CSC4840/6840

Computer Graphics Imaging

Spring 2017

Project 1

Due date: 4/07/2017

In this project, you will create a short animation.

Requirements:

1. Use computer graphics to reproduce one of your favorite car chasing scene from [movies](https://www.youtube.com/watch?v=hFZ7ZtIJiyU) or [games](https://www.youtube.com/watch?v=2MEpYiS2aOI). You can choose your own scene.
   1. Focus on the car animation. You can create simple landscape, buildings, bridges, and street with simple color. You are not required to make the environment look realistic. You don’t need to animate human characters.
   2. The animation should be at least 20 seconds long.
   3. You can find free car models online, such as [here](https://www.blender-models.com/model-downloads/vehicles/) and [here](http://tf3dm.com/3d-models/blender). Make sure you choose low polygon models. Some high polygon car models were not created for animation. You can duplicate the same car model in your animation.
   4. Your animation should include the following effects. The more visual affects you create, the higher the grade will be.
      1. Car maneuvers
      2. Collisions between cars
      3. Collision between cars and other objects.
      4. Try to reproduce the same camera position and angle in the original scene.
      5. Car smashing through objects, such as walls, fences, glasses, a pile of tires, etc.
      6. Fire
      7. Smoke
      8. Gunfire
2. This can be a team project or individual project.
3. Submit the Blender file and the rendered animation video to iCollege under “Project 1” folder. If the video is too big, you can upload the video to YouTube and submit a link to your video.

Video Tuts

* <https://www.youtube.com/watch?v=WSZ8AExo2sk>
* <https://www.youtube.com/watch?v=Em4MQtTCzqo>
* <https://www.youtube.com/watch?v=u8luKCW884Y>
* <https://www.youtube.com/watch?v=nHVYYMG3QVY>

Full Car Chase Scene

* <https://www.youtube.com/watch?v=RA-txZPC1KU>

Assets

* <https://www.cgtrader.com/free-3d-models/car/standard/car-for-movie>

I got through all the blender files for setting up and doing rigid body collisions and car manevuers. Camera position is recorded in the action.mkv movie file. Will upload renders when actually finished. I believe the car is floating however.