**Creating an Animated Room**

In this project, you’ll build upon the model you designed in Project 1 to create an engaging animation. You must use the room model from Project 1 as the foundation for your animation. Additionally, you need to enhance the room by adding a ceiling and an additional wall, resulting in a space with one floor, one ceiling, and three walls. To meet the animation requirements, you may also incorporate other objects into the model.

**Animation Tasks:**

1. **Animate the Camera:**
   * Showcase the room from various angles by smoothly transitioning the camera viewpoint. Capture the room’s details from different perspectives.
2. **Animate the Light Source:**
   * Adjust the brightness of the light source within the animation. You can gradually change the light intensity of a lamp or simulate natural lighting transitions (e.g., from day to night).
3. **Choose at Least Three of the Following Tasks:**
   * **Furniture Animation:**
     + Animate at least one piece of furniture. For instance, make a chair rotate or slide.
   * **Ceiling Fan Animation:**
     + Introduce a ceiling fan into the room and make it rotate. You can adjust the fan speed and direction for added realism.
   * **Window Animation:**
     + Add a window to the room and animate it to open or close.
   * **Blinds Animation:**
     + Attach blinds to the window and animate them to pull up or down.
   * **Wall Clock Animation:**
     + Place a clock on one of the walls and animate its hands to depict the passage of time.
   * **Digital Art or Computer Screen Animation:**
     + Incorporate animated digital art on the wall or animate the screen of a computer within the room.
4. **Additional Animations:**
   * Besides the required animations mentioned above, choose two more elements within the room to animate creatively.

Feel free to explore and bring your room to life through these dynamic animations!