<Class Assignment3 Report>

2019057356 이종현

1. 구현한 항목
2. Manipulate the camera in the same way as in ClassAssignment1 using your ClassAssignment1 code (10pts)
3. Load a bvh file and render it. (80 pts)

Open a bvh file by drag-and-drop to your bvh viewer window (10 pts)

Read the bvh file and render the “skeleton” (t-pose) of the motion when you load the file by drag-and drop (30pts)

Animate the loaded motion if you press the <spacebar> key (30pts)

When open a bvh file, print out the following information of the bvh file to stdout (10pts)

위의 5항목 각각 모두 구현하였습니다.

1. Report (15pts)
2. Extra credits – Use different obj files to draw each body part instead of a line segment (+20pts)

해골 모양의 Obj mesh를 다운 받아 샘플 bvh파일을 렌더링 하였습니다.

1. 하이퍼링크

[https://www.youtube.com/watch?v=CpmHLegGT1w](https://www.youtube.com/watch?v=CpmHLegGT1w&t=)