**ASF & AMC Loader: 30%**

Objective: Load a motion in ASF & AMC format.

1. Read in a ASF file and construct a corresponding hierarchical skeleton. (10%)  
2. Read in a AMC file and assign joint angles to this skeleton for each frame. (10%)

3. Draw the animated skeleton. (10%)

**Inverser Kinematics:**

Objective: Understand the principle of IK and apply it to satisfy specified constraints.

1. Construct a IK chain for the skeleton. (10%)

2. Satisfy the constrinat by using IK.(10%)

3. Use Pseudo Inverse method to solve Jacobian matrix. (30%)

4. Replace the original motion data with adjusted angles.

5. Draw the animate skeleton.

**Report:20%**

**Bonus: 10%**either

1. Design different constraints  
2. Footskate Removal  
3. Apply advanced method to solve Jacobian matrix.

Hand in:

1. A Zip file include your code. (Remove /DEBUG and /RELEASE folders and \*.ncb file)

2. A report describes what you did in this assigment.