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| 컴퓨터 그래픽스 Class assignment 3 | | | | | |
| 학번 | 2018023390 | **이름** | 이서연 | **제출일** | 2021.05.30 |

1. Which requirements you implemented?
   1. Manipulate the camera in the same way as in ClassAssignment1 using your ClassAssignment1 code.

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| No | 구현 사항 | 구현여부 |
| i | Also draw the reference grid plane | O |

* 1. Load a bvh file and render it.

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| No | 구현 사항 | 구현여부 |
| i | Open a bvh file by drag and drop to your bvh viewer window | O |
| ii | Read the bvhfile and renderthe “skeleton” (t-pose) of the motionwhen you load the file by drag-and-drop | O |
| iii | Animate the loaded motion if you press <spacebar> key | O |
| iv | When open a bvhfile, print out the following information of the bvh file to stdout(console) | O |

* 1. Extra credits

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| No | 구현 사항 | 구현여부 |
| i | Use a box to draw each body part instead of a line segment (press b) | O |
| ii | Use different obj files to draw each body part instead of a line segment (press o) | O |

1. A hyperlink to the video uploaded to Internet video streaming services (such as YouTube and Vimeo) by capturing the animating hierarchical model as a video.

<https://www.youtube.com/watch?v=fzQj3EnZJls>

어두운, 옅은, 밤하늘이(가) 표시된 사진

자동 생성된 설명개에 끌려가는 사람 모션이며, bvh 파일은 (<https://accad.osu.edu/research/motion-lab/mocap-system-and-data>) 에서 다운 받았다.