F21GA – Coursework

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MSC INFORMATION TECHNOLOGY (SOFTWARE SYSTEM)

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INTRODUCTION

In this part we are going to explore about animations the software used for doing the animation is (Unreal Engine) in this part I have imported the objects from maya into Unreal Engine the file which is being exported sand imported is the (FXB Export) and then added animation in it and saved it in a video. In the animation part the ducks are moving in the water the also the barrel is moving the water.

ANIMATION
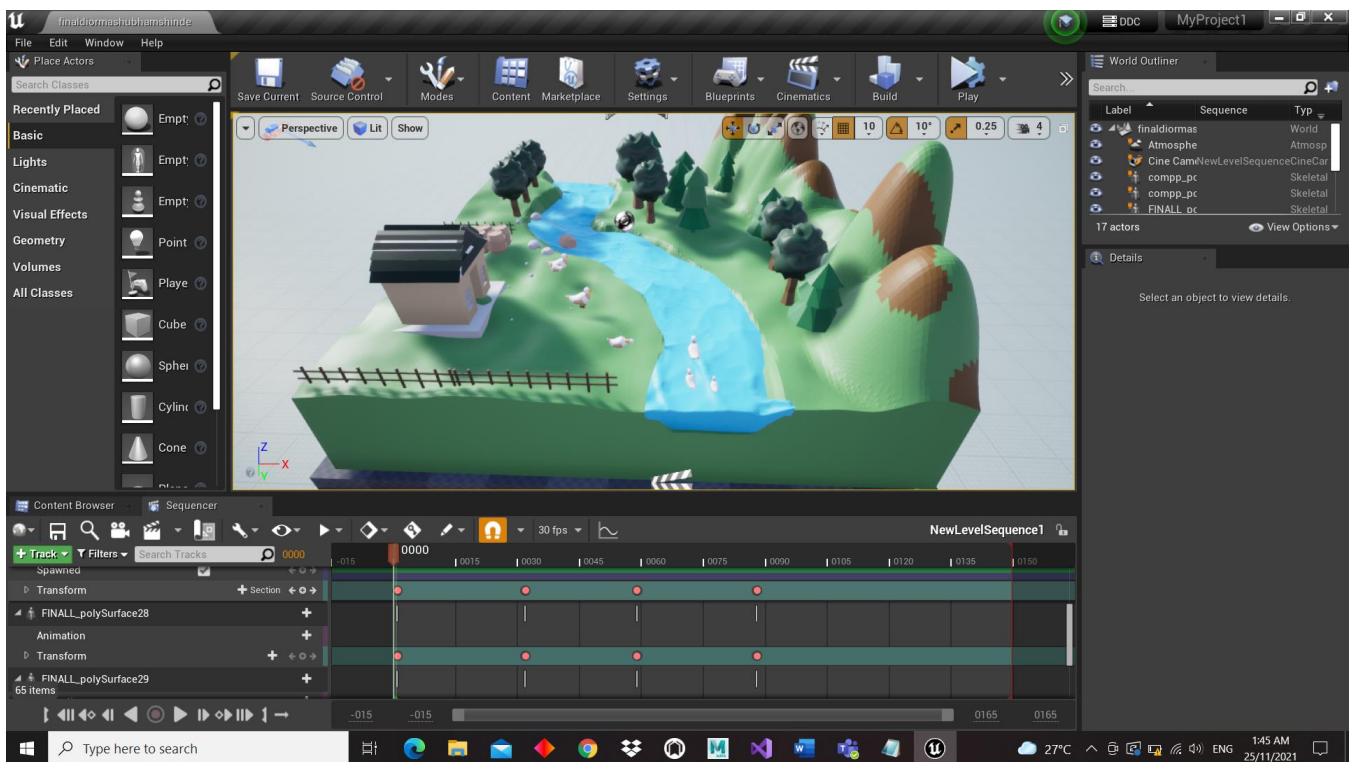
I have imported all the objects form Maya to the Unreal Engine in a FXB format file and then placed or assembled the objects in the Unreal after placing it at its position and then we assign the material or texture to the objects. I have created the animation by using the sequencer which we have add by clicking on the cinematics in the above line and then we click on add new level sequence.

After adding the sequencer we select and drag the object in the sequencer then we change the position of the objects in the scene also we can change the camera positon and then press on **add a new key at the current time** and continue the process for the required time frame and then after its done we export it by clicking on the **render to movie video etc** an the animation is ready.