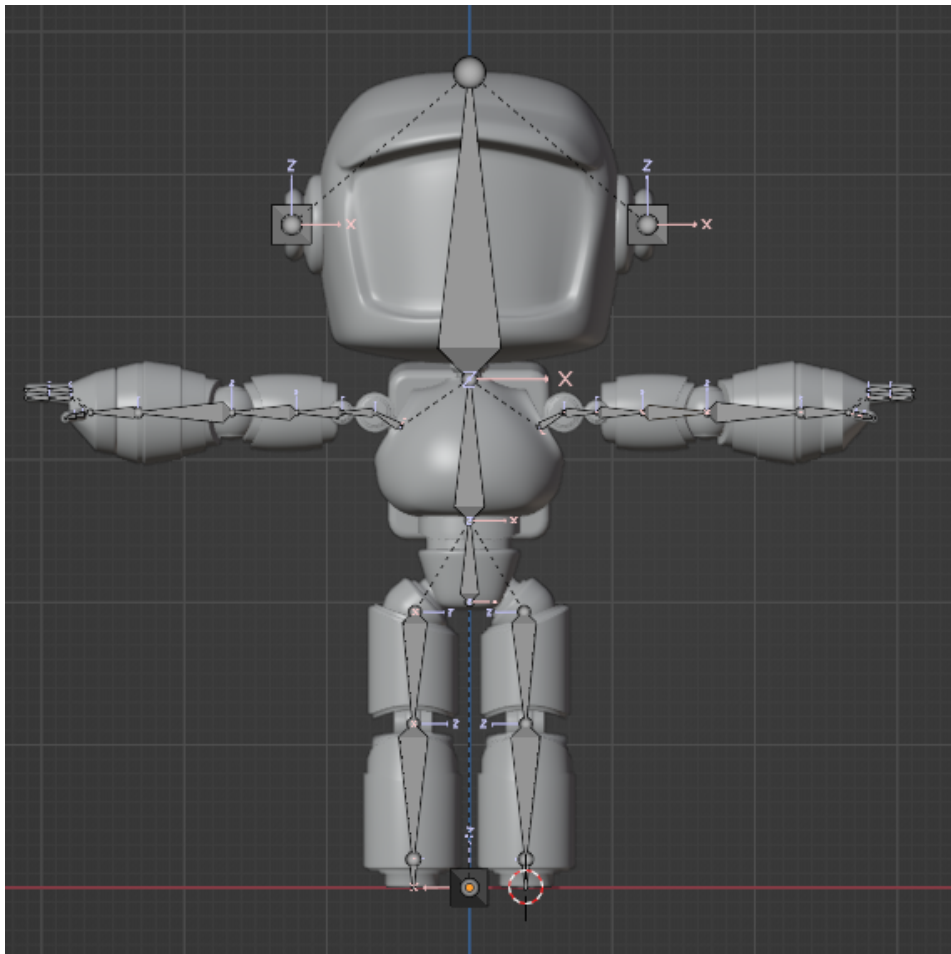


Character Animation and VFX in Blender

Part 2

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- The model had to be cleaned up and I got it into a T-pose
- The armature was created from scratch
- After creating one side of the armature, I used the symmetrize option to mirror it.



- Then I parented the model to the armature with empty weight groups.
- The weights for each part of the robot model was manually assigned
- Then I set up constraints on the bones to imitate the mechanics of the robot

- Due to lack of time and complicated mechanics of the arm I couldn't set up an inverse kinematic rig.
- The model was manually animated and then rendered
- I hope to make the animation more natural by setting up the IK rig when i do the next part of the assignment