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Project 2: **Inverse Kinematics**

Instructions: To rotate the camera use Q and E, to move the target use WASD. To run CCD press C key (it takes a while calculate).

Compilation: Nothing special, project compiles just fine in Debug mode x86, VS2015, Update 1

Relevant code: All code that is relevant to project 3 is in main.cpp and bone.h

Implementation information: Project includes CCD algorithm, skeleton with 6 bones.