i. Which requirements you implemented

a. Manipulate the camera in the same way as in ClassAssignment1 using your ClassAssignment1 code (10 pts).

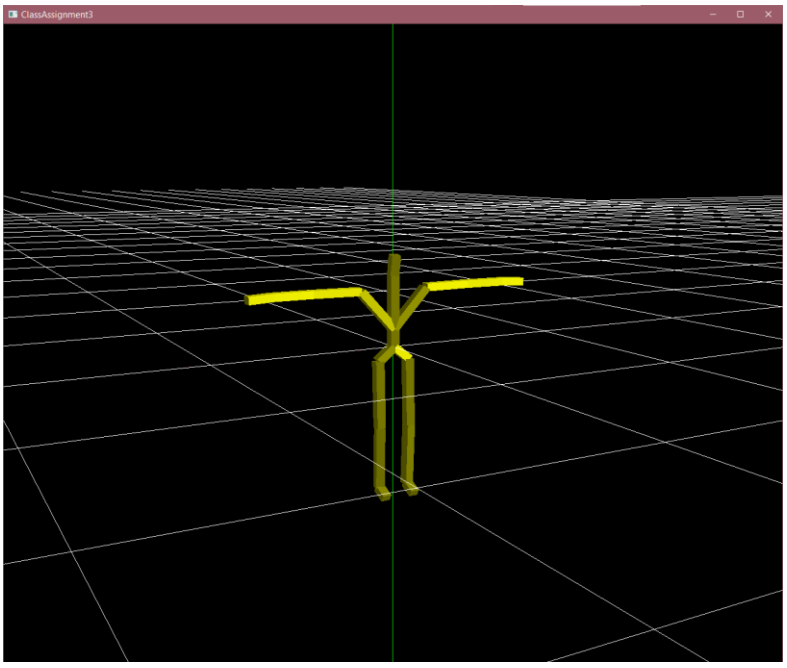
➔ Implemented

b. Load a bvh file and render it (80 pts)

i. Open a bvh file by drag-and-drop to your bvh viewer window (10 pts)

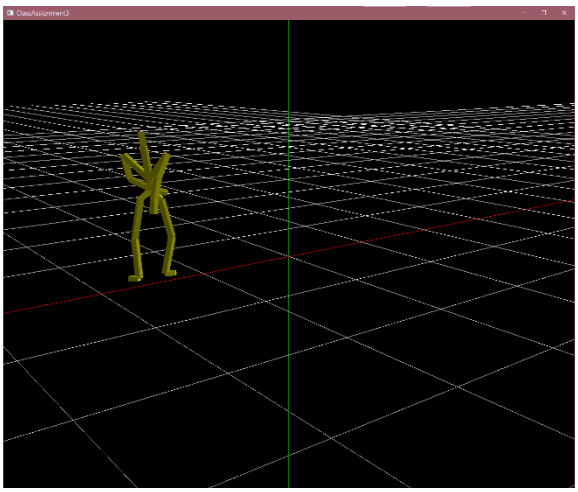
➔ Implemented

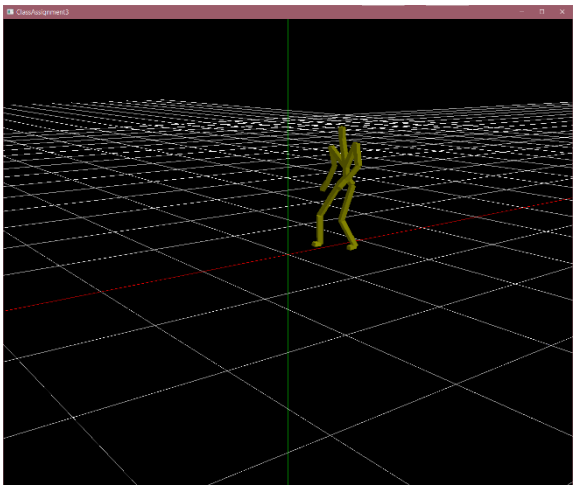
ii. Read the bvh file and render the “skeleton” (t-pose) of the motion when you load the file by drag-and-drop (30 pts).



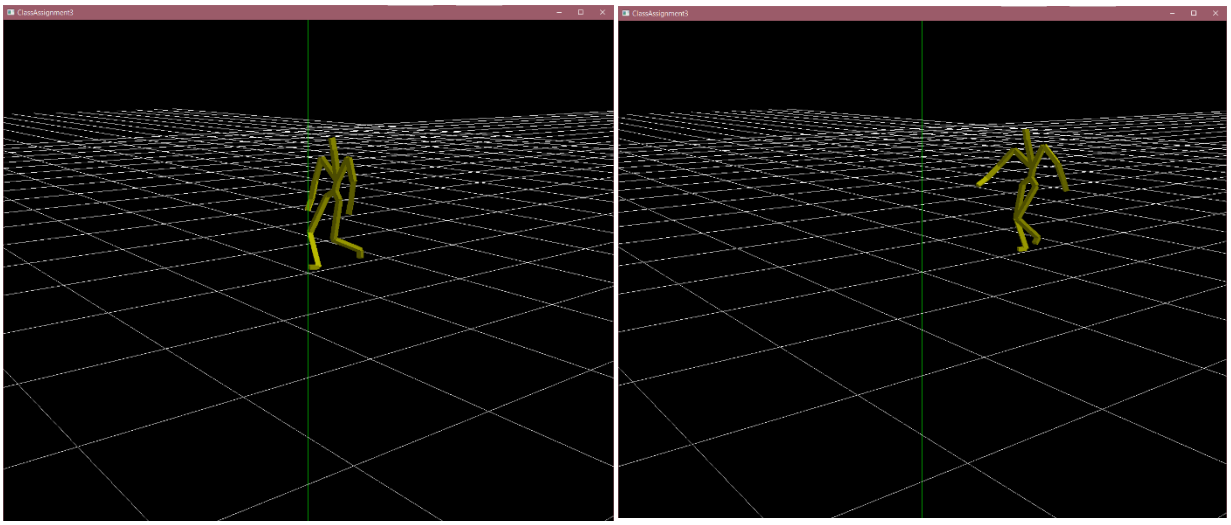

iii. Animate the loaded motion if you press the <spacebar> key (30 pts).

1. spin





2. Walk



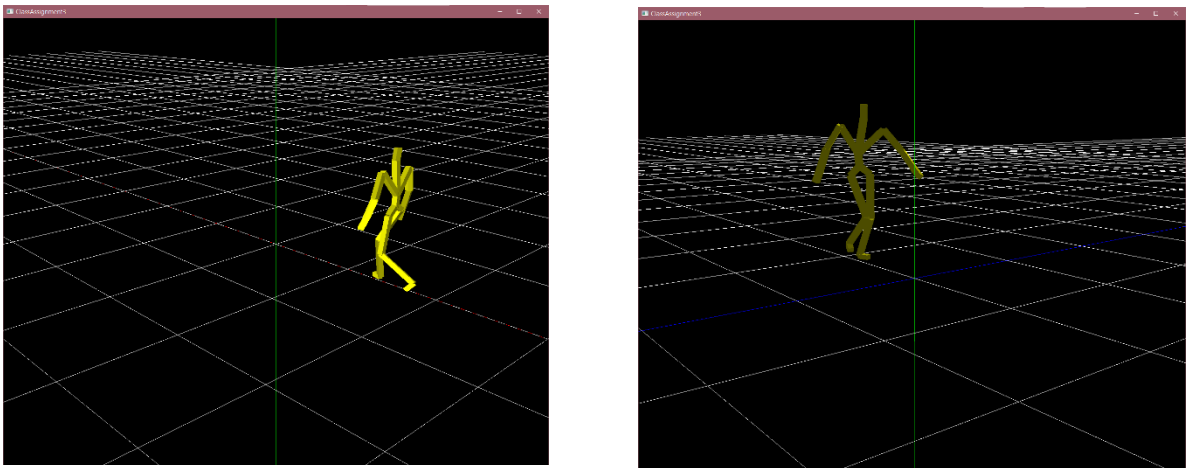
iv. When open a bvh file, print out the following information of the bvh file to stdout (console) (10 pts)

```
File name :  sample-spin.bvh
Number of frames :  214
FPS :  30.000300003000028
Number of joints :  15
List of all joint names (pre-order) : Hips Spine Head RightArm RightForeArm RightHand LeftArm LeftForeArm LeftHand RightUpLeg RightLeg RightFoot LeftUpLeg LeftLeg LeftFoot
File name :  sample-walk.bvh
Number of frames :  199
FPS :  30.000300003000028
Number of joints :  15
List of all joint names (pre-order) : Hips Spine Head RightArm RightForeArm RightHand LeftArm LeftForeArm LeftHand RightUpLeg RightLeg RightFoot LeftUpLeg LeftLeg LeftFoot
```

c. Extra credits

i. Use a box to draw each body part instead of a line segment (+10 pts).

1. Flat shading 을 활용하였음



ii. 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 (10 pts).

a. https://youtu.be/hqVs3eyeYjg