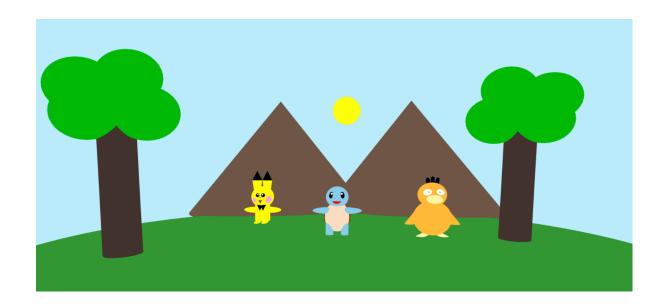
LAPORAN UTS GRAFIKA KOMPUTER KELOMPOK 5



ANDREAS HARRY PITANA - C14220041 JEFFRY HERMAWAN - C14220139 KEVIN GUNAWAN - C14220336



Tema: Pokemon

Object:

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

Psyduck Object:



Psyduck object:

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



5. Curve (rambut)

Animasi Object Psyduck:

- 1. Scaling (berkedip)
- 2. Rotate (melambaikan 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)