SYNTHESISING CHARACTER ANIMATION BY RECYCLING EXISTING RESOURCES

presented by

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Abstract:
Plausible and engaging characters contribute to high levels of immersion and enjoyment among human users. In the movie industry, cartoon animators have a long tradition of creating very expressive characters, which are appealing to the audience. However, creating these highly qualitative animations is still a very laborious task. Furthermore, with the desire for characters to portray realistic human behaviour, the development of systems to capture the real life performance of actors grew rapidly. Over the years the quality of performance capture has improved immensely bringing fantasy creatures to life. However, the acquisition of a motion capture system is costly in terms of time and money. This talk discusses how the expressiveness and editability of motion capture data can be increased by recycling hand-created animations and how existing motion captured data can be transferred to new contexts. Both approaches present a possibility to create rich and varied new animations. Thus, allowing a larger community to take advantage of the existing variety of hand-created animations and realistic motions, saving time and resources.

Bio:
Kerstin Ruhland received her Ph.D. in Computer Science from Trinity College Dublin in 2017 on the topic of synthesising character animation. She also participated in a research project as an intern at Disney Research, L.A., during her PhD. She received her Diploma in Computer Science from the Ludwig Maximilian University of Munich in 2009. Currently she is working as Technical Project Lead at a Full Flight Simulator. Her interests include character animations, virtual environments and the reuse of resources.