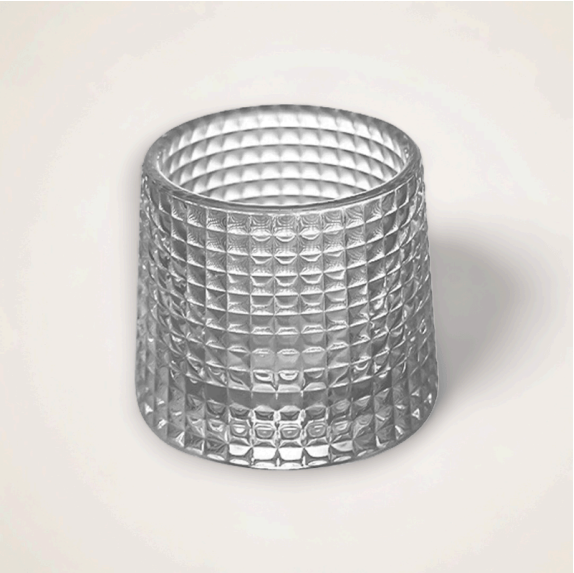
Scene Report

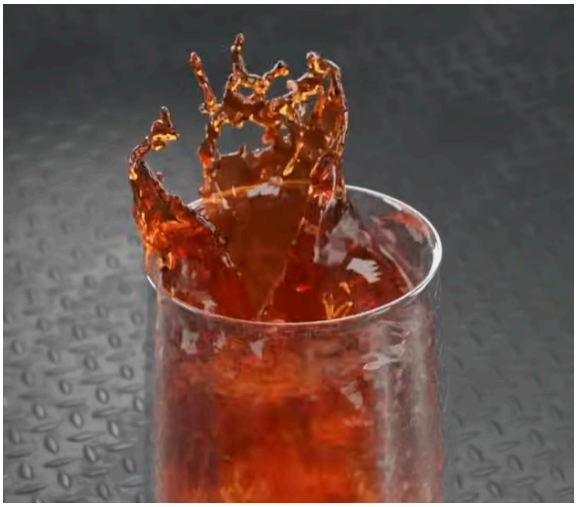
Introduction:

This TP consisted of creating an animated scene of our choice in Blender, with the goal of getting more familiar with the software's animation tools. I decided to make a small fluid animation because I wanted to learn how liquid simulations work and how to control things like domains, inflows, and materials. Even though I hadn't tried fluid simulations before, this project was simple enough to follow while still allowing me to experiment and be creative with the final result.

The entire task took a long time, especially because of the baking and rendering process, but I definitely improved my skills throughout the work. Overall, this TP was a solid introduction to Blender's animation system and opened the door for me to try more advanced simulations in the future.

The Models:





Process of Creating the Scene:

I started by modeling the glass using a basic cylinder. I divided it horizontally and vertically to create a lot of small squares, then extruded the center of each

one slightly to give the glass a nicer and more detailed look. After the modeling part, I edited the material settings — mainly Transmission, IOR, and a few others — to turn it into a realistic-looking glass.

The ice cubes (the effectors) were made from simple cubes, and I copied the glass material onto them so they would look transparent as well, just with slight adjustments to make them look like ice instead of glass.

For the liquid, I added a sphere inside the glass and converted it into a liquid object. I set up the domain around the entire scene and adjusted the simulation so the fluid would fill the glass, then splash out when the ice cubes fall inside it. I gave the liquid a light transparent yellow color so it resembles lemonade.

I also wanted the glass to already be full when the animation starts, so I set the start frame to frame 60 and the end frame to frame 100, which gave the animation a total of 40 frames. The rendering process took a very long time — more than five hours — because of the fluid simulation and the transparent materials used in the scene.

Conclusion:

In the end, this TP was a great opportunity to explore animation in Blender using a project I chose myself. By working with fluid simulations, I learned how domains, inflow objects, and materials interact to create realistic movement. Modeling the glass and ice cubes also helped me practice transparency and detail, and even though the rendering took a long time, the final result made the whole process worth it. This experience gave me a solid first step into animated scenes in Blender and encouraged me to try more complex ideas in the future.