

EX NO: 5B

DATE:

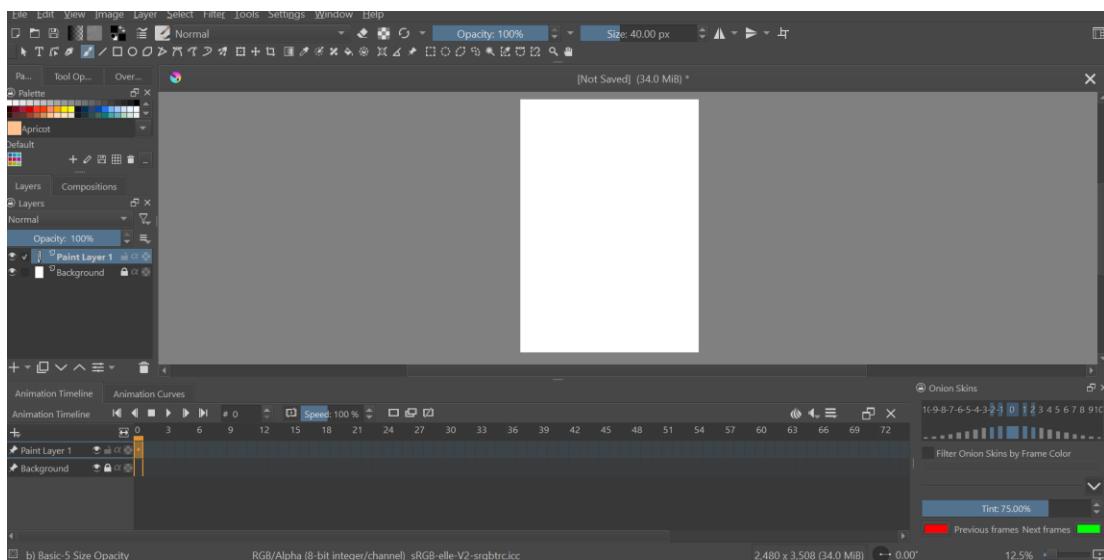
Perform a simple 3D animation with key frames, kinematics

Aim:

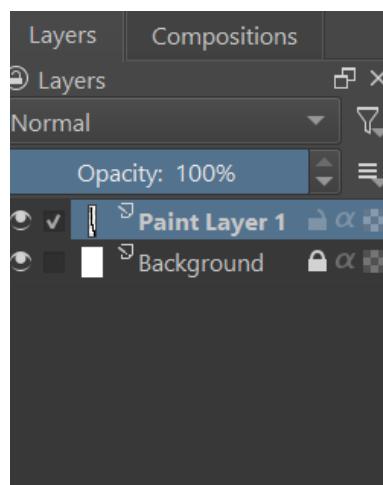
To perform simple 3D animation with key frames, kinematics in Krita.

Procedure:

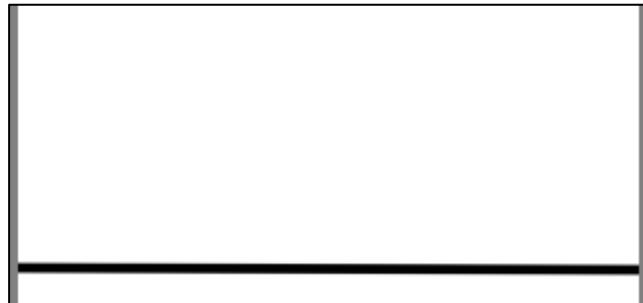
1. Go to the browser and paste the link https://krita.org/en/download/krita_desktop/
2. Open Krita and Create a New Document You can specify the canvas size and resolution as per your preference.
3. Go to Settings > Switch Workspace > Animation. This will switch Krita to the animation workspace.



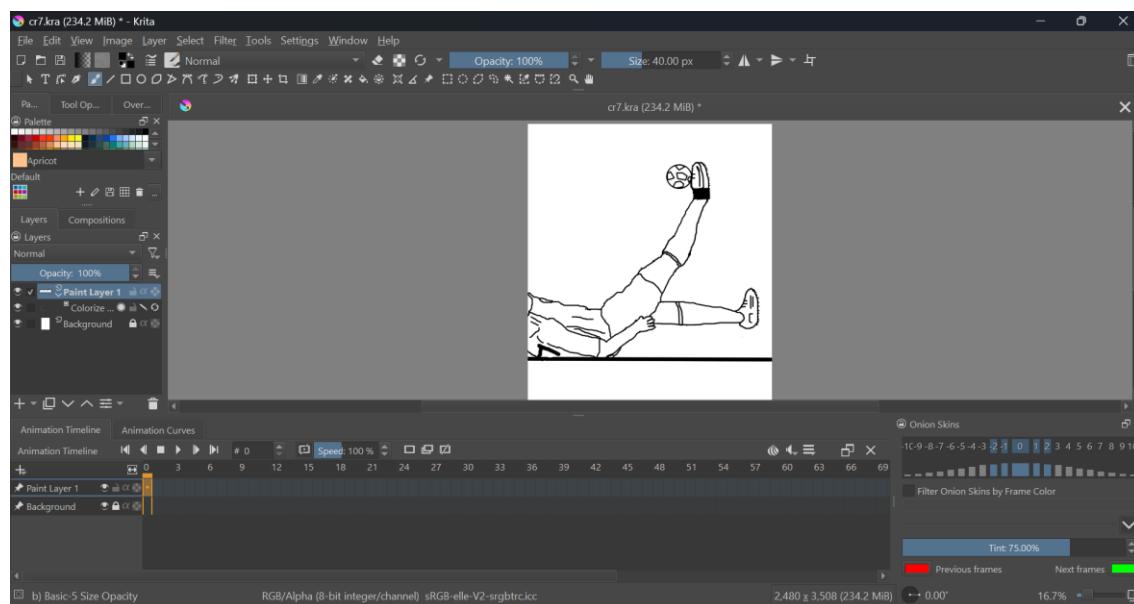
4. In the timeline panel at the bottom, click the "+" button to add a new animation layer.



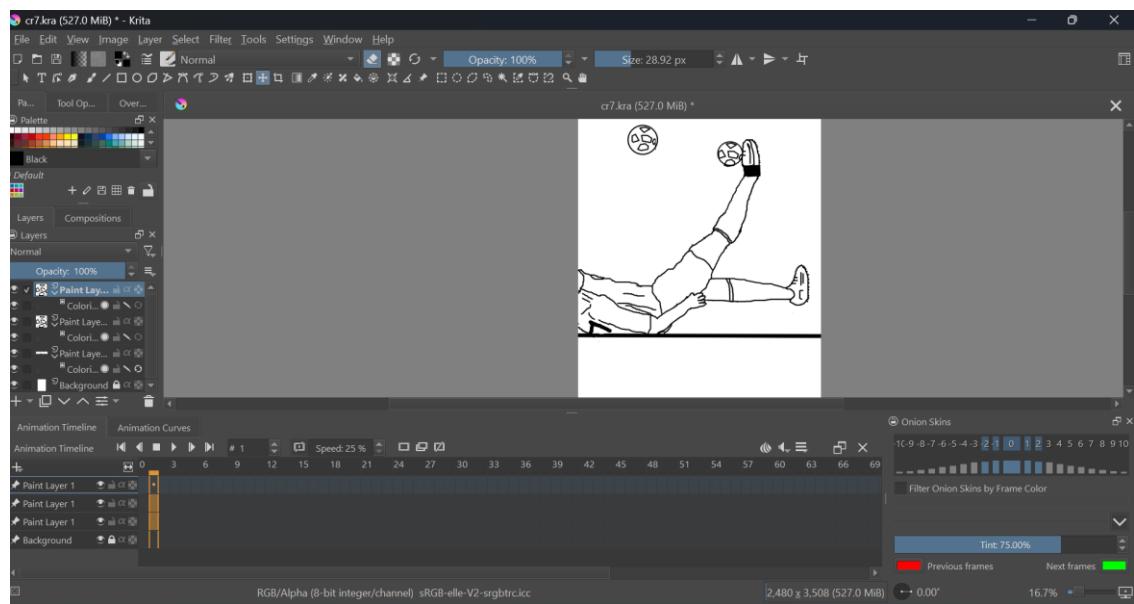
5. On the first frame of the animation layer, draw the initial state of your object or character.



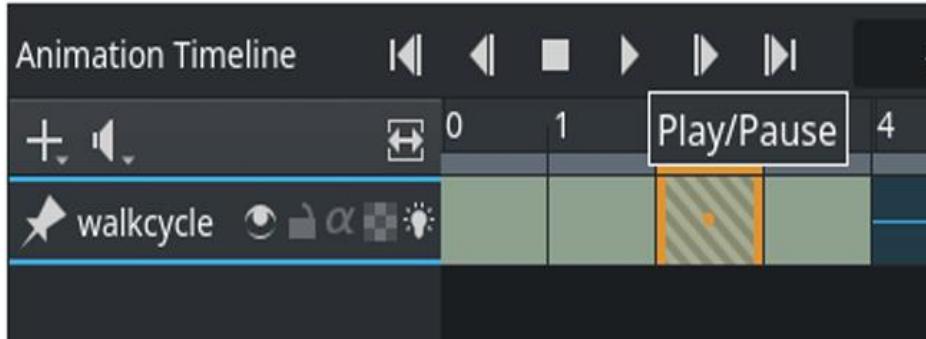
6 Use the "Transform Mask" tool to manipulate the object.



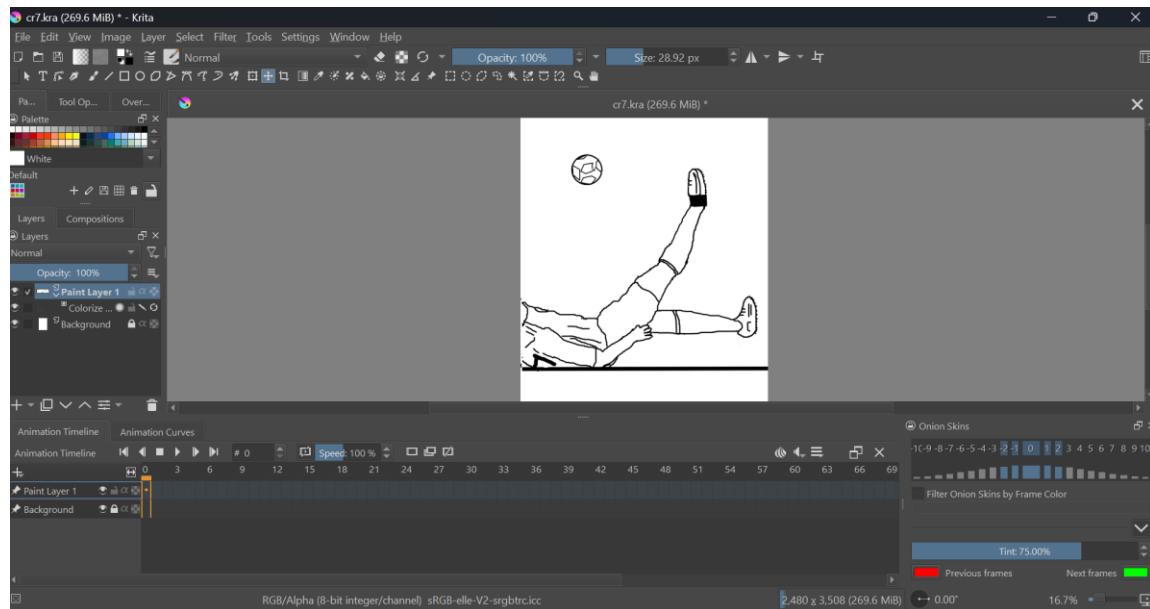
7. To draw the two extremes of the walk cycle.



8. Click the "Record Animation" button (the red dot in the timeline panel) to start recording your key frames.
9. Move, rotate, or scale the object as desired, and Krita will automatically create key frames for you.
10. Use the timeline to adjust the timing of your animation. You can drag the keyframes to change their position in time.
11. Select all frames in the timeline docker by dragging-selecting them.



12. Use the play button in the timeline panel to preview your animation.



13. Once you're satisfied with your animation, you can export it as a GIF or video file by going to File > Render Animation.

Result:

Thus, the expected design using a simple 3D animation with key frames kinematics in Krita was created successfully.