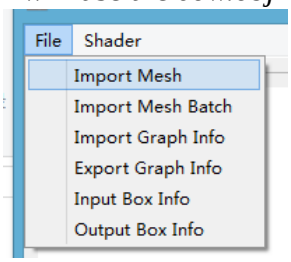
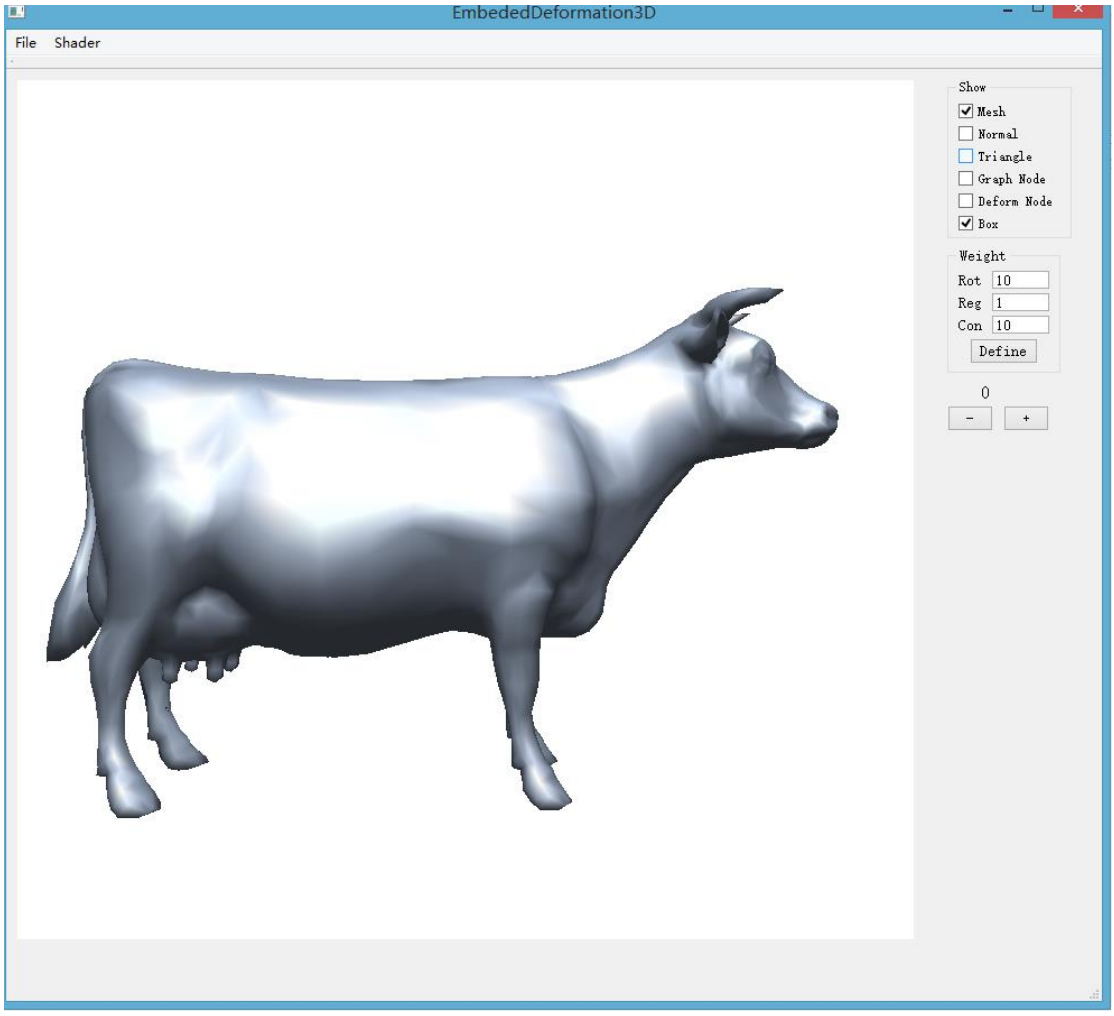
Operation Instruction

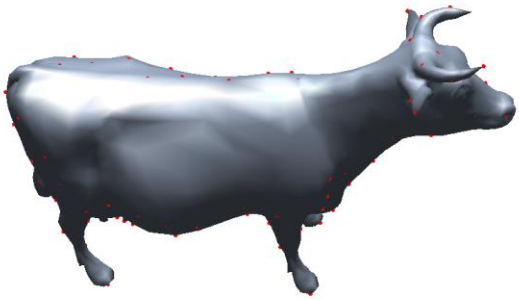
By Yuke Zhu

1. Open mesh file, and I have provided some meshes.
   I will use the *cow.obj* for example.



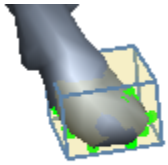


2. In this window, for observing mesh, we use left mouse button to rotate model, right mouse button to translate, and mouse wheel to scale.
3. Press ‘G’ to generate graph nodes.

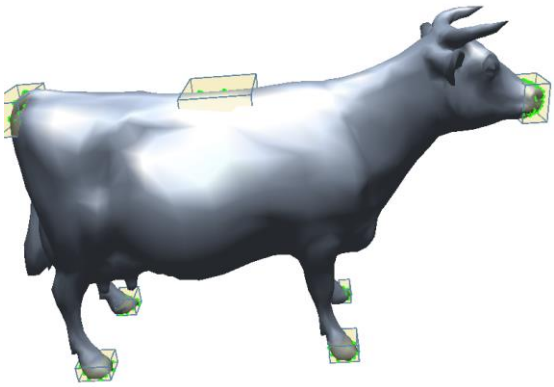


4. Then we can use ‘Q’+ mouse button to select the vertices to be translated; if you select redundant vertices, you can use ‘W’+ mouse button to cancel select.Now we have selected some vertices in the cow’s hoof.

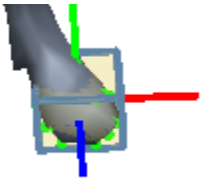
5. Press ‘B’ to generate bounding box including all vertices you selected.



6. We select some vertices to fix other parts of this model.



7. Press ‘O’ to do some preprocessing work. (If you add new bounding box, you must do this step before deformation)
8. Press ‘A’ to select the bounding box you want to translate. We bounding box you select will show its axis. Now we select the bounding box near to hoof.



9. Select the axis direction you want to move to. Press ‘X’,’Y’ or ‘Z’ to define the axis.
10. Press ‘V’ and left mouse button to drag the bounding box you selected along to the axis’s direction, and the deformation process will work to get a good solution for your drag. The following picture is the deformation result, and we can see that the cow lift its one hoof. :P