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: <u>Blender Animation References By Richard Pountney.docx</u>
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
 - o 3D modeling
 - o Simulation
 - o 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:
 - o 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?
 - o Baking to texture
 - Texturing & Shading
 - Specific examples of features?
 - o 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

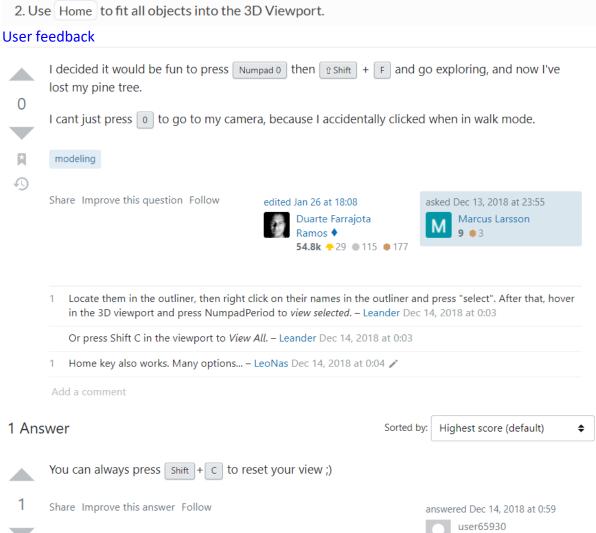
Not being able to see your project in the viewport. **Native Support Documentation**

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 .



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