1. For the class on Mon, Feb. 2, read the following paper, which is also linked to the lectures page for the course.

*Motion Graphs*, SIGGRAPH 2002

Also, look at the videos of the locomotion system developed for the Unity game engine and the Assassin’s Creed games. You will find links on the lectures page.

Before 10pm on Sunday Feb 1, post a mini-review of the paper to Piazza that addresses the following questions. Read the paper for the “big picture” ideas and also be sure to look at the video(s) related to the paper.

1. What problem is the paper trying to solve?
2. Is this an interesting problem to solve?
3. What is the contribution of the paper towards solving this problem?
4. How are the results evaluated?
5. What are the main strengths and weaknesses?
6. What future work remains to be done? Feel free to also inform your answer by other work or models that you are already aware of.

We will discuss the paper in class and therefore I also suggest having your notes available for use during the discussion.

2. For the class on Wed, Feb. 4, read the following paper, which is also linked to the lectures page for the course.

*Relationship Descriptors for Interactive Motion Adaptation*, SCA 2013.

Before 10pm on Tue Feb 3, post a mini-review of the paper to Piazza that addresses the following questions. Read the paper for the “big picture” ideas and also be sure to look at the video(s) related to the paper.

1. What problem is the paper trying to solve?
2. Is this an interesting problem to solve?
3. What is the contribution of the paper towards solving this problem?
4. How are the results evaluated?
5. What are the main strengths and weaknesses?
6. What future work can you suggest?