

For my Blender animation project I created a flight simulation based on the sample videos. Initially, understanding concepts like 3D space and coordinates was tough, but as I progressed, I found joy in crafting a realistic virtual environment.

My aim with the flight simulator project was to recreate the immersive feeling of flying. I used different techniques within Blender to achieve this. Cloud generation added depth to the sky, mimicking natural cloud formations and movement. I placed the clouds near the top of the mountain model to recreate a real-world setting. I also used a "sun" light source for realistic shadows and scene illumination. Careful color selection enhanced the visual appeal of the background and an Occidental College Tiger theme was given to the airplane.

Learning Blender's tools was a curve. Cloud generation required understanding procedural textures and particle systems, while configuring the "sun" light involved experimenting with settings. Overcoming technical challenges like optimizing render times and managing scene complexity was crucial.

Environmental elements were key to realism. I created flat planes for the sea, grassy terrain, and runways, each colored realistically. Importing a mountain object added depth to the scenery. Object placement and scaling ensured a cohesive environment.

Time constraints limited some aspects, like creating a rotating propeller animation. Rendering multiple videos for different scenarios was also challenging due to time. However, these limitations taught me the importance of efficient project management.

Reflecting on this project, I appreciate the learning experience and satisfaction of overcoming challenges. The project improved my Blender skills and deepened my understanding of animation. Moving forward, I plan to revisit the project with more time for advanced features and elements.