Realtime Inverse Kinematics in C++

MCOMP Games Engineering

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Abstract

This dissertation looks at inverse kinematics and its applications within animation in video games. It will monitor the efficiency of the implementation and compare it to pre-existing alternatives, drawing conclusions based on the resulting data.

This project was undertaken to understand existing inverse kinematic algorithms and build upon them to create a more realistic implementation of characters standing on steep inclines and stairs.

Declaration

“I declare that this dissertation represents my work, except where otherwise stated.”

Acknowledgements

The codebase this project was built from was created by Dr Rich Davison and includes further adaptations by fellow students on the MCOMP Games Engineering course other than myself. I would also like to thank Dr Rich Davison and Dr Gary Ushaw for providing guidance throughout the project.

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# Bibliography

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