

CSCI 520, Assignment 2

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1. IK

Implemented IK using WebGL, Jacobi Algorithm.

extra:

Random length of bones

2. Blooby outlines

Implemented Blobbies, marching algorithm has been realized, yeah !!!!

Currently I use $\text{Math.floor}(f(x,y)) \geq 1$? To render outlines.... (23:00 04.18.2018)

Currently I got it!

1st, store $F(x, y)$ in array for every pixel point.

2nd, use $F \geq 1$? 1: 0 to calculate cell value from 0-15

3rd, use cell value to decide how to draw line in a cell.

4th, bingo! Blooby outlines!