

EXERCISE 7

AIM : Create a rotating 3D cube in Blender, animate it, and then import the animation into OpenShot to finalize the video.

PROCEDURE:

Step 1: Create the 3D Model

1. **Select a 3D Modeling Tool:** You need software to create the 3D models. Blender is a free and open-source option that is widely used.
 - o **Download Blender** from blender.org.
 - o **Install Blender** and launch the program.
2. **Modeling the Object:**
 - o Open Blender and start a new project.
 - o Use the available tools (such as adding meshes, extruding, scaling, and rotating) to create the 3D object.
 - o Adjust the geometry, texture, and materials to suit your project.
3. **Texturing and Materials (Optional):**
 - o You can apply textures to your models by using the UV Mapping feature in Blender.
 - o Add materials (colors, reflective properties, etc.) through the “Material Properties” tab.
4. **Lighting and Camera Setup:**
 - o Set up lighting sources to illuminate your model and define how it looks under different lighting conditions.
 - o Place the camera to define the perspective in which your model will be viewed.

Step 2: Animate the 3D Model (Optional)

1. **Add Animations in Blender:**

- o If you want to animate the model, you can use Blender's timeline and keyframe system.
- o Keyframes allow you to change properties (position, rotation, scale) over time.
- o You can also animate textures or materials for added realism.

2. **Rendering the Animation:**

- o Once your model is animated, go to the **Render** tab.
- o Choose the rendering engine (Eevee or Cycles for Blender).
- o Set the output resolution, frame rate, and format (such as MP4 or MOV).
- o Render the animation to an output folder.

Step 3: Import the 3D Animation into OpenShot

1. **Install OpenShot:**

- o Download and install OpenShot from openshot.org.
- o Open the OpenShot software.

2. **Import the 3D Animation Video:**

- o Click on "File" > "Import Files" to import the rendered 3D animation file (e.g., MP4).
- o Drag the animation into the timeline to start working with it.

3. **Editing the 3D Animation in OpenShot:**

- o You can use OpenShot to cut, trim, add transitions, and apply effects to the 3D animation video.
- o You can also overlay other media such as background music or additional footage.

4. **Adding Titles and Text:**

- o Use the "Title" menu in OpenShot to add text and titles to your video.
- o Customize the font, color, and position of the text.

5. **Export the Final Video:**

- o Once your video editing is complete, go to "File" > "Export Project" to export the final video.
- o Choose your desired resolution and format for the final output.

OUTPUT:

