

CTE 360 3D Project

Requirement: You need to **develop a 3D animation** in the blender environment. The animation has to include 3 components:

1. At least two characters (Human)
2. At least five objects (chair, table, building, car – select things that are not easy to model)
3. A Scene (waterfront, mountain, room, sky, moon, etc..) that includes your characters and objects.

The animation **has to be at least 1000 frames** in TV PAL 4:3 rendering option (NOT NTSC!!). It has to include the motion of the characters and objects in the scene if desired. Please write a small script/scenario about your animation idea and talk it with your instructor before you begin to build the animation.

Submission

You have to submit the following materials on submission deadline.

IMPORTANT: Be careful, you have to package the file in blender if there is some external content like image, movie or sound files. For double check, open your blend file in a different computer before submission and make sure that the files are displayed correctly.

1. *.blend files of the **characters** you created.
2. 3 rendered *.jpg files from top front and right views of each character.
3. *.blend files of the **five objects** you created.
4. 3 rendered *.jpg files from top front and right views of each object.
5. *.blend files of the **scene** you created.
6. *.blend files of the **animation** you created.
7. Rendered **mpeg file** of the animation.

Evaluation

The project will be graded over 100 points with the following distribution:

%20 for the Characters

%20 for the Objects

%20 for the Scene

%40 for the Animation

The evaluation will be based on the following criteria;

1. Working in blender and rendered without any errors.
2. Reality and Smoothness of the characters, object, scene and animation
3. Aesthetic appealing aspects
4. Uniqueness/Originality/Creativity