Computer Animation Lab: 07

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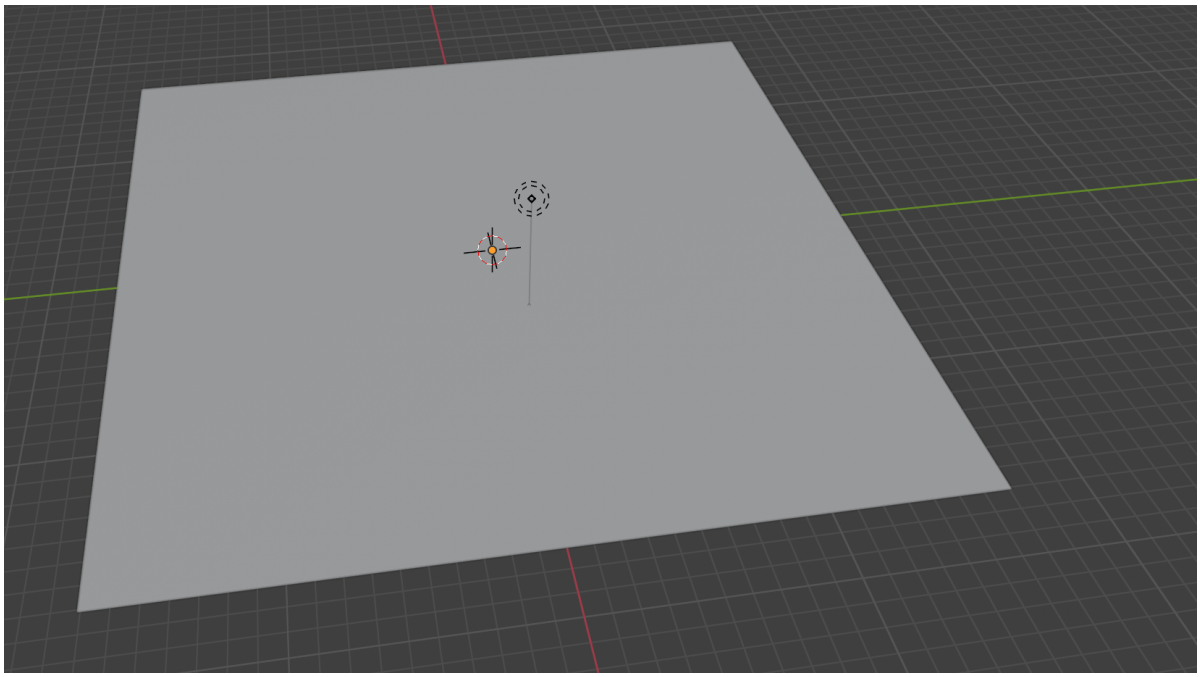
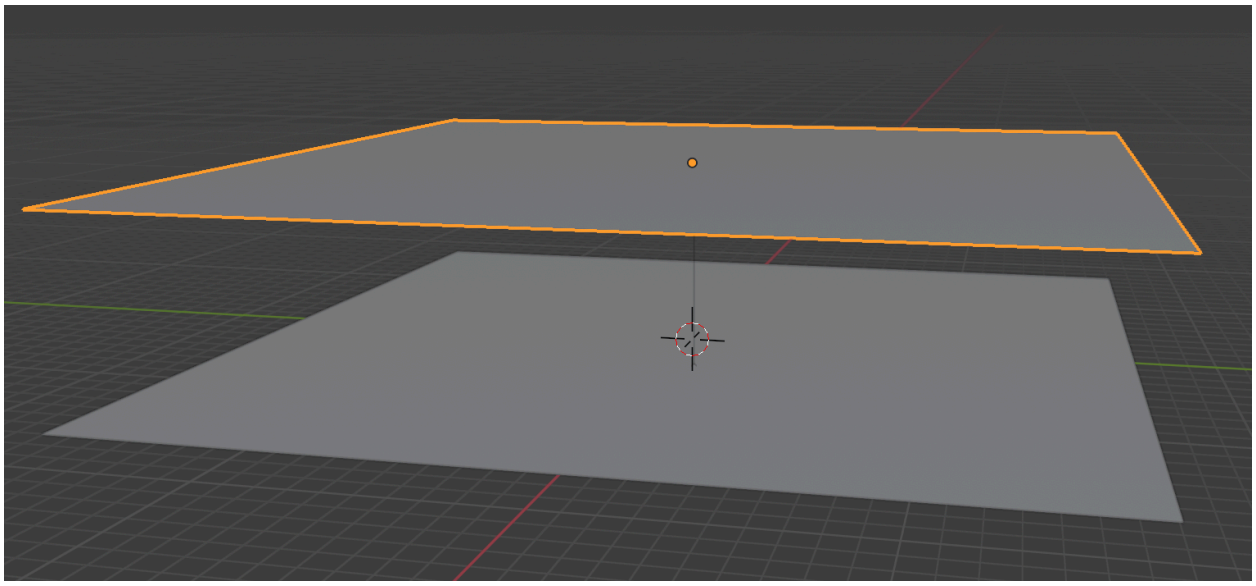
Creating the Scene

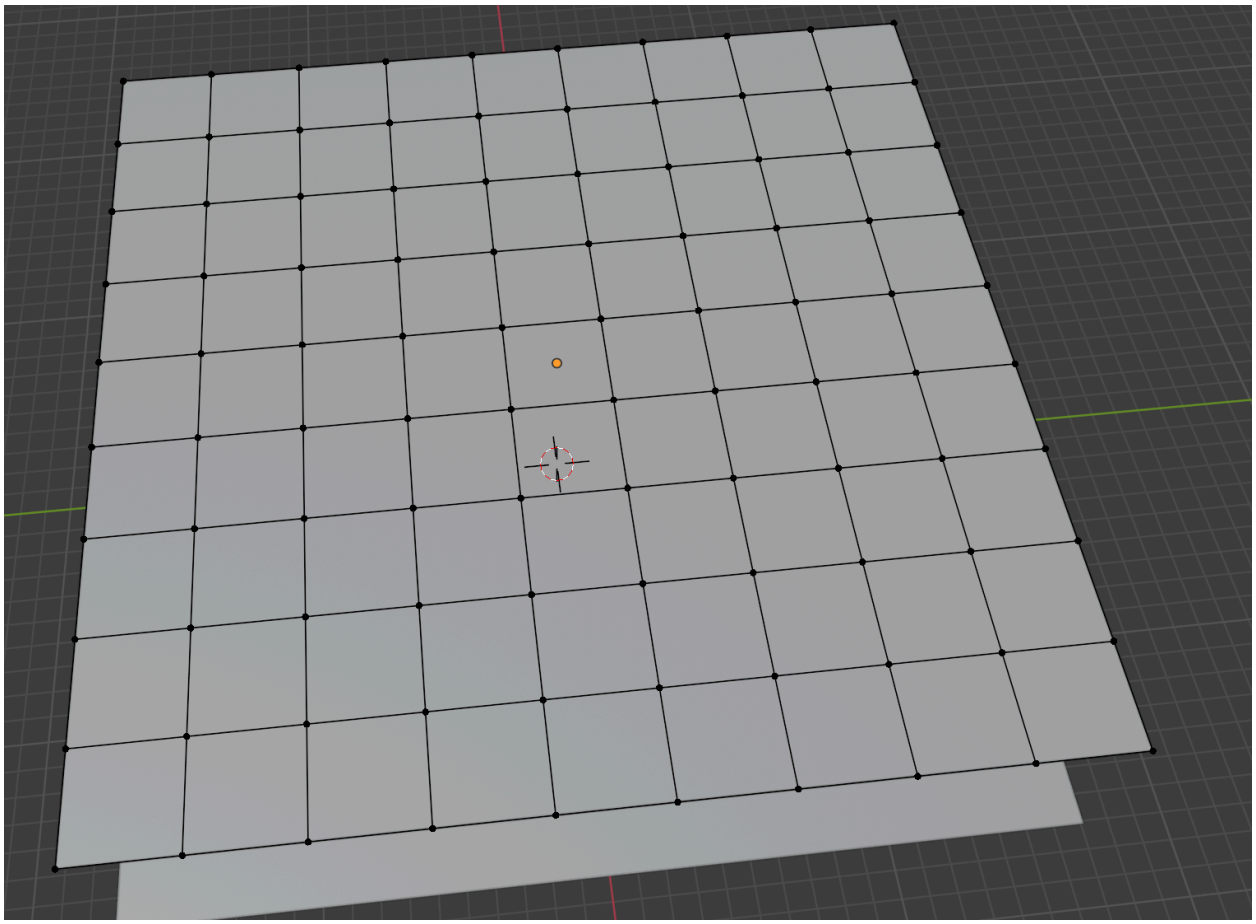
- Delete the cube
- Hide the camera
- Insert a plane, scale it to be the floor



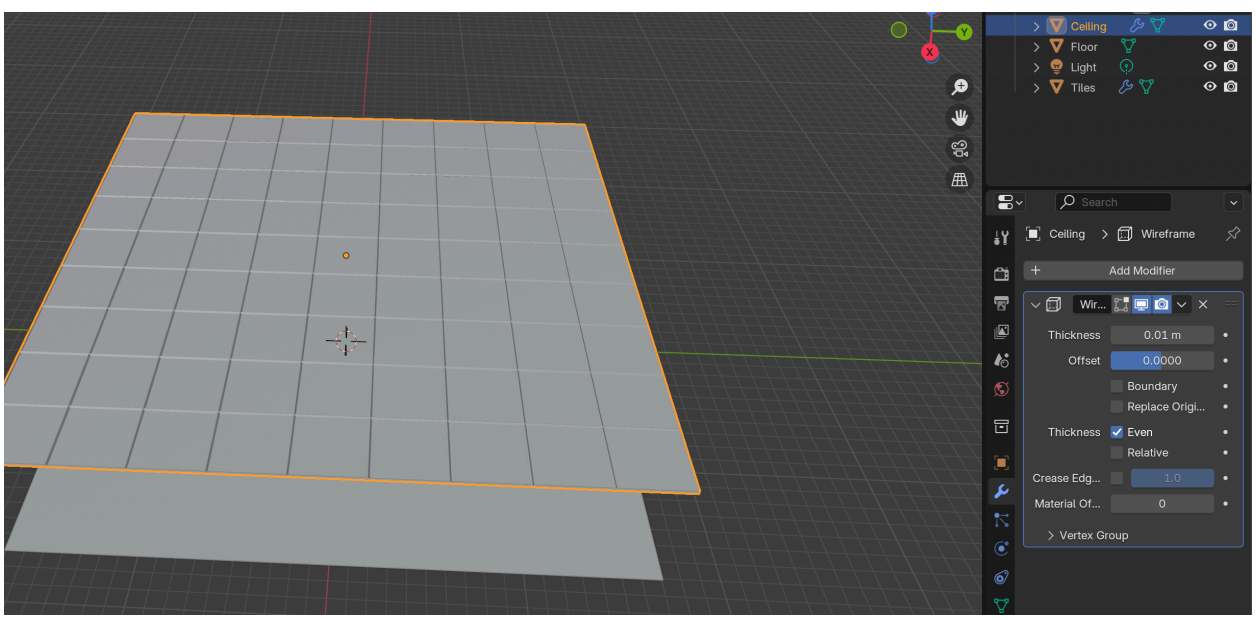
- Create another copy of the floor to be the ceiling.



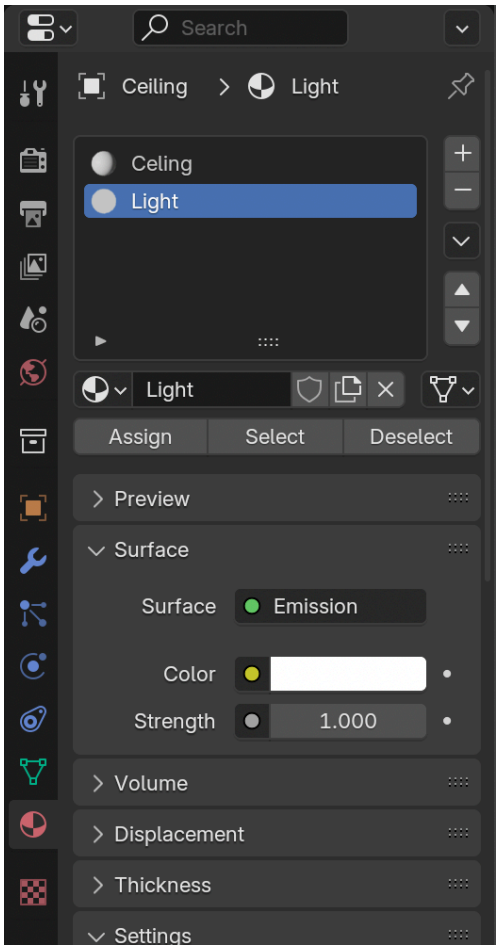
- Select the ceiling, go to Edit mode.
- Right click on the ceiling, select subdivide, and divide it into 8.



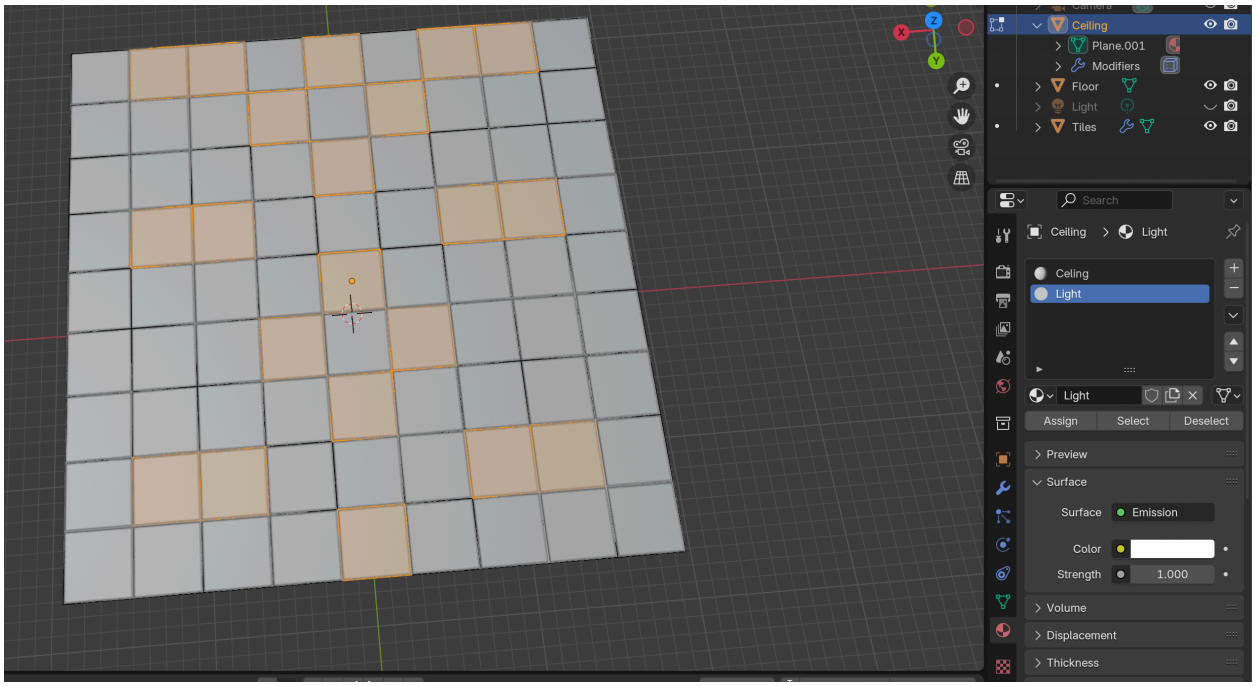
- Return to the object mode, keep selecting the ceil.
- Go to Modifiers tab → Add Modifier → Generate → Wireframe.
- Duplicate the ceiling and leave the copy without moving or editing it.



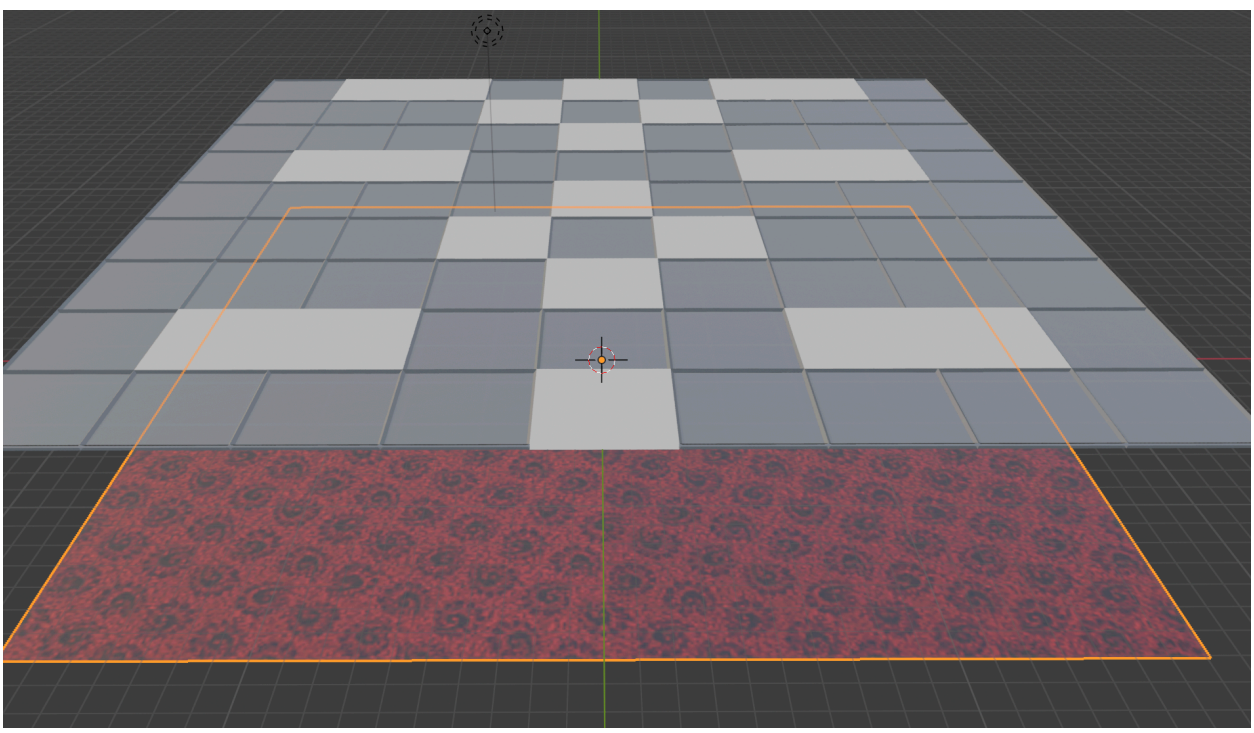
- In the Object Mode, select the ceiling object, and create two Materials. Set the second Material to Emission.



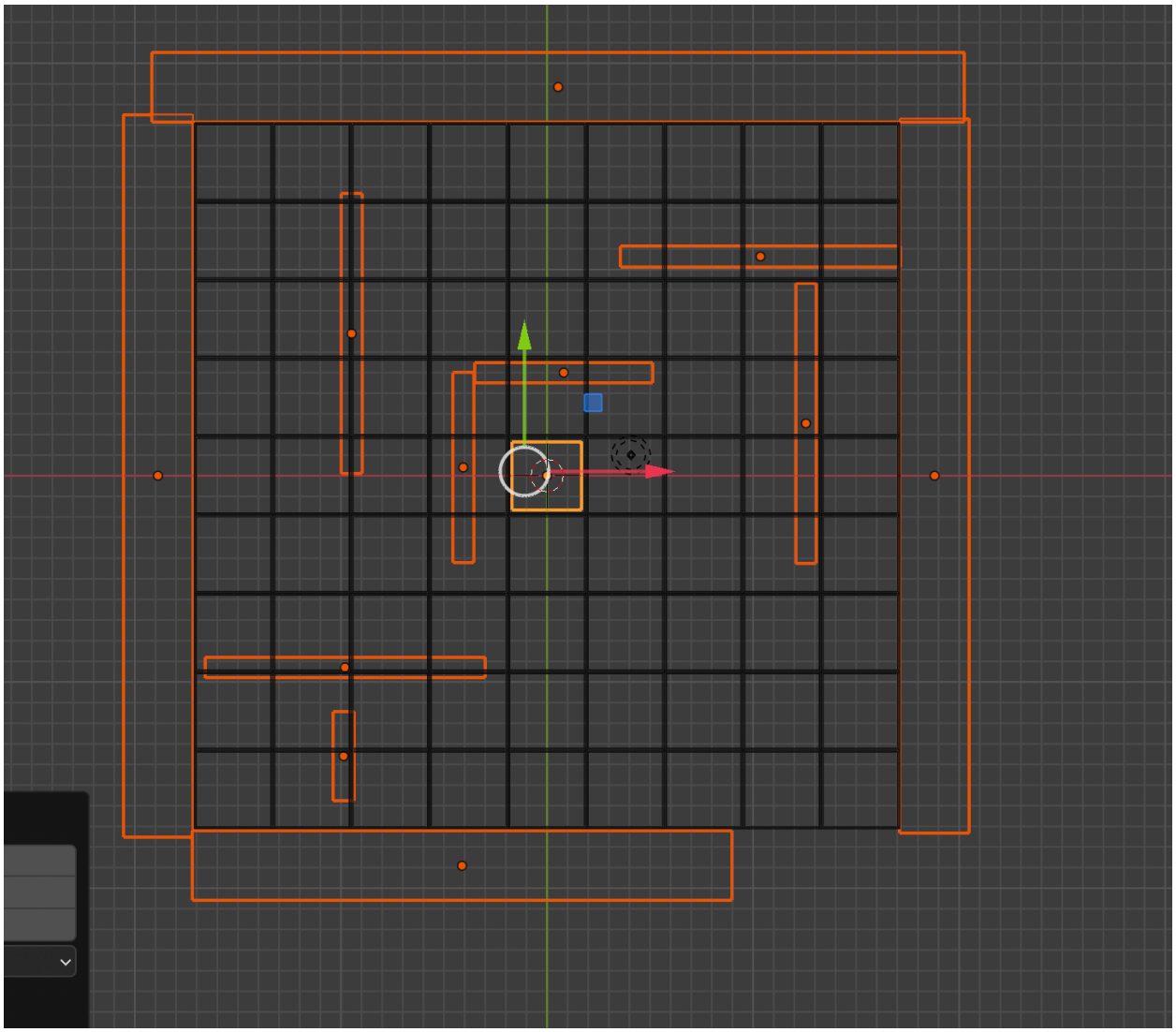
- Go to Edit mode, select the faces of the ceil and assign the Light Material to it.



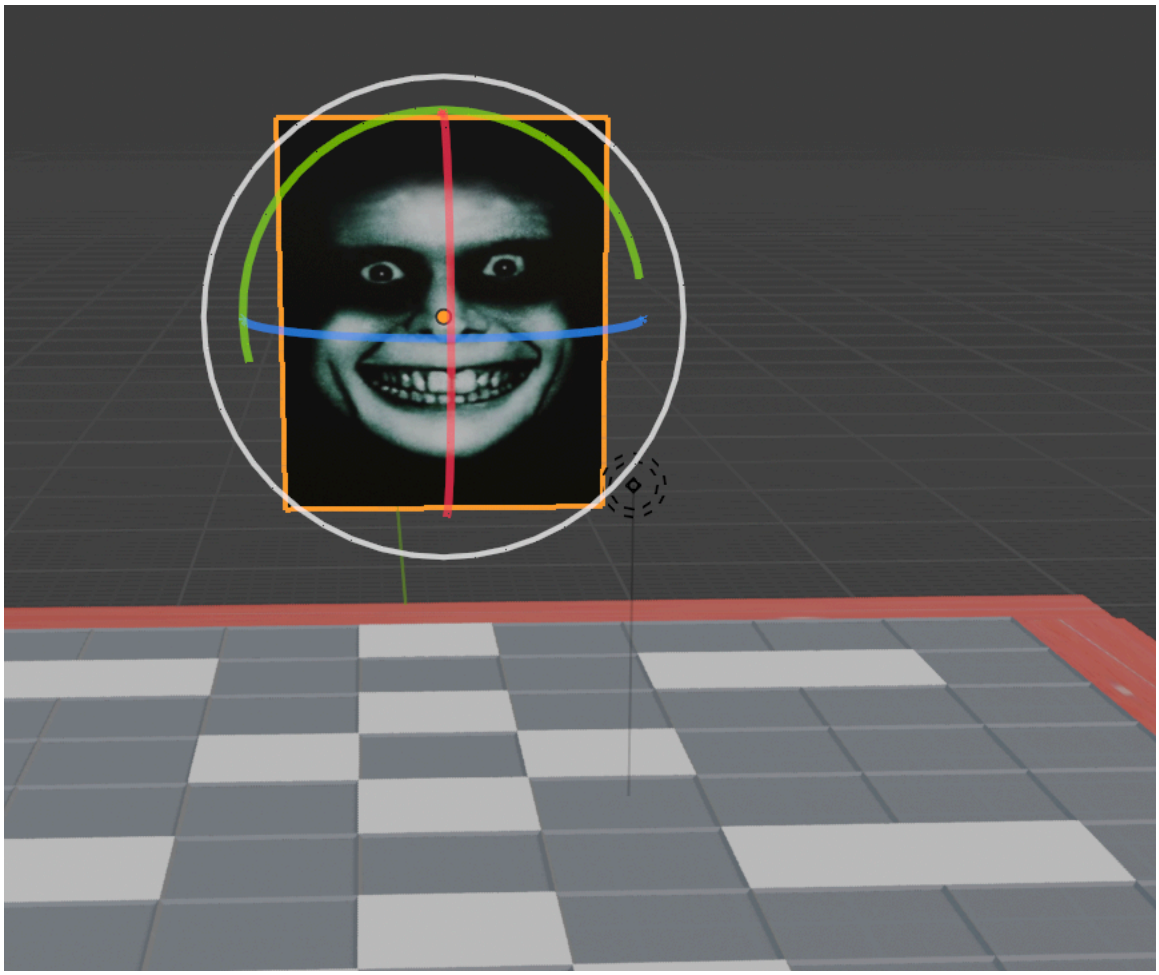
- Select the ceil and its Ceiling material and add the image ceil texture.
- Add the Carpet texture to the floor.



- Create a wall and create its textures.
- Create the other walls.



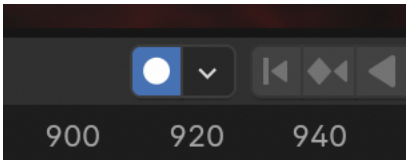
- Create a Plane and set the monster as a texture on it.



- Insert the plane into a hidden place.
- Adjust the starting view, then set the camera to the current view from View → Align View → Set Active camera to view.
    - Adjust the camera position.
    - It is recommended to set the focal length to 14 or 13

Recording

- Turn on recording mode from the Dope sheet.



- Play the animation in the dope sheet (to start recording)
- From View → Navigation → Walk Navigation.
- Move the camera with WASD buttons and the mouse.

- Synchronize the movement of the camera with the appearance of the monster.