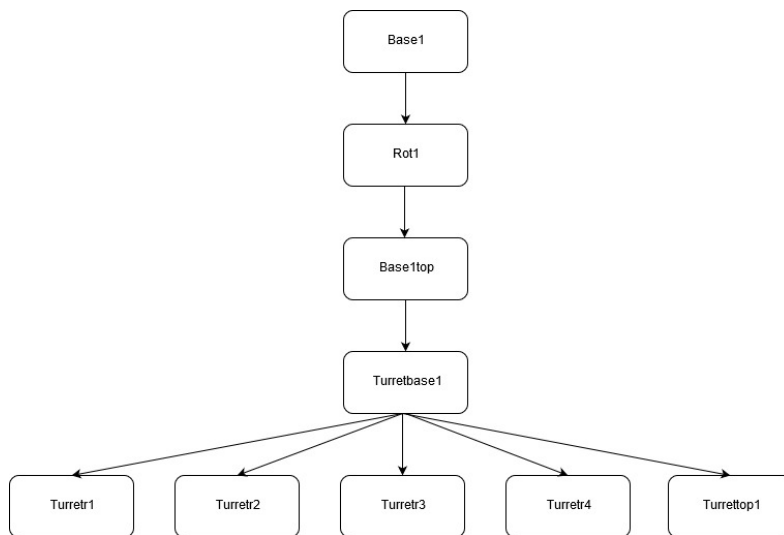


Updates: Asteroids

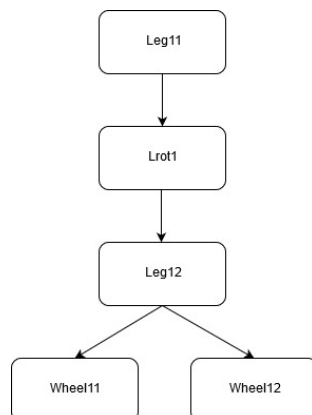
Frontera Salvatore 1710456

As described during the project revision, I did some improvements to the spaceship model from the components and from the animation point of view. To articulate more the model, I added two turrets at the top and three wheels at the bottom of the spaceship body. Here the hierarchical model of the components added:

- Turret:



- Wheel:



The first permit to have two other weapons to destroy the asteroids during the game, the second has only aesthetic goals.

The animation added for the project belongs to these two added models. For the turret model I added an animation based on a turret simulation, moving back and forth the core of the model during the shooting. During the spaceship movement it is also added an animation that permits to the turrets to converge to center to decrease the spaceship volume. A similar behavior is done also for the wheels. In this case is also execute a continuous movement of the wheels when there isn't a movement of the spaceship.

Are also added two propellers to the ends of the spaceship in which is implemented a continuous rotation of them.