

1 Abstract

This paper details the design and implementation of an application to display different walking animations in a 3D character model. It discusses design decisions, implementations, the approach taken, and future work that can be done on the application in order to improve it. Goal The goal of this project was to create a demonstration that showcases a variety of different walking animations and allows blending between them. It would show how relatively mundane 3D models can have changes in perceived personality by moving differently. The project implements several character animation techniques, including keyframes and rendering.

2 Previous Work

The inspiration for this project came from simulation games such as the Sims, Second Life, and IMVU, which allow the player to change their walking animation to customize their character. I became interested in how walking and animations could be used to convey a sense of personality, and how variations could convey different characteristics. Such games usually have a skinned mesh for the character and a set of keyframes for the walking animation, which is what I implemented here as well.

3 Approach

In order to show the different animations, I used a sandbox, essentially a stage with a grid that allows the user to pick between different animations. I believe that this should work well to show the different animations because it involves few distractions and focuses on the sense of movement. I first thought of the interface and designed it around showing the character model and choosing between a few basic animation choices.

4 Methodology

The implementation was very similar to a game. I started from a template for displaying 3D models and deleted the models and changed the interface to an updated interface using slightly more visually appealing bootstrap elements. I then added a model of a robot with several joints sufficient for doing the walks. This was done with simple HTML/CSS elements such as dropdown boxes, sliders, and dividing page elements. Selecting animations can be done with a drop down menu.

Currently, the animation includes one regular walking animation. It can be blended with stillness for varying degrees of aggressiveness. The walk has very long strides and impactful footing, so merely adjusting the slider allows the viewer to see a variety of different walking animations. The blending between animations was done with .fbx files and a variety of classes present in the Three.js library. For example, the different walking animations are presented as AnimationClips, and an AnimationMixer is used on the model to blend between animations that are played on the model.

5 Results

The resulting demonstration shows all of the above features. However, more animations could be implemented and perfected. When originally conceiving the project, I decided that the evaluation criteria would be based on how natural the walk looks. I think that the walk is very natural, and the adjuster allows for a variety of different strides.

The creation of the animation involved a lot of different keyframes, which is likely what makes the stride so smooth. However, this means that it is much more difficult to make more animations after making the first one, and it may be even harder to debug.

6 Discussion and Conclusions

I think that if I started with some of the assets from scratch, they would take a lot more time to construct, but the project would be harder to debug. I relied on a model that I found online, and adjusting it to the scene that I created made it a lot harder.

I believe that this framework provides enough resources to show the different kinds of walking animations, but in the future, more animations should be added for more variety, such as different posture while walking, hips swaying, less arm action, etc. Perhaps for each body part, the animation can be blended as well.