

Due: Monday, February 22. (Note assignment has been postponed until after reading week so plenty of time to see a film.)

This assignment is worth 10% of final grade

Karan Singh gave an interesting class on Wednesday, February 27 in which he surveyed some of the principles in computer-generated (CG) graphics and animation. In terms of a recent CG animated film that you saw, discuss (in say a 2-3 page report) how these principles relate to what you have seen. (If you have never seen a CG animated film, then it is time to see one and Phillipa will be showing Ryan in the Monday February 1 class. If you missed Karan Singh's class then ask someone for their notes or start reading.)

In particular, consider various aspects of the animation such as:

1. To what extent is the animation trying to achieve "realistic" rendering of scenes and motion vs the extent it is trying to achieve some artistic rendering to achieve some effect?
2. What do you consider to be the most interesting or challenging aspect of what has been accomplished by the CG animation?
3. What further features would you like to see in a CG animated film.
4. Beyond "entertainment", what do you see as the significance of computer graphics research?