

Keytime Animation Gallery

CS 450/550

Fall Quarter 2023

Angelia-Grace Martin

A plane circling in to land at a tiny island as the sun rises in the background

<https://drive.google.com/file/d/1Ylftc5JdpTaukJBQGIP3CyeraJh0yFYJ/view?usp=sharing>

Brittaney Nico Davis

9 total key time values in pairs of 6 are used; glRotation, glTranslation, glScale, R, G and B values, setPointLight positioning and color changes, gluLookAt. These all make for a very rainbow stretchy cow, haha :)

https://media.oregonstate.edu/media/t/1_yl5bse2d

Sycamore Dennis

Teapot pouring into cup

https://media.oregonstate.edu/media/t/1_mik64lqj

Thao Thomas

Scaring the daylight out of the cat while flying my drone.

https://media.oregonstate.edu/media/t/1_apwtk6ap

Jennifer Wolfe

Rotating vase that changes color and location

https://media.oregonstate.edu/media/t/1_pg6tffij

Craig Harris

Two paddles volleying a ping pong. One paddle pulls a tricky shot and the other paddle throws for the save, but fails.

<https://www.youtube.com/watch?v=GsiEXRK8Tul>

Annette Tongsak

A skeleton cruising around various OBJs on a colorful road.

<https://youtu.be/lhIDc4s4SXA>

Jamie

I made an animation of a ball being thrown at a torus and the torus being spun by the ball hitting it. The torus does spin counter to what you'd expect, pretend it's spring-loaded :D

https://media.oregonstate.edu/media/1_8vIdean1

Dhushyanth

This project demonstrates an animation of a ball bouncing along the perimeter of a plate. Additionally, there is a light source above the scene, a spotlight that is set to follow and shine upon the ball as it bounces along on its path. Two other aspects noticeable in this project is the everchanging color of the ball and the varying shininess of the plate as time passes.

https://media.oregonstate.edu/media/t/1_da28vwtN

Sam Jones

A cow in a forest at night being abducted by a UFO

https://media.oregonstate.edu/media/t/1_ug4zv0tv

Sean Siders

I wanted to experiment with using keytimes for individual vertices. My idea was to start and end with a polygon, such as a diamond. In the 10 second animation, the shape would grow and expand in unpredictable, but visually satisfying ways. To manage individual vertex locations and colors, I introduced the class ""VertexKeytimes"" which manages xyz and rgb for a vertex. I then, made a 2D array vks of these objects, splitting the vertices into 18 groups of 10, for a total of 180 vertices. It's almost like my own little version of a shader abstraction.

https://media.oregonstate.edu/media/t/1_3std53r7

Andy Li

Meteor!

https://youtu.be/NGIHR81eF6g?si=Z-itEUL_1UScFKsO&t=7

Jude Williams

Tyrion Lannister pursued by Velociraptor

https://media.oregonstate.edu/media/t/1_0pfsz42i

Steven Tran

Run Away Dino!

https://media.oregonstate.edu/media/t/1_jpepffz0