CEG-776
Advanced Computer Graphics

Programming Assignment 3 May 6, 2004

In this assignment we will learn how to animate a walk. Create a model of the human body. The model, as the minimum, should have the joints in the lower body. Create a number of key frames in a walking cycle and then generate sufficient in-betweens from the key frames to create a walking animation.

As the minimum, the walker should take a few steps. Make an endless animation where the walker enter the view volume from one side and exists from another side repeatedly. Pressing 'p' on the keyboard should pause the program, pressing 's' should make the walk slower, pressing 'f' should make the walk faster, and pressing 'q' should stop the program. (15 points)

Turn in your program either electronically or on a PC disk. If turning in on a PC disk, include both the source code and the executable. Make sure your program runs under Windows OS and Visual C/C++. If turning in your program electronically, make sure your program compiles and runs under *gandalf*. To turn in, login to machine *gandalf* and go to the directory where your program is. Then enter

1. *cp ~ceg776ta/turnin-proj3 turnin-proj3*
2. *turnin-proj3 progname.c*

Due May 18, 2004, 6:00 PM