

3D Modeling and Animation
Cptr.240 | Cptr.250 | Cptr.350

Fall 2020 | Southwestern College
Professor Evan Daniel
Evan.Daniel@SCKans.edu

Assignment #9

"CollaborativeScene"

Assemble the models created in Assignment 8 into a scene, and then animate them. The content of the story — as well as the surrounding 3D environment — is entirely up to you.

For this assignment you are allowed to use models from external resources (such as TurboSquid), with two caveats. All models must be free (you may not pay for any models). Secondly, all models from external sites must be used only for the environment (you *may not* use models to add more characters to your animation).

Animations are almost never created by just one person. While our goal in this course is to understand the entire process in a holistic way, we will demonstrate the ability of Blender to combine the work of several animators into one scene.

A partial view of the visual effects credits for *Thor: Ragnarok* (I was unable to zoom out far enough to picture the entire team); 3D animators make up much of this group.

