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](Blender%20Animation%20References%20By%20Richard%20Pountney.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.
* Features:
  + Can be used for 3D modeling
  + Can be used for sculpting
  + Can be used for animating & rigging of models
  + 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
  + Has an artist-friendly UI
* Features:
  + Retopology Tools
  + Baking to texture
  + Texturing & Shading
  + 3D rendering
  + Workflow & pipeline

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 use the + & - to zoom in blender
  2. Numpad can be used for rotating the viewpoint.
* 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 Graphical user interface, text, application, email

Description automatically generated

User feedback Graphical user interface, text, application, email

Description automatically generated from Stack Exchange