

Blender Animation Production Diary

by Richard Pountney

Part 1.1

The animation that I am making is a treasure chest opening

Here are my references: [Blender Animation References By Richard Pountney.docx](#)

I will be using Blender for the model making & animation.

I am only using Blender because I am more familiar with it but there are other programs that can be used. An example of another 3D modeling & animation programs is from Autodesk.

Blender:

- Capabilities:
 - Rendering
 - Animation
 - 3D modeling
 - Simulation
 - Pipelines
 - Video Editing
 - Texturing & Shading
- Toolsets:
 - The layout can be customized to however you for whatever you are using it for.
 - Toolsets are groups of tools/features that are tailored for a specific task.
What would the tools in the animation and 3D modeling toolsets be?
- Features:
 - Can be used for 3D modeling
 - What are some of the specific features are provided for 3D modeling?
 - Can be used for sculpting
 - This is an example of a toolset, what are some of the features it provides?
 - Can be used for animating & rigging of models
 - What features can be used for this?
 - Baking to texture

Blender is a free to use program

<https://www.blender.org/>

3ds Max:

- Capabilities:
 - 3D modeling
 - Rendering
 - Animation
- Toolsets:
 - Has a rich & flexible toolset

- What kinds of toolsets (groups of tools for specific tasks) does it have and what are they tailored toward?
 - Has an artist-friendly UI
- Features:
 - Retopology Tools
 - Specific examples?
 - Baking to texture
 - Texturing & Shading
 - Specific examples of features?
 - 3D rendering
 - What features does the program offer for this?
 - Workflow & pipeline
 - What features does it have for enhancing pipeline and workflow?

The Autodesk program for 3D animation is 3ds Max.

<https://www.autodesk.com.au/products/3ds-max/overview?term=1-YEAR&tab=subscription>

Part 1.2

Identify & a brief description about navigation within the 3-D environment

Brief description of the processes for:

- Panning is when you move the viewport on a single plane. (You can pan by using shift + scroll click)
- Zooming is when you make your viewport move closer to or further from the center of your viewport. (You can zoom using the scroll wheel)
- Rotating is when you make your viewport stay looking at one point but move around it in a circular motion. (You can rotate using scroll click)

Part 1.3

Identify & briefly describe:

- 3 hotkeys
 1. Numpad 1 to go to front orthographic
 2. Numpad 3 to go to the right orthographic
 3. Numpad 7 to go to the top orthographic
- 2 alternative navigation procedures
 1. You can zoom using the scroll wheel
 - This is a primary method of navigation, what would an alternative way of zooming the camera be?
 2. You can rotate using scroll click
 - This is a primary method of navigation, what would an alternative way of rotating the camera be?
- 2 input procedures
 1. Keyboard for most of the actions & navigation through the workspace.
 2. Mouse for most of the accessing the UI elements.

Part 4.2

Not being able to see your project in the viewport.

Native Support Documentation

Navigation

Lost in Space

When navigating your scene, you may accidentally navigate away from your scene and find yourself with a blank viewport. There are two ways to fix this:

1. Select an object in the [Outliner](#), then zoom to that object with `View ▶ Frame Selected` or `NumpadPeriod`.
2. Use `Home` to fit all objects into the 3D Viewport.

User feedback

▲ I decided it would be fun to press `Numpad 0` then `↑ Shift` + `F` and go exploring, and now I've lost my pine tree.

0



I cant just press `0` to go to my camera, because I accidentally clicked when in walk mode.



modeling



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edited Jan 26 at 18:08



Duarte Farrajota
Ramos ♦

54.8k 29 115 177

asked Dec 13, 2018 at 23:55



Marcus Larsson

9 3

1 Locate them in the outliner, then right click on their names in the outliner and press "select". After that, hover in the 3D viewport and press `NumpadPeriod` to *view selected*. – [Leander](#) Dec 14, 2018 at 0:03

Or press `Shift C` in the viewport to *View All*. – [Leander](#) Dec 14, 2018 at 0:03

1 Home key also works. Many options... – [LeoNas](#) Dec 14, 2018 at 0:04 ✎

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1 Answer

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You can always press `Shift` + `C` to reset your view ;)

1

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answered Dec 14, 2018 at 0:59



user65930

from [Stack Exchange](#)