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Overall Plan

- Make a render of a cat
- Have the cat be in a room with a ball, which also acted as the light source
- Make the cat chase the ball around the room
- Implement physics so objects (cat, ball, room) can interact with each other through collisions
- Play animations for the cat when moving around the room

Animation

- Blender poses
- Cycles
- Mesh Weights
- Bones
- Sculpting

Animation
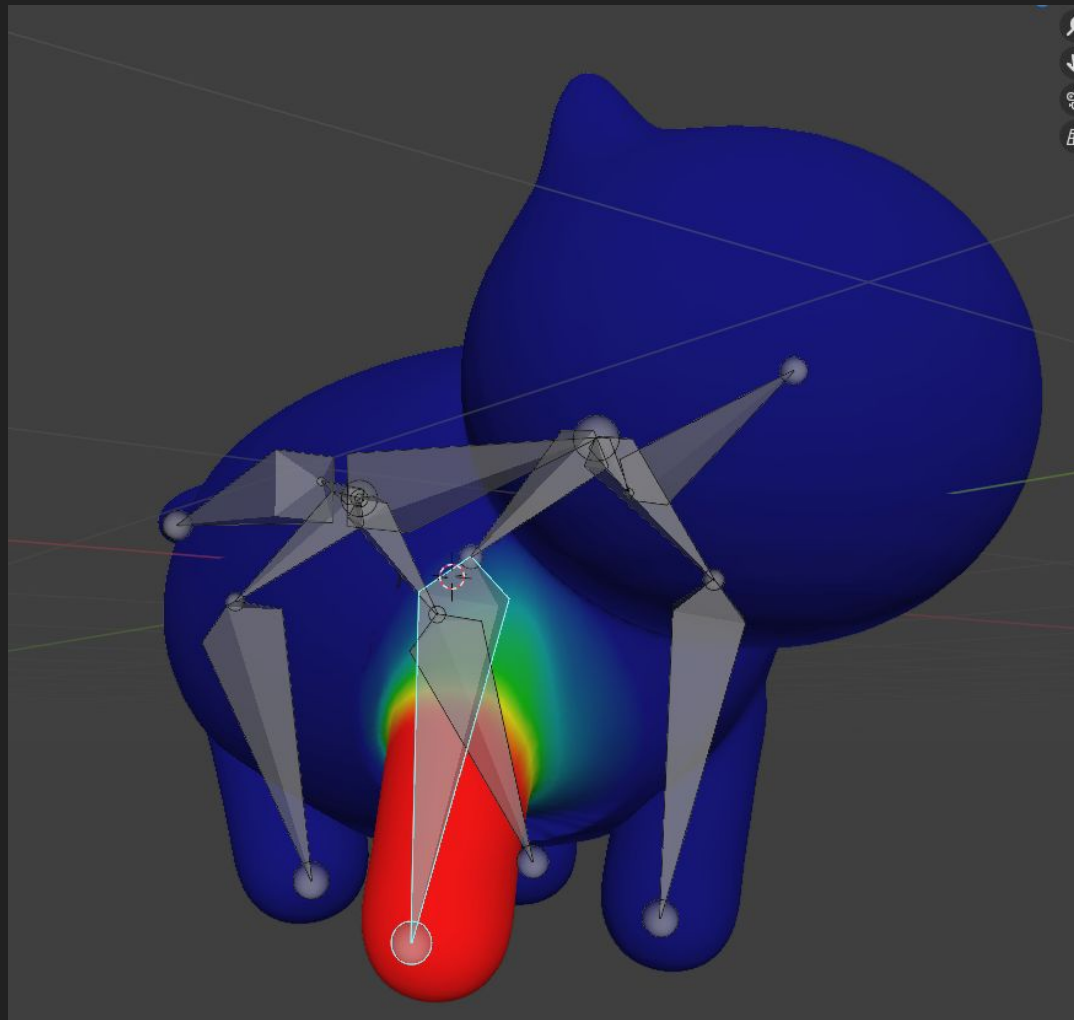
Physics

- Physics was done through the Cannon.js library
- Collision detection
- Synching physics with the rendered world

DEMO