

3D-Modelling Assignment 4 Report by Emma(Tianyi) Sun

tisun@tcd.ie-25338435

[Click me to watch animation](#)

Story Idea

For this animation, my idea is to build a story in a workshop. Pinocchio is sitting on the table, then he suddenly comes alive and starts to observe the surroundings. He looks around and interacts with a glass ball next to him. Then Pinocchio noticed someone came in the room, so he turned back to what he was like and returned to his original posture to

Camera movement:

Shot 1: I used a long movement from the back of the scene to the front. The camera then centers and focuses on the main character, Pinocchio. This shot captures his interaction with the objects. It ends when he notices someone coming and freezes back to his posture.

Shot 2: There is a clear cut between the first and second scene. The camera follows the action and quickly moves to hide behind the hat, showing the tension of someone entering. At the end, the camera moves to a high-angle Top View to show the whole workshop environment.

Object Animation: In the scene, there are several elements that I animated significantly:

- Pinocchio's head: Including his face expressions and he rolled his eyeballs to look around.
- Pinocchio's body: I animated his hands, arms, and part of the body to show him moving like a puppet.
- Glass Balls: I animated two glass balls. One was rolled by Pinocchio's hand, and another one was hit by the first ball and moved.

Technical Details

I used Blender to finish this assignment. All the animations (camera and objects) were done inside the 3D tool. I didn't use any video editor filters, all the effects are from the 3D scene itself.

