University of Massachusetts Boston

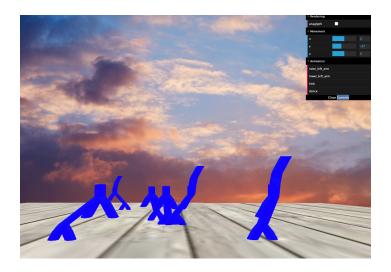


CS460 Fall 2022 Name: Pablo Bendiksen

Github Username: pablobendiksen Due Date: 11/07/2022

Assignment 7: Skinned and Animated Robots!

We will add a mesh to our robot bones and then create an animated crowd.



Starter code for assignment 7. After pulling from upstream, there is the folder 07 in your fork. Please copy index.html and robot.js from assignment 6 over or use Daniel's solution from https://cs460.org/shortcuts/28. Also, please don't forget to copy the images.

Part 1 (50 points): Please skin the robot using the HELPER.cylinderSkeletonMesh function. You will need to call that function 5 times. Note: We started this process in class and there is a work-in-progress robot.js that can be helpful at https://cs460.org/shortcuts/29/. Also, the slides around http://slides.com/haehn/cs460_lecture26#/26 explain the HELPER function.

Part 2 (30 points): Allow the placement of multiple robots. Daniel's code includes the THREE.Raycaster to change the position of a robot when shift+clicked on the floor (see https://cs460.org/shortcuts/28). Now, rather than changing the position of the robot, we want to create a new one. Please change the code in index.html to work with robot.js from part 1.

Part 3 (19 points): Add functionality that allows to animate all placed robots. For example, if the user clicks dance, all robots on the floor start dancing. This can be done using an array as shown in the https://cs460.org/showcase/06 demo from class.

Part 4 (1 points): Please update the screenshot above with your own and then post the github pages url here:

https://pablobendiksen.github.io/cs460student/07/index.html

Bonus (33 points):

Part 1 (18 points): Please add a head (box or sphere or whatever) to the robot object and use a texture to skin it.

Part 2 (15 points): Please add at least one video texture to the scene. And, of course, add some music for the dancing.