Blender Tutorial 01

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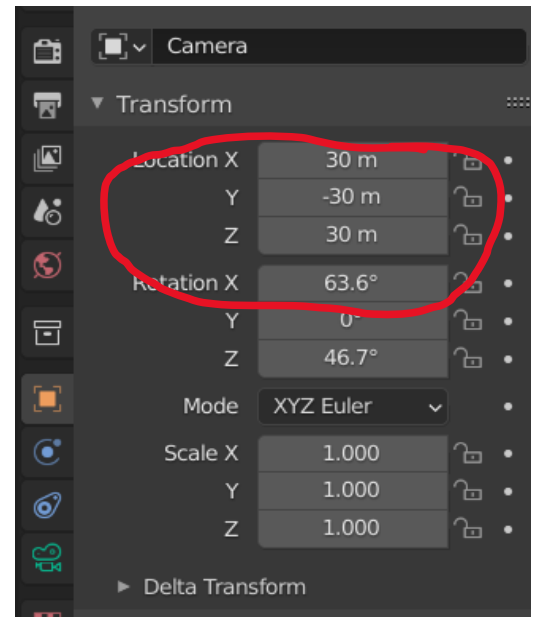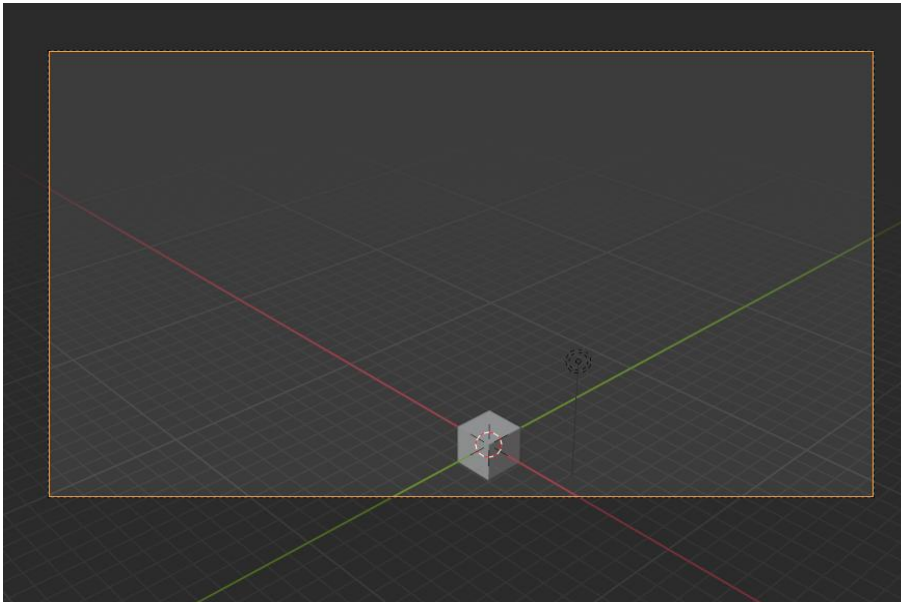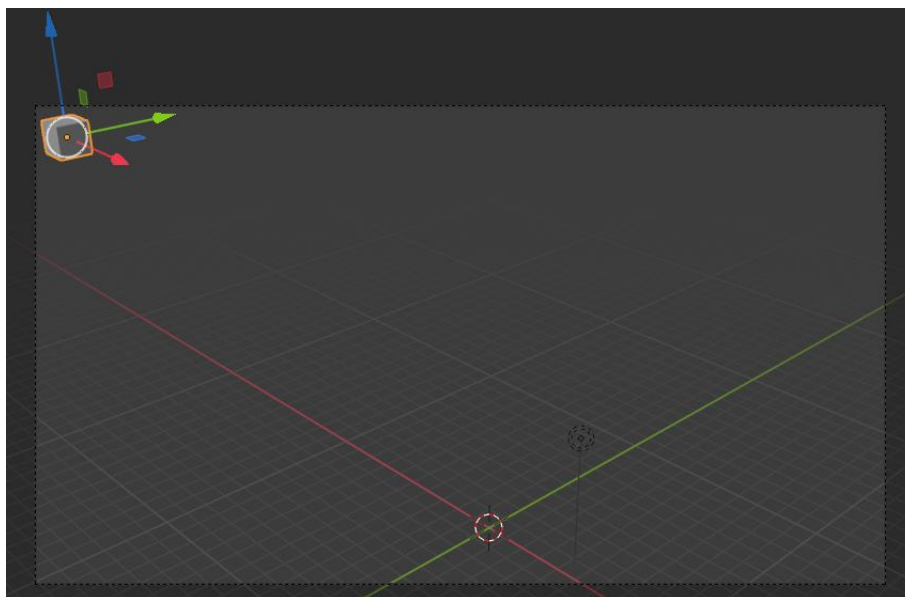
Simple Cube Animation

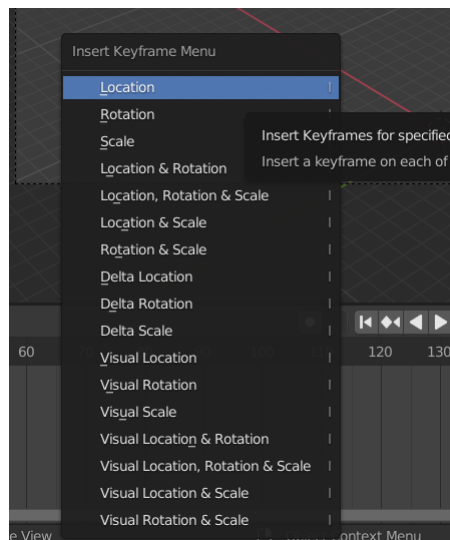In this exercise, we will animate a simple cube around camera bounds.

Steps

1. Change the location (x, y, z) of the camera to increase the size of the scene.
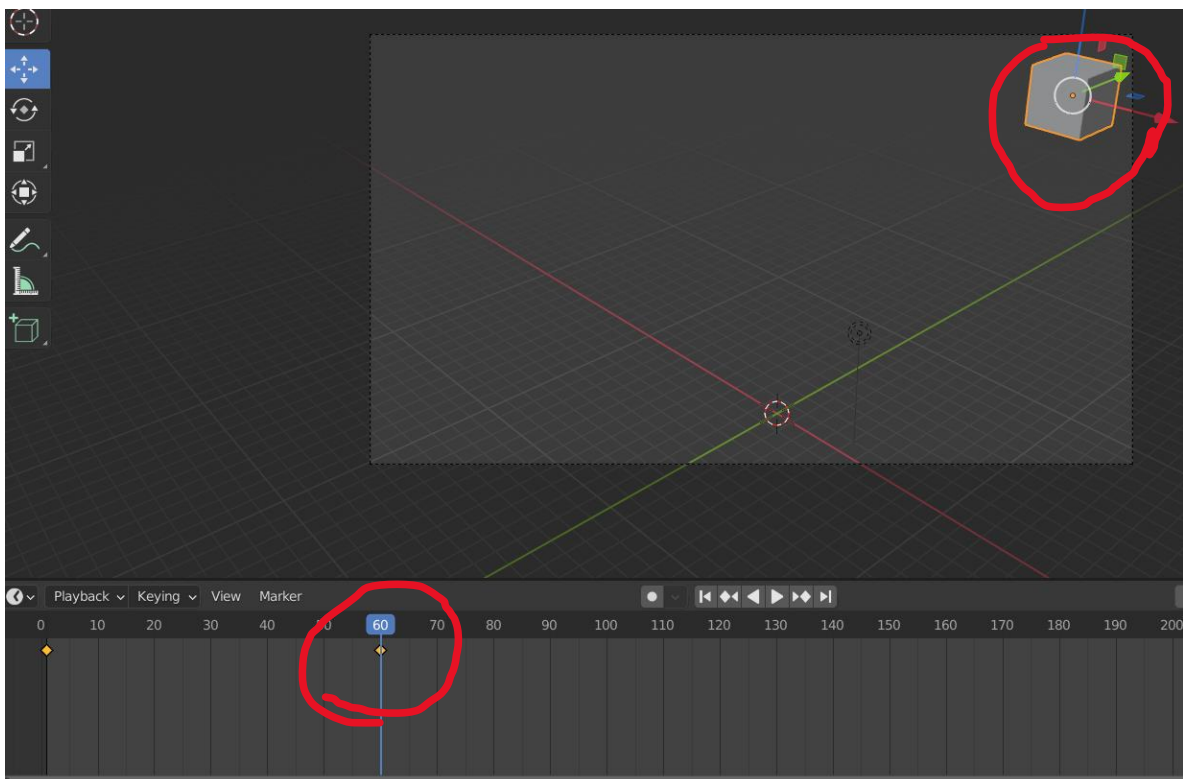   a. Set x = 30, y = -30, z = 30.

2. Bring the cube to the top left corner of the camera.
   a. Select the cube, then select move option, or press G.

3. While selecting the cube, press i to insert a keyframe.
4. Select Location option.

5. Set next keyframe to 60.
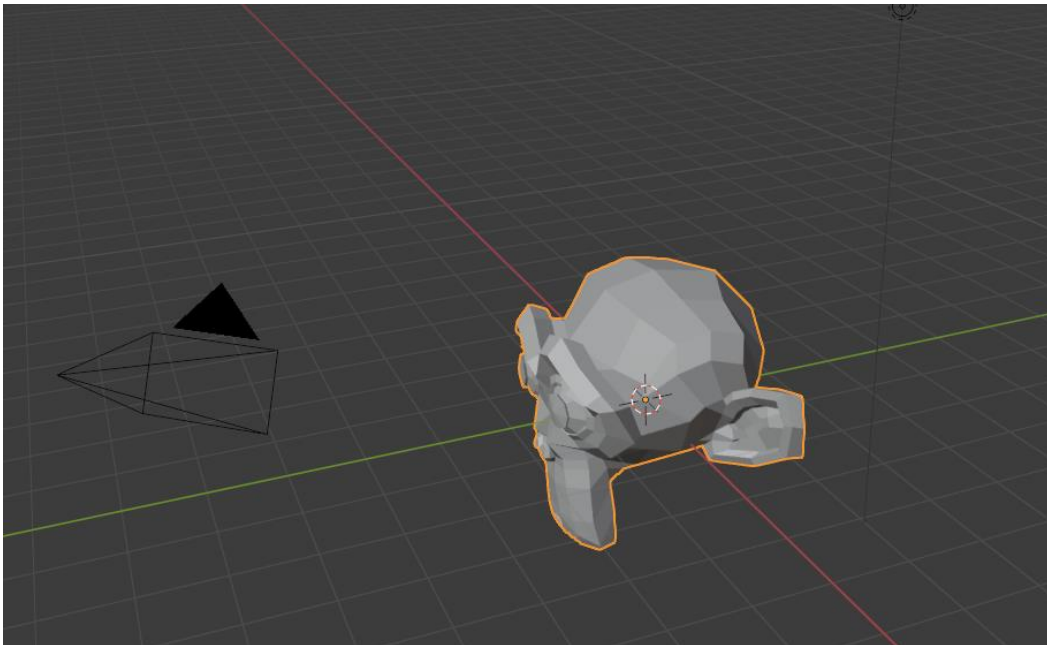6. Move the cube to the top right bound of the camera.

7. Repeat the process to the other corners.

Orbit

In this task, we will make the camera move around a monkey.

Steps:

1. Delete the cube.
2. Go to Add menu, or press $shift + A$.
3. Select Mesh → Monkey.
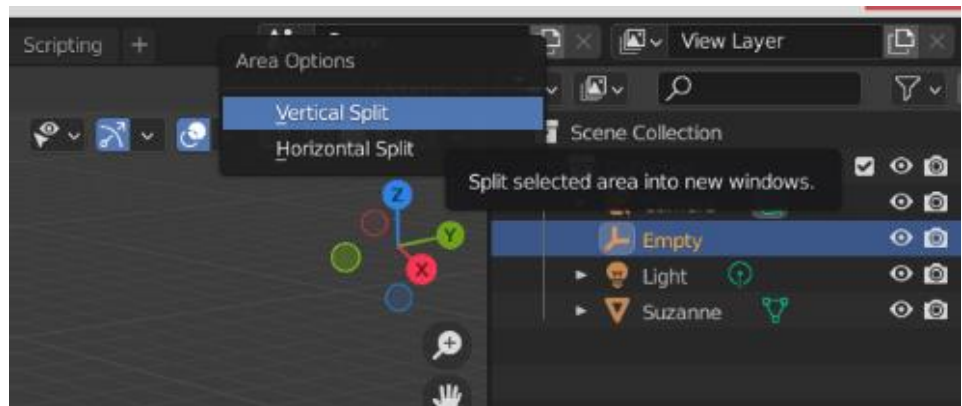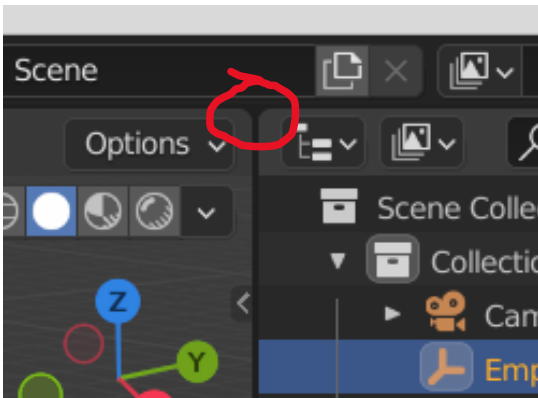4. Select Scale option, or press S, enlarge the monkey.

To allow the camera to move around an object, we need to link the camera to another object. That another object will be rotated and in turn rotates the camera.
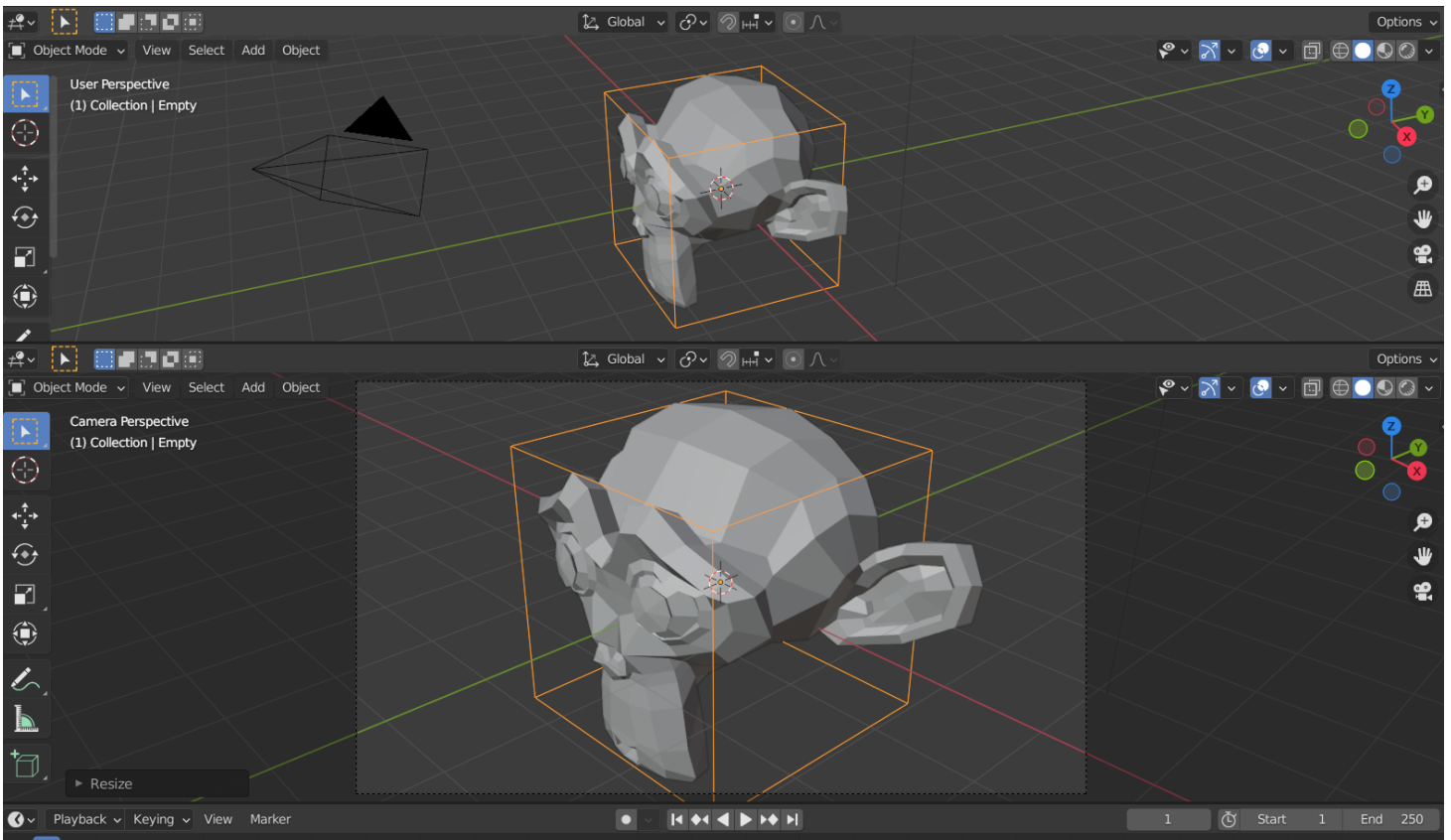
5. From Add menu, select Empty → cube.
6. Press S, enlarge the cube.
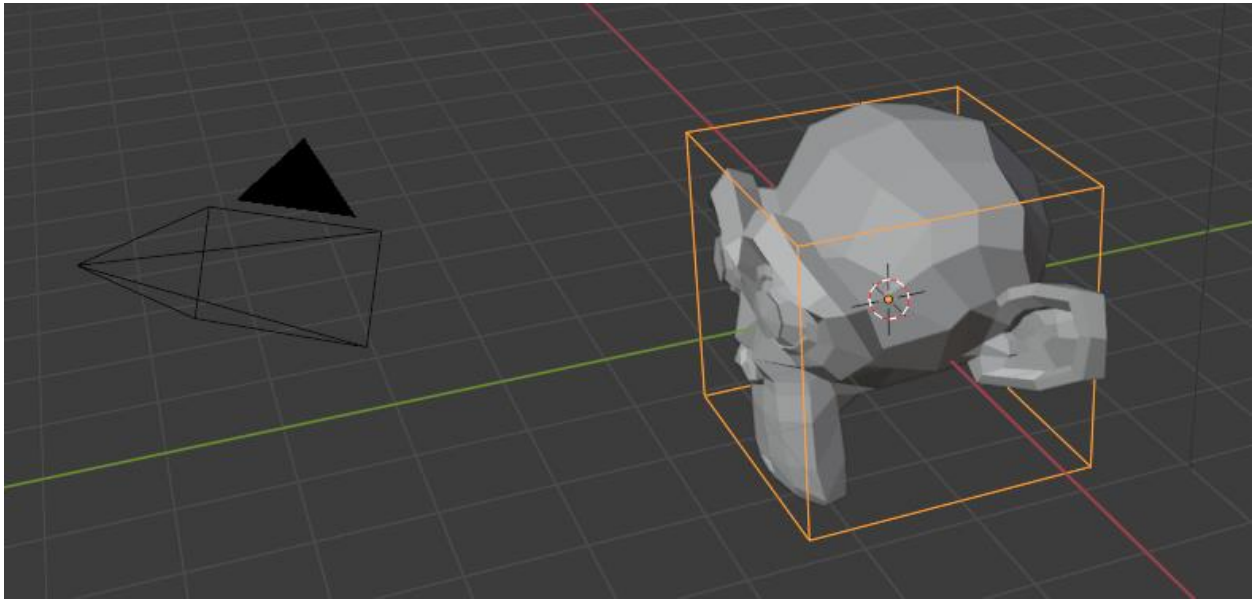
7. Go to top corner of the current area, right-click, select horizontal split.
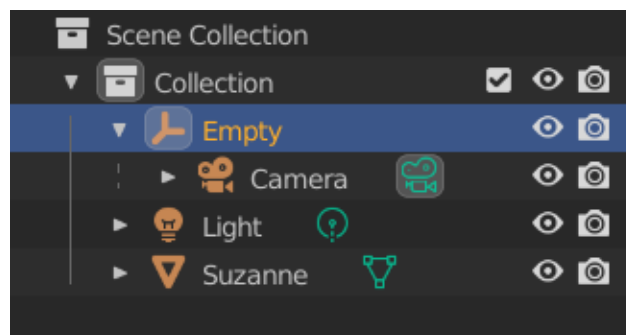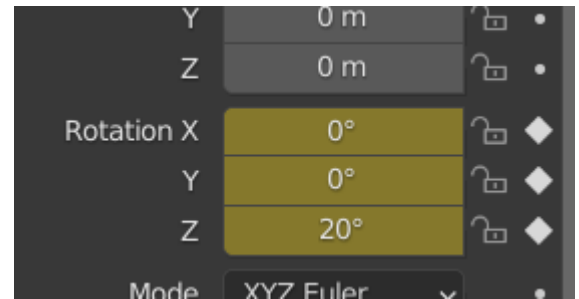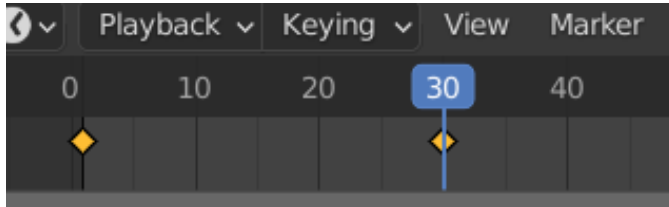
8. In the bottom area select the camera view.

9. Select the camera, **THEN** select the cube.
10. Right click and select parent → object, or press $CTRL + P$.
   a. Notice how they are linked in the outliner.

11. Select the cube, then select rotation option.
12. Insert a keyframe.
    a. Press i, then select rotation.
13. Rotate the empty cube around z-axis by 20 Euler for 30 frames.

14. Repeat the process by increasing rotation angle 20 degree for every 30 frames.
    a. Continue until we reach 360 degrees.

Exercise

1. Create a cube animation that moves around the camera in diagonal. Set the keyframe to 80.
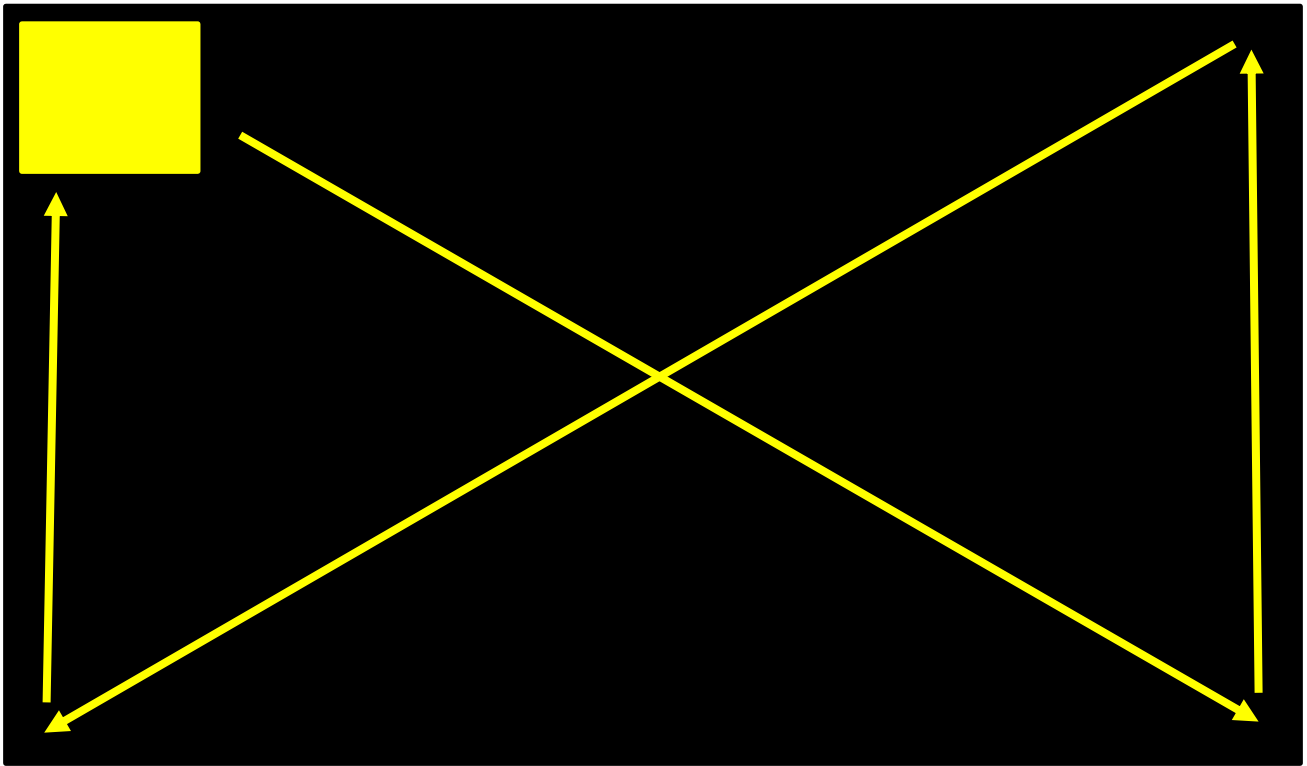
2. Rotate around a monkey in half circle.