3ds Max
Practical 8

Instructions

1. Create a new 3ds Max file named **Surname.max** (where **Surname** is your surname)

2. Add a single teapot to the scene. Create it in the **top view** so that it is created directly on top of the grid.

3. Create a **target camera** and point it at the teapot.

4. Create a **line** that will simulate the movement of the camera past the teapot. See the video linked below for an example of how your line should look.

5. **Constrain** the movement of the camera to the line.

6. Create a keyframe on **frame 50**, at which point the camera should have moved along the whole line.

7. Create a keyframe at **frame 51**, at which point the camera should snap to a position on the line where it is facing the teapot from the front.

Watch the video at the following link to see what your final result should look like: <ins>https://youtu.be/4FLnuxttif4</ins>

Marking

Criterion	Mark
Camera movement is constrained to the line	2
The camera moves past the teapot from frame 1 - 50	3
The camera snaps to a front view of the teapot at frame 51	2
Total	7

Submission guidelines

1. Save your file as **Surname.max** (where Surname is your surname)
2. Add the following files to a zipped folder named **Surname_practical8.zip:**
   a. Surname.max
3. Upload your zip folder on ClickUP before the deadline