

CSC 474 Computer Animation

Lab 1

Texture Animation of a Bird

Your task is to produce an animated billboard with the bird texture, which is included in the lab base code “lab texture animation”.

[33%]

- You will find a 4 by 4 tiled texture of an animated bird mapped on the billboard.
- The billboard has texture coordinates from 0/0 to 1/1. You need to alter them in order to see the first subpicture.
- Program 2 uniform variables in order to offset your subpicture.
- These 2 uniform variables are controlled within the render function, before their value gets copied to the GPU.
- Have an algorithm to produce the correct offsets to sweep through all subpicture of the animation.
- Take care not to be too fast, i.e. only progress every 20th render call, which is quite slow.

[33%]

- Since the animation should be slow, linear interpolate between the current subimage and the next. I.e. use 4 uniforms, to be able to select 2 subimages.

[33%]

- Have the bird flying in circles with alternating height around the camera.

