

Computer Animation Lab: 05

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Scene Setup

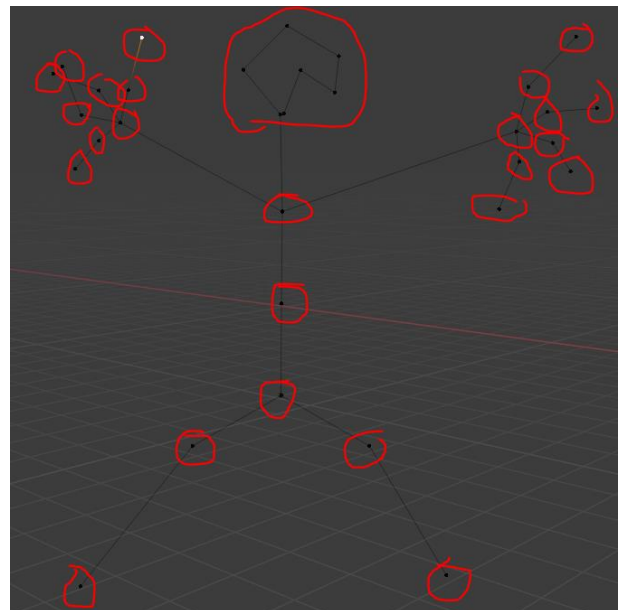
1. Set up the column (wall)
 - a. Be at $x=0, y=0$
2. Move the column to a new collection.
3. Set up the base of the column.
 - a. Go to edit mode.
 - b. Add loop cut at the bottom.
 - c. Select **faces**.
 - d. Scale the base's faces.
4. Create the floor at the base of the column.
 - a. Add a plane, scale it.
5. Copy the floor plane, create the ceil.
 - a. Adjust it to the top of the column.
 - b. Go to edit mode.
 - c. Right-click, select subdiv, make 10.
6. Create the wireframe for ceiling.
 - a. Duplicate the ceiling.
 - b. Rename the object to wireframe.
 - c. Modifiers → wireframe modifier → adjust the thickness.
7. Select the ceiling object, set up materials.
 - a. Add new material → name it to “ceiling” for the color of the ceiling itself.
 - b. Add new material → name it to “light” for the emissions of the light spots → set surface type to emission.
8. Set up light faces.
 - a. Go to edit mode.
 - b. Select the **faces** to act like light spot.
 - c. As the faces are selected, in material tab, select the light material → click assign.

Texturing

9. Add material to the ceiling.
 - a. Select ceil material
 - b. Base color → image texture → select ceil.
10. Add carpet texture.
 - a. Select the floor.
 - b. Add image texture → carpet.
11. Add wall texture.
 - a. Select the wall.
 - b. Add image texture → wall_3
 - c. (optional) go to UV editing → select wall faces → organize the texture.
12. Adjust the light colors and strength.
 - a. Select ceiling.
 - b. Select light material.
 - c. Adjust the color to red, increase the strength.

Create backrooms and monster

13. Design the décor of the backrooms
 - a. Select the column → adjust the width and thickness to be a wall.
 - b. Drag and drop the décor image → rotate x=0, y= 0, z=0
14. Design the monster
 - a. Add a cube
 - b. Go to edit mode.
 - c. Select the vertices mode.
 - d. Right-click on the cube.
 - e. Select merge vertices to center.
 - f. Press **E** to extrude.
 - g. Go to object mode, select the monster vertices.
 - h. Modifiers → add modifier → skin.
 - i. Set branch smoothing to 1.



- j. Click create armatures.
 - k. Select the skin and then the bone,
right click → join.
 - l. Add materials → color = black.
15. Set the scene start → press alt+ctrl+0.

Animation

16. Animate

- a. Turn on auto keyframing
- b. Select the camera.
- c. Go to View → Navigation → Walk navigation

17. After finishing walk navigation, select the playback pointer to the end of the navigation.

- a. At this time, let the monster appear to the camera.
 - i. Set key frames.
 - ii. Animate legs, head, and arms.

18. If you will depend on the ceiling light, use Cycles renderer.

19. If you will use Eevee.

- a. Add a spotlight.
- b. Configure the light strength, and orientation with respect to the camera.
- c. Select the light, then select the camera → right click → parent → object.

20. Enhance the animation reality.

- a. Select the camera.
- b. Go to animation tab.
- c. Open graph editor.
- d. In the dope sheet below, press “a” to select all key frames.
- e. Go to Key menu → sample key frames.
- f. While you are in the graph editor area, press Alt + O to smooth the animation.
- g. Select each channel of the animation.



- h. Open the side tab → modifiers → add modifier → noise → set scale to 5 and strength to 2.