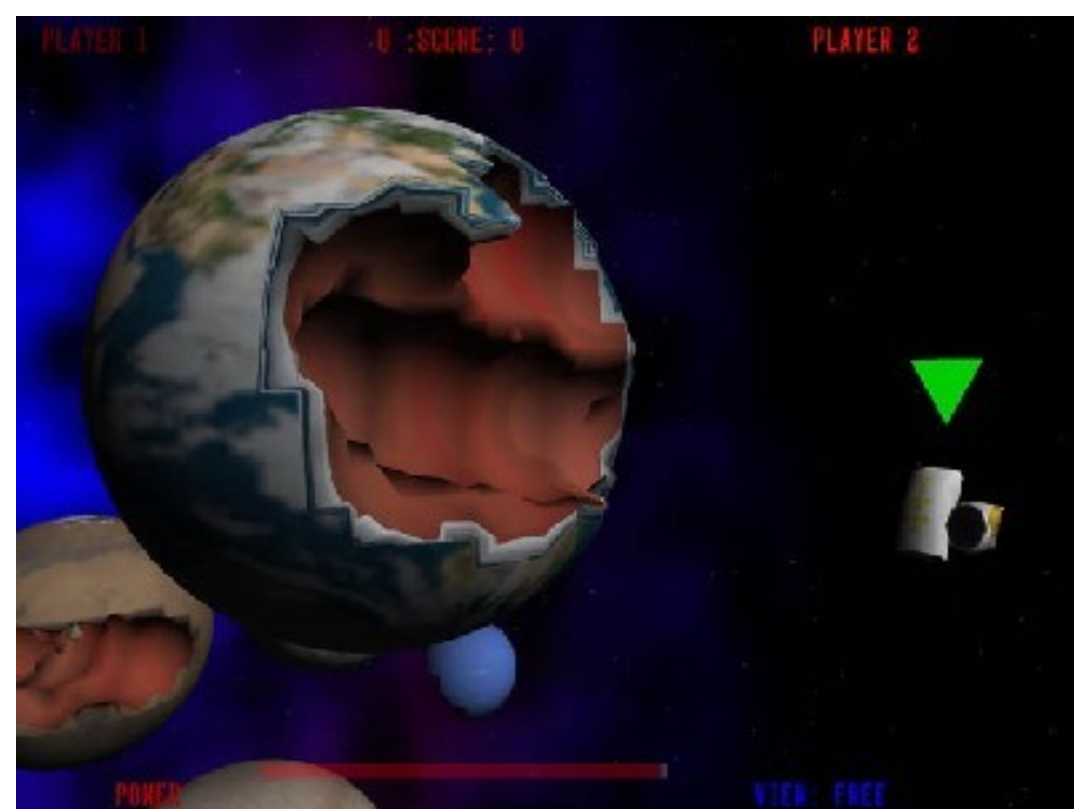


An essential part of our Level H students learning experience is the Innovations Unit of the BA Computer Visualisation and Animation programme.

Students are encouraged to challenge dogmas in computer animation and to prepare for roles as innovators who can engage actively in developing the new discipline and related industries.

#### Real-Time Deformation for Computer Games

David Fletcher



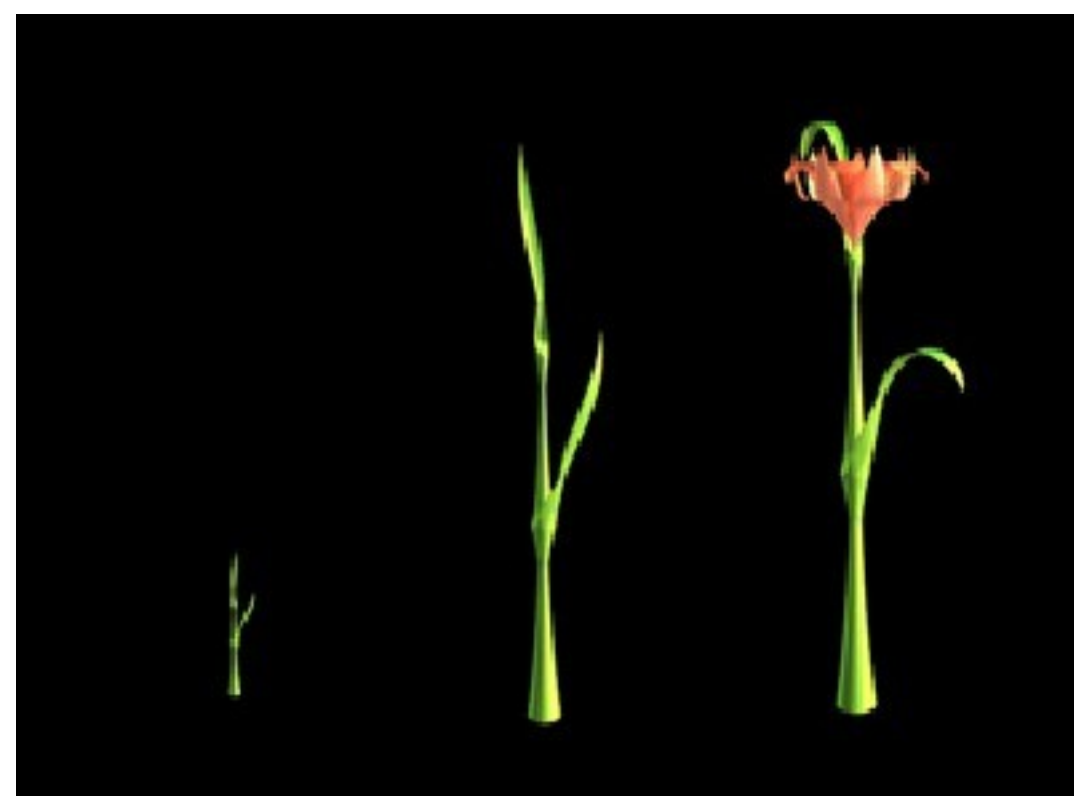
#### A Beginners Guide to Building a Fur Network

Nicholas Hales



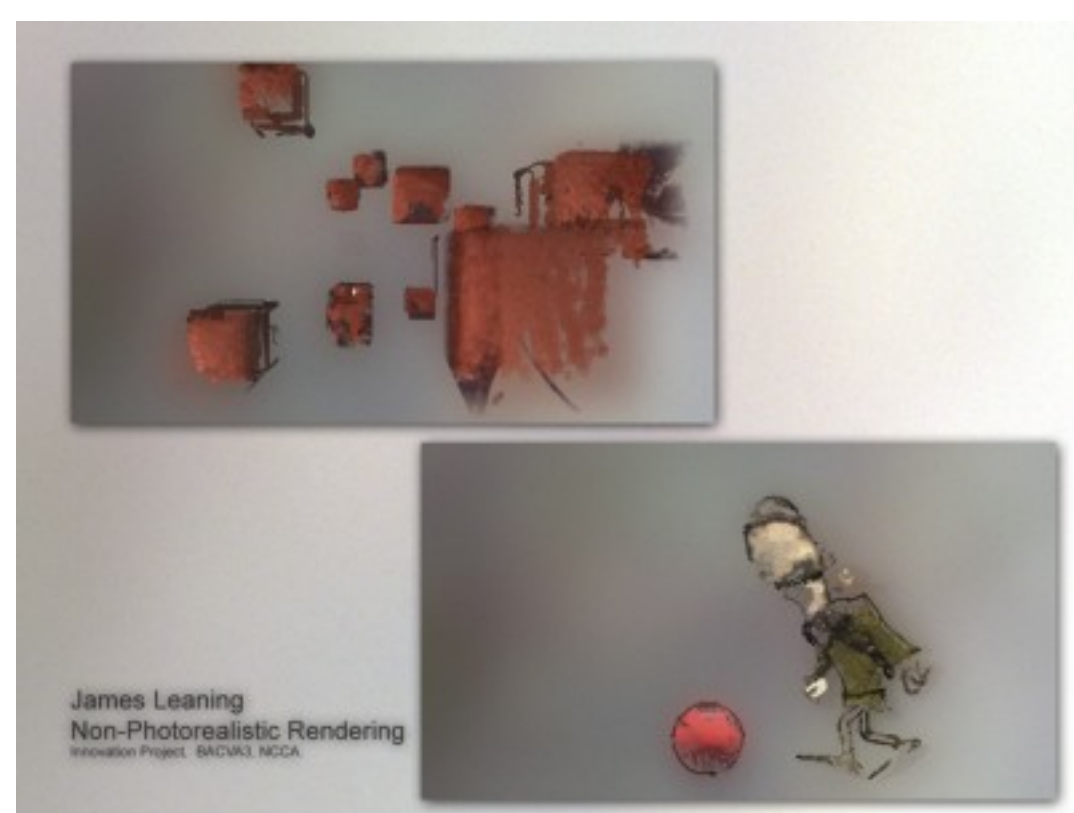
#### Advanced Modelling Techniques and Fractals

Karsten Knuppel



#### Different Approaches in Production of Painting Like Effects

James Leaning



#### Trusting the Student

The main principle that has shaped the design and delivery of the Innovations Unit has been to trust the students. To give students a sense of ownership and responsibility for the future of their discipline they are asked to determine what they should study and how they will present the results.

In a sense we are assessing the student ability to identify a method (not necessarily the most appropriate by normal thinking - we are encouraging them to challenge established practices if they want to) that may lead to innovative results and how well they apply themselves to it.

To encourage experiment and invention the students are told that they should set themselves a challenging project. If their project fails they will not fail the unit as long as they write an informed analysis demonstrating that they understand why they failed and what they have learned from that failure.

There is overwhelming evidence that we learn from our mistakes

Design knowledge is tacit. Competent practitioners usually know more than they can say. ... Their tacit knowledge is triggered by new design situations and by breakdowns that occur as they engage in a design process.

*Fischer, G., Turning Breakdowns into Opportunities for Creativity, in proceedings of Creativity & Cognition Symposium, Loughborough Uni. 1993*

#### An Online Innovations Library

The Online Innovations Library (OIL) project, sponsored by CEMP in 2006, enabled us to begin to create an online repository of the projects produced by level H BA Computer Visualisation and Animation students since 1998.

The library can be accessed at:

<http://ncca.bournemouth.ac.uk/gallery>

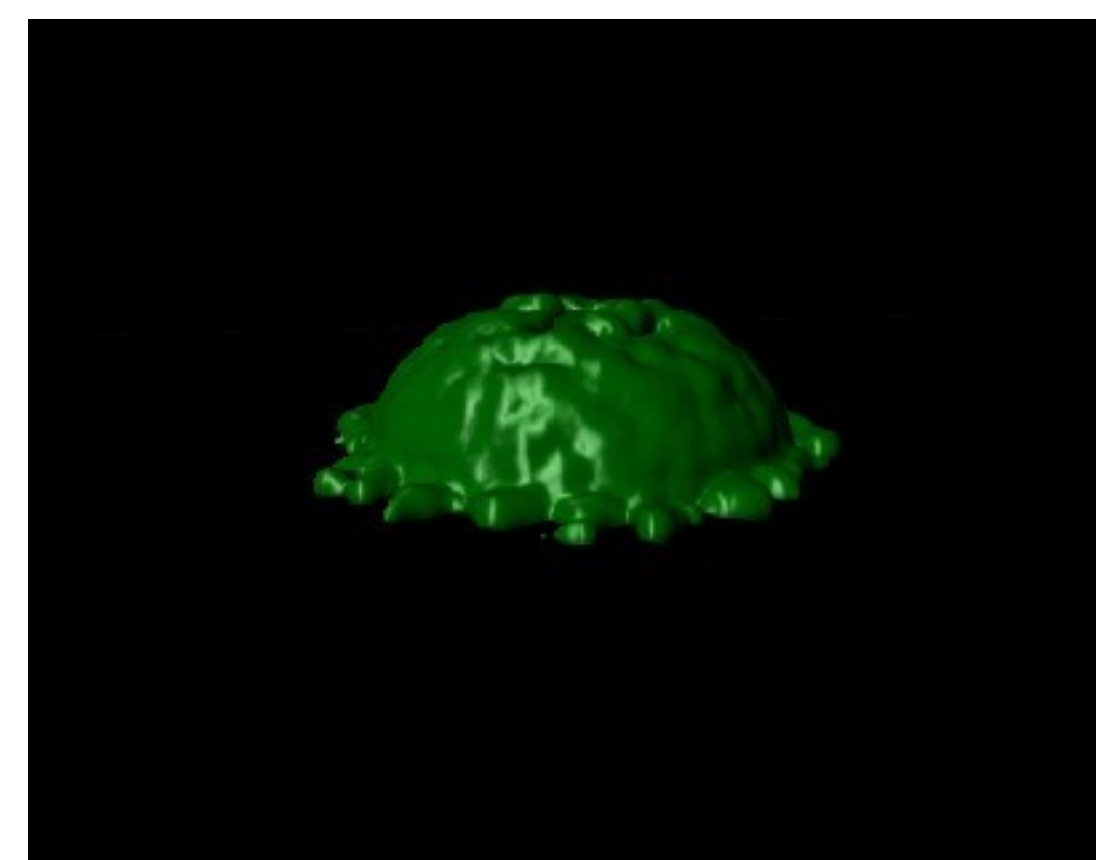
Stephen Bell, [sbell@bournemouth.ac.uk](mailto:sbell@bournemouth.ac.uk)

**Learning is the gate not the house.  
When you see the gate, do not think it is the house.  
You have to go through the gate to get to the house,  
which is behind it.**

*Yagyu Munenori, C17th Century Zen Sword Master*

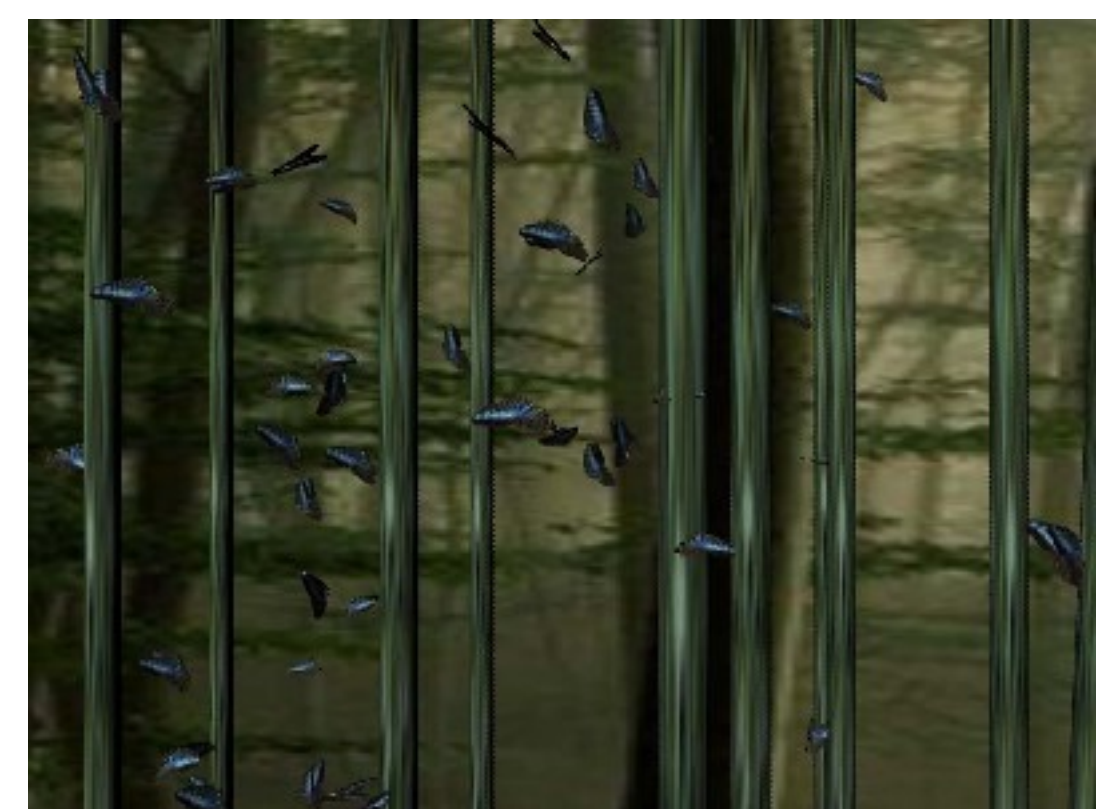
#### Melting Goo

Garyfalia Kotzia



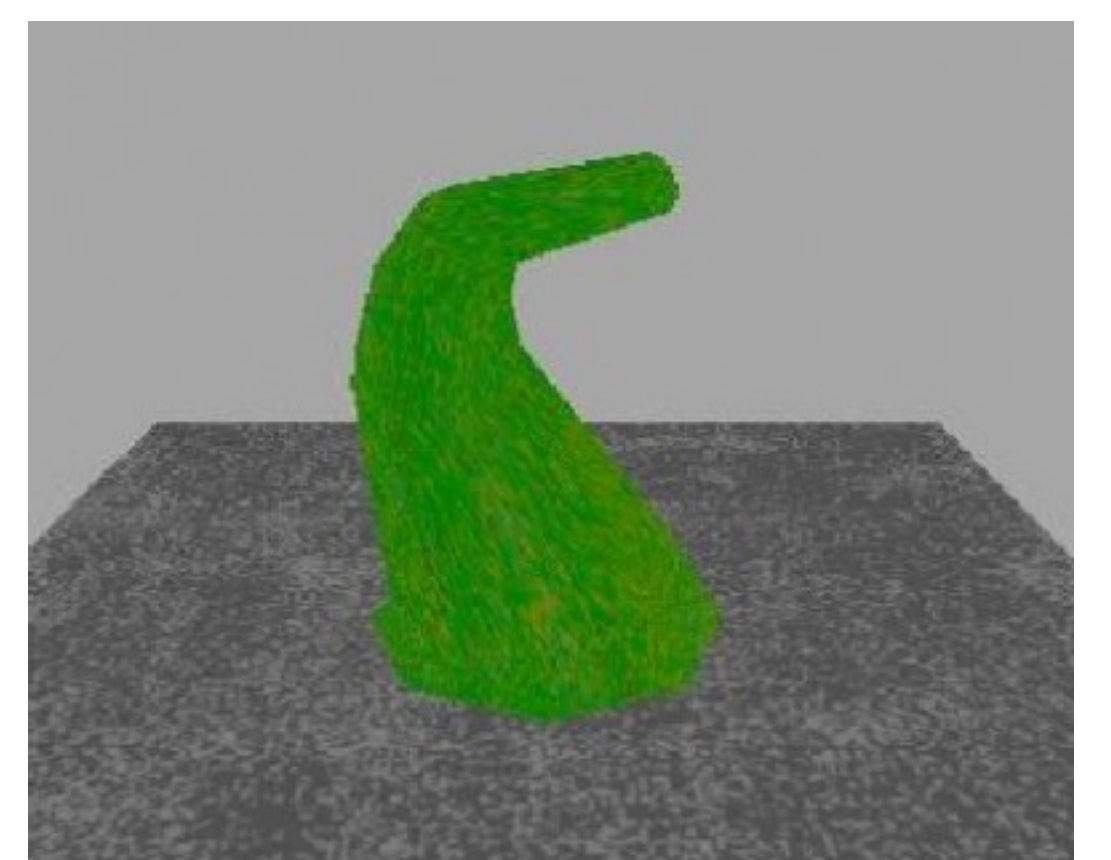
#### Butterfly Flocking System

Claire Galpin



#### Real-Time Character Animation for Computer Games

Eike Anderson



#### Research and Development into an Innovative Computer Game Designed to Relieve Stress

Patrick Anderson

