

3D MODELLING AND
ANIMATION

ASSIGNMENT-3

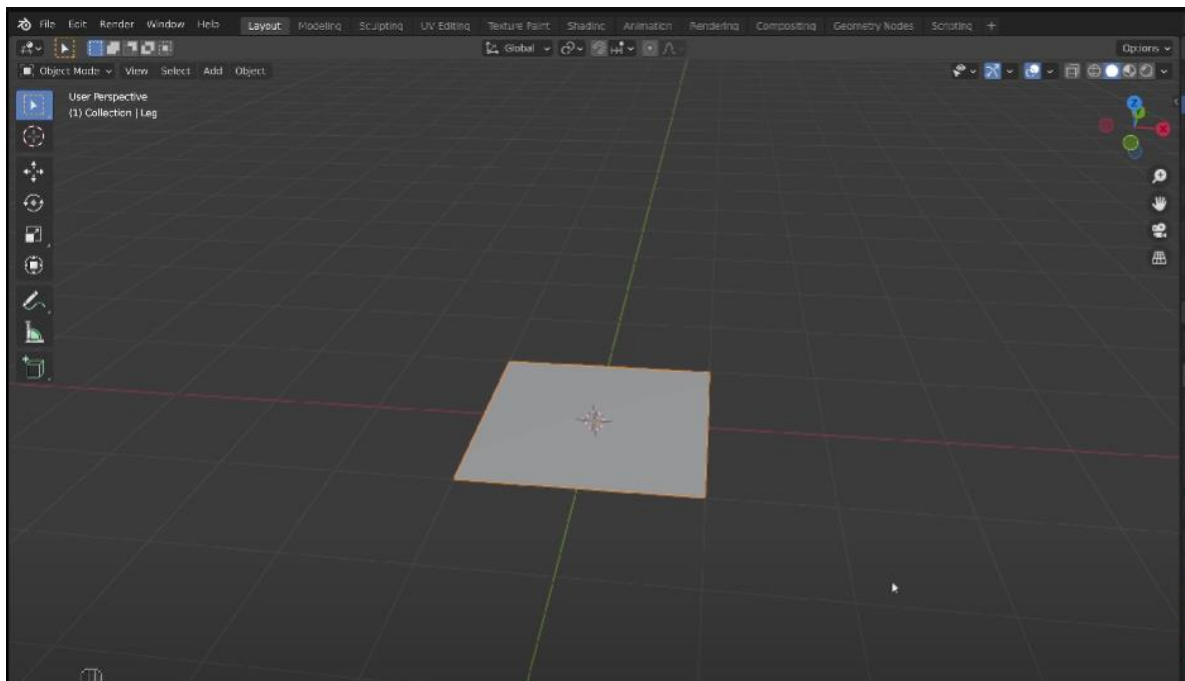
NAME-Keerti Chib

ROLL NO-102016047

BATCH-3CS10

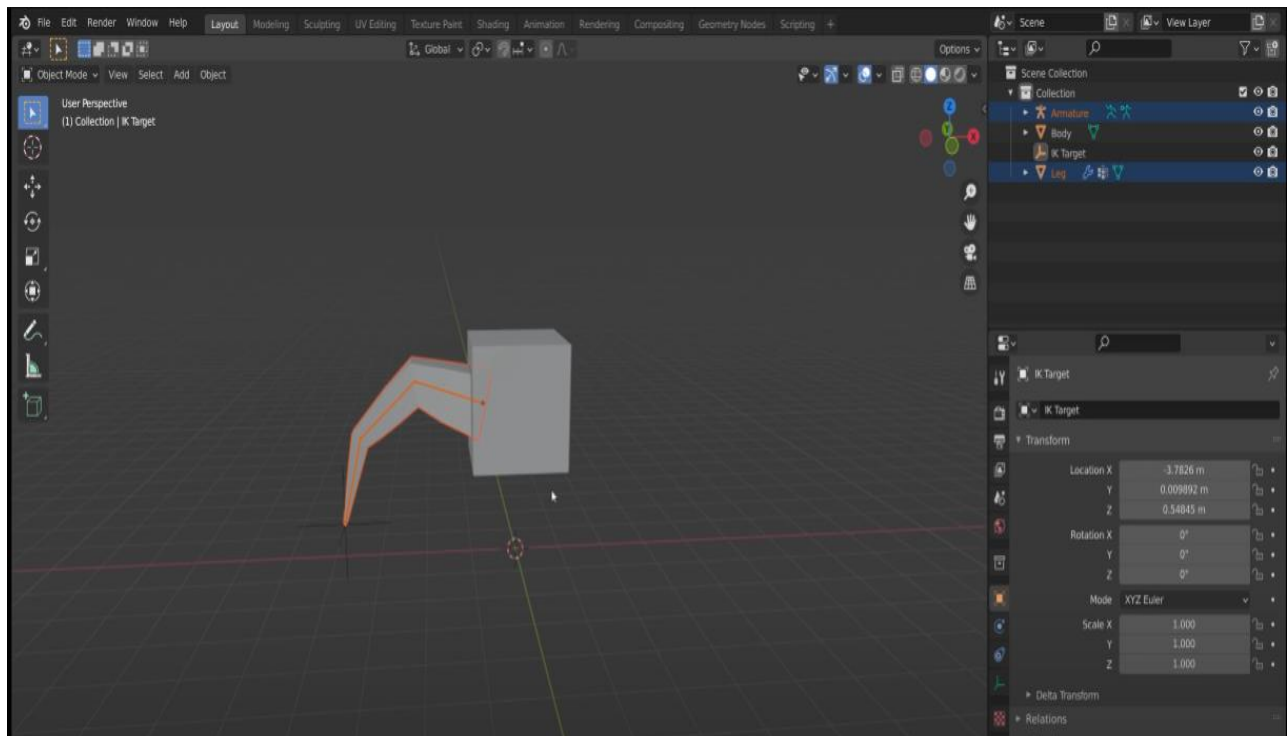
STEP-1

Tab the toggle key and place a cube



STEP-2

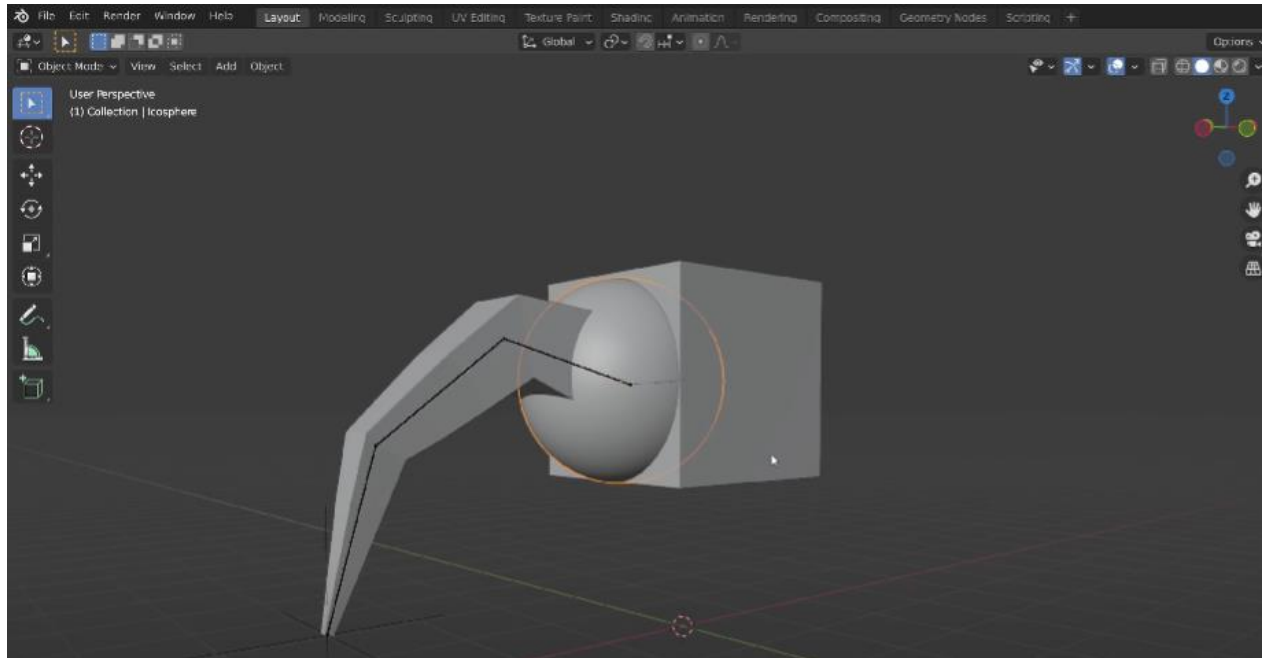
Start with the legs and flatten and sharpen up the corners.



STEP-4

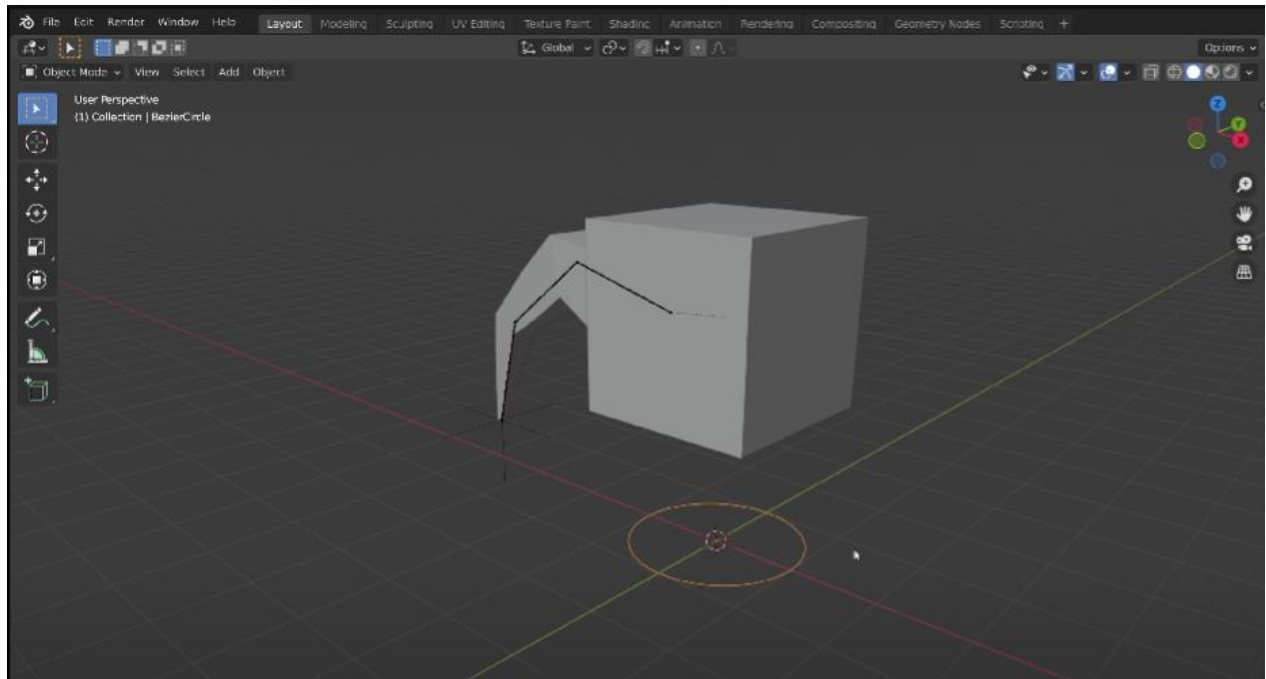
Make the hand movement smooth

Attach a sphere to it



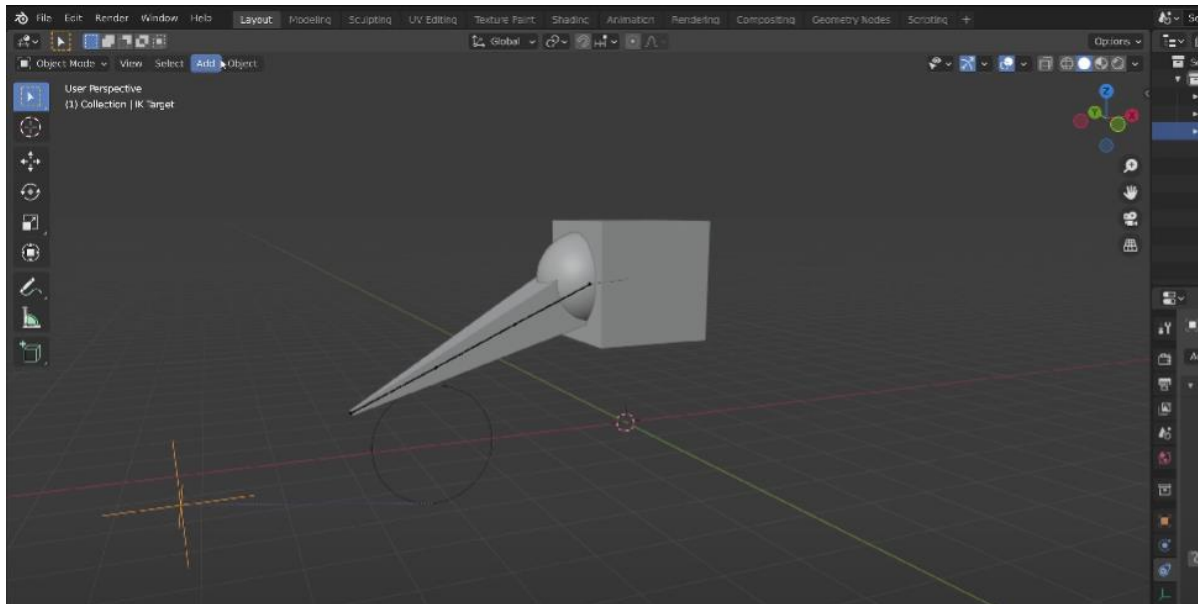
STEP-5

Modify it by refraining the properties



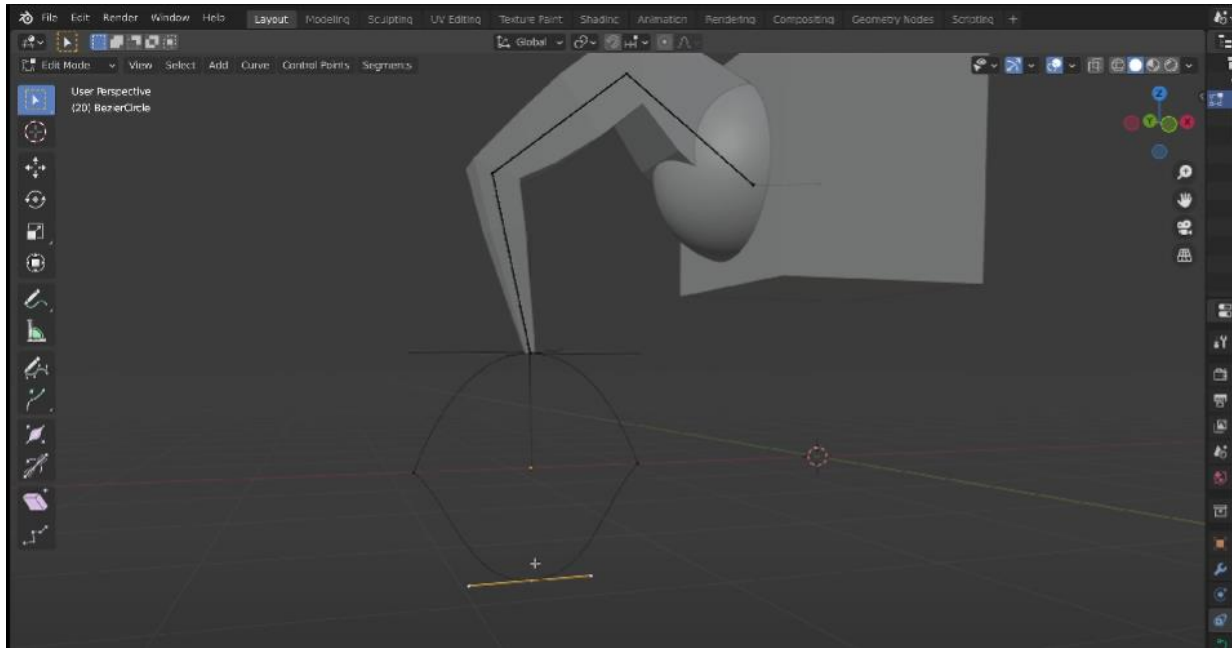
STEP-6

For the leg movement to be smooth and consistent. Make it proper by attaching and rolling it on the circle taken.



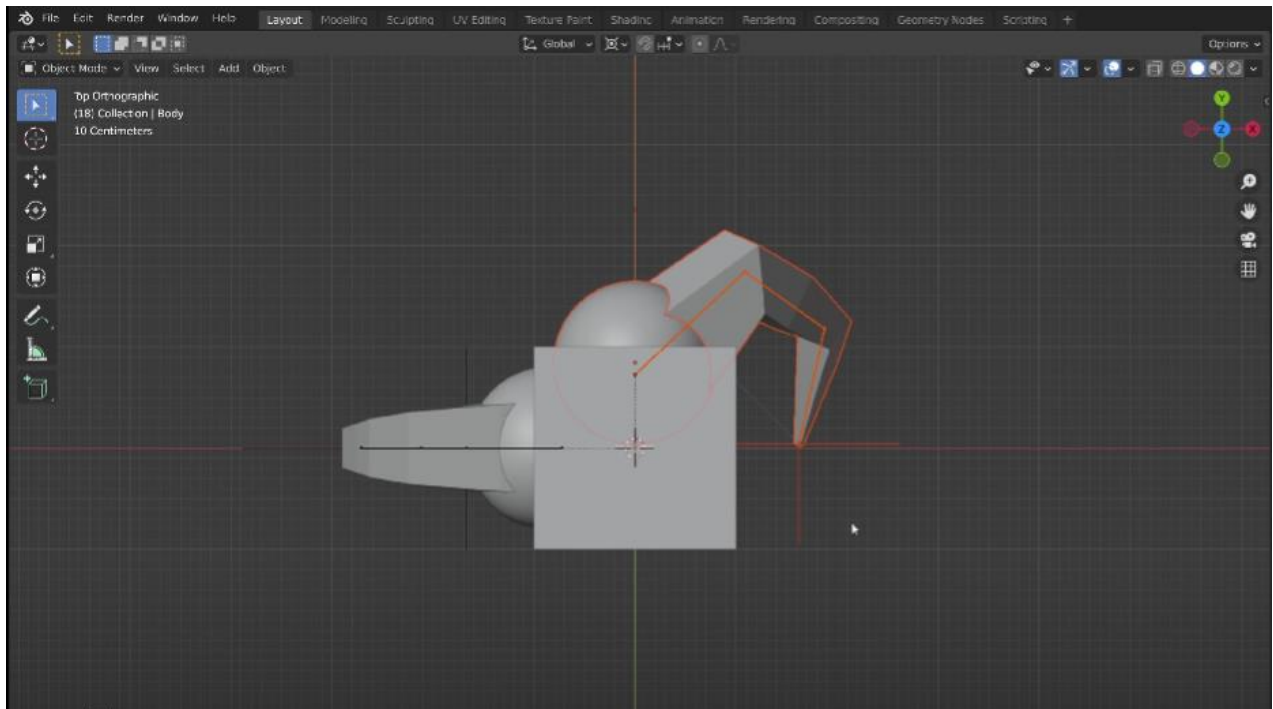
STEP-7

Settle it on the floor at 180 degrees



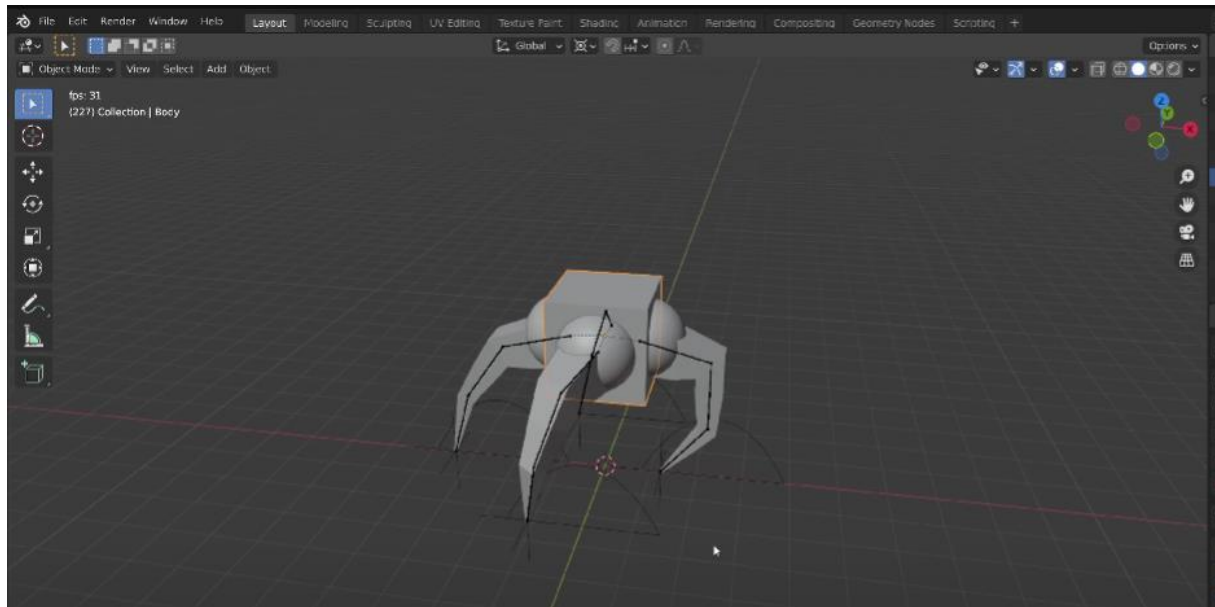
STEP-8

Create more legs by repeating the leg model



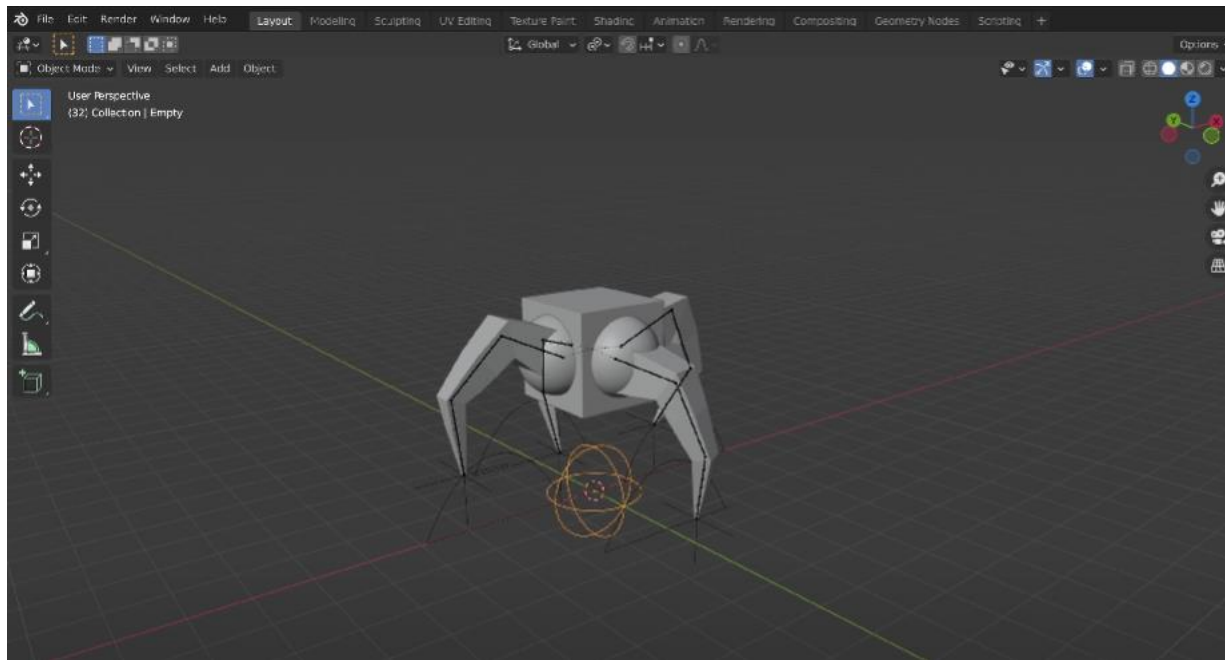
STEP-9

RESULTANT MODEL BY REPEITION



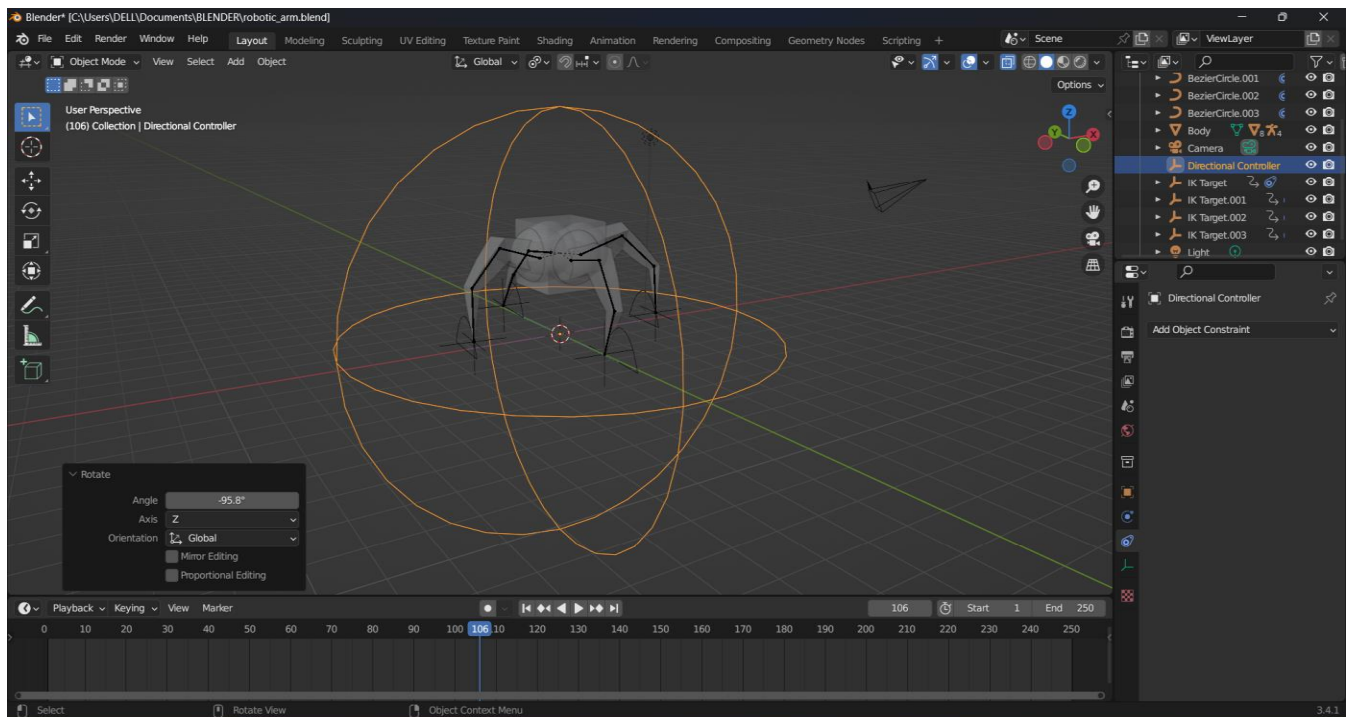
STEP-10

Directional controller setup



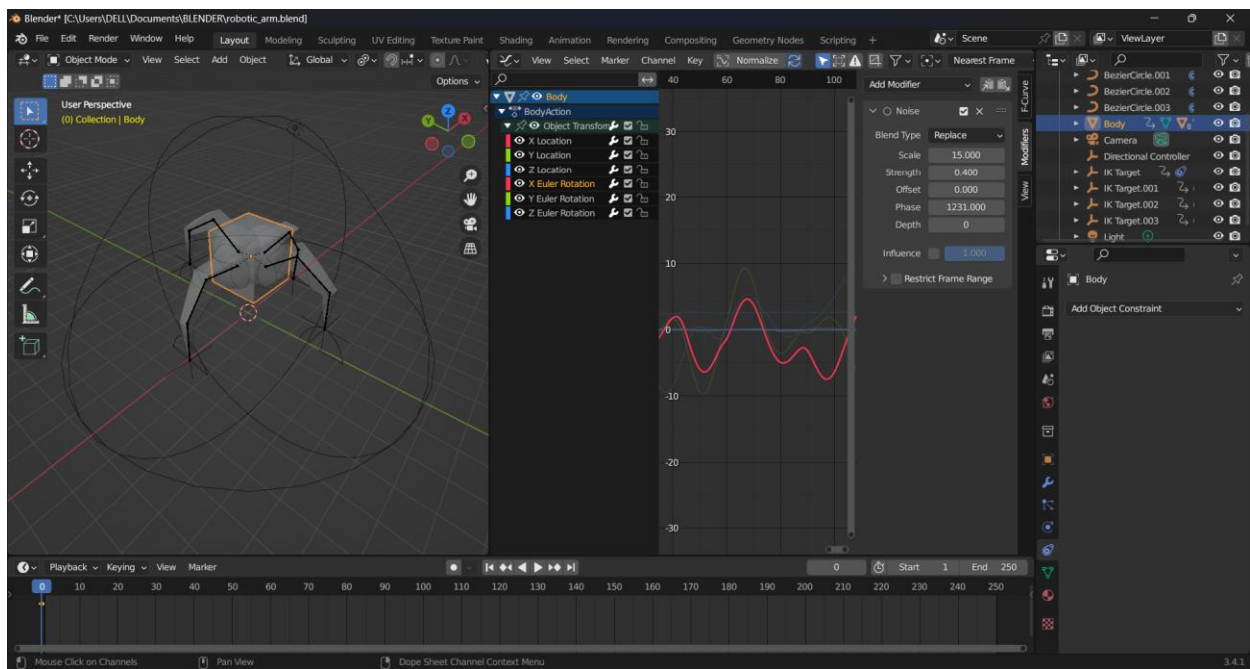
STEP-11

Adding random movement



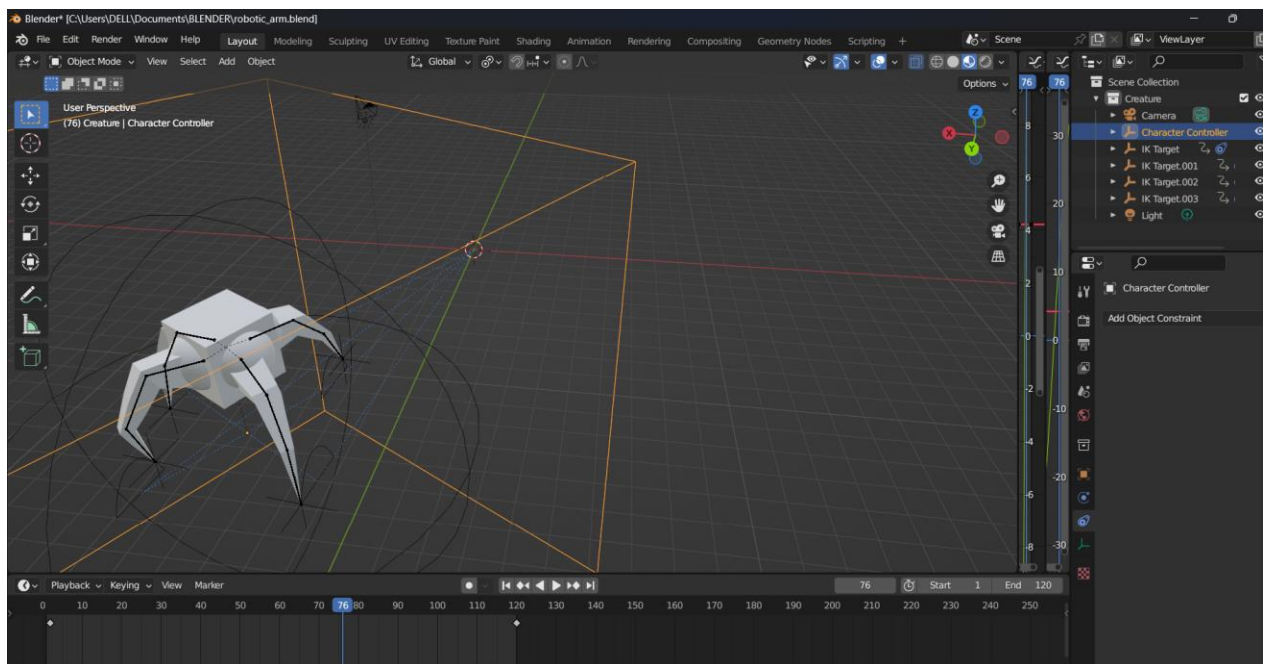
STEP-12

Creating x-Euler rotation



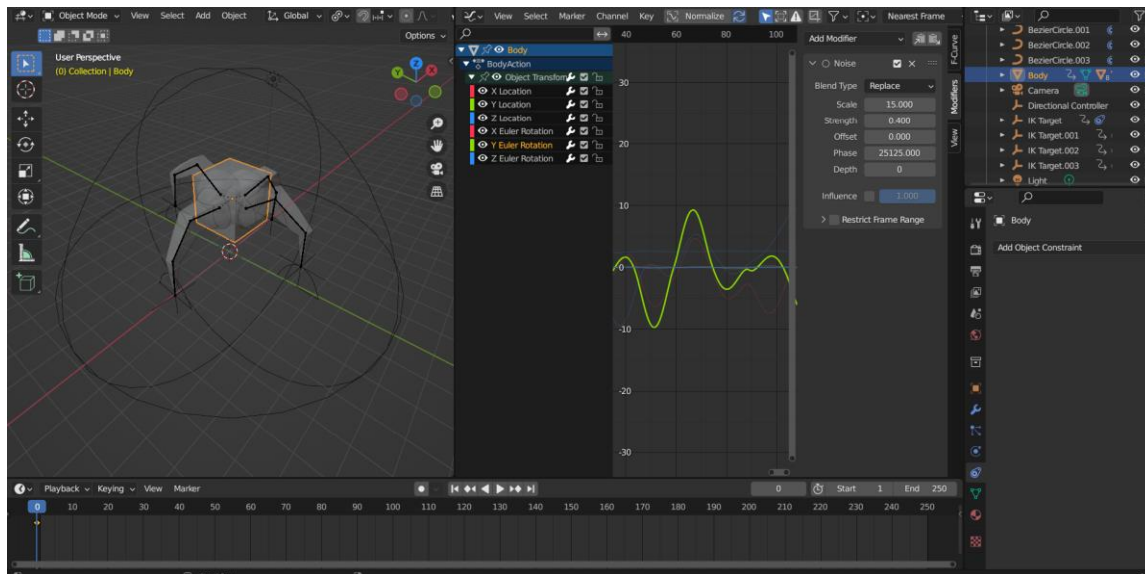
STEP-13

Random movement addition



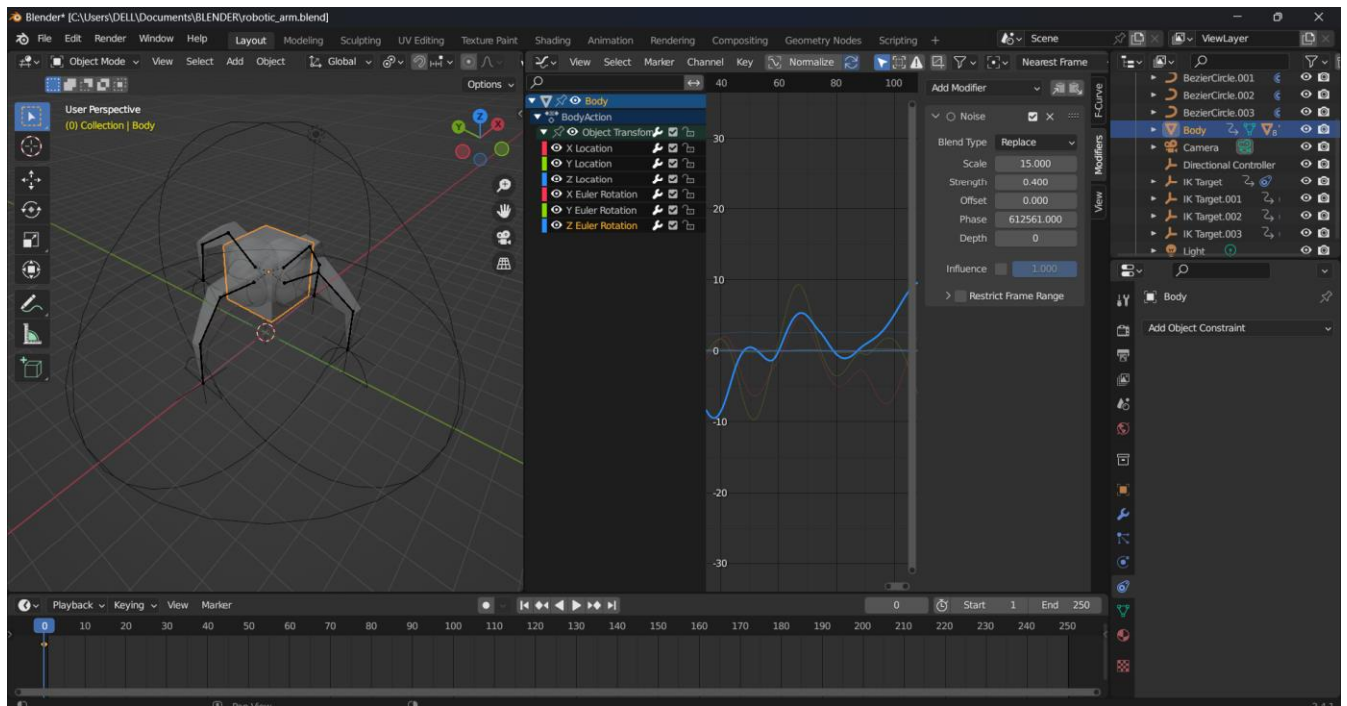
STEP-14

Adding y-euler rotation



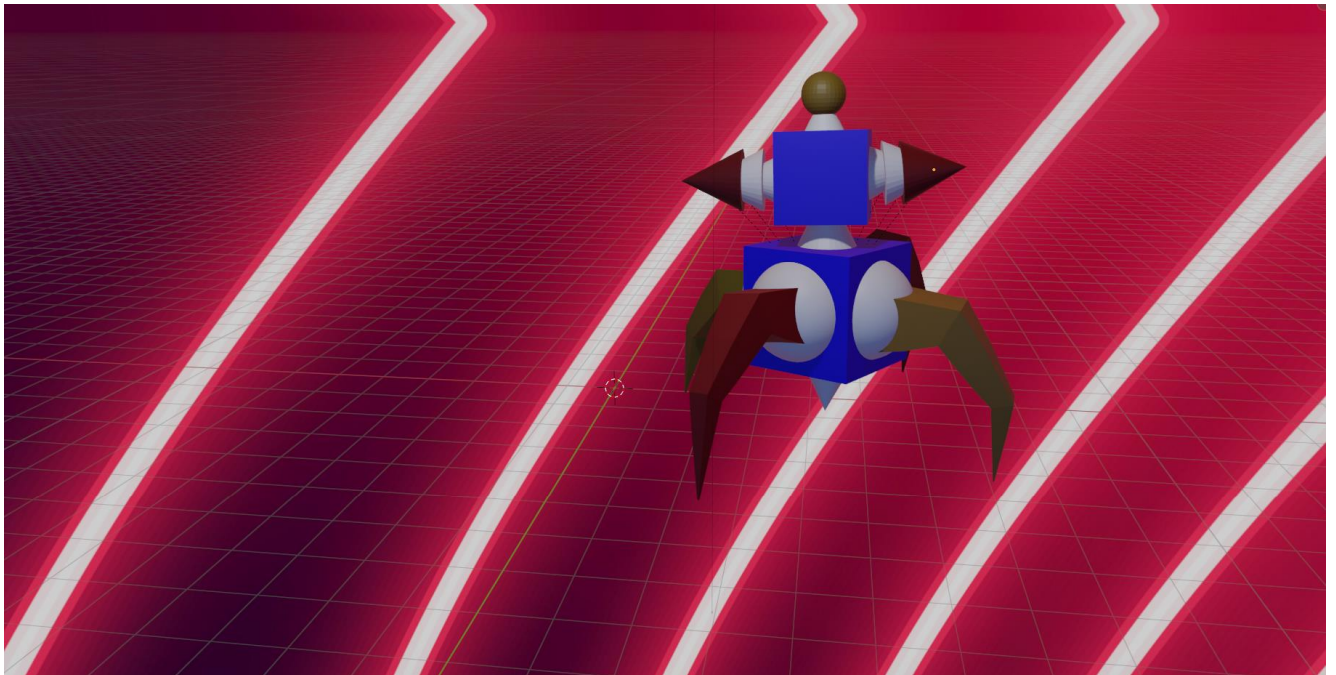
STEP-15

Adding z-euler rotation



STEP-16

Final model that we get



STEP-17

This is the animated robotic model

