**EXERCISE 6**

**AIM :** To create a professional-quality movie clip using Blender, an open-source video editing software.

**PROCEDURE:**

**1. Install and Open Blender**

* Download Blender from blender.org and install.
* Open Blender → by default, you’ll see the **3D Viewport**.

**2. Set Up Your Project**

* Go to **Properties → Output Properties (printer icon)**.
* Choose resolution (e.g., 1920×1080), frame rate (24/30 fps).
* Set start & end frames (e.g., 1–250 frames).

**3. Create or Import Objects**

* Use Blender’s tools to **add 3D objects**:
  + Press **Shift + A → Mesh → Cube, Sphere, etc.**
* Or import models (FBX, OBJ, etc.) if you already have assets.

**4. Design the Scene**

* Position objects in the 3D space.
* Add **materials, textures, and lighting**.
* Place a **camera** (Shift + A → Camera → position using “Numpad 0” to view through it).

**5. Animate the Objects**

* Select an object → move to a frame on the timeline.
* Press **I** (Insert Keyframe) → choose **Location/Rotation/Scale**.
* Move to another frame → change position/rotation → insert another keyframe.
* Blender will **animate between frames** (interpolation).

**6. Add Audio (Optional)**

* Switch to **Video Sequencer** or Timeline → add sound files.
* Sync audio with animation if needed.

**7. Preview the Animation**

* Press **Spacebar** to play the timeline.
* Use **Viewport Shading → Rendered mode** to preview how it looks.

**8. Render the Movie Clip**

* Go to **Properties → Output Properties → File Format → FFmpeg Video (MP4)**.
* Choose output folder and name.
* Press **Render → Render Animation (Ctrl + F12)**.
* Blender will render frames and save them as a **movie clip**.

**9. Save Your Project**

* Save your Blender file (**File → Save As → .blend**) for future editing.
* Your rendered movie clip (MP4) will be in the output folder.



