ANNA UNIVERSITY, CHENNAI – 600 025.

DEPARTMENT OF INFORMATION SCIENCE AND TECHNOLOGY

MCA (SS) 3 – YEAR PROGRAM

BATCH – 2

ANIMATION STORY TELLING

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1.ABSTRACT

Visualizing the college of engineering department information science and technology in 3d animation with audio using blender software so that it can be more efficient to a new person to visualize the college.

Earlier hand drawings were the primary method to visualize. But now, with the help of powerful software like Blender can take visual representations of their projects to a whole new level. From 2D drawings to 3D visualizations, model creation to photorealistic renders, CAD as well as 3D creation software brings architectural design to life.

2.INTRODUCTION

Video games, film, architecture, art, engineering, and commercial advertising are all examples of where 3D models are employed. Character animation and special effects require the use of the 3D modelling process, which creates a digital entity that can be completely animated.

The IST department was converted into a 3D model for this project, and the model objects was used in virtual and augmented reality. Modelling, shading, scripting, animating, and other technologies were designed to make the model in the blender open source software.

3.OBJECTIVE

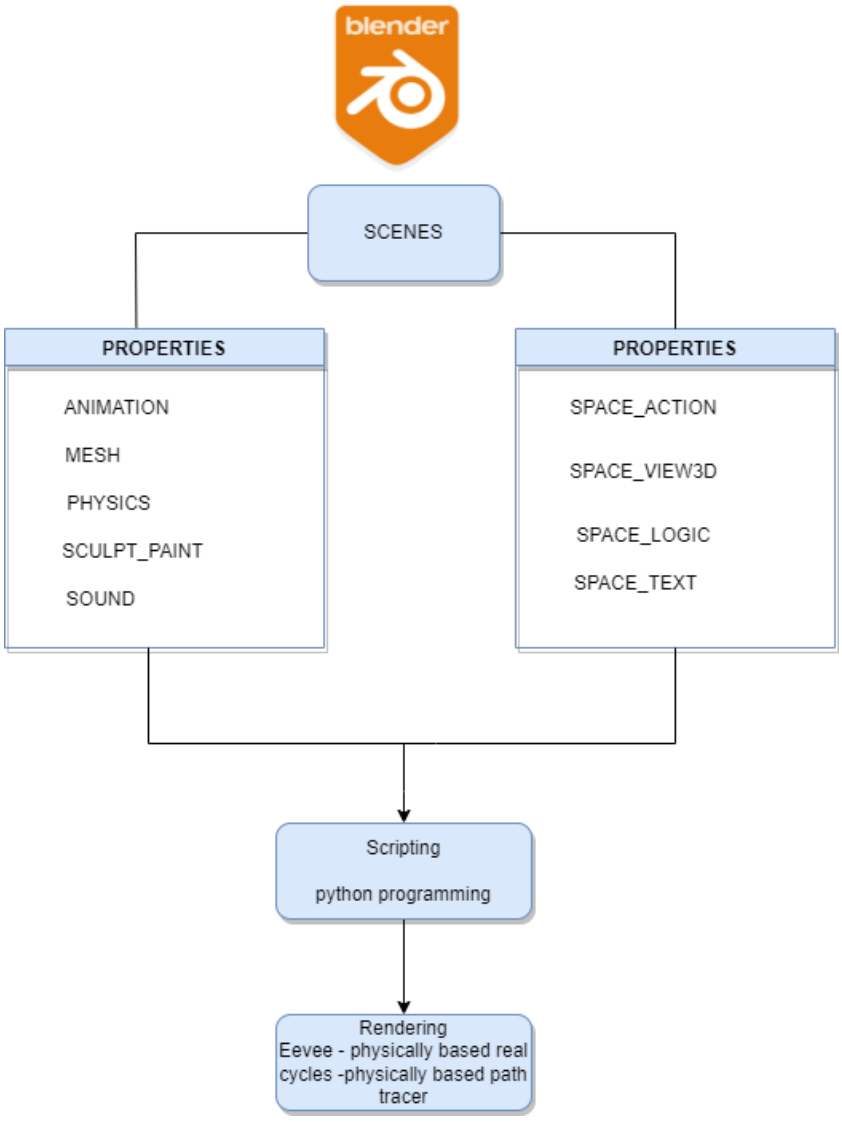
In an animated visualization, **you are asking the reader to follow the progression of information as it moves from one frame to another**. There are different ways to do this, from narrative stories to videos to a series of images in static form, but all require users to track information and hold it in their memories.

Added background, sound, texture, colours, lighting, and other attributes to an animation.

4.PROBLEM STATEMENT

In today's world, animation have its bits and pieces in every aspect of life, be it for learning/teaching through visual content, in entertainment industry making people's fantasy possible, passing on a message to targeted audience, etc.

5.ARCHITECTURALDIAGRAM



6.BRIEF DESCRIPTION MODULES

3D Modeling

What makes Blender enticing are its powerful modeling and sculpting tools for 3D object creation. You can proceed with model creation in various ways, but the most popular are NURBS and mesh-based modeling. NURBS modeling uses lines to define the selected objects, whereas the mesh-based method defines shapes by a mesh of polygon-shaped tiles. Once the object is generated, you can easily sculpt it using various tools by pushing and pulling to give it the desired look. Once you've got used to the process, Blender proves to be a blessing when it comes to quick modeling.

Texturing & Shading

To make your project realistic, you need to know how lights and shadows act on different materials and textures. Blender allows you to add them to surfaces from the library, import new ones, or even create your material library. Adding textures and materials would give you an idea of how the end product might look in real life. There are also a host of different add-ons for texturing that would take your project to a next level.

Animation

Animation can come in handy for some types of architectural visualization (moving through a built environment, for example). In Blender, you can manage the interpolation and timing of any movement in the program's Timeline editor. You can do basic animations by keying them into the timeline, but complex ones such as character animation need rigging tools.

Scripting

Python scripts are **a versatile way to extend Blender functionality**. Most areas of Blender can be scripted, including animation, rendering, import and export, object creation and automating repetitive tasks. To interact with Blender, scripts can make use of the tightly integrated API .

Rendering

Blender is capable of rendering high-quality architectural visualization. Depending upon the scenes you wish to render, you can choose between popular rendering engines such as Cycles (from Blender), Octane (third-party), or Vray (third-party). There are also other add-ons for rendering that cater to the different needs of the user.

REFERENCES

- **https://www.udemy.com/course/learn-blender-3d-modeling-for-unity-video-game-development/**
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- **https://www.raywenderlich.com/31539225-creating-reusable-characters-with-blender-and-unity**
- **https://gamedevacademy.org/how-to-import-blender-models-into-unity-your-one-stop-guide/**
- **https://www.blender.org/support/tutorials/**

Guide Signature