



18CS63

Activity 3

by 1HK19CS151

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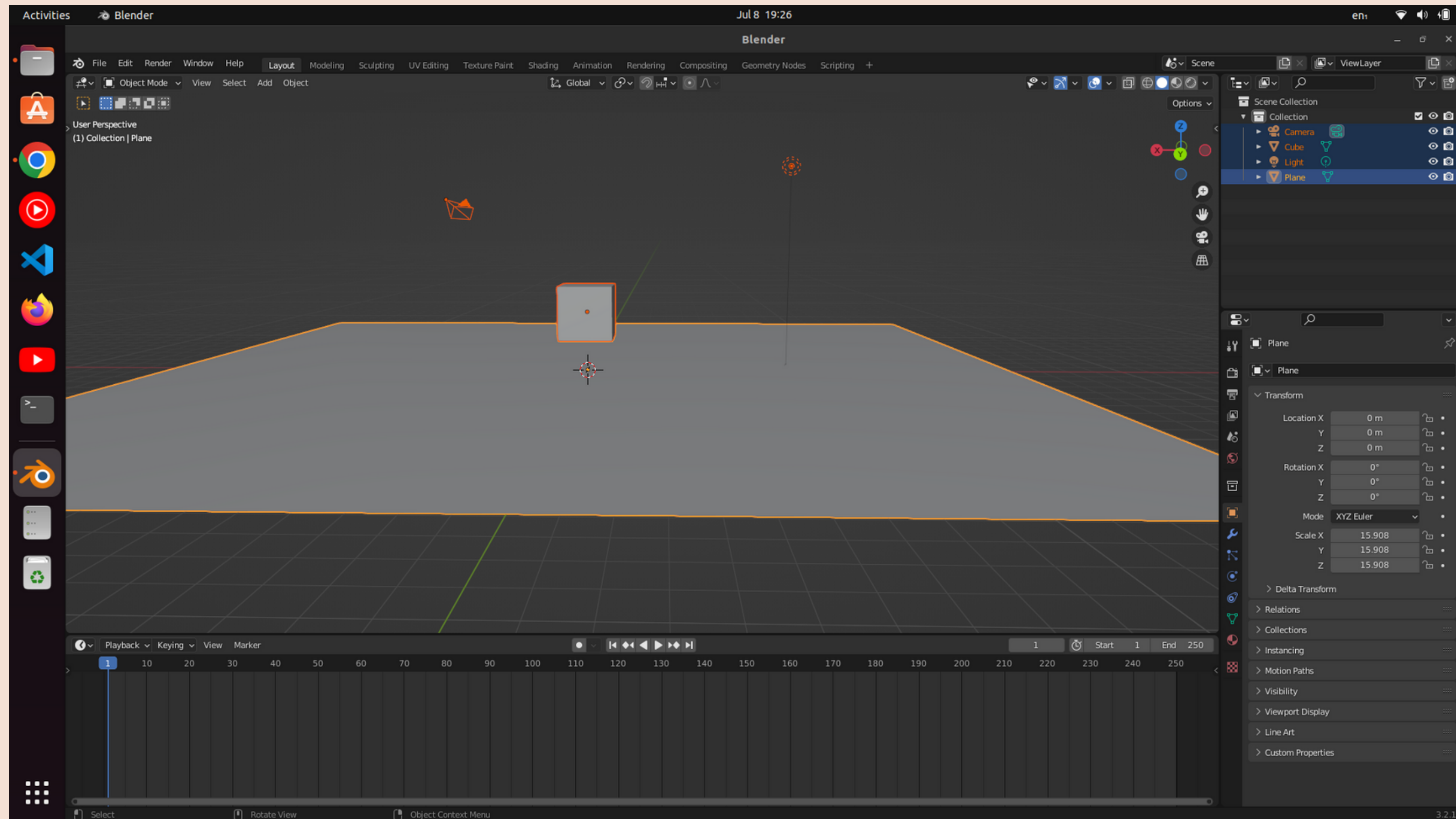
Introduction

Animation using Blender

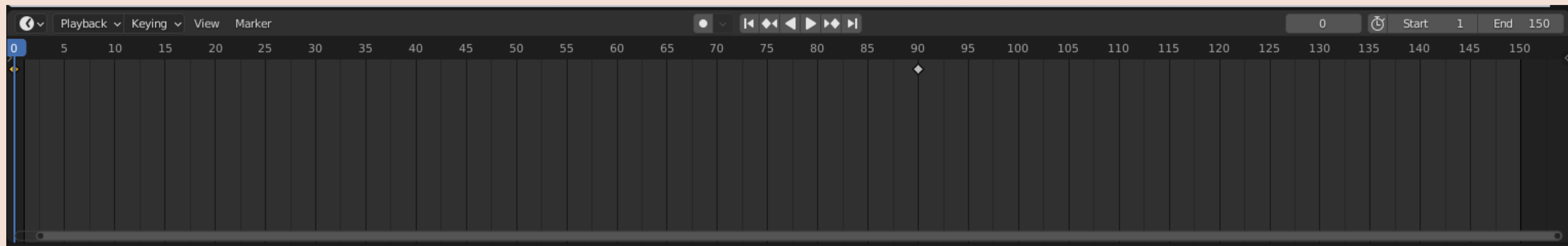
Rotating a Cube
Lighting and Texture
Animating and Keyframe
Rendering and Output



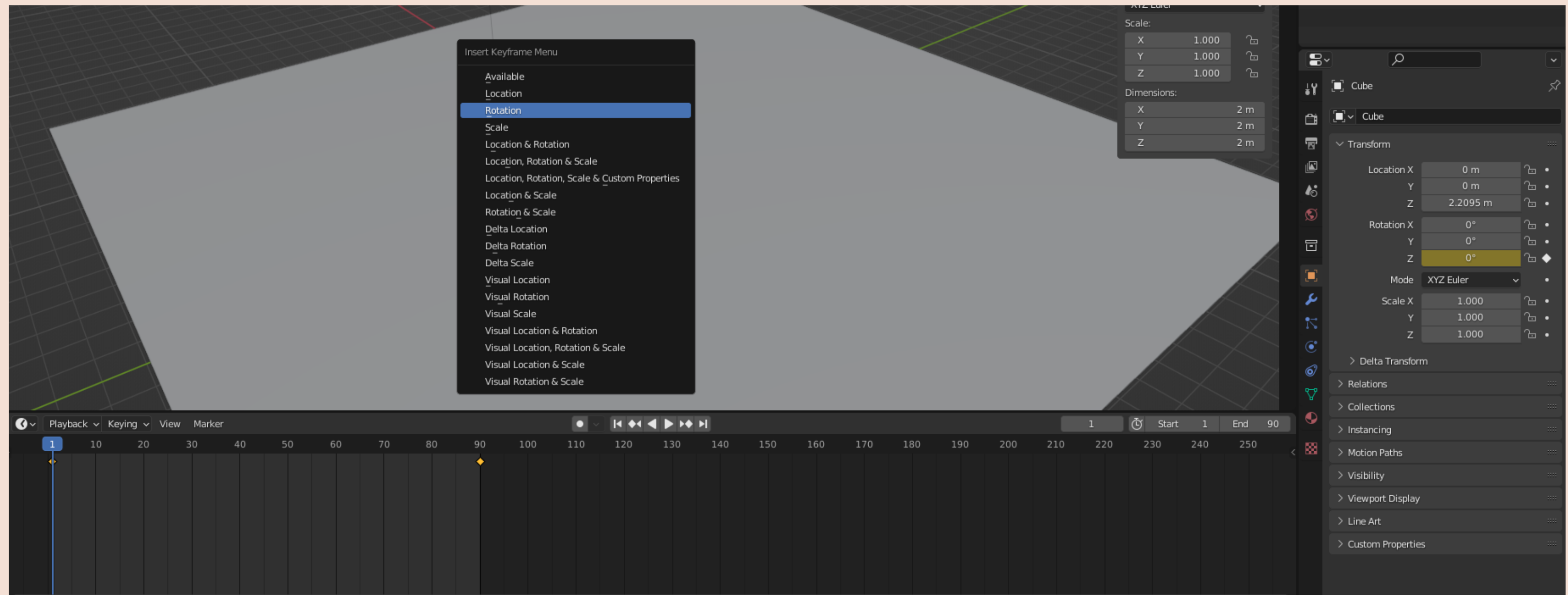
Creating Cube with Camera and Lighting



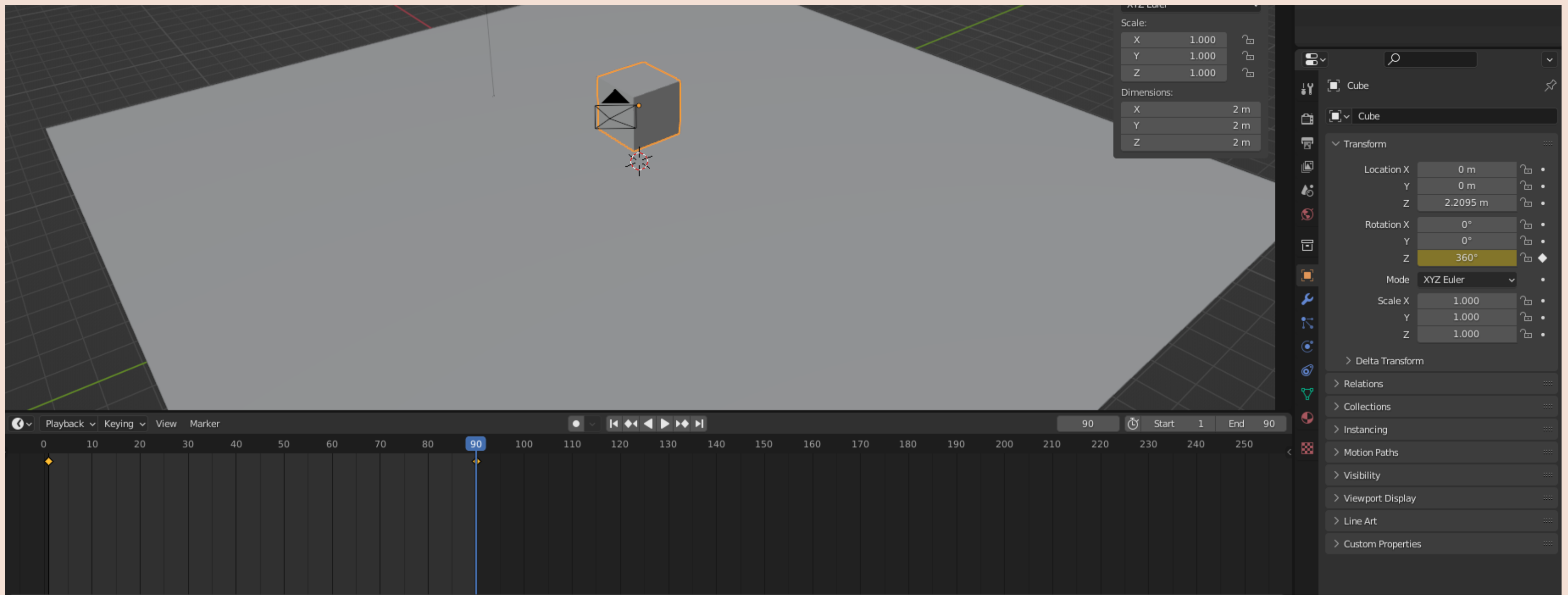
Animation Timeline



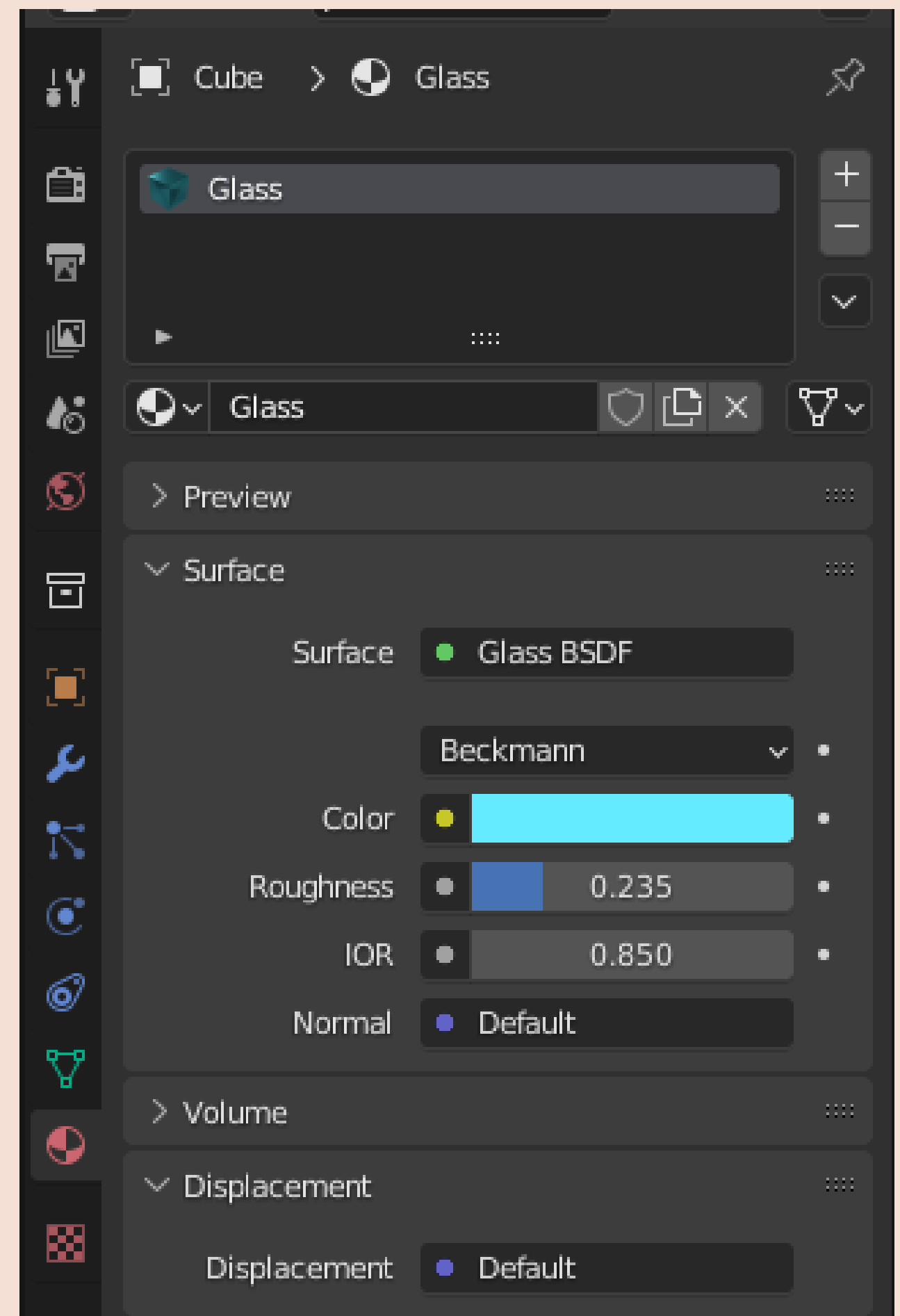
Keyframe for Rotation initial



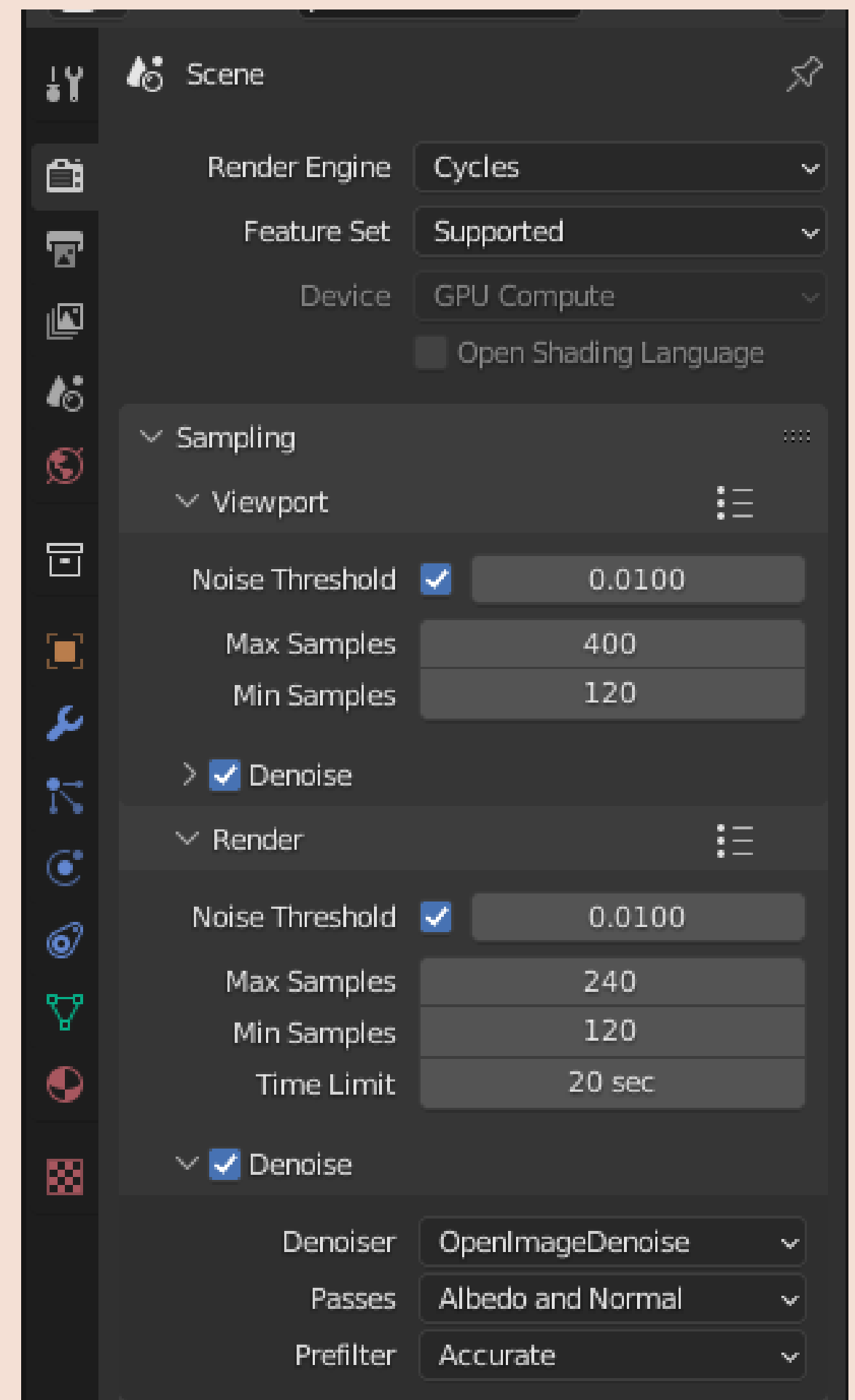
Keyframe for Rotation final



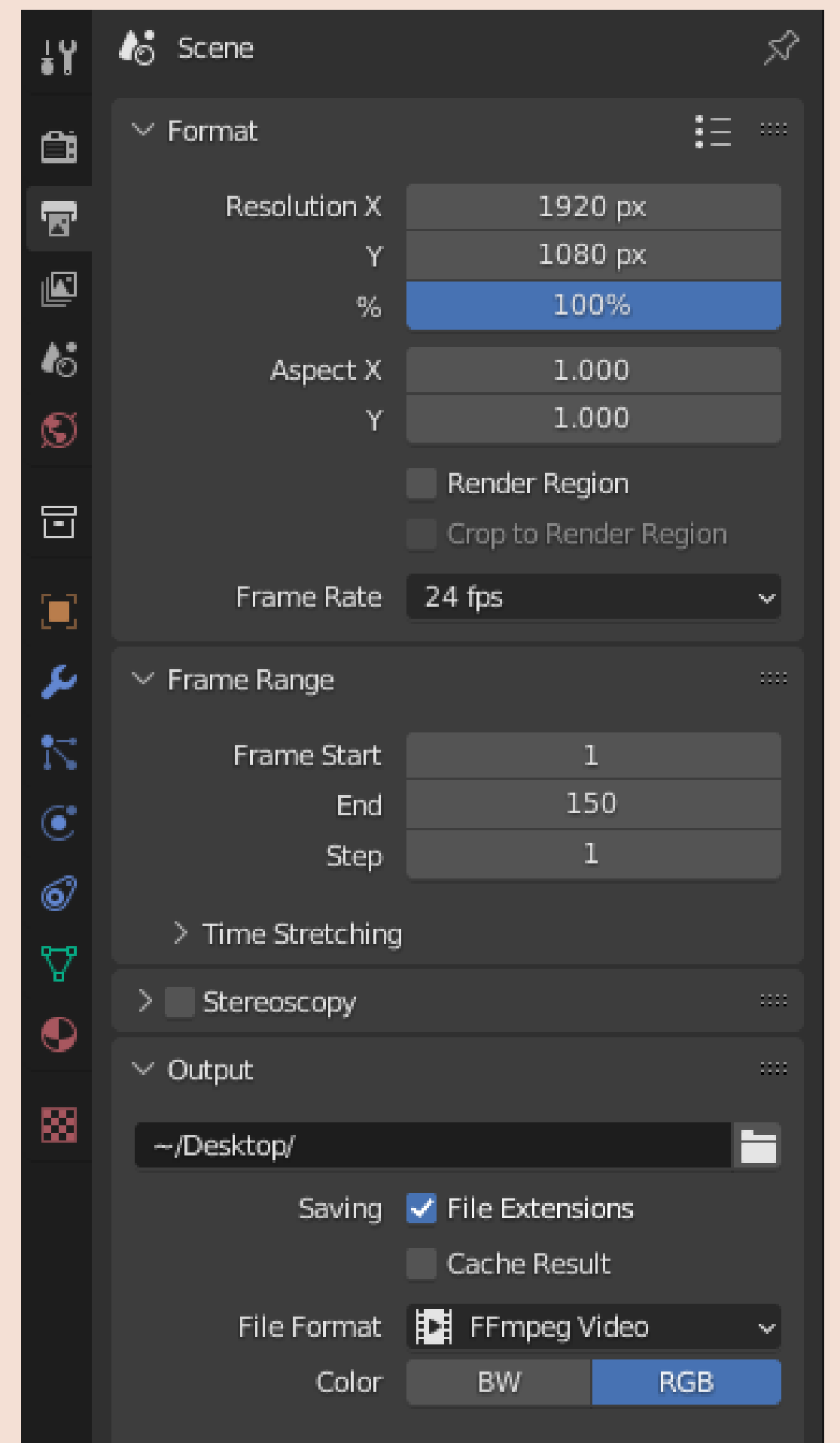
Cube Texturing



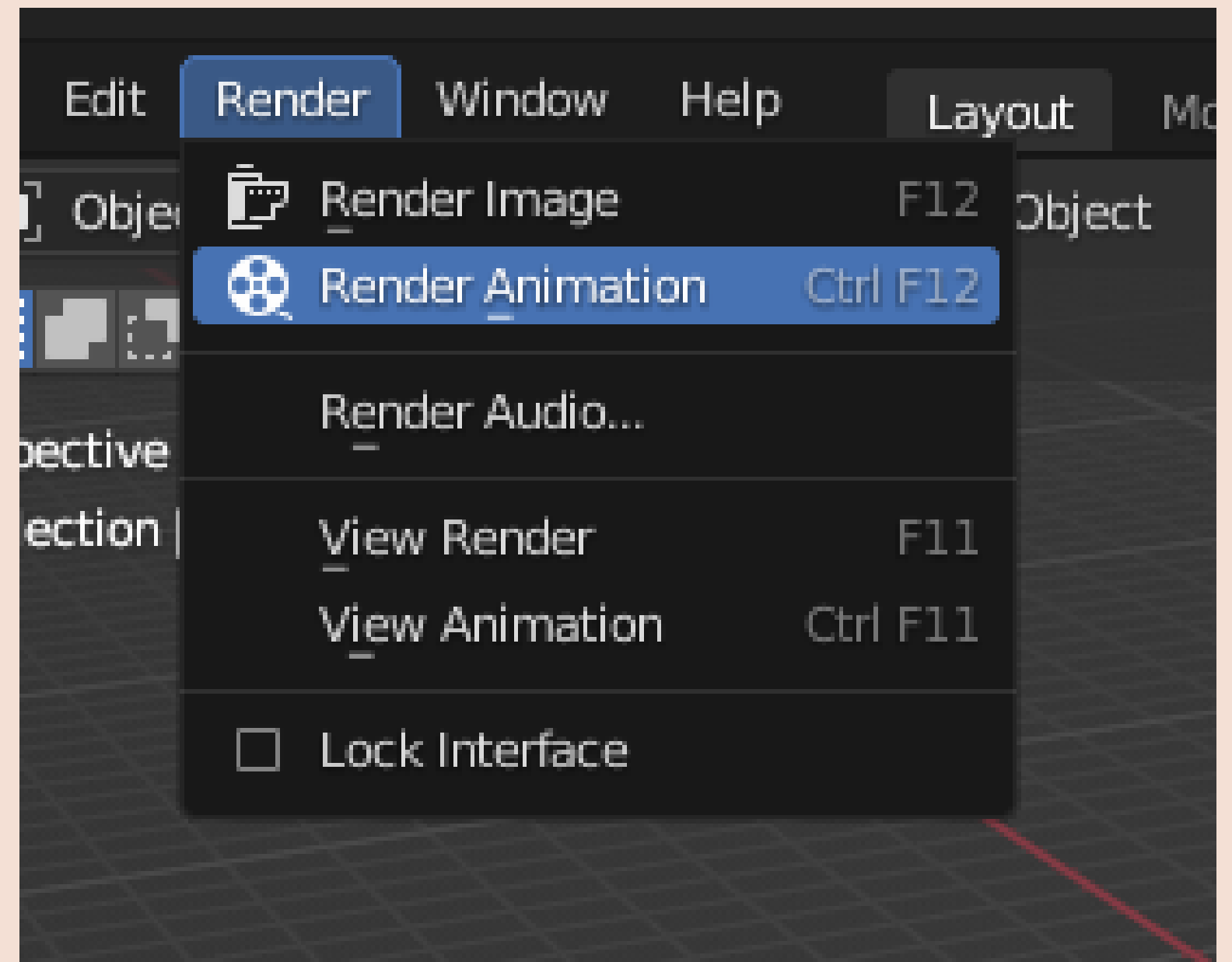
Rendering Settings



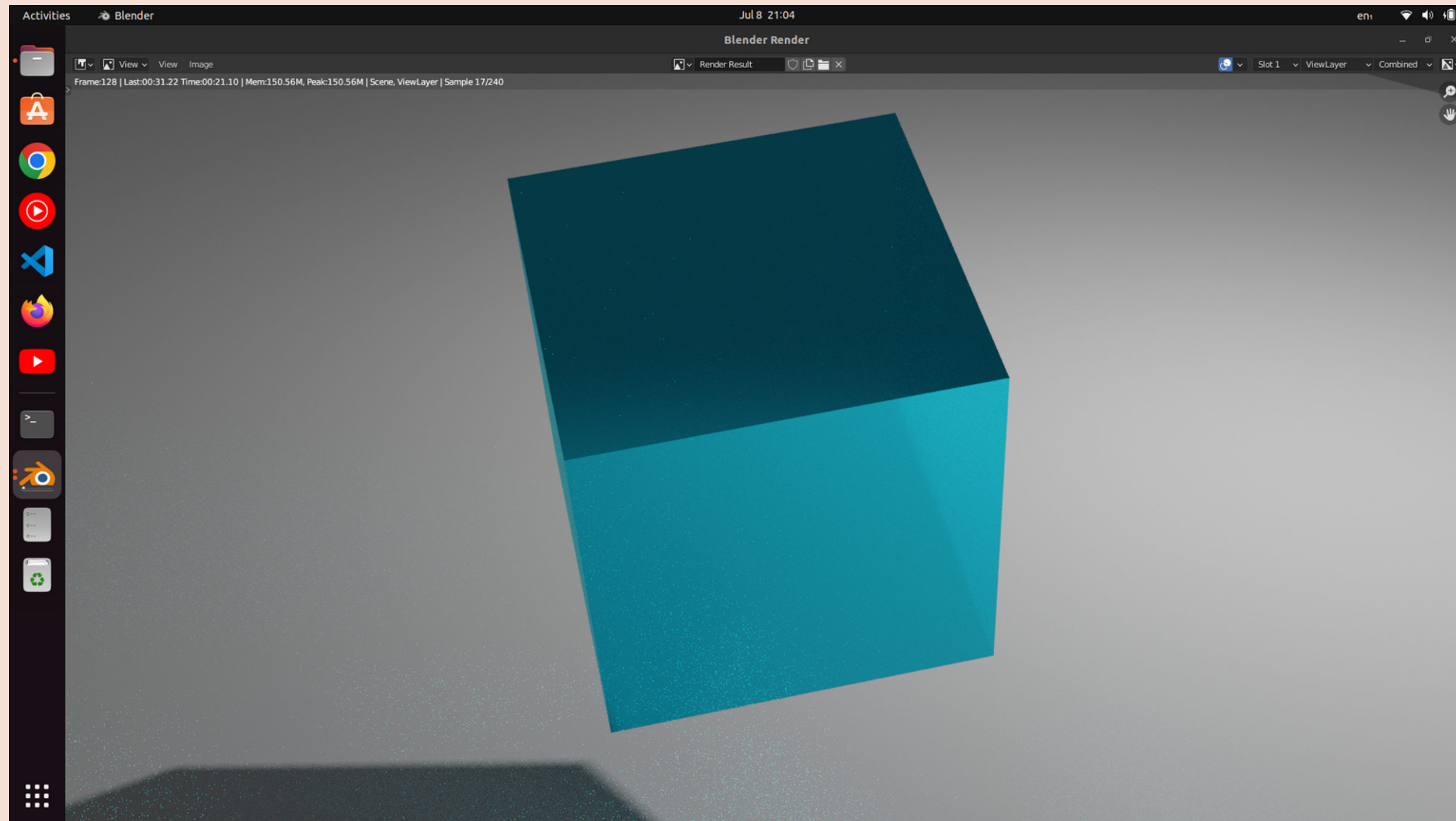
Output Settings



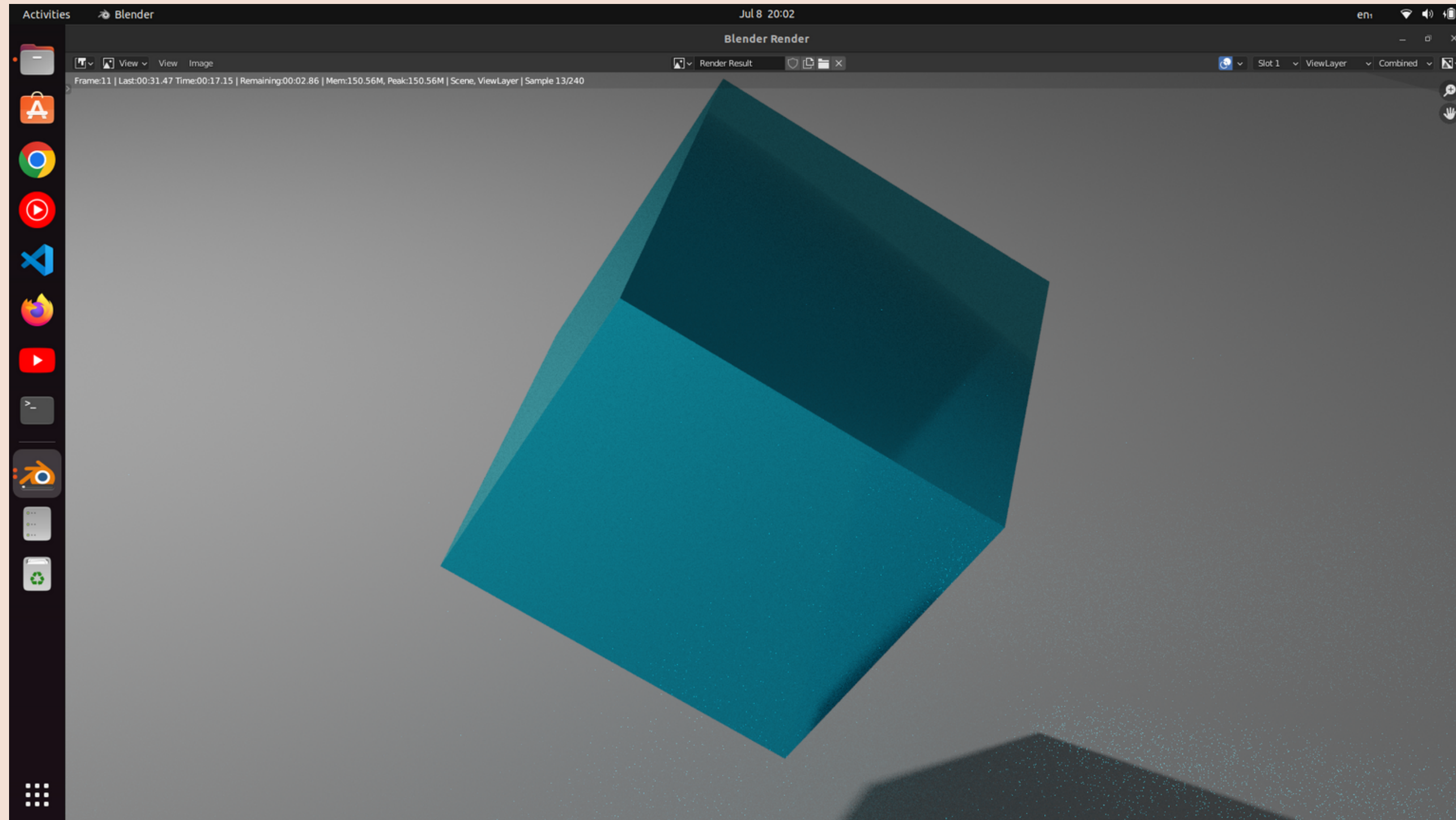
Initiating Renderer



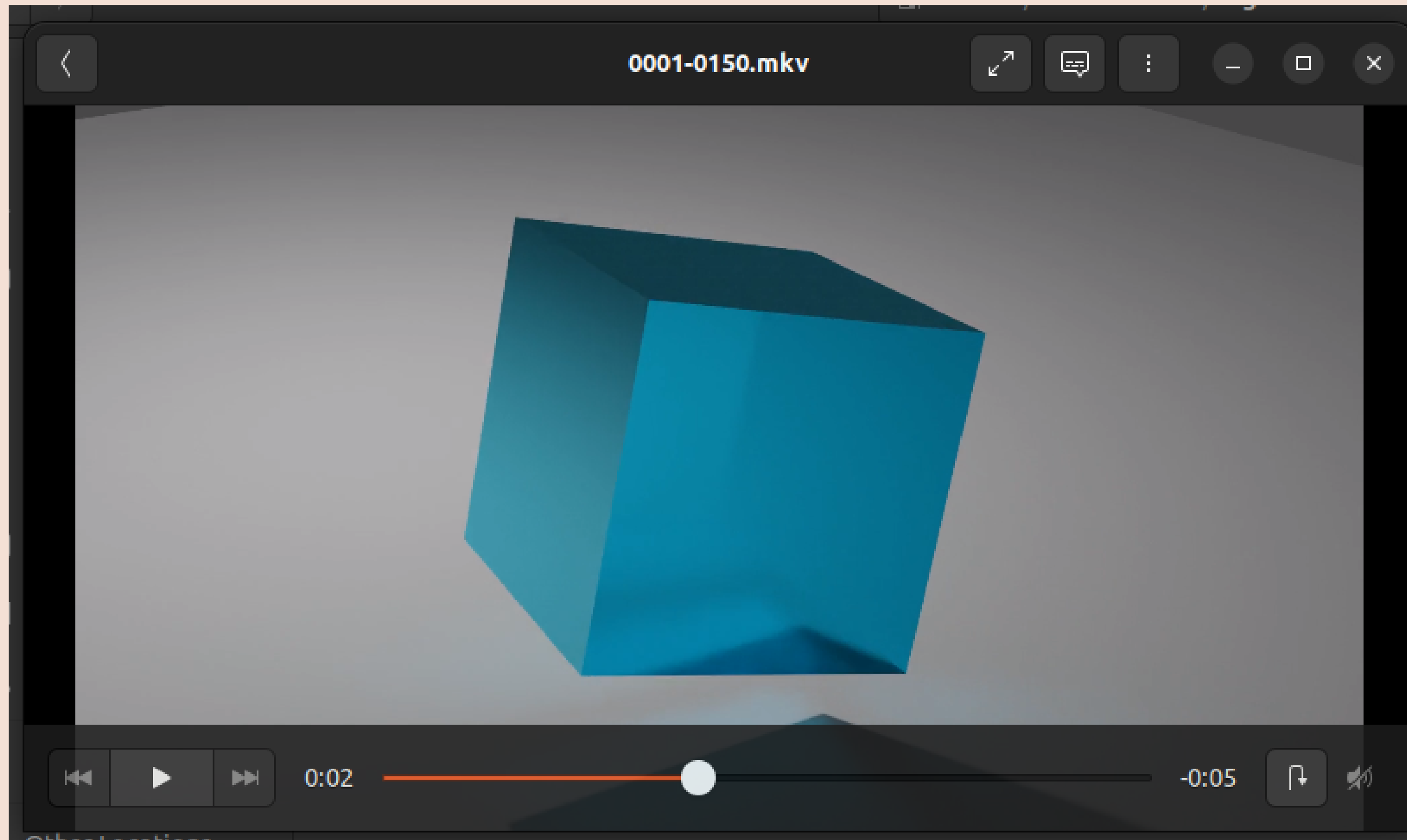
Rendering Snapshot 1



Rendering Snapshot 2



Output Snapshot



Thank
you!