One Day!

Description:

Animation of a girl who is poor but wants to get herself admitted in a school.

Steps:

1. Different types of models were downloaded from various websites and imported into our project
2. Some of the assets were imported from "Asset store" of unity.
3. Assets were put on textures where needed.
4. There are two living characters in our scene on which animations were applied.
5. The two human characters were downloaded with rigged model and the animation were done later on.
6. We used Blender for making different types of animations for the two characters. Approximately we had to make 15-20 animation clips of different activities used in our project scene
7. Later on the animations from Blender were imported to Unity on the main scene.
8. The animation we did on unity was FPS(First Person Controller),where the animation was made based on the movement of the main camera
9. We used 9-10 cameras for finding the angles which helped us to work with the scenes
10. There was a background music on the scene downloaded and the voice was recorded by ourselves
11. We needed different types of converter. For converting the models into fbx format we used 'Autodesk FBX Converter". For getting mp3 files for the background music we used online converter.

Tools:

- ## **Software:** Blender, Unity 3D.

- ## **Assets:**
  - 2 human character
  - Fruits
  - Tree
  - Basket
  - School
  - House
  - Household items
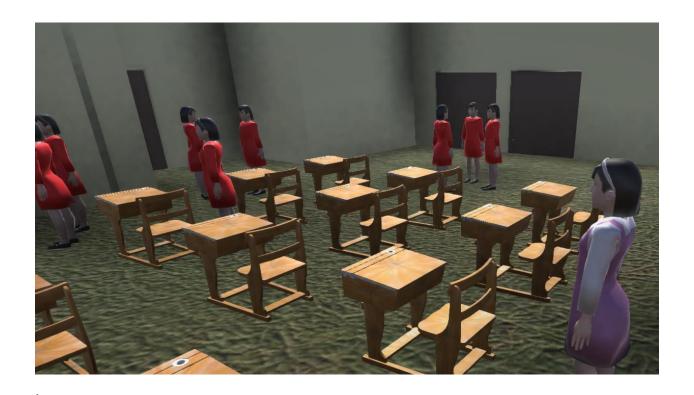 - Living domestic animal models
  - Grass

Images:

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References:

1. https://archive3d.net
2. https://www.turbosquid.com
3. https://www.youtube.com/results?search_query=how+to+convert+.mov+to+mp3+on+windows+10
4. https://free3d.com/3d-models/rigged
5. https://www.youtube.com/results?search_query=how+to+use+unity+for+animation
6. https://www.youtube.com/results?search_query=blender+rigged+girl+model
7. https://blender.stackexchange.com/questions/7244
8. https://www.pluralsight.com/blog/tutorials