**3DSMAX**

**Lab Ten**

**Due Date Nov. 28 @ 11:59 PM**

For this lab, you are requested to create a simple animation with camera perspective changes during the playtime. To accomplish this, use the model that you have developed for your assignment one for this course and animate it on the scene. You are not to create a complex animation for this lab. Just use your model and create a simple animation for the length of 100 frames.

Then, introduce four cameras to the scene and place each one of them in a different location. Then, coordinate the cameras to capture as follows:

* Camera one, captures frames [1-25]
* Camera two, captures frames [26-50]
* Camera three, captures frames [51-75]
* Camera four, captures frames [76-100]

**To submit:**

1. Once finished, select a good perspective and capture a movie (AVI) from your animation.
2. Submit the animation file along with your original .max file separately through blackboard before the deadline, i.e. **DO NOT ZIP THEM.**

**Note: Late submissions will receive zero grade.**