CS 231: Computer Animation

Syllabus

Spring 2025

General

- Lecture: TR 3:30-4:50 PM, Student Success Center 216
- Website: `http://www.cs.ucr.edu/~craigs/courses/2025-spring-cs-231/index.html`
- Textbook: "Computer Animation - Algorithms and Techniques" by Rick Parent (not required)

Instructor

- Craig Schroeder
- Office: Chung 309
- Hours: MWF 5:00-6:00 PM (after class), or by appointment
- Email: `craigs@cs.ucr.edu`

Website

The course website and Canvas contain all of the information that you should need about the class. All materials will be posted there. Important announcements will made on Canvas and/or in class.

Projects

This course will have one programming project, which is a project of your choosing. Examples of projects include implementing a SIGGRAPH or SCA paper, developing a game, or simulating something (physics, crowds). This project may be completed individually or with a partner. Although projects related to physically-based simulation are encouraged, this is not required. The project will consist of a proposal, midterm project update, final write-up, and final presentation. You will have most of the quarter to complete the project. The last three class periods are reserved for project presentations. There is no final exam for the class, but depending on class size, final project presentations may spill over into the final exam slot. There is no language restriction on the project.

Paper Presentations

Students will present one computer animation paper from the literature during class. You are encouraged to present a paper related to your project. If you are implementing a paper for your project, you may present that paper. Each student must present a different paper, so if you are completing the project with a partner, only one partner may present that paper. The other partner is free to present a related paper, though. Paper presentations should be 25 minutes. Each presentation will be followed by 10 minutes of Q/A and discussion. The presenter should be prepared to answer questions about the paper. All students should come prepared to discuss all of the papers (skim the paper before class, even if you are not presenting it).

Your preparedness and participation in these discussions will form the basis for the participation component of your grade.

Midterm exam

This course will have one midterm exam. The exam will given during usual class time.

Exercises

There will be five short (< 100 lines of code) coding exercises. These are designed to help introduce students to basic simulation techniques and skills through hands-on exercises. They are intended to help make simulation a bit less mysterious and to assist students who are doing simulation-related projects for the course. The exercises are octave/matlab.

Grading

Your grade will be computed according to the grading scheme below.

Item	Contribution
Project proposal	5%
Midterm presentation	5%
Final report	20%
Project presentation	15%
Paper presentation	15%
Participation	15%
Midterm exam	10%
Exercises	15%

Academic integrity

Cheating is harmful to other students and the academic environment, and we take it very seriously. Any violations of this policy will result in an 'F' for the course and a referral to the campus academic integrity committee. All work for this class must be your own (or your partner's, where allowed). Things you are *not* allowed to use in this class for any purpose:

- Someone else's implementations of a paper
- Someone else's presentation materials (e.g., slides, presentation recordings)
  - You can use the original paper itself and the submission video that goes with the paper
- AI tools (e.g., ChatGPT)