

Progress Presentation-I

e-Yantra Summer Internship-2020
42 - *Mastering3DdesignusingBlender*

<Name-1>

<Name-2>

Mentor: <Mentor Name>

IIT Bombay

May 21, 2020

Overview of Project

Progress Presentation-I

< Name-1 >
< Name-2 >
Mentor:
< Mentor
Name >

Overview of Project

Overview of Task

Task
Accomplished

Models created

Models created

Challenges Faced

Future Plans

Thank You

Details of project:

- Project Name: Mastering 3D Design using Blender
- Objective: To Create a MOOC course on Blender in an interactive manner. And make a game application through Augmented Reality using Unity software
- Deliverables: Rendered models, Recorded videos on GUI, Object, Material, Camera and Lighting, Arena designing , pool designing and modeling and animating Patrol fish, transcripts for the above is also created.

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Week	S.No	Task	Days
1	1	Understanding the project and create screen capture video of software installation required.	2✓
	2	Learn about GUI and basic tools like transformation, duplication, etc	2✓
	3	Quiz based on above topics	1✓
	4	Learn Overleaf LaTeX	1✓
2	1	Adding objects and using materials	1✓
	2	Camera setup and lighting conditions	1✓
	3	Project based learning	1✓
	4	Recording videos for the above	2 ✗
	5	Quiz	1✓
	6	Creating a fish model in blender and create 3D animation	6✓

Table: Task

Task Accomplished

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- Recording and transcript for installation of video is completed as mentioned in the task.
- MCQs have been uploaded for Blender's basics.
- Recording for Camera and light settings have been completed.
- Created MCQs on camera and light settings and uploaded them.
- Arena is created .
- Creating fish model is done.
- Animating part is completed.

Models created

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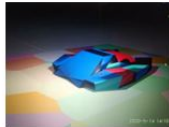
Challenges Faced

Future Plans

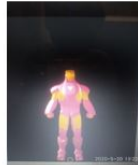
Thank You

Adding objects,materials and texture

1) A war bot



2) Model of iron man



2) Donut



Models created

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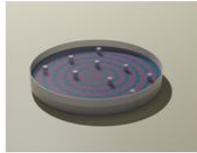
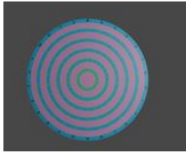
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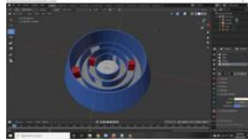
Thank You

Arena Creations

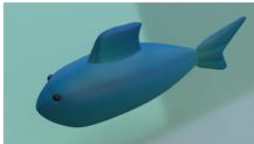
1) Model 1



2) Model 2



Fish Creation



Challenges Faced

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- Bugs and errors are difficult to identify and remove.
- Adding appropriate keyframes to the animation.
- Importing and exporting takes lot of time
- Files were completely lost if we quit without saving accidentally.
- Rendering animation and images take lot of time.
- Flipping bones roles are hard

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- List deliverables for next progress presentation

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THANK YOU !!!