

ADVANCED COMPUTER ANIMATION TERM PROJECT

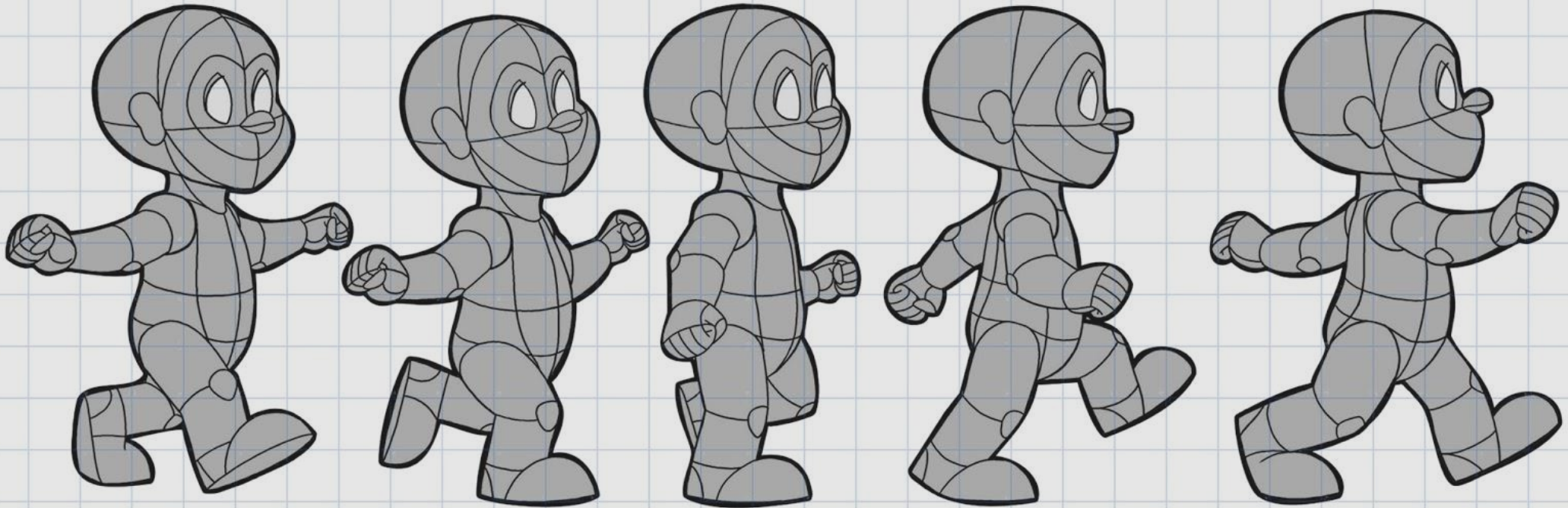
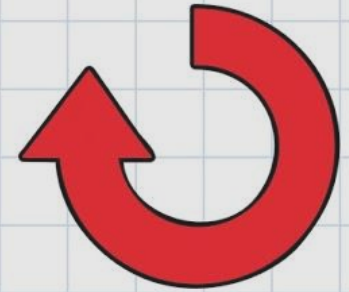


DATE : 2016. 12. 14

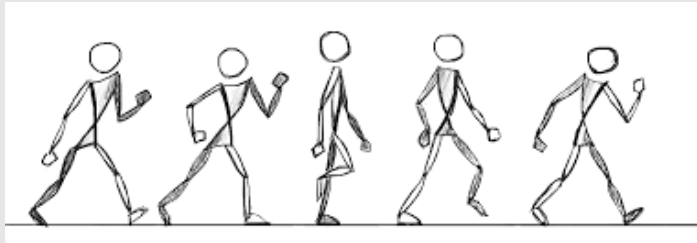
2016-27389 GYOUNG WON , LEE

2016-25686 INSEO , JANG

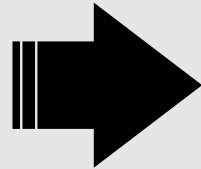
WALK CYCLE



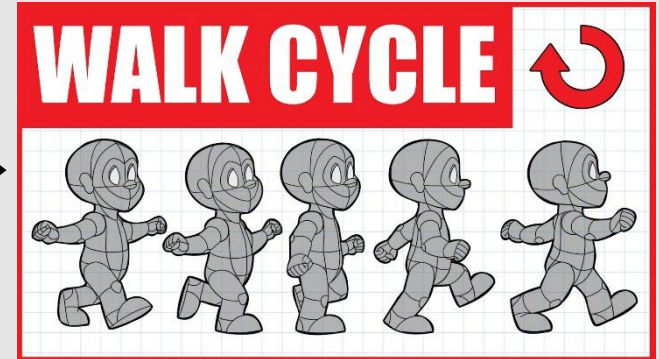
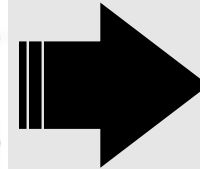
Goal



With **Four** Motion data



Generate **Various** motions
(various angles, speed)

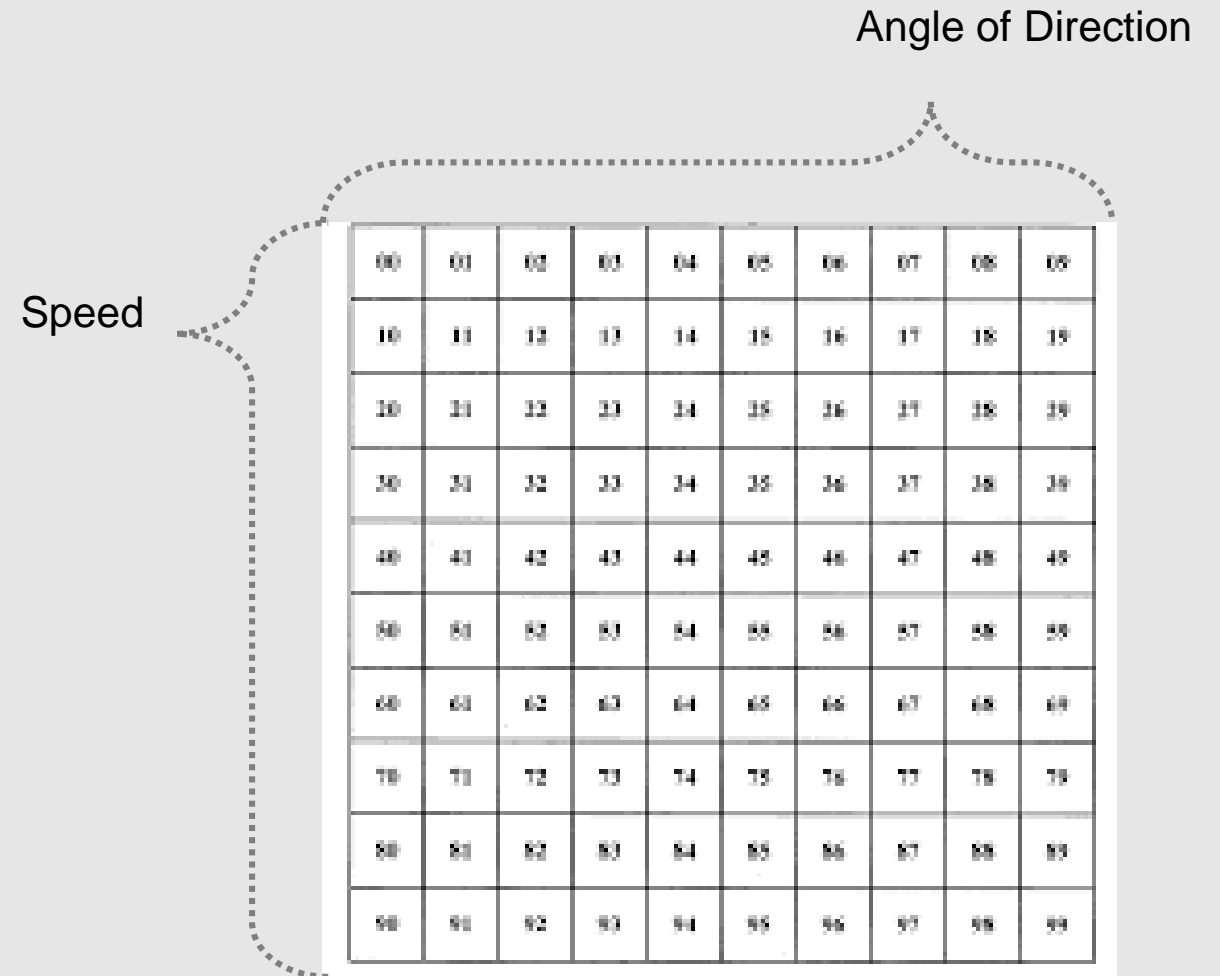


Control motion
continuously

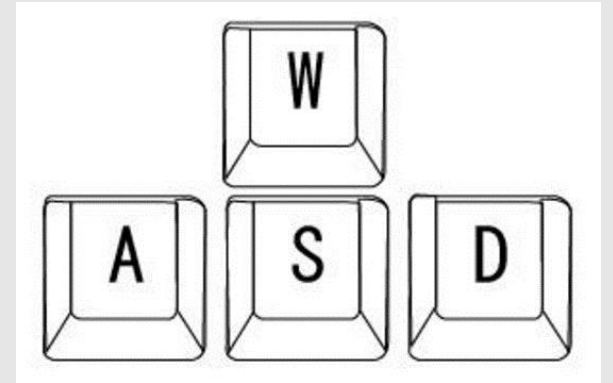
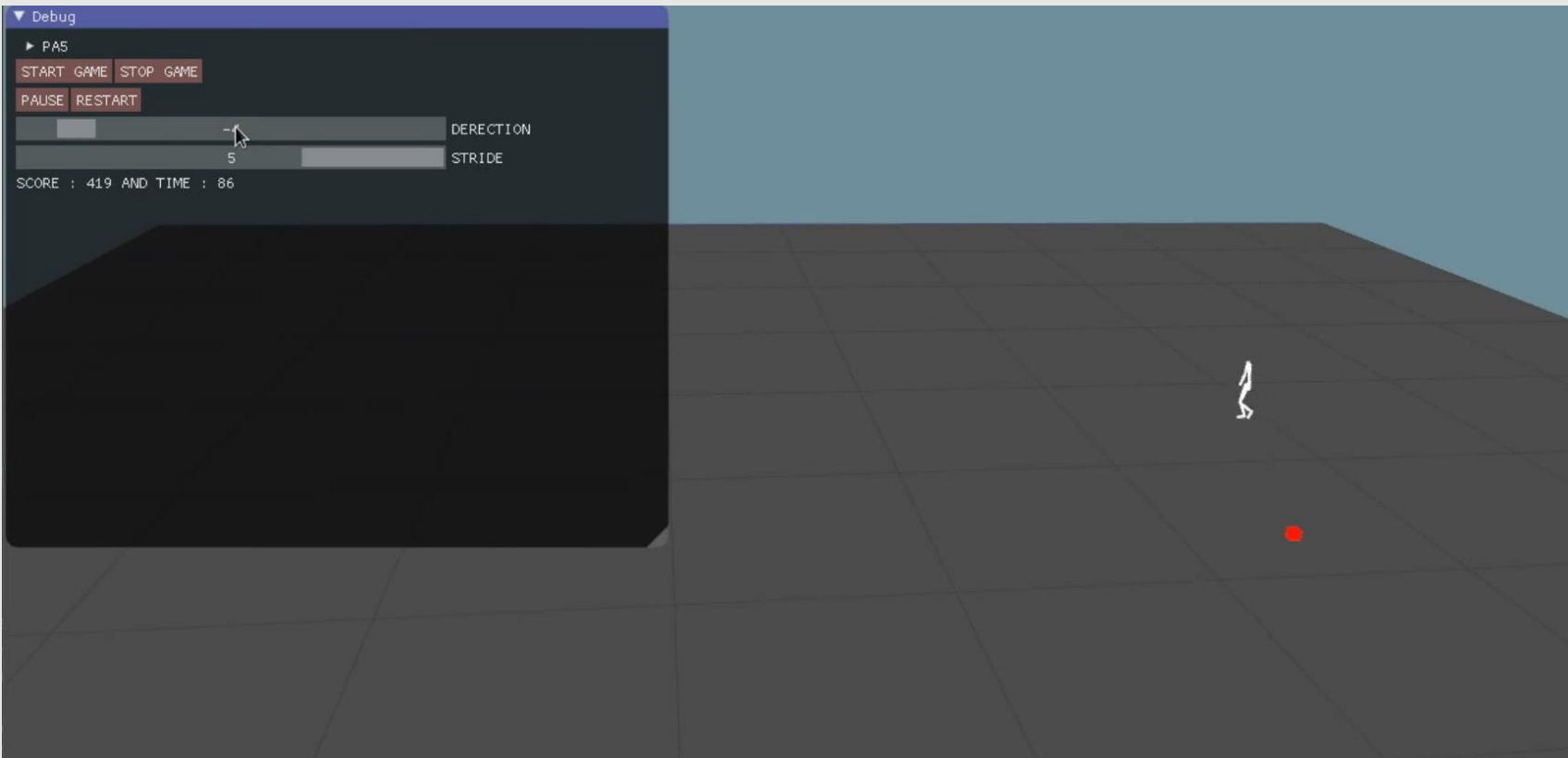
How can ?

Dynamic time warping (Motion Blending)

- ▲ Using bi-linear interpolation ,
Make Blended body matrix.
- ▲ Use only Four motions
(Walk straight, right ,left, stop-pose)
- ▲ Generate Body matrix at once, and
use this when stitching motion



Mini Game



W : speed up
S : speed down
A ,D: control angle

Or Use slider to control motion

Division of Roles

Gyoung Won Lee

Interactive control

User Interface

Dynamic time Warping

Motion blending

Game programming

Inseo Jang

Game programming

Interactive control

Editing motion clip

Report & Recording