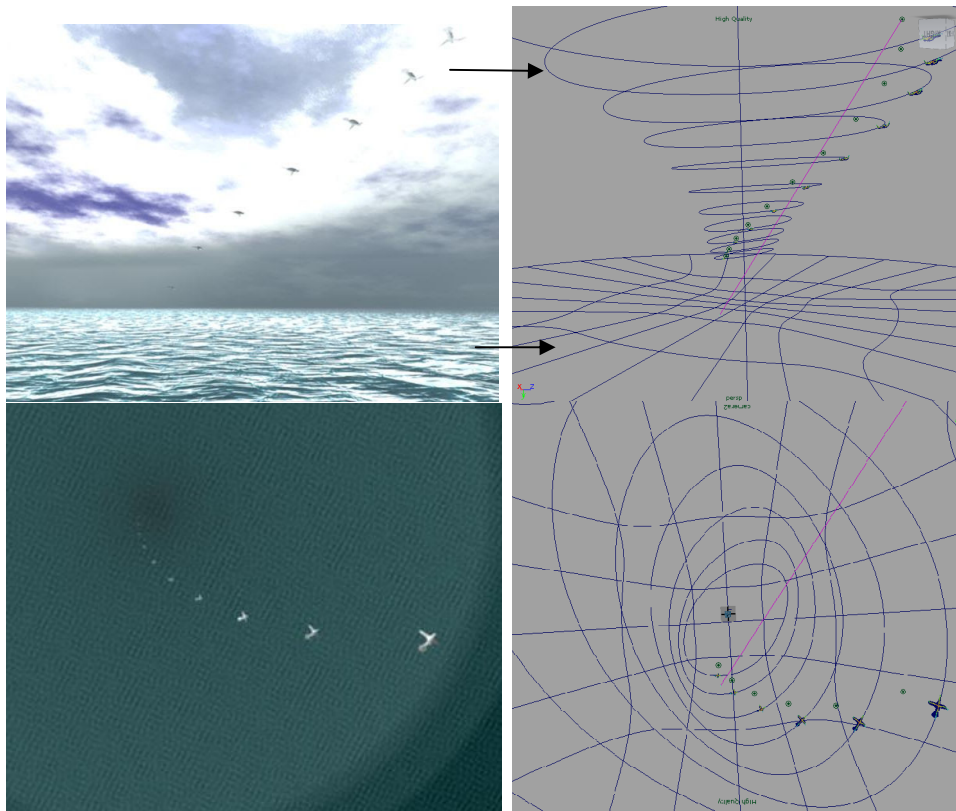


From above water to underwater - Virtual eco-System assignment - week 8

ANDA Spring 2009 JMG

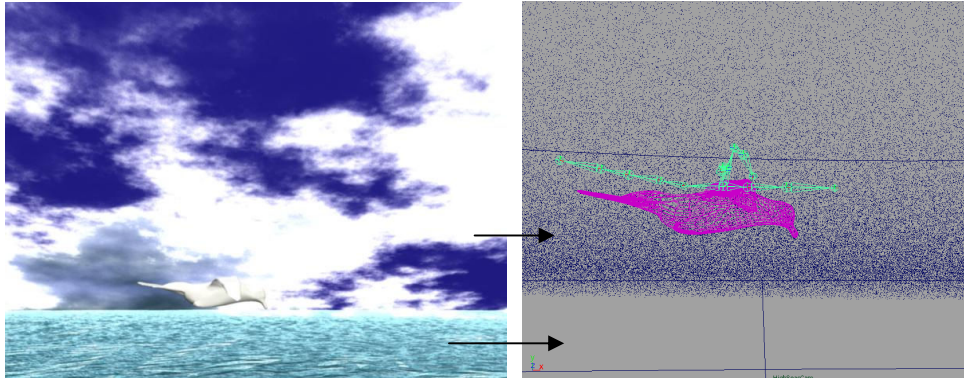
Your next week assignment is to prepare a production document showing a sequence of scenes “from flying above water to swimming underwater”.

You will use a very simple storyline taking a viewer “from flying above water to swimming underwater”. This storyline is kept simple in order to help you focusing on camera movements and animations. The sequence includes several scenes: flock of birds flying in the sky (created for last week assignment), boats and waves moving on the surface of the ocean and fish swimming underwater (covered in lab last week). The layout of the production document shows side-by-side renderings of what you want to create and screen captures of “the making of” the 3D scene. You will also design gradual transitions between air/sky and water/sea environments. Images from the class handout illustrate this process. Please note that links to pdf tutorials that I created for the class are referenced for each scene. If you experience technical difficulties when creating a scene skip to the next one and go back to the most difficult ones at the end or email for help.

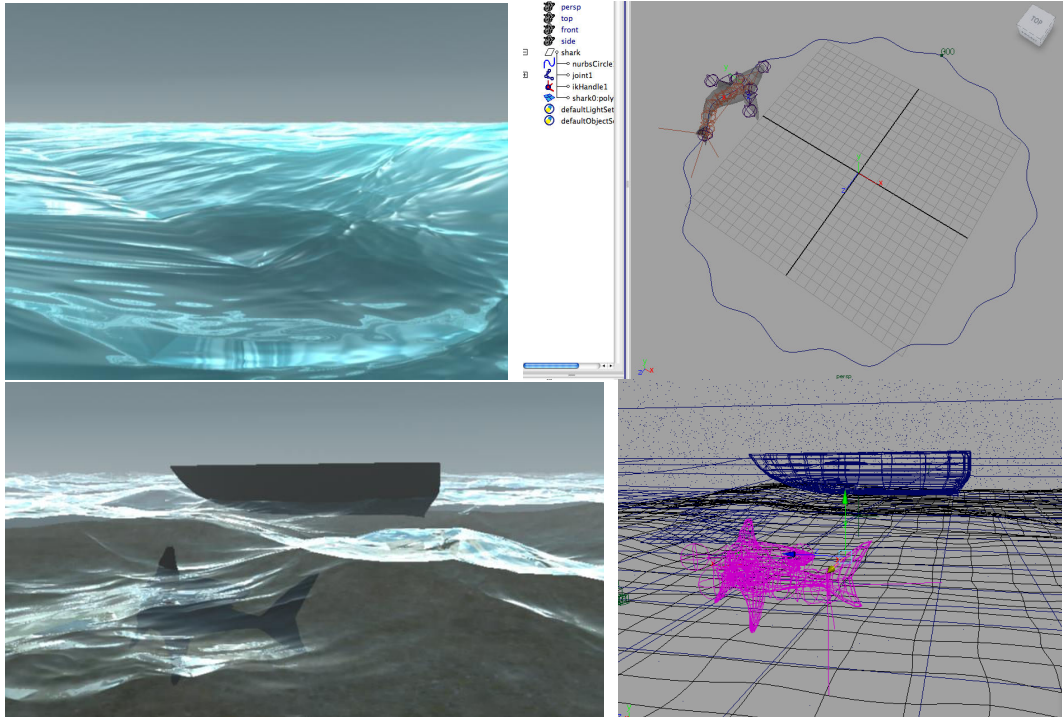


Flock of birds flying in the sky. Animating a bird and creating a flock of birds. The tutorial is at <http://www.tinkering.net/pdf/bird-anim.pdf>

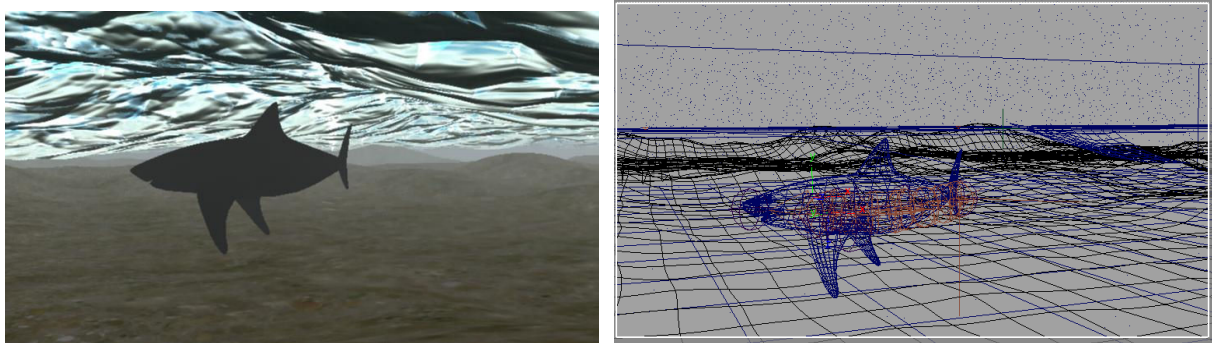
Other tutorials about modeling a bird and creating clouds using a 3D fluids container can be found at <http://www.tinkering.net/pdf/clouds.pdf> and <http://www.tinkering.net/pdf/bird.pdf>

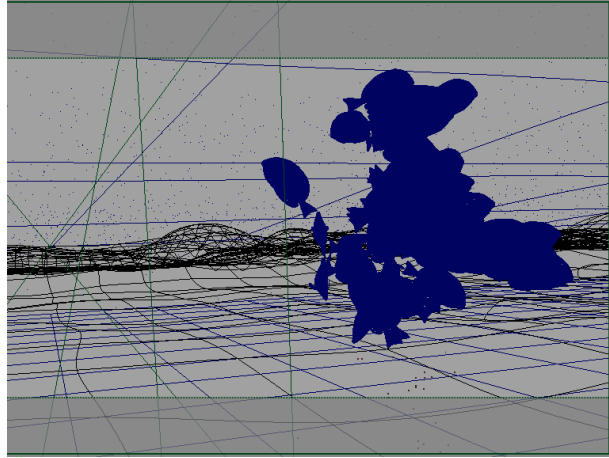
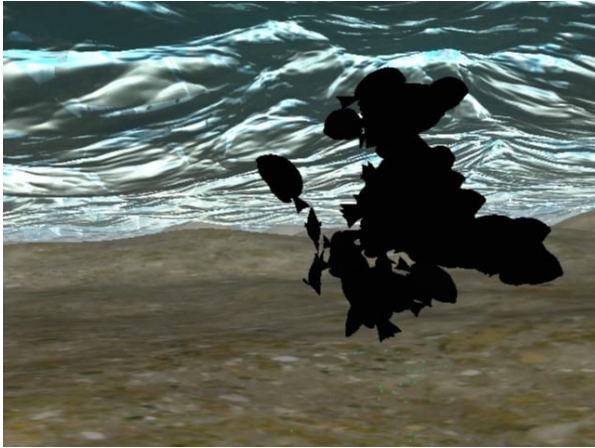


Creating an ocean with clouds <http://www.tinkering.net/pdf/ocean.pdf>



Modeling and animating a fish. The tutorial is at <http://www.tinkering.net/pdf/FishAnimation.pdf>





Animating a school of fishes