

Group 7

Progress Report

We chose to do a Quidditch game fully fitted with a golden snitch, two quidditch players and the crowd in the background. The basic outline of the scene would be the two players bobbing in the right corner of the screen with the larger player's scarf blowing in the wind as the sub-animation (changing y coordinates). The golden snitch would move in a small figure 8 and the wings would rotate about the "shoulder" hinge as the sub-animation. There will also be a crowd of spectators in the stands jumping and cheering (changing x and y for the people and just x for the stand). To create the main animation for the crowd, the background would loop with the audience coming on and off screen to create a 15 second gif over a static green grass and blue sky background. Bongani has taken on the challenge of the player class, Abel the crowd, and Kelly the snitch and figuring out how to incorporate an .mp4 file of the crowd cheering as part of the extra credit.

So far we have all aspects of the player, crowd, and the snitch mapped out and we are moving onto animating each individual class. We will come together again in the next week to put it all together.

