Movement planning in Robotics and Graphical Animation

Julien Carpentier

Class notes by Antoine Groudiev



Contents

1	Introduction	2
2	Position and Orientation	2
3	Direct Cinematic	2
4	Invert Cinematic	2
5	Reinforcement Learning	2
6	Locomotion	2

- 1 Introduction
- 2 Position and Orientation
- 3 Direct Cinematic
- 4 Invert Cinematic
- 5 Reinforcement Learning
- 6 Locomotion