



**UPES**

# Graphics and Animation Tools

B.Tech CSE –Open Source and Open Standards

Sem VII

## **ASSIGNMENT**

ACADEMIC SESSION 2020-21

Submitted To:

Dr. Durgansh Sharma

Associate Professor

Department of Cybernetics

Submitted By:

Harsh Joshi

CSE-OSS-B1

Roll Number: 30

# Sanitizer Animation using Blender

## **Objective:**

To design a sanitizer animation using Blender

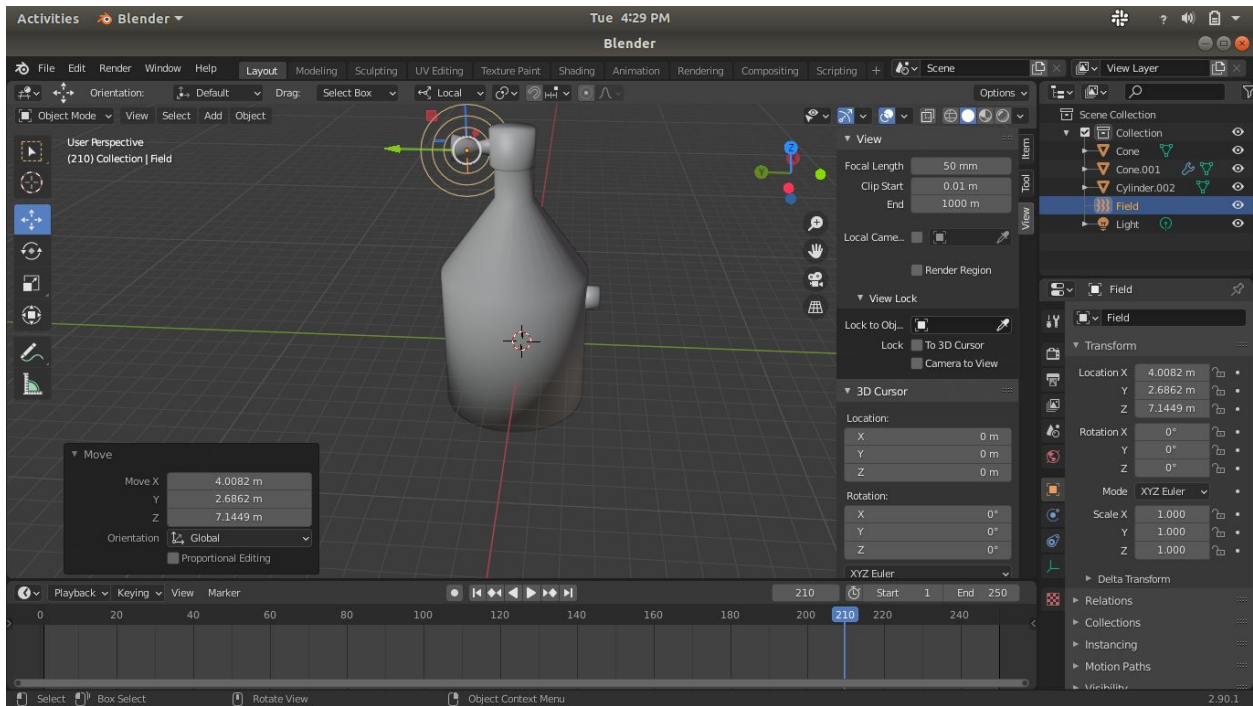
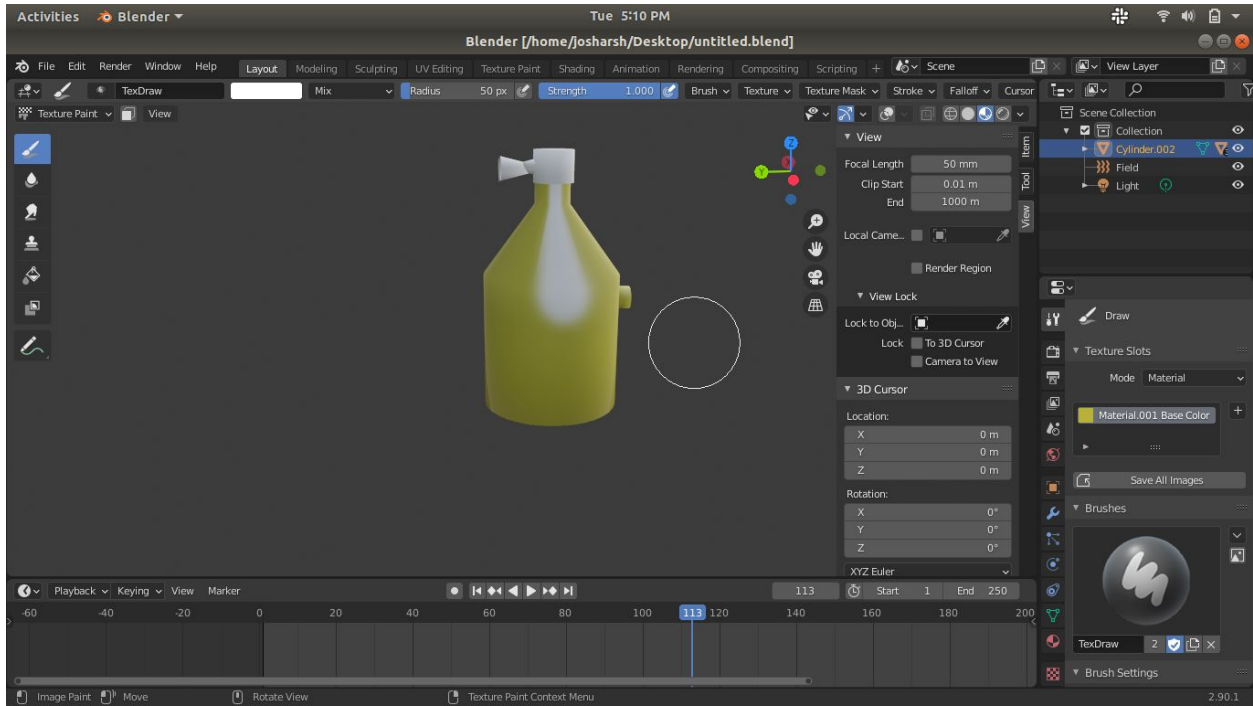
## **Requirements:**

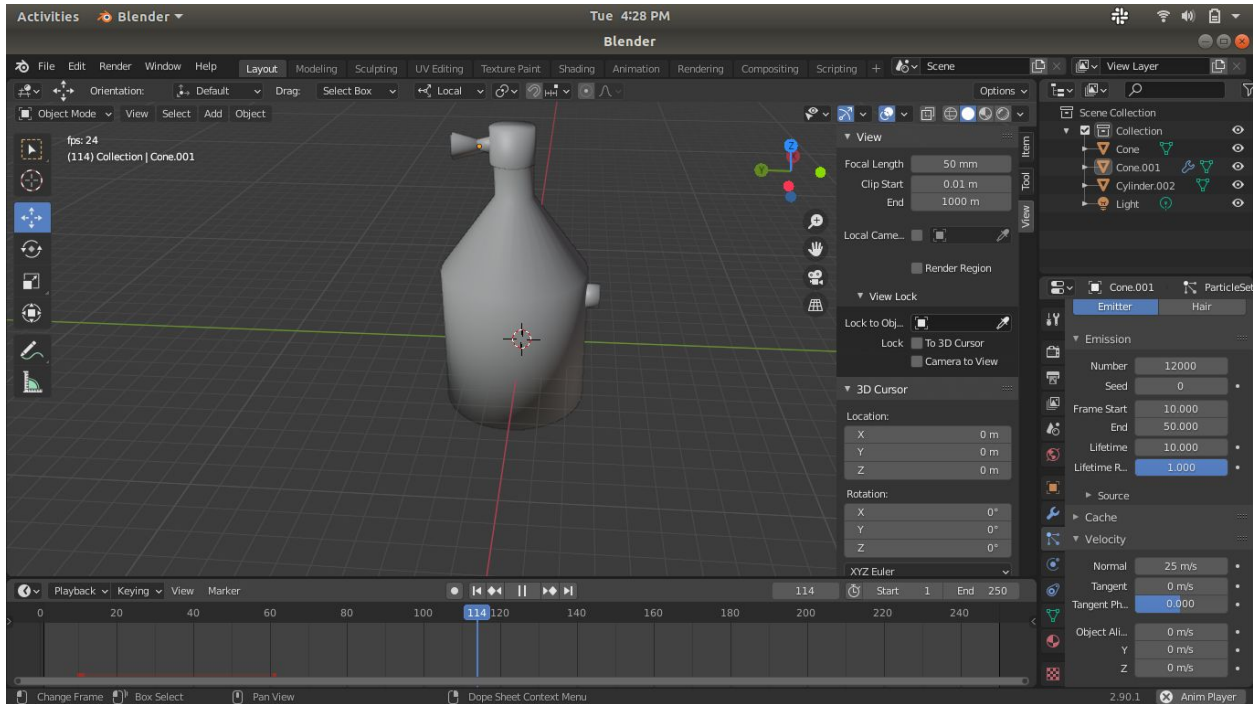
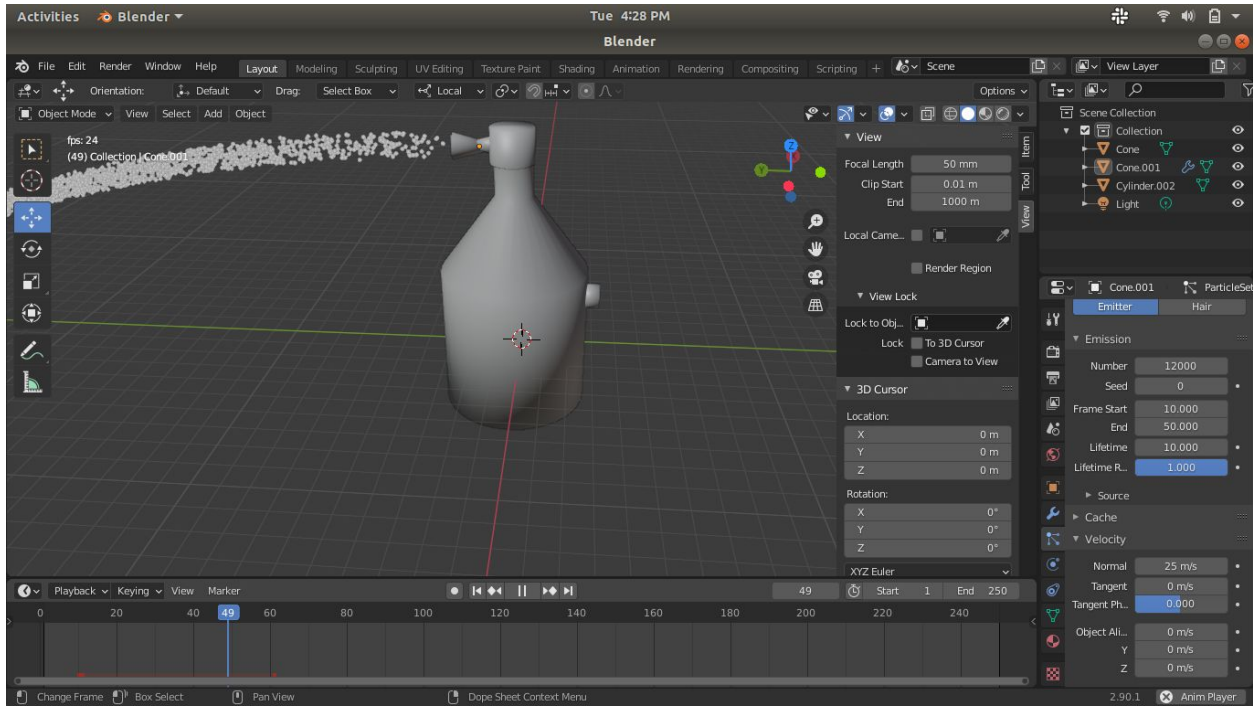
A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

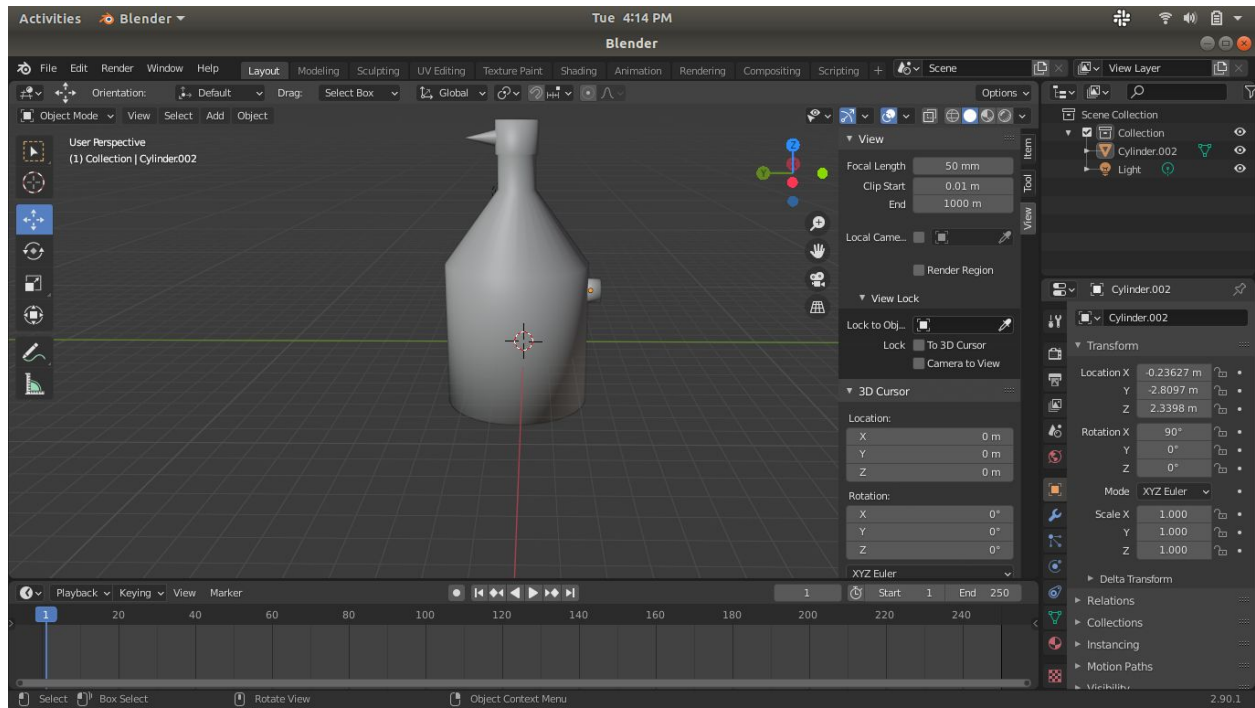
## **Steps to create the animated design**

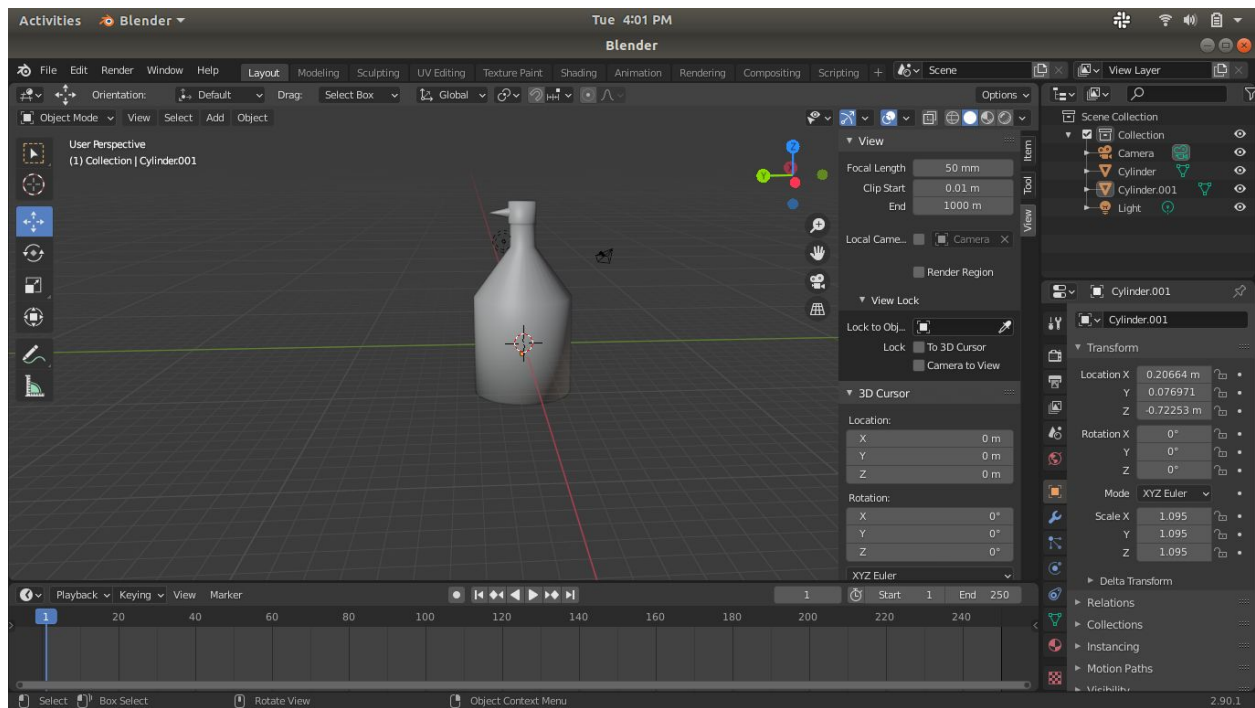
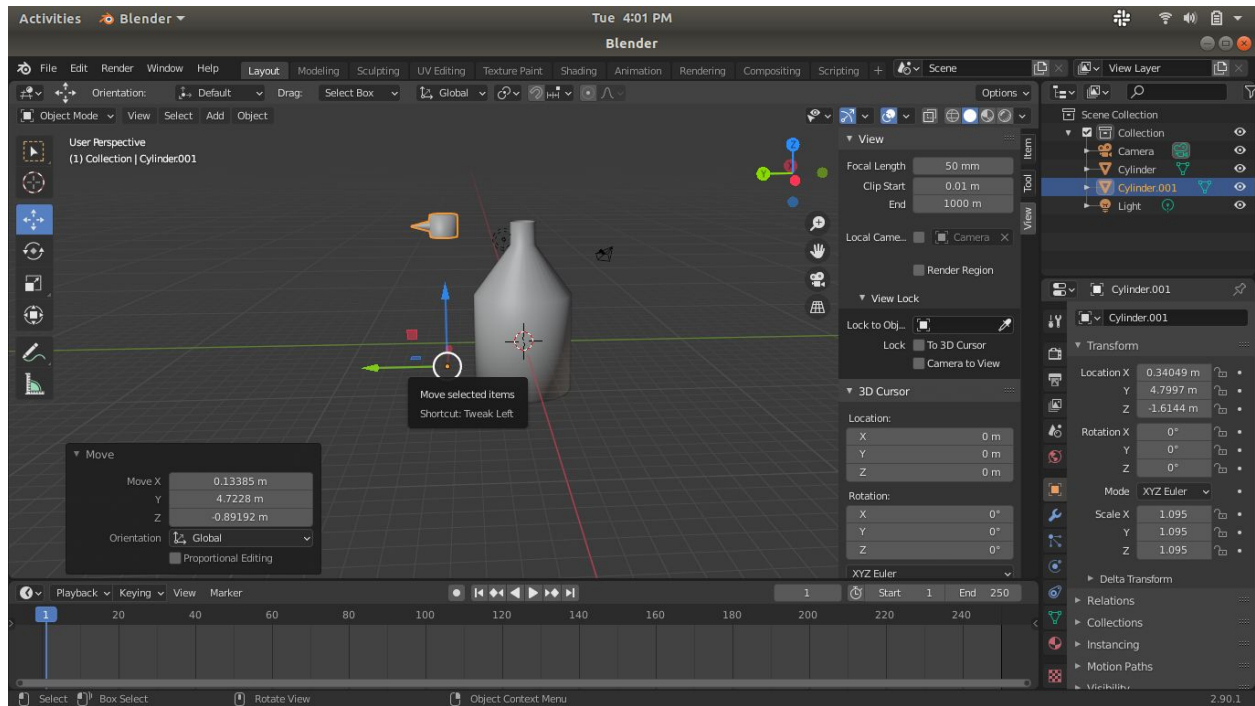
1. Run Blender
2. Add A cylinder object
3. Set the required dimensions (width, radius and angle)
4. Right click on the object to enable the smooth fill
5. Bend the Cylinder at the top to make a shape of bottle using edit mode.
6. Add another object (cone) to make the knob of the sanitizer, set the smooth fill.
7. Add a cylinder to make the regulator same as done in step 6.
8. Combine objects in combination using the ctrl + p key after selecting using shift + click.
9. Add the flow animation using particle effect from the options menu.
10. Customize the flow animation to use real objects (sphere) rather than halo.
11. Set the velocity and physics of the flow object.
12. Add some styling to the sanitizer

## **Snippets:**









## Drive Link

<https://drive.google.com/drive/folders/1ahETK-Nq9ykYUXyNFsqv3SoYK6hJtNGS?usp=sharing>