**Open Source Graphics & Animation Tools**

**MID-SEM EVALUATION**

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**Submitted to**

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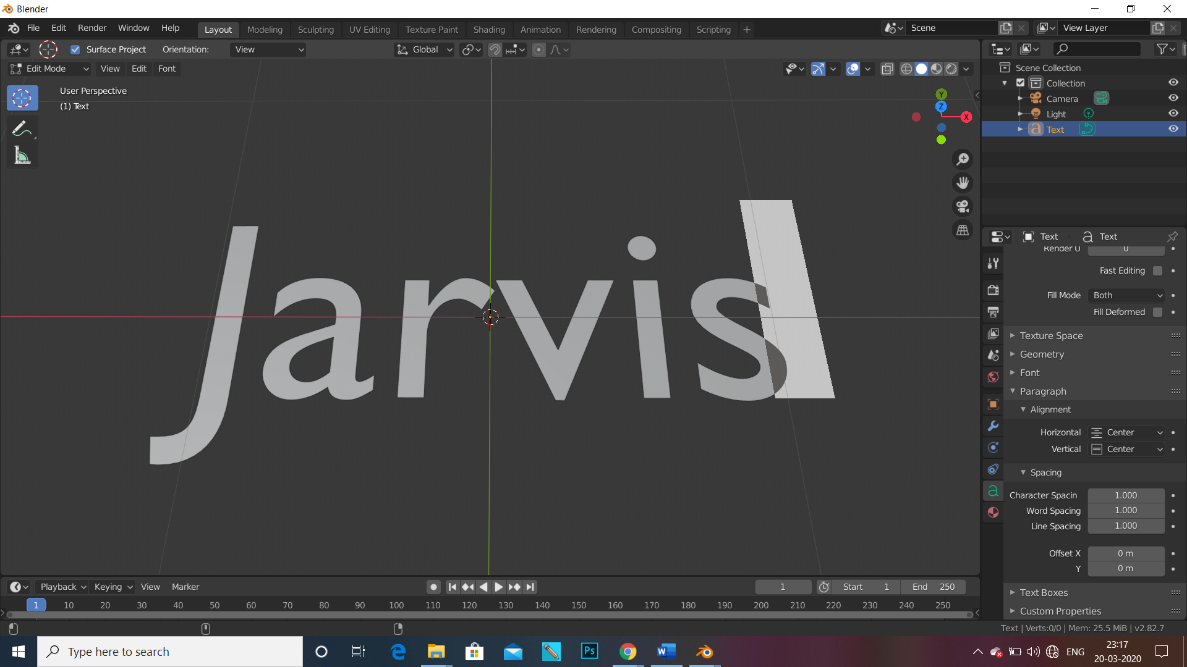
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# PHASE 2: PROJECT ON BLENDER

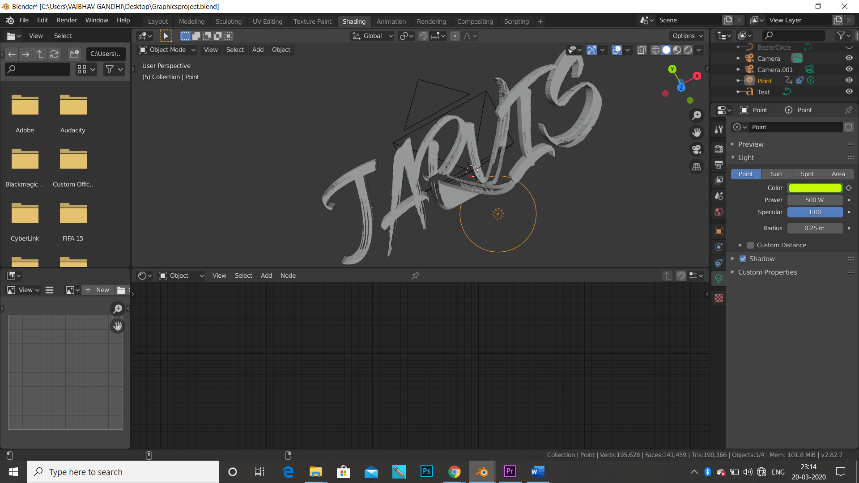
# TOPIC: JARVIS

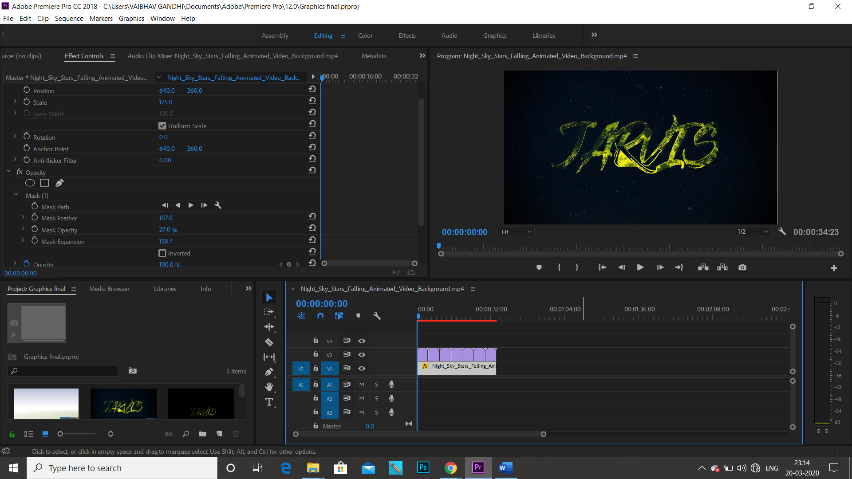
## STEPS:

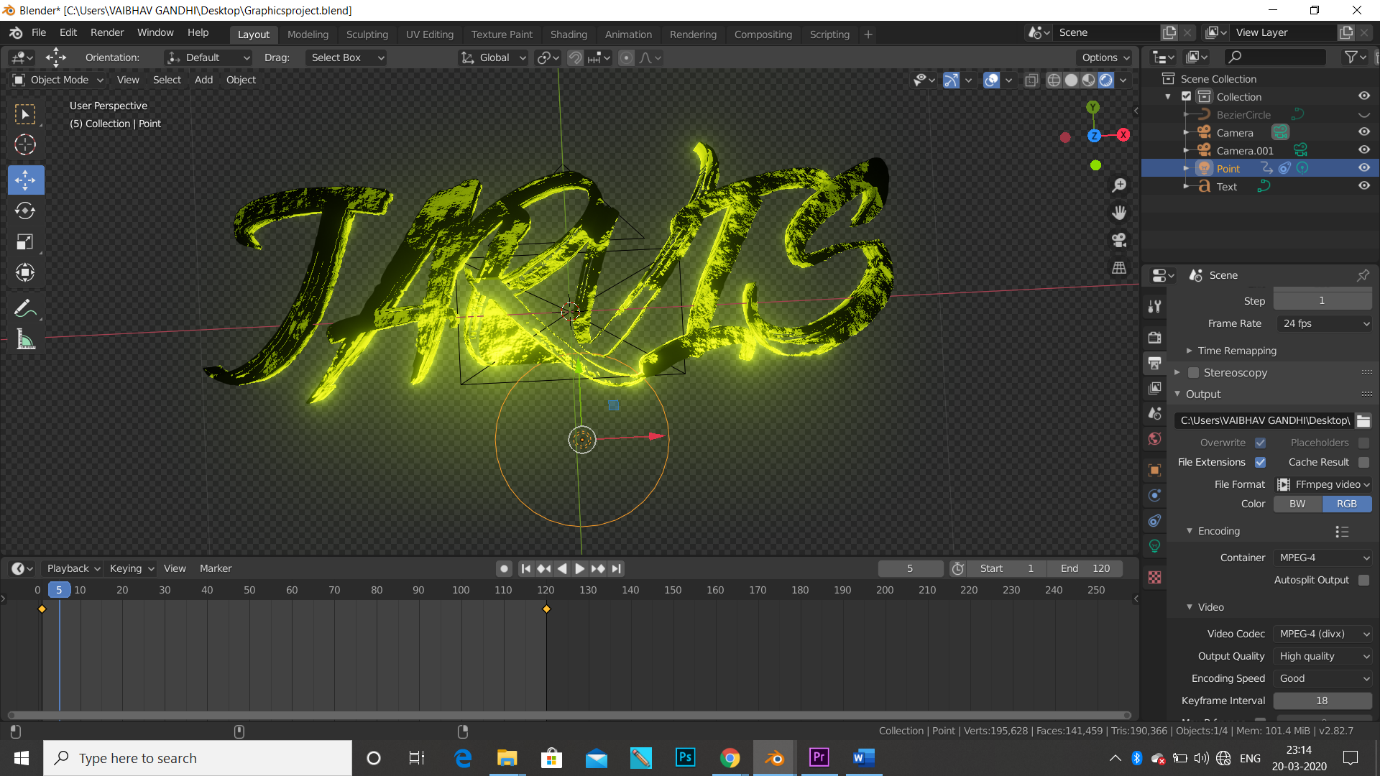
1. Choose a name.
2. Open Blender and choose GENERAL.
3. Right click on cube->delete to delete the cube.
4. Click on ADD->Text.



1. Set the alignment to the centre.
2. Add a circle and set it close to the text.
3. Add a point of light.
4. Add the key frames and make it rotate around the circle.
5. In OBJECT MODE, increase the strength of the light.



1. On the top toolbar, select the shading option.
2. Do the shading as per the requirement. 
3. Select the layout option again.
4. Render the animation.
5. Open the software Adobe Premier Pro for background.
6. Add a background downloaded from the net and export it.



## FINAL OUTPUT:

