Computer Animation

Project Overview:

This project tests your ability to create 3D animation scenes in blender, and to use Python to develop simple 2D games.

Standards:

- Team members should be 1-2 students.
- Project's deadline is Wednesday 1/6/2022.
- No more than two teams develop the same project. *Projects are selected based on a first-come, first severed basis*. This means that if you select a project that has been selected by another two teams, you will need to choose another project.

Tasks

Choose **one** of the following:
- Use Blender to simulate fluids.
- Use Blender to simulate fires and smokes.
- Use Blender to create a cinematic text animation scene.
- Use Python to develop a snake game.
- Use Python to develop a breakout game.
- Use Blender to create an animated atomic structure.
- Use Python to create a pong game.
- Use Python to develop a Pacman game