

Animation Research Group



Globally the creative industry is growing at a significant pace. Animation and areas associated with the creative industry such as 3D, Gaming, Virtual reality and augmented reality are taking centerstage in areas such as entertainment, business and education. This trend is a strong motivation for scientist and researchers to continuously provide innovative methodologies and designs.

The management of the pipeline and time to market are areas that contribute significantly to output. Therefore, improvement in these areas are critical to the evolving industry.

Continuous research by computer scientist, can provides the solutions assist in improved processes and improve efficiencies.



Microalgae Nursery -Lab scale



2D sketch of Krita Mascot