

## **K.E.A Trainer**

Isabella Dahilig

*Kali Eskrima Arnis* is a dying indigenous Filipino martial art, formed from self-defense and passed on from generation to generation; this martial arts specializes in weaponry combat, empty-hand fighting, and grappling. My goal is to create an authentic Kali Eskrima Arnis education through a web application of animated tutorials and training sessions for a technique called the “knife generator”. Beginning with a model that can eventually be animated in the WebGL framework, I selected an open-sourced 3D male model and implemented a skeletal structure which enables movement in the model using Blender, an application used for three-dimensional objects. In addition, I set up the WebGL framework to display the Blender object and installed the three.js library used for extensive animating techniques. Within the spring semester I was able to establish a proper scene in three.js and load the training models for animation. In addition, the models were animated in order to simulate the knife generator technique.