**AT02 Production Diary**

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Animation/Model Required

For my model I will be downloading a rigged model from Mixamo to be used in my animations.

I will make three animations, a run animation, an attack animation and a walk animation.

3D Modelling Software Research

BLENDER

**Overview:** Blender is a versatile open-source 3D creation suite, covering modeling, animation, rendering, and more. Widely used in animation, game development, and film.

**Capabilities:**

* Modelling: Offers polygonal modelling, sculpting, and parametric modelling.
* Animation: Features rigging, keyframe animation, and character animation.
* Rendering: Cycles for high-quality rendering, Eevee for real-time rendering.
* Simulation: Supports fluid, smoke, fire, and cloth simulation.
* Scripting: Allows customization and automation using Python.

**Relevant Features:**

* Animation workspace.
* 3D Modelling workspace.
* UV Editing, Texture Painting, and Shading tools.

MAYA

**Overview:** Autodesk Maya is a professional 3D graphics software for film, TV, and game development.

**Capabilities:**

* Modelling: Tools for polygonal, NURBS modelling, sculpting, and procedural modelling.
* Animation: Robust system with character rigging, keyframe animation, and dynamics.
* Rendering: Uses Arnold for high-quality rendering.
* Simulation: Dynamics and effects tools for fluid, smoke, cloth, and hair.
* Scripting: Supports MEL and Python for customization.

**Relevant Features:**

* Animation and Modelling workspaces.
* UV Editing, Texture Painting, and Shading tools.

Navigation In Blender

The primary navigation processes in blender are Panning, Zooming and Rotating, to perform Panning you press shift and the scroll wheel at the same time then move the mouse to where you want to look. To perform Zooming scroll forward or backwards on the scroll wheel to zoom in and out. To perform Rotating press in the scroll wheel then move the mouse to where you want to look.