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CMPSC 382: Visual Computing

Professor Wenskovitch

Lab 1: Sketch Description

For this lab I attempted to recreate a jousting scene from medieval times. The scene consists of a few static elements constituting the background, including: a simple sky, a grass and dirt field, and a wooden platform housing the king overseeing the event. The dynamic elements of the scene are two jousting pairs, each consisting of a unique horse and knight. The two pairs start on opposite ends of the field, but as the scene continues the horses (and their riders) will accelerate toward each other until they cross paths in the middle of the dirt field. The horses will then slow down until they reach the end of the screen, turn around, and continue the cycle over again. Each horse’s legs move independently but synchronously with the rest, attempting to simulate an actual horse’s gait. The knight will bob up and down on its horse as it moves, and will try to angle its lance to target the opposing knight. The knight’s cape will also seem to catch the wind as it moves across the screen, trying to further visualize the effect of movement.