



Zoo- Scape



USING TEXTURE
MAPPING, SHAPE
RENDERING AND
ANIMATION SEQUENCES
FOR A ZOO ESCAPE!

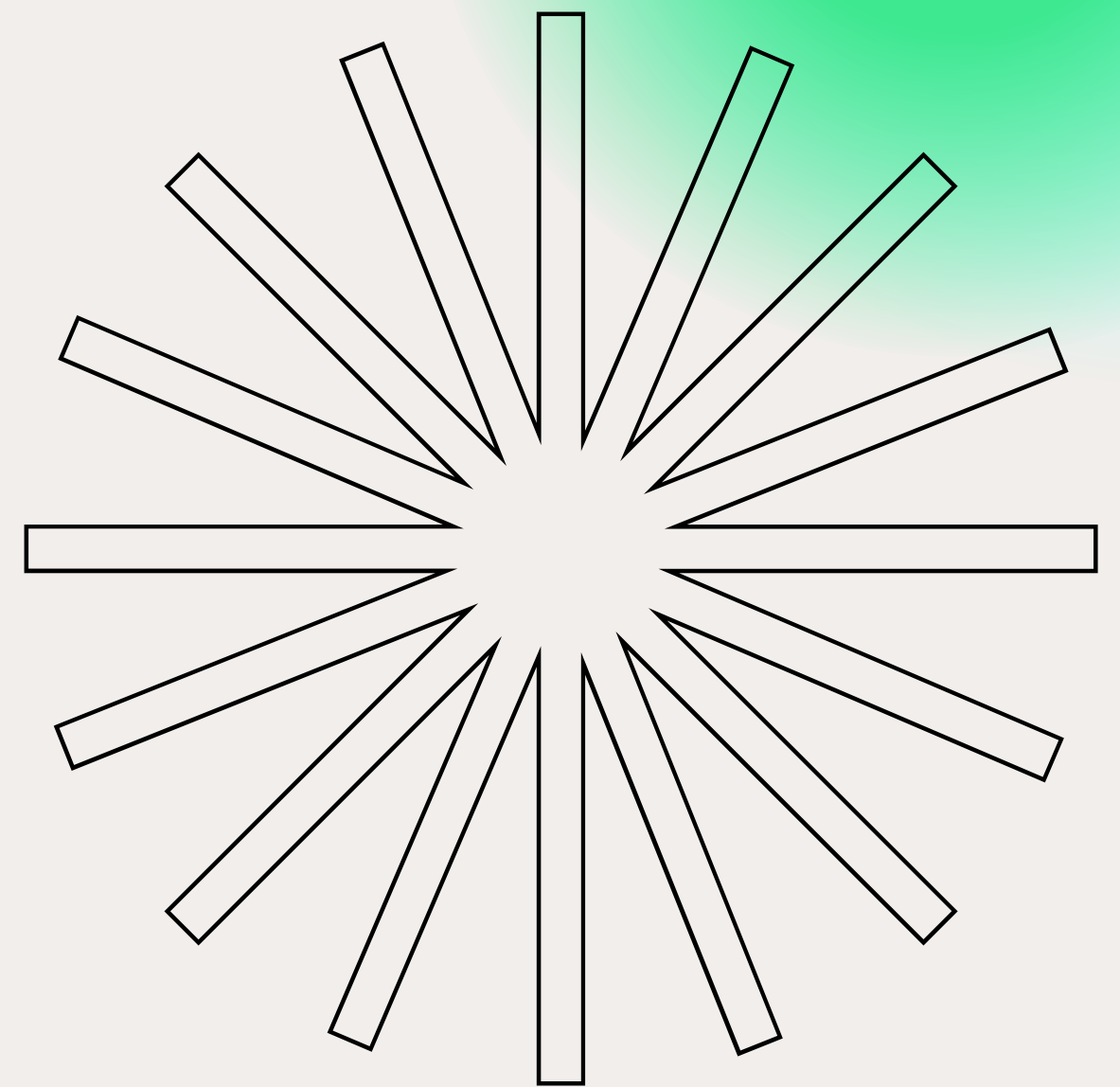


Brief Overview

A SHORT ON A ZOO ESCAPE

*Scene 1: the animation will begin with an introduction to each animal: a lion, a penguin, an elephant and a monkey.

*Scene 2: As we meet each animal, there will be a 3D rotation of them. A cage will then be dropped around them



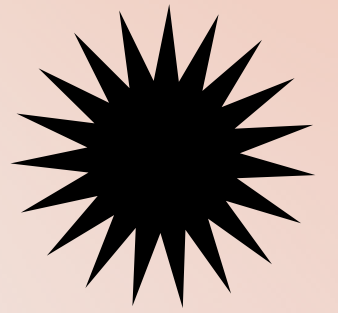
A SHORT ON A ZOO ESCAPE

*Scene 3: We will then see all animals next to each other. Their facial expressions will become angry.

*Scene 4: Each angry animal will break out of their cage (the cage will break/ explode) and the animals will run free.



Proof of Concept



HOW WELL GET IT DONE

- use different shape meshes to create the animals and their cages
- use texture mapping to make their eyes and different furs n=and textures more realistic
- use animation timing to make it into a mini movie
- use an html background to make it seem like theyre in a real zoo!

