

Proposal:

Robot Attack

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Project Description:

- I want to create a robot with jointed arms and legs that is terrorising some inhabitants while helicopters circle the menace.
- There will be separate pieces for the hand, forearm, upper arm, foot, lower leg, and upper leg. I also want there to be lights on the robot. There will be one on the top of the robots head that would act similar to a lighthouse and spin around while pointing in 2 directions 180 degrees apart. The eyes will be lights as well.
- The helicopters will have spot lights and tail rotor lights.
- The scene will include the robot walking through the area while helicopters fly around the robot.

What I Did:

- I created a robot that is about to walk into a city with three helicopters hovering above the robot.
- The robot's arms are positioned out in front of him at an angle. One of the robot's legs is preparing to take a step into the city.
- The eyes of the robot are spotlights which can be seen from the green on the helicopters above and in front of the robot. There are two red spotlights on the robot's head which can also be seen on the helicopters.
- Each helicopter has a spotlight trained on the robot.
- The pair of lights on the head, each helicopter spotlight, and the eye lights can be turned on and off.

How it Differs From Proposal:

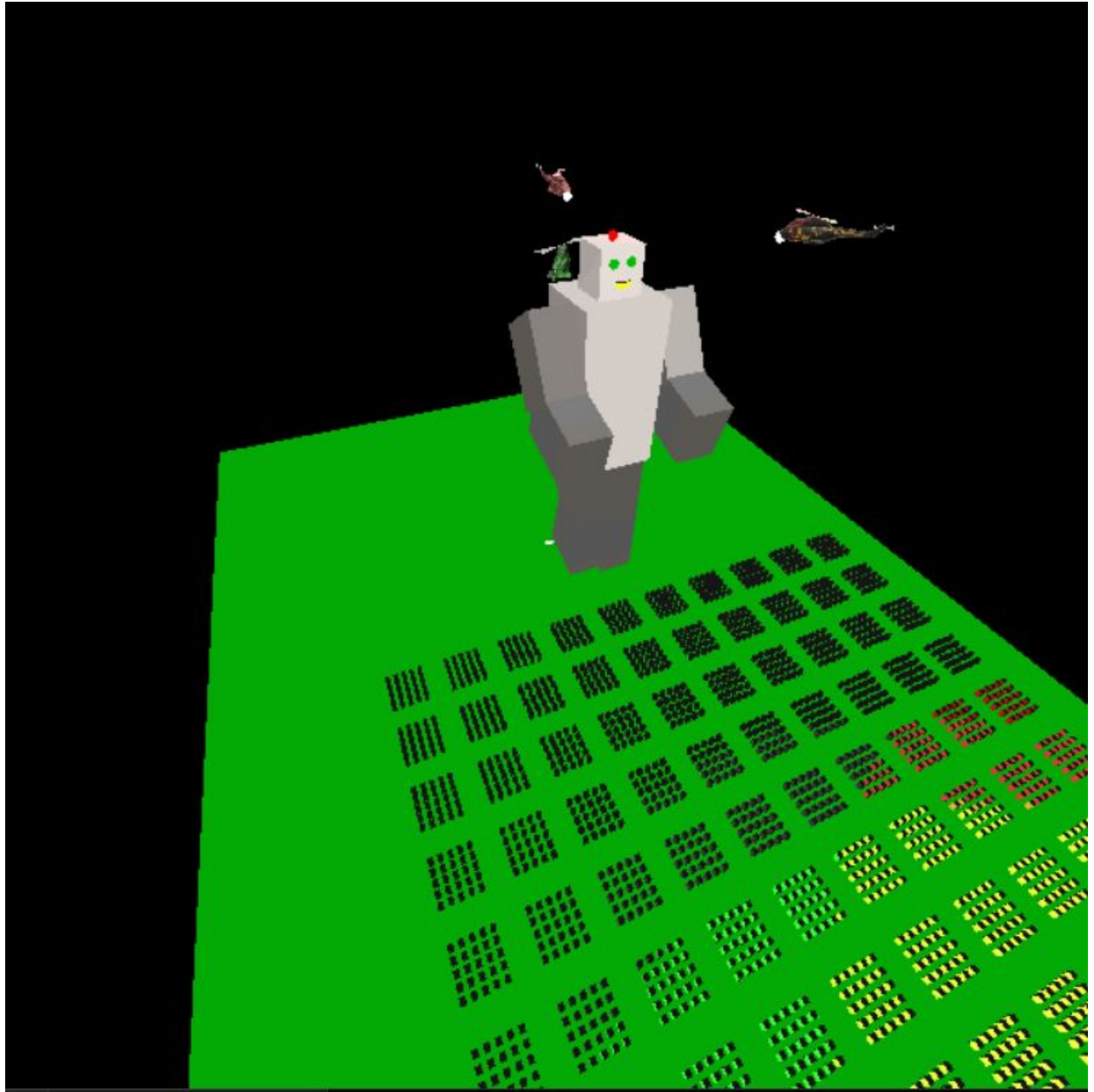
- Helicopters do not have tail rotor lights
 - Reason: Too many light objects.
- The lights on top of the robot's head sweep back and forth in the front and back of the robot instead of spinning around.
 - Reason: I thought the sweeping red light had a cooler and more ominous look as if the robot was scanning for something.

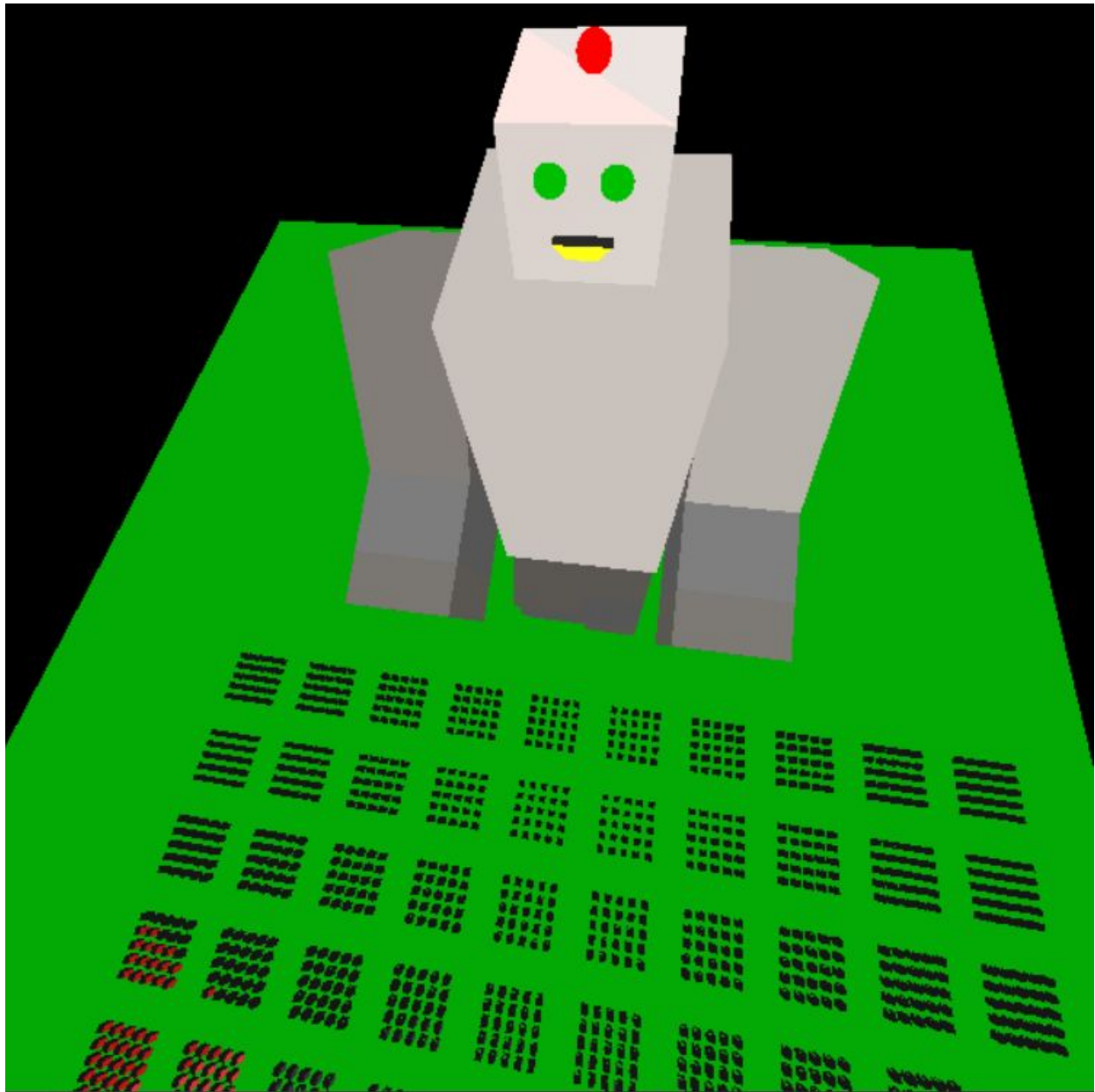
What I Learned:

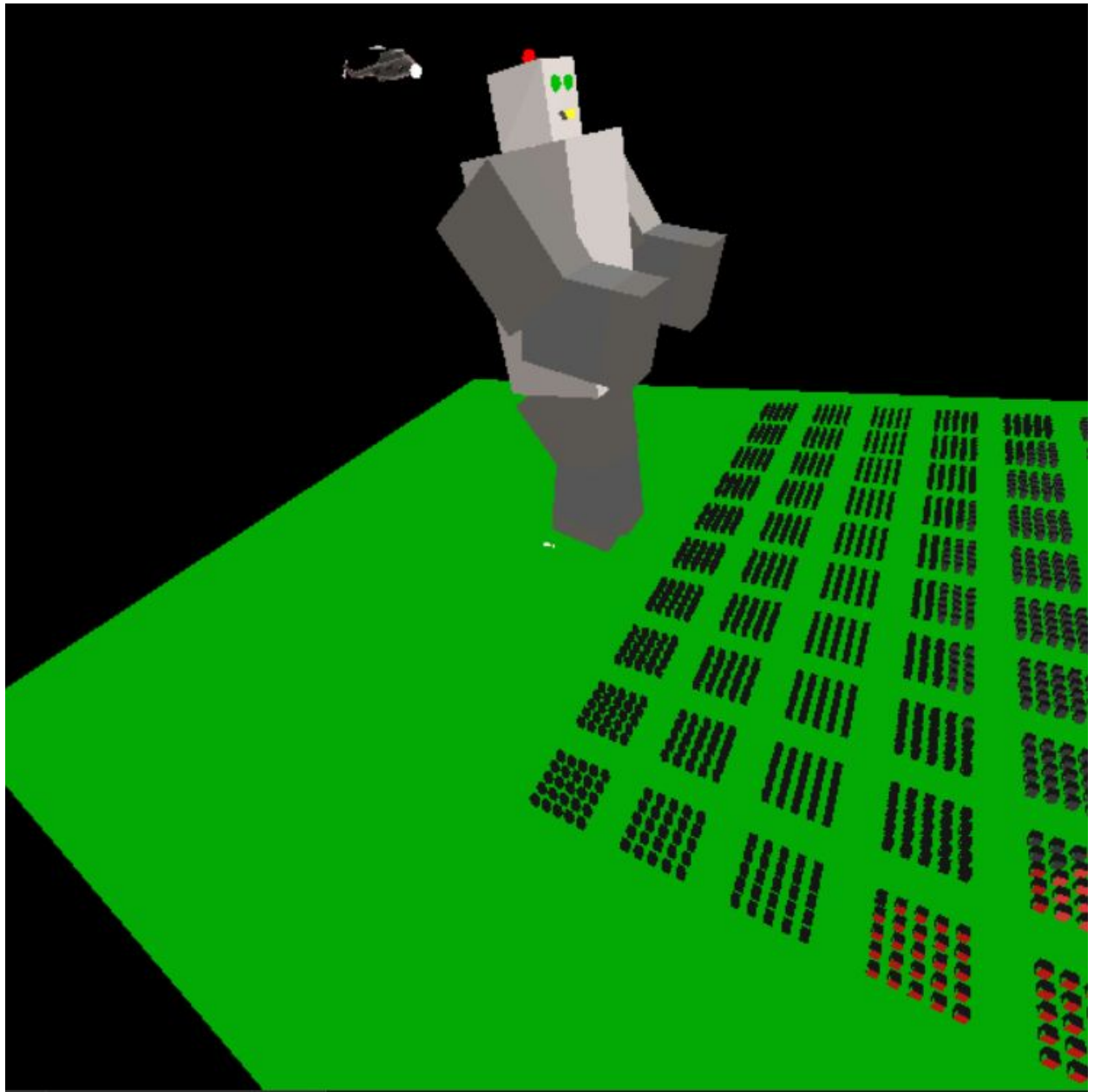
- There is a lot that goes into making a good looking graphical scene.

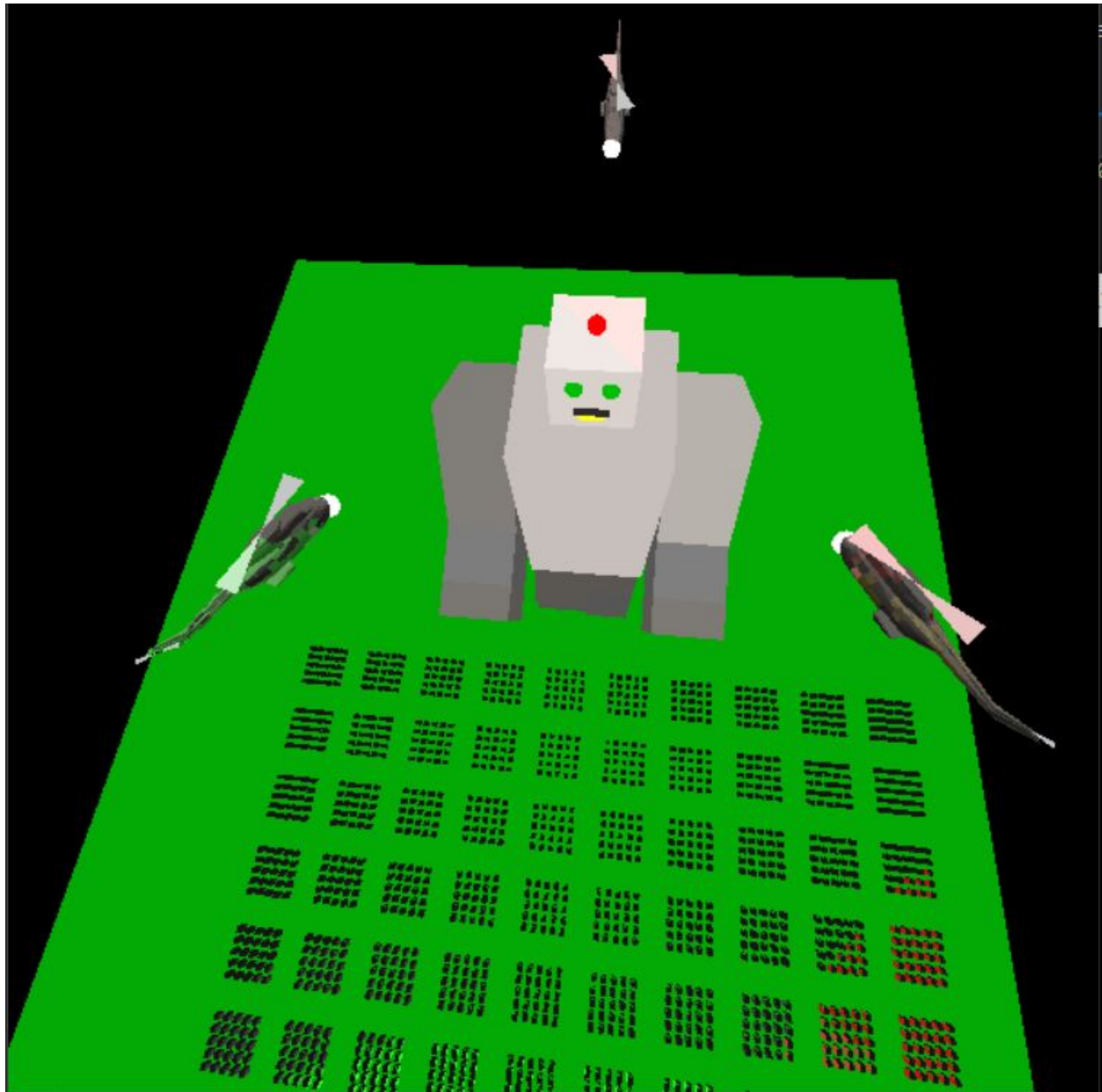
- It is more fun to create something of your own design than to follow an assignment description and I actually wanted to try and make it look better and work on it more and more.

Images:









Video: <http://youtu.be/6P23jMTi5Sw?hd=1>