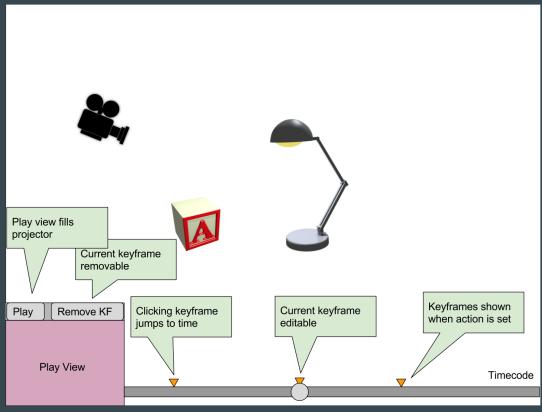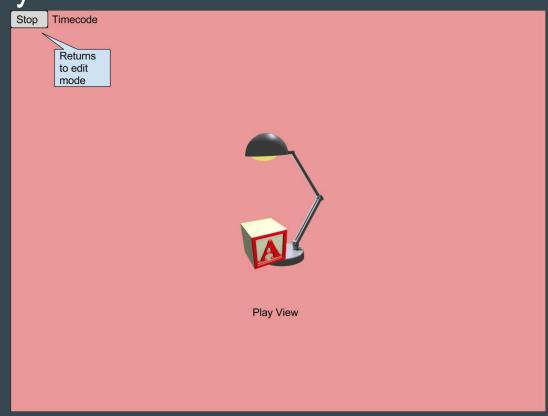# Motus Unitatis: Purpose

The Motus Unitatis Animator Editor allows artists and designers to edit and create short animated clips. With MU, a designer has the ability to place objects at different positions with different rotations at different points in time. When the user plays the sequence, MU will create smooth animations between saved key frames. MU supports both a play mode and a simple editing mode. In addition to editing object position and rotation, users have the ability to edit, and delete keyframes.

Layout - Edit Mode

Layout - Play Mode

Stop | Timecode

Returns to edit mode

Play View

Technical Requirements

- Working with graphical objects
  - Display a lamp in a SceneNode hierarchy
  - Allow user to translate hierarchy and rotate members via a 3D manipulator
- Interaction of objects
  - Display other interesting meshes: a letter block and a ball
  - Detect collision of lamp head with meshes and react
- Illumination and texture
  - Parent a light source to the lamp head
  - Support illumination on lamp members
  - Display a texture on lamp members

Technical Requirements - Cont.

- Two different views and camera manipulation
  - Display "play mode camera" viewport in "edit mode"
  - Allow manipulation of "play mode camera" via a 3D manipulator
  - Allow manipulation of "edit mode camera" via mouse controls

Project Plan

Milestone	Sprint	Sprint Week	Status
Project Proposal	1	11/7 to 11/13	Complete
Requirements Specification	1	11/7 to 11/13	Complete
Base Project Structure	1	11/7 to 11/13	Complete
Base Objects	2	11/14 to 11/20	Not Started
Edit Mode Skeleton	2	11/14 to 11/20	In Progress
Play Mode Skeleton	2	11/14 to 11/20	In Progress
Mode Switching	2	11/14 to 11/20	In Progress
Key Frame Object Model	3	11/21 to 11/27	Not Started
Time Line UI	3	11/21 to 11/27	Not Started
Object Edit Creates Key Frame	3	11/21 to 11/27	Not Started
Play Mode Animation	4	11/28 to 12/4	Not Started
Edit Mode Mouse Manipulation	4	11/28 to 12/4	Not Started
Delete Key Frame	5	12/4 to 12/11	Not Started
Play Camera Display in Edit	5	12/4 to 12/11	Not Started
Release Testing	5	12/4 to 12/11	Not Started