Graphics Assignment 4 – Video Animation.

Vaishali Pal (201407665)
Ashish P (201125156)

Theme: Climate Change

Title: Global Warming

 Script: The video conveys the effect of global warming in the polar regions. A bear walks to her cubs in their natural habitat, filled with ice. But global warming melts the ice covering of the poles considerably and the video shows a lone polar bear in a floating piece of ice in the sea.

Procedure in creating the video
Scene 1:
The entire video was created with blender. A mesh of the polar bear was created by using a picture as a reference. A texute was used on the mesh to depict the fur of the bear. For animating the mesh, armature was added. The leg armature was rotated to depict walking. For the scene, a hemisphere was used with normals facing in reverse direction and thus texture visible from inside the dome. The landscape mesh was used from blender addons. Snow texture was added for visual improvement. The tree meshes was downloaded from the internet.

Scene 2:
The water was created by adding a water modifier to a plane mesh. Another plane was added below the water plane to depict the surface under water. One side of the surface was deformed to make an S structure to put the ice in. Then, a particle system of type hair was added for the floating ice. The floating ice was created from spherical meshes in sculpt mode to deform it to the required shape. The surface underwater was painted with weights for adding the ice. The higher the weights, more ice was randonly assigned to the spot. A sand texture was added to the surface with reflective shader and an a diffuse shader. The water of the sea was created with diffuse shading and no other textures to make it transparent. The bear mesh from the previous scene was added to the scene and the neck armature moved to show the bear looking across the horizon.

Video Link: https://www.youtube.com/watch?v=yQZioDdA3Zk&feature=youtu.be