

TPA 16: Design of Different Soft Animation Characters

Animation characters are all around us since we were kids. Why not design some funny character of your choice and bring them alive introducing your favorite dynamics (walk, dance with different pose, gesture).

Objective:

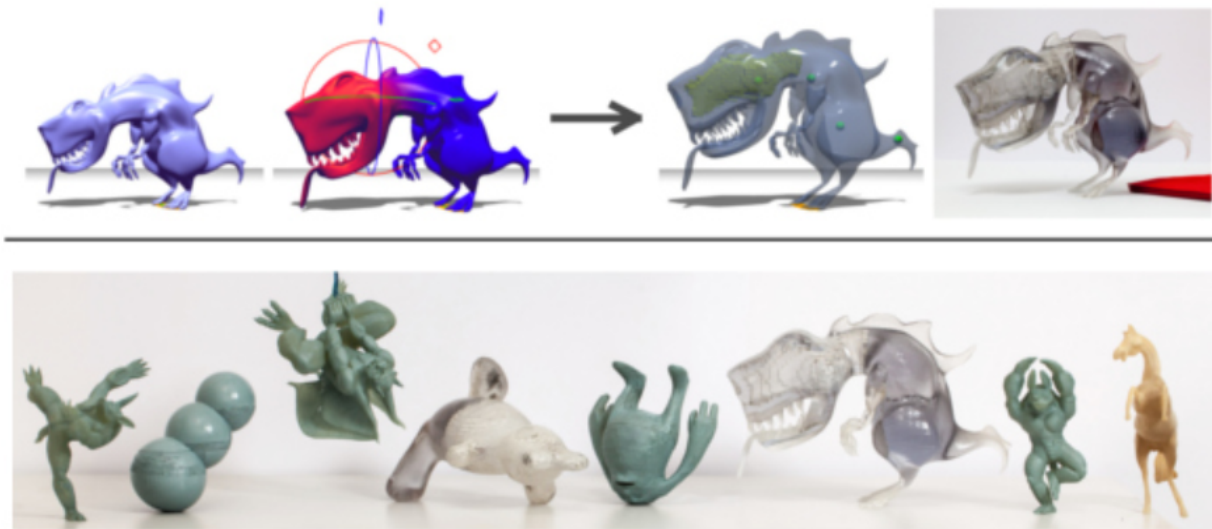
Physical realization of 3D models and carve and deform the object to reach equilibrium. Design a character in its neutral poses as well as a set of deformed target poses. Must have smooth non-jerky animation.

Input:

Spring model or 3D skeleton mesh for characters and set of poses.

Output:

At least two characters with 3-4 poses each (animated transition prefreed



References:

1. "Make It Stand: Balancing Shapes for 3D Fabrication", Romain Prevost, Emily Whiting, Sylvain Lefebvre, Olga Sorkine-Hornung, in SIGGRAPH 2013 (<http://igl.ethz.ch/projects/make-it-stand/>)
2. "Computational Design of Actuated Deformable Characters", Melina Skouras, Bernhard Thomaszewski, Stelian Coros, Bernd Bickel, Markus Gross, in SIGGRAPH 2013.
3. Example results - http://www.cse.iitm.ac.in/~vplab/TPA16_Example.doc

