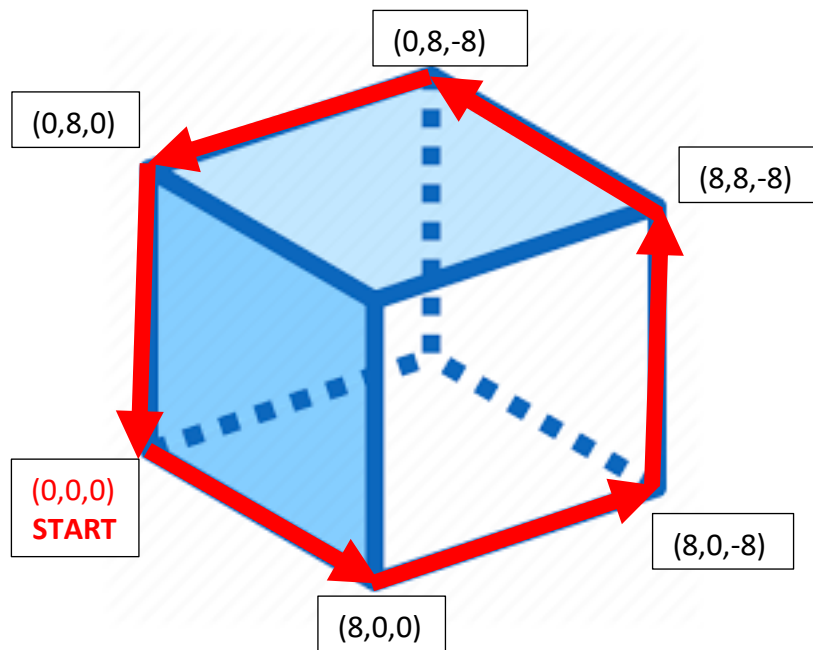


A12 – Animation and interpolation

In this assignment, you should correct the animation of a starship that moves in an awkward way. The application is contained in `index.html` and the animation keyframes are defined in file `anim.js`.

The target, is to have a smooth animation of the starship around the edges of a cube as outlined in the figure.



The animation is defined as a set of animation segment. Each segment is defined by 5 parameters:

- The duration in seconds: time required to travel the path.
- The starting point
- The control point for the start
- The control point for the end
- The ending point

Each point is defined by two information:

- A three component vector representing the position of the starship
- A quaternion representing its orientation

By properly adding and modifying the animation paths, try to achieve a smooth movement of the ship along the cube.