

Computer Graphics

ECSE-4750 FALL 2015

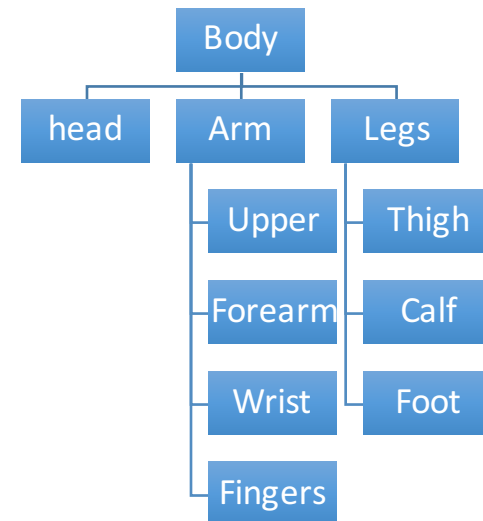
CLASS 4

Class

- Coordinates
 - [What is a transform?](#)
- Transforms
 - How to create robot arm
- Code Example

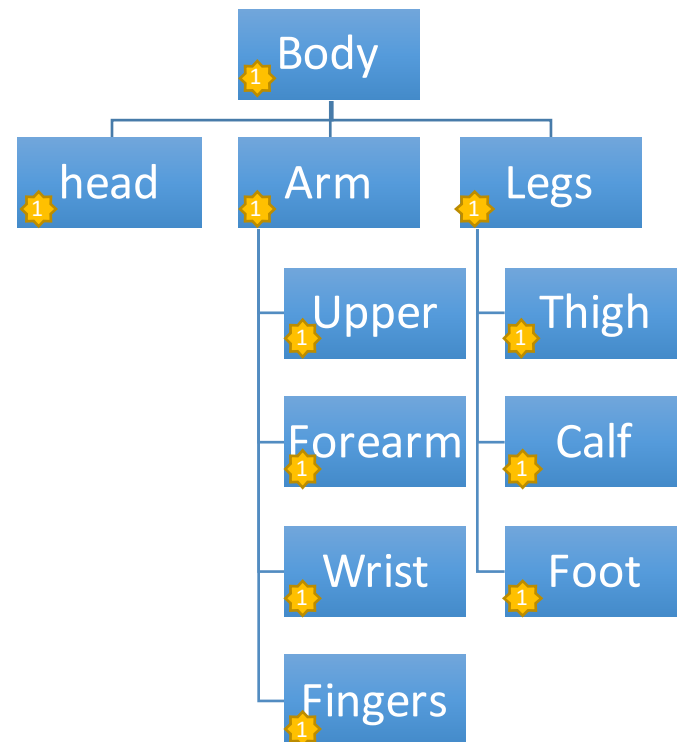
How to create a body

- First, get a body...
- The key is to generate geometric entities to represent the body parts
 - Body, Arms, Legs, Finger, Toes...
 - Then they need to move independent
 - But with respect to their connections.
- How do we make dependent connections?



Transforms are the joints

- Think of it as a state diagram
- Children inherit from the parents
- But they get to influence their state
- Color, lights, camera, position
- All can be inherited and bound by the graph



The Robot

- From one start geometry
- Many copies
- Each independent
- But hierarchical

