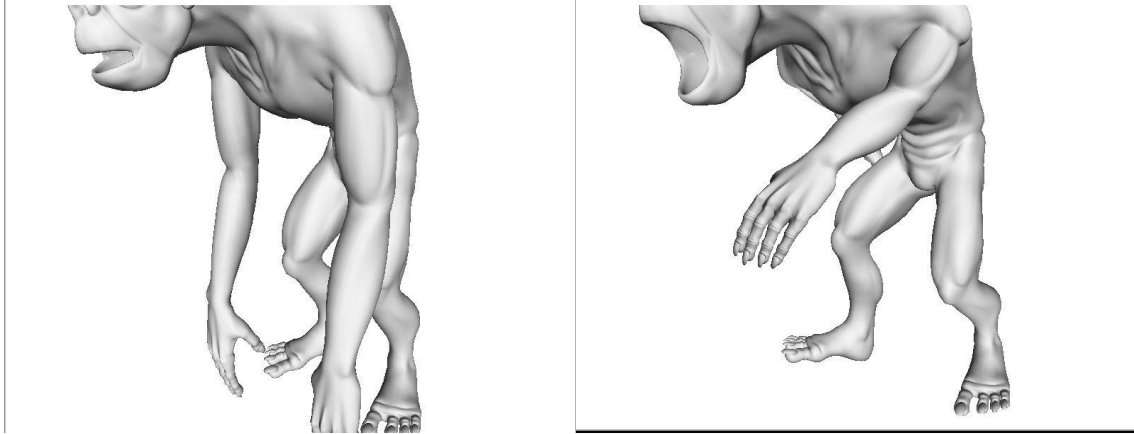Van Euclid Dy

CS4600

Hwk4 Write up

These are my screenshots for Pose 0 and 1 for the ogre.

    p_global[0] = p_offset[0] * p_local[0];

        for (unsigned int frameId = 1; frameId < p_numJoints; frameId++) {

            p_global[frameId] = p_global[p_jointParent[frameId]] * p_offset[frameId] * p_local[frameId];

        }

This is my main calculation for the skeleton render.

    for (unsigned int v = 0; v < p_vertices.size(); v++) {

        p_deformedVertices[v] = p_vertices[v];

        for (unsigned int jointId = 0; jointId < p_numJoints; jointId++) {

            p_deformedVertices[v] += fromHomog(p_weights[jointId][v] * ((p_jointTrans[jointId] * g_jointTransRestInv[jointId]) * toHomog(p_vertices[v])));

        }

    }

This is my main calculation for skin rendering.