Blender Animation Production Diary

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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 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