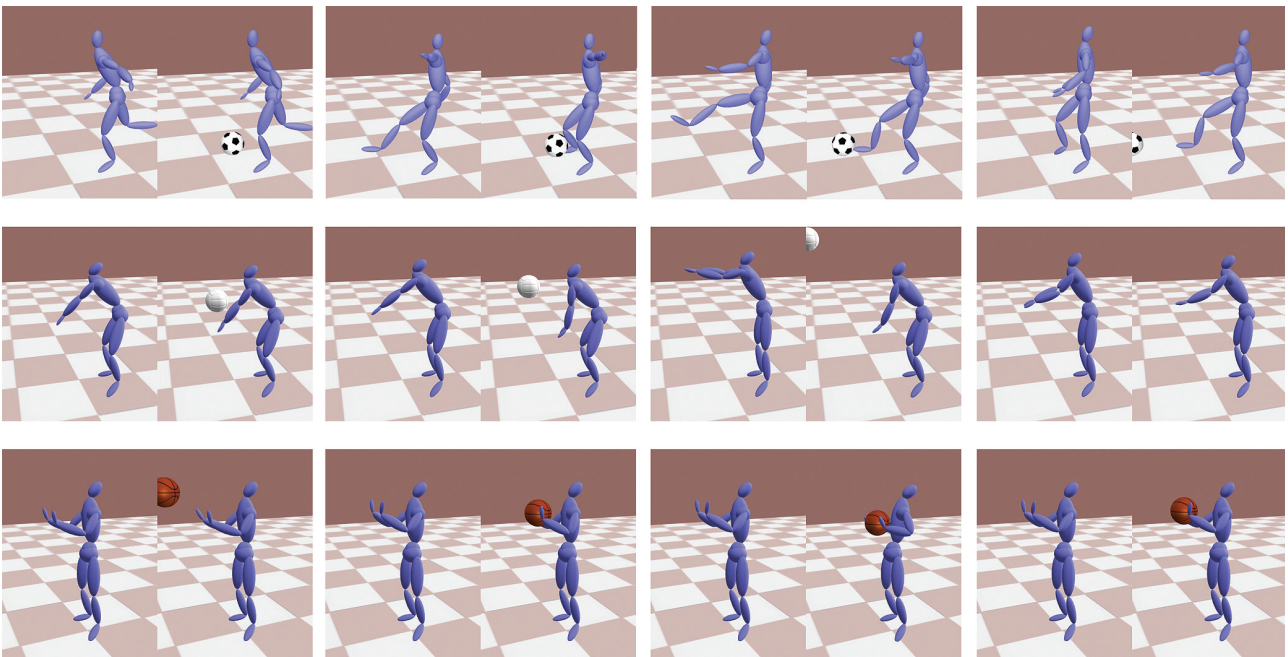


TPA 9: Use of open dynamic engine for different postures and interaction

1. **Stable Proportional-Derivative; Controllers;** Jie Tan, Karen Liu, and Greg Turk, *IEEE Comput. Graph. Appl.*, vol. 31, no. 4, pp. 34-44, Jul. 2011.
2. Y.-Y. Tsai, W.-C. Lin, K. B. Cheng, J. Lee, and T.-Y. Lee, "Real-time physics-based 3d biped character animation using an inverted pendulum model," *IEEE Transactions on Visualization and Computer Graphics*, vol. 99, pp. 325-337, 2009.

A. Witkin, "Physically Based Modeling: Principles and Practice-Constrained Dynamics," *Siggraph Course Notes*, ACM Press, 1997, pp. 11-21; www.cs.cmu.edu/~baraff/sigcourse/notesf.pdf.

<http://www.motioncapturedata.com/2009/05/motion-capture-technology.html>



Any two interactions like gestures, obstacle, avoidance, handshaking, blocking, catching etc. should be implemented.