Visual Effects and Animation

Assignment 2 3D Animation

Topic : Mount Maunganui

Presentation Guide

Name: Maria Susainathan Dominic Maria Joseph

Student ID: 19480493

Topic : Mount Maunganui

Mount Maunganui is one the most beautiful natural tourist place in New Zealand. I personally visited this place and I admired it. I wanted to make a 3D animation about Mount Maunganui and events happening there. The following are the topics covered in the 3D animation video:

- Paragliding
- Boat on the sea/beach
- Mount Maunganui

Paragliding is one of the adventure activity which takes place at Mount Maunganui. It is usually done from the hill top down to the beach.

Mount Maunganui has a beautiful beach where boats sail in it.

Mount Maunganui a gigantic figure which attracts everyone by its beauty.

Animation Principles

1st Scene (Paragliding) – The animation principle used in this scene are **Arcs, anticipation and Timing**.
The paraglider follows a circular path in its animation. Anticipation is created using the movement of the paragliding object. Timing is applied in the animation.

2nd Scene (Boat Scene with Flag) – The animation principle used in this scene is **Staging, Slow in and Slow out, Follow through and overlapping action.** The boat is staged along with the flag in it. The animation is made slower and faster. Even though the movement of the boat stops the flag still is in action.

3rd Scene (Mount Maunganui) – The animation principle used in this scene is **Staging, Appeal, Solid Drawing**. The Mount is staged. The 3D model pleases the viewers. The mountain is very good in terms of 3D modelling.

Modelling

Mount Maunganui – The model is created using the mesh object landscape. The trees are created using the particle system.

The buildings are created using the mesh object cube. Boolean modifier is applied.

Ocean modifier is applied to the beach. Point, Sun lamp are used in the animation along with sky settings, mist etc.

The Paraglider object is created using the cone mesh object along with the cylinders.

The boat is created using the mesh object cube. Extrusion is applied. The Flag is created using a Plane mesh object.

Vertices are used quite effectively in the creation of the 3D models.

Shrink-wrap modifier is used on the boat to make the boat move along the sea. Textures, materials, lighting are used efficiently. Transparency and reflectivity are also used.

Animation Techniques

1st scene(Paragliding) – The scene is animated using the path based animation. The camera and the paraglider follows a nurbs path.

2nd scene(Boat and the Flag) – The ocean modifier is been animated in order to produce animated waves. The boat sails along the sea. The flag uses the cloth physics with itself self-pinned. The flag gets into motion because of the air force field physics.

3rd scene(Mount Maunganui) – The camera follows a nurbs path. It moves from a far angle to a closer angle along the path.

The video is created using frame by frame animation.