

Report 2

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My main update today is that I was hitting “save” instead of “save as” when I was creating my blender poses for this project. I spent today recreating my poses and expanding the data to include bone positions instead of just translations. My plan for Friday is to run the naive Bayes R program I wrote on just the positions and then the positions and transformations. I was also thinking of potentially testing on the push-pull nodes for inverse kinematics. Essentially, IK works by a set of nodes that can be pushed or pulled which influence the bones transformations. These influences are then applied to the bones which are prevented from entering unnatural positions by trigonometry. The result is if the bones in the knee are going to bend, they will bend towards the influencing node and automatically remain normal to the floor. This process means that animations are often more natural because each bone is not directly controlled by the animator, but instead rudimentary biokinematics. I have attached the updated data set.