The Random (Duck) Walk (and Fly)

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MAT 201 A

Media Signal Processing

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The Random (Duck) Walk (and Fly)

- General scheme

Batch Input
- Initial Position
- Transition Probabilities

Position, orientation and state update

Memory

Render

Camera position
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• Finite set of states
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- Continuous random parameters (Azimuth)
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- Continuous random parameters (Elevation)

\[ f(\phi_n) \]
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• Results

Parameter set 1

Parameter set 2

Parameter set 3

Videos can be downloaded from: http://www.mat.ucsb.edu/~jvillegas/MAT201A/final201A.html
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- Applications - In Between Frames
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• References


[3]. Roberts Steves, Character Animation. Focal Press. 2007