Approaches to Animation

1. Motion Capture ("MoCap")
2. Using the laws of physics (F=ma)
3. Using functional (target-driven) animation
4. Using keyframing

We'll talk more about these in the Animation notes!

Keyframing

Keyframing involves creating certain key positions for the objects in the scene, and then the program later interpolating the animation frames in between the key frames.

In hand-drawn animation, the key frames are created by the senior animators, and the in-between frames are developed by the junior animators.

In our case, you are going to be the senior animator, and the computer will do the in-betweening.

The General Idea is to Interpolate the In-between Frames from the Smooth Curves Fit through the Key Frames

To make this simple to use, our goal is to just specify the keyframe values, not the slopes. We will let the computer compute the slopes for us, which will then let the in-between frames be computed.

Many Professional Animation Packages Make You Sculpt the Slopes (but we won't...)

Blender:

The "Y vs. Frame" Curve Looks Like This
Do This Same Thing for the X, Y, and Z Translations and the X, Y, and Z Rotations

Instead of Key Frames, I Like Specifying Key Times Better

We created a C++ class to do the interpolation for you

class Keytimes:
    void AddTimeValue(float time, float value);
    float GetFirstTime();
    float GetLastTime();
    int GetNumKeytimes();
    float GetValue(float time);
    void Init();
    void PrintTimeValues();

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Using the System Clock in Display() for Timing

#define MSEC 10000 // i.e., 10 seconds

Keytimes Xpos, Ypos, Zpos,
    Keytimes ThetaX, ThetaY, ThetaZ;

// in InitGraphics():
    // << init the Keytime classes and add the keyframe values >>

// in Display():
    // i.e., 10 msec into the cycle (0 - MSEC-1 )
    int msec = glutGet(GLUT_ELAPSED_TIME) % MSEC;
    // turn that into a time in seconds:
    float nowSecs = (float)msec / 1000.f;
    glPushMatrix();
    // XZ rot
    glTranslatef(Xpos.GetValue(nowSecs), Ypos.GetValue(nowSecs), Zpos.GetValue(nowSecs));
    glRotatef(ThetaX.GetValue(nowSecs), 1., 0., 0.);
    glRotatef(ThetaY.GetValue(nowSecs), 0., 1., 0.);
    glRotatef(ThetaZ.GetValue(nowSecs), 0., 0., 1.);
    // << draw the object >>
    gDrawObject();
    glPopMatrix();

Number of msec in the animation cycle