Blender Animation Production Diary

by Richard Pountney

Part 1.1

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 is a free to use program

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

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
* Zooming
* Rotating

Part 1.3

Identify & briefly describe:

3 hotkeys

2 alternative navigation procedures

2 input procedures

Part 4.2

Lastly, it is important that you demonstrate how to troubleshoot errors and other problem scenarios that you may encounter when using Blender. Describe at least one (1) example of an error scenario that you have encountered while using Blender in your production diary. You also need to include at least one (1) screenshot of some user feedback and one (1) screenshot of a page from the native support documentation for Blender that both relate to the example error scenario.