

Report: Creation and Animation of a Cartoon Flower Using Blender

Introduction

This report presents the complete process of creating an animated scene featuring a stylized cartoon flower. The final model is a round flower with a simple face, smooth shapes, thick leaves, and a glossy finish. The objective of the project was to model an expressive flower and animate it to create a dancing motion swinging gently from left to right. The work was carried out entirely in Blender, from modeling to the final render.

1. Project Preparation

A new Blender scene was set up. The default cube was removed, and the workspace was organized using collections: Flower, Rig, and Rendering.

2. Modeling the Cartoon Flower

Head: UV sphere flattened and shaped with layered colors and simple eyes.

Stem: Thin cylinder, slightly tilted, smoothed using Subdivision Surface.

Leaves: Extruded shapes, thick and rounded for a cartoon style.

Pot: Cylinder widened at the top with a decorative band.

3. Creating the Materials

Cartoon style: saturated colors, smooth surfaces, slight gloss.

Head: red–orange–yellow–white gradient.

Leaves/stem: bright glossy green.

Pot: matte brown for contrast

4. Rigging: Armature and Controllers

Simple rig: root bone, stem bone, head bone, main controller.

Visible controllers to simplify animation.

Weight painting adjusted to ensure natural bending and smooth deformation.

5. Animation: Dancing Flower

Left-right swinging animation created using keyframes (frames 1–20–40).

Leaves animated slightly up and down to add life.

Optional: small eye movement to increase expressiveness.

6. Environment and Lighting

Minimalist blue/green background.

Main Area Light + soft HDRI reflections.

Camera positioned in a slight low-angle shot for a heroic, cute look.

7. Final Render

Rendered in Cycles, 1080x1080 resolution, denoiser enabled, 128 samples.

Output format: PNG for stills or MP4 for the animation.

Conclusion

This project combines key aspects of the 3D workflow in Blender: modeling, shading, rigging, animation, lighting, and rendering. The final cartoon flower is expressive, smooth, and visually appealing, making it an excellent example of stylized animation.