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

Fall 2020 | Southwestern College
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Assignment #4
"Character Animation"

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Create a simple character model and animate it. Additionally, **visit Pixologic.com**, sign up for a free account, and install the free software ZBrush Core Mini (this might require an admin password, available at the Help Desk).

CPTR250 students should also have the character react to a separate moving object.

CPTR350 students should have their character placed in an animated scene they can react to.

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The animation can be any length (within reason), but try to tell a short story using the figure of the character. That will be easier if you try to emulate the movement of a real person, so consider searching for videos of people moving in the way you're imaging, or look in a mirror and act out the motion yourself.

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We will discuss rigging, bones, and armatures in class, with a special emphasis on how to animate them. These tools will allow us to create complex but natural movements by creating a framework our character is built around.