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HW4 – Skinning


Part 1: Skeletal Animation

The assignment description is very detailed for the skeletal animation and it tells you exactly what you need to do, a for loop to calculate the p_globals for the number of joints. The calculation of the p_globals is also clearly stated in the assignment. At first I had my forloop starting at zero and calculation all of the p_globals but it didn't work. I realized that I needed to get the root node first then loop. For root node the following is calculated first,    p_global[0] = p_offset[0] * p_local[0];

Part 2: Skinning

Again, the assignment description is very detailed and goes step by step of what needs to be calculated in order for the skinning to work properly. Also in lecture, professor Kavan said to use the Vector4F for the conversions. It was clear to use the toHomog and FromHomog functions to calculate the final results. After using the given formulas in the assignment and the functions and doing what was discussed in class, I got it working. See screenshots below.