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
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

- **start program**
- **trigger**
- **delay**
- **ramp at one**
- **increase**
- **ramp at zero**
- **decrease**
- **number of times to repeat**
Leg Animation

- **max angle = 25**
- **max angle = -25**
- **max angle = 50**
- **min angle = -25**
- **min angle = 0**
- **min angle = -25**

*trigger*