

Project Summary

In our project, we're implementing animation with temporal keyframing using Blender, Open Asset Import Library ([assimp](#)), [nanogui library](#), OpenGL, and CMake. We've modeled a 3D bear character, and given a few keyframe poses, our project will be able to interpolate the intermediate poses to create a smooth animation of the bear moving around.

Current Progress: Blender

- Modeling: followed ramp-up tutorials with basics on 3D modeling in Blender, built our program's 3D bear character
- Rigging: followed tutorials to rig bear by adding armature structure
- Keyframing: Adjusted bones to create different intermediate poses, saved keyframes in file

Walking Animation Keyframes in Blender



Current Progress: Building & Rendering

- Set up build with CMake with assimp, nanogui libraries
- Render FBX file from Blender, display in pop-up window with OpenGL
- Began retrieving specific keyframes to animate

