

Computer Graphics hw1

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1 Recommended Environment

- Linux
- Graphic card supports GLSL ≥ 3.3
- OpenGL ≥ 3.0
- C++ $\geq 6.3.1$
- CMake $\geq 3.7.2$

2 Execution

1. `mkdir build` (At root directory, where `CMakeLists.txt` is contained)
2. `cd build`
3. `cmake ..`
4. `make`
5. `cd ../hw1/` (Directory should be correct, since it loads `obj` and shader files in relative path)
6. `./hw1`

3 Controls

- Mouse move to alter camera direction
- Arrow keys to move camera position
- ESC to exit

4 Description

This bird has hierarchical model consists of 4 levels: body, upper arm, lower arm, and hand. Upper arms flaps the whole wing with rotation around x axis. Lower arms moves forwards and backwards. Hands also moves forwards and backwards, but in opposite direction of lower arms, maintaining the overall angle.