

CS-184: Computer Graphics

Lecture #18: Forward and Inverse Kinematics

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Today

- Forward kinematics
- Inverse kinematics
 - Pin joints
 - Ball joints
 - Prismatic joints

Forward Kinematics

- Articulated skeleton
 - Topology (what's connected to what)
 - Geometric relations from joints
 - Independent of display geometry
 - Tree structure
 - Loop joints break "tree-ness"

