

Perception Experiments

Evaluating the Plausibility of Edited Throwing Animations



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<https://www.scss.tcd.ie/~hoyet/English/Projects/throwing.html>

Eyecatch

<http://www.cs.ubc.ca/research/eyecatch/>

Motion puppetry using GPLVM code

<http://graphics.stanford.edu/projects/ccclde/index.htm>

SIMBICON

<http://www.cs.ubc.ca/~van/papers/Simbicon.htm>

<http://www.cs.ubc.ca/~scoros/JSimbicon/Simbicon.html>

Continuation Methods

<http://www.comp.nus.edu.sg/~kkyin/> (Continuation methods...)

CMA for computer animation

<http://grail.cs.washington.edu/projects/animal-morphology/s2009/>

<http://www.dgp.toronto.edu/~jmwang/optwalk/>

<http://www.comp.nus.edu.sg/~kkyin/> (Terrain runner)

Contact Invariant Optimization

<http://homes.cs.washington.edu/~mordatch/cio/>

RRT planner in conjunction with your IK code

<http://graphics.cs.cmu.edu/projects/planning/>

Learning Motion Controllers with Adaptive Depth Perception



[Wan-Yen Lo](#), [Matthias Zwicker](#)

Point based fluids or deformables

<http://www.matthiasmueller.info/publications/sca03.pdf> (SPH)

<http://www.matthiasmueller.info/publications/posBasedDyn.pdf>

<http://www.matthiasmueller.info/publications/animParticles.pdf>

<http://www.matthiasmueller.info/publications/sca04.pdf>

<http://www.matthiasmueller.info/publications/STAR2013.pdf>

Smoke Sheets for Graph-Structured Vortex Filaments

<http://graphics.cs.cmu.edu/projects/vortices/>

Hair Simulation

<http://hal.inria.fr/docs/00/17/14/07/PDF/surveyHair.pdf> (review)

<http://hal.archives-ouvertes.fr/docs/00/52/02/70/PDF/finalcoursenotes2008.pdf> (SIGGRAPH course)

Crowds

<http://crowdbehavior.org/tag/social-force-model/> (Social Forces, Dirk Helbing)

<http://gamma.cs.unc.edu/LeastEffort/>

<http://www.cs.unc.edu/~dm/>