Report For Programming Project #5: Simulating a Body in a Physics Engine

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**Part 1:** For this project I designed a jumping worm body with 6 boxes and 4 joints. [Link to nonmoving body being thrown around](file:///C:\Users\suvarna1\Documents\2024\ECE497\P5\Nonmoving.MOV). I thought this would be interesting to make work as a starting project.

A black and white rectangles

Description automatically generated

Extended Worm body

A blue rectangular object with a black background

Description automatically generated

URDF Model of Stretched Worm Body

**Part 2:** For this next part of the project I decided

A line of black lines with red arrows

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Signals For Turning Joints

A black line drawing of a square object

Description automatically generated

Scrunched Worm body

A blue snake made out of cubes

Description automatically generated

URDF Model of Scrunched Worm Body