

POLITECHNIKA BIAŁOSTOCKA

WYDZIAŁ INFORMATYKI

PRACA DYPLOMOWA INŻYNIERSKA

TEMAT: SKELETAL ANIMATION USING
INVERSE KINEMATICS IN THE UNITY
ENGINE

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podpis

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1. Introduction

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3. Inverse Kinematics in the Unity Engine

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3.3 Human Animation Sequence

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4. Experiments

5. Conclusion

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