

**SIGGRAPH 1990**

**17th International Conference  
On Computer Graphics and  
Interactive Techniques**

**Dallas Convention Center  
August 6th—10th**

# COURSE NOTES

## 4

**AN ARTISTIC  
INTRODUCTION TO  
COMPUTER ANIMATION**

*Chair*

**Maria Palazzi  
Rutgers University**

*Lecturers*

**John Donkin  
The Ohio State University**

**Maria Palazzi  
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**Anne Seidman  
Moore College of Art**

# **AN ARTISTIC INTRODUCTION TO COMPUTER ANIMATION COURSE # 4**

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## **SPEAKERS:**

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**SIGGRAPH '90**  
**An Artistic Introduction to Computer Animation**  
**Course Level: Beginning**

**ABSTRACT**

The course will cover ideation to execution of design through the use of computer graphics and animation. The speakers will introduce the fundamentals of image processing, two-dimensional and three dimensional graphics, and character animation. Actual techniques and concepts will be demonstrated with in-class hardware and software, as well as visual examples on slides and video.

Working as professionals in both still art and animation, these speakers bring their expertise as well as experience as artists and designers, into this course. This course will be helpful to artists and designers involved in computer graphics and animation along with art educators and their students.

**SPEAKERS BIOGRAPHIES**

**John C. Donkin** is currently a Graphics Research Specialist with the Ohio Supercomputer Center. Before joining OSC, he was a Graphics Research Specialist and animator at The Ohio State University's Advanced Computing Center for the Arts and Design. Mr. Donkin is also an Adjunct Professor at ACCAD. He was a Senior Animator at Cranston/Csuri Productions before returning to Ohio State. He holds a Masters Degree in Art Education and Computer Graphics and a BFA in Cinematography from The Ohio State University. Mr. Donkin's work has been seen around the world as part of the Siggraph Art Show, Siggraph Electronic Theatre and several other international publications, conventions and art exhibits.

**Marla Palazzi** is both an Assistant Professor of Art and Coordinator of the Computer Graphics Lab at Rutgers-Camden. She has worked as a Technical Director/Senior Animator at Cranston/Csuri Productions and is currently a member of The Group in New York City. Palazzi received her B.S. degree in Industrial Design and her M.A. degree in Computer Graphics from The Ohio State University.

**Anne Seldman** received a Master in Fine Arts in 1976 and taught painting and drawing before receiving a Masters in Computer Animation in 1986. Her animations, "Ghoti" and "The Blue Chair" were collaborative efforts with others that were researching and studying at The Advanced Computing Center for Art and Design. The animations were studies of evolutionary painterly spaces. Recently she has been creating static 2-D images using a pen plotter and is currently teaching computer graphics at the Moore College of Art and Design in Philadelphia.

## AGENDA

8:30 - 8:45	INTRODUCTION OF COURSE AND SPEAKERS	PALAZZI
8:45 - 9:45	TWO DIMENSIONAL GRAPHICS	SEIDMAN
9:45 - 10:00	BREAK	
10:00 - 11:00	TWO DIMENSIONAL GRAPHICS and ANIMATION	SEIDMAN
11:00 - 12:00	THREE DIMENSIONAL GRAPHICS	PALAZZI
12:00 - 1:30	LUNCH	
1:30 - 2:15	THREE-DIMENSIONAL GRAPHICS	PALAZZI
2:15 - 3:00	MOTION/CHARACTER ANIMATION	DONKIN
3:00 - 3:15	BREAK	
3:15 - 4:30	MOTION/CHARACTER ANIMATION	DONKIN
4:30 - 5:00	QUESTIONS and ANSWERS	ALL

# **SIGGRAPH ' 90**

**July 31 - August 4, 1990  
Dallas, Texas**

## **AN ARTISTIC INTRODUCTION TO COMPUTER ANIMATION**

**Maria Palazzi  
Course Organizer**

### **INTRODUCTION TO COURSE NOTES**

Welcome to "An Artistic Introduction To Computer Animation". This is the second year that we've offered this course, one which focuses specifically on the applications of computer graphics and animation for artists and designers. This course will present information for those involved in the art and design of this medium and those adapting this medium into traditional art making methods.

The course offers an overview of the process involved in using computer graphics and animation, from conception to completion. It is a course which hopes to familiarize those in the arts with specific concepts and techniques that are applicable to two-dimensional and three dimensional graphics and animation. We hope that the material in these notes will help you in the beginning, as you learn about computer graphics, and then later as a reference. During the day we'll hit most of the important topics from an artist and designer's point of view.

All of the lecturers are teaching and working professionals which makes this presentation quite unique. I 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 art form and your ability to use it.

