

Animation

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Basic Blender Animation

Here is a list of technical requirements for the Blender Animation we are building:

- 1) Cube and Sphere colliding on a table. Make sure the motion is smooth and not too fast or too slow.
 - a. Make sure the table has legs.
 - b. You can add “effects” to the sphere and cube to make the collision more dramatic. Play with the explode modifier, or make the objects rocks back as well as slide away from each other. Maybe the sphere is rolling?
- 2) The camera must capture the action of the sphere and cube.
 - a. It must also be moving along a path, using the Move Along Path Modifier
 - b. It must also be pointed at an Empty object using the Track To modifier.
- 3) Every object must have some kind of surface/texture applied to it. No plain grey objects!
- 4) Make sure the light is positioned in a proper place so that the actions of the sphere and cube can be seen well.
- 5) Render the whole animation into a QuickTime animation.
- 6) Place both the Blender file and the QuickTime movie in the Hand-In folder on the server.