

COL781: Assignment 2 (PART B)

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Abstract

Hierarchical Modeling and Animation

Write-Up

- We have modeled the frog in hierarchical fashion. The tree structure can be seen in [Figure 1](#).
- We have only used the OpenGL primitives.
- The model is texture mapped as can be seen clearly.
- We have used **GL_MODELVIEW** matrix for inheriting the transformations to internal node.
- We have used key-frames for defining the animation of jump. For this part we have done linear interpolation between the key-frames for now.
- **PART B**
- We have introduced an *insect* in the game as a *first person* as in the camera is also moving with the movement of camera which can be controlled by **W,A,S,D** and **mouse** for rotation.
- We have also attempted the **bonus part**. We can have multiple frogs in the scene which try to follow the insect and whenever one of them reach in vicinity of the insect *game gets over*.
- Speed of multiple frogs are given as input.

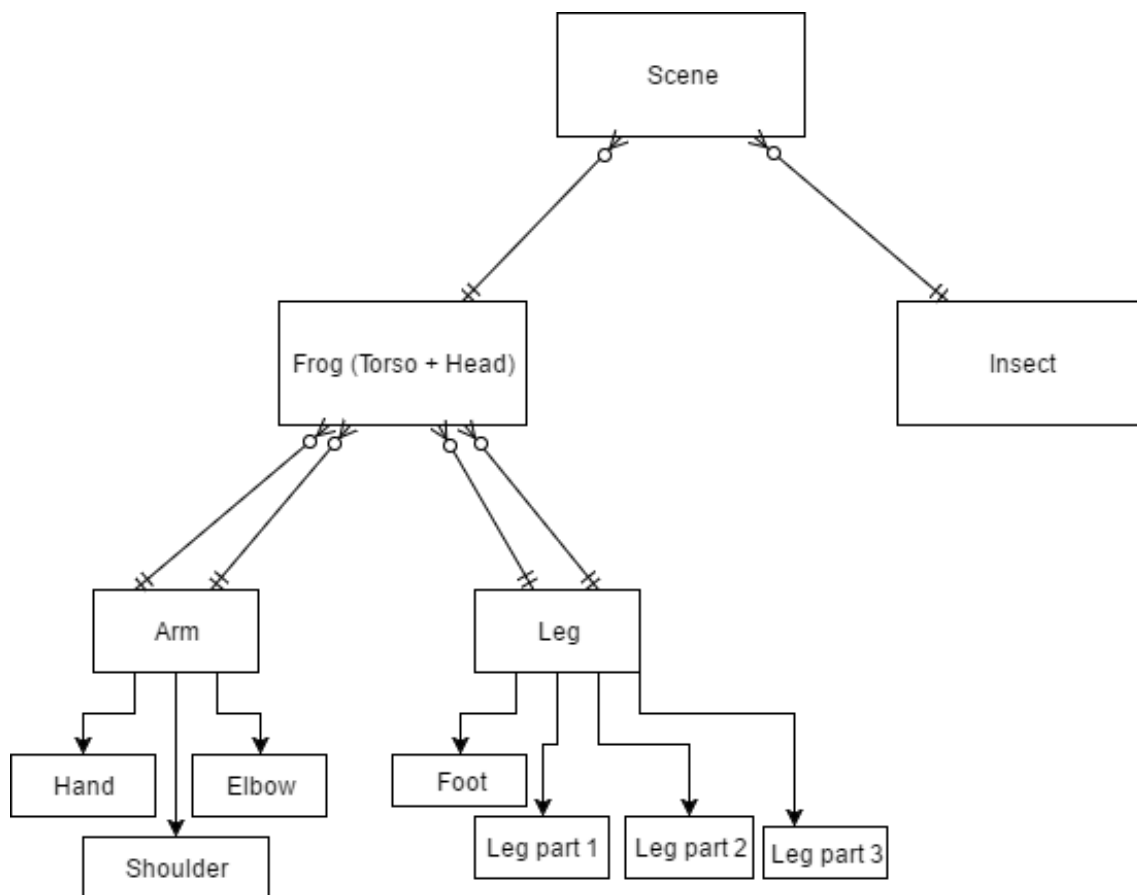


Figure 1: Hierarchical Structure of our model