



BU PhD Studentships 2007

Computer Animation-Technical and Visual Arts Research

Background to Research

The Computer Animation Research Centre (CARC) is the research arm of the National Centre for Computer Animation, which was rated 5 in the last Research Assessment Exercise.

The CARC's aim is to encourage and foster research and innovation in the fundamental principles and applications of Computer Animation techniques. The Philosophy of the Centre is to encourage the interaction and collaboration between art and science. Our two main research strands are technical research on computer graphics and practice based visual art research.

Technical research

To investigate and develop novel techniques for computer animation, which can be applied to various computer graphics related applications, such as animation production, film special effects, computer games and virtual environments. Current research subjects include advanced modelling techniques for animated characters, motion capture and synthesis, advanced rendering techniques, real-time virtual human and creature modelling and animation, physically-based modelling and animation, natural phenomenon modelling and simulation, and medical visualisation and simulation.

Visual art research

The visual art strand involves diverse projects such as artworks, art installations, sound and vision, animated productions and publications. Projects supported by the Centre are not limited to the use of computer technology, and encompass visual arts theory as well as practical production.

Outstanding Applicants

We are looking for outstanding applicants who will preferably have a good first degree (first or upper-second class) and/or a Masters degree in a relevant subject. An IELTS (Academic) score of 6.5 minimum is essential for candidates for whom English is not their first language. The Computer Animation Research Centre is a vibrant research community with a respected international profile. We are looking for candidates who can contribute to this community, help build upon our success *and* benefit from and flourish in this forward thinking generative environment.

Supervisory Team & Research Environment

Jian J Zhang is Professor of Computer Graphics at the National Centre for Computer Animation, Bournemouth University and leads the Computer Animation Research Centre.

His research interests include geometric modelling for animated objects and characters, rigging and skinning, motion synthesis, deformable objects, non-photorealistic rendering, physics-based graphical simulation and applications of graphics to other disciplines, such as medicine.

He has undertaken a number of research projects funded by the AHRC, EPSRC, DTI, GWR, charities, industry and other funding organisations. Prof. Zhang has produced well over 100 peer reviewed publications.

Informal Enquiries

To discuss your ideas for suitable research topics or to answer any questions you may have please contact Jian Zhang at jzhang@bournemouth.ac.uk

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