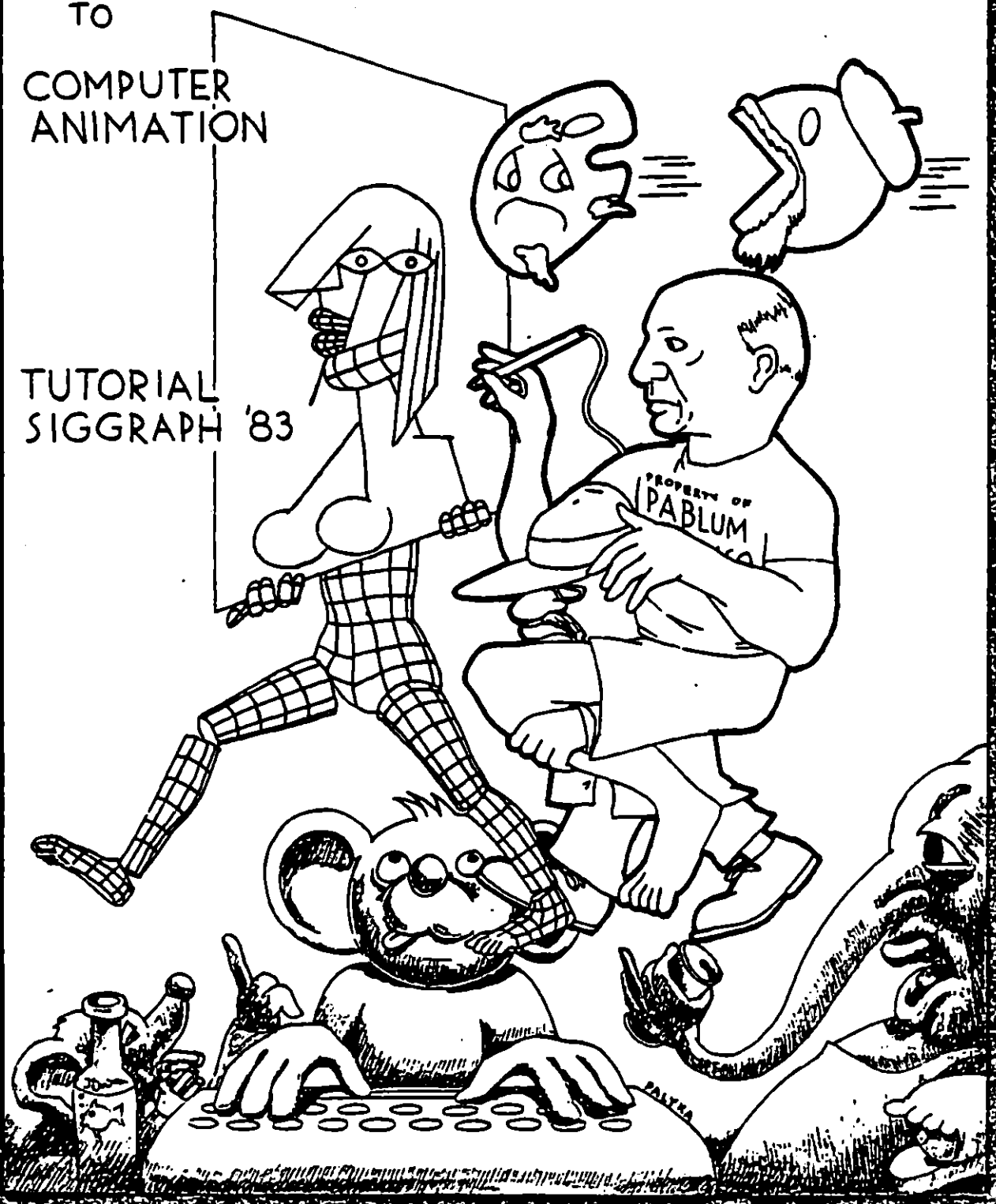


INTRODUCTION  
TO

JULY 25-26

COMPUTER  
ANIMATION

TUTORIAL  
SIGGRAPH '83



## COURSE SCHEDULE

Monday July 25, 1983

### Part One of a Two Day Course

<u>Time</u>	<u>Topic</u>	<u>Speaker</u>
9:00	Introduction and Course Overview	Fred Parke
9:30	Introduction to Computer Assisted Animation	Robert McDermott
10:10	BREAK	
10:25	Review of Splines and Transformations	Alvy Ray Smith
11:15	Scan and Paint	Garland Stern
12:00	LUNCH	
1:30	Background Painting	Duane Palyka
2:00	Automatic Inbetweening	Duane Palyka
2:30	2-D Compositing, Management, and Recording - I	Bruce Doll
3:00	BREAK	
3:20	2-D Compositing, Management, and Recording - II	Bruce Doll
3:40	Human Factors and Interfacing to Clients	Duane Palyka
4:10	2-D Case Study: Above the Mouse's Ear	Duane Palyka
4:30	Question and Answer Session	Staff
5:00	End of Part One	

## COURSE SCHEDULE

Tuesday July 26, 1989

### Part Two of a Two Day Course

<u>Time</u>	<u>Topic</u>	<u>Speaker</u>
8:30	Review and Overview	Fred Parke
8:40	Commercial Production and Effects Animation	Bruce Doll
9:25	3-D Shape Representation and Modeling Tools - I	Patrick Hanrahan
10:00	BREAK	
10:15	3-D Shape Representation and Modeling Tools -II	Patrick Hanrahan
10:30	Animatable 3-D Models	Robert McDermott
11:30	Animation Languages	Pat Hanrahan
12:00	LUNCH	
1:30	Interactive 'Key Pose' Animation	Garland Stern
2:10	Sampling, Filtering and Anti-Aliasing	Alvy Ray Smith
2:50	BREAK	
3:10	3-D Case Studies: Parameterized Faces	Fred Parke
3:40	Robot Animation	Dick Lundin
4:20	Question and Answer Session	Staff
5:00	End of Part Two	

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