

GD2P02 Exercise Set 2:

Ex 2 - Inverse Kinematics

Ex 2.1: Unconstrained Worm

- ★ Create a worm using Inverse Kinematics, with at least 5 sections.
- ★ The worm should follow the mouse cursor around the window, with one end of the worm always being at the mouse cursor location.
- ★ Render the worm using SFML lines to draw each segment.

Ex 2.2: Constrained Arm

- ★ Create an arm using Inverse Kinematics, with at least 5 sections.
- ★ One end of the arm should attempt to follow the mouse cursor around the window, but the other end of the arm should be constrained to the centre of the window.
- ★ Render the arm using SFML lines to draw each segment.