Frog

Torso - right upper leg – right lower leg – right foot

- left upper leg – left lower leg – left foot

- head

- left upper arm – left lower arm – (hand?)

- right upper arm – right lower arm – (hand?)

Each of them has just 1 Degree of Freedom.

Animation: Jump

TODO

1. Make frog model: determine which size, position of each part
   1. Frog: done but need to upgrade
   2. floor
2. **User Interaction**
   1. **Camera controll with mouse**
   2. **Choose which direction to jump, and which distance to jump**
3. Make animation: which angle to change in each frame
   1. Frog Jump
4. ~~Apply lighting: using Assignment material~~
5. Apply Texture
   1. Frog texture
   2. floor

+ Apply global lighting(shadow)