Name: Aryavrat Gupta
JHED ID: agupt110
Compiler / Environment / Platform Used: GCC, macOS, Visual Studio Code (VS Code)
Number of late days used: 0

Fully Implemented:
1. Interpolation::Sample (All interpolations)
2. EulerRotationParameter::operator()
3. Matrix::closestRotation
4. QuaternionRotationParameter::operator()
5. Matrix::Exp

Partially Implemented:
1. N/A
Left Un-implemented:
1. Everthing else

Note: I don't know why the colors were acting weird in the animation. The interpolations seemed to work, but the colors kept "oscillating" even though I tried using the corrected code provided.

Art Contest:

.ray and .key files:

Path to .ray file: Assignments/Dynamic3D/**art.ray**

Path to .key file: Assignments/Dynamic3D/**art.key**

I attempted to animate a bouncing ball, but I probably got the syntax wrong which gave me this error. [EXCEPTION] scene.cpp (Line 263) operator>> Failed to parse material I was finding it hard to debug. I used the total sample data from Dynamic3D/act/test.key for art.key, but couldn't made sense of the syntax. I tried ☺.

Videos:

Some videos in the /agupt110_HTML folder which show the oscillating colors. Although it wasn't intended, it still looks cool.

Image:

Some images in the /agupt110_HTML folder (artimage.jpg and artimage2.jpg) show the interesting colors that give life to the articulated humanoid figure.