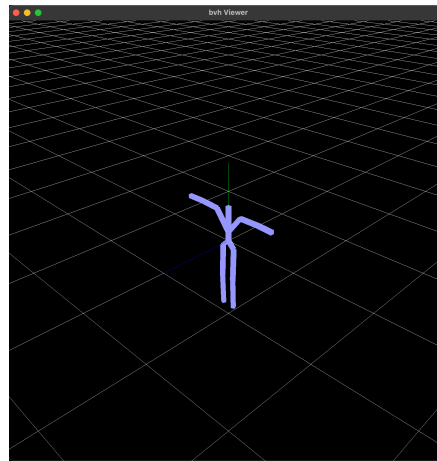
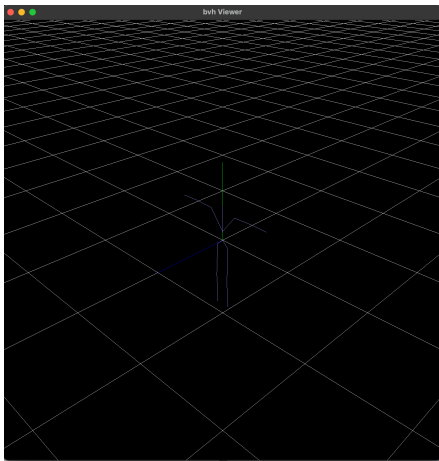


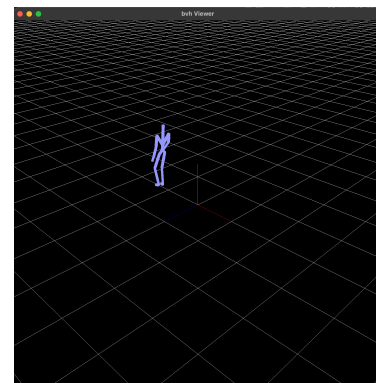
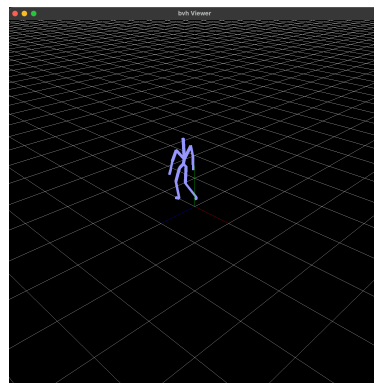
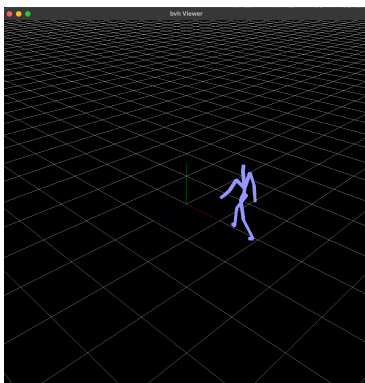
ClassAssignment3 Report

2016025041 하태성

- Manipulate camera as in ClassAssignment1 + draw reference grid plane
 - zoom, orbit, pan & draw reference grid plane
- Open bvh file by drag-and-drop
 - Line rendering / Box rendering - able to change rendering mode at any time
 - render the 'skeleton' of the motion when load the file by drag-and-drop



- Animate the motion when press the <spacebar> key



- Print out information of the bvh file to stdout

```
(cg-course) hataesung ~/Desktop/3-1/Computer Graphics/2022_CSE4026_2016025041/ClassAssignment3 master
python main.py
File name : sample-walk.bvh
Number of frames : 199 frames
FPS : 30.000300003000028
Number of joints : 15 joints
List of all joint names :
Hips
Spine
Head
RightArm
RightForeArm
RightHand
LeftArm
LeftForeArm
LeftHand
RightUpLeg
RightLeg
RightFoot
LeftUpLeg
LeftLeg
LeftFoot

(cg-course) hataesung ~/Desktop/3-1/Computer Graphics/2022_CSE4026_2016025041/ClassAssignment3 master
python main.py
File name : shoot.bvh
Number of frames : 400 frames
FPS : 30.000000000000002
Number of joints : 43 joints
List of all joint names :
hip
autocannon
chest
neck
head
leftEye
rightEye
collar
rShoulder
rForeArm
rHand
rThumb1
rThumb2
rIndex1
rIndex2
rMid1
rMid2
rRing1
rRing2
rPinky1
rPinky2
lCollar
lShoulder
lForeArm
```

- Hyperlink to video by capturing animating hierarchical model
 - <https://youtu.be/IBLfpsMXffi>
- Extra credits : Use obj files to draw body parts

