Project 4 – Keytime Animations

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In order to get the animation, I had to create a loop for time-value pairs by initializing each transformation variable. Each loop iteration added a new keyframe at regular intervals, which created a smooth oscillating animation.

My keytime values for each quantity:

//x , y and z positions for the batman object

Xpos.AddTimeValue(10.0, 0.000);

Yrot_b.AddTimeValue(10.0, 0.000);

Zpos.AddTimeValue(10.0, 1.000);

//x rotation for the light

Xrot_L.AddTimeValue(10.0, 0.000);

//light intensity on batman

Lint.AddTimeValue(10.0, 0.000);

//x and y position on the camera

Xpos_C.AddTimeValue(10.0, 0.000);

Ypos_C.AddTimeValue(10.0, 0.000);

Video Link: https://media.oregonstate.edu/media/t/1_ebpte13o