Empathy and Emotion in Computer Animation

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Abstract:

The concept of human motivation in CG character verses that of a skilled method actor, speaks to a central issue of computer graphics. Namely, how do animators convey genuine emotion when there is no inherent emotional depth (from a CG character). In fact, the CG character is nothing but a wire-framed shell. The surface of the character is less than skin deep. There are no experiences or emotions for the character to draw from to create a genuine, emotive performance. The CG character is a puppet and the animator the puppeteer.

In computer graphics (as a technology dependent, creative medium) it is inherently difficult to portray genuine emotions. Yet when an outstanding animated performance is married to classic cinematic principles the emotive power of animation particularly in the synthesis of lighting, sound, gesture, expression and character performance can be genuine and powerful. Although, not yet equal to a brilliant live-action performance from an actor, in terms of the depth of emotion and the apparent spontaneity of a performance.

Biography:

JOHN BALFOUR MCINTOSH is a Visiting Professor, and Vice-Dean of School of Creativity and Art at ShanghaiTech University, China from October 2017. He earned his Master of Fine Arts at Yale University and, is a Fulbright Specialist, Board of Directors of Visual Effects Society NYC. 1998 -2017, he founded and served as chair of BFA Computer Art, Computer

Animation and Visual Effects program at the School of Visual Arts NYC. During his 19 years in office, the BFA Computer Art program has developed into the largest full-time computer animation degree program in New York and has become an internationally recognized digital arts program.

Publication of speakers:

1. J. McIntosh et al ; Assessing Similarity of Geographic Processes and Events, March 2005

2. J. McIntosh et al ; A framework to enhance semantic flexibility for analysis of distributed phenomena, 1 November 2005

3. J. McIntosh et al ; GIS Representation for Visualizing and Mining Geographic Dynamics, 2003

4. J. McIntosh et al ; Probabilistic Modeling for Well-Construction Performance Management, 1 November 2004

5. J. McIntosh et al ; Power Hardware-in-the-Loop Testing of Distribution Solid State Transformers, 1 October 2018

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