Create the silhouette of an animal by approximating it with Bézier curves\(^1\). Give your program the following features:

- **Number of curves and degree:** Use at least five connected Bézier curves. Make sure they are \(C^1\) continuous (have matching, continuous derivatives) at their joining points. The degree of your Bézier curves should be cubic or higher.

- **Animate:** Move a textured object\(^2\) (not point-symmetric) along the silhouette of the animal. Align it with the local tangent of the curve. Do not use `glRotate` or `glTranslate`. Implement your own transformation matrices and use `glMultMatrix`/`glLoadMatrix`\(^2\).

- **Use shaders:** Make use of programmable shaders\(^3\). Use at least a vertex and a fragment shader.

![Example of a simple animal silhouette with animated object.](image)

**Figure 1:** Example of a simple animal silhouette with animated object.

**Extra credit:** Add a smooth, realistic walking animation to the animal (5 extra credit).

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\(^1\)Implement your own curve drawing routine - do not use OpenGL’s evaluators.

\(^2\)See also Demo 2

\(^3\)See Demo 4 and tutorial link on class webpage