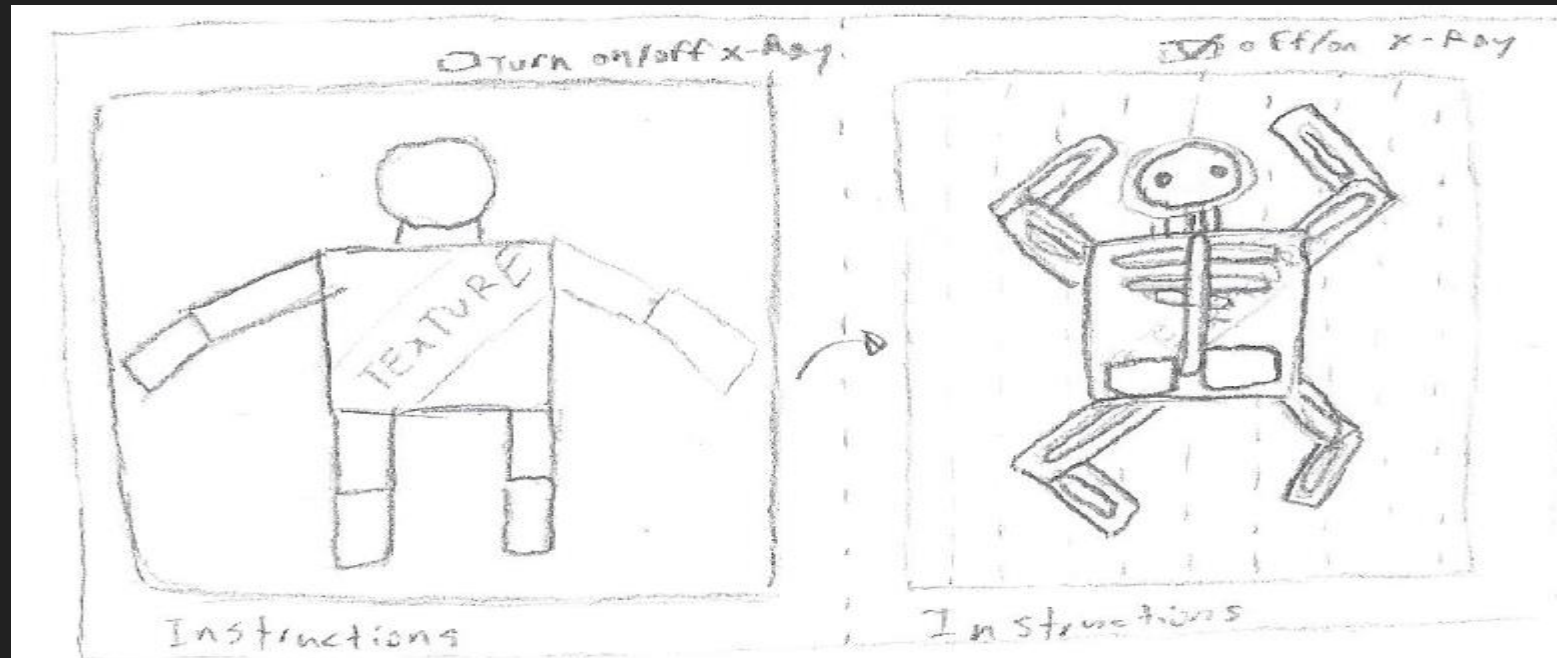


Project Proposal

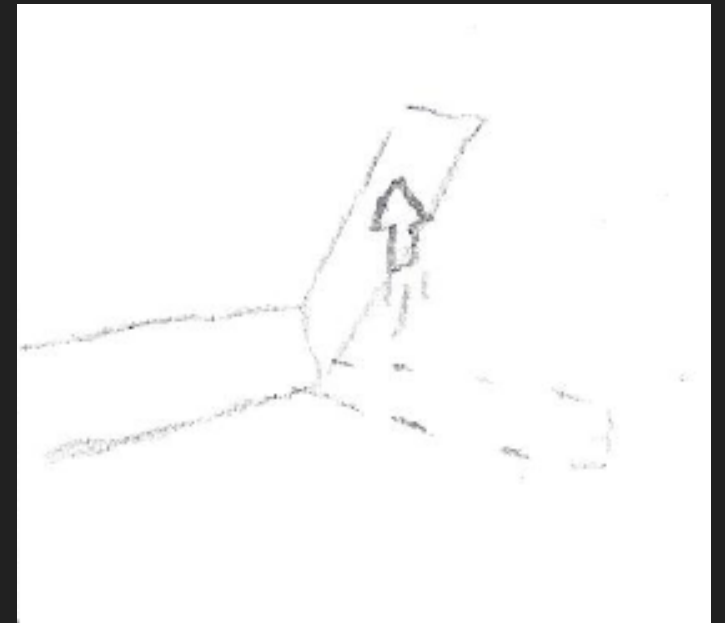
Our Idea

Our idea is to create a human being made up of multiple Scenenodes for the different parts of the body.



Meeting requirements

- The user can manipulate the body using the mouse
- The user can switch cameras between an outside view of the body and an x-ray of the body
- The body will be the root of the Scenenodes direct limbs will be children while the limbs after the joints will be grandchildren to the body



Textures

- Parts of the body will have texture (like cloths and possibly the limbs themselves)
- Possible textures of the background for the x-ray view Like small square scan background would texture map a smaller image to make this.



Keeping it Simple (For Now)

Our project will be simple at first and will be possible to make using not straying far from things that have been directly taught in this class. So we're confident we can make this projects in its base form.

Possible Inclusions

- Beating Heart and other organs
- Fully textured body
- Pass on movement of joints to parent in some cases
- More ascetics/technical additions

