

Final Assessment Research Project

Team Members

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Loaded objects

we used 4 objects, Ball ,Football goal, dumbbell and Bench

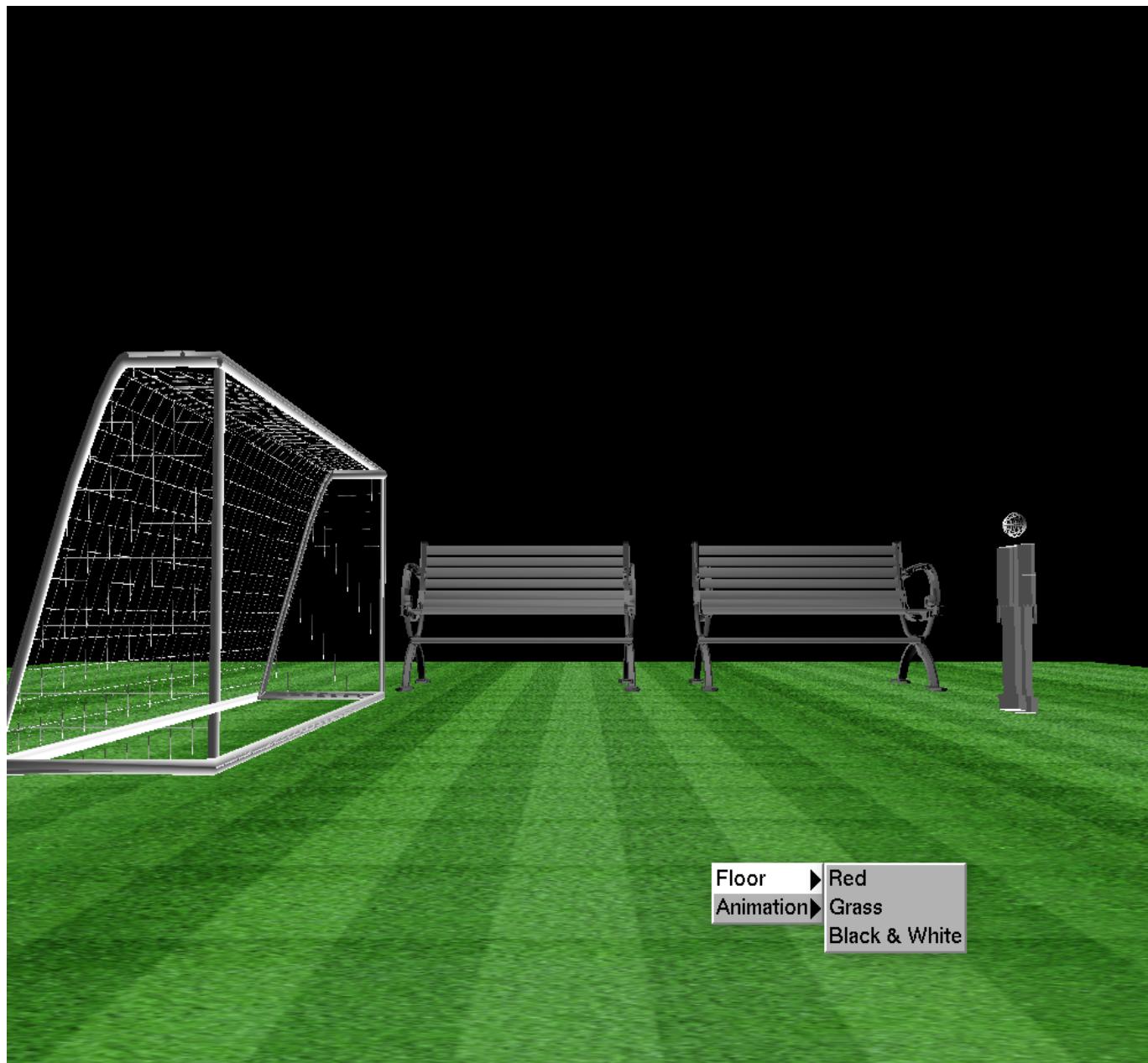
Results

- Drop menu

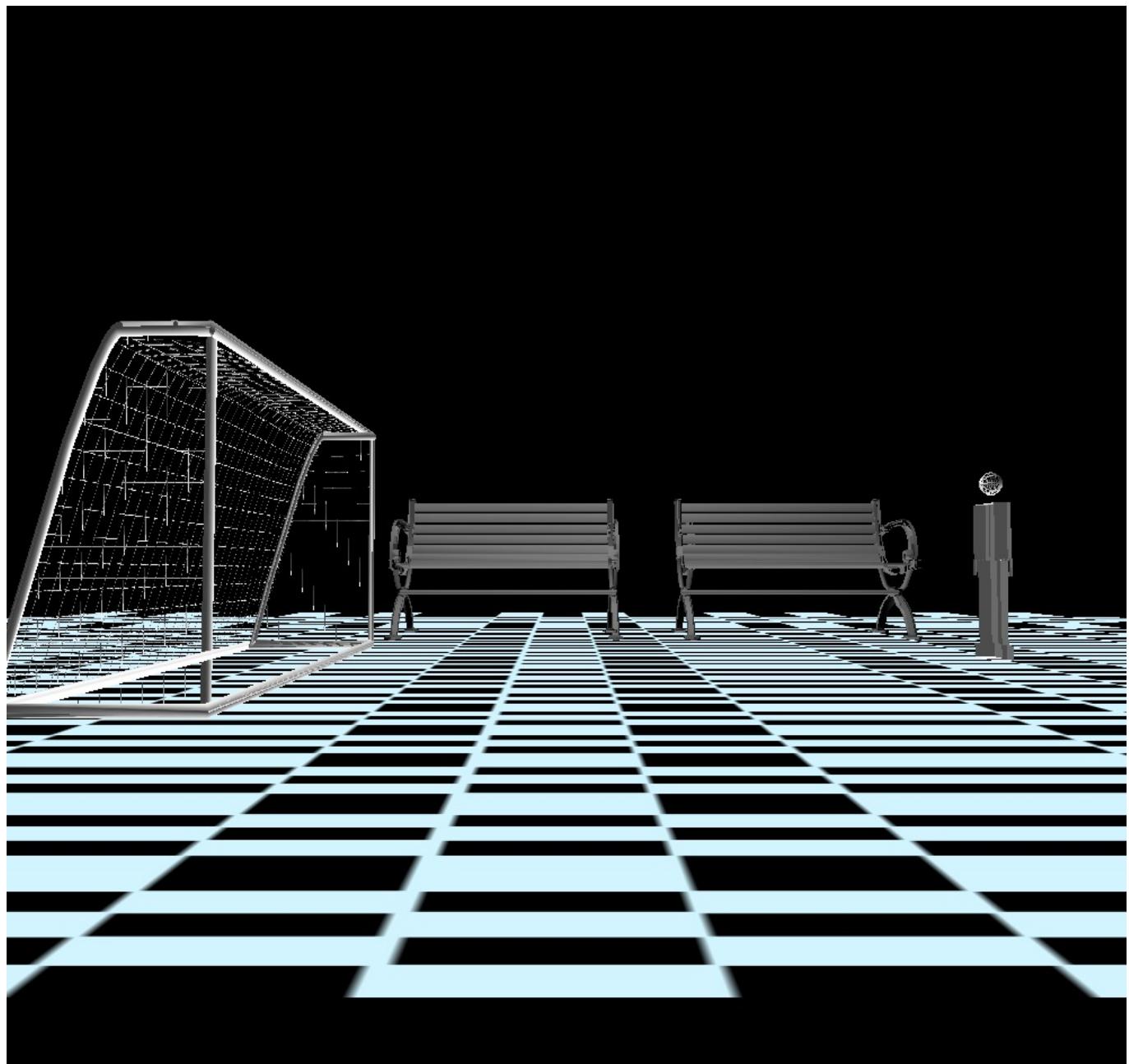
Here we made two submenu, One to choose the texture mapping acting on the floor and the other to choose the animation you want to display



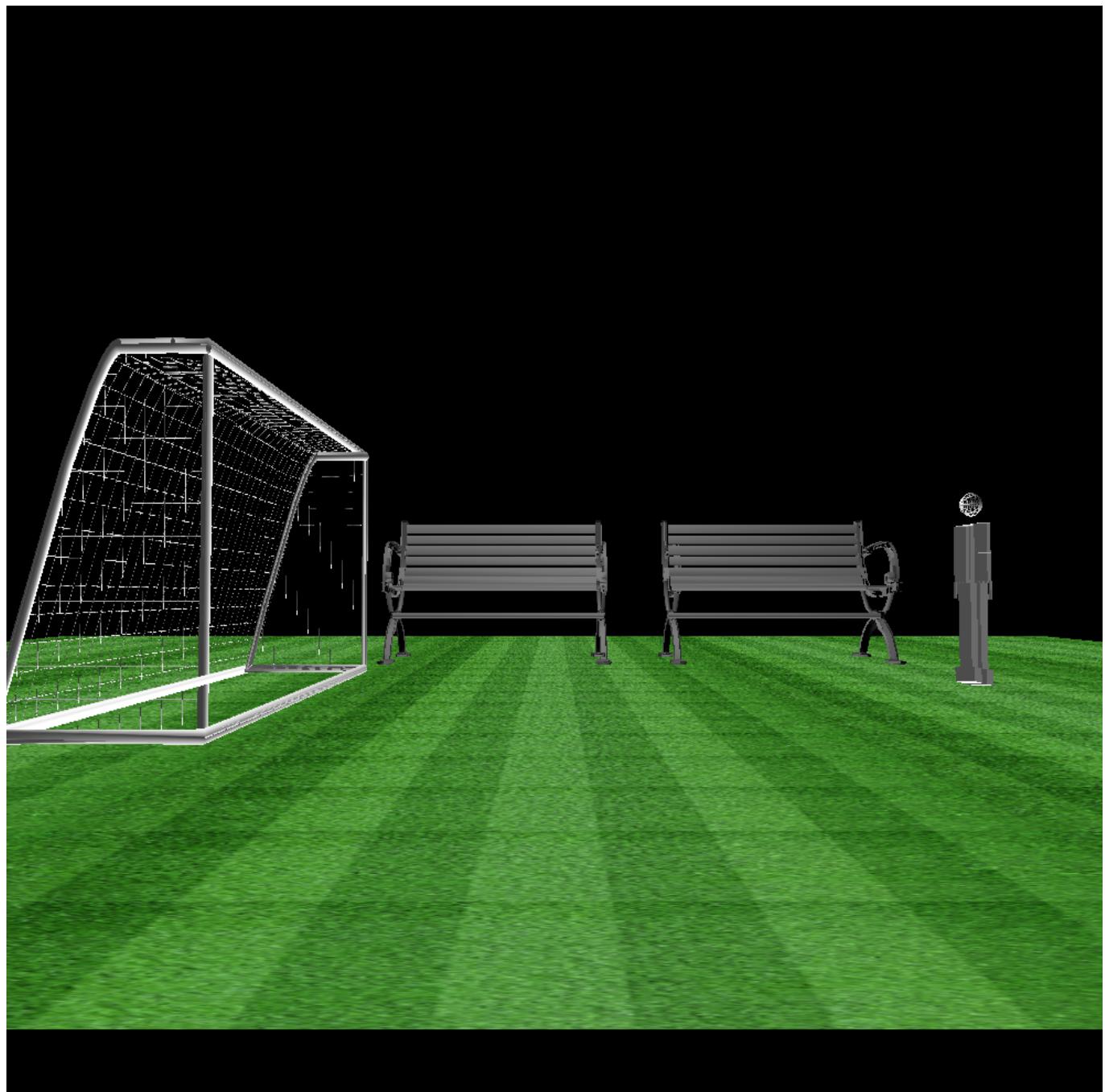
- Texture Mapping options.



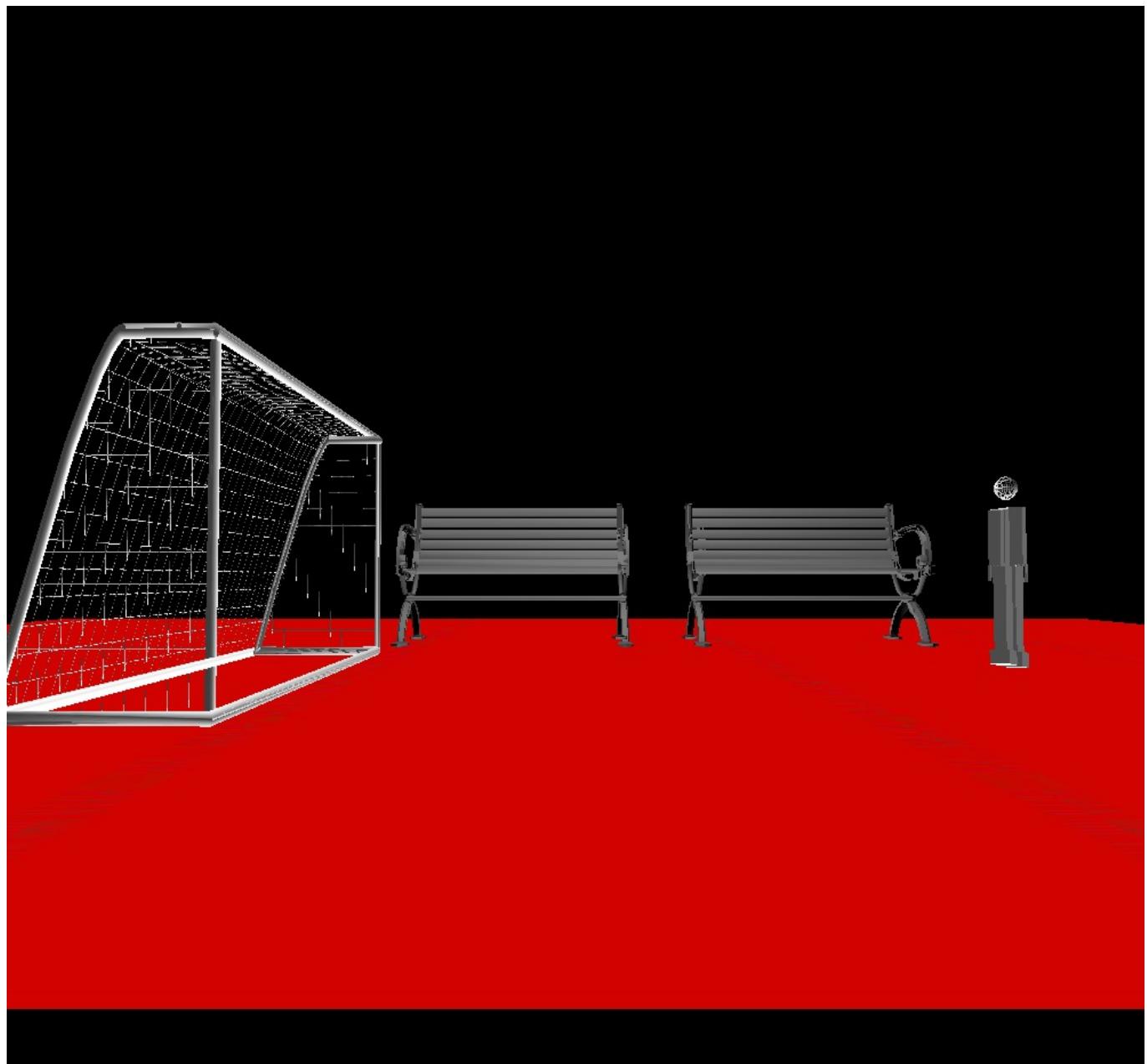
1- This is when we choose Black & White



2- This is when we choose Grass



3- This is when we choose Red



- Animations

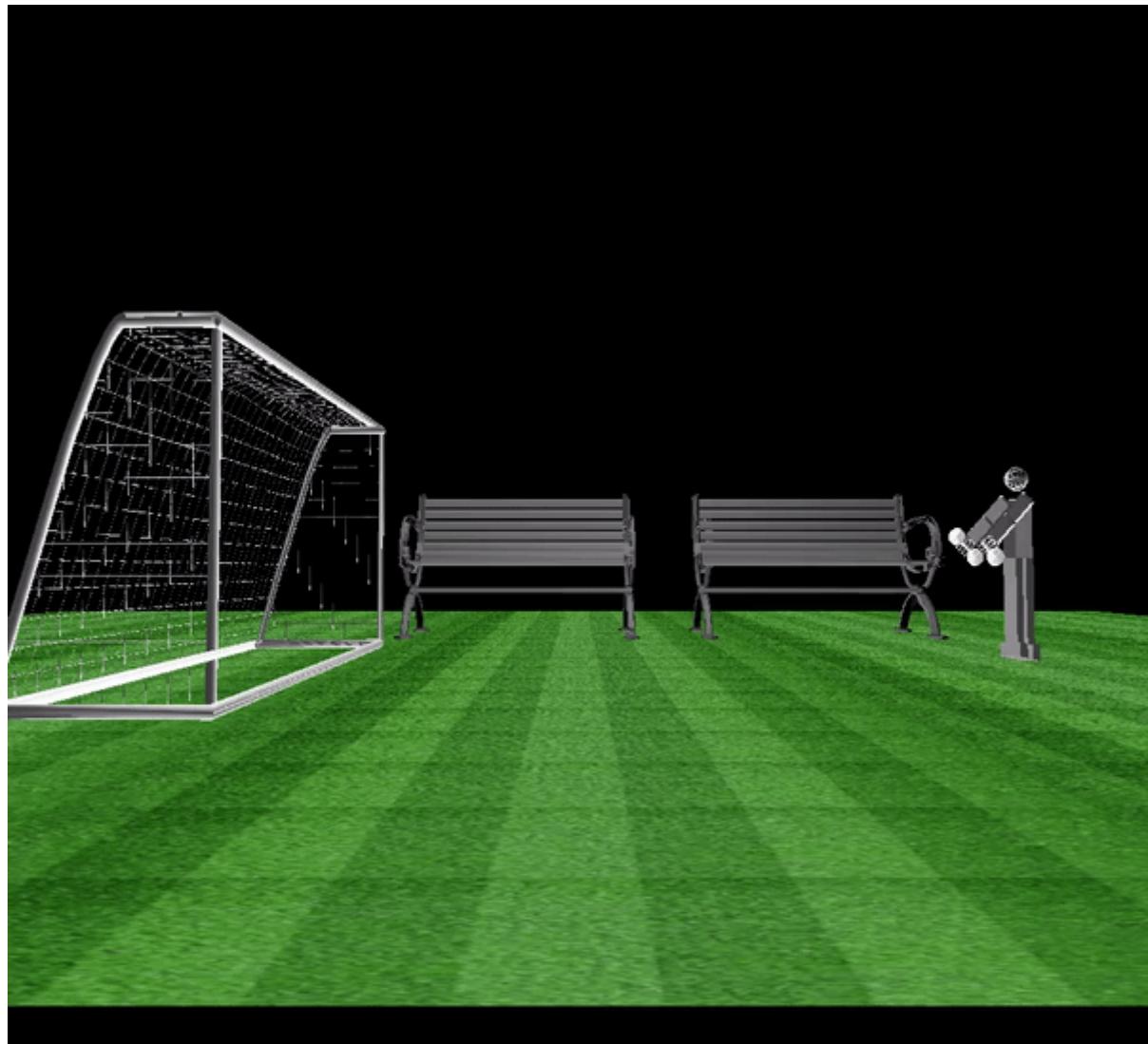
**1- Kick the ball**



3- Walking

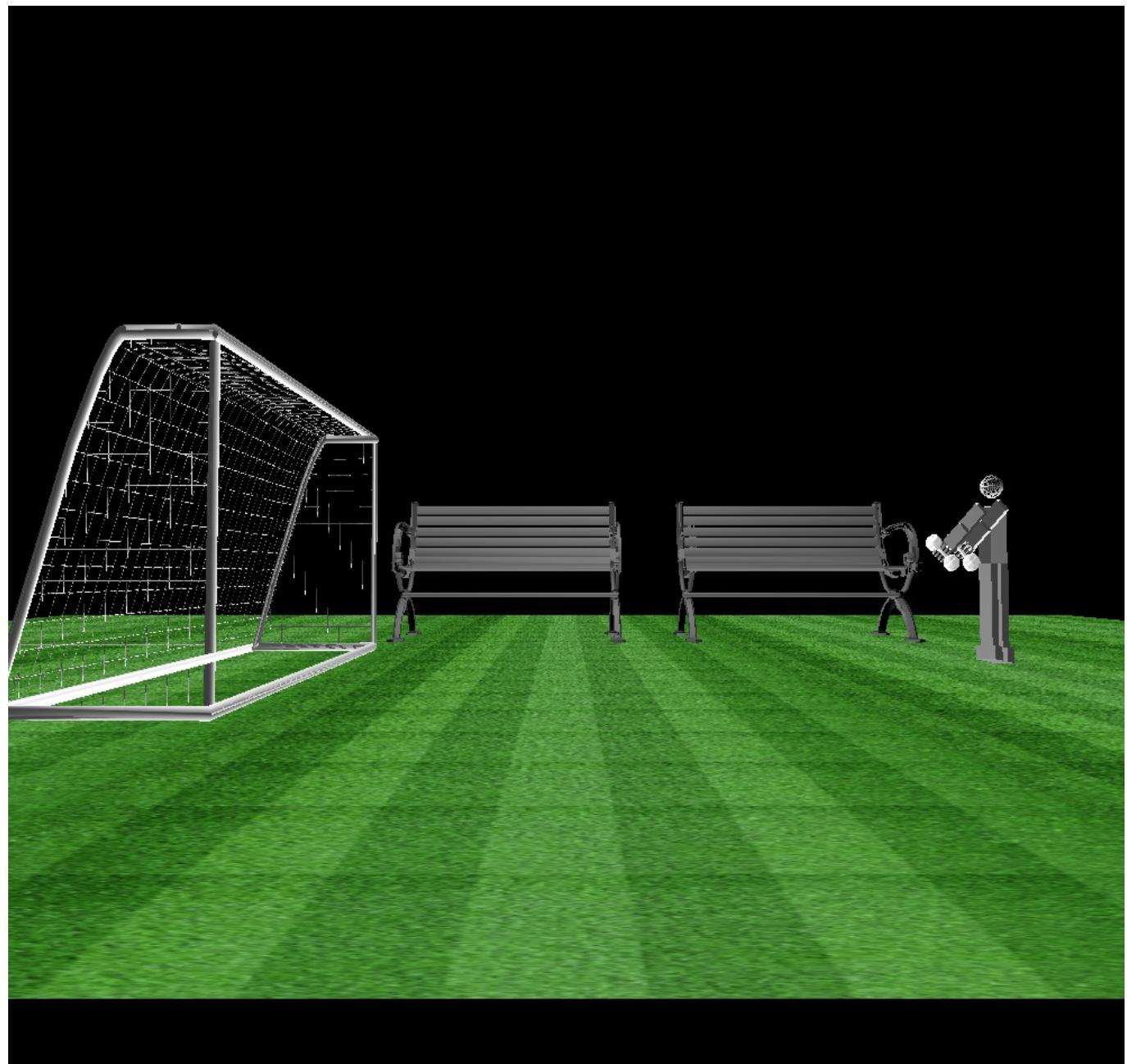


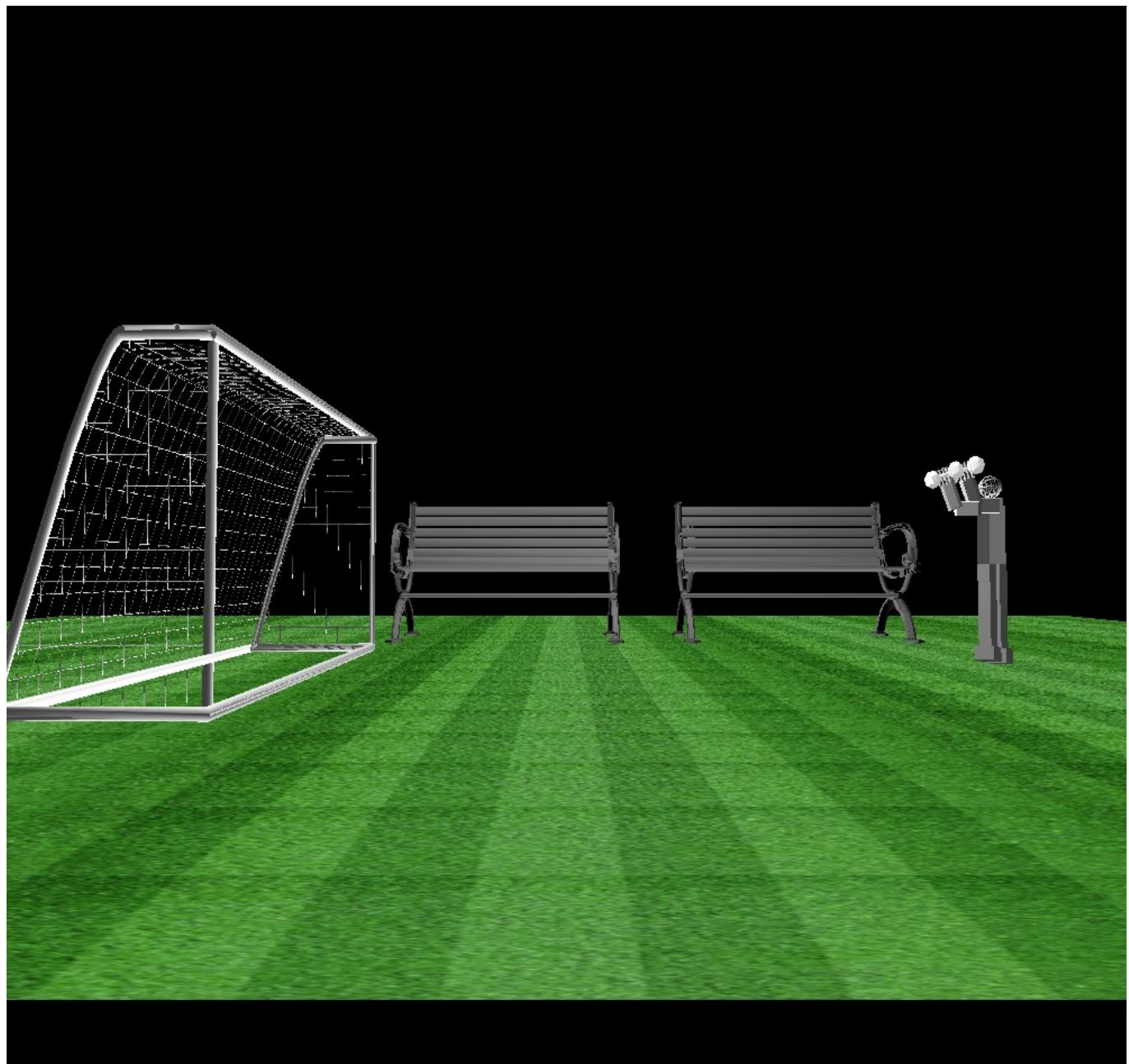
2- Move dumpple



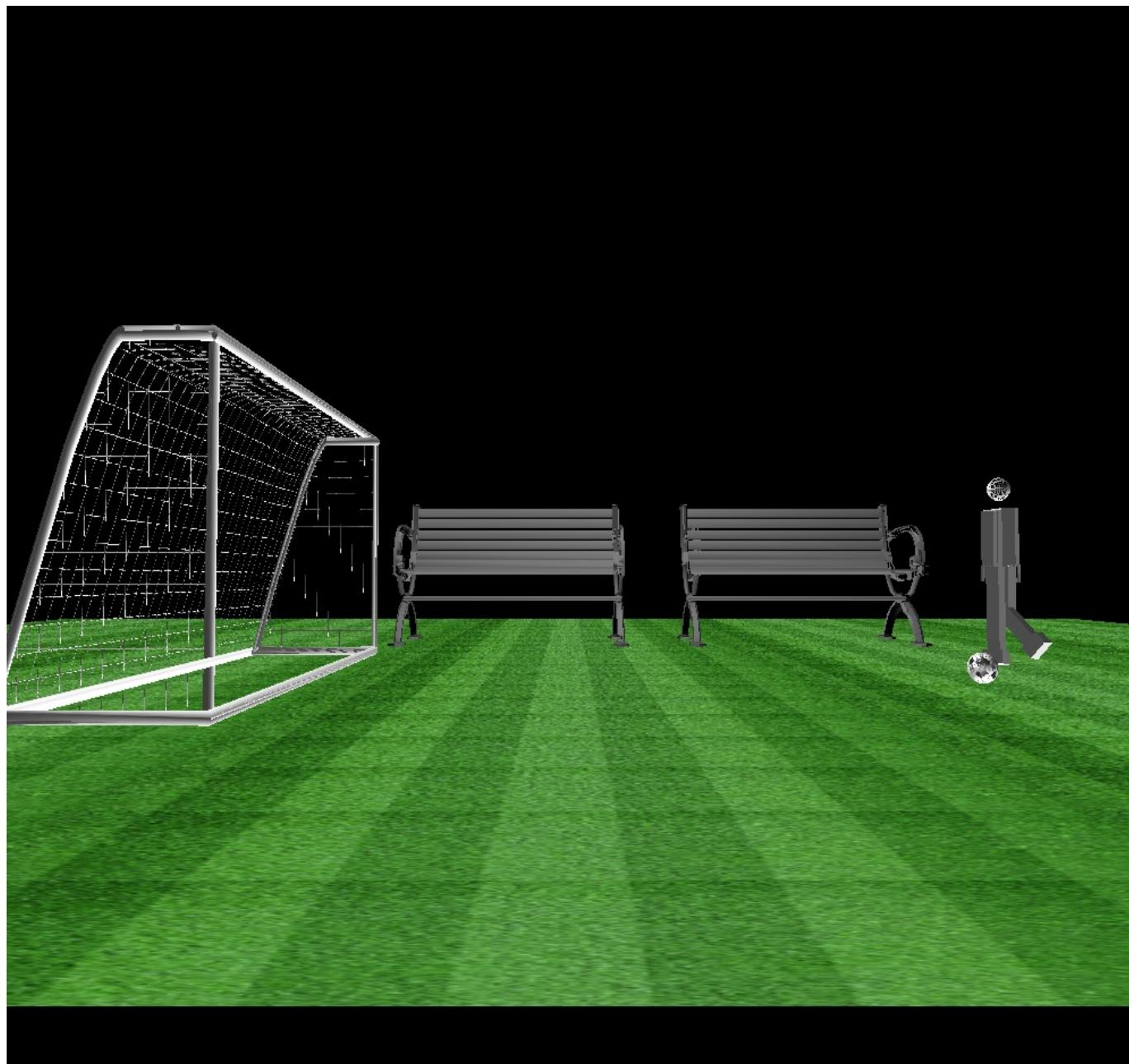
- Motions

1- Move dumbbell





2- Kick the ball

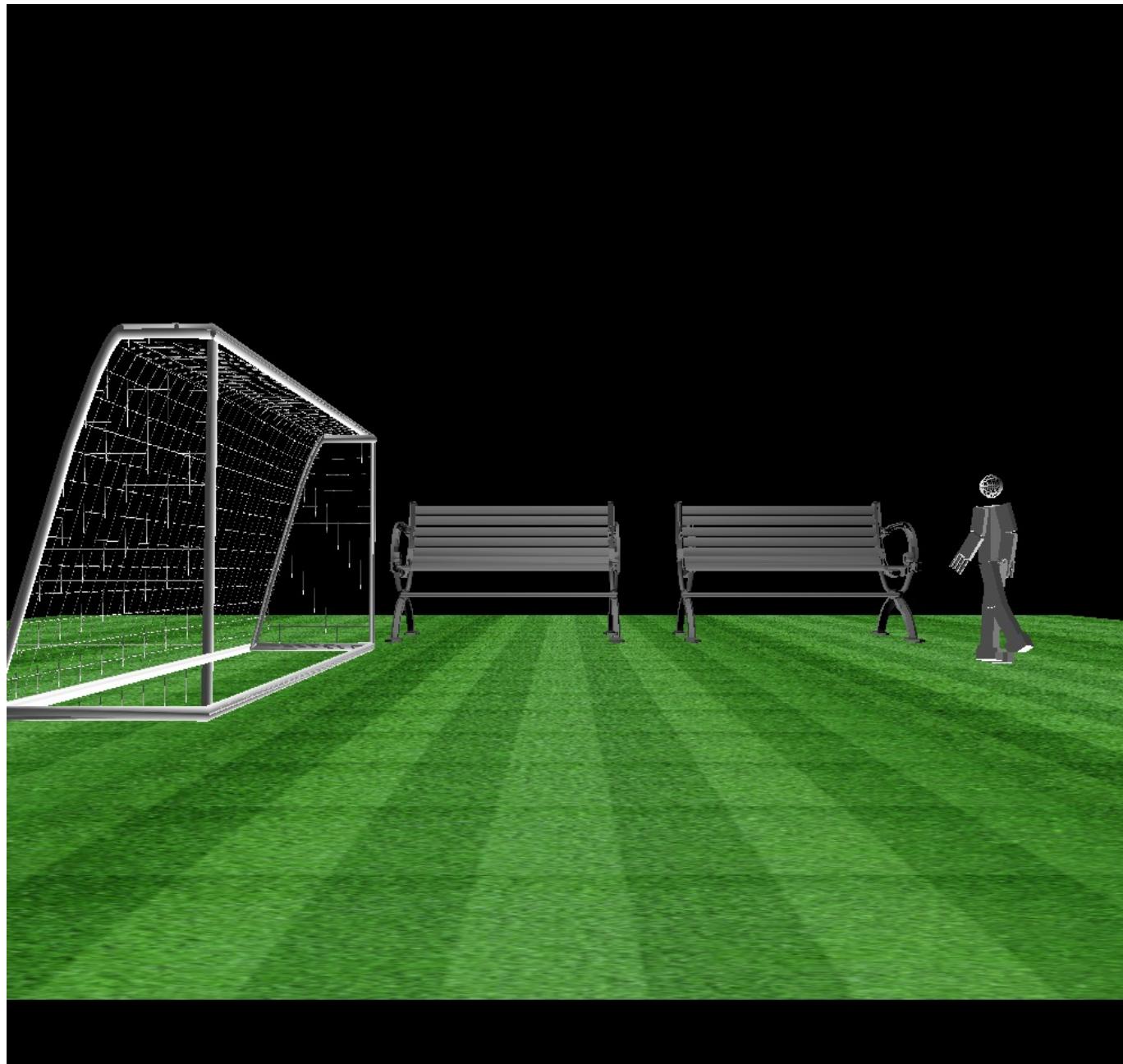




3- Walking







Application of this project in the Biomedical fields

- we can use it in rehabilitation.

Issues

- we faced some problems at the first to create animation and the robot was move in wrong way and we solve it after watch the section video.
- The lighting was not good at all and we change the constants that control the lighting and solve it.
- The football goal was moving wrong when we move the camera backward or forward and it was a mistake in the position of the object in the display function.