

CSC 240

Computer Graphics

Sara Mathieson
Fall 2016
Smith College

Outline: 12/12

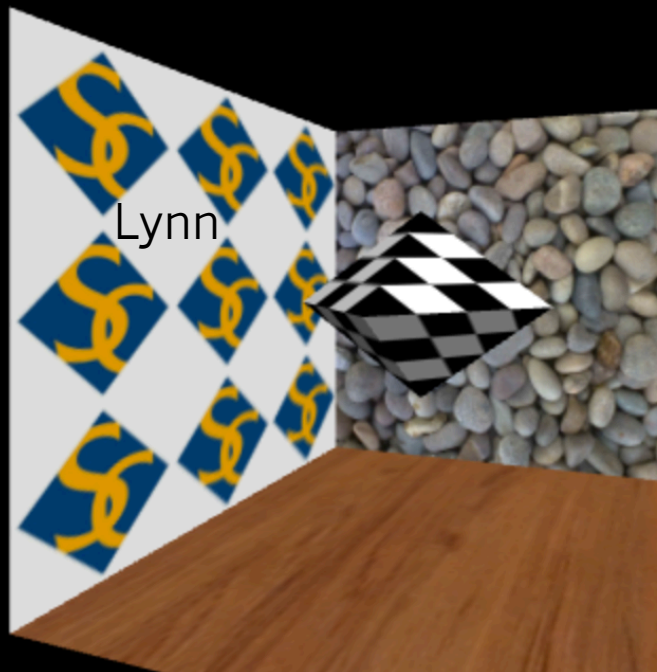
- Texture mapping demos
- Introduction to Animation
- Final Review (continued next time as well)
 - **Final Project**: due Thurs Dec 15
 - **Final is self-scheduled**
 - **Office Hours**: Mon 4-5pm (015 Ford)
Tues 4-5pm (346 Ford)
can also come: Thurs 4-5pm
TA hours end when classes end

Homework 8 Demos

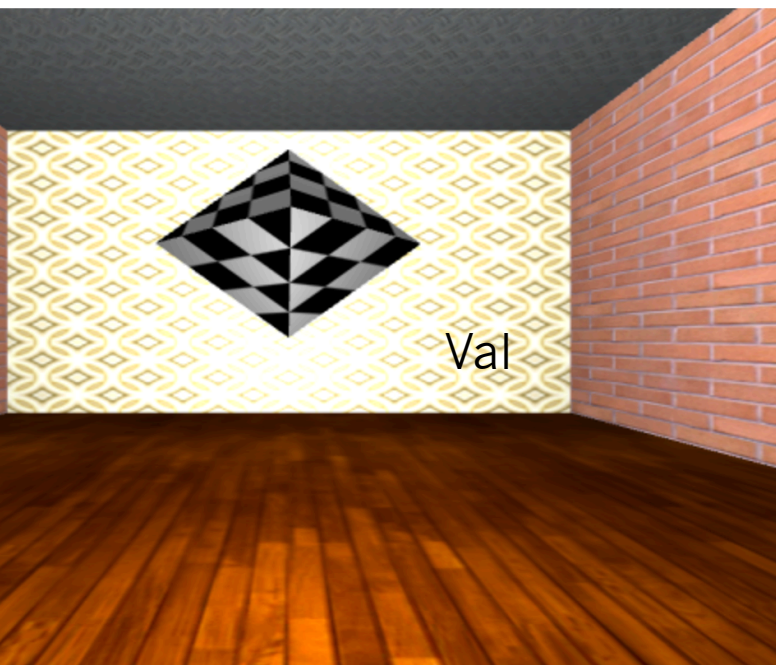
Logan



Lynn

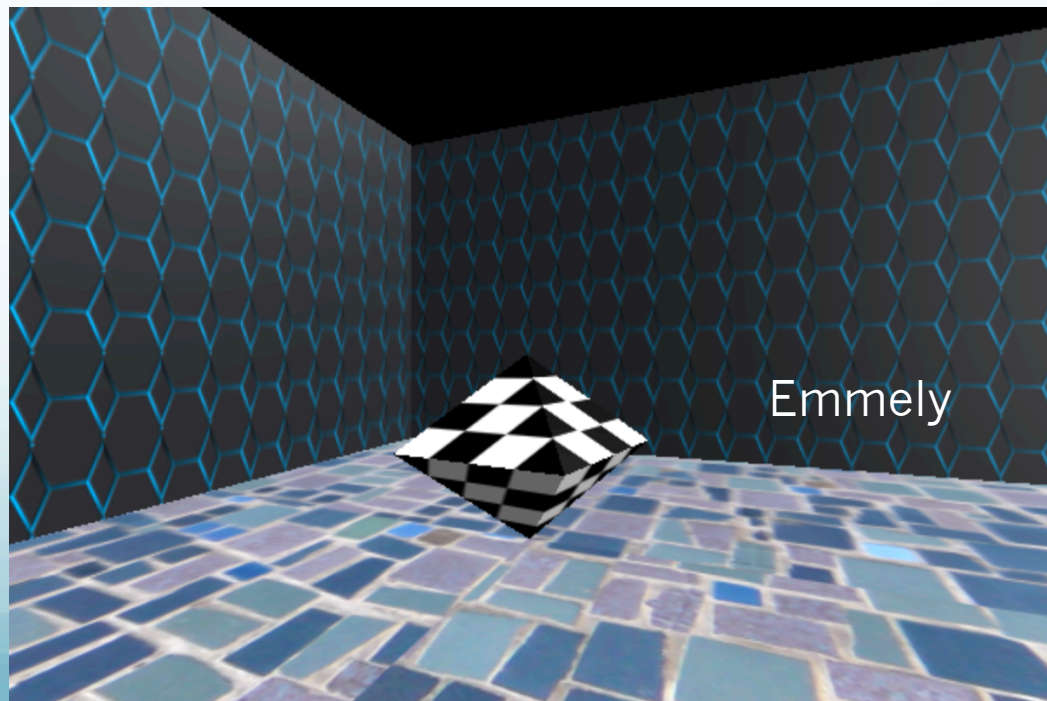
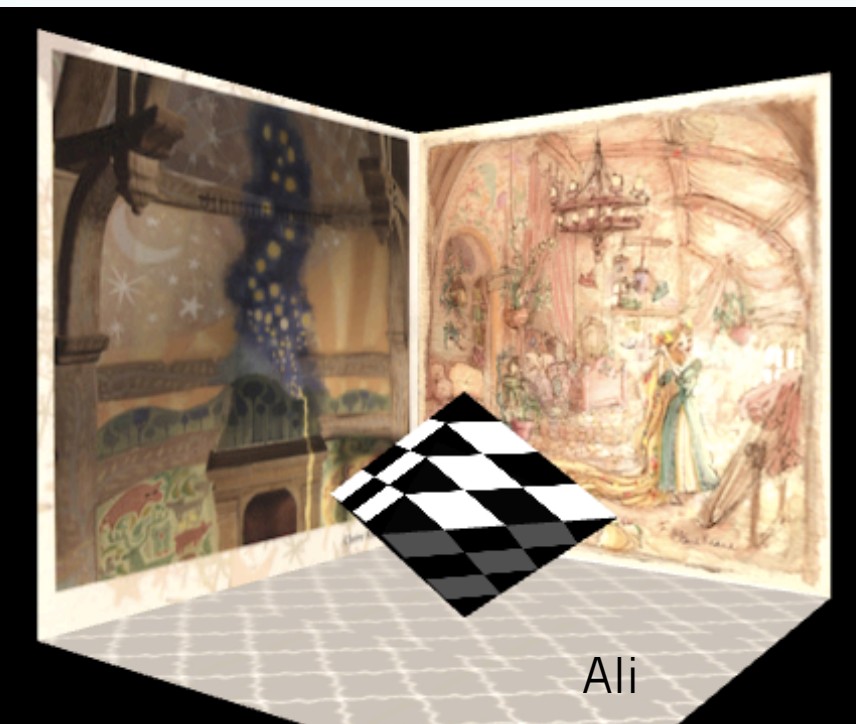
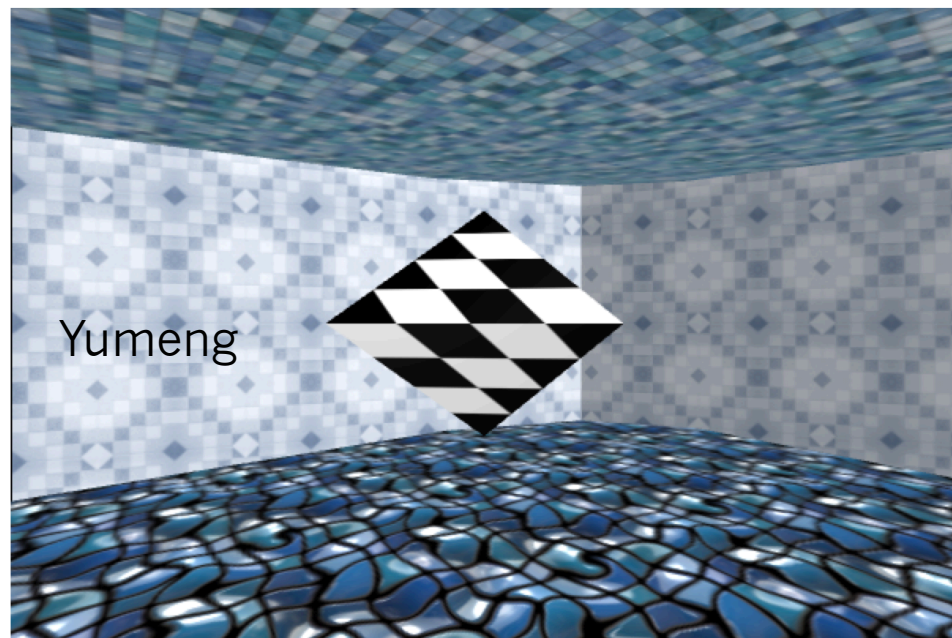
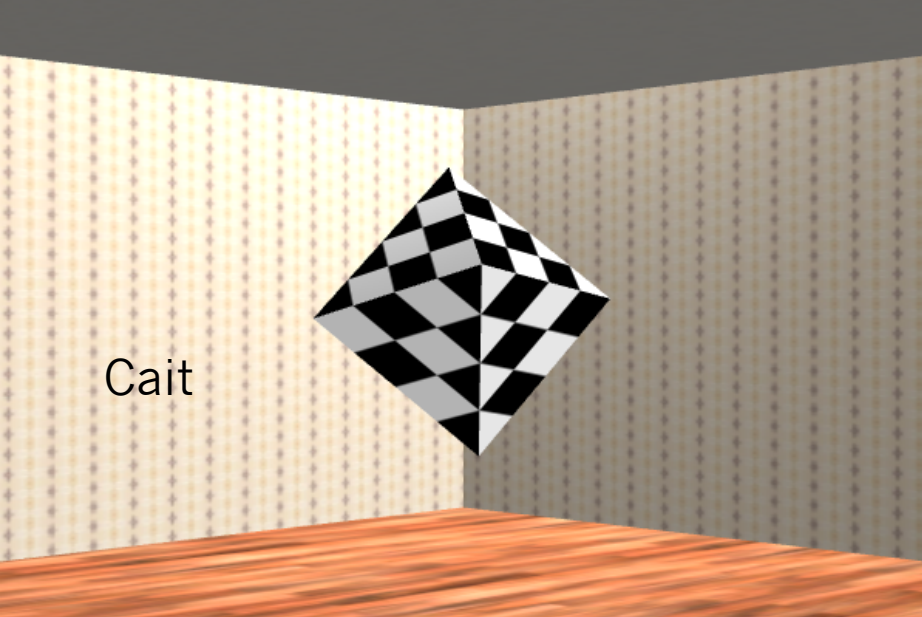


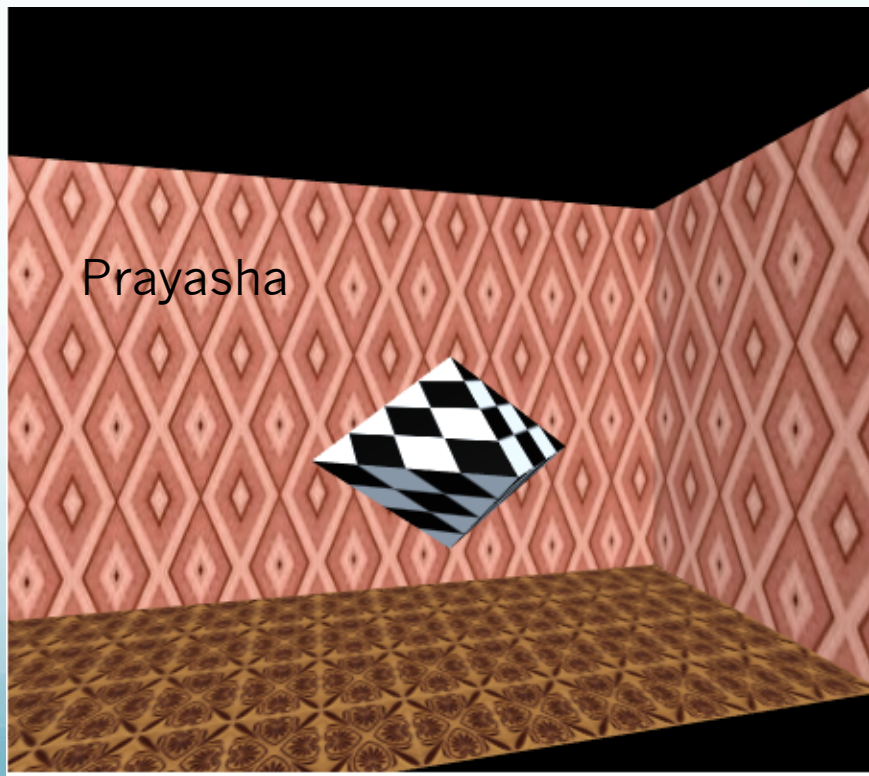
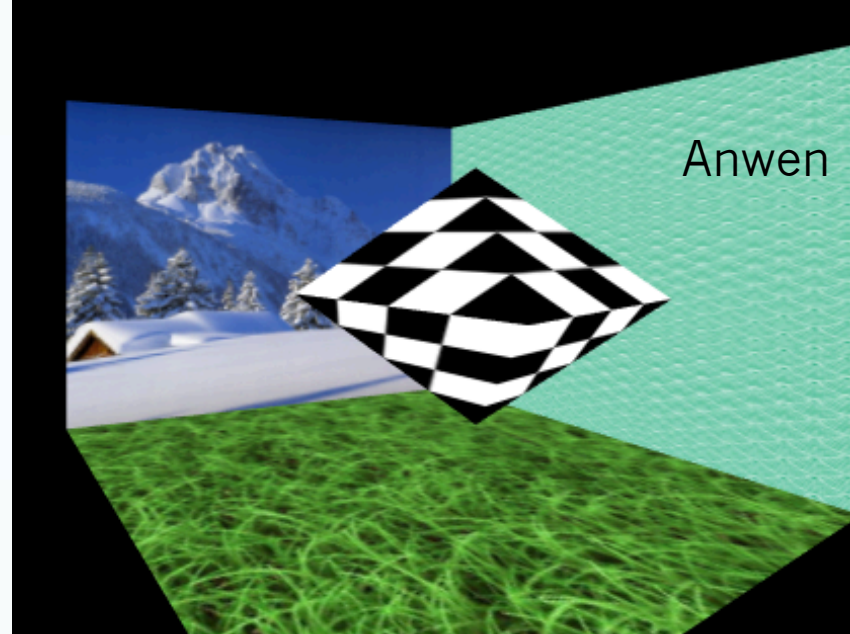
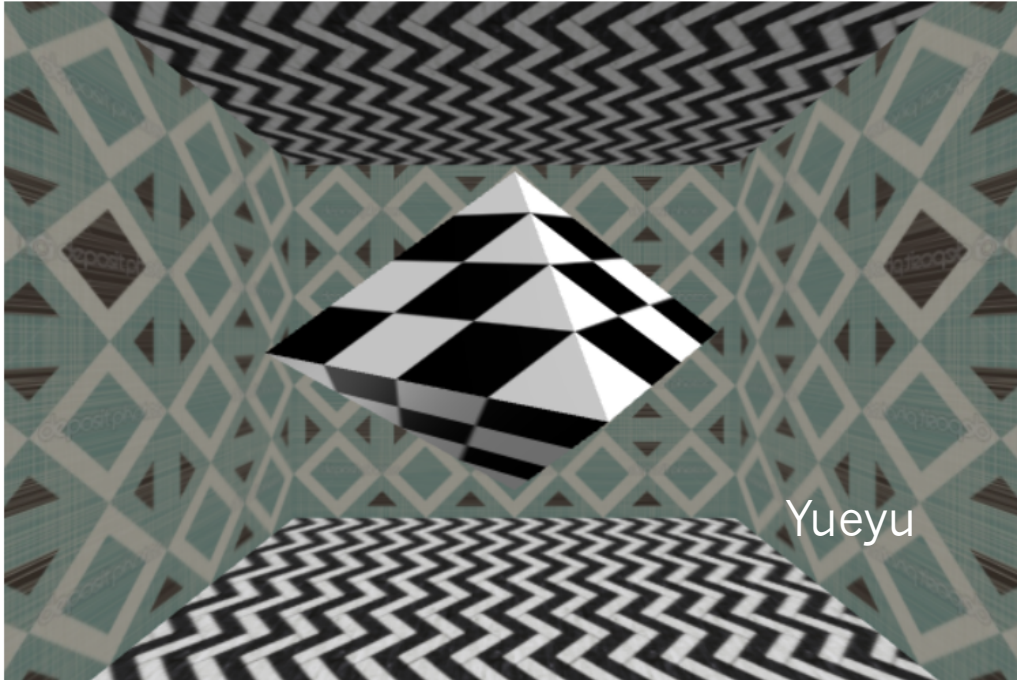
Val



Mirella

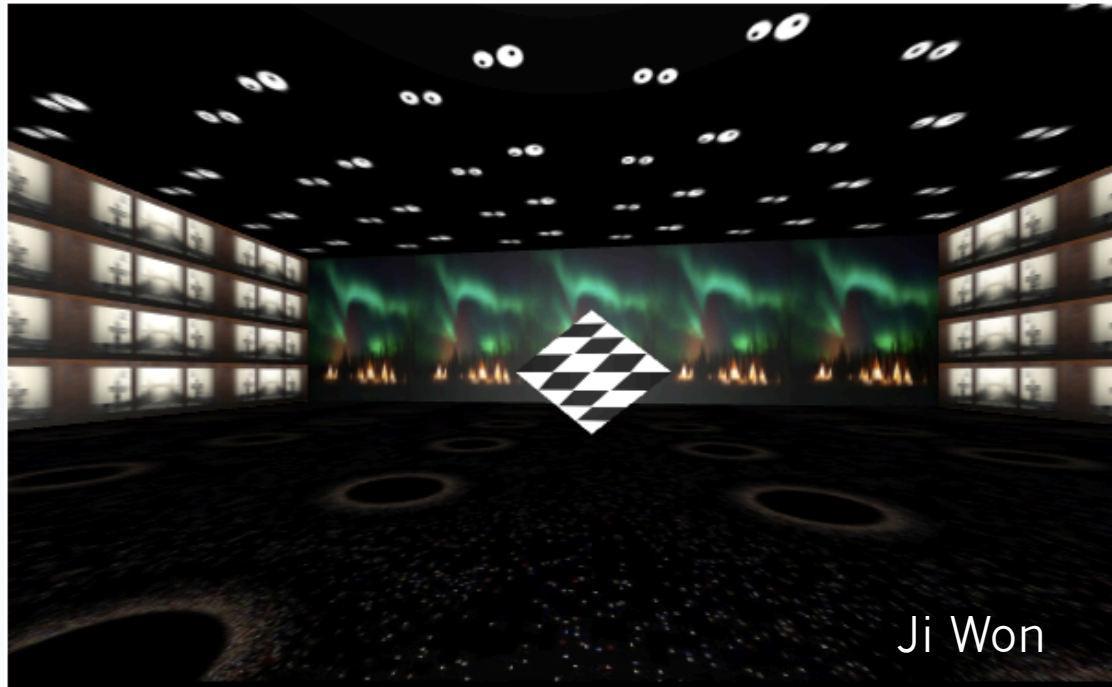








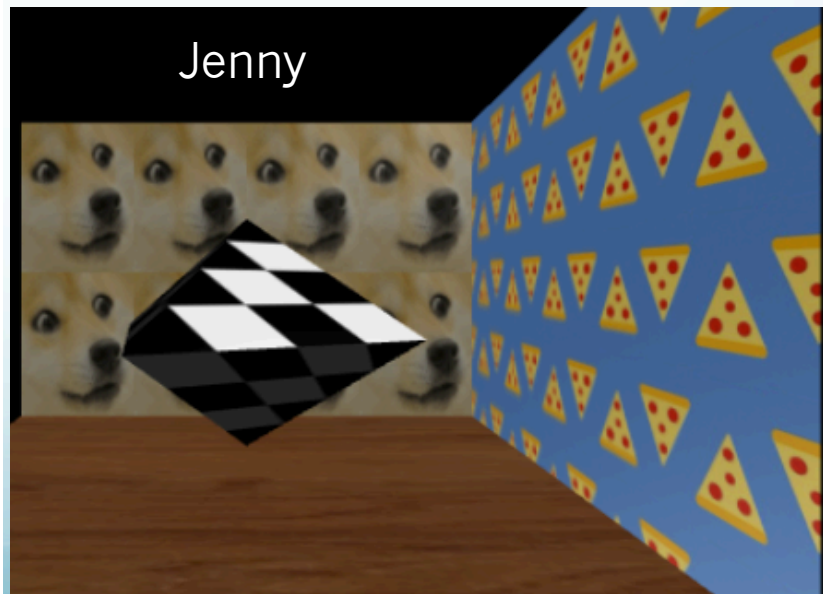
Kathleen



Ji Won



Faith



Jenny

Animation

Traditional Cel Animation

- Hand-drawn images
- Layers of change:
 - Background
 - Characters
 - Limbs
 - Mouths

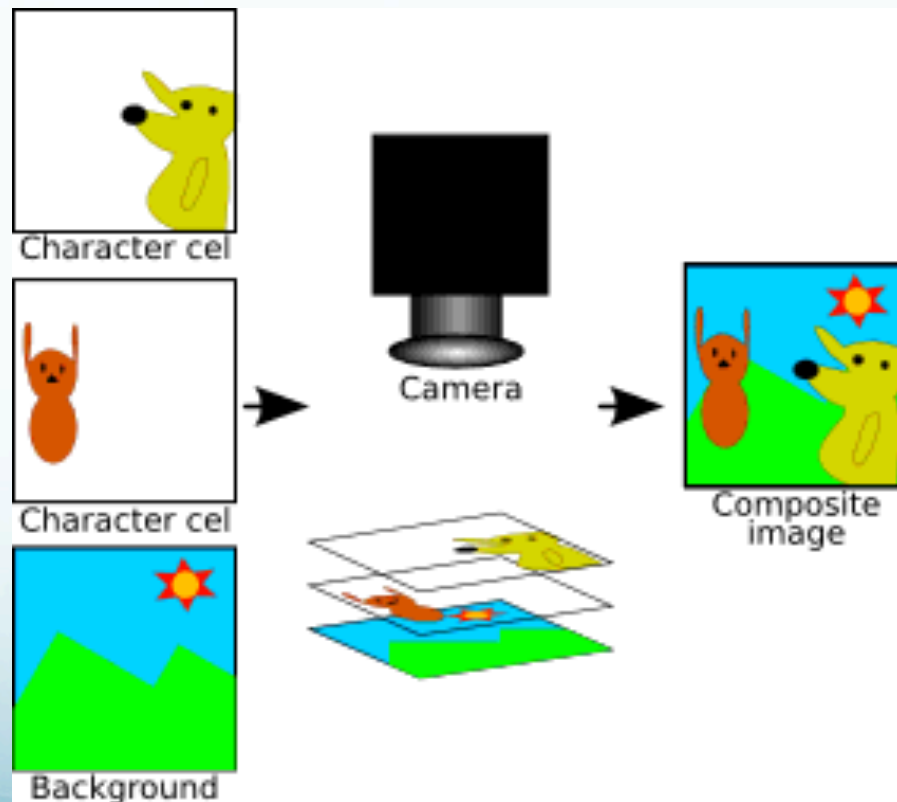


Peter Pan

- No:
 - True concept of 3D (world coordinates)
 - Mesh modeling
 - Little dynamic lighting
 - Transformations (rotate, translate, scale)

Traditional Cel Animation

- 1989: Little Mermaid, last film to use hand-painted cel animation



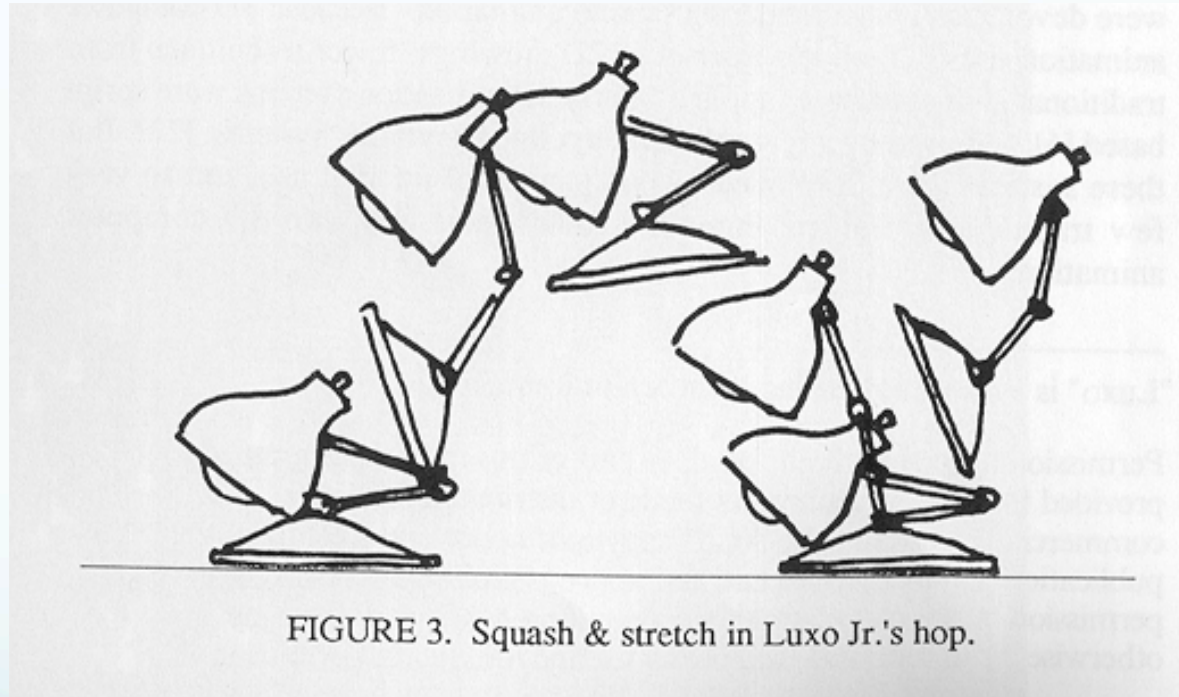
Pixar's first short film: Luxo Jr.

"Luxo Jr. sent shock waves through the entire industry – to all corners of computer and traditional animation. **At that time, most traditional artists were afraid of the computer.** They did not realize that the computer was merely a different tool in the artist's kit but instead perceived it as a type of automation that might endanger their jobs.

Luckily, this attitude changed dramatically in the early '80s with the use of personal computers in the home. The release of our Luxo Jr. ... reinforced this opinion turnaround within the professional community."

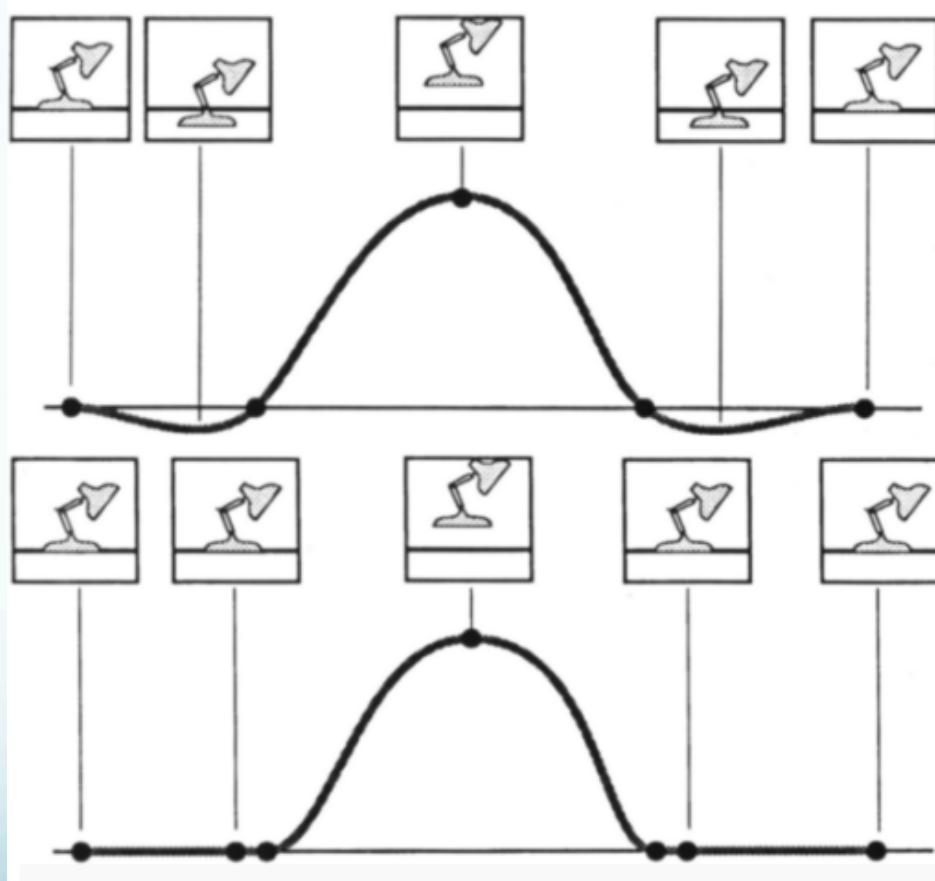
–Edwin Catmull, Computer Animation: A Whole New World, 1998.

Luxo Jr. “squash and stretch”



Luxo Jr. 1986

Luxo Jr. spline interpolation



1995: Toy Story

- First fully computer-animated full-length film



Toy Story 1995

Rendering at Pixar

Susan Fong: Global Technology and Rendering Supervisor at Pixar