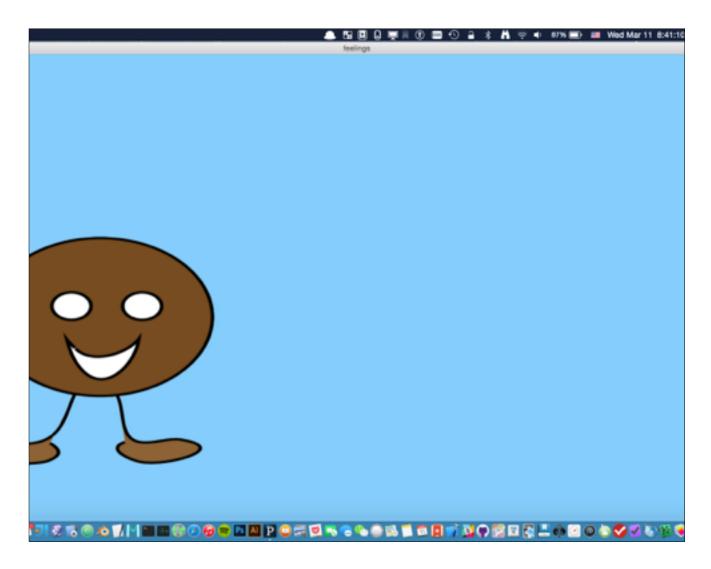
TIM SIWULA



Interactive Animation

TIM SIWULA

SUMMARY

Design concept

For my interactive animation I decided to make a character that would emit emotions when certain triggers hit the character.

Goals

Allow for a dynamic interaction experience.

Implementation

I have created a bunch of classes that contain reusable logic. I used photoshop to edit photos of myself into the character.