## Animation competition

Propose an algorithm for creating a sequence of animation frames showing the view of the figure "N" while a camera flies around the figure in a circle centred on the Y axis as schematically shown below. The starting point for the VRP is (12, 36, -20). The target point PT = (2, 6, 0) should remain the same throughout all the frames of the animation.

Your solution should include:

- a pseudo-code showing the program flow (in particular any loops should be parametrised)
- parametrised basic (T, S, Rx, Ry, Rz) individual transformation matrices (i.e. with actual parameters specified)
- brief explanation how the matrix parameters were derived
- for any combined matrices, the order in which the matrices were computed by multiplication of the basic matrices (you don't need to carry out the multiplications)

The winning solutions will be those which use the smallest number of transformations.

Email your solutions by 20 November 2008 to E.Claridge@cs.bham.ac.uk

There will be no marks, but possibly some prizes.