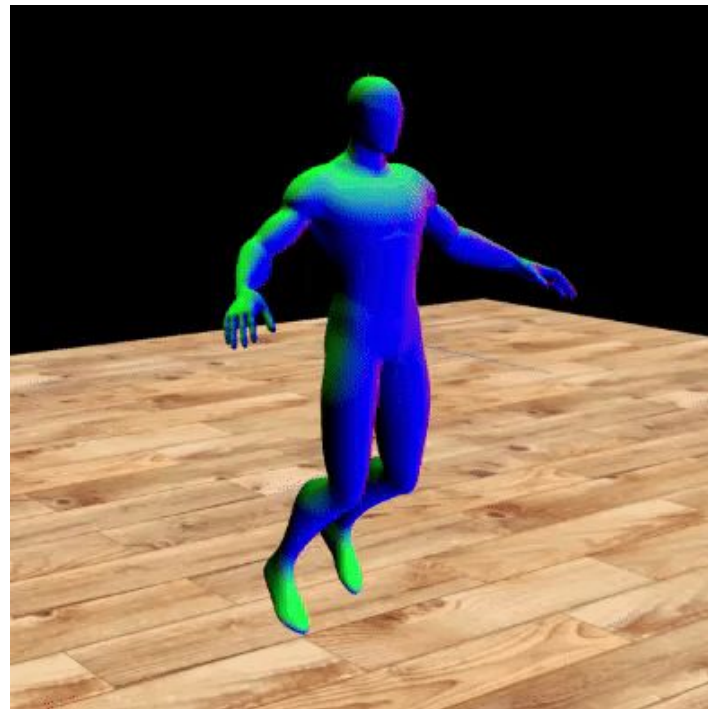
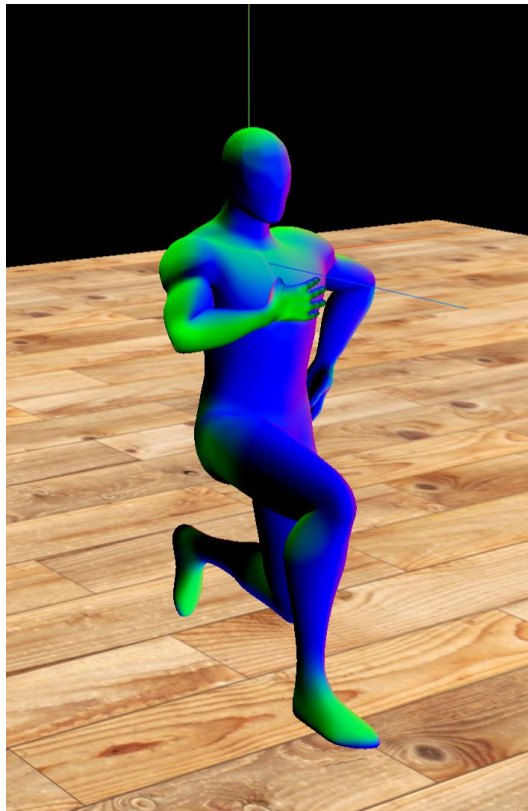
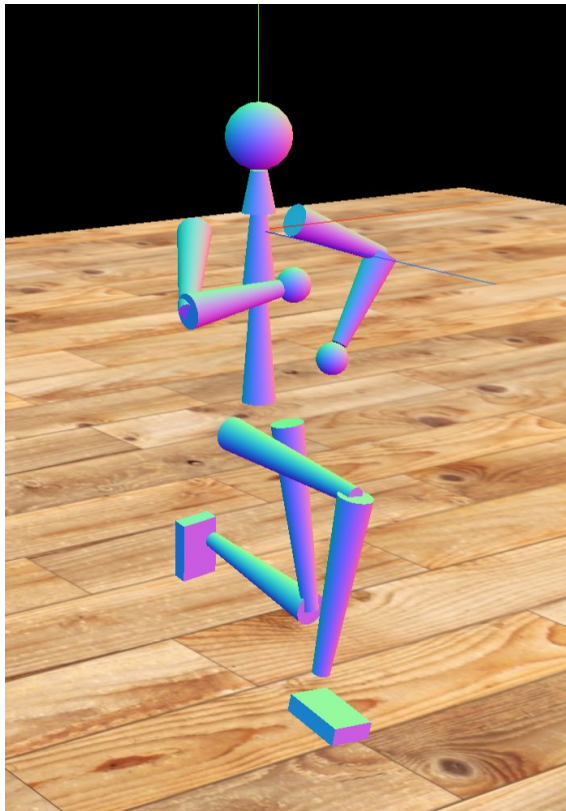
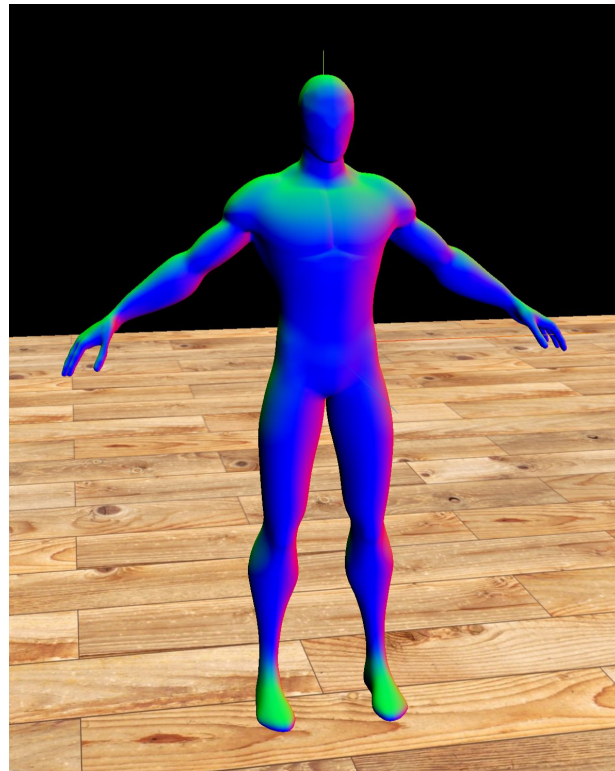
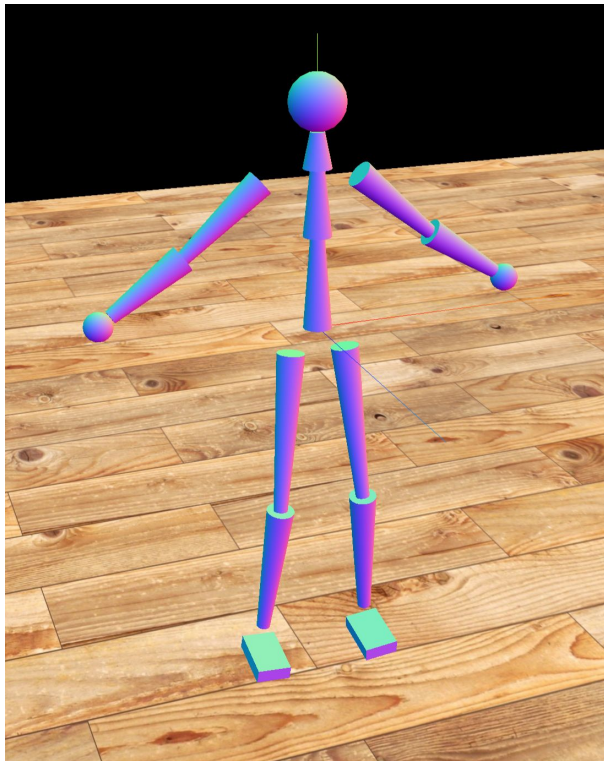
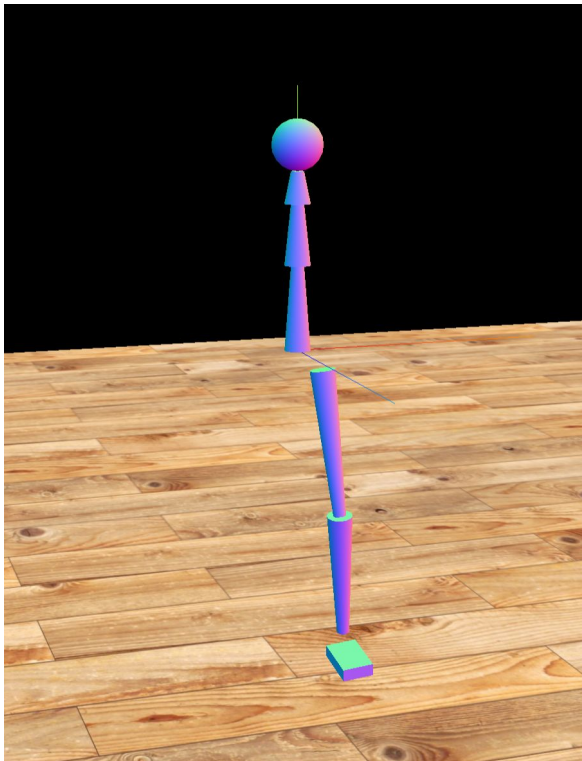


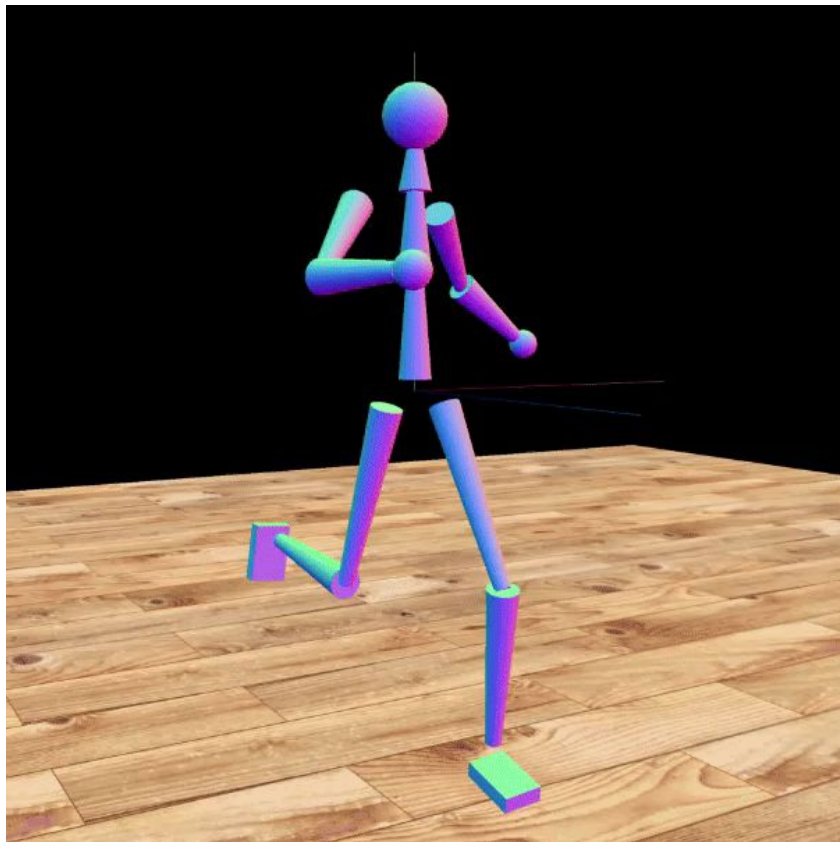
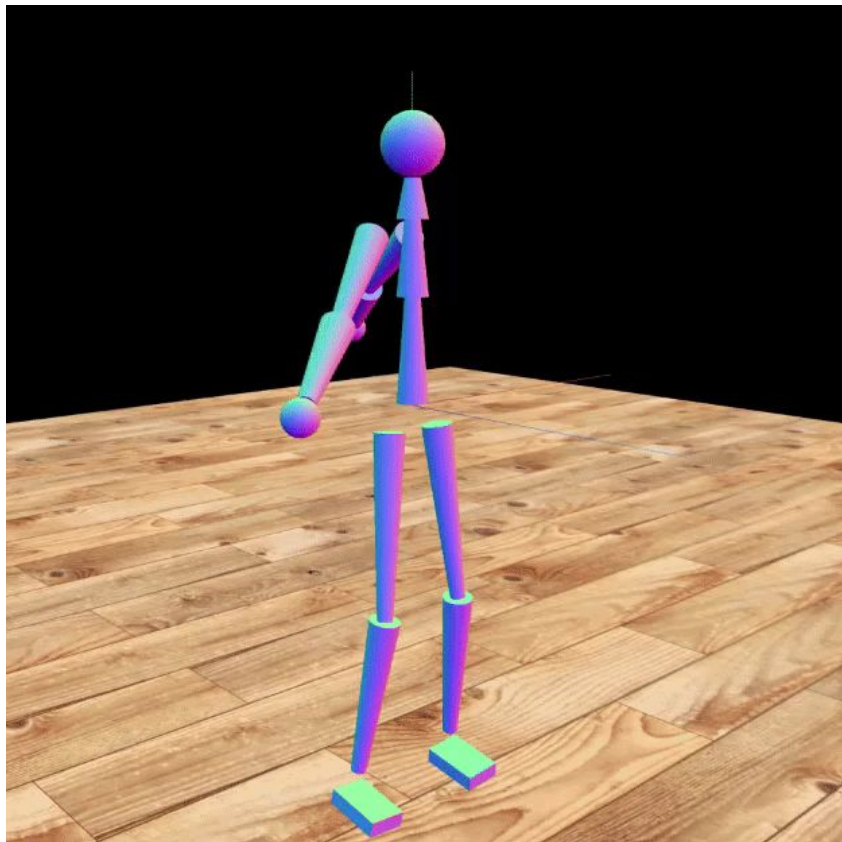
Atelier d'animation



Complétez le squelette

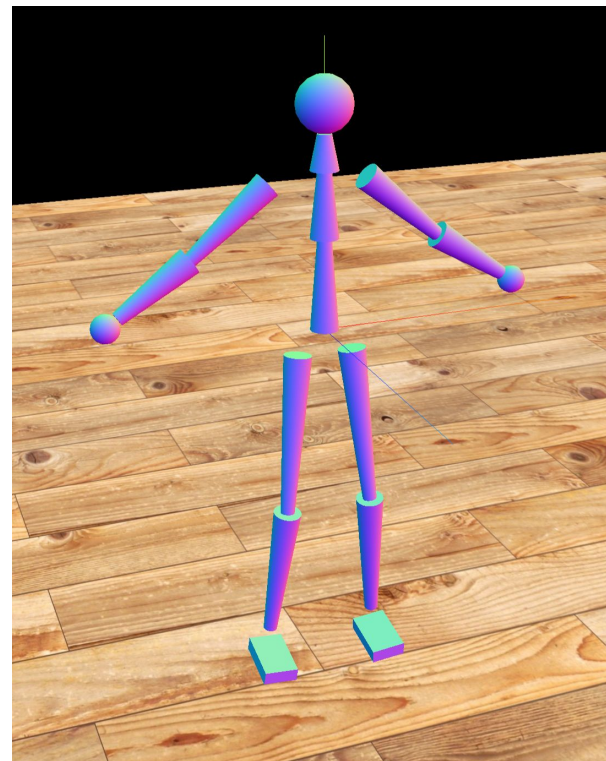
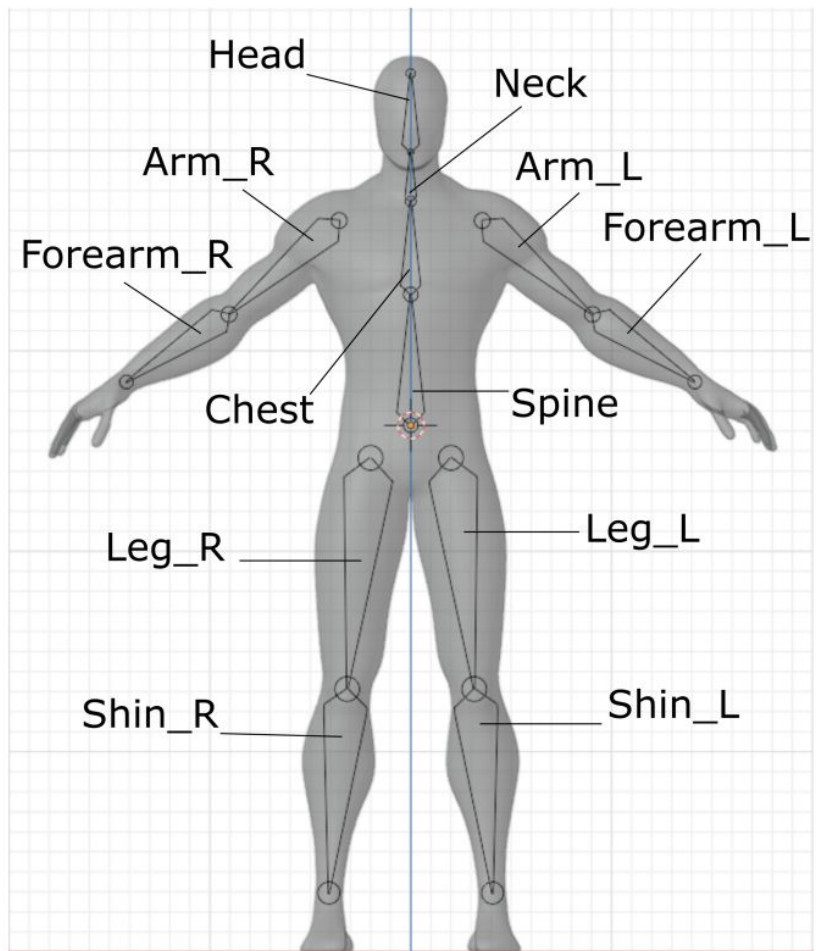


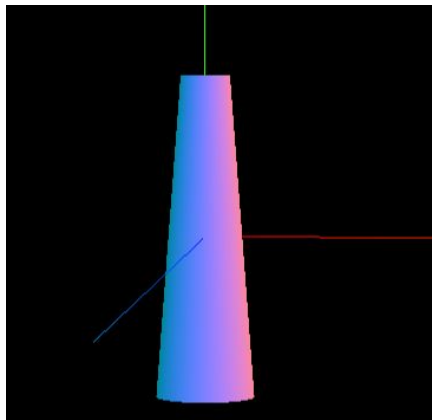
Complétez l'animation



Créez votre propre animation!



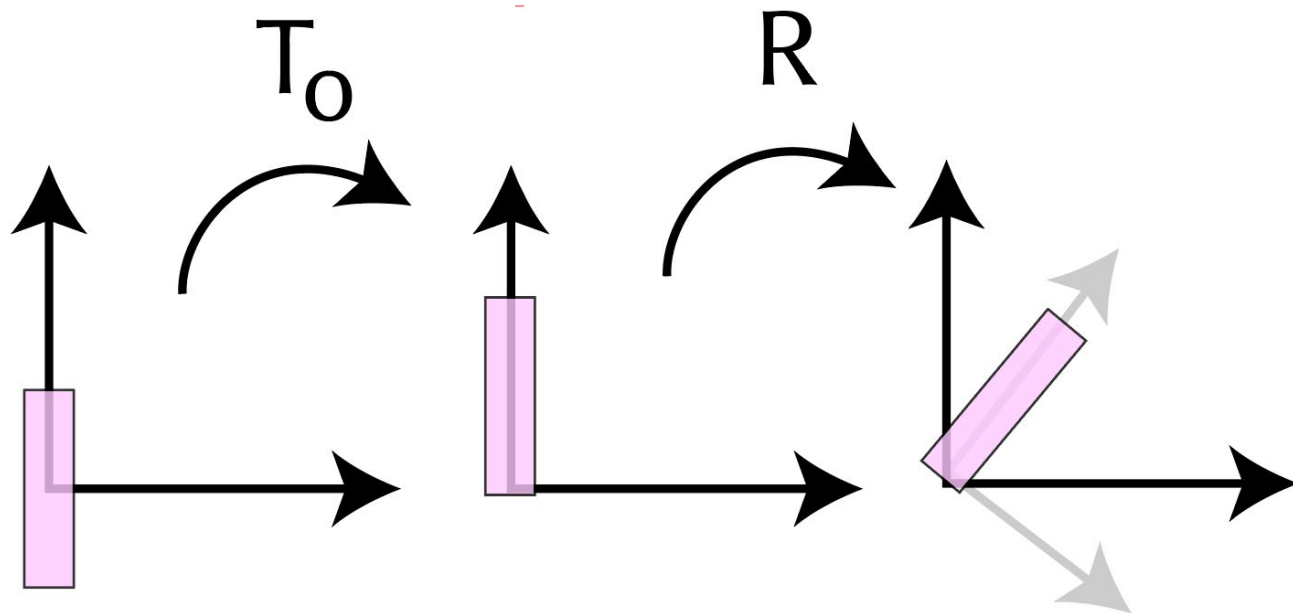


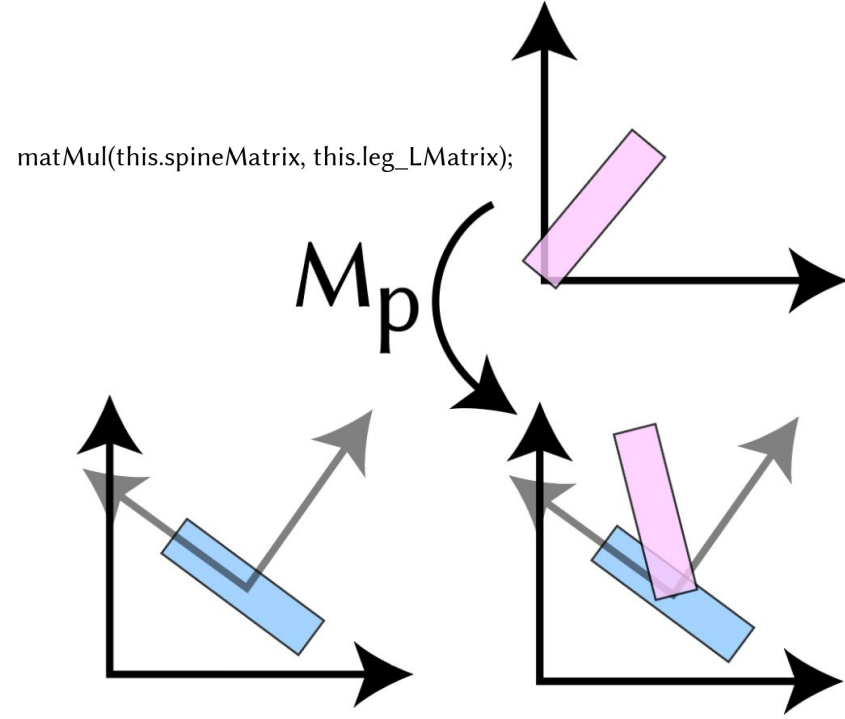


```

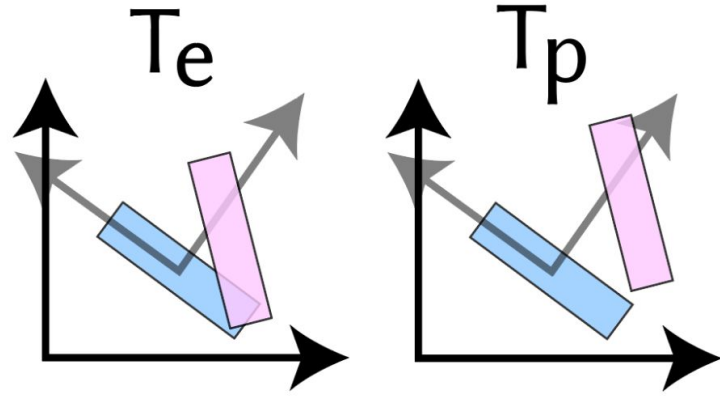
matMul(rotX(this.legLeftRotation.x),
      matMul(rotY(this.legLeftRotation.y),
      matMul(rotZ(this.legLeftRotation.z)))
translation(0, this.legLength / 2, 0)

```





`translation(0, -1 * this.spineLength / 2, 0)`
`translation(this.legLeftTranslation.x, this.legLeftTranslation.y, this.legLeftTranslation.z)`

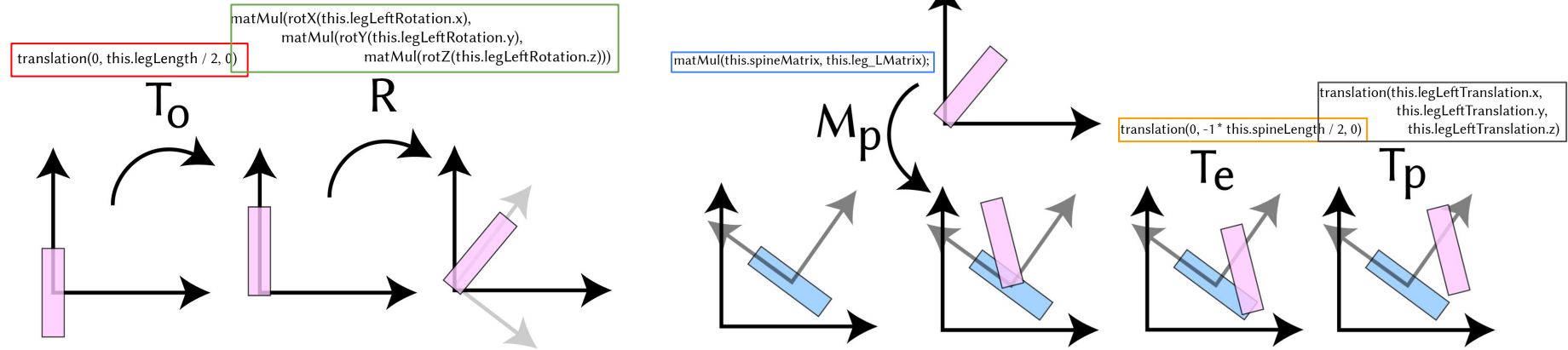


```

this.localLegLMatrix = matMul(translation(this.legLeftTranslation.x, this.legLeftTranslation.y, this.legLeftTranslation.z),
    matMul(translation(0, -1 * this.spineLength / 2, 0),
        matMul(rotX(this.legLeftRotation.x),
            matMul(rotY(this.legLeftRotation.y),
                matMul(rotZ(this.legLeftRotation.z), translation(0, this.legLength / 2, 0))))));
var leg_LMatrix = matMul(this.localSpineMatrix, this.localLegLMatrix);

```

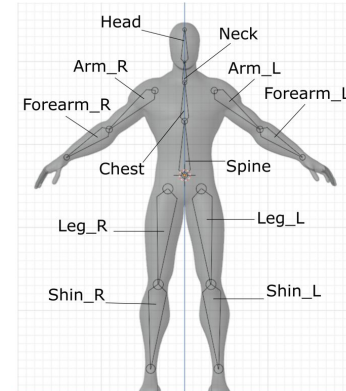
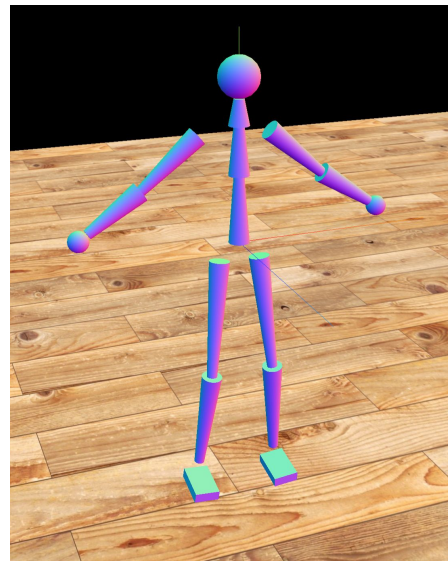
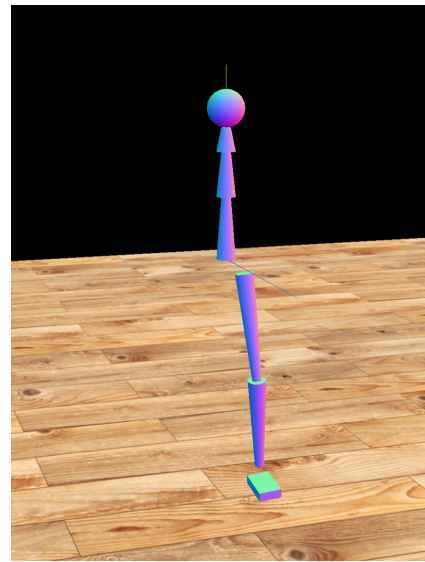
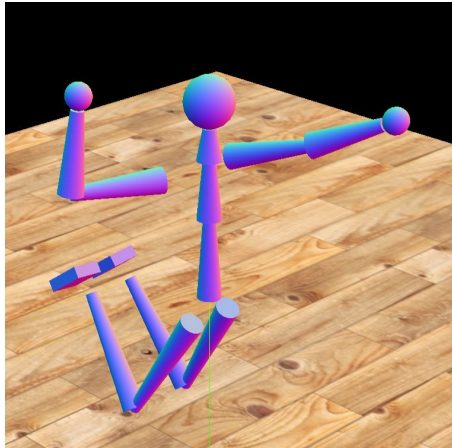
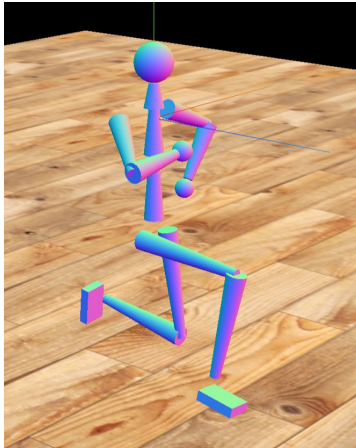
$$M_p * T_p * T_e * R * T_o$$



1. Squelette TODO 1 (L357)

```
this.localLegRMatrix = // votre code ici  
var leg_RMatrix = // votre code ici
```

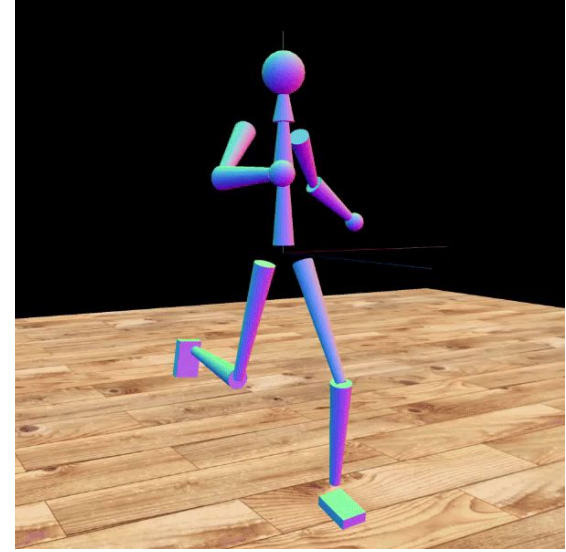
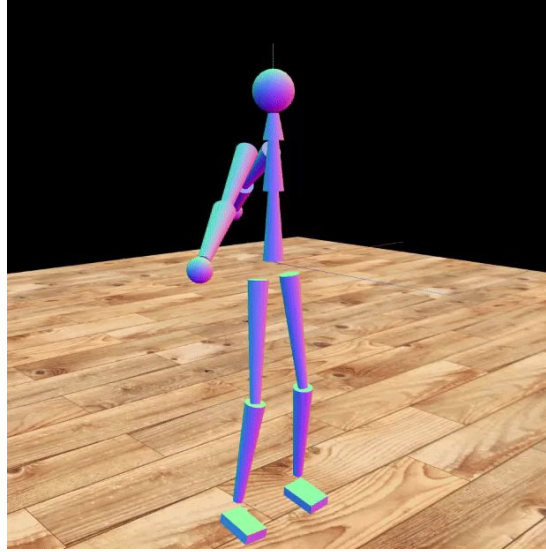
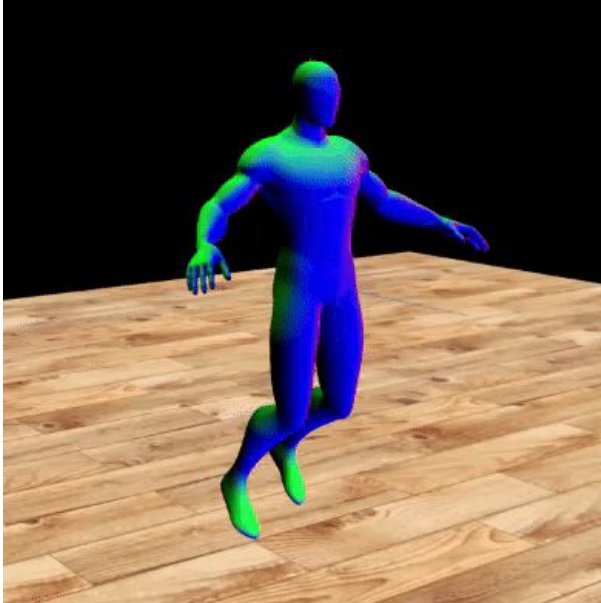
Inspirez-vous du code de la jambe gauche afin d'ajouter la jambe droite.
Ensuite ajoutez les bras!



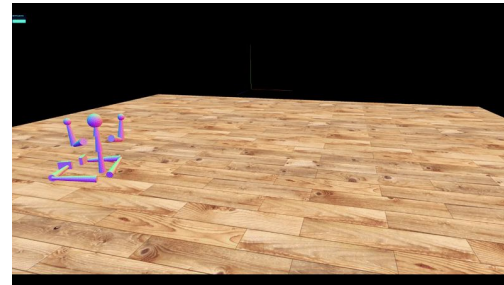
0, 1 et 2 sur votre clavier pour tester des poses.
Appuyez sur 6,7,8,9 pour voir le maillage de l'humain

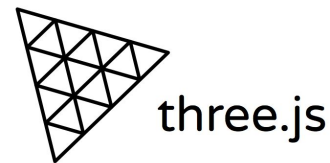
2. Animation **TODO 2 (L718)**

Utilisez \sin/\cos afin de faire courir le squelette.



3. Créez votre propre animation (L737)





1. Formez des équipes
2. Téléchargez le code de base
3. Décompressez le fichier .zip du projet
4. Ouvrez un terminal dans le dossier du projet
5. Exécutez la commande: "python3 server.py"
6. Ouvrez un navigateur web (ex: Google Chrome) à "localhost:8081"
7. Cliquez sur ift_sejour.html
8. Ouvrez le dossier du projet dans Visual Studio Code
9. Ouvrez le fichier ift_sejour.js

Astuces

- Si le programme se bloque, c'est qu'il y a probablement une erreur dans votre code.
- Sur Google Chrome, appuyez sur F12 afin d'ouvrir la console et voir les problèmes.
- N'hésitez pas à demander de l'aide!