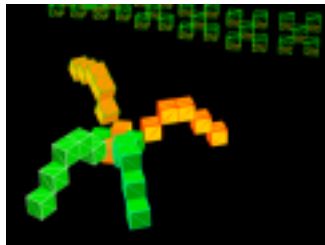


# WebGL Spider



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# Chapter 1

## The Why

[...] people don't  
buy what you do.  
people buy why  
you do it!

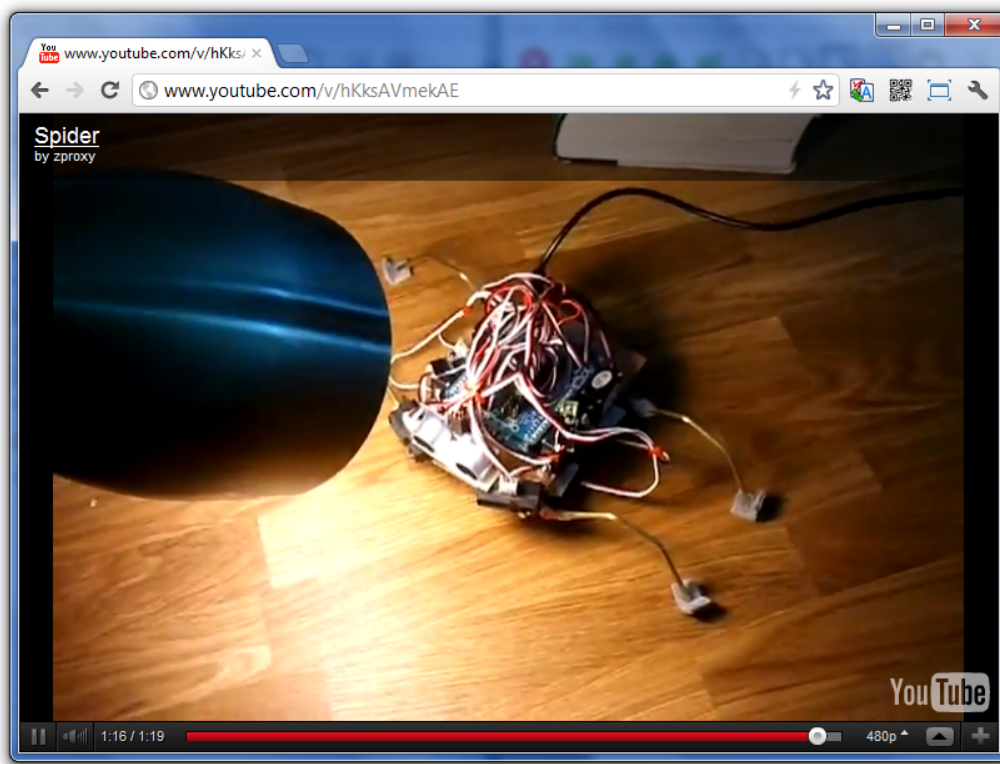


Figure 1.1: Physical Spider To Be Programmed

## 1.1 Intro

In 2011 I took a course. It was the **Advanced Topics in Biomechanics** course by **Adriano Cavalcanti, Ph.D.** During this course we had to come up with various 3D visualizations of different models. I chose to do that within WebGL. As a final task we had to come up with a mechanic spider. My part was to make it move. I had never programmed a robot before.

I was given a piece of hardware which had a few sensors and four legs.

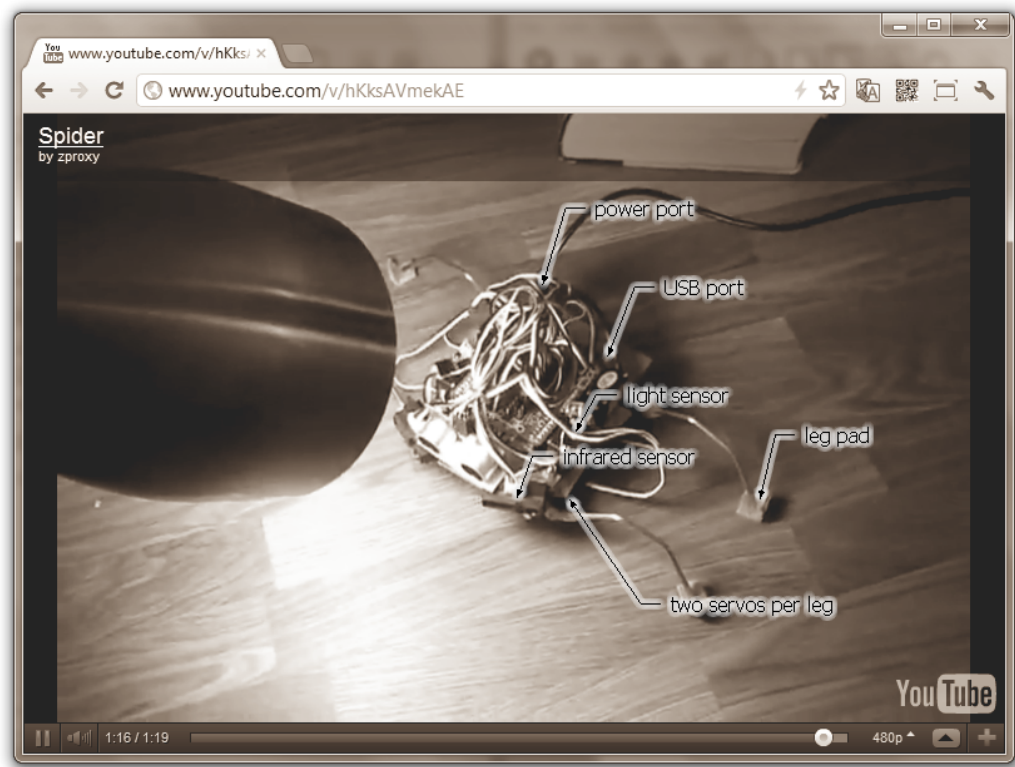


Figure 1.2: What can we see on the spider

## 1.2 Goal

For every project to be succesful a goal needs to be set.



## Chapter 2

# The What - Create a WebGL Spider

### 2.1 3D Visualization

In this chapter we shall have a look at how to build on this example on your machine.

!!! For those of you who are new to JSC please refer to the next section to install it.

### 2.2 Arduino

For details contact.

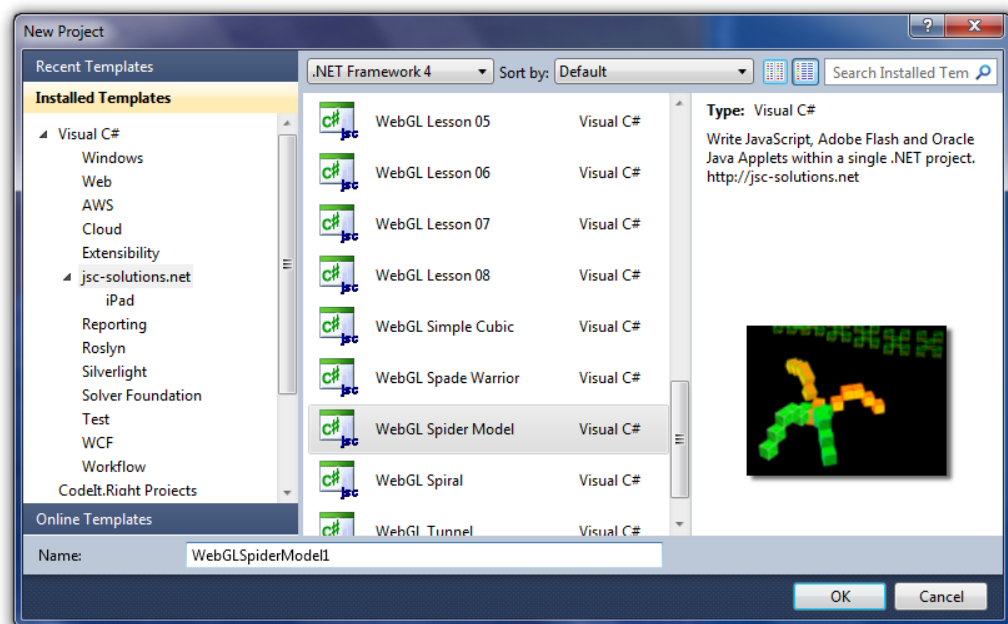


Figure 2.1: Visual Studio Web Developer Express - New Project

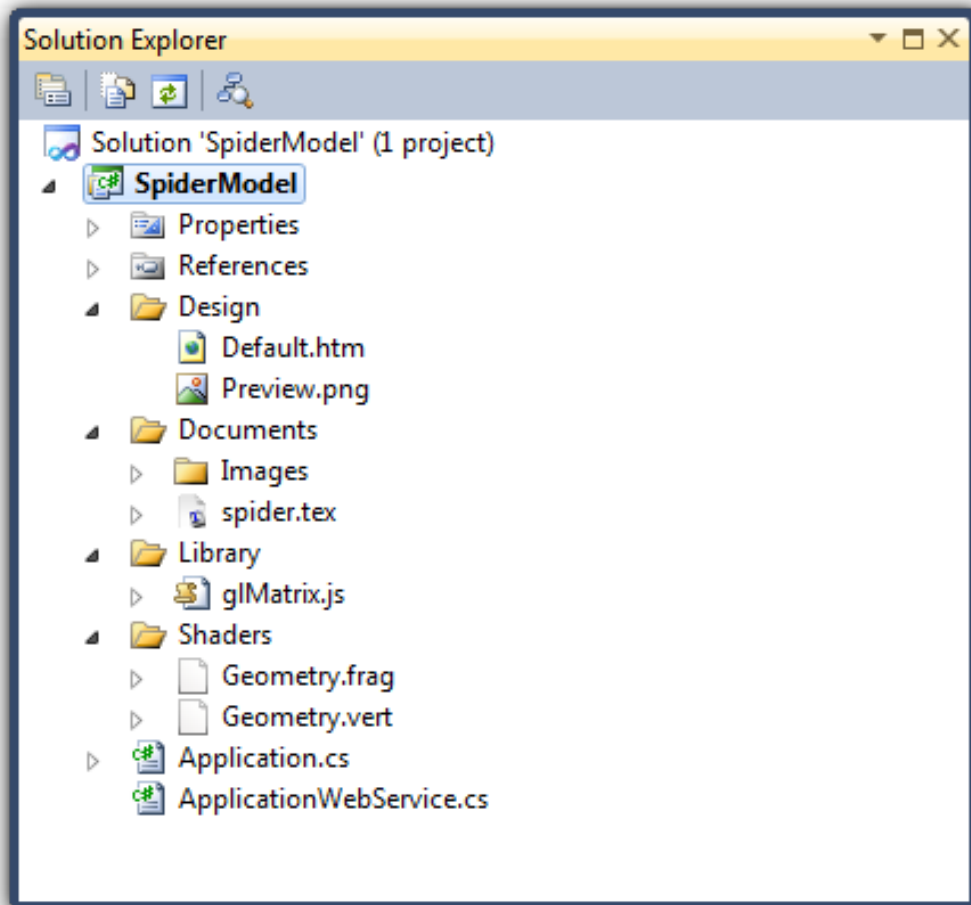


Figure 2.2: Solution Explorer



Figure 2.3: Program 23

## Chapter 3

# The How - Install JSC

get jsc

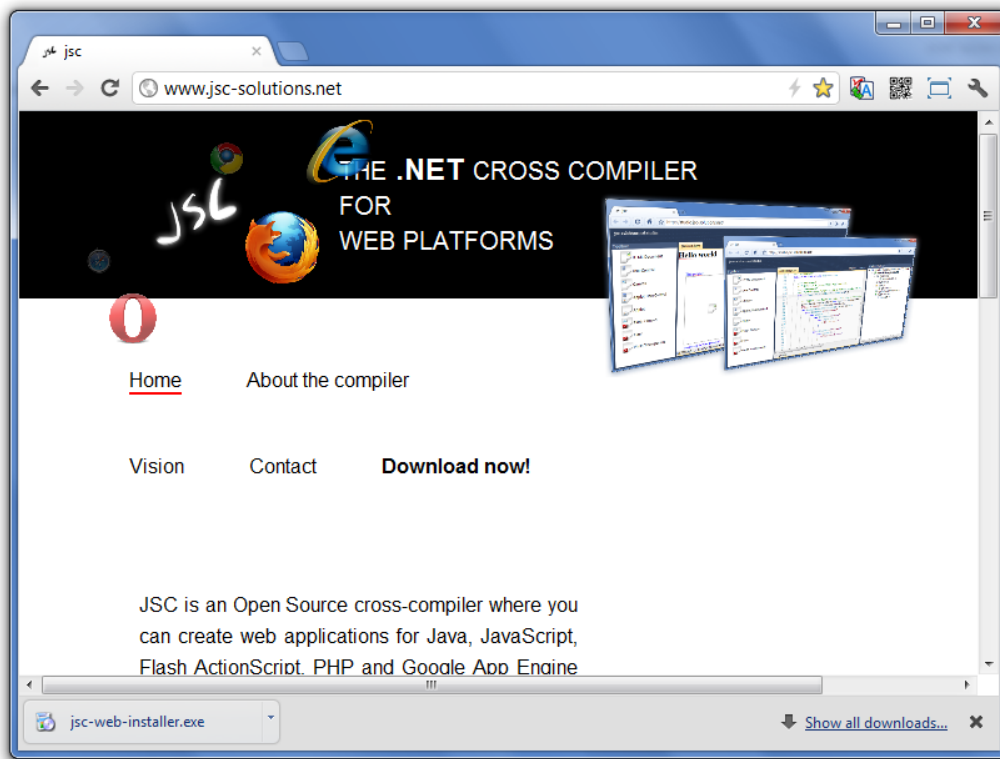


Figure 3.1: Download JSC at <http://download.jsc-solutions.net>



## Chapter 4

## References

Source Video Installer Website Blog