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**Abstract**

This paper details the design and implementation of an application to display different walking animations in a 3D character model.

**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.

**Previous Work**

The inspiration for this project came from simulation games such as the Sims, Second Life, and IMVU, which allow