

Modules 8 - Modeling and Hierarchy: Building Scenes

Extended Resources

- ❖ This article explains how to create a hierarchical model of an articulated object in order to animate it:

<https://sites.google.com/site/csc8820/educational/how-to-animate-hierarchical-models>

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- ❖ This article goes through the history of Scene Graphs, and it describes how current versions that use WebGL work:

<https://webglfundamentals.org/webgl/lessons/webgl-scene-graph.html>