Blender Project Report – Mini Stadium Animation

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Project Overview

This Blender project represents a small indoor stadium environment created for a 3D animation. The scene includes a football field, red spectator stands, a goal post, and a decorative wall structure. A 3D football is animated to move toward the goal, showcasing basic animation techniques.

Modeling Details

- The stadium layout consists of a green playing field.
- Red stepped seating areas on both sides.
- A goal with mesh netting designed using simple geometry.
- A stylized circular wall ornament to add depth to the environment.

Animation

The main animation focuses on a football travelling toward the goal. Keyframe animation was used to control the ball's position and simulate movement. Smooth interpolation settings help the ball appear natural as it approaches the goal.

Lighting & Rendering

Soft lighting was added to illuminate the stadium evenly. Reflections and shadows enhance realism, while the camera placement allows clean wide-angle shots of the scene.

Conclusion

The project demonstrates essential Blender skills including modeling, scene layout, animation, and rendering. The moving ball adds life to the scene and shows an understanding of basic motion techniques. Overall, it is a successful introduction to animated 3D environments.