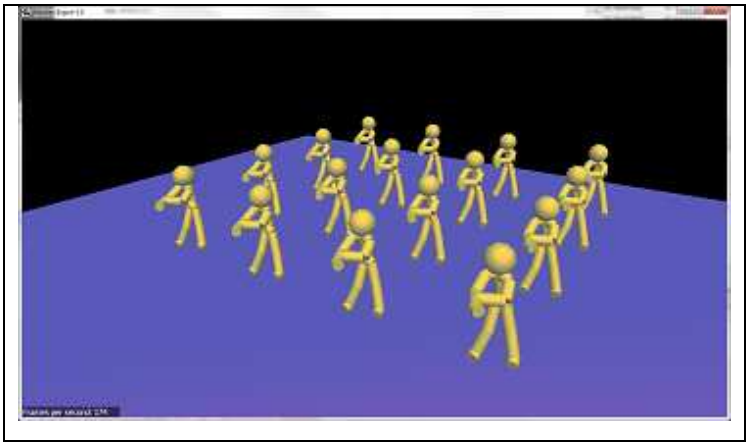
Assignment 3: Skeleton Dance

Overview

This week it is freestyle. You are given an animated skeleton, and you can do with it whatever you like to. Be creative!

The figure on the right shows what I prepared for you. It shows 16 instances of the animated skeleton, performing a group dance.



The skeleton gets its animation info from a microsoft-kinect skeleton data file, read by a player which runs in its own thread when you create a player object (please see the example code). All conversion between kinect format and JMonkey coordinates is performed in the Skeleton class also provided in the example code.

Starting with the example code, use the animated skeleton and do whatever you like.

Some suggestions are:

- put it in a different environment, i.e. create a club atmosphere (70s dance floor with blinking lights etc)
- interpolate the animation data to create a super slow motion
- add your own virtual physics, e.g. to link the bones with rubber bands (which would make the arms fly away when moved too fast)
- attach the joint data to a different skeleton structure, e.g. use the relative joint positions of the hands and move a crane, car, etc.

Please discuss different ideas in the lab.

Add textures, landscapes, music...

This is still NO groupwork!

Start early.

Get acquainted with the demo program, and the classes in the project I provided for this assignment.