

Intro to your professor

– animation –

For a more complete view of my background go to www.michaelorourke.com

Early Animation

mainframes
no commercial animation software
some coding
[abstract forms in space](#)

Books & Lectures

[*Principles of Three-dimensional Computer Animation*](#)
technical, not software-specific
3 editions
several languages

[lectures & courses at SIGGRAPH](#)

Animations within murals

[Woods](#): print + interactive + animation

Work with students

[studio courses](#)
[storytelling](#) courses
[thesis](#)