

GAMES

SCRIBE

TUESDAY 1-27-04

Next Tuesday: I/k!
Thursday: Smoothing

Coordinate descent \Rightarrow machine learning technique
EM

Skeleton/skinning: Can we get away without bones at all and just move the vertices?

\hookrightarrow in SCA \Rightarrow model analysis on hand ~~model~~ ^{model} w/ PCA

Motion Synthesis:

Paper #: Interactive Ctrl of Avatars ... (#?)

- links hierarchy
 - path of frames
 - interfaces
 - rough ground
- \rightarrow how to get skeletons/objects to interact on rough ground
 \hookrightarrow this paper's sols suck

Motion Graphs Paper

- lots of ind. motion clips, cut \rightarrow rejoin into novel clips (build motion graphs)

\hookrightarrow why prune graph?
 \hookrightarrow to remove deadends?

- motion graphs \rightarrow ~~is~~ local search!
 \hookrightarrow skins \rightarrow paths search ... don't care about dead ends

- method causal?

↳ in graphs, once you head into a dead end
can't go back

(Mottan paper)

- similarity

- local search

↳ we do when driving a character, real time constraints
motion

- real life is not a path search?

↳ sometimes motion

↳ how is future chosen?

Group Together Motion

- separate motion clips

↳ joined at "common frames"

↳ "hubs" chosen then cleanup

- not too realistic (do we always come back to
common frame?)

- lots of hubs or few hubs?

↳ lots so we don't see same thing over & over
again

↳ but graph complex

- how about traversing the graph - interface?

↳ want a certain "kick" ... to get there
may not be intuitive

kick Okan in the head?

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