3D Modelling And Animation M3 Report

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1 Introduction

The goal of this project was to create three animations for a 3D character in **Blender**. These animations include an **Idle** animation, a **Walk** animation, and a custom animation. The **Idle** animation was mandatory to develop independently, while the **Walk** animation was imported from the **Mixamo** website. The **Custom** animation was based on a theme of my choice and could either be fully developed by me or adapted by importing a pre-made animation from **Mixamo** and making manual adjustments.

2 Concept

Figure 1: The Boss

Figure 2: Image References

2.1 Character Concept

The character chosen for this milestone was one from the website **Mixamo**, called **The Boss** (Fig.1). I chose this character because his pork pie hat, clothing, and the cigar in his mouth reminded me of a South American cartel boss, similar to those portrayed in my favorite TV shows, **Breaking Bad** and **Better Call Saul**.

2.2 Animations Concept

To develop a specific identity for **The Boss** animations, certain keywords were used to search for reference images, such as **Cartel Boss**, **Kingpin**, **Breaking Bad Cartel**, **Crime Boss** and **South American Drug Lords**.

After this brief research, and with the images I gathered (Fig.2), I looked again at the model of **The Boss**. I noticed that his pork pie hat, angry expression, and old age made him very similar to the character **Hector Salamanca**(the old man in Fig.2) from the **Breaking Bad** and **Better Call Saul** TV shows.

With this resemblance, I decided to give my character the same personality as **Hector Salamanca**. In addition to his fury, I also used **Hector**'s impatience as a core element for the **Idle** and **Custom** animations.

2.2.1 Idle Animation

In this animation, instead of choosing a typical **Idle** animation where the character simply stands still and breathes, I decided to create something more fitting to the personality of my character. **The Boss** stands with his arms crossed, slightly raising and then lowering them throughout the animation. At the same time, he rapidly taps his right foot and quickly moves his head from side to side, transmitting impatience as he waits for someone and closely watches to see if that person is arriving.

This choice of animation, showing **The Boss** waiting for someone, fits well with his character, as he is a crime boss waiting for someone to continue handling his illicit business.

2.2.2 Walk Animation

For the **Walk** animation, I import an animation from **Mixamo**, as mentioned earlier, which gives the impression that the character is losing balance. Since **The Boss** is one of the bosses of a cartel in a South American country, I drew inspiration from the tv show **Breaking Bad**, where such criminals are often portrayed drinking large amounts of tequila. This animation was used to transmitting the idea that the character is walking in a drunken manner.

2.2.3 Custom Animation

This animation could either be fully developed by me or adapted by importing a pre-made animation from **Mixamo**. I chose to fully develop it myself.

Since **The Boss** reminded me of a South American cartel boss, in this animation I made the character **Giving Orders** to one of his employees.

The Boss initially faces his left side, pointing in that direction with his left arm. He then turns his head to look at one of his employees (who is in front of him). At the same time, he closes his hand, lowers his arm, and then raises it again, lifting his index finger to point at the employee, transmitting the impression that the employee must go to a specific place to carry out a task.

While making this gesture, **The Boss** quickly taps his right foot, showing his impatience. With his other hand, he keeps his fingers closed except for two extended fingers, forming a gesture that represents the number two. At the end of the animation, he closes these two fingers. This number two suggests that the employee has to handle two tasks at the indicated location.

Given the criminal nature of the character, viewers may interpret this as retrieving two items for the cartel, eliminating two people, or performing any other criminal activity involving two elements.

3 Model and Ringing Creation

Both the model and the rings were imported from **Mixamo** and not created by me.

4 Structure of the Project

The work developed in a **Blender** file was divided into four different scenes: three for animations and one for the model. Each animation scene is named after the animation name (**Idle**, **Walk** and **Giving Orders**), and the scene with the model is called **Model**.

5 Conclusion

To sum up, this project allowed me to learn the basics of animation, rigging and the importance of reference research to give a certain identity to animations.