

Jointly organized by:



With the assistance:



## Computer Assisted Cel Animation (CACAni)

Presented by: Hock Soon SEAH, PhD

**Date:** 15<sup>th</sup> March 2007 (Thurs)

**Venue:**

Innovation Centre WA

**Time:** 6pm

Suite 4, Enterprise Unit 3, 11 Brodie Hall Drive, Bentley

Traditional animation is a labour intensive and time consuming process. Animators have to spend hours at the drawing board tracing, sketching, and colouring each frame of an animation sequence. This process can easily take more than 60% of the entire production time. The labour intensive nature of this work has resulted in much of it being outsourced to developing countries where wages and living standard are low.

To address the time and cost challenges of traditional animation production, the School of Computer Engineering at Singapore Nanyang Technological University has been conducting ongoing research in the development of a novel and advanced modeling and animation software application known as CACAni (Computer Assisted Cel Animation).

In this talk, Dr Hock Soon Seah will outline the CACAni system and discuss some of the innovations that he and his team have achieved in developing this advanced 2D animation production tool. He will present as a case study the experience they have gained while working with a major Japanese anime company and several Singaporean companies.

The current version of CACAni is impressive and operational, but many challenges still remain. Dr Seah will outline some of these challenges and suggest how the Perth Animation community may be able to participate in the future development of the project.

### BIOGRAPHY

Dr Hock Soon Seah is the inventor and principal investigator of CACAni and has led the Computational Arts Group in Singapore Nanyang Technological University to numerous successful research projects and industrial collaborations. He has more than 20 years of research leadership on computer graphics, animation, computer vision, virtual and augmented reality.

Dr Seah is currently the Chair and an Associate Professor of the School of Computer Engineering at Nanyang Technological University. He is the founding president of the Singapore Chapter of ACM SIGGRAPH (Association for Computing Machinery Special Interest Group on Computer Graphics) since 1998. The society organizes an annual Asia Pacific Digital Art and Animation Competition in June since 2000. In 2004, Seah founded the Southeast Asian Computer Graphics Society (SEAGRAPH), an umbrella organization to unify the various SIGGRAPH Chapters in South East Asia. He serves as its president since then.

---

**Free Registration**

Non Members Welcome

**R.S.V.P.: Tuesday 13 March, 2007**

Kevin Wong (k.wong@murdoch.edu.au)



**INNOVATION CENTRE**  
WESTERN AUSTRALIA

Enterprise Unit 3  
Suite 4  
Technology Park  
11 Brodie Hall Drive  
Bentley WA 6102  
Telephone - 9451 0900

