Assignment 5 Progress Report

Our 3D animation for this assignment will be a little suburb scene with houses, trees, and a blimp flying in the sky. The trees will have oranges or flowers falling off, the houses will have flashing lights or moving windows, and the blimp will be moving laterally and have something like money falling out of it. We anticipate the scene going on for about 10 seconds.

Vaishnavi Kashyap – I will be creating 3D houses for my part of the project. The house will be the main class and the subclasses will be windows that move around the main body of the house. I might also additionally try to include a door that opens as a subclass. The door will probably be translated in the x direction, moving in an "opening" and "closing" manner, while I might either make the windows move in a flat sense around the main body or jump out of the screen in the z direction. At this point, I have started creating a 2D version of the house.

Danish Tharvani - I am going to be creating a blimp that will move across the screen of the animation. The blimp will be the main class with a subclass of money or another type of object that will fall out of the blimp towards the "ground". Each blimp object, a total of 2, will translate from the top left of the screen to the top right at different times. The money, or other object, will move from the bottom of the blimp to a predetermined height. So far I've decided how the blimp will look and identified methods that will be required such as "move" and "return to start".

Aimilee Tran - I am going to be creating a small orange tree in a plant pot. The tree can be stationary or could be rotating, however there will be oranges on the tree that will be falling down and that will definitely serve as one animation. In this case, the tree will be the main class and the oranges will be a subclass. The falling oranges will be moving down the y-axis, while the rotation will also be about the y-axis if I do decide on a rotation animation. SInce there should be two instances, I am also thinking about creating a second tree with lemons. For this tree, I could also have fruit falling from the tree or have the lemons simply sway back and forth as if blown by a gust of wind.

```
                          Canvas
          ┌─────────────────┼─────────────────┐
        Blimp             House              Tree
          │            ┌─────┴─────┐      ┌─────┴─────┐
     Money/Rect      Windows     Door   Oranges   Plant pot
      angular
      Object
```