

Group 1 Report:

Our animation is about cars driving across the screen in opposite directions infinitely, and two cats trying to keep their nine lives and somehow they think that waiving their tails would save their lives. There will also be two clouds moving while the cars and cats move around.

The objects displayed are as follows:

Two cars driving around the screen in different ways

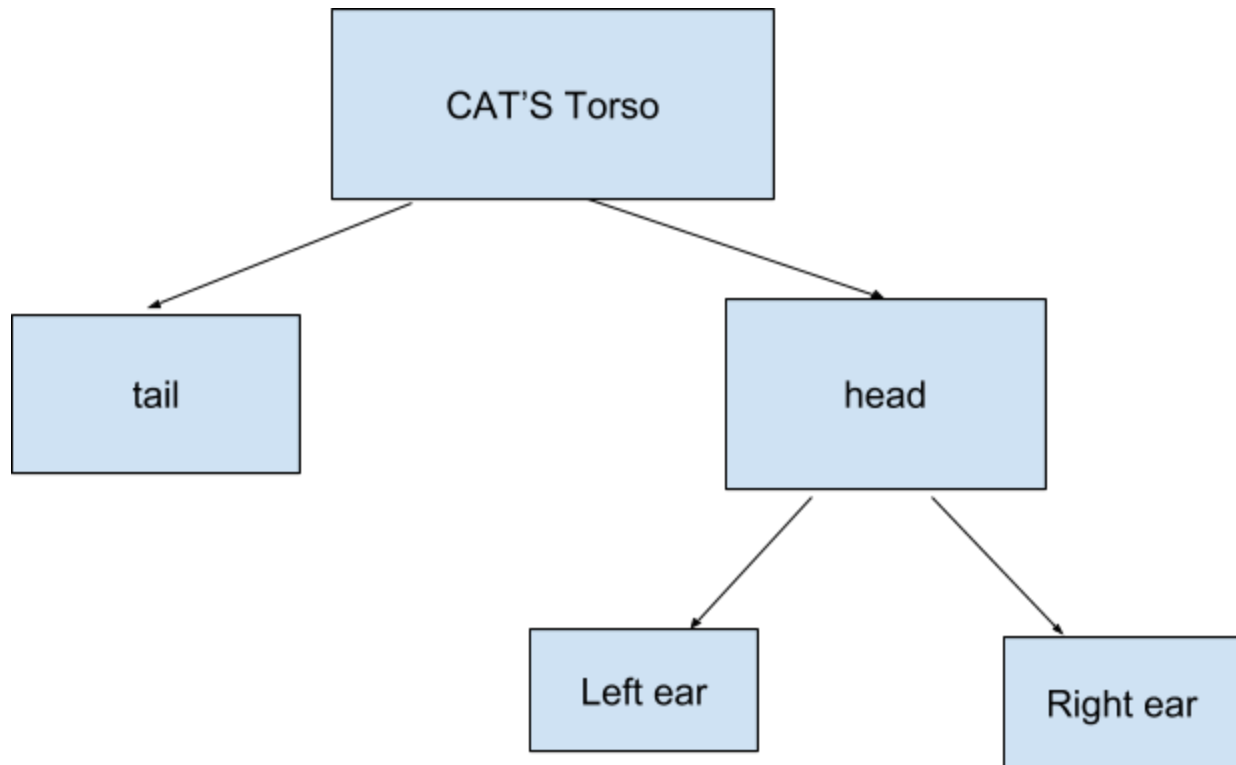
Two cats moving around the screen averting the cars

Two clouds moving across the top of the screen with rain falling

This process will loop indefinitely.

Group Plan: All Grouping and addChild() functions will be completed by 2/20/2018. Individual working animations will be completed by 2/23/2018 and the interactive coherence of the moving animations will be completed by 2/25/2018.

Yo-Wei Kao:



Transformation:

Torso - Planning to apply translation, to make a sliding cat. If time permits, I want to apply scaling to creating enlarging cats.

Tail and head - Planning to apply rotation and reverse rotation so that the cats are waiving their tail and head.

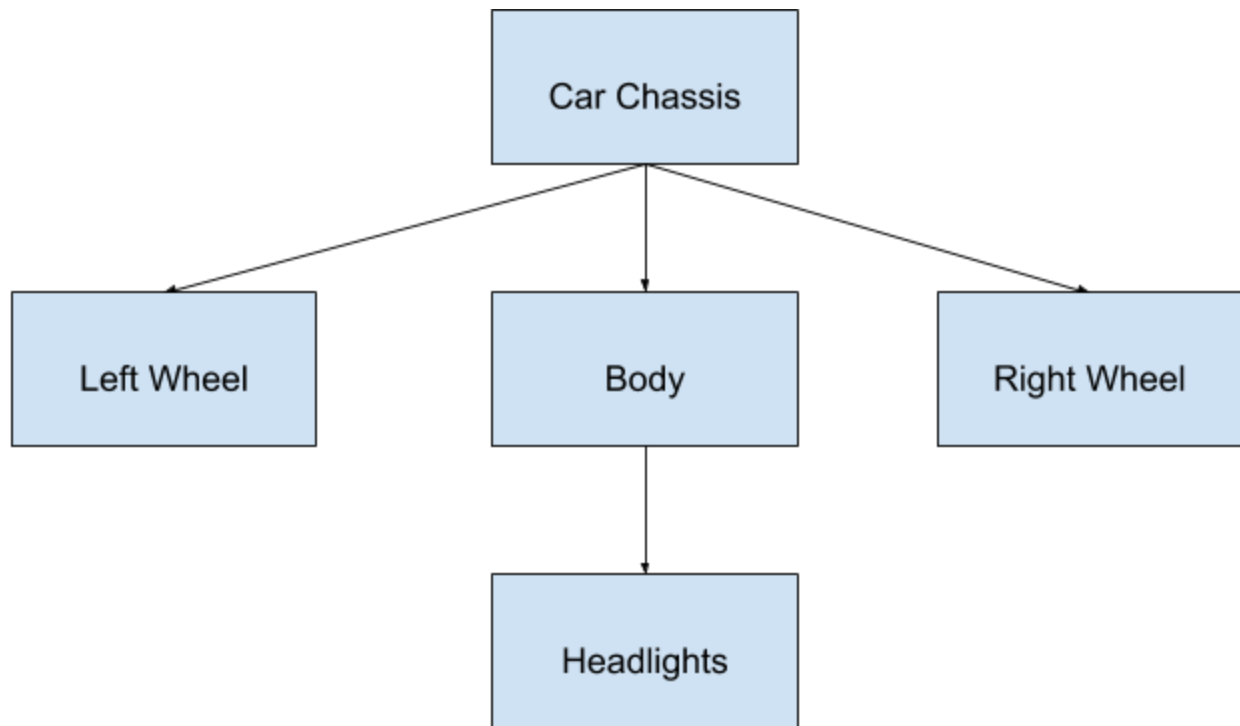
Progress:

There is a PShape group for the cat and all the children have been added in the group. No animation has started yet.

Member in Charge of the cat objects and cat classes:

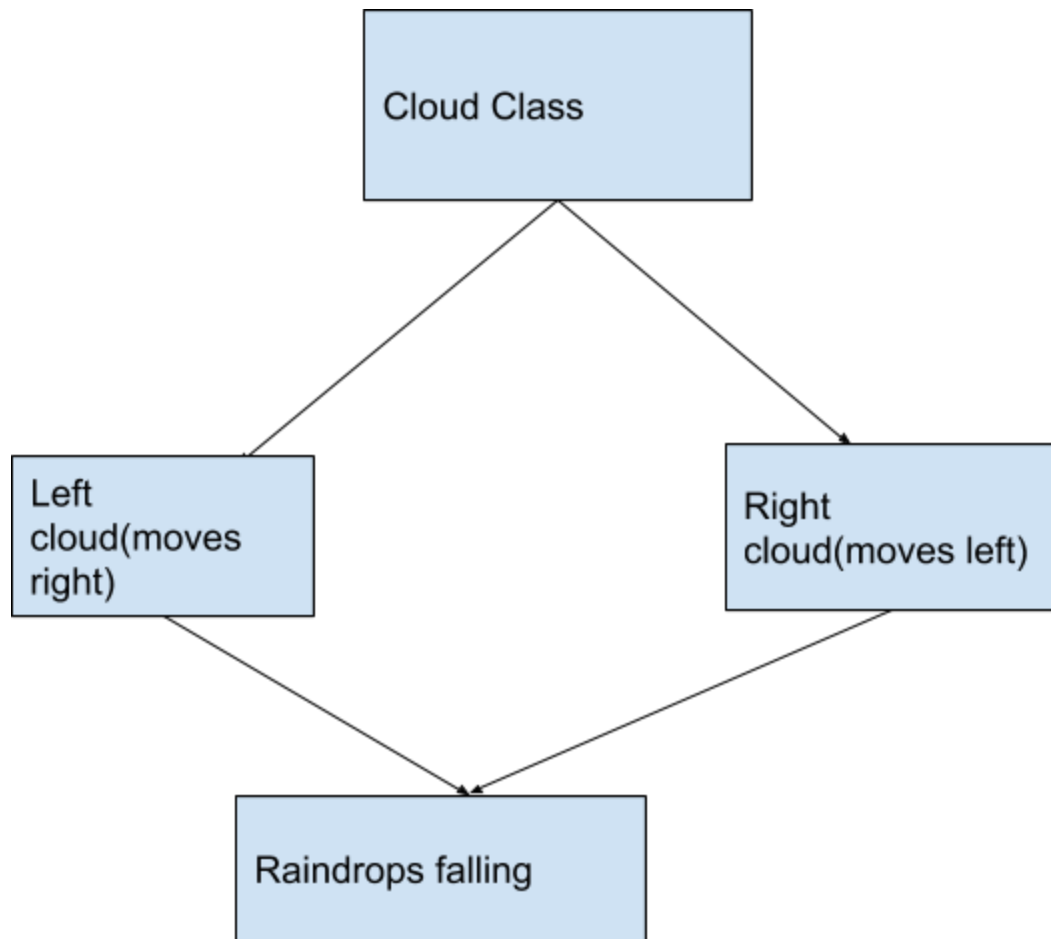
Yo-Wei Kao

Brian Smith-Eitches:



The car currently translates with its chassis and the body moves along with it. The headlights have not been added yet but will be soon. The left and right wheels currently rotate and are fixed to the car's chassis as well. The car chassis is implemented as a PShape group, and I added the three direct children using the addChild() function.

Krishti Bhowmick:



Plan:

While the cloud moves across the screen, the raindrops will be falling simultaneously. The cloud moving would use translation to be able to move across the screen. I will have a PShape group to implement the cloud class and the left cloud and right cloud would be the child classes. Need to finish up the cloud class and start working on the transformations. Will also need to soon implement the raindrops action.