - Premiere, Final Cut Pro, others...
  - Beware compressed solutions
  - May take a long time for final encoding

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Interactive Animation

- Video Games

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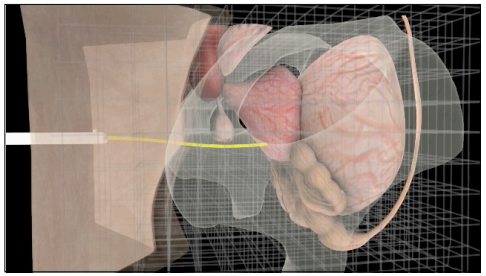
Interactive Animation

- "Serious" Games



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Motion Blur

- Fast moving things look blurry
  - Human eye
  - Finite exposure time in cameras
- Without blur: strobing and aliasing
- Blur over part of frame interval
  - Measured in degrees (0..360)
  - 30 tends to often look good

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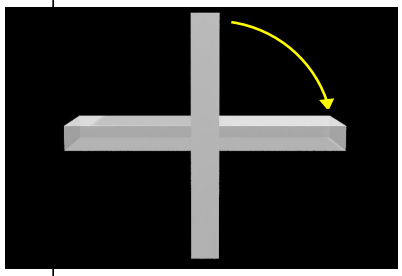
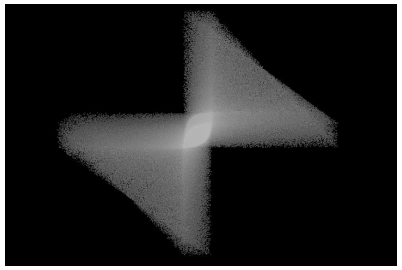
Motion Blur

- Easy to do in a sampling framework
- Interpolation is an issue





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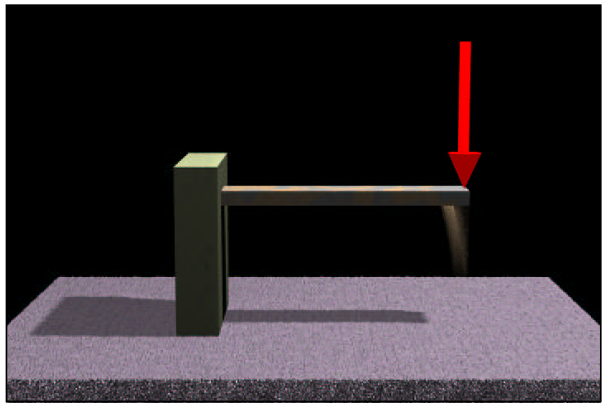
Motion Blur

- Velocity based blur often works poorly



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