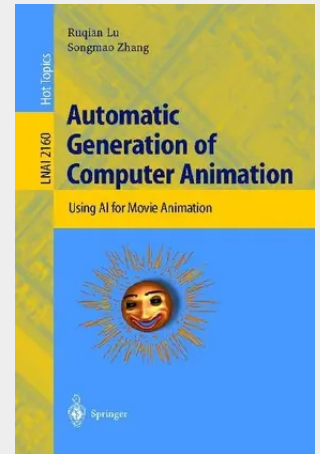


Automatic Generation of Computer Animation

Using AI for Movie Animation

We are both fans of watching animated stories. Every evening, before or after dinner, we always sit in front of the television and watch the animation program, which is originally produced and shown for children. We find ourselves becoming younger while immersed in the interesting plot of the animation: how the princess is first killed and then rescued, how the little rat defeats the big cat, etc. But what we have found in those animation programs are not only interesting plots, but also a big chance for the application of computer science and artificial intelligence techniques. As is well known, the cost of producing animated movies is very high, even with the use of computer graphics techniques. Turning a story in text form into an animated movie is a long and complicated procedure. We came to the conclusion that many parts of this process could be automated by using artificial intelligence techniques. It is actually a challenge and test for machine intelligence. So we decided to explore the possibility of a full life cycle automation of computer animation generation. By full life cycle we mean the generation process of computer animation from a children's story in natural language text form to the final animated movie. It is of course a task of immense difficulty. However, we decided to try our best and to see how far we could go.

We are both fans of watching animated stories. Every evening, before or after dinner, we always sit in front of the television and watch the animation program, which is originally produced and shown for children. We find ourselves becoming younger while immersed in the interesting plot of the animation: how the princess is first killed and then rescued, how the little rat defeats the big cat, etc. But what we have found in those animation programs are not only interesting plots, but also a big chance for the application of computer science and artificial intelligence techniques. As is well known, the cost of producing animated movies is very high, even with the use of computer graphics techniques. Turning a story in text form into an animated movie is a long and complicated procedure. We came to the conclusion that many parts of this process could be automated by using artificial intelligence techniques. It is actually a challenge and test for machine intelligence. So we decided to explore the possibility of a full life cycle automation of computer animation generation. By full life cycle we mean the generation process of computer animation from a children's story in natural language text form to the final animated movie. It is of course a task of immense difficulty. However, we decided to try our best and to see how far we could go.



53,49 €

49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540431145

Medium: Buch

ISBN: 978-3-540-43114-5

Verlag: Springer

Erscheinungstermin: 23.01.2002

Sprache(n): Englisch

Auflage: 1. Auflage 2002

Serie: Lecture Notes in Computer Science

Produktform: Kartoniert

Gewicht: 677 g

Seiten: 388

Format (B x H): 155 x 235 mm

