

Reference for the project

<https://www.youtube.com/watch?v=Kqg7IrRGvvo&list=LL&index=5>
<https://www.youtube.com/watch?v=hppD2GgXmOU&list=LL&index=3>
<https://www.youtube.com/watch?v=l3finZWXVU0&list=LL&index=4>
<https://www.youtube.com/watch?v=y-hD-Z3JIYs&list=LL&index=5>
<https://www.youtube.com/watch?v=r2fbeOw9QeU&list=LL&index=6>
<https://www.youtube.com/watch?v=Ek-Y62D9W4k&list=LL&index=8>
<https://www.youtube.com/watch?v=PHhFFIzE53o&list=LL&index=14>
<https://www.youtube.com/watch?v=ZuVGsJ1BAvo&list=LL&index=9>
<https://www.youtube.com/watch?v=xa4Wf1b8Snc&list=LL&index=13>
<https://www.youtube.com/watch?v=DpMYmvKesI8&list=LL&index=19>

Idea

In this project I created a frog called "Pepe" and I animated him to walk in the street in the sunset while the camera follows him like a bee.

There are 3 models

- Pepe the frog ,is the green character walking and I created for him a t-shirt, trousers and boots.
- The pavement.
- Streetlight.

Pepe has a normal armature and the pavement with the streetlight has an easy armature as well. I apply an armature in the pavement to move it while peepe walks. (I had a problem with the armature of the character so I did it to make sense of movement, you can check it in the project).

So the pavement, the character and the camera are animated with keyframes

I apply a camera moving around the character like It was a bee

The video render its video.mp4

In my computer everything works, If there is any problem with the project let me know by slack.