

THE REESE T. PROSSER MATHEMATICS LECTURE SERIES presents

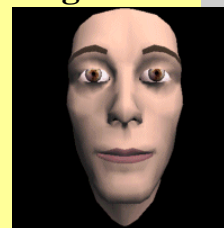
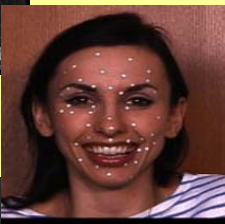
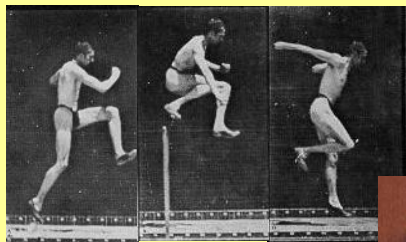
The Modern Mathematics of Motion Capture -

from Muybridge through Disney and Beyond

Tuesday, October 11, 2005 – 7:00PM

Silsby Hall, Auditorium 028 – Dartmouth College

(Free & open to the public)



**Professor Chris Bregler
Movement Group
Courant Institute of
Mathematical Sciences
New York University**

Muybridge, Disney, Laban, and thousands of people bouncing balls on the computer or movie screen in front of you. What is the common trait among these seemingly different topics? All of the above are examples illustrating some of the latest advances in motion capture, a key technology in modern animation. This talk will provide a survey of current research on the motion capture of humans, animals and cartoons. In particular, the discussion will focus on the underlying mathematical techniques that enable subtle variations of motion shapes and motion styles in animation.