

Irene Zaugg

CS462-001

October 4, 2023

#### A4: Character Implementation in Blender

How did the animation go?

There were a few kinks in getting the character animated. It could be that I will have to redo the armature entirely; the pre-generated one I used was simply not willing to attach correctly to the four-legged creature.

Creating the four-legged animation took a couple of attempts as well, but I used a reference video from Youtube (<https://www.youtube.com/watch?v=eyjwJ9Wnxrw>) to get at least one step accomplished.

Tips and tricks

The best trick was simply to pause the Youtube video at the end of each step to replicate it, rather than trying to find an exact position for every frame. Also, manipulating the bottom-most bones for the legs tended to make the feet fly off in the wrong direction, so it was better to just work with a “stiff leg” approach (which turned out better-suited to the wooden toy animation).

Character Sketch to 3D Model

I originally conceived the character sketch as a model for the Blender project, since the character is so simple in appearance, based on my reference material. There were some tweaks to be made once I had the character in 3D space that simply did not match up with what I had originally envisioned with the sketch, but the sketch still kept everything on track.

Barriers

Some of the techniques from the Robot demonstration did not translate well into the new character, particularly in creating smoother surfaces. The various spheres and cone shapes especially were difficult to create a smooth render from.

Successes

Overall, at least the creature *looks* like a bear, and the four-legged animation turned out pretty convincing, though the tweaks to its armature would still be an improvement.

New Skills

Animating from a new reference video was a challenge; I had attempted originally to simply animate from what I thought I knew from living with many four-legged animals, but it didn't look at all “bear-like.” Finding a trove of reference videos on the web was a step in the right direction.