

18CS63

Activity 3

by 1HK19CS151

sonam Dorji

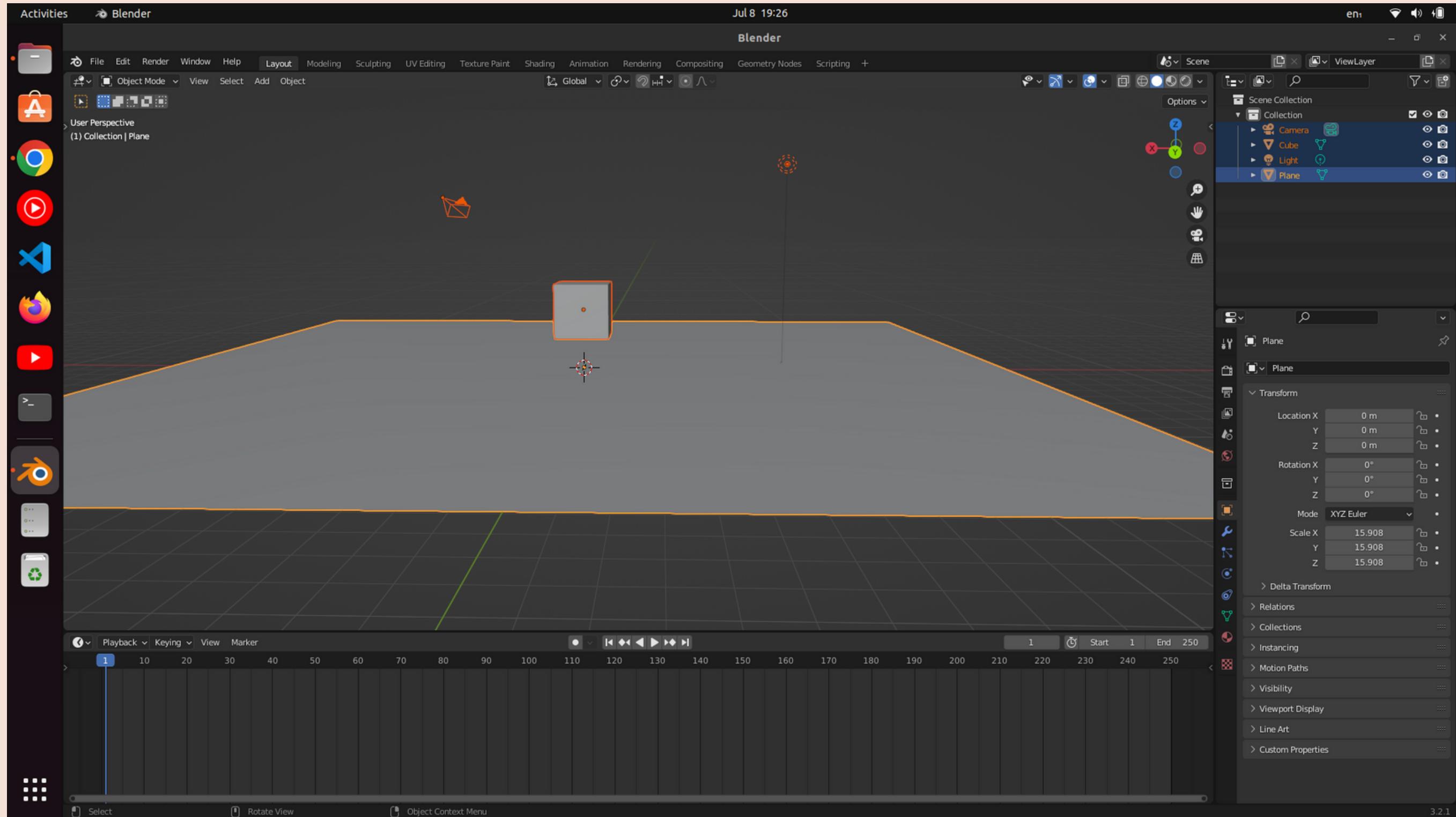


Introduction

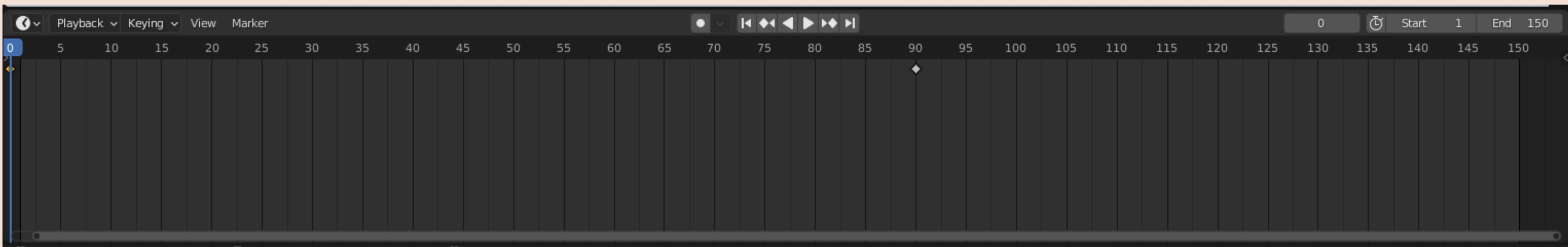
Animation using Blender

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

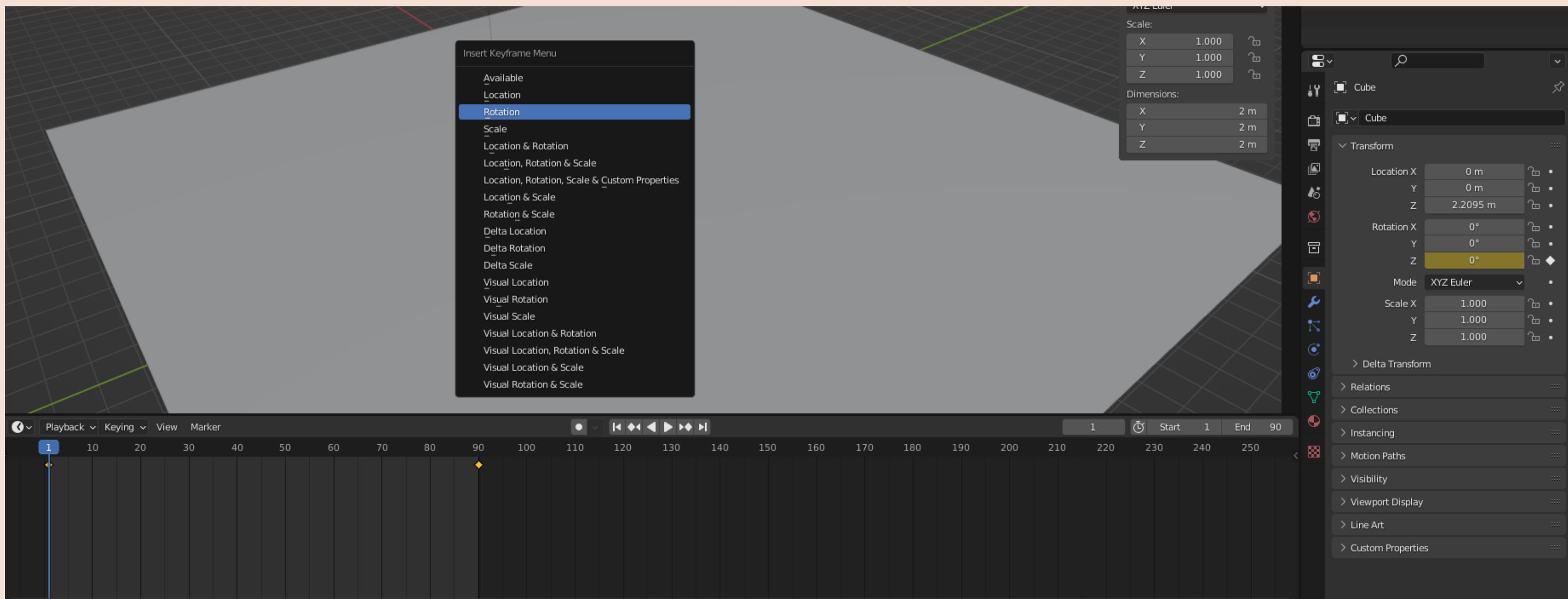
Creating Cube with Camera and Lighting



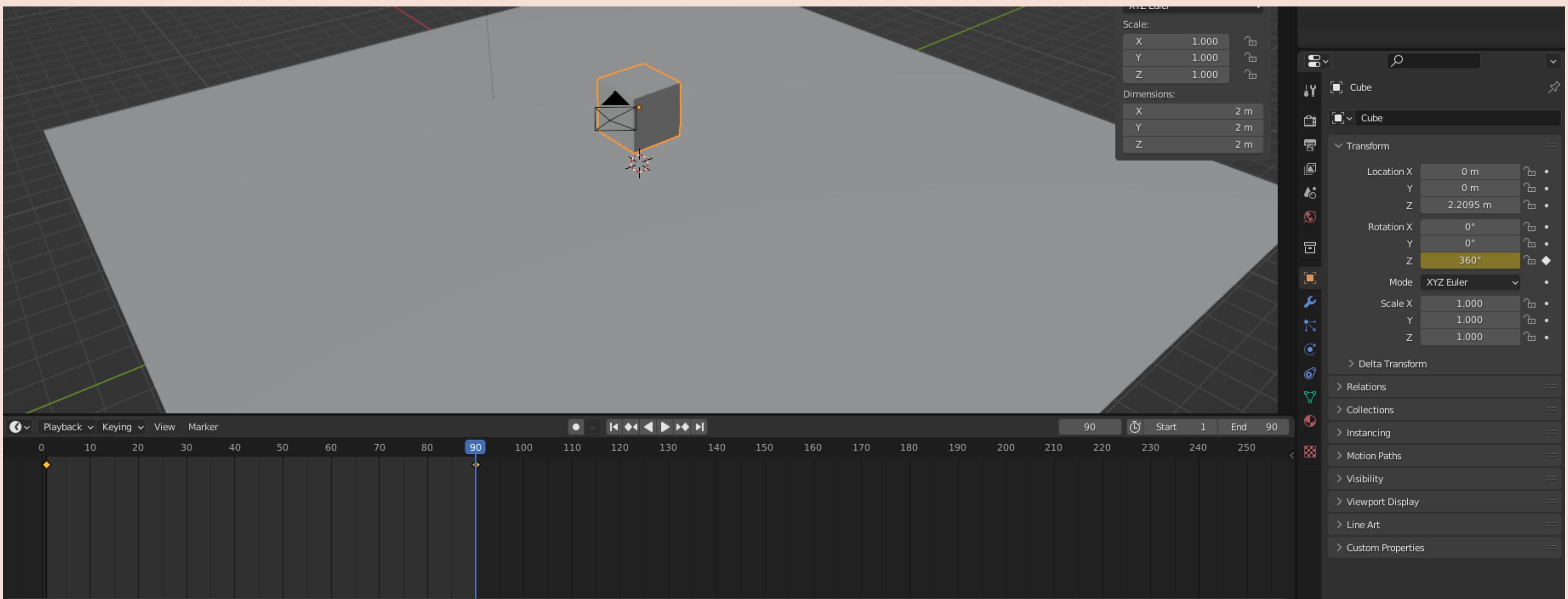
Animation Timeline



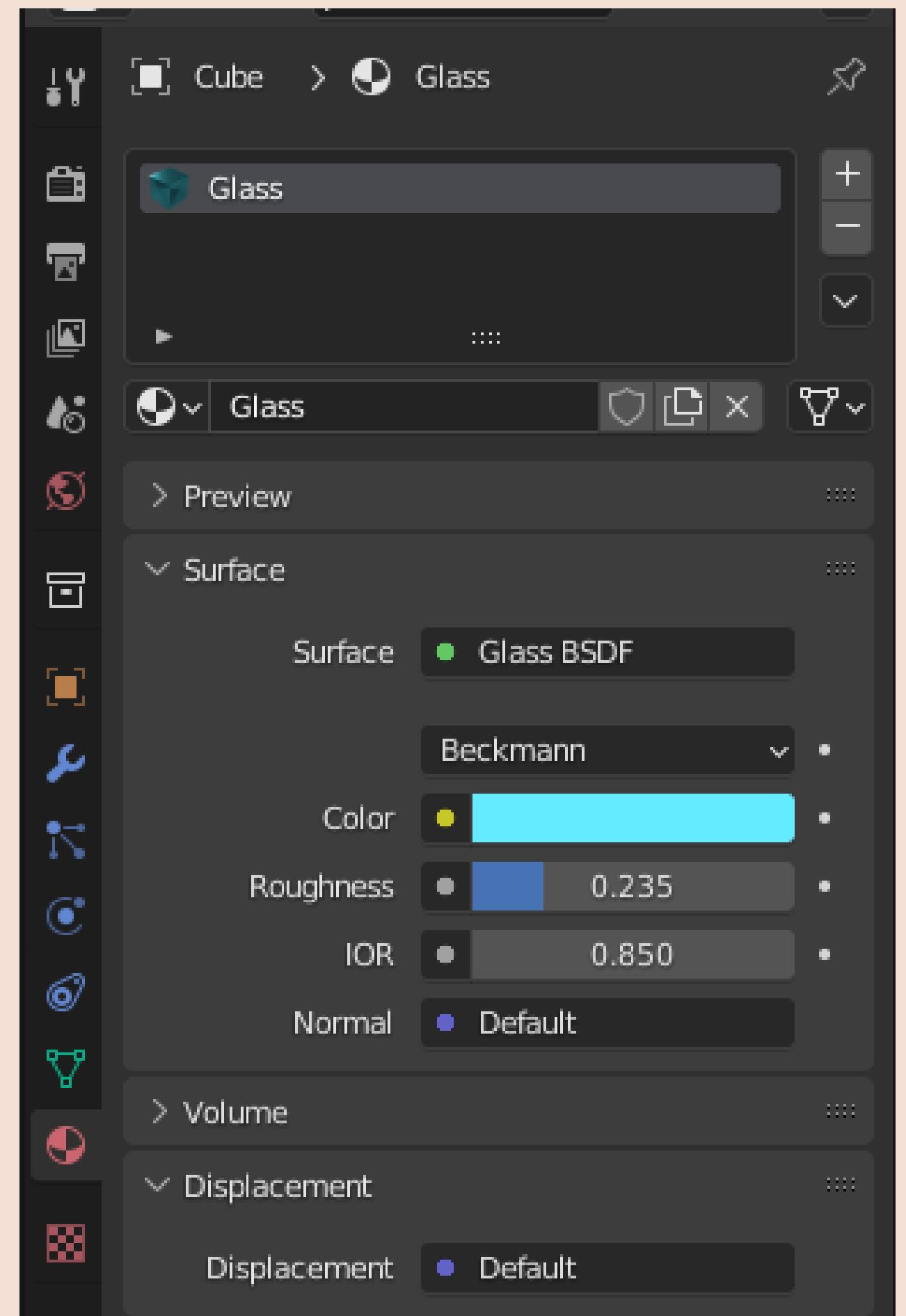
Keyframe for rotation initial



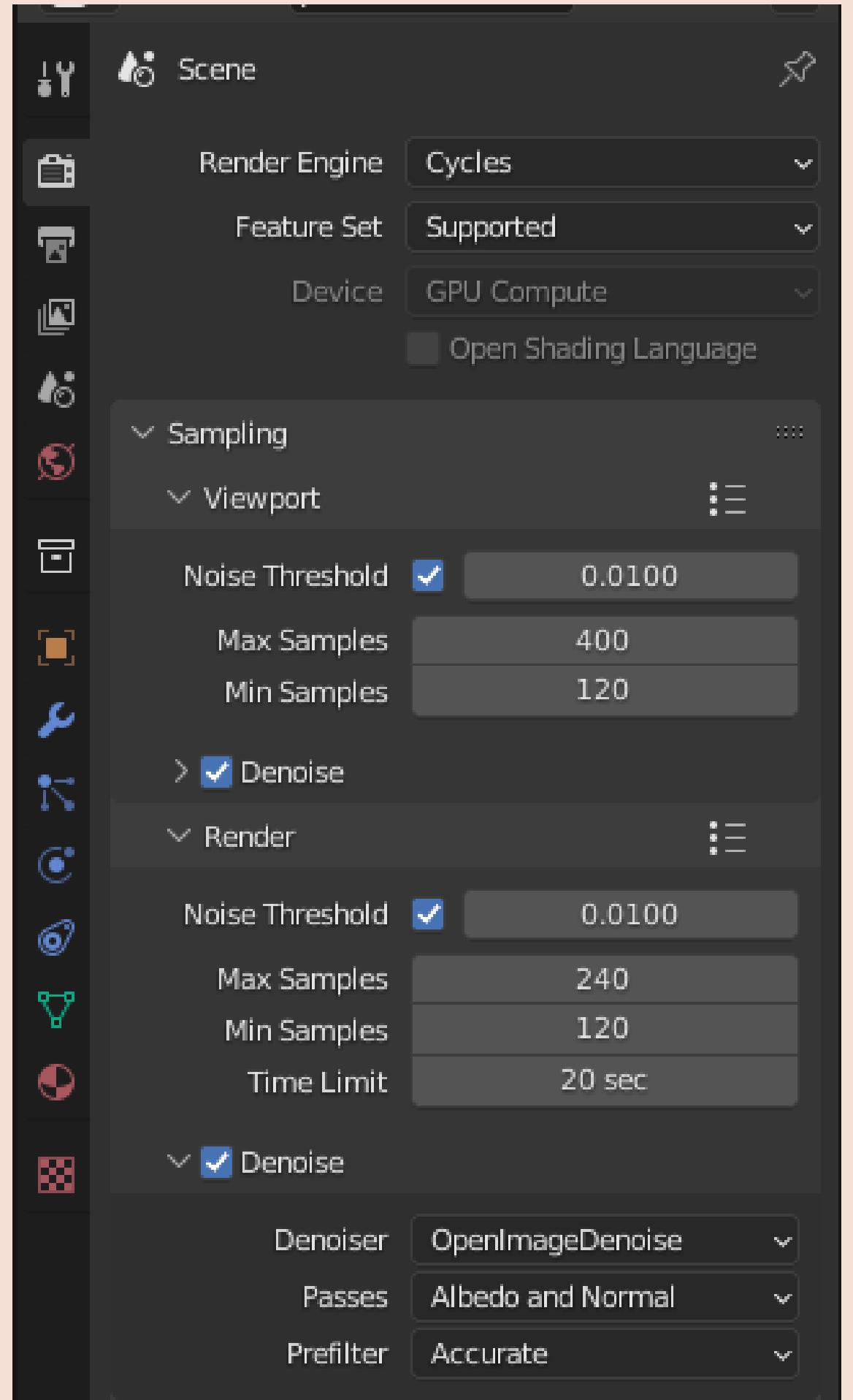
Keyframe for rotation final



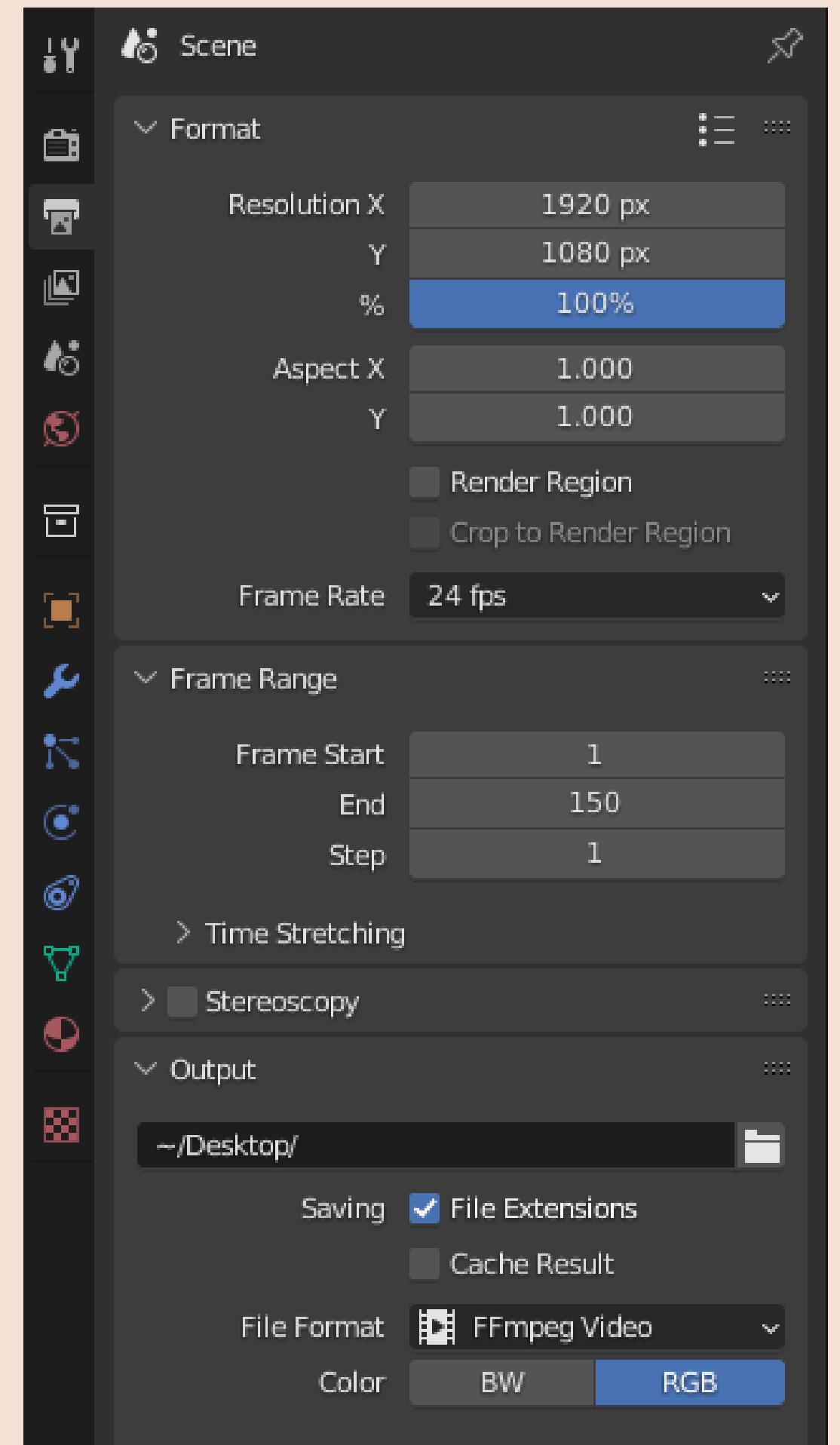
Cube Texturing



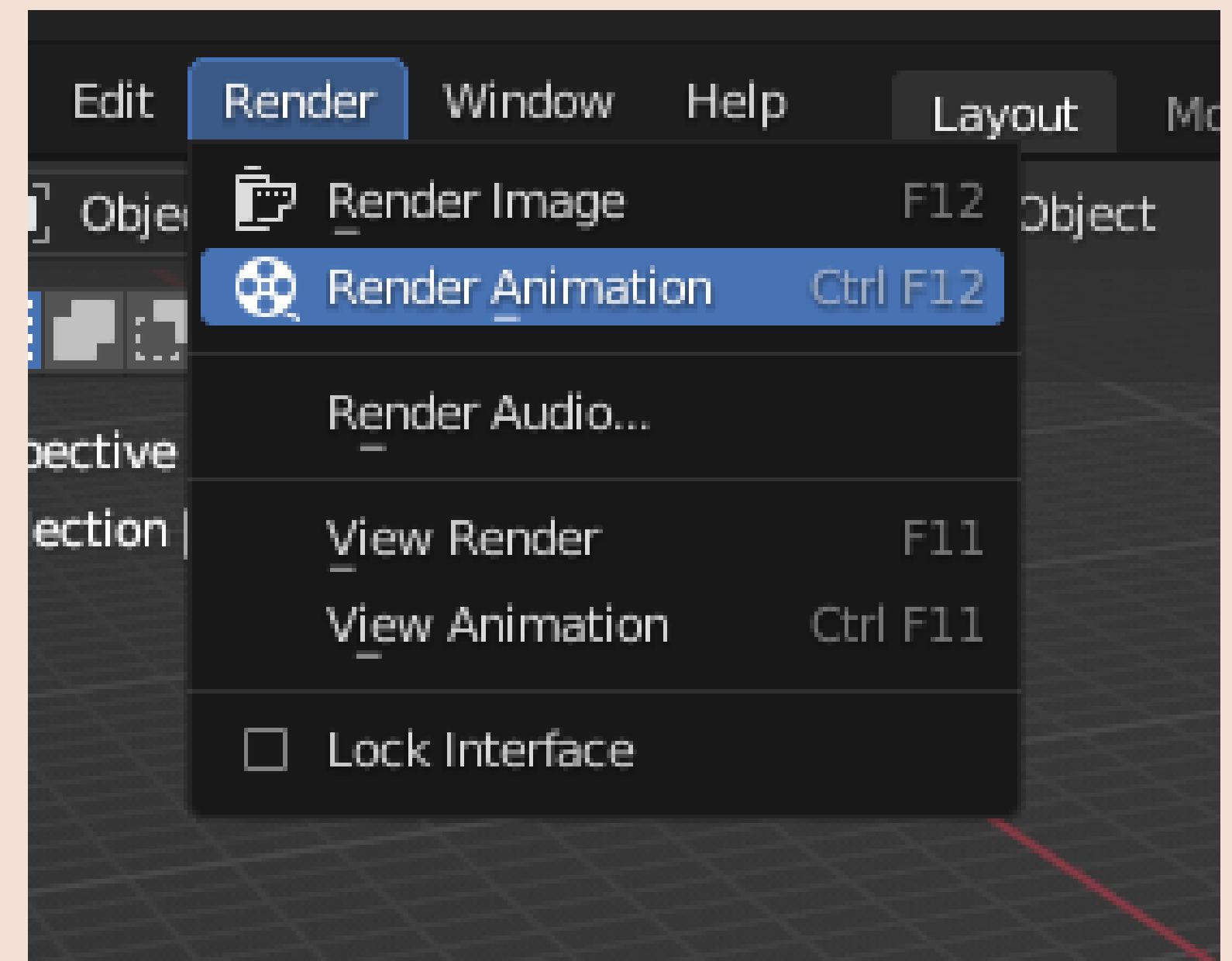
Rendering Settings



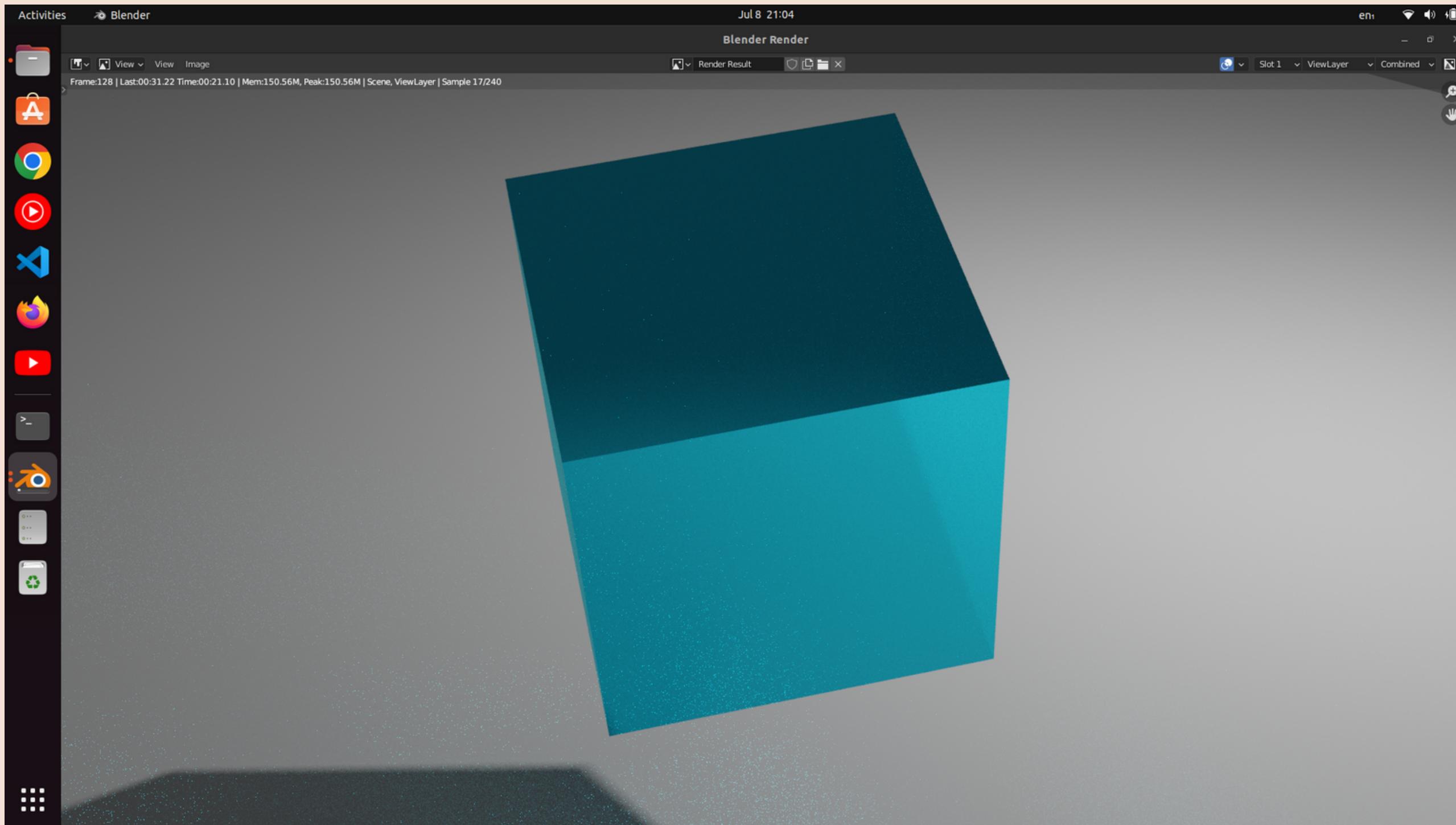
output Settings



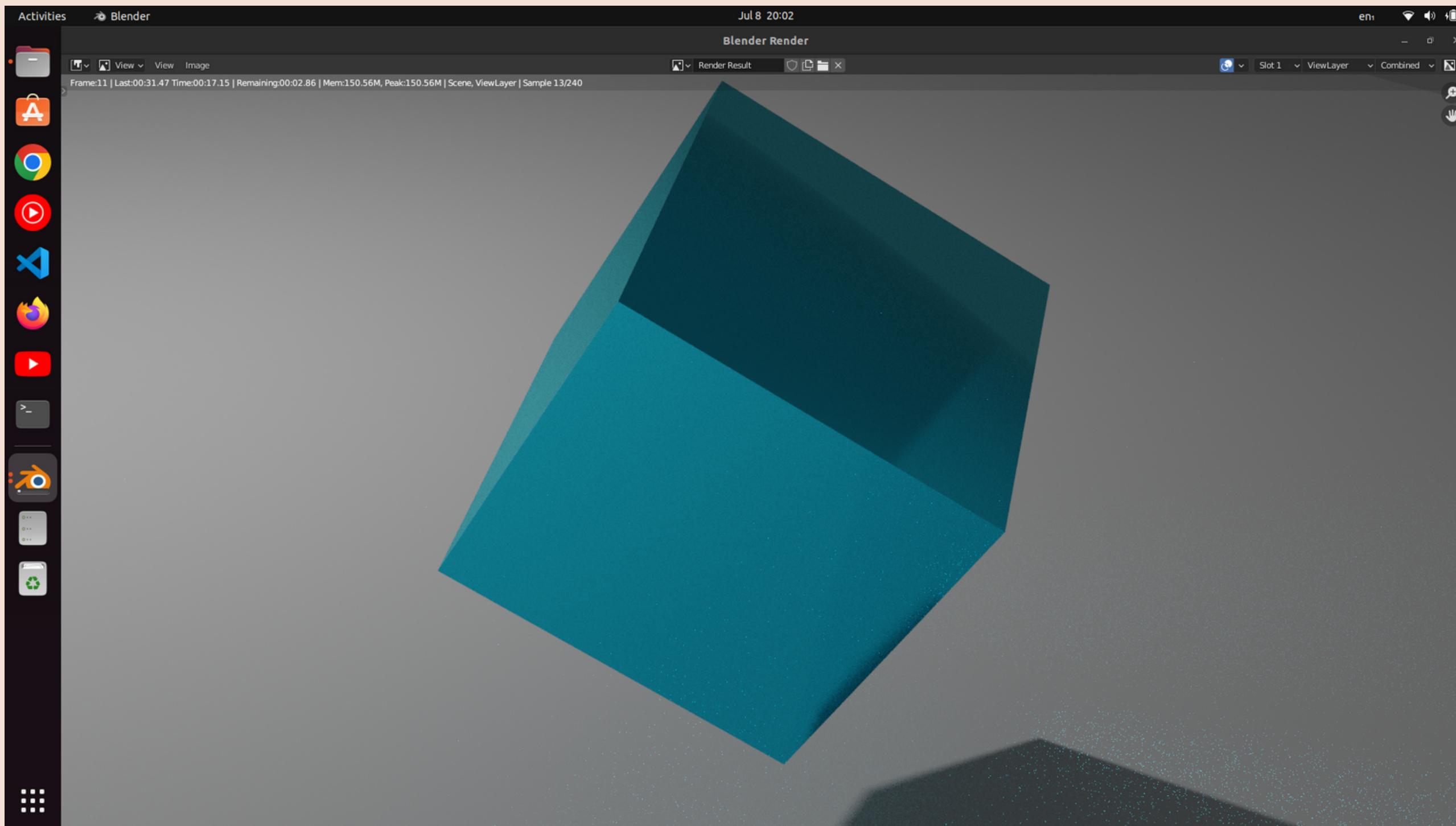
Initiating Renderer



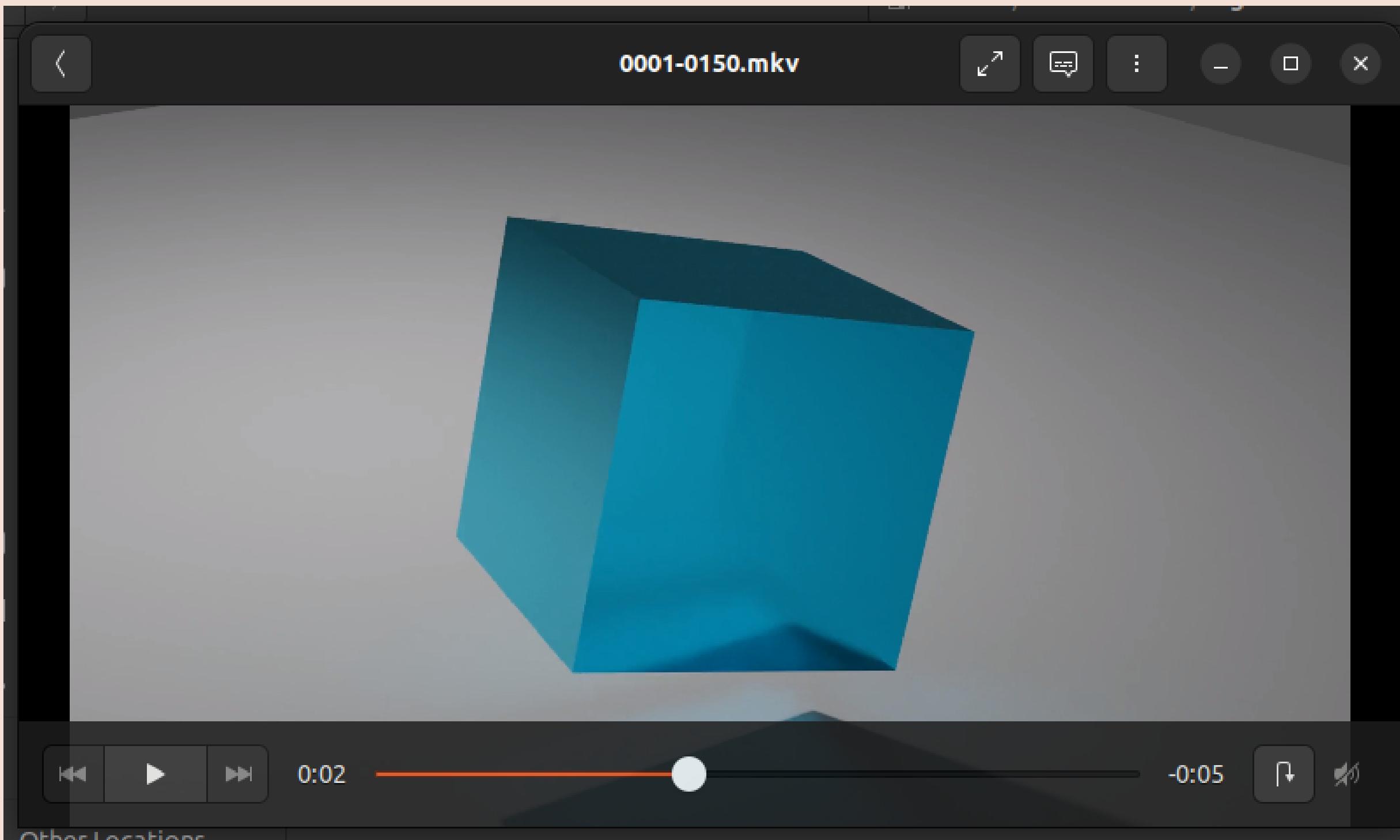
Rendering Snapshot 1



Rendering Snapshot 2



Output Snapshot





Thank
You!