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Homework #4

Controls:
- **j**　　　selected joint – joints are controlled by **+/-**
  - neck
  - base of legs
  - tip of legs
- **+**　　　increase joint angle
- **-**　　　decrease joint angle
- **v**　　　select view mode – views are controlled by the **mouse**
  - rotate ant
  - scale ant
  - translate ant
- **b**　　　toggle bounding box around ant
- **q/esc**　quit application

The Application
The ant model designed for this program is capable of having its leg and neck joints moved. The legs move together under the same orthogonal controls to remain synchronized while the neck is capable of moving right and left. All movements are limited so that the joints do not unrealistically overextend.

Screenshots