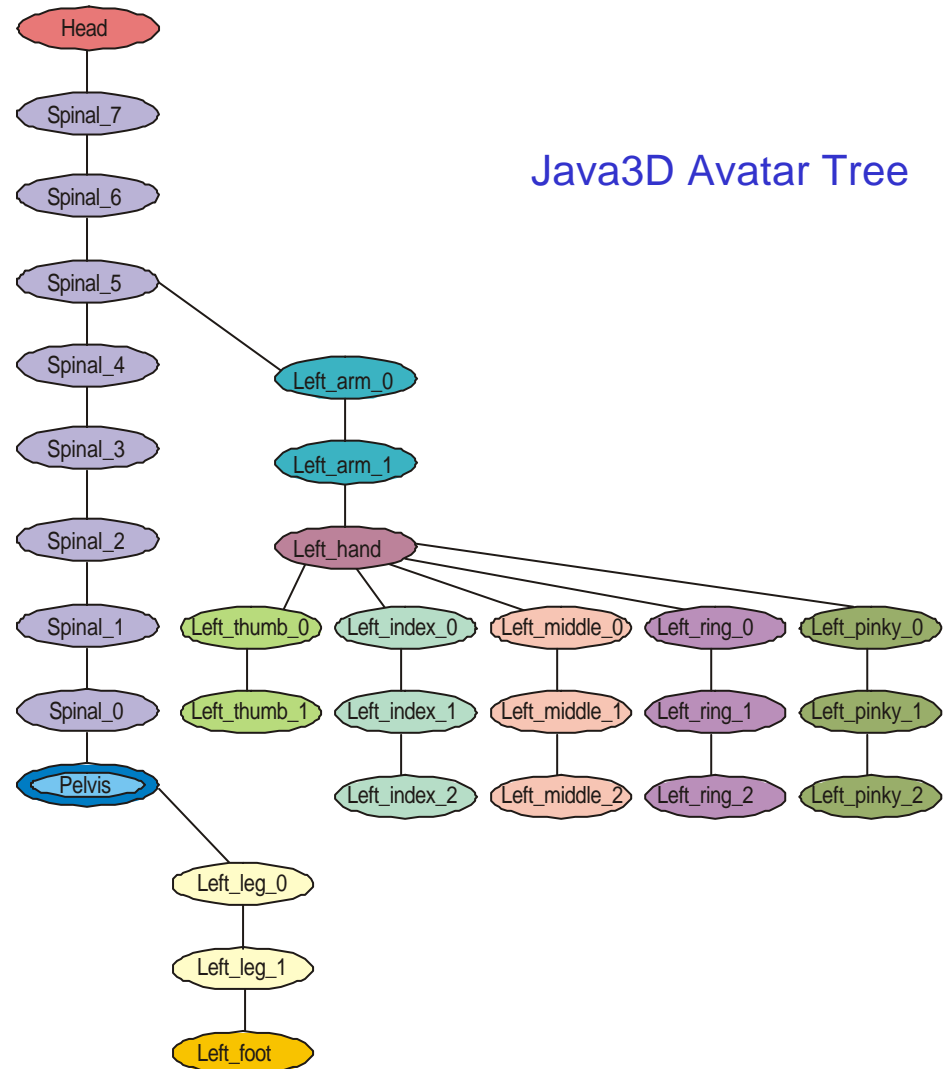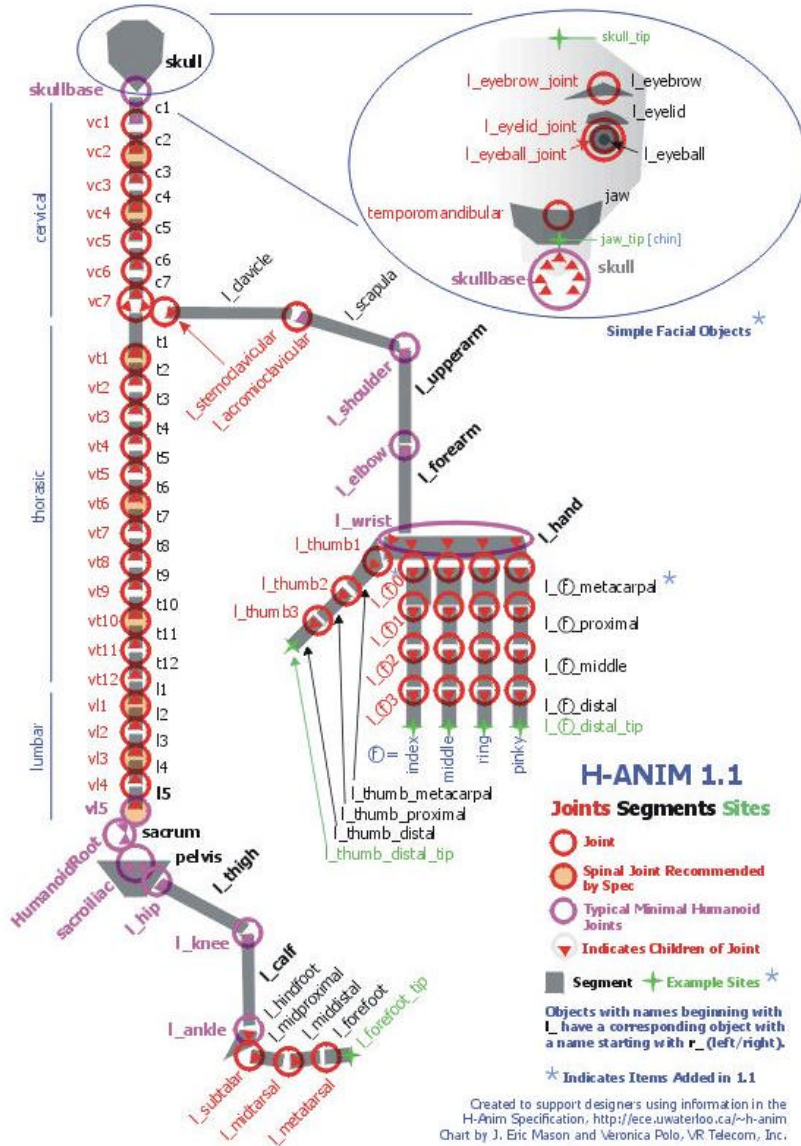# Development of a Humanoid Avatar in Java3D

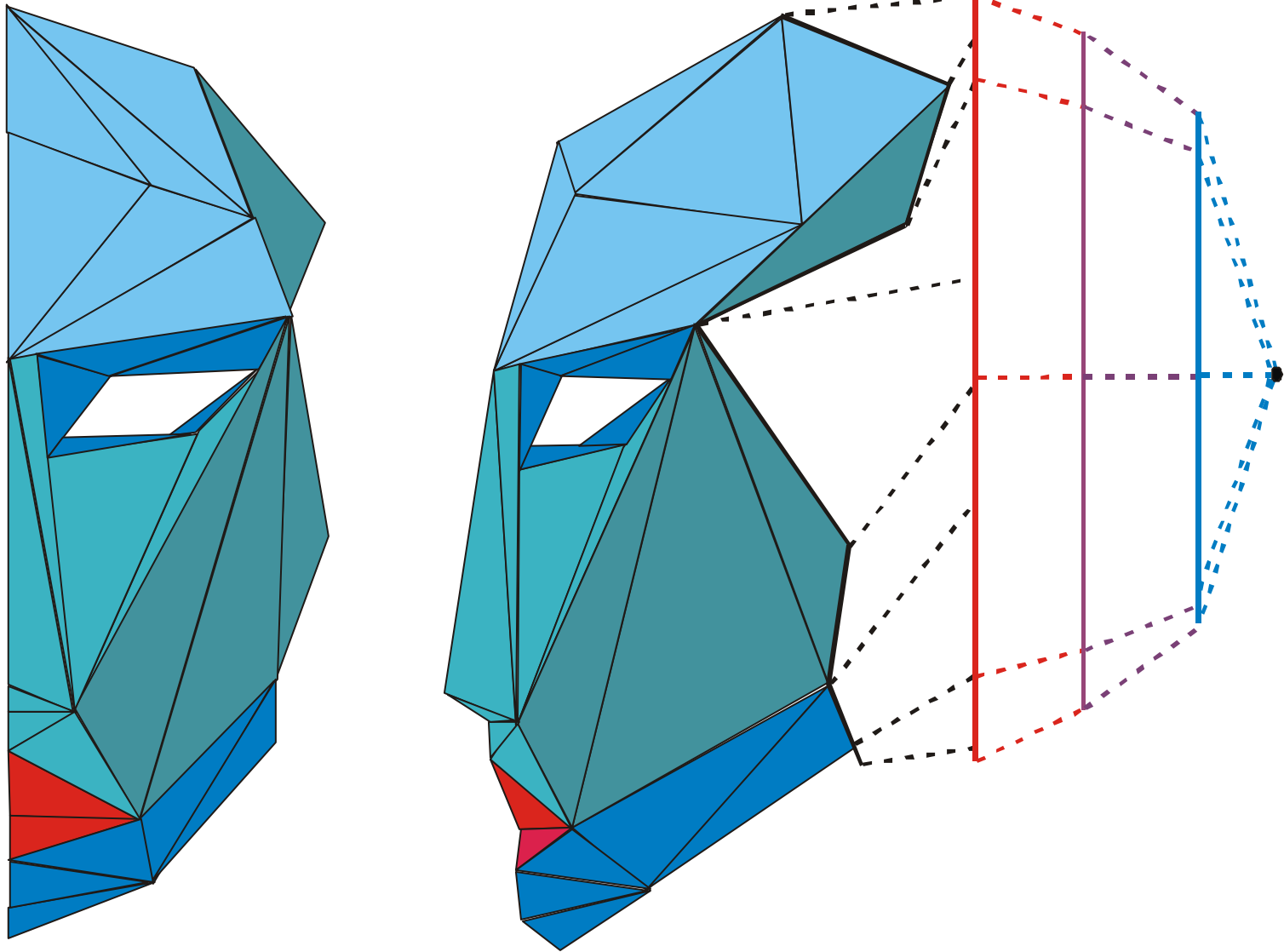Mihaela Petriu [1], Nicolas Georganas [1], Thom Whalen [2]

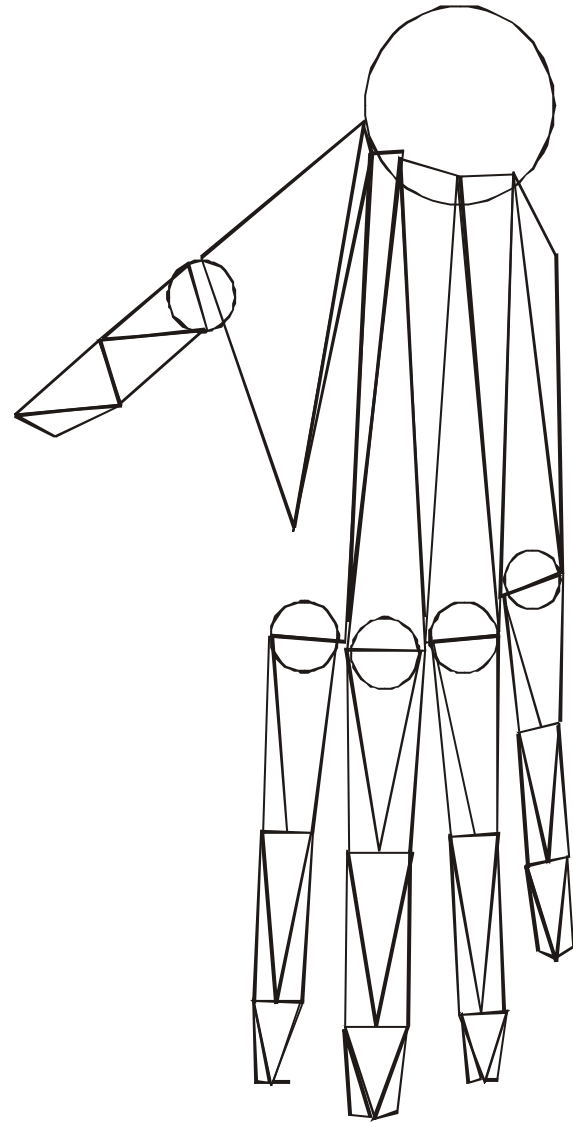[1] *SITE, University of Ottawa*
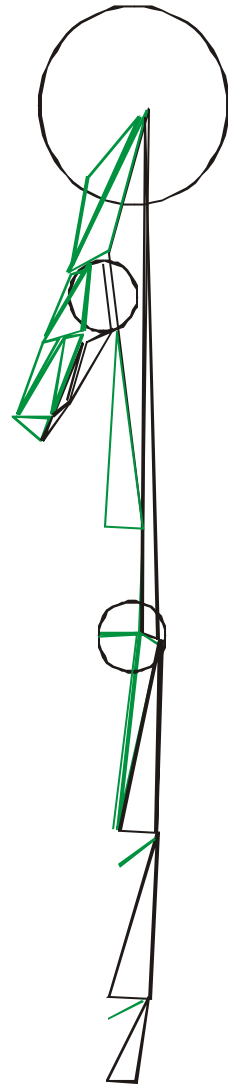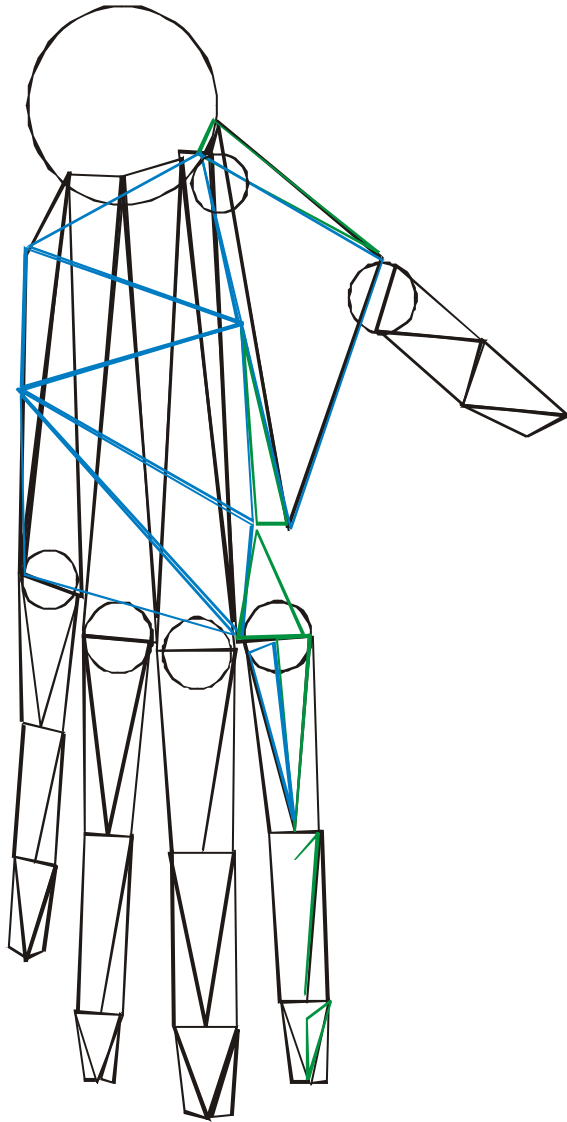[2] *Research Centre Canada, Ottawa*

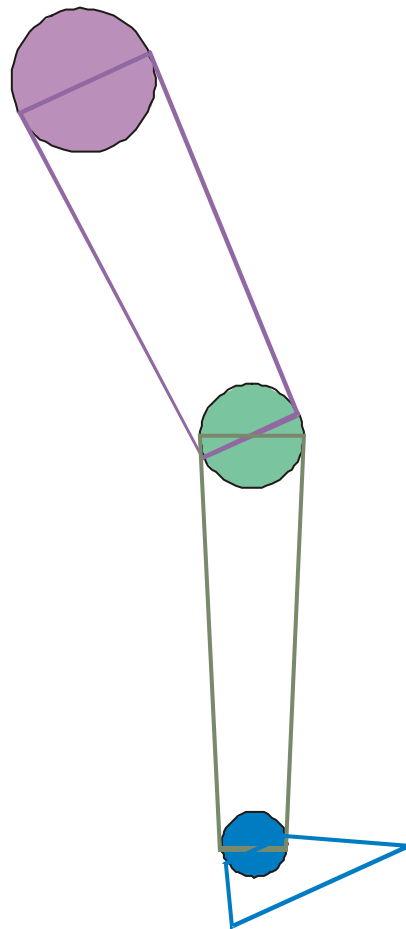# H-Anim Standard

Java3D Avatar Tree
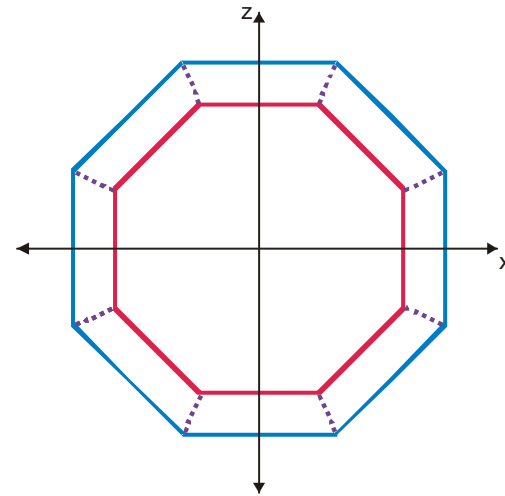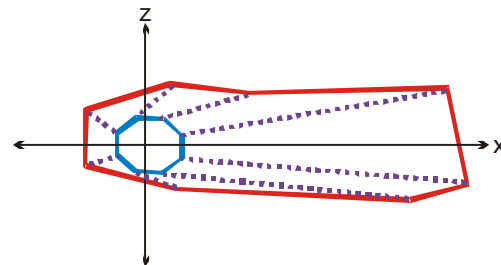
Face

Hands

Legs and Feet

leg lateral view
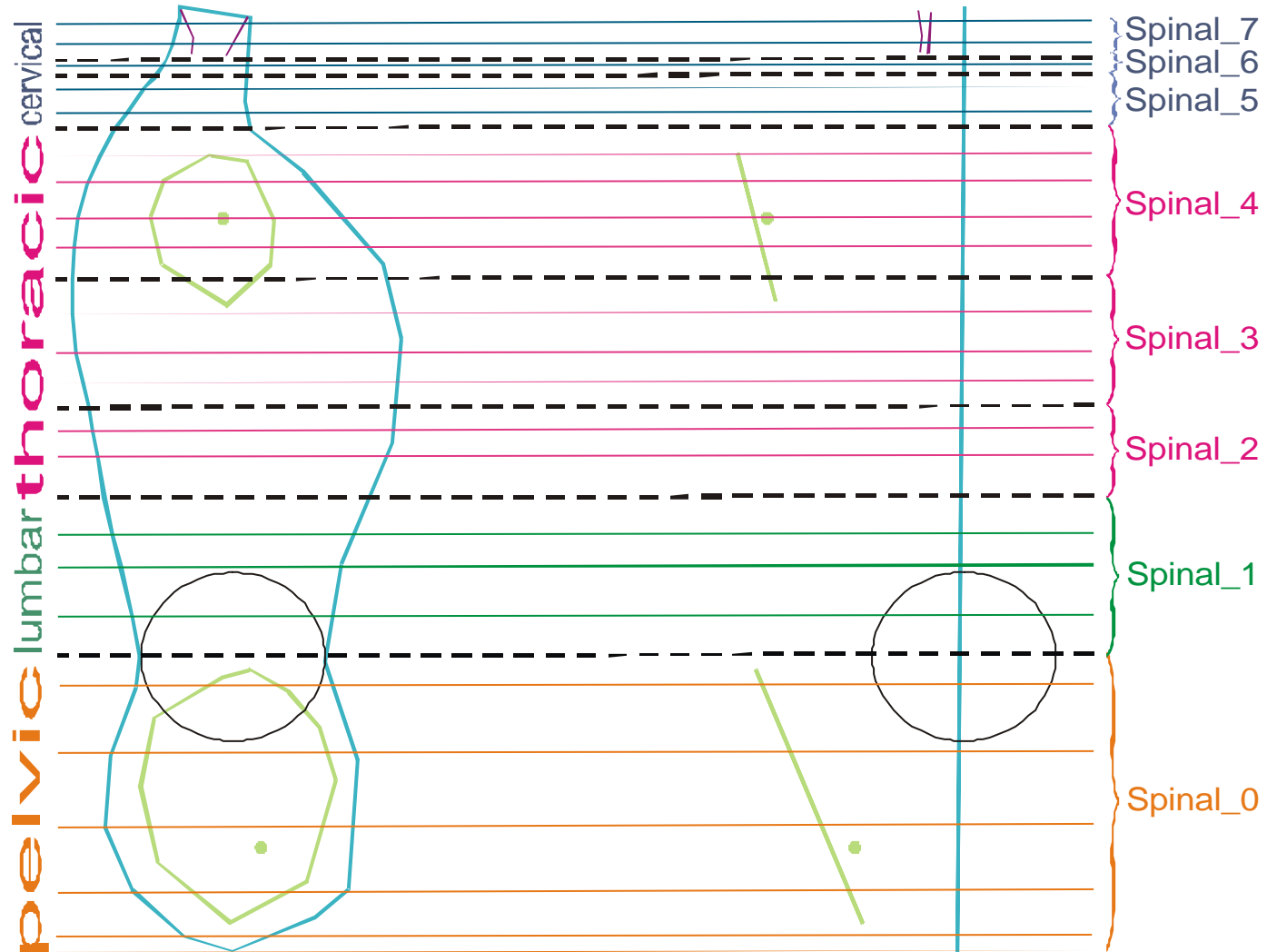
upper- and lower-leg cross-section

foot cross-section

Torso and Abdomen

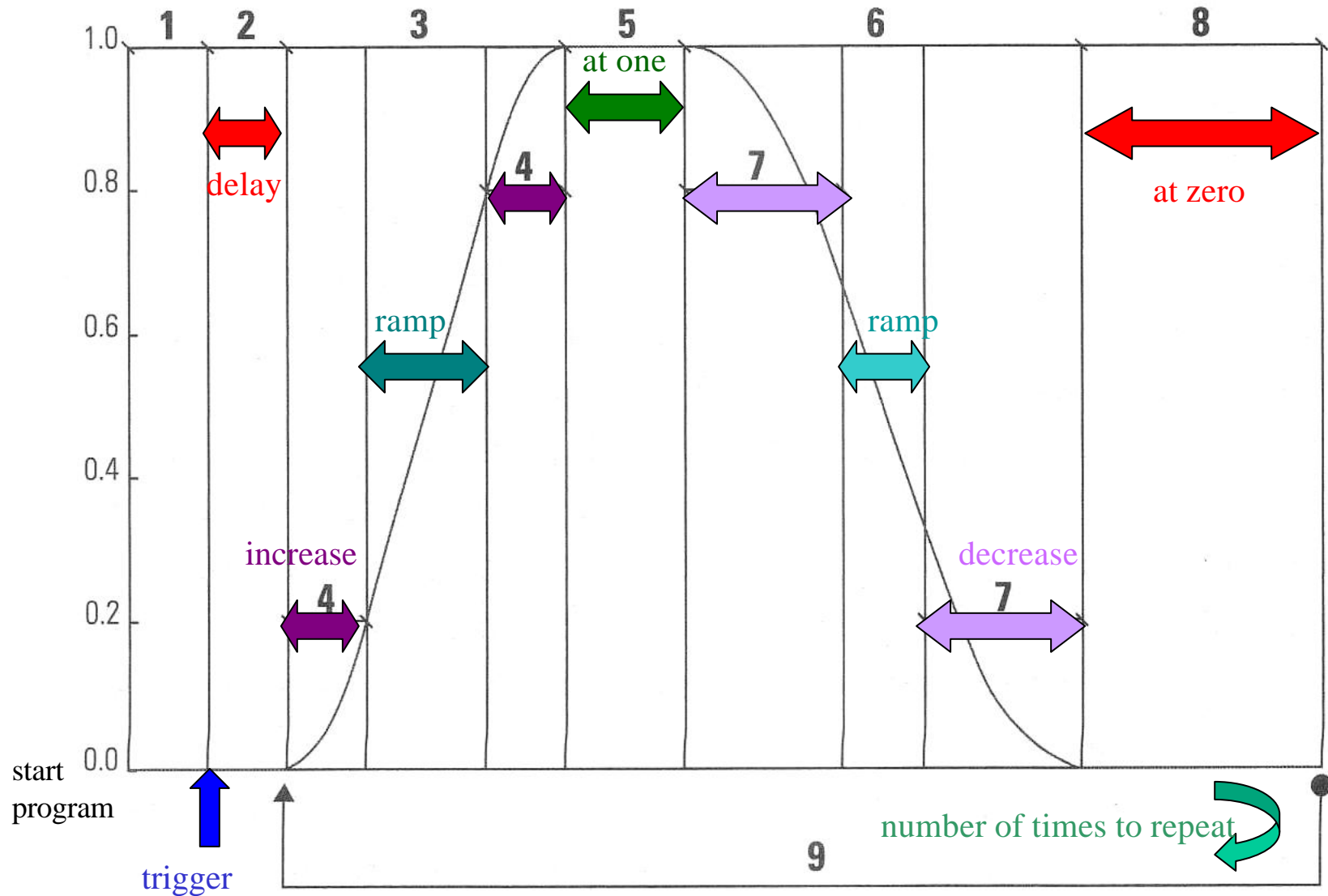# Interpolators for Animation

Interpolate between end values of rotation, scaling and translation at a rate defined by an `Alpha` object.

Interpolators are attached to TransformGroups that have no attached transformations.

Animation Schedule: Alpha Object

Leg Animation

max angle = 25
max angle = -25
max angle = 50

min angle = -25
min angle = 0
min angle = -25

duration/4   pause   duration/4   pause   duration/4   pause   duration/4   pause   duration/4

trigger