Research Challenges in Character Animation

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Abstract:
Character animation is the current bottleneck in Computer Graphics and creative media production. In this talk, we will look at some of the challenging problems in Character Animation, including data-driven animation, physics-based animation, and interactive animation systems. We will investigate these research directions with some of our own solutions published in recent years. If time permits, we will also briefly overview the PhD program of the department of Computer Science at the National University of Singapore.

About the Speaker:
KangKang Yin is an endowed Assistant Professor in the School of Computing (SoC) at the National University of Singapore (NUS). She obtained her BS and MSc from Zhejiang University (China), and her PhD from the University of British Columbia (Canada). She worked at Microsoft Research Asia in Beijing for two years before she moved to Singapore. Her research interests include Computer Animation, Geometry Processing, and Human Computer Interaction. She is known internationally for her work on modeling human motion and has served on numerous program committees, including SIGGRAPH and SIGGRAPH ASIA. She is on the editorial board of Computers & Graphics, and is the program co-chair of Pacific Graphics 2013. She is the recipient of the Best Paper Award at the 2011 and 2013 ACM SIGGRAPH/Eurographics Symposium on Computer Animation. For more information, please visit http://www.comp.nus.edu.sg/~kkyin

All are welcome!
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