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Robot/Humanoid

The Robot is made using hierarchical modeling. Robot's each part has some constraints to move in some fixed domain. For example the legs can only move from -90^0 to 90^0 . In code the method '**def body ()**' draws the whole robot'. The function '**def keyboard ()**' handles the keyboard input and function '**def SpecialKeys ()**' handles some special keys like 'arrow keys' of keyboard. By default the Robot moves, since the timer function is called at every 100ms in '**def move ()**' method. The function '**def reshape ()**' is handling the reshape event of the window.

Keys Input and its effect on robot

'S' or 's' – toggles start and stop of the moving of robot. Initially robot is moving.

Left and Right arrow keys - to move the camera in left and right direction respectively.

////////// These Keys Works only when the robot is not moving //////////

//////////////////// To stop the robot use key 's' or 'S' //////////////////////

'T' or 't' – rotates the whole body along y-axis.

'f' or 'F' – rotates right arm of robot

'g' or 'G' - rotates right hand of robot

'h' or 'H' - rotates left hand of robot

'j' or 'J' - rotates left arm of robot

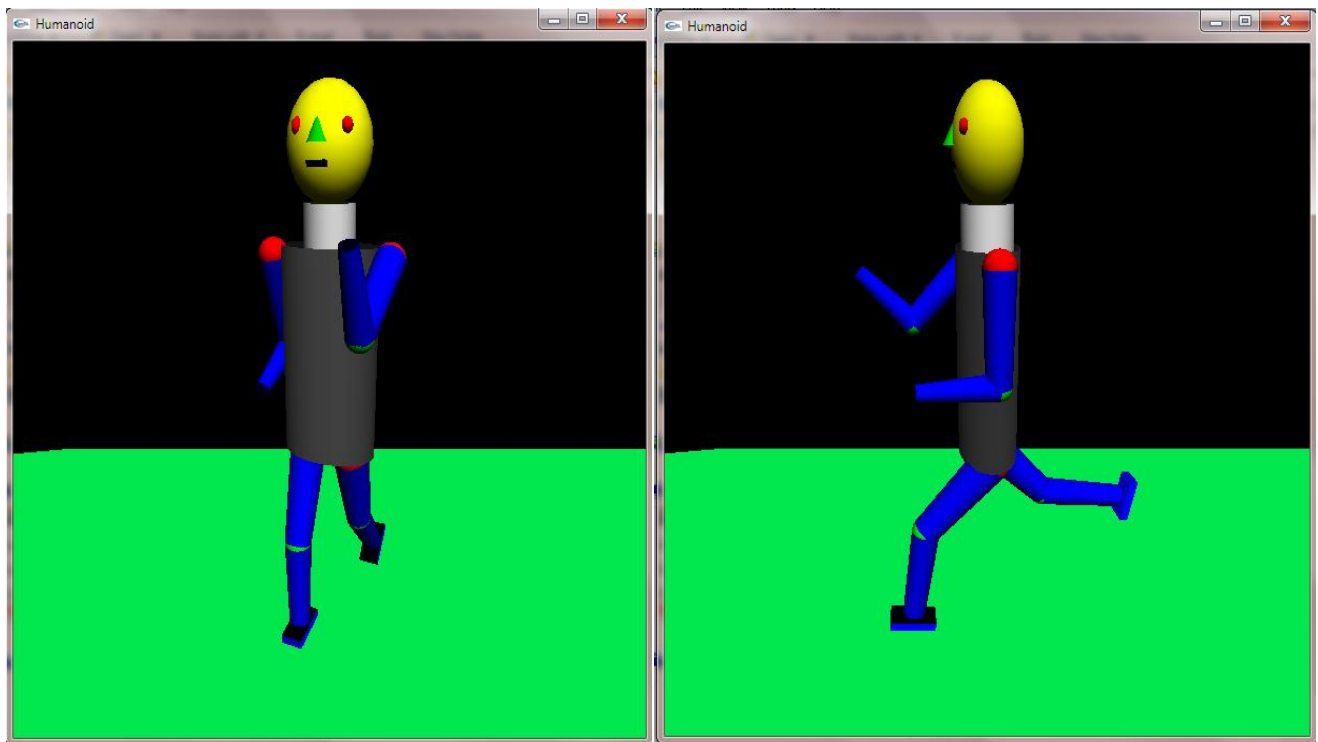
'v' or 'V' - rotates right lower leg or right foot of robot.

'b' or 'B' - rotates right leg of robot

'n' or 'N' - rotates left leg of robot.

'm' or 'M' - rotates left lower leg or left foot of robot.

The code comments may be confusing for the first time because the code for robots parts are written such that to understand well the direction of robot. Robot's left parts are in the viewer's left direction and right parts in viewer's right direction.



Snapshots of Humanoid