

# KEYNOTE TALK

*ISVC 2018: International Symposium on Visual Computing*  
Las Vegas, NV, USA

Monday, November 19, 2018 at 1:30pm

## **Computer Animation: Past, Present, and Future**

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### **Abstract**

Computer animation has made enormous progress over the last thirty years—from the genesis effect in *The Wrath of Khan* to the epic battle sequences of *Avengers: Infinity War*. Today, special effects are almost universally achieved through computer animation and we have the technology to create almost any effect we can imagine. Over the next thirty years we will see a similar transformation, this time in the realm of interactive animation and mixed reality. In this talk, I will chronicle the history of computer animation in research and in practice, take stock of where we are today, and look ahead to an exciting future.



**Speaker Bio-Sketch:** Adam Bargteil is an assistant professor in the Department of Computer Science and Electrical Engineering at the University of Maryland, Baltimore County. His primary research interests are in computer graphics and animations, particularly physics-based animation. He completed his Ph.D. in computer science at the University of California at Berkeley, where he worked in the Berkeley Computer Animation & Modeling group. He then spent two years as a postdoctoral fellow in the City of Bridges working in the Graphics Lab at Carnegie Mellon University. Before returning home to Maryland, he was an assistant professor in the School of Computing at the University of Utah.