Grafika Komputer | Proyek 1

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Detail Laporan
Tema
Model
Animasi
Implementasi code
Detail pembagian tugas

Tema
Angry Bird

Model
1. **Karakter**
   - Mathilda
   - Blue
   - Pig
2. **Environment**
   - Dirt
   - Slingshot
   - Explosion
   - Stone
   - Log
   - Bush
   - Tree
   - Base

Penjelasan Model
Karakter
1. **Mathilda**
   Beak menggunakan half sphere dan modified elliptic paraboloid
   Eyeball menggunakan sphere
   Iris menggunakan sphere
   Eyelid menggunakan modified elliptic paraboloid
   Kepala menggunakan elliptic paraboloid
   Body menggunakan half sphere
   Feather menggunakan pipe
   Tail menggunakan pipe
   Eyebrow menggunakan parallelogram
   Cheek menggunakan sphere
2. **Blue**
   Beak menggunakan modifes ellipsoid

Eyeball menggunakan sphere
Iris menggunakan sphere
Feather menggunakan pipe
Tail menggunakan box
Body menggunakan Sphere
Eye Socket menggunakan modified ellipsoid

3. **Pig**
Eyebrow menggunakan BSpline curve
Ear menggunakan half ellipsoid
Nose menggunakan ellipsoid dan circle
Eyeball menggunakan sphere
Iris menggunakan sphere

Environment
Box
1. Glass
2. Log
3. Tree Stem
4. Stone
5. Dirt
6. Slingshot handle
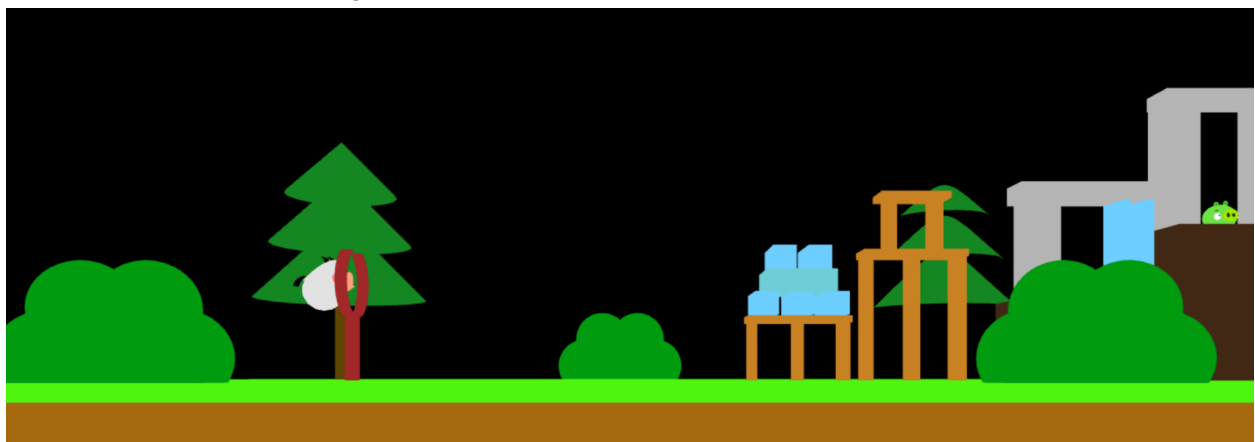7. Base

Sphere
1. Explosion
2. Bush

Cone
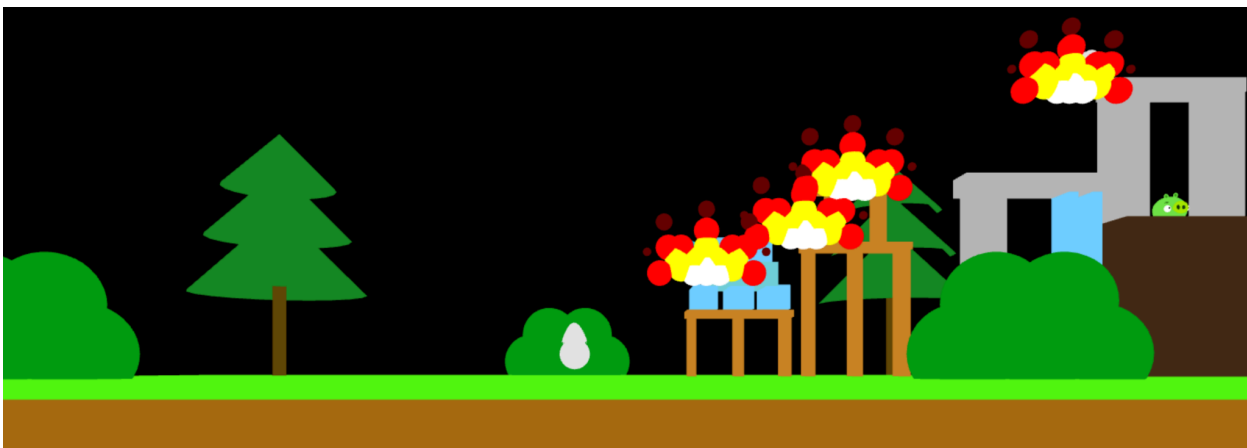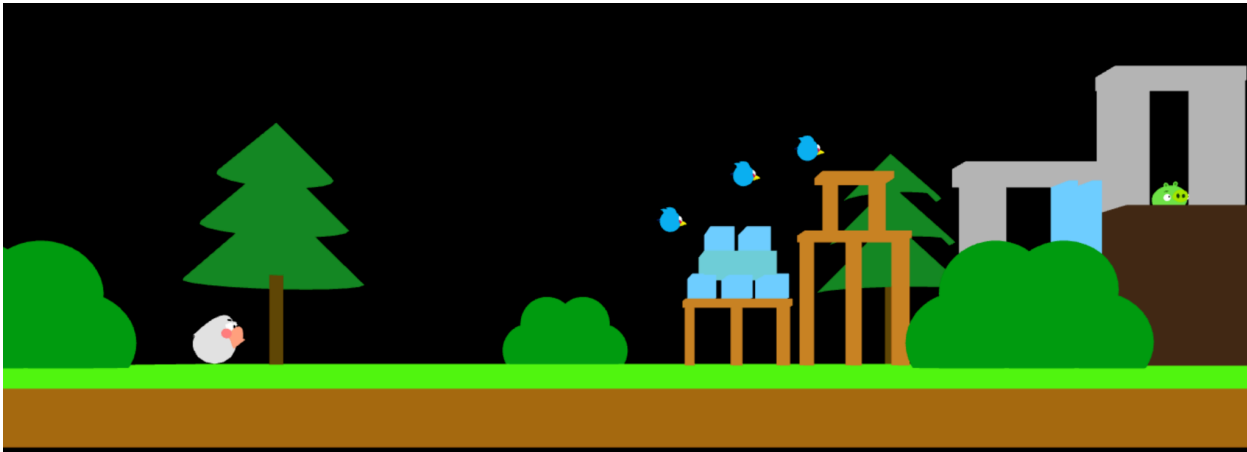1. Tree

Pipe
1. Slingshot fork

Animasi
Prepared attack from slingshot
1. **Use rotate arbitrary axis**

Launch attack

1. Use BSpline curve for parabolic movement
2. Use scaling (blue split itself into 3 blues with smaller body, and mathilda throw an egg wich similar to its body but smaller)
3. Use translation for moving within the parabolic path and for the explosion

Bouncing

1. Use translation

Body roll

1. Use rotation
2. Use BSpline curve to make the path
3. Use translation to walk along the path
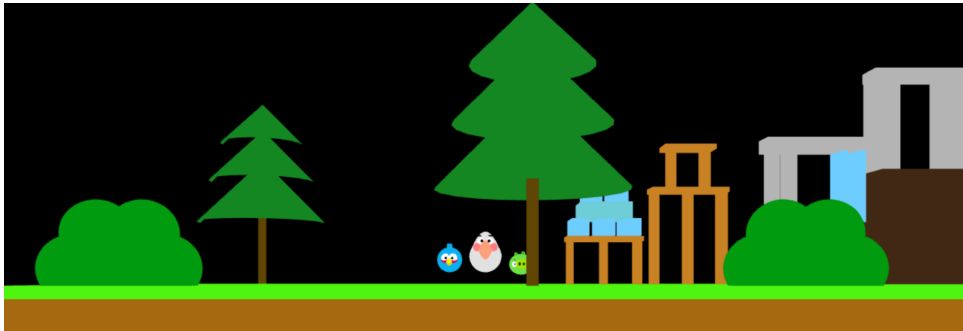
Beak Movement

1. Use rotation

Eye Movement

1. Use translation (look left and right)

Idle and camera control

1. Use rotation
2. Use scaling

3. Use translation

Falling down animation
1. Use rotation
2. Use downward translation

Implementasi Code
[Clesssss/Angry-Bird (github.com)](github.com)

Detail Pembagian Tugas
Richard
Membuat model pig
Finishing
Gathering model
Animation (falling, rotation, translation, scaling)
Cleaning up code
Steve
Environment
Membuat model mathilda
Animation (rotation arbitrary, rotation, translation, BSpline, scaling)
Membuat laporan
Membuat efek
Kiko
Environment
Membuat model blue
Animation (rotation arbitrary, rotation, translation, BSpline, scaling, beak movements)
Mengedit video
Membuat efek
Membuat kontrol kamera dan model