

Department of Computer Science  
University of Houston  
Seminar Fall 2010

**WHEN: FRIDAY, NOVEMBER 12, 2010**  
**WHERE: PGH 232**  
**TIME: 11:00 AM**

**Speaker: Dr. Victor Zordan, University of California at Riverside**

Host: Dr. Zhigang Deng

**Title: "Coordinated, responsive physics-based character animation"**

Abstract: Physical modeling for animated characters continues to grow both as a research topic and in its usage for commercial applications. This talk will cover a set of techniques for controlling and combining physics based character simulation with human motion capture data. The ultimate goal of these techniques is to create coordinated, responsive characters that remain natural looking under a variety of unexpected conditions. Two themes that will be discussed include the benefit of whole-body momentum in controlling behavior as well as the employment of real-time performance with physics for interactive characters.

Bio: Dr. Victor Zordan is an associate professor at University of California Riverside. His research interests center around game and special effects animation for characters with an emphasis on realism and controllability. Victor has developed a host of techniques that merge motion capture and dynamic simulation to create flexible and responsive behavior for humanoids. His research interests span the field of computer animation with a strong bias in physics-based modeling and interfaces.