



# Graphics and Animation Tools

ACADEMIC SESSION 2020-21

B.Tech CSE –Open Source and Open Standards  
Sem VII

## **FINAL PROJECT**

**TITLE - ARMY CAMP SNEAK PEEK**

[\[LINK TO OUTPUT FILES\]](#)

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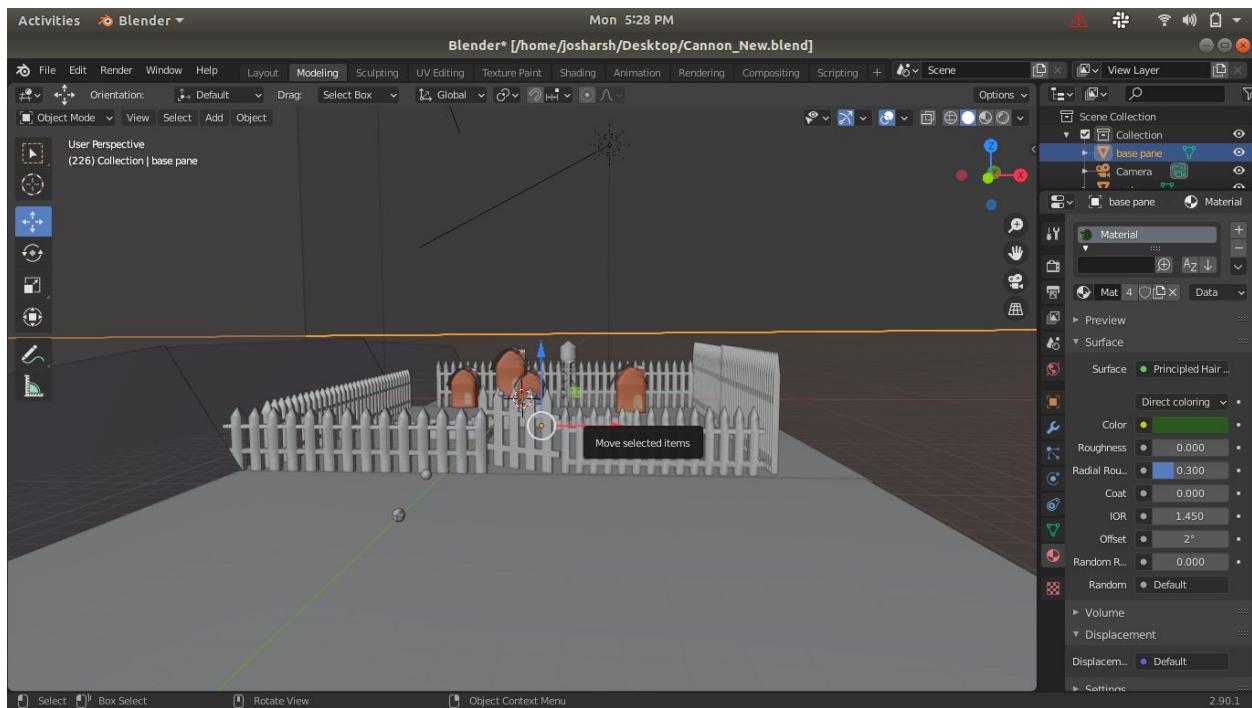
## Abstract:

**Blender** - Blender is a free and open-source 3D computer graphics software tool used for creating animated films, visual effects, art, 3D printed models, motion graphics, interactive 3D applications, virtual reality and computer games. Blender is cross-platform and runs equally well on Linux, Windows and Macintosh computers. Its interface uses OpenGL to provide a consistent experience. To confirm specific compatibility, the list of supported platforms indicates those regularly tested by the development team.

As a community-driven project under the GNU General Public License (GPL), the public is empowered to make small and large changes to the code base, which leads to new features, responsive bug fixes, and better usability. Blender has no price tag, but you can invest, participate, and help to advance a powerful collaborative tool: Blender is your own 3D software.

## Army Camp - Sneak Peek

The scene rendered presents a sneak peek into an army camp with camouflaged covers, arrangements and camps. A cannon is placed at the center pointing at the entry to tackle enemies.



## Concepts Used:

Concept	Used in
Subdivide	All Objects
Lights and Camera Positioning	Rendering

Texture	Material and Shading
Color Shading	To make a new color (Camouflage)
Landscaping	New Planes to separate sky and outside env
Particle Physics	Cannon Animation

### Steps Involved

- Make the cannon base from a U V Sphere, Add to the cannon body using edit options followed by rotation,scaling.
- Make cuboids to put as boundary elements
- Make House Body and a U shaped rooftop
- Make a power plant figure using cylinder
- Give shapes and scales to every object
- Place object relative to respective parents
- Add colors from material tab (Creating a new color Camouflage)
- Add background for green env and sky. (Using Plane)
- Add Light Source as Sun
- Add camera and position it for the scene
- Renderer the animation

## SNIPPETS

