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CSCE 489-501

Final Project Proposal

For my final project, I plan to create an animated scene of characters moving around a generated terrain by combining GPU skinning techniques and pathfinding algorithms. I will update my Assignment 2 code to support GPU skinning and use the A* pathfinding method we learned about in class to have characters move around. I plan to have them use different animations for idle, walking, and maybe interactive animations like attacking an enemy that they are pathfinding towards. The obstacles that they avoid will be the steep parts of the terrain (colored gray in the image) so that they do not run into a wall or off a cliff. Currently, I have the beginnings of a customizable terrain generator and the ability to draw CPU-skinned characters in the same scene. I need to expand my code to allow multiple types of characters (all from mixamo.com) and use the GPU for skinning so it runs better. Then I need to implement the A* algorithm and have the characters move along the resulting path.