



Bachelor-/Masterarbeit – Learning Billie to move his hands

What is it about?

We move our hands to grab a cup of coffee, to drive a car, to scratch the back of our head or to gesture. All these tasks require us to position our hand somewhere in space, while avoiding collision of our arms with the rest of our body and other objects.

Assignment

In this project you will learn our virtual character Billie to move his hands to achieve such tasks. You will be designing an animation model that achieves natural full body postures to put the hand(s) at a desired position. The model has to take into account muscle comfort, inner body collision avoidance and human-likeness of the resulting posture.

Requirements:

- Programming in Java

Ansprechpartner:

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