COSC 338 – Computer Graphics
Project 2
Spring 2008

Objective: Utilize basic primitives to create an interesting and movable "stick" figure.

Your Task: You will create a pseudo stick figure with various moving parts. You should have 14 points of articulation and it should roughly look like the wooden figures used in classic art. The 14 points of articulation you should be able to handle are wrists (2), elbows (2), shoulder ball socket (2), ankles (2), knees (2), hip ball socket (2), torso and neck. They should move with the limitations that you would expect an average human to have. In order to control the individual body parts, you should have keyboard controls that move a selected body part. For instance, if I select a hand using a left-mouse click, I should be able to use the up direction to move that hand upward while still keeping the hand linked to the forearm. Movements that should be coded include left, right, up and down. In addition, you should code controls such that a user is able to rotate the stick figure along the x or y axis.

Bonus: (10 pts) Code the animation for a running stick figure and code the controls that will start the stick figure running and stop the stick figure running.

You may work in teams of three for this project. If you choose to work in teams, you must email me your team members by 3/6.

Expectations: The code should be clean, concise, well-commented and correct. If you use an outside source, be sure to document that source. Significant use of outside sources will result in a deduction. Grading rubric and example binary will be provided a week ahead of the due date.

DUE: March 25th, 11:59pm via Digital Dropbox