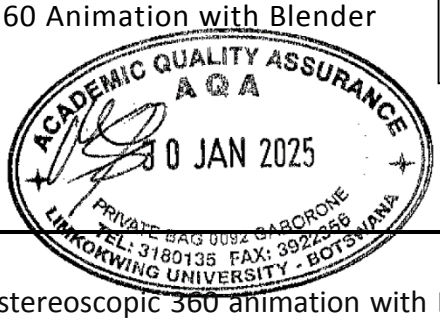
LIMKOKWING UNIVERSITY OF CREATIVE TECHNOLOGY
BOTSWANA

Final Project Brief

Semester 1: Feb-July 2025

Virtual reality
Assignment : Stereoscopic 360 Animation with Blender EEVEE
Duration : 3 weeks
Commencement Date : Week 12
Deadline : Week 15

Final project 40%



Introduction: The experience of creating a stereoscopic 360 animation with Blender EEVEE offers an unparalleled level of immersion, surpassing even the impressive experience of viewing projects in VR. It provides a unique understanding of space and design that cannot be achieved through conventional means, including architectural models. In this project, students will utilize Blender and the EEVEE render, incorporating a eeVR Python script, to create a stereoscopic 360 animation. Additionally, the project will be published on YouTube to showcase the students' work.

Objectives:

- Utilize existing animated 3D characters in the project.
- Employ the EEVEE Blender render, facilitated by the eeVR Python script.
- Utilize HDRI images from free online sources to create a background for the stereoscopic 360 animation.
- Publish the completed stereoscopic 360 animation on YouTube

Brief: Students are tasked with proposing, animating a 3D character, and utilizing Blender's EEVEE render to create a stereoscopic 360 animation. They are encouraged to use 3D characters created in previous modules. The project will involve integrating the eeVR Python script and HDRI images to enhance the visual quality and realism of the animation.

Deadline: [week 15]

Submission Requirements

- CD Submission: contains two folders—one with working files (Blender, etc.) and the link to the publish YouTube video.

Recommended video to Watch (Rendering a stereoscopic 360 animation with Blender EEVEE)