

Make your sketch:

- Use Box2D to allow collisions between creatures. Consider triggering events when creatures collide.
- Use Box2D to augment the design of your creatures.
- Build a skeleton with distance joints or make appendages with revolute joints.

Using the PolygonShape class, create your own polygon design. Create Multiple shapes on one body.

In the report describe the difference between simple processing and using in the sketch box2d library. Comment all the part of your code.

Describe your own sketch and argue why you chose that project.

For help:

Use Box2D in Processing to do the lab.

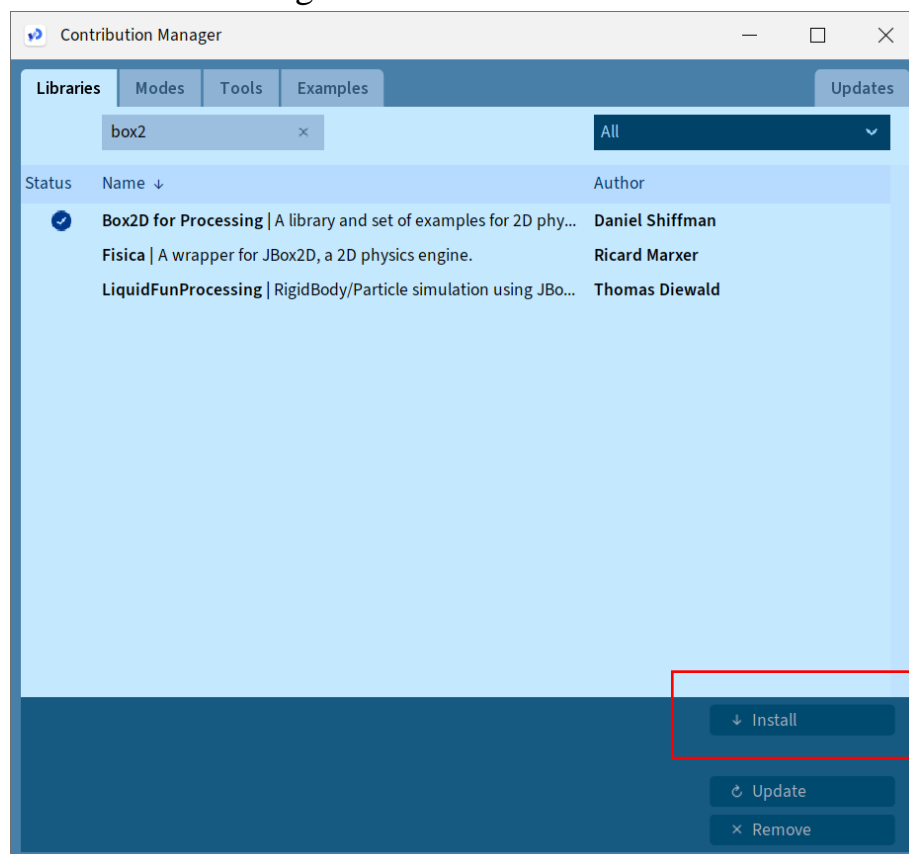


Figure 1. Install Box2D in the processing

Analyse examples from in the library installed

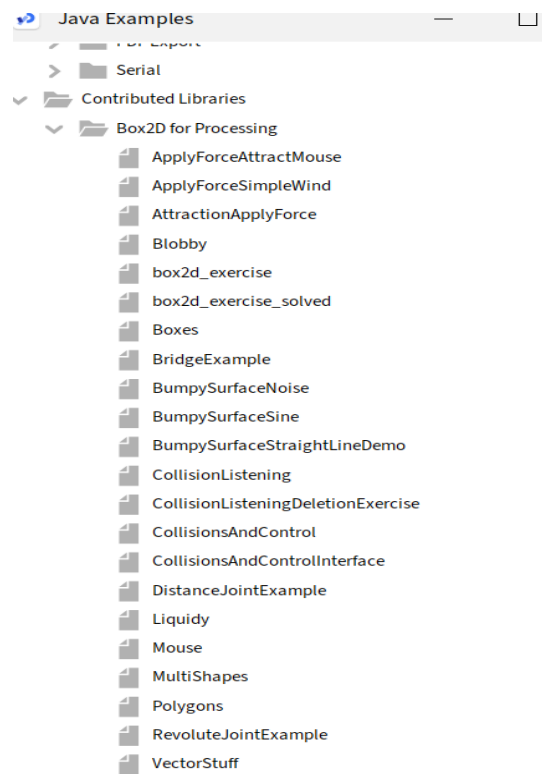


Figure 2. Examples installed