

Calla Corder Assignment 4 Report

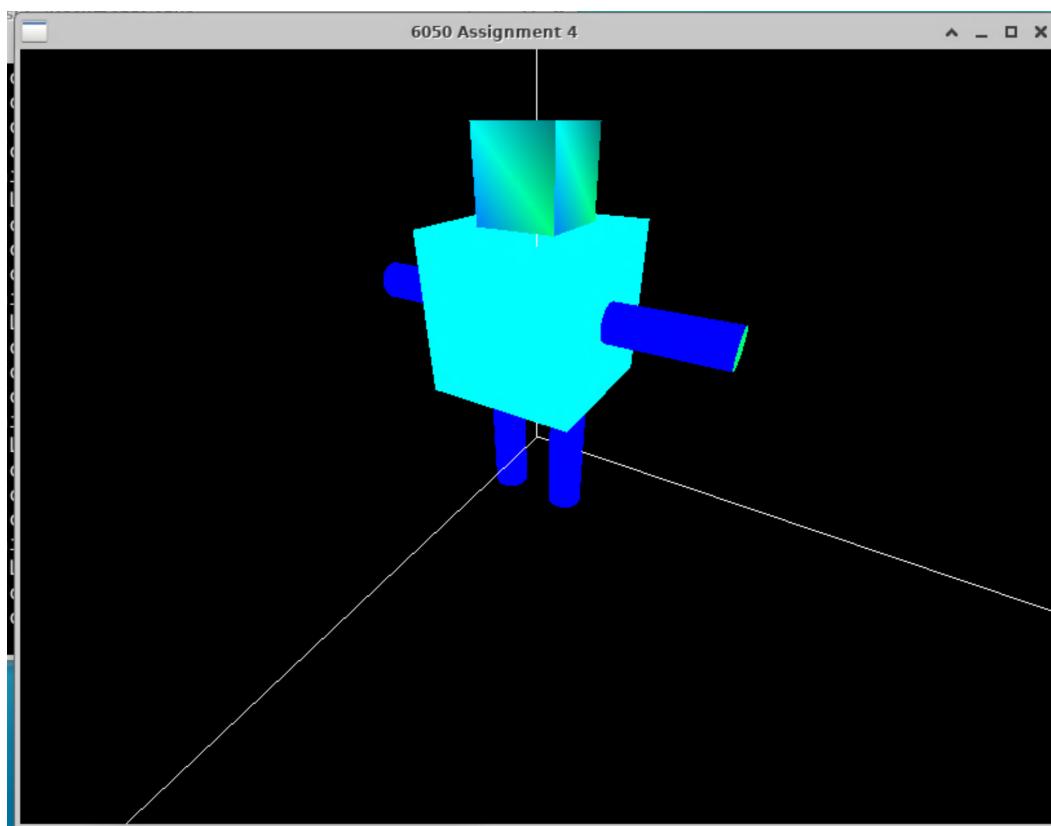
How to Build: make

How to Run: ./cg04

Key Inputs and Operations

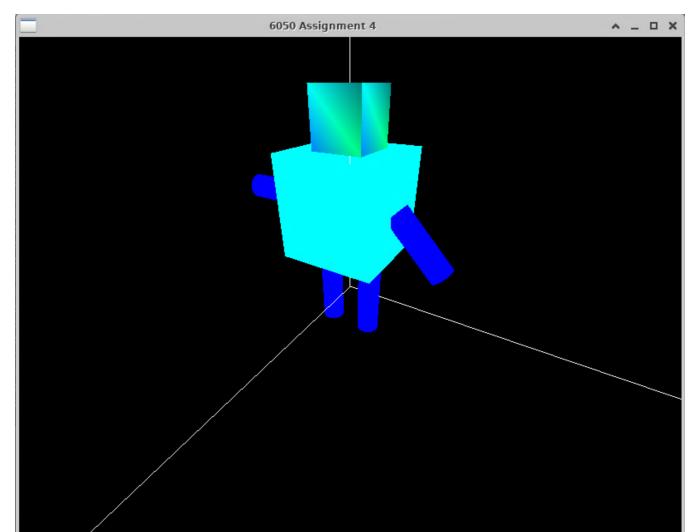
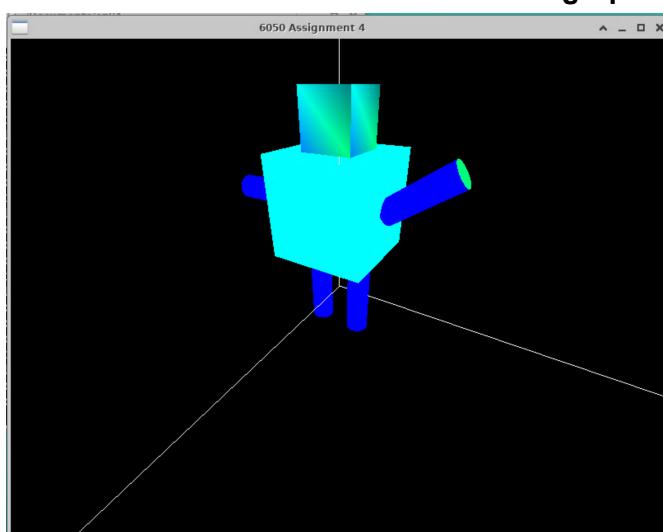
#	Operation	Detail	Key
1	Exit	Exit Program	0
2	Reset Display		r
3	Switch object to:	Animation	1
4	Switch object to:	No Animation	2
5	Translate current object to:	Left	a
6	Translate current object to:	Right	d
7	Translate current object to:	Above	w
8	Translate current object to:	Below	s
9	Translate current object to:	Closer to WCS	q
10	Translate current object to:	Away from WCS	e
11	Rotate entire object	Around X Axis in WCS	x
12	Rotate entire object	Around Y Axis in WCS	o
13	Rotate entire object	Around Z Axis in WCS	z
14	Rotate arm	Clockwise front and back	i
15	Rotate arm	Anti-clockwise front and back	k
16	Rotate arm	Clockwise up and down	j
17	Rotate arm	Anti-clockwise up and down	u
18	Rotate forearm	Clockwise front and back	o
19	Rotate forearm	Anti-clockwise front and back	l
20	Rotate forearm	Clockwise up and down	h
21	Rotate forearm	Anti-clockwise up and down	y

Part A:

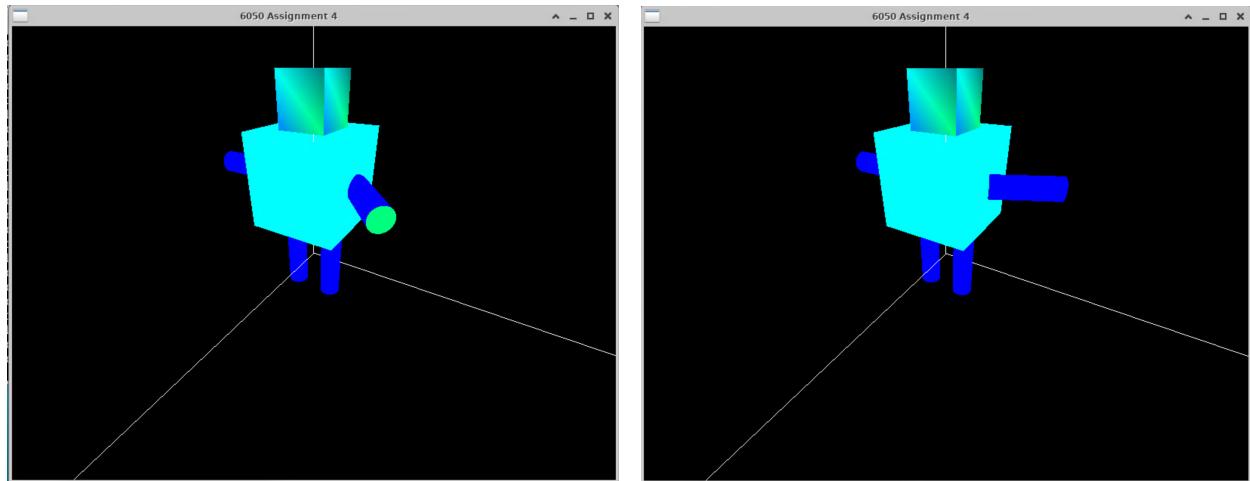


Part B:

Moving Up and Down

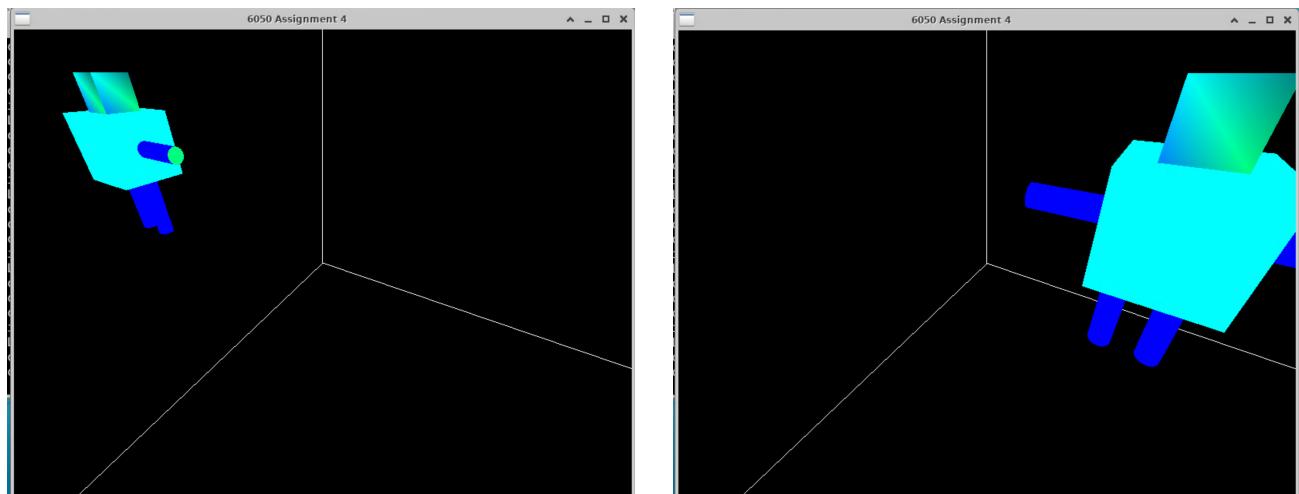


Moving Front to Back

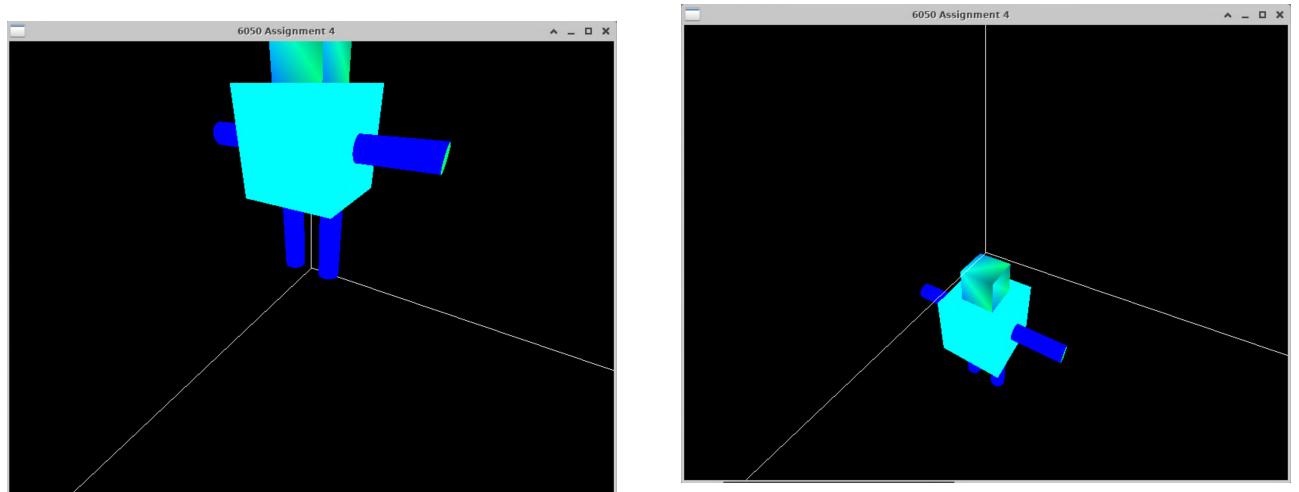


Part C:

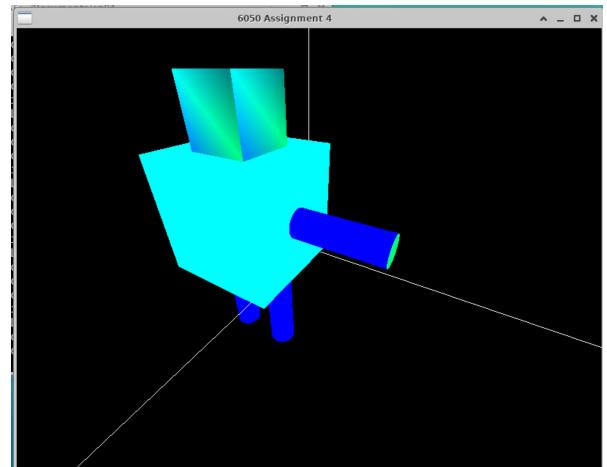
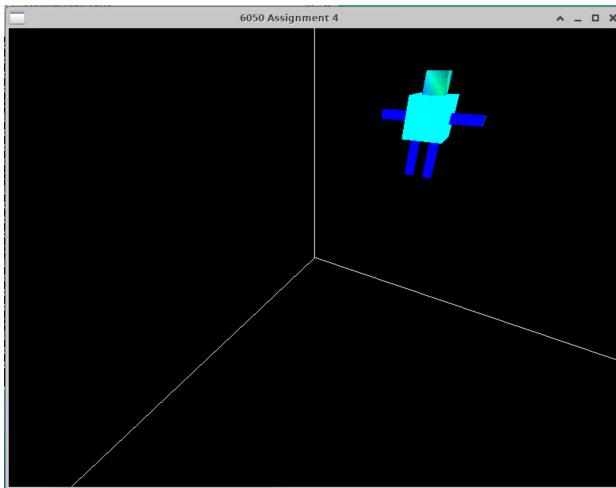
Translate in the X Direction



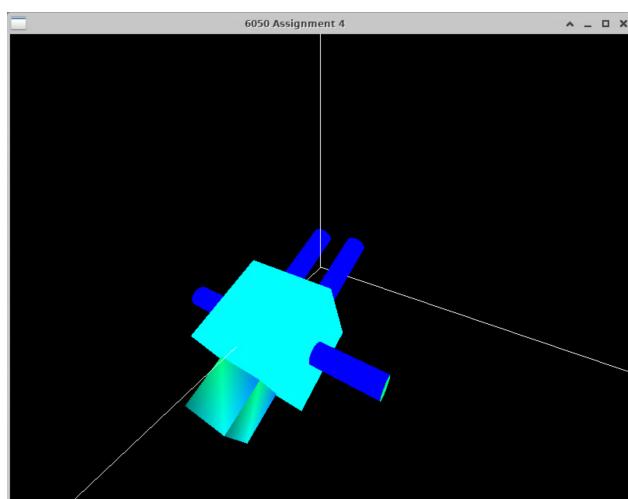
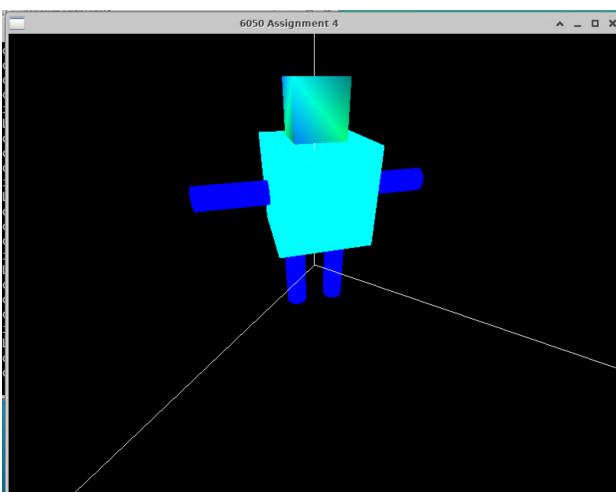
Translate in the Y Direction



Translate in the Z Direction

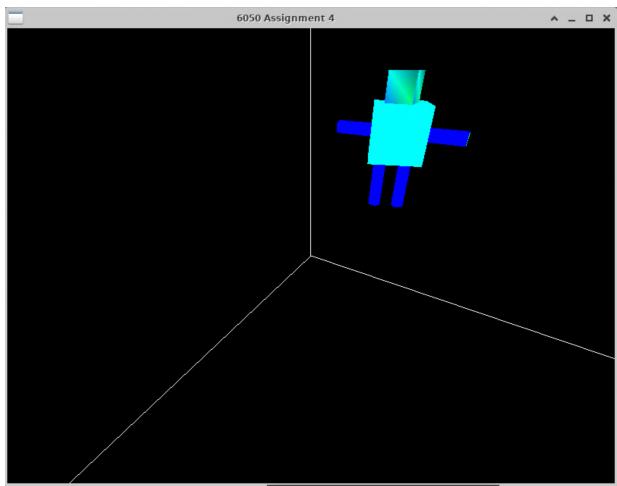
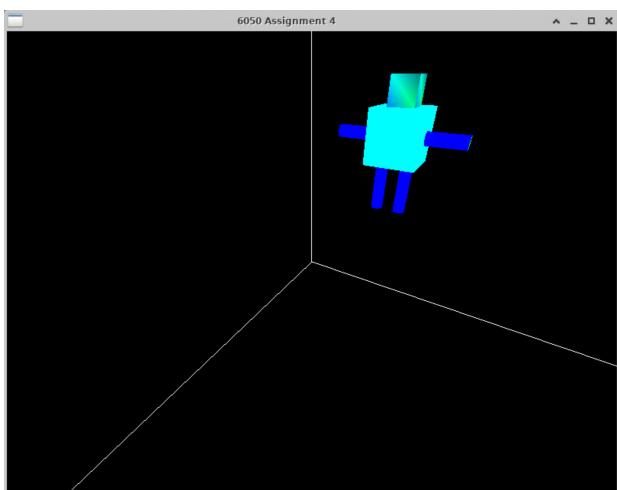
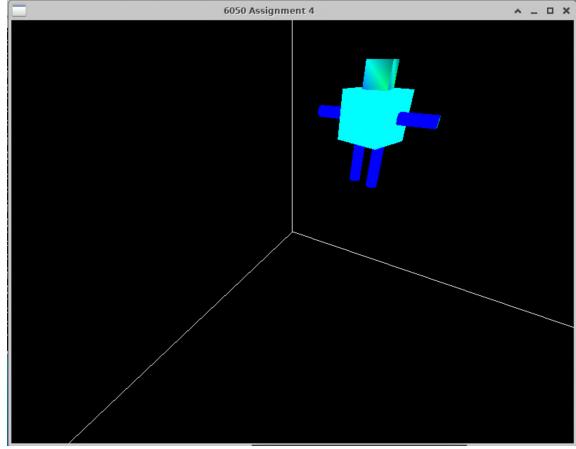
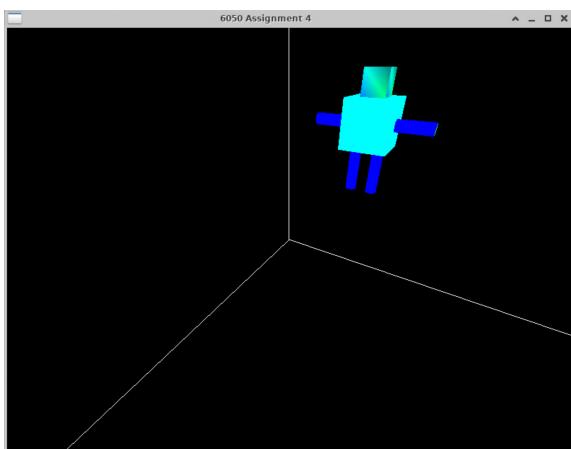
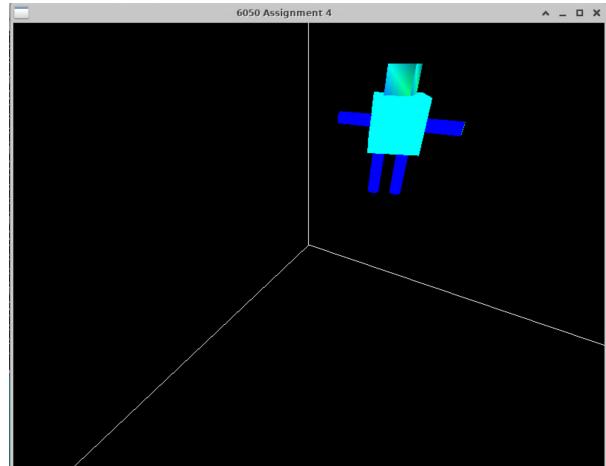
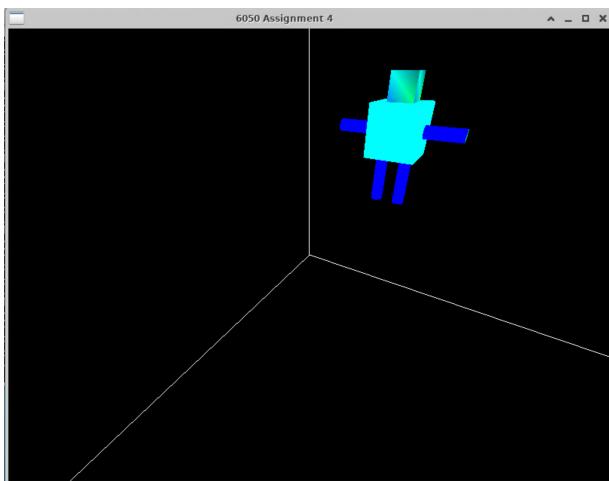


Rotate

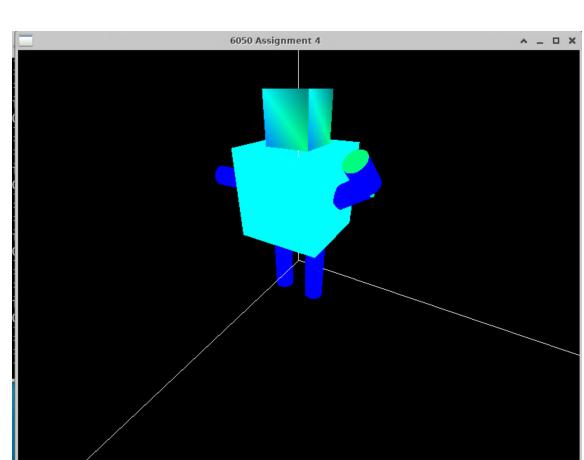
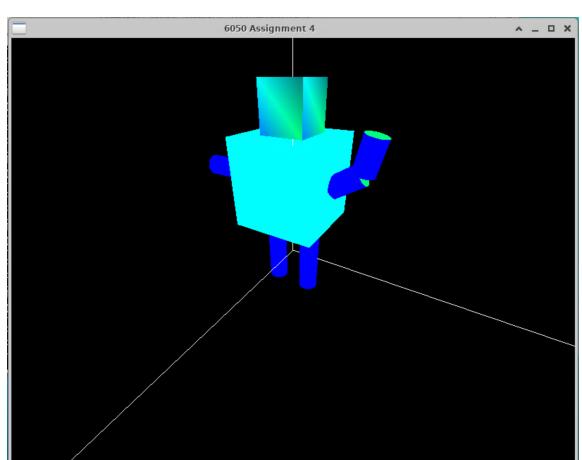
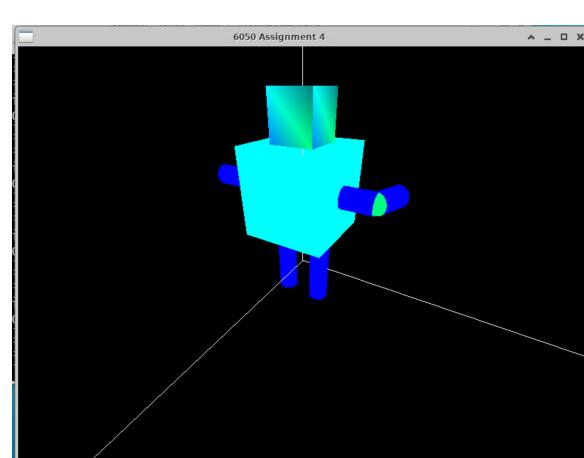
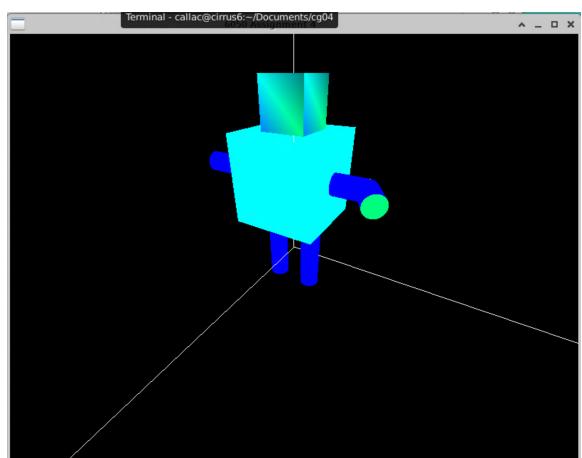
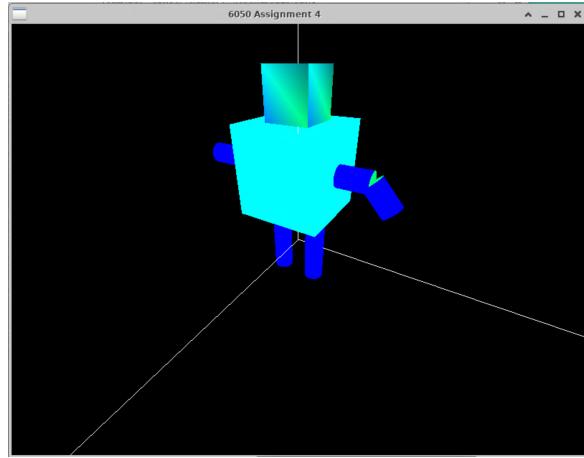
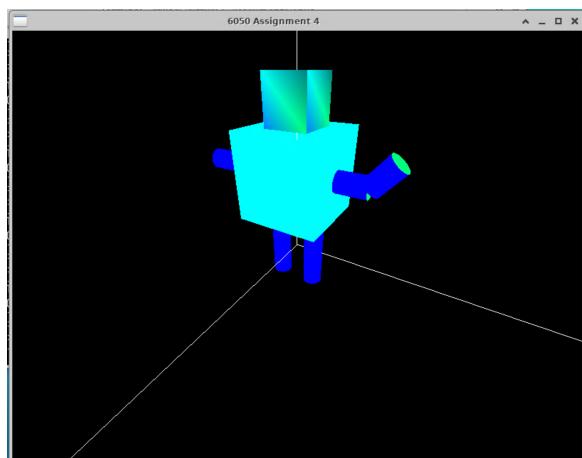


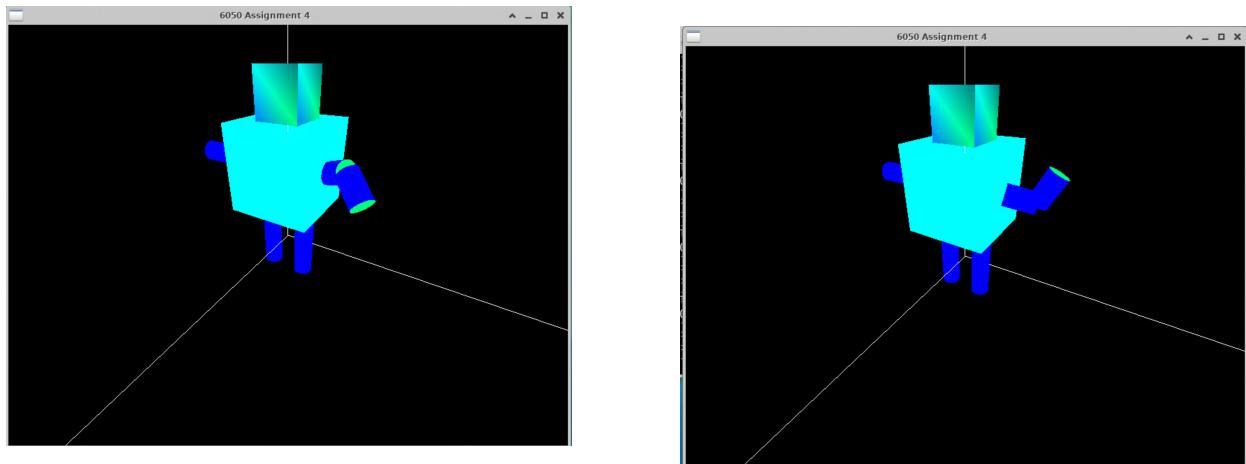
Part D: Click link for demonstration video

[CorderCalla_CG04 Animation.mp4](#)



Bonus: Divide arm into fore-arm and upper-arm





Robot Translated in all directions, rotated in all directions, forearm rotated, upper arm rotated

