CG Assignment 1

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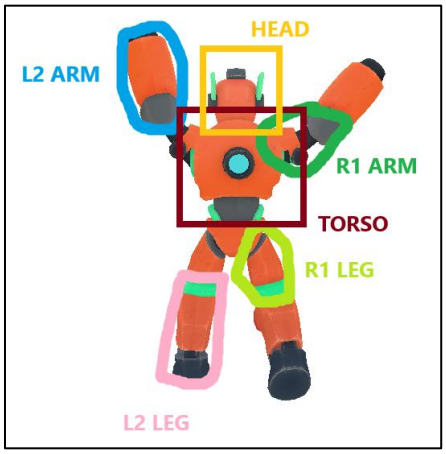
Screenshot



Relationship

There are L1 arm, L2 arm, R1 arm, R2 arm, L1 leg, L2 leg, R1 leg, R2 leg, torso, and head.

- Torso : P * V * M
- L1/R1 : P * V * (-T) * R * T * M
- L2/R2 : P * V * (-T) * R * T * ($-T_{L1R1}$) * R_{L2R2} * T_{L2R2} * M

In formula, T is translation matrix, R is rotation matrix. T_{L1R1}/ R_{L2R2} is translation/rotation matrix based on the arm connected with the current L2/R2 arm/leg.

The formula ***(-T) * R * T*** is for making the rotation based on the 0 coordinate of the model matrix and rotate it, since the initial position is not at 0 coordinate.

Features

Mouse press & Drag	: Change Camera Rotation
Space	: Pause the animation
W	: Danger from PSY coming closer
D	: PSY go away

IDE & Compiler

Visual Studio 2022, C++ version Default (ISO C++14 Standard), Windows 11