

# Programming Assignment #2 (Cow roller coaster)

out: Thursday May 23, 2019

due: Monday June 10, 2019 (24pm)

## Objective:

Understand how to generate spline curves.

## Developing environment:

After installing the necessary packages (python3, pil, glfw and numpy), any operating systems can be used.

## Requirements:

- 1) Start from the skeleton code.
  - a. The code requires reading “cow.obj”. This file should be in the working directory.
  - b. “cow.obj” contains a triangle mesh.
- 2) Understand the basic structure of the skeleton code.
  - a. try to change viewpoint by typing 'space'
  - b. try to understand what parts of the source codes need to be changed. Keyword search for “TODO”.
- 3) Try to reproduce the binary executable’s behavior as closely as possible.
  - First pick the cow. Then, click the six control points for the cow’s trajectory. Whenever a control point is specified, the cow is duplicated at the clicked location. You can use L-dragging to adjust the cow’s height. After providing all control points, the cow starts to move following the roller coaster track that connects from the first control point to the last control point, following a cyclic Catmull-Rom spline curve. The cow follows the track three times. After finishing the animation, go back to the initial mode where the cow follows the cursor.
- 4) glfw.get\_time() function will be useful.

## Submission guidelines:

- 1) Source codes of your solutions (Include a README.txt that specifies the files you made/changed)
- 2) Submit your work through the course git repository.
- 3) To get the full marks,
  - a) Implements the UI for control point specification: 5pt
  - b) Implements vertical dragging (L-drag) as well as horizontal dragging (mouse-move): 5pt
  - c) Use the cyclic Catmull-Rom spline curve which is an interpolating spline: 10pt
  - d) Cow should face forward (yaw orientation): 5pt
  - e) Cow should face upward when going up (pitch orientation) : 5pt
  - There are many different ways to calculate rotation angles or matrices. For example, you can use math.atan2 function, or you can also use a series of cross product operations.