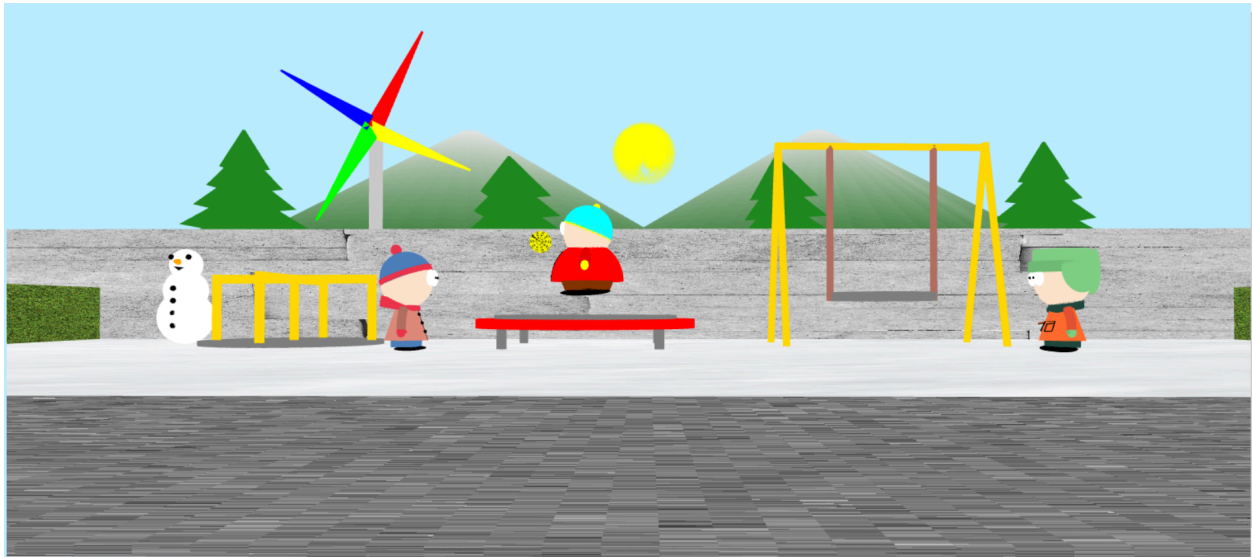


Steven Harsono - C14220053
Matthew Benedict - C14220065
Jose Andreas Wiyatno - C14220135



Object 1 (Stan Marsh - Steven Harsono)

Object yang digunakan:

1. Half sphere (Topi)
2. Sphere (Buttons, Puffball, Sweater)
3. Ellipsoid (Mata)
4. Tube (Shirtline, arm, leg, hand, badan)



Object 2 (Eric Cartman - Matthew Benedict)

Object yang digunakan:

1. Half sphere (Topi, badan)
2. Sphere (Buttons, Puffball, Sweater)
3. Ellipsoid (Mata)
4. Tube (Shirtline, arm, leg, hand)
5. Tetrahedon (Mouth)



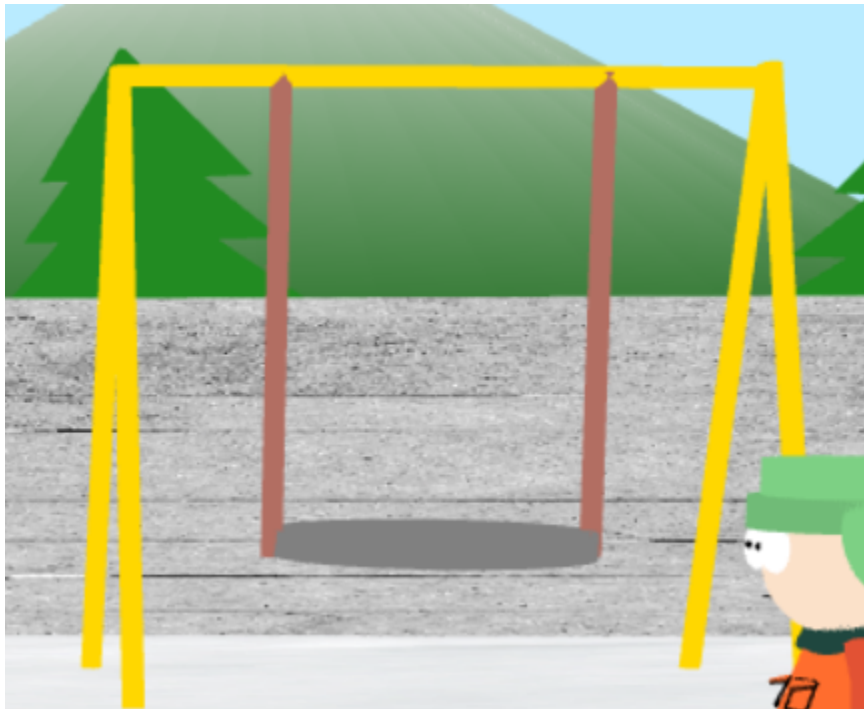
Object 3 (Kyle Broflovski - Jose Andreas)

Object yang digunakan:

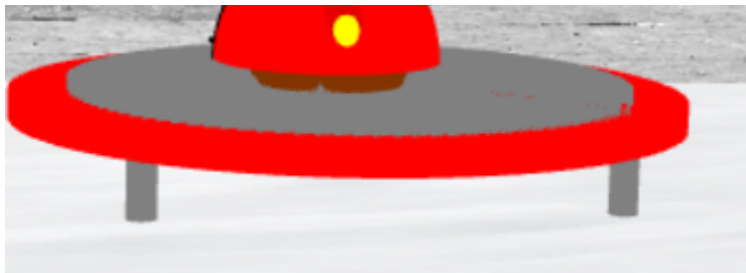
1. Half sphere (Topi)
2. Sphere (Buttons, Puffball, Sweater)
3. Ellipsoid (Mata)
4. Tube (Shirtline, arm, leg, hand, badan)
5. Triangle Prism (Pocket)

Environment:

Swing:



Trampoline:



Eric cartman bergerak melompati trampoline dalam sumbu z dan x

Merry go Around:



Pohon, gunung dan Matahari:

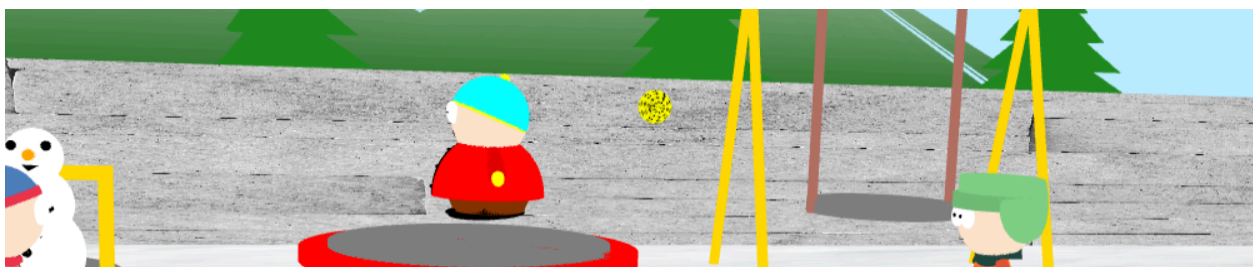


Matahari turun ke atas dan ke bawah melalui z translation dan sun scaling kecil ke besar kemudian besar ke kecil. Pohon scaling kecil ke besar dan besar ke kecil

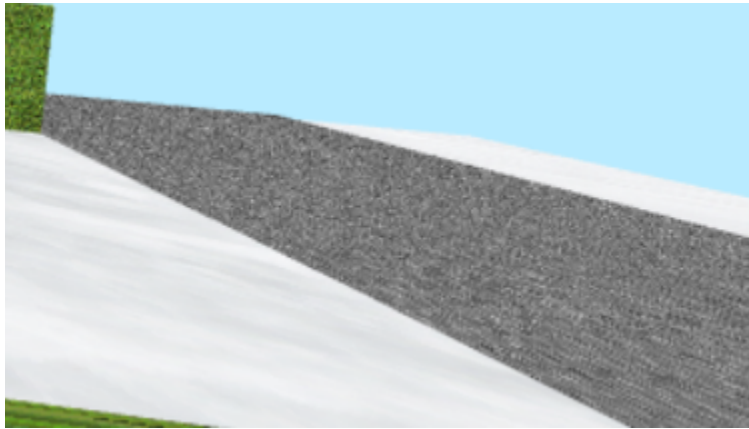
Bush:



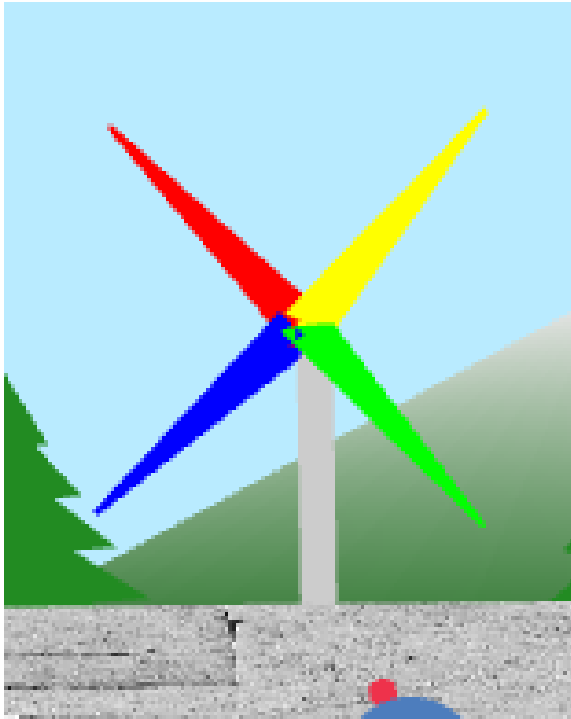
Wall:



Road



Fan/Kincir



Animation : masing-masing fan/kincir Rotatasi Sumbu Z terhadap pole

Snowman



Animasi: Snowman bergerak memutar merry go around, rotasi arbitrary axis terhadap sumbu y

Bola:



Bola bergerak di sumbu z dengan gerakan bezier curve