



Team ANYmation

Animation Subsystem

Instructions

- This assignment has 2 questions. Both are compulsory.
 - **You are free to use the internet (obviously) and any other resources.**
 - Questions are based on open source animation software called [Blender](#) (Install the latest version). **There are no prerequisites for this assignment.** If you do not understand some concept or terminology, use internet!
 - We will be using Git Classroom for taking the submissions. Create a GitHub account if you do not already have one. Here is the link to the [assignment](#).
 - If you have any comments/clarifications/doubts regarding the questions, contact us on our [WhatsApp](#) group.
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1. I love Blender! (and donuts from our orientation ☺)

Complete the [blender tutorial](#) till the end of Level 2 and the first 3 parts of Level 4 (**Skip Level 3**). Make a donut using **all** the concepts that you learnt from the videos. You can use your own colors. Be creative! You will have to submit a simple rendered image and the accompanying `.blend` file as well as the Texture image file for this part.

2. Playing with the Donut

Once you have completed the above, your next goal is to get creative and play around with your Donut. You are expected to submit a rendered image that shows off your creativity along with **another** `.blend` file and Texture image file using only the donut as your main subject. In this part, we have attached some [reference images](#) (from the subreddit mentioned below) that will help you get started. Ideally, we want the donut(s) to be the main subject of your rendered image, and you are left with an open narrative on how to modify your donut.

Links to resources :

- [Blender tutorials](#).
- Link to [subreddit](#).
- [Blender Shortcuts](#).
- [Nodes 4 Noobs](#) : A good introductory video to introduce Nodes, Shaders etc. The first 3 videos will be more than sufficient for recruitment test.
- [Blender Community](#).

