University of Petroleum and Energy Studies

School of Computer Science

Department of Cybernetics

Graphics and Animation Tools

PROJECT: Morphing Pegasus

Course: B.Tech Branch: CSE (OSOS)

Batch: 2017-2021 Semester: 7th

Submitted By:

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(Batch 1)

An Abstract Animation: Morphing Pegasus

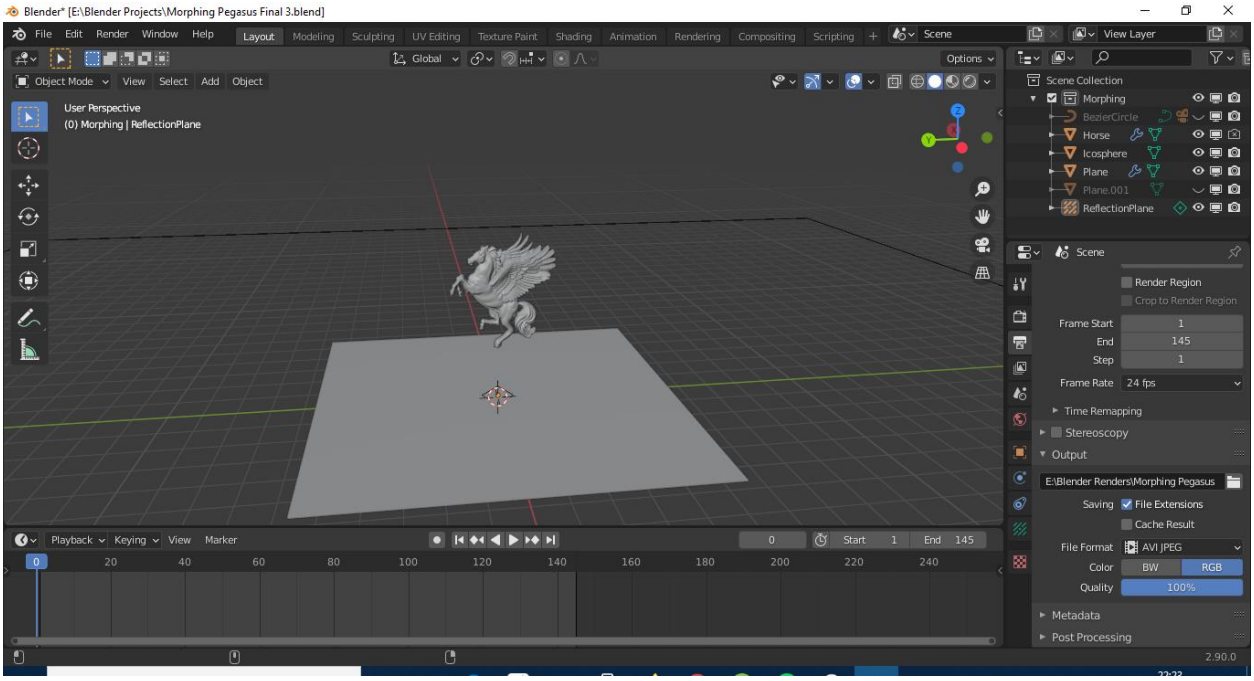
Description: In the concerned project, an abstract animation is created with 'Morphing' being at the very center of it. Morphing refers to a technique in blender where smaller particles come together to create an object. The particles can fly in any certain animation to finally create the desired object.

An animation is created here, in which very small particles that look like burning embers come together with a certain defined motion to give rise to a glowing Pegasus (Pegasus is a mythical winged divine horse, and one of the most recognized creatures in Greek mythology).

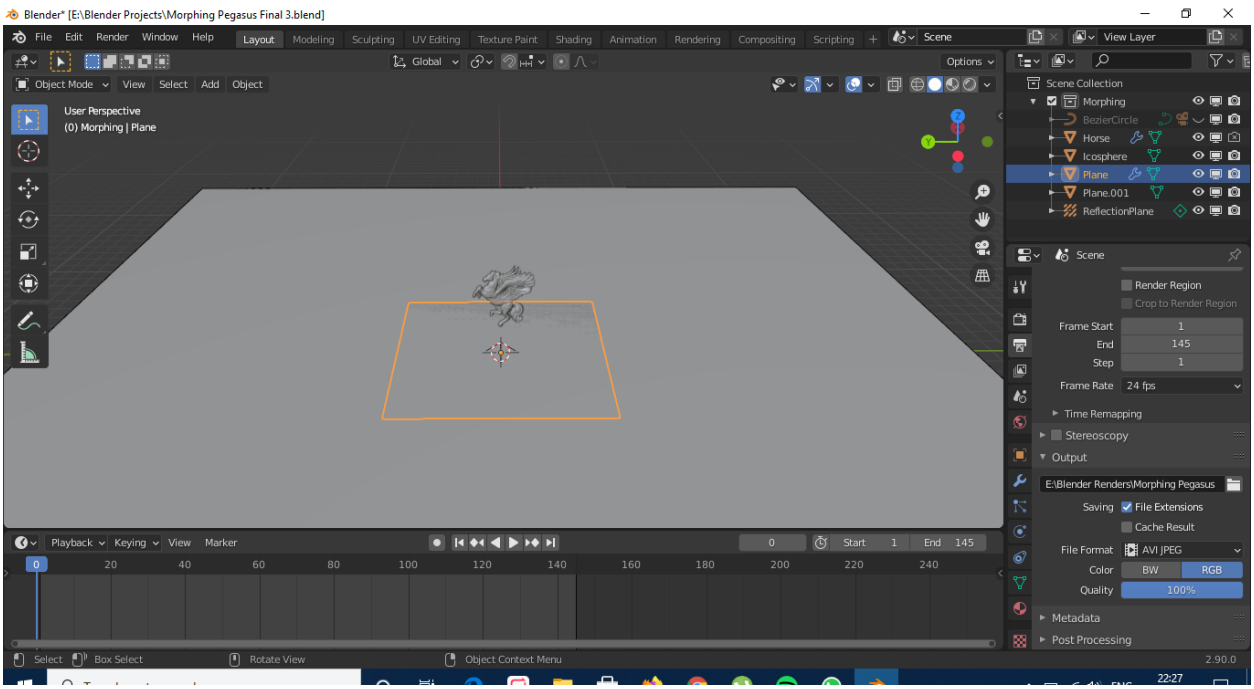
Following are the steps taken to create the project:

1. Add any object that you would like the particles to morph into, here I have used a model of Pegasus.

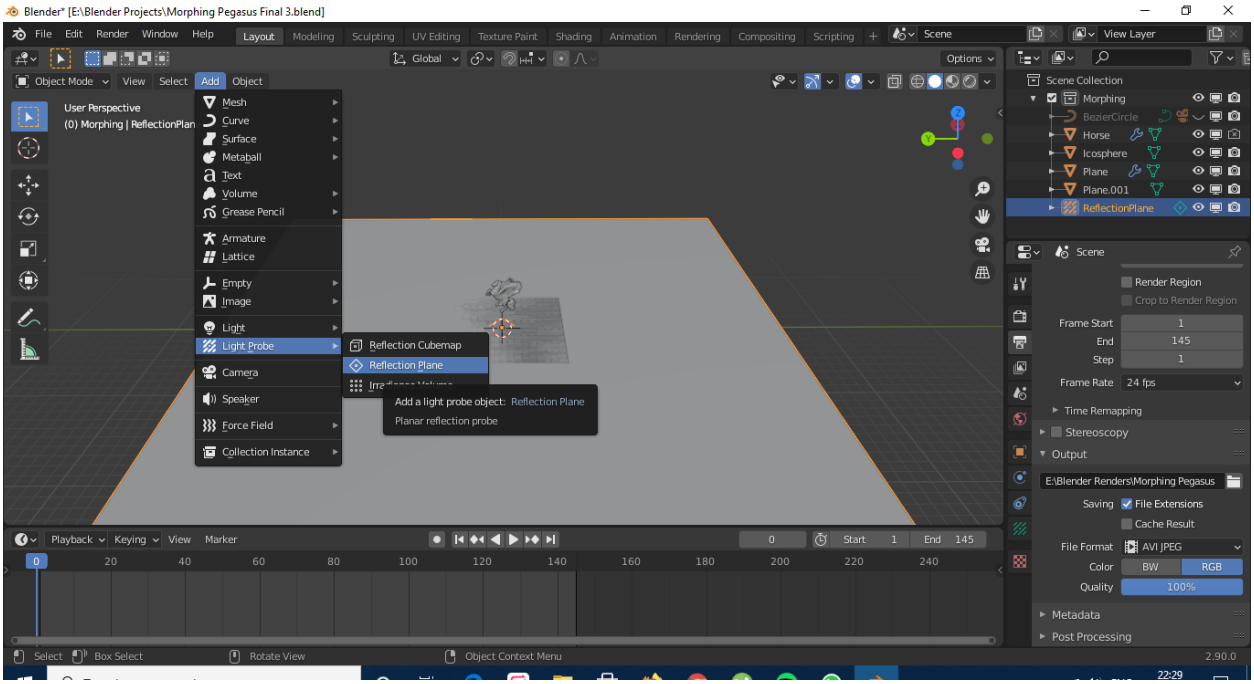
2. Add a small plane under the object (Pegasus) as the base for small particle origin.



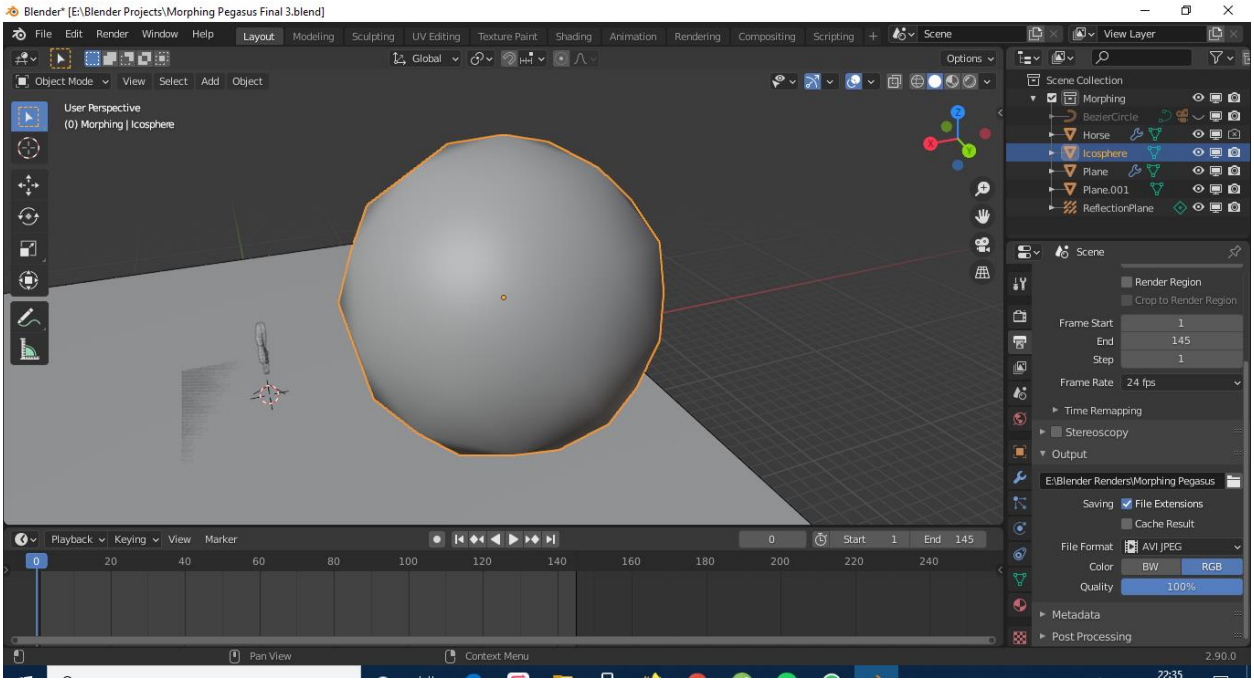
3. Add another plane larger than the previous one, just for reflection purposes in further developments.



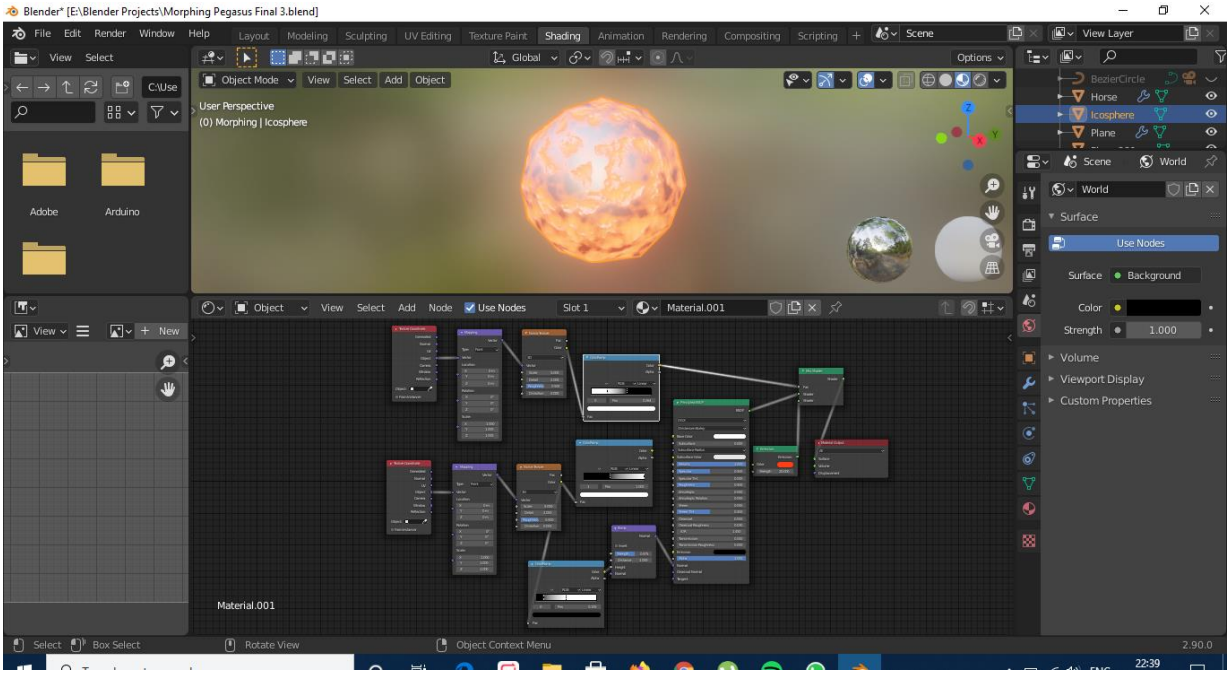
4. Click on Add > Light Probe > Reflection Plane, to cover the last plane with a reflection surface for better reflection.



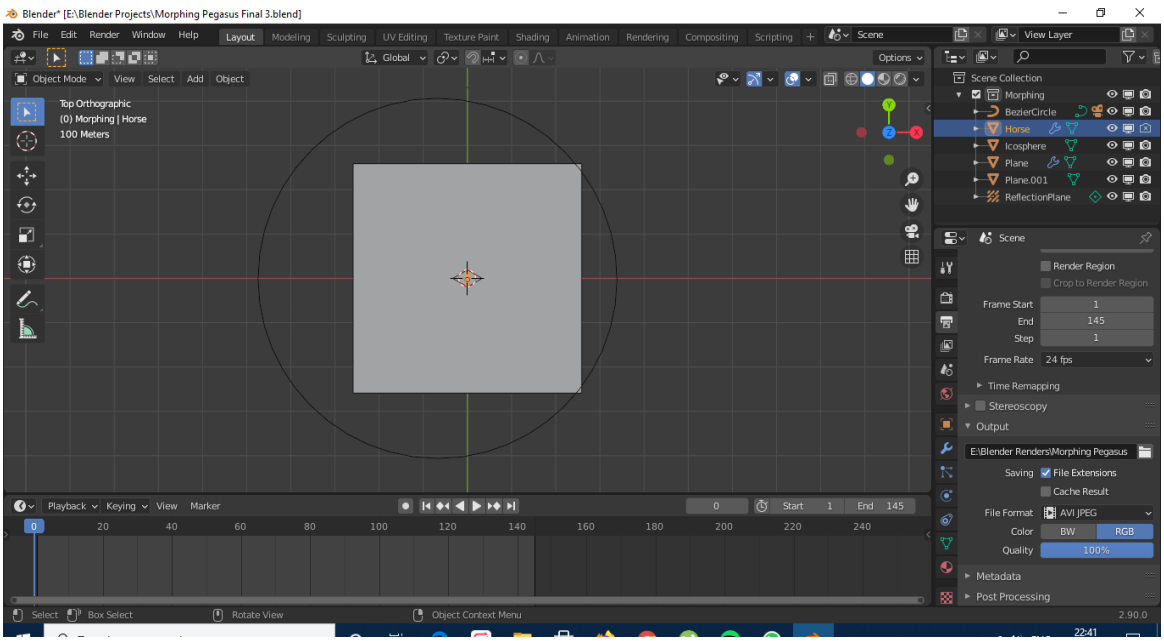
5. Add an Icosphere mesh to create small particles (the embers) which would morph into the Pegasus.



6. Add materials to the icosphere in the “Shading” tab and make it look like a burning ember.

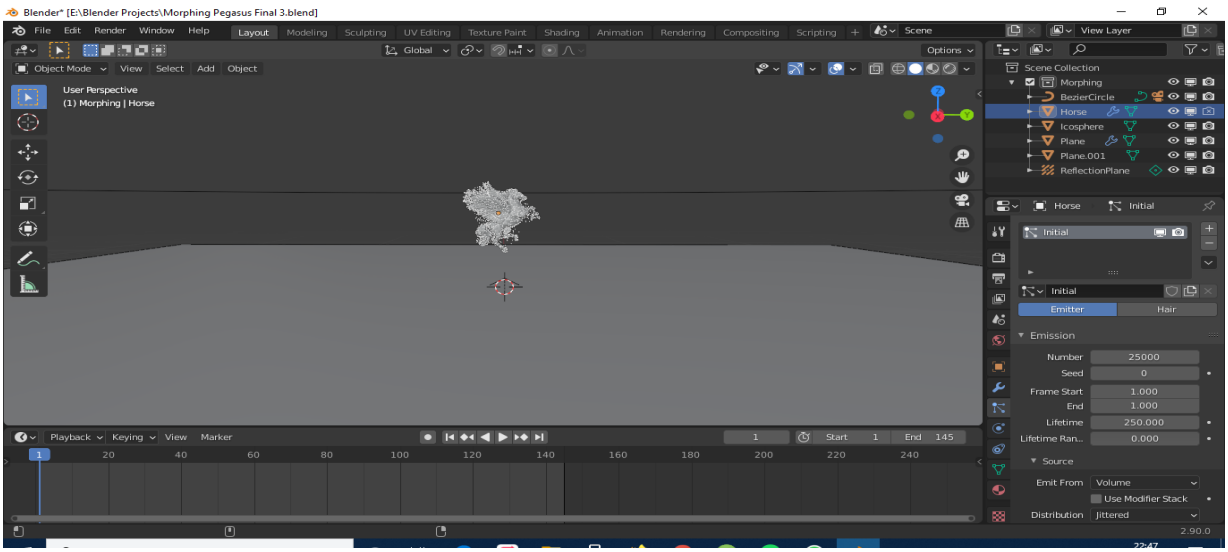


7. Add a Bezier Circle around the larger plane and set camera to follow the Bezier circle path around the Pegasus and Plane.

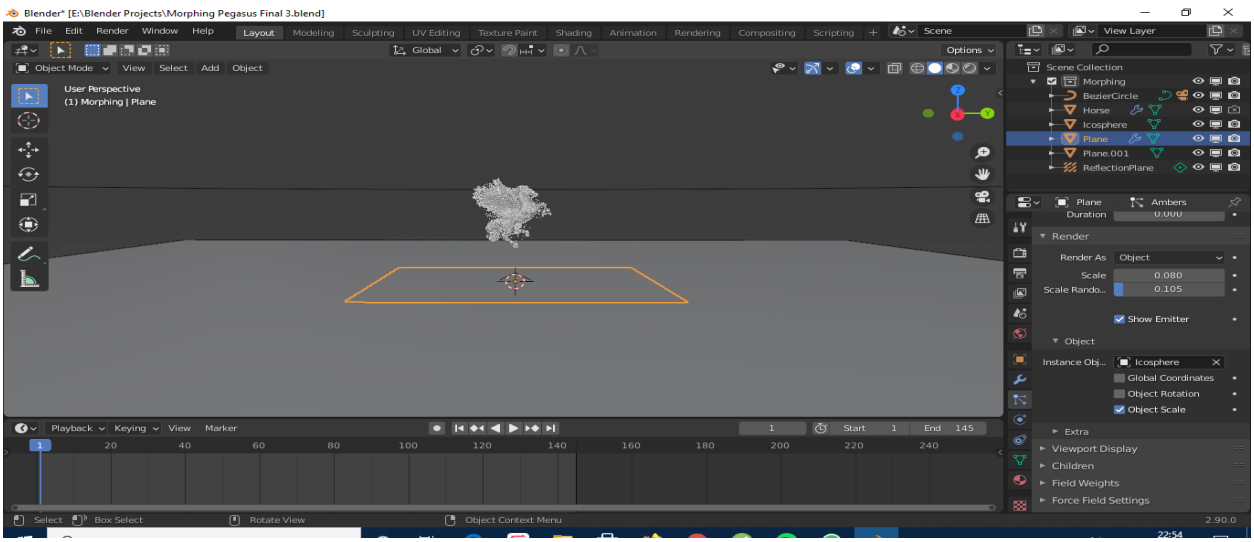


Top View

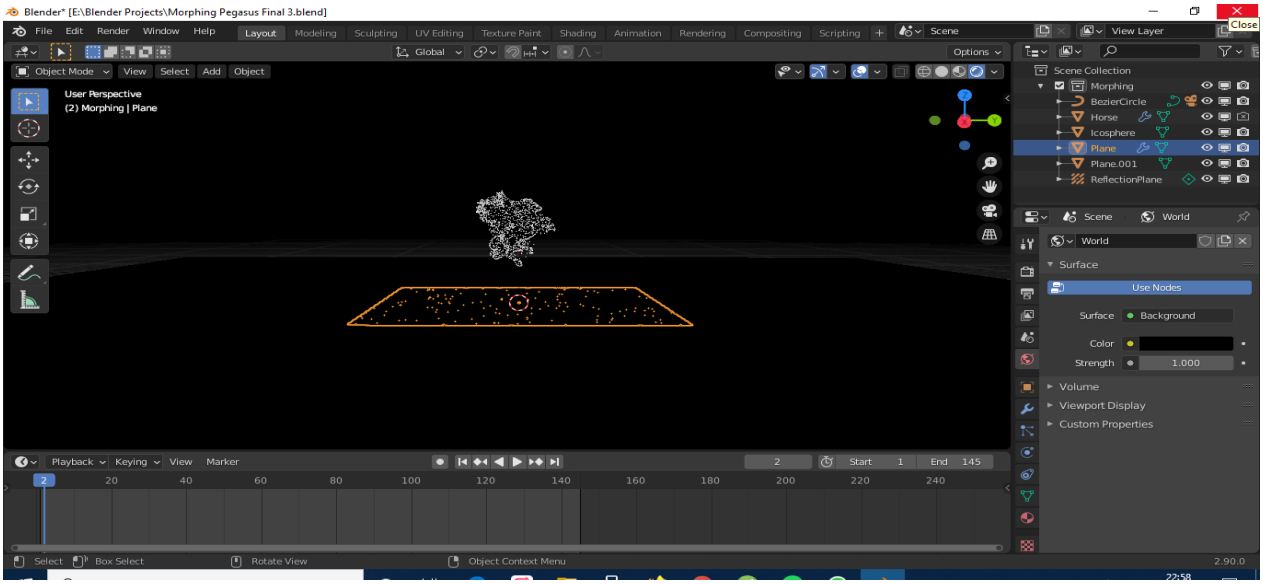
8. Select the Pegasus and Add an ‘Emitter Particle System’ with Number of particles set to 25000, Frame start and Frame end set to 1 second, Lifetime of particles set to 250 seconds and Physics set to None.



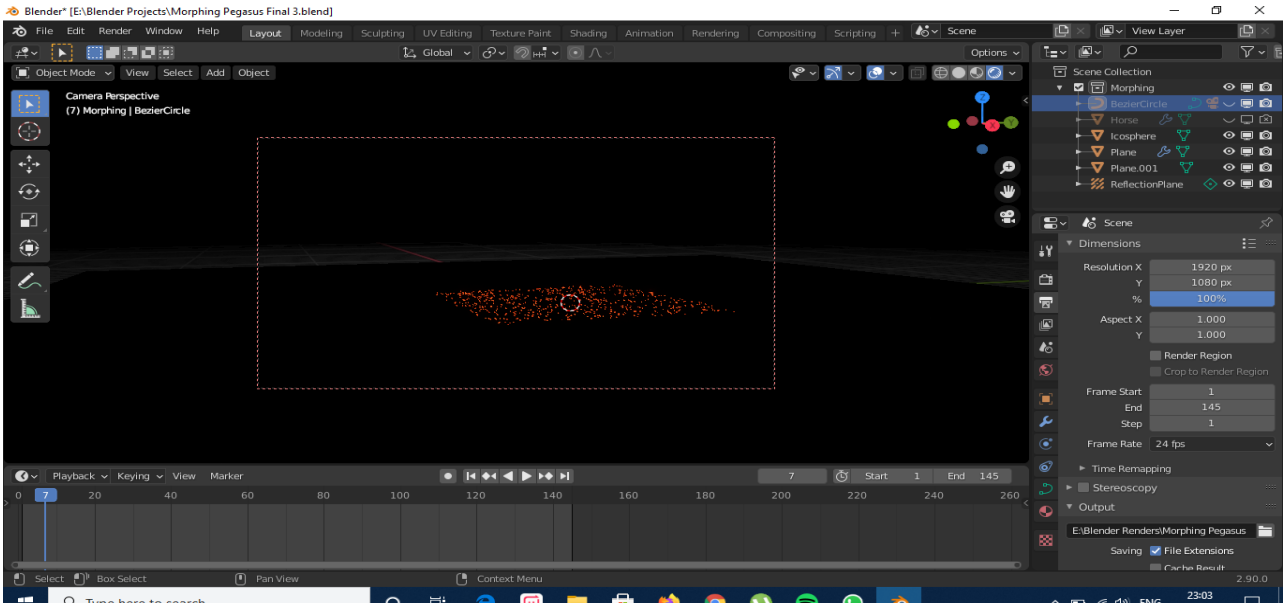
9. No, select the smaller plane and set another ‘Emitter Particle System’ here with same settings as above but Frame end set to 85 seconds and ‘Physics’ set to ‘Keyed’.
10. Remember to add ‘Icosphere’ created before as an object or particle for the animation.



11. Finally, under the world settings set the background colour as dark and make the Pegasus invisible in the viewport and render.



12. Finally, set the camera in position and set the end time for the camera to finish one revolution at 140 seconds.
13. Then set the render properties: Engine to Eevee, enable ‘Bloom’ and ‘Screen Space Reflections’ and save the animation with ‘File Format’ AVI JPEG.



Finally, the rendered animation will look like this: (Drive Link for rendered Video Animation)

https://drive.google.com/file/d/1IziDclzhUJM2Qhn1YHsaSxWhVr89fF3G/view?usp=sharing