

Design & Animation 11/12 – WLSS – Mr. Hawk



Blender: Project 1 – 30 Second Fly Through

Instructions:

Your task is to create a 30 second camera fly through over a piece of original terrain. You can create keyframes using Location, Rotation, & Scale.

Some Project examples:

The surface of a planet

<http://www.youtube.com/watch?v=PPjPTKgOHaI>

A canyon or ravine

<http://www.youtube.com/watch?v=laKrQyU4y6Y>

A cityscape

<http://www.youtube.com/watch?v=6vrJ7PI3vzM&NR=1>

Utilize the techniques that we have practiced in class to create a 30 second fly through of your original blender terrain. Your fly-through can take place over any type of terrain that you can imagine (see examples above). If you are working in NTSC mode at 30 FPS you will have 900 frames of animation.

You will be marked according to the following criteria (10 marks):

| Project 1 - Criteria | Max Score | Your Score |
|---|-----------|------------|
| Fly Through is 30 seconds in length | 3 | |
| Terrain is original and creative | 3 | |
| Terrain is varied and detailed | 2 | |
| Fly-through is fluid and does not show stuttering or glitches | 2 | |