**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, a jump animation and a walk animation.

3D Modelling Software Research

BLENDER

**Overview:** Blender is a versatile open-source 3D creation suite, covering modelling, 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, press shift and the scroll wheel at the same time, then move the mouse to move the camera. 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 rotate the camera.

How to Improve Workflow

Three hotkeys I use are, tab to switch between object mode and edit mode, control S to save and control Z to undo.

2 alternative navigation procedures I use include using the num pad keys to switch viewport angle and using the rotation tool in the top right of the viewport to rotate the camera by clicking and dragging the mouse.

2 input procedures to improve workflow include pressing shift A, going down to mesh then clicking on a shape to quickly add an object, and pressing Z to open a pie menu then select a viewport shading mode to preview the scene.