

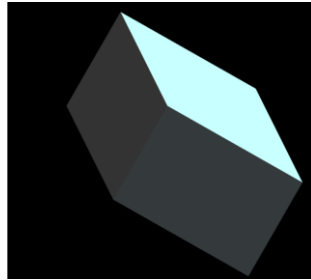
CS 405 Project 1

Fall 2023

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Elif Nazlı Yavaş

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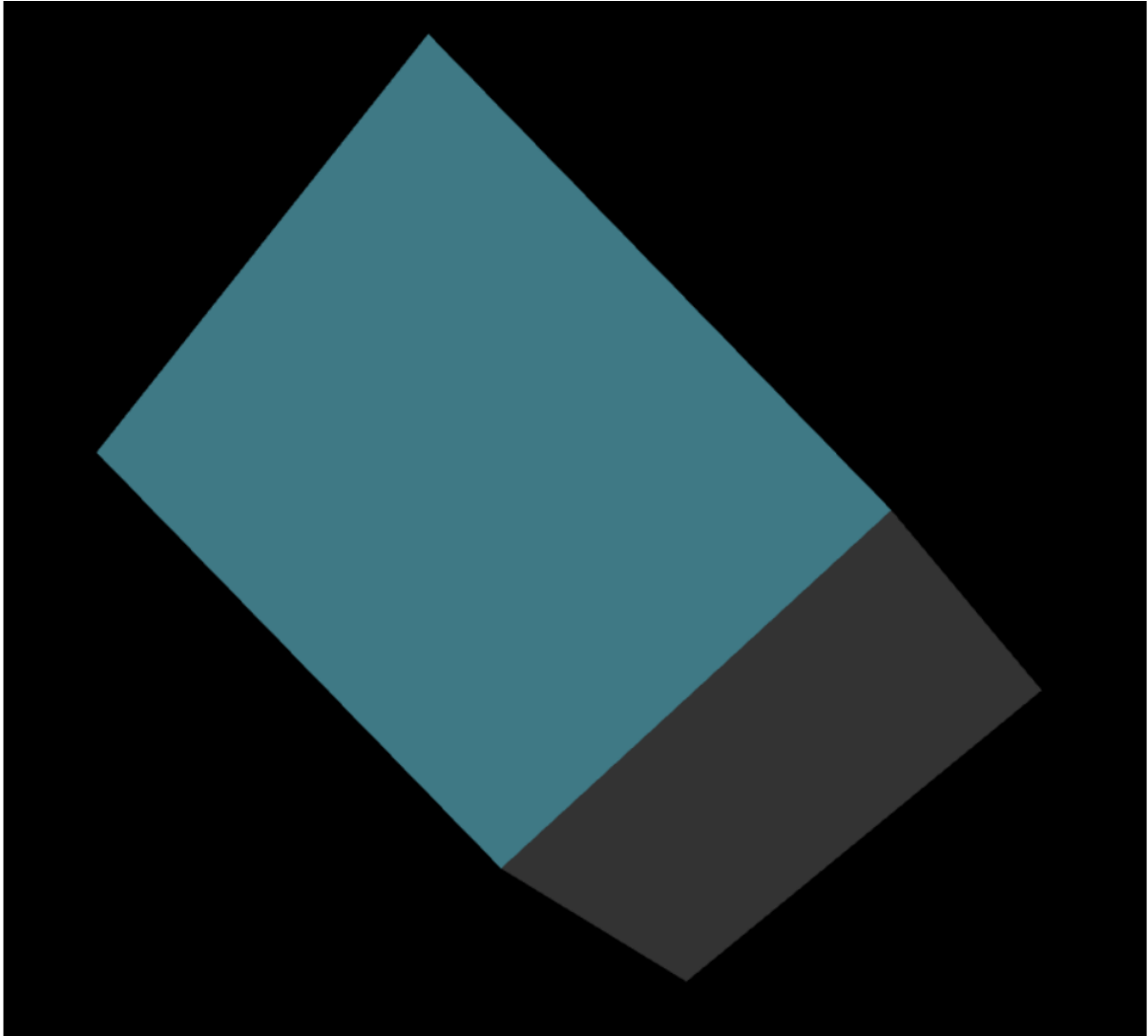


Topic:

3D Animations using ChatGPT

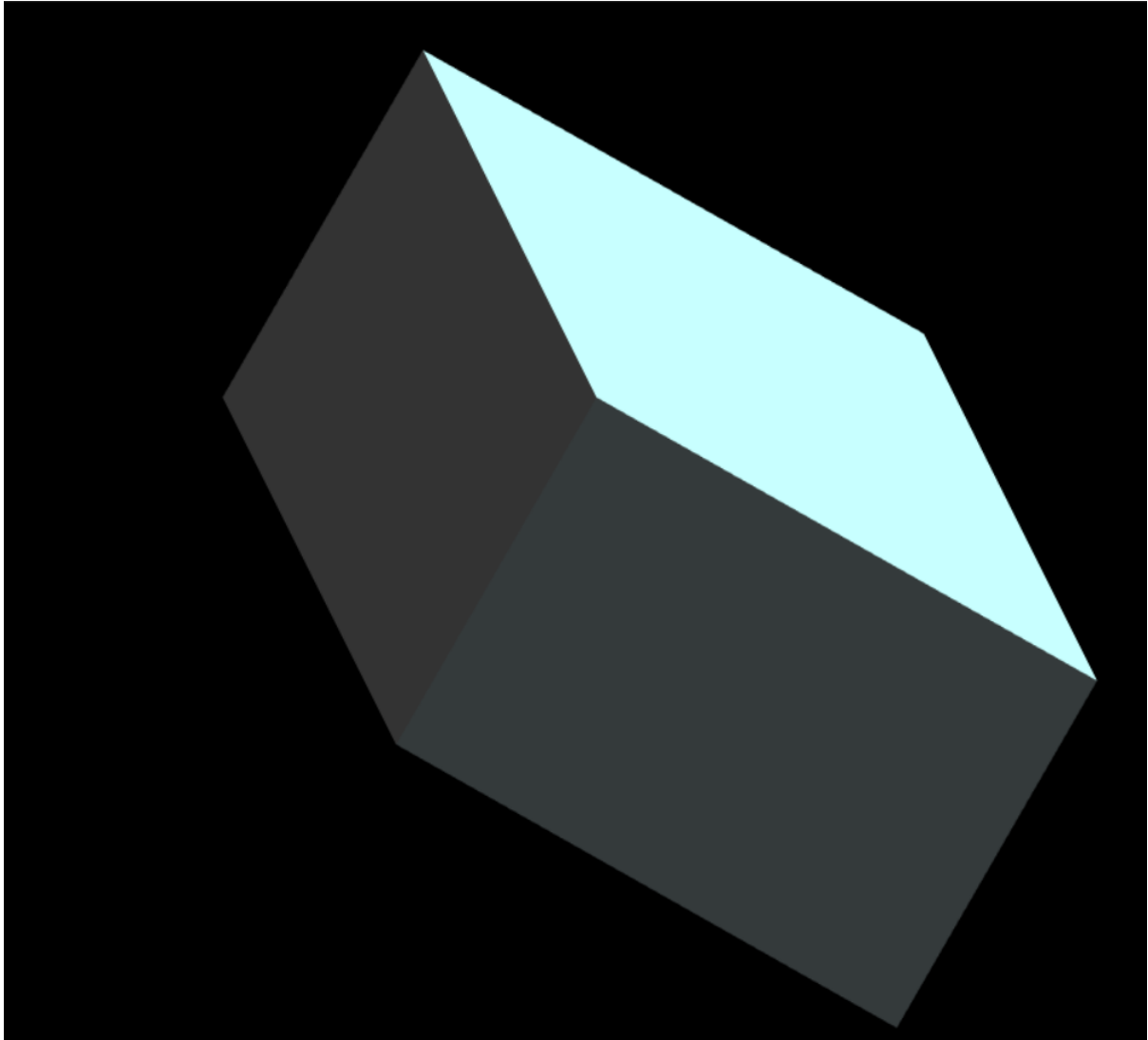
Task 1:

<https://chat.openai.com/share/0795107e-b057-408c-a250-6fc7309fad4d>



Task 2:

<https://chat.openai.com/share/7237905d-668c-42fd-9667-e88e8fd65ee1>



Task 3:

<https://chat.openai.com/share/3c2f0963-42cc-4e02-ba03-2a7913ecc1e1>

This modification uses linear interpolation (lerp) to smoothly transition between the initial and final transformations over the course of the animation. The `interpolateMatrices` function is a utility function that performs the interpolation between two 4x4 matrices.

Now, when you call `getPeriodicMovement(startTime)` in your render loop, it will return a matrix that represents the interpolated transformation, creating the desired animation effect. The cube will smoothly transition to the transformation from task 2 in the first 5 seconds and then return to its initial position in the next 5 seconds, repeating the cycle infinitely.

Methodology

In the first task for doing the 3×3 matrix, I looked up in lecture slides and calculate myself. After that, I asked ChatGPT accordingly as TASK 1, TASK 2 and TASK 3.