Siggraph '88

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3-D Character Animation by Computer

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Course Chair

Introduction to the course notes

This is the second year we have offered this course, one which focuses specifically on the problems and opportunities afforded by this new medium of computer graphics to create entertaining and believable characters through the moving artform of animation.

The first year, we offered a broad review and overview of the important work that had been done to date in this field. This year, the topics presented by the speakers address a consistent theme: the challenge of using the art and technology of character animation by computer in today's production environment. While every speaker illustrates different creative methods and technical processes, all shed valuable light on the logistic and economic realities of using the computer in art and industry.

We hope you enjoy the work of these talented professionals, and that the information contained in these notes and in the course presentation enhances your appreciation of the artform
and your ability to use it!

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