

Design & Animation 9/10 – WLSS – Mr. Hauk



Blender Project #4 – Model & Animate a Character

Instructions:

Your task is to model and animate an original 3D character. Your character must be an original model (not downloaded), rigged with an armature, and must be animated using a minimum of ten (10) different key frames. Please feel free to experiment with camera movement and shading/textures/lighting.

This is your final project so I am expecting something creative but please be aware that you only have one week to complete this task so vary the complexity of your model/animation accordingly.

Your animation can be saved in AVI or MPG format and you may use Adobe Premiere to add audio to your intro.

Criteria for Evaluation

Final output movie size is NTSC DVD Format (720 x 480)	/1
Final output is saved as an AVI or MPG movie	/1
Final Animation is seamless and smooth	/1
Model is rigged with an armature	/2
Model is animated with a minimum of ten (10) keyframes	/2
Animation is original and creative	/2
Sound is added via Adobe Premiere	/1