**CGG ASSIGNMENT 9**

Name: Kedar Kale

Roll No: 129

Block B1

Topic: Ball Bouncing Animation using Blender

Steps:

1) Change Engine (located exactly at top middle) from Blender Render to Cycles Render

2) Delete all objects (Right Click on Object, Press X or delete and Enter)

3) Press: Shift+A; Chose Mesh => Plane

4) Press: S and use down arrow to expand the plane

5) Press: Shift+A; Chose Mesh => UV Sphere. Drag it to the top of plane using mouse.

6) Select Plane (By Right Clicking on Plane). At the right side, you will find many menus. Like Render, Render Layers etc. Select the last one with the name Physics.

7) In that one, select Rigid Body; Change type from Active to Passive and Change Bounciness Value from 0 to 0.8

8) Now, select UV Sphere (By Right Clicking on Plane). Select Physics and just change Bounciness Value from 0 to 0.8

9) Now go to the Bottom Section.: Enter these values; Start:1 End:30 and Click on Play Animation (Located just after Start and End)

Output:







