

Blender Animation Evaluation

Student's Name:

- 1) In Blender, what are the three basic parts of an object that you can select and modify in *Edit Mode*?
- 2) What is the purpose of the F-Curve Editor? Describe how you used it in this animation.
- 3) You can only see the selected object's keyframes in the timeline, so what window can you go to see all the keyframes from all the objects in your animation?
- 4) Name the two "Constraints" that we placed on the camera in your animation, and why we did this.
- 5) What was the hardest part of learning Blender? *Why* was this so difficult?
- 6) What part of your animation were you the most successful at building? *Why* were you more successful at this portion of Blender than any of the others?

Evaluate your own animation in the following areas:

Build Quality of Object(s) and Environment:

-Did you build the two main objects and place them on a table? Are the objects located in a room with walls, a floor, and a ceiling? Are there windows for light to get in?

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Quality of Motion:

- Is the motion in your animation moving at the rights speed, or is it too fast or too slow? Does the collision between our two main objects occur at a sufficient time, and do the objects "react" in a way that makes sense to the viewer? Is the camera moving along a path and pointed correctly?

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Use of Materials and Textures:

- Do all the objects in the scene have an appropriate material applied to them? (Is the window glass, the table a nice solid texture, etc.)

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Lighting:

- Does your animation have at least the one original light source (lamp) so that the scene is illuminated and you can see the animation? Did you do even more with the lighting?

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