

These questions relate to lecture material and aim to highlight the most important concepts. We will cover questions similar to these for our final.

1. Suppose we have a character represented as a hierarchy of joints. How can we define a pose for this character?
2. How can we define a motion for a character consisting of a hierarchy of joints using splines?
3. Write pseudocode to sample a motion at 60 fps.
4. Suppose we have a motion that is 10s long. Write pseudocode to rescale this to a motion to duration 8s.
5. Suppose we wish to edit a motion so that the character starts at the origin and moves in the direction of positive Z. Write pseudocode to accomplish this.