Production Diary

Blender Animation

IMMERSIVE STUDIOS

ASSESSMENT 2

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# Part 1 – Research and Identify 3D Software

## Animation and 3D Model Choices

Detail the animation you are going to create and the 3-D model that you will use to implement it.

### Research (Blender)

Document and evaluate research relating to Blender.

Capabilities, toolsets, features

Explore the primary processes for different types of navigation within the 3-D environment. Briefly describe the processes for panning, zooming, and rotating the viewport in Blender.

#### Workflow Improvements

Identify and briefly describe at least three (3) hotkeys, two (2) alternative navigation procedures, and two (2) input procedures that will help to improve your performance when using Blender.

### Research (Maya)

Document and evaluate research relating to Maya.

Capabilities, toolsets, features

# References

**There are no sources in the current document.**