Hello, I am Xitong Guo and this is Anthony Beckner, our project for this class will be to *animate* a **UFO**. *Basically*, our project will show a *“Flying-Saucer”* that *spins around*  as it moves **forward**, **up** and **down**. The script uses *rotation* to make the **UFO** **spin**. It will use *translation* to make it fly along a path. And it will use *scaling* to make the UFO **bigger** as it *moves closer*.

The user will be asked to input ***two*** things: the *starting position* and the *path* of the **UFO**. The ***first*** input will change where the UFO **starts**, and the ***second*** input will decide if it *rises* or *crashes* at the **end**. The motion in this project is simple, **BUT** the hard part will be making a very *nice-looking* **GUI** and **animation**.

Our whole project will look ***very polished.***

We will look at some of **MTALAB’s** more *advanced* animation functions so that we can make a *custom* **GUI**.

We will also use some of MATLAB’s *advanced* visual commands such as **background patterns.**

This is our project:

(We run the script for them now)