

## Group 1 Report:

Our animation is about jack in the boxes trying to dodging random flying balls. There will be a tower of boxes which will constantly have the top box falling off and being added to the bottom.

The objects displayed are as follows:

Two jack in the boxes moving all around the screen in different ways.

This process will loop indefinitely.

Two stacks of boxes of different heights, rotating about its y axis and a constant translation of the top box to the bottom of the stack/tower.

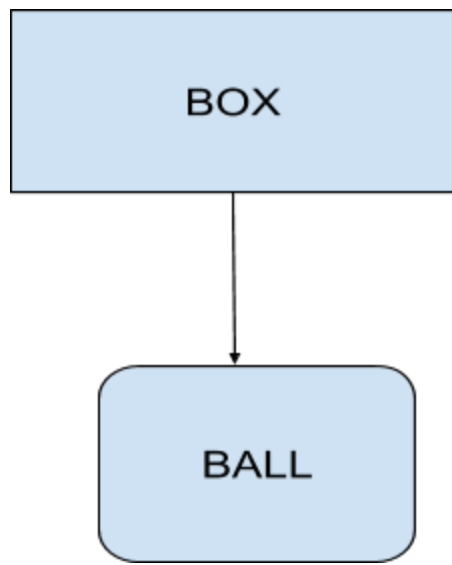
This process will loop indefinitely.

There will be two balls bouncing around the screen in random directions.

This process will loop indefinitely.

Group Plan: All Grouping and addChild() functions will be completed by 3/2/2018. Individual working animations will be completed by 3/7/2018 and the interactive coherence of the moving animations will be completed by 3/8/2018.

Yo-Wei Kao:



**Transformation:**

Box - Planning to apply horizontal translation, and maybe if time permits add in rotation for the second box.

Ball - Planning to apply vertical translation, the goal is for the ball to bounce up and down on the box.

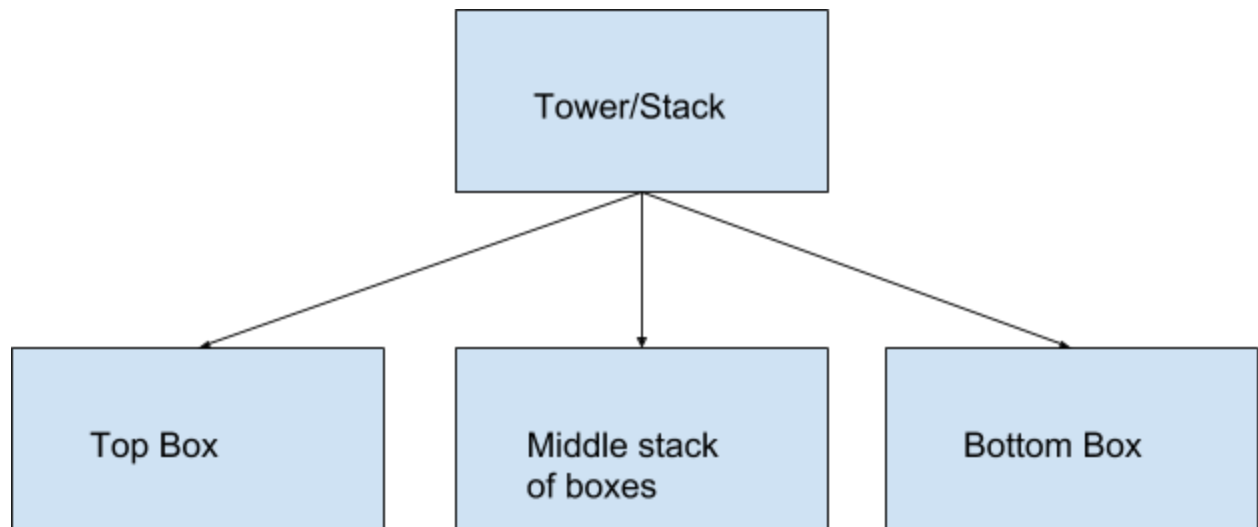
**Progress:**

There is a PShape group for the Jack in the Box and all the children have been added in the group. I would like to keep this assignment as simply as possible due to the fact that it is 3D. No animation has started yet.

**Member in Charge of the Jack in the Boxes objects and classes:**

Yo-Wei Kao

Brian Smith-Eitches:

**Transformation:**

Stack/Tower: The entire stack will rotate about its y axis

Top Box: The top box will rotate about its x axis to “peel” off the top. Then it will translate to the bottom of the screen

Middle Stack of boxes: The middle stack will translate up and left on top of the previous top box. Top of middle stack essentially becomes new top box.

The bottom box: Will effectively be added to middle stack of box via translation

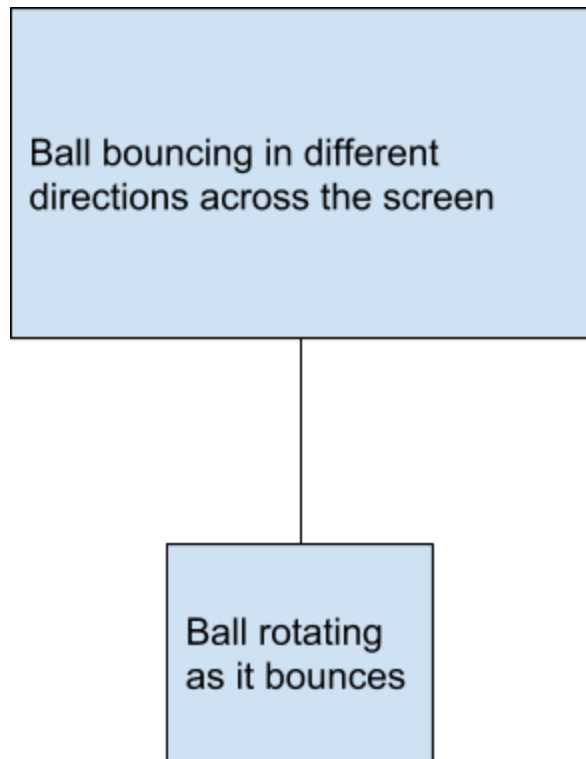
**Progress:**

There is a PShape group for the tower. No 3-D animations or shapes have been created yet. I have created a list to hold the boxes and keep track of which box belongs to which subgroup.

**Member in Charge of the Box Tower objects and classes:**

Brian Smith-Eitches

Krishti Bhowmick:



**Transformation:**

- The balls will be bouncing around the screen in all different directions- involve numerous translations
- The sub-animation will be having the ball rotate while it bounces in different directions

**Progress:**

- PShape class for the ball shape has been created and the child classes as well.
- 3D animation hasn't been added yet

**Member in Charge of the Ball objects and classes:**

Krishti Bhowmick