

**LAPORAN UTS
GRAFIKA KOMPUTER
KELOMPOK 5**



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Tema: Pokemon

Object:

- Pichu - Kevin Gunawan
- Squirtle - Andreas Harry
- Psyduck - Jeffry Hermawan

Psyduck Object :



Psyduck object:

1. Sphere (kepala, mata, badan)
2. Elipsoid (paruh/mulut)
3. Tabung (tangan dan kaki)
4. Cone (ekor)

5. Curve (rambut)

Animasi Object Psyduck :

1. Scaling (berkedip)
2. Rotate (melambatkan tangan)
3. Jumping (translate)
4. Jalan maju mundur (combination transformation)
5. Jalan memutari sumbu Y (arbitrary rotation Y axis)

Squirtle Object:



1. Sphere(badan,tangan,mata,hidung)
2. Half Sphere(mouth)
3. Tabung(kaki)
4. Persegi yang digabung(tail)

Pichu Object :



1. Sphere = Kepala, Mata, Hidung, Pipi
2. Elipse = Kaki, Tangan
3. Tabung = Badan
4. Segitiga = Dasi, Telinga

Object Environment:

1. Tabung (batang pohon)
2. Sphere (matahari dan daun pohon)
3. Cone (gunung)
4. Sphere(rumput)