

SIGGRAPH 1982

TUTORIAL ON
TWO-DIMENSIONAL COMPUTER ANIMATION

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SCHEDULE OF SESSIONS

Session -----	Time	Topic -----	Speaker -----
	9:00	General introduction	Marc Levoy
Painting	9:30	Painting programs	Alvy Smith
	10:15	Color palette generation	Alvy Smith
	10:30	Break	
Scanning	10:45	Introduction to video	Chris Odgers
	11:00	Video scanning hardware	Chris Odgers
	11:15	Film Scanning hardware	Alvy Smith
	11:30	Scan and paint systems	Marc Levoy
	12:00	Lunch	
Motion	1:30	Automatic inbetweening	Ed Catmull
	2:10	Artist/user considerations	Duane Palco
	2:40	Image transformation & merging	Bruce Wallace
	3:20	Break	
Production	3:30	Image transformation hardware	Rodney Stock
	4:00	Video recording hardware	Chris Odgers
	4:15	Film recording hardware	Ed Catmull
	4:30	Design of large systems	Marc Levoy
	4:45	Panel discussion	Staff
	5:00	Tutorial ends	

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