Animation, Selection, and Picking

CS 420

Objectives:

- To familiarize yourself with:

  1. Articulated figures.
  2. Using key frames to create an animation sequence.
  3. Selection.
  4. Picking.

Experiments

- Experiments 4.35 and 4.36.

- Experiment 4.37. This experiment is, perhaps, out of place here, but is interesting.

- Experiment 4.38.

- Experiment 4.39. There appears to have been a mix-up. The code for this experiment is in the `Picking` folder. The program allows you to pick one of three triangles.