

Motion Editing: Principles, Practice and Promise:

Course Schedule

8:30 - 8:45 Welcome and Introduction (Gleicher)

8:45 - 9:45 Demystifying Motion Animation (Gawboy)

9:45 - 10:15 Representing Characters and Motions 1 (Grassia)

Break

10:15 - 11:00 Representing Characters and Motions 2 (Grassia)

11:00 - 12:00 Motion Editing and Signal Processing (Gleicher)

Lunch

1:30 - 2:15 Motion Editing Tools (Thingvold)

2:15 - 2:45 Motion Creation with Editing in Mind (Schafer)

Break

3:00 - 3:45 Motion Transformations with Spacetime Constraints (Gleicher)

3:45 - 4:30 Physically-Based Motion Transformations (Popovic)

4:30 - 5:00 Panel Discussion (all)

Motion Editing:

Principles, Practice and Promise

Course Notes Contents

Please see
<http://www.cs.wisc.edu/graphics/MotionEditing>
for updates

Not all materials were available at press time. Please see the web site for things that are missing.

A: Title Materials

1. Title Page
2. Course Schedule
3. Speaker Biographies
4. Table of Contents (this page)

B. Introduction

1. Outline
2. Slides

C. Demystifying Motion Animation

1. Notes

D. Representing Characters and Motions

1. Slides (complete version not yet available)
2. Notes
3. Paper Reprint: A Practical Parameterization of Rotations Using the Exponential Map From The Journal of Graphics Tools, 3.3 (1998).
Reprint included by permission of the publisher, AK Peters, Ltd.

E. Motion Editing and Signal Processing

1. Outline
2. Slides
3. Notes (complete version not yet available)
4. Tutorial: The Intuitions of Signal Processing for Motion Editing (complete version not yet available)
5. Paper Reprint: Motion Signal Processing by Bruderlin and Williams
From Proceedings SIGGRAPH '95.

F. Motion Editing Tools

1. Outline
2. Notes: Motion editing into the next millenium
3. Appendix: Motion Capture File Formats

G. Motion Creation with Editing in Mind

1. Notes
2. Paper Reprint: Planning a Motion Capture Shoot by Melianthe Kines
From Game Developer Magazine, September 1998.
Reprinted by permission of the author and publisher.
3. Paper Reprint: Directing a Motion Capture Shoot by Melianthe Kines
From Game Developer Magazine, October 1998.
Reprinted by permission of the author and publisher.

H. Motion Transformations with Spacetime Constraints

1. Slides
2. Notes (complete version not yet available)
3. Paper Reprint: Motion Editing with Spacetime Constraints
From Proceedings 1997 Symposium on Interactive 3D Graphics.
4. Paper Reprint: Retargetting Motions to New Characters
From Proceedings SIGGRAPH '98.

I. Physically-Based Motion Transformations

1. Slides
2. Notes
3. Paper Reprint: Motion Warping
From Proceedings SIGGRAPH '95.
4. Paper Reprint: Physically-Based Motion Transformations, by Popovic and Witkin
From Proceedings SIGGRAPH '99.