Spline

@June 2, 2022

Documentation of Project:

Spline is a design software for creation of 3D graphics. It is highly used and popular to due its nature where you need not have to build nodes to create your animations/designs. Everything you design can be exported as fully interactive experiences as a link, image or a video.

In this demonstration, I plan to walk the viewers through the software beginning at the main page after login to view the pre-existing Spline Library, leading to creating a new file and explaining the view angles and the camera. Then, we get into the various shapes, parameters and functions such as the modeling tools, sculpting tools and the pen tool. I plan to then create a simple animation using the different states and creating an event. It will then show the viewers how to run their animation and how to publish it as a URL/image/video.

Outline for Presentation:

5 minute video

Outline -

1. What is Spline? What is it used for?

2. Creating a new file, explain the plane, camera angle and views

3. 2D and 3D shapes → Pen tool, parametric shapes, modeling tools, sculpting and importing from pre-existing Spline library

4. States and Events - how to create an animation demonstration

5. Running your animation, uploading it as a URL/image/video

Script -

Spline is a design software for creation of 2D/3D graphics mainly used for the web. It is highly used and popular to due its nature where you need not have to build nodes to create your animations/designs. Everything you design using Spline can be exported as fully interactive experiences.

Resources Used -

Spline Docs

Learn about Spline.

https://docs.spline.design/
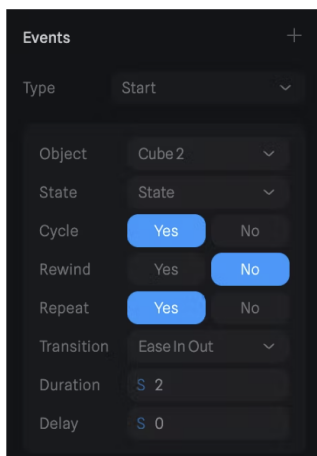
Here is a description of the event's properties:

- **Type** - The way the event gets triggered.
- **Object** - The object that gets affected by the event.
- **State** - The target state to transition.
- **Cycle** - If the event should return to its original starting point.
- **Rewind** (Shown if **Cycle** is active) - If active, the transition back to the initial state is mirrored instead of reversed.
- **Repeat** - If the animation should keep repeating indefinitely.
- **Transition** - Different ways to transition between states.
- **Duration** - The duration of the change between states.
- **Delay** - Delays the event by the defined seconds.