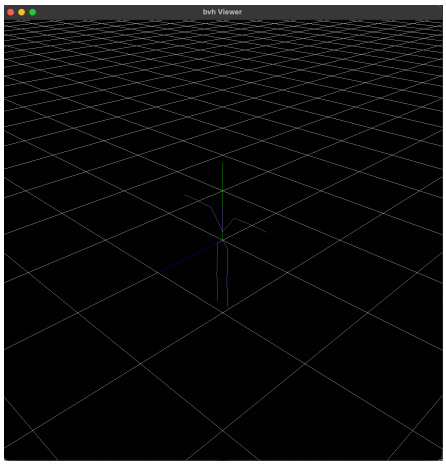
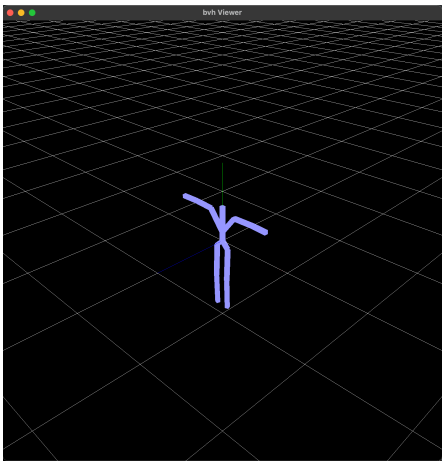
ClassAssignment3 Report

2016025041 하태성

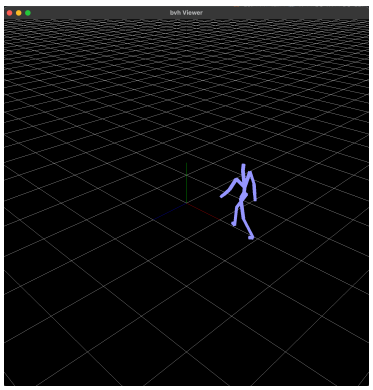
- Manipulate camera as in ClassAssignment1 + draw reference grid plane
  - zoom, orbit, pan & draw reference grid plane

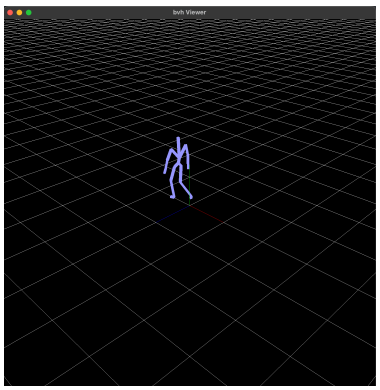
- Open bvh file by drag-and-drop
  - Line rendering / Box rendering - able to change rendering mode at any time
  - render the ‘skeleton’ of the motion when load the file by drag-and-drop

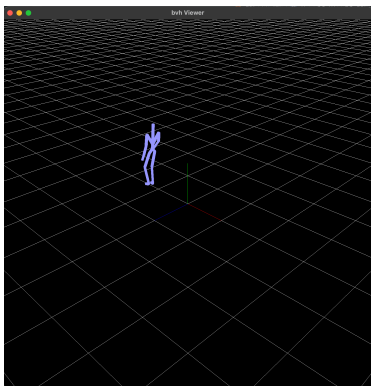




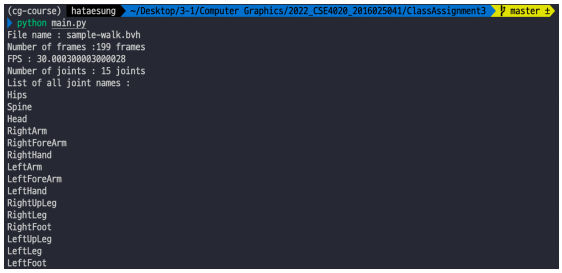
- Animate the motion when press the <spacebar> key

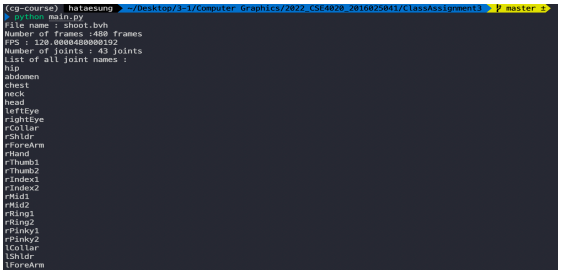






- Print out information of the bvh file to stdout





- Hyperlink to video by capturing animating hierarchical model
  - https://youtu.be/IBLfpsMXffI

- Extra credits : Use obj files to draw body parts