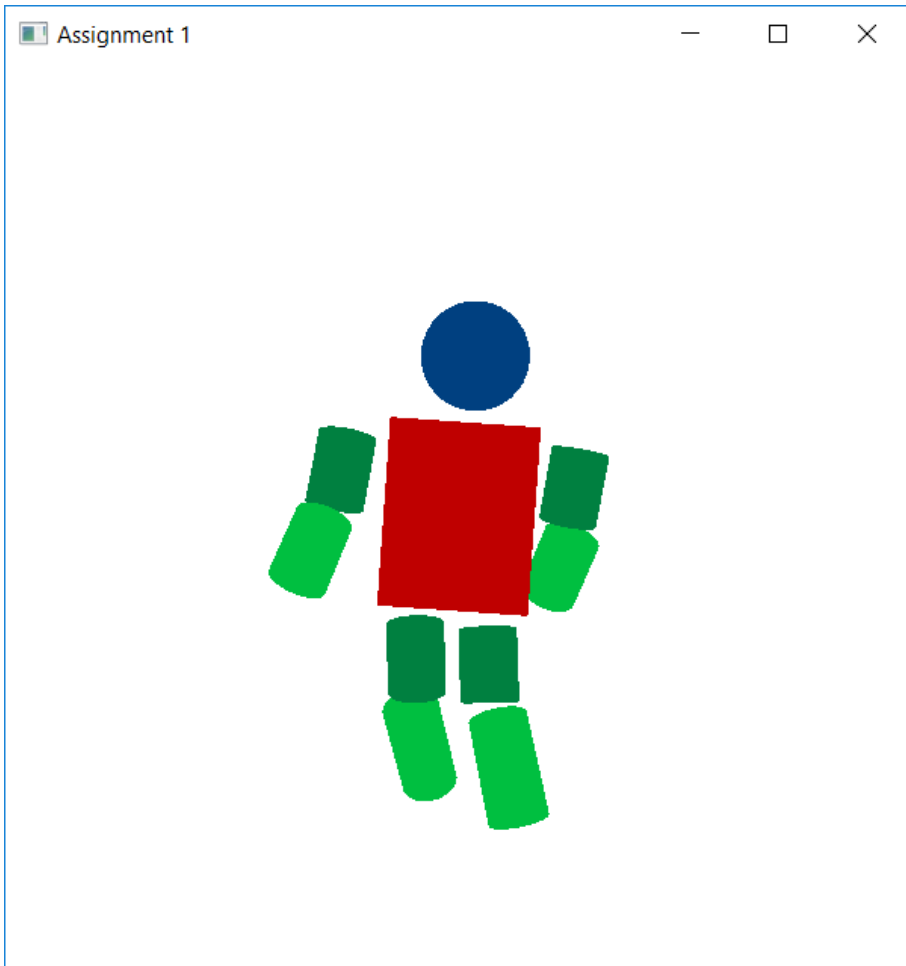


AS1 Report

Screenshot



Relationship Stack

Every body part is based on the torso. For example:

1. Torso: $P * V * M_torso$
2. Head: $P * V * M_head * M_torso'$
3. L1 arm: $P * V * M_arm1 * M_torso'$
4. L2 arm: $P * V * M_arm2 * M_arm1' * M_torso'$

And so on. M_XXX' is the transformation matrix without scaling.

How to Use

1. Open Release/Assignment1.exe
2. Left click and hold the mouse and press "WSAD" to navigate around
3. Right click and open the menu
 - i. Click "Timer > Start" to start the animation

- ii. Click "Timer > Stop" to stop the animation
4. Press "ESC" to exit the program

Developing Environment

1. Windows 10
2. Visual Studio 2017
3. OpenGL 4.4

Evaluation

1. I haven't used any textures.