

ITAI 4373

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### Reflective Journal Lab 07

In this lab we were to test out the specifics of the Blender program. The blender program is a program used to create animations and as of recently, create digital twins and other things that relate to artificial intelligence. Blender is important in the sense that it has revolutionized the way the world has looked at graphics and animation. Blender has done this by becoming the world's most used open-source animation software. To begin with, this Lab has been hard most of the time because there is simply so much about blender that you can do. To learn it in one week is a hard task, however, because by understanding the basics only we were able to get around. The lab called for the creation of an interactive room. The first step was to create walls and a floor and basic shapes based on the primitive shapes as stated. By using primitive shapes, the weight of the program can be reduced and therefore not lag behind. After completing the walls the next step was to add in the furniture. This portion proved a little more time-consuming. This is due to the more complex structures of a lamp and a chair. What I learned was that by using shortcuts in blender, the time was cut in half and provided more efficiency. The next step was the interaction aspect and that was arduous as well. However, it went smoothly as the process to animate objects was like that of adobe premiere pro, a video editing software which I know very well. Animating the process was fun as I used the monkey head suzanne to create the animation. Overall, the Lab was fascinating and showed a great amount of what artificial intelligence can do when combined with animation and art. Through learning the skills of blender, we could finally understand how artificial intelligence can go outside the realm of computer science and be used in the entertainment industry as such. In the end, a very enjoyable project.