

```
foot = new THREE.Object3D();
var shoe = TW.createMesh(new THREE.CylinderGeometry(2,1,params.footLength));
foot.add(shoe);
```

```
lowerleg = new THREE.Object3D();
var calf = TW.createMesh(new THREE.CylinderGeometry(3,2,params.calfLength));
lowerleg.add(calf);
```

```
leg = new THREE.Object3D();
var thigh = TW.createMesh(new THREE.CylinderGeometry(5,4,params.thighLength));
leg.add(thigh);
```

```
foot = new THREE.Object3D();
var shoe = TW.createMesh(new THREE.CylinderGeometry(2,1,params.footLength));
foot.add(shoe);
shoe.position.x = params.footLength/2;
shoe.rotation.z = Math.PI/2;
```

```
lowerleg = new THREE.Object3D();
var calf = TW.createMesh(new THREE.CylinderGeometry(3,2,params.calfLength));
lowerleg.add(calf);
calf.position.y = -params.calfLength/2;
```

```
leg = new THREE.Object3D();
var thigh = TW.createMesh(new THREE.CylinderGeometry(5,4,params.thighLength));
leg.add(thigh);
thigh.position.y = -params.thighLength/2;
```

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foot = new THREE.Object3D();
var shoe = TW.createMesh(new THREE.CylinderGeometry(2,1,params.footLength));
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shoe.position.x = params.footLength/2;
shoe.rotation.z = Math.PI/2;

lowerleg = new THREE.Object3D();
var calf = TW.createMesh(new THREE.CylinderGeometry(3,2,params.calfLength));
lowerleg.add(calf);
calf.position.y = -params.calfLength/2;
lowerleg.add(foot);

leg = new THREE.Object3D();
var thigh = TW.createMesh(new THREE.CylinderGeometry(5,4,params.thighLength));
leg.add(thigh);
thigh.position.y = -params.thighLength/2;
leg.add(lowerleg);
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var shoe = TW.createMesh(new THREE.CylinderGeometry(2,1,params.footLength));
foot.add(shoe);
shoe.position.x = params.footLength/2;
shoe.rotation.z = Math.PI/2;

lowerleg = new THREE.Object3D();
var calf = TW.createMesh(new THREE.CylinderGeometry(3,2,params.calfLength));
lowerleg.add(calf);
calf.position.y = -params.calfLength/2;
lowerleg.add(foot);
foot.position.y = -params.calfLength;

leg = new THREE.Object3D();
var thigh = TW.createMesh(new THREE.CylinderGeometry(5,4,params.thighLength));
leg.add(thigh);
thigh.position.y = -params.thighLength/2;
leg.add(lowerleg);
lowerleg.position.y = -params.thighLength;
```

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var shoe = TW.createMesh(new THREE.CylinderGeometry(2,1,params.footLength));
foot.add(shoe);
shoe.position.x = params.footLength/2;
shoe.rotation.z = Math.PI/2;
foot.rotation.z = params.ankleRotation;
lowerleg = new THREE.Object3D();
var calf = TW.createMesh(new THREE.CylinderGeometry(3,2,params.calfLength));
lowerleg.add(calf);
calf.position.y = -params.calfLength/2;
lowerleg.add(foot);
foot.position.y = -params.calfLength;
lowerleg.rotation.z = params.kneeRotation;
leg = new THREE.Object3D();
var thigh = TW.createMesh(new THREE.CylinderGeometry(5,4,params.thighLength));
leg.add(thigh);
thigh.position.y = -params.thighLength/2;
leg.add(lowerleg);
lowerleg.position.y = -params.thighLength;
leg.rotation.z = params.hipRotation;
```