3D Animation Tutorial

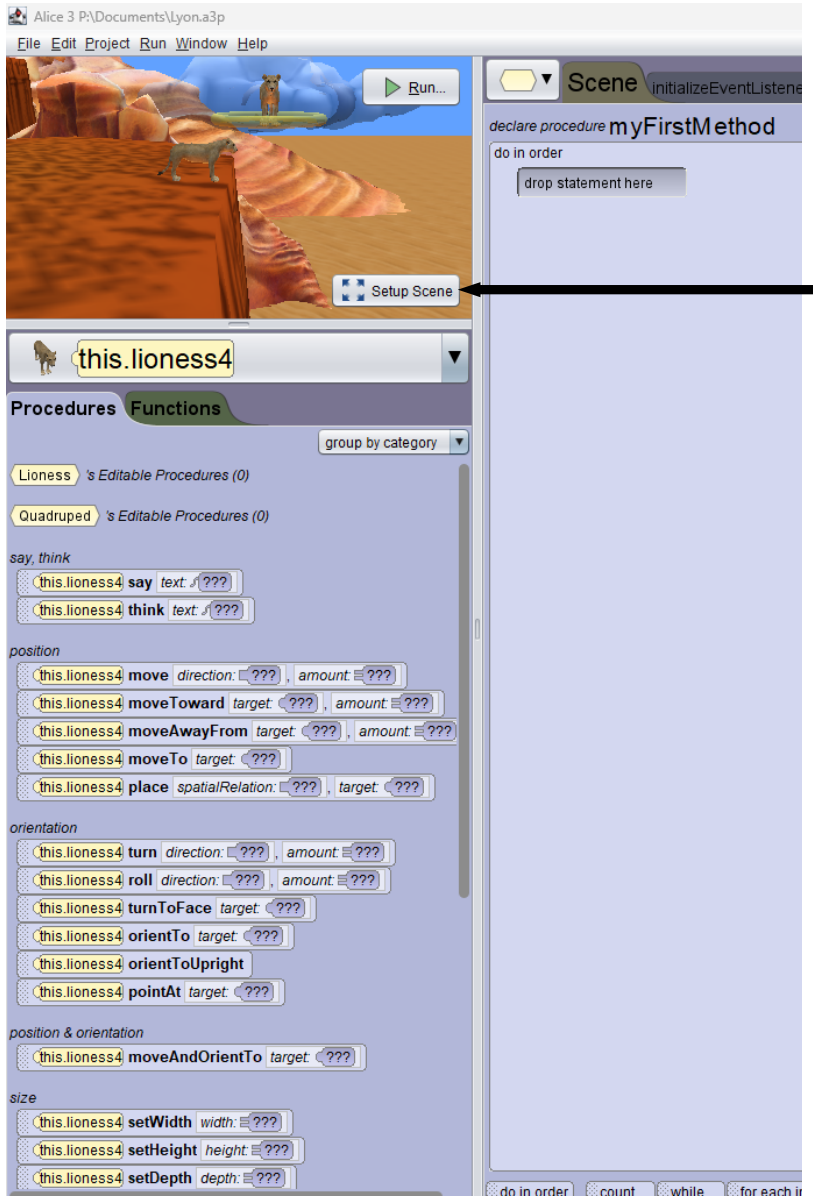


1. Create a Setting



Choose a preset setting from the starters menu by clicking on it.

Then confirm by clicking OK.



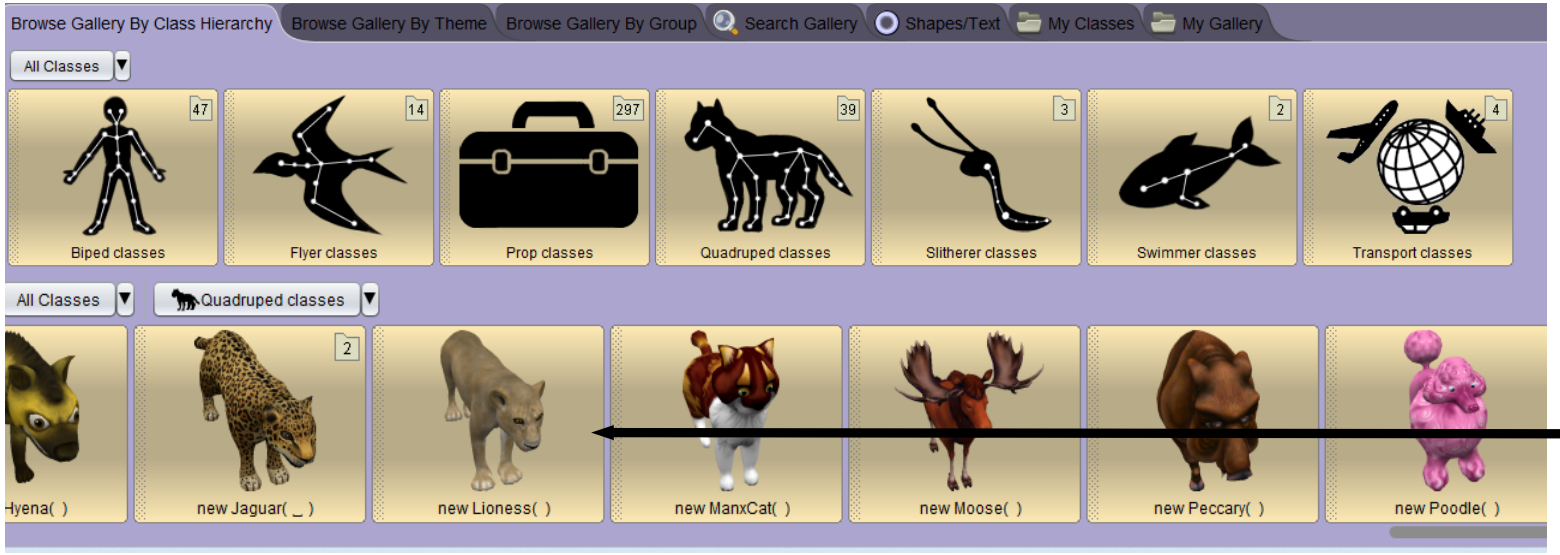
Click on Setup Scene to go in the scene

2. Choose a Location



Move around using the arrows. (You can hold them down and move the mouse, or simply click them.)

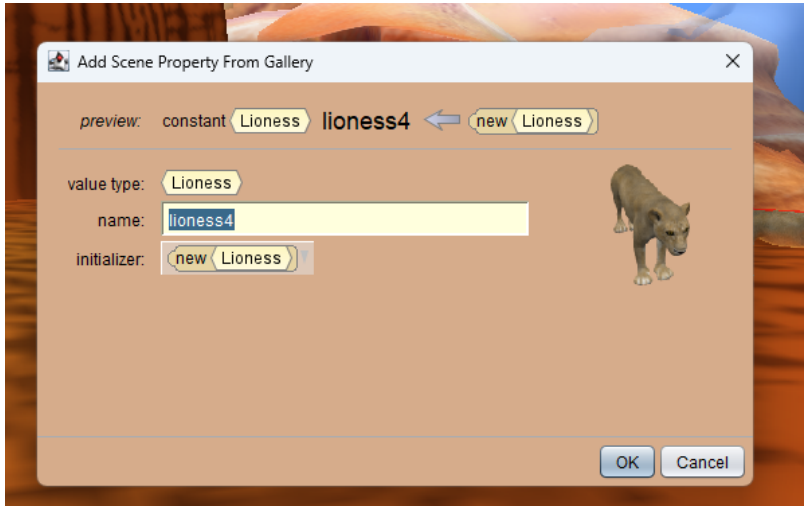
3. Create a Scene



Different objects organized by themes.

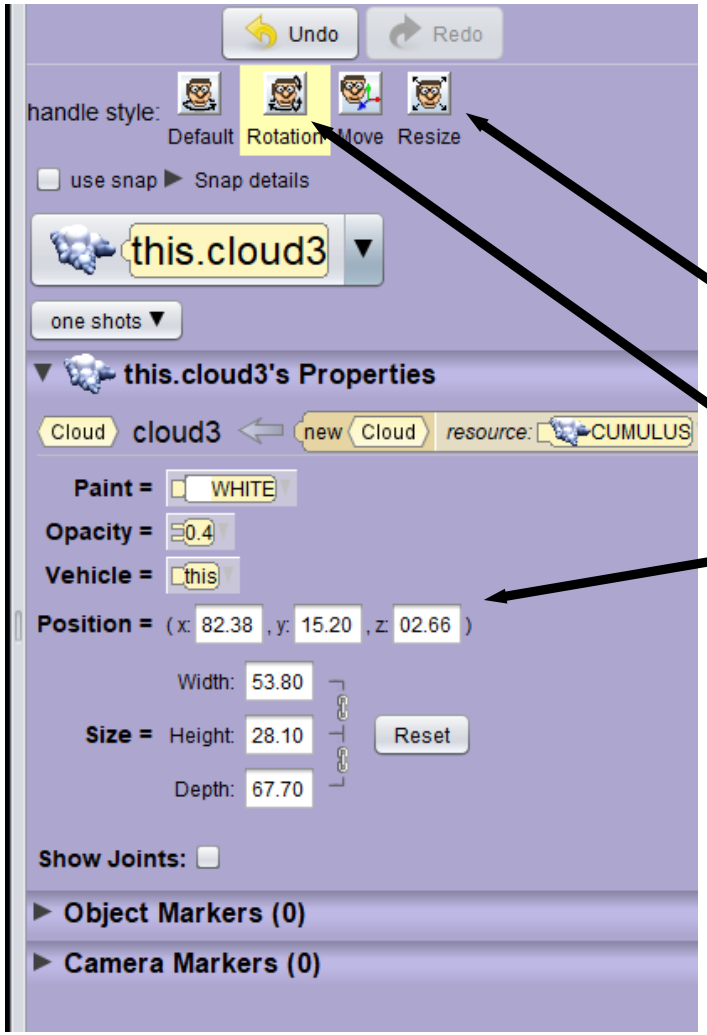
chose : Quadruped classes

chose Lioness



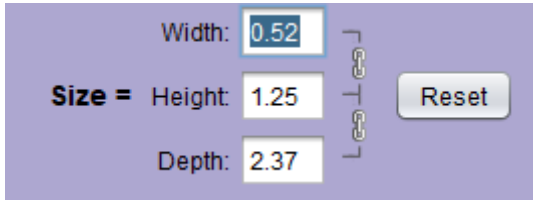
Click OK to place it.

3. Create a Scene



Use this menu to interact with the object

Change the size of the object



Rotation of the object

Put coordinates to put the object where you want it to be, here
(x : 42.80 ; y : 20.95 ; z : 80.51 ici)

3. Create a Scene



Expected result

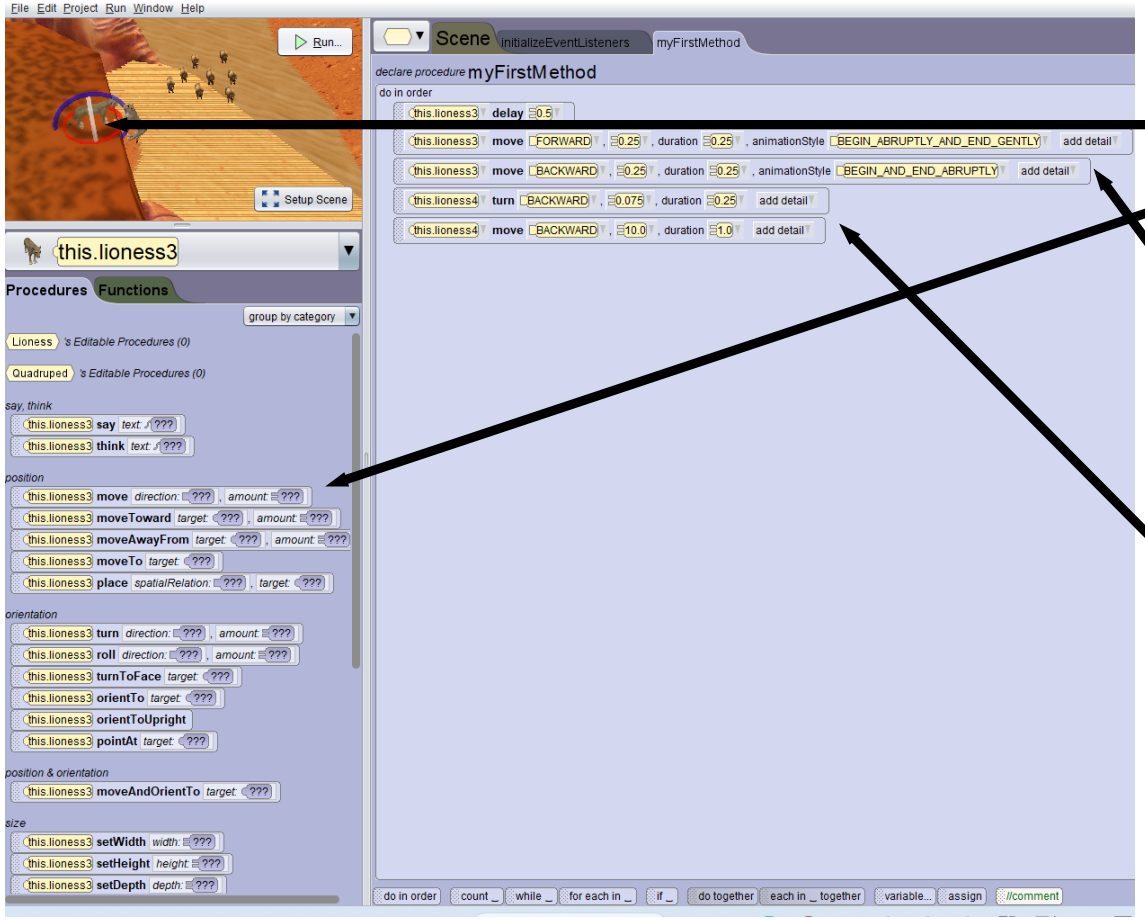
4. Place the Objects



Use the steps we did before to do this scene

Then recreate this one.

5. Create Movement

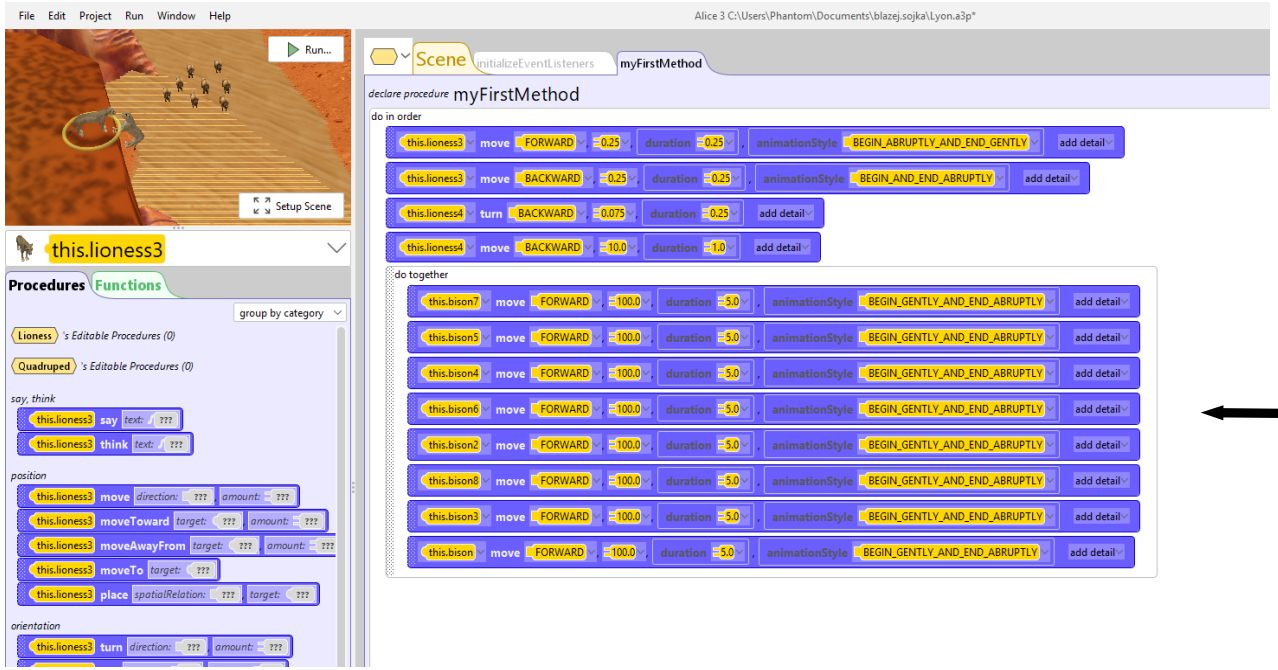


Select a lion and use the commands below to create movement.

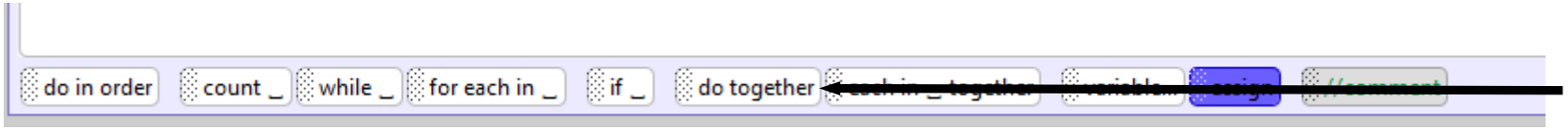
Here we make the lion on the left go forward with « move forward » to give a impression that he pushs the lion on the right and then we make him go backwards with « move backward »

Next we give a rotation animation to make a scene where he falls down the cliff verticaly spinning with « move backward » and « turn backward »

5. Créer un mouvement

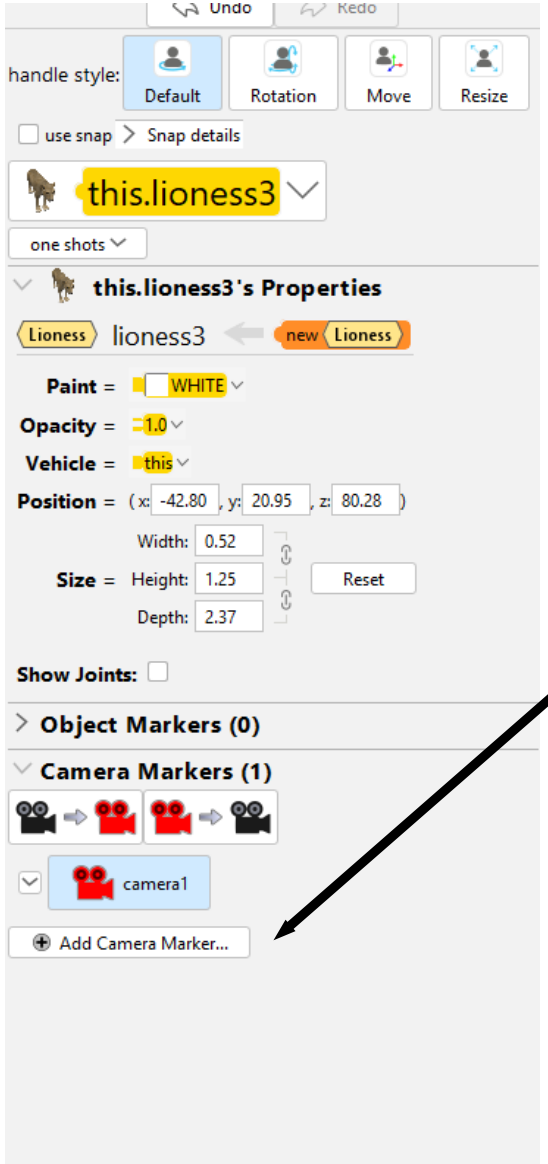


Select each bison and use the “move forward” function to make them move forward.



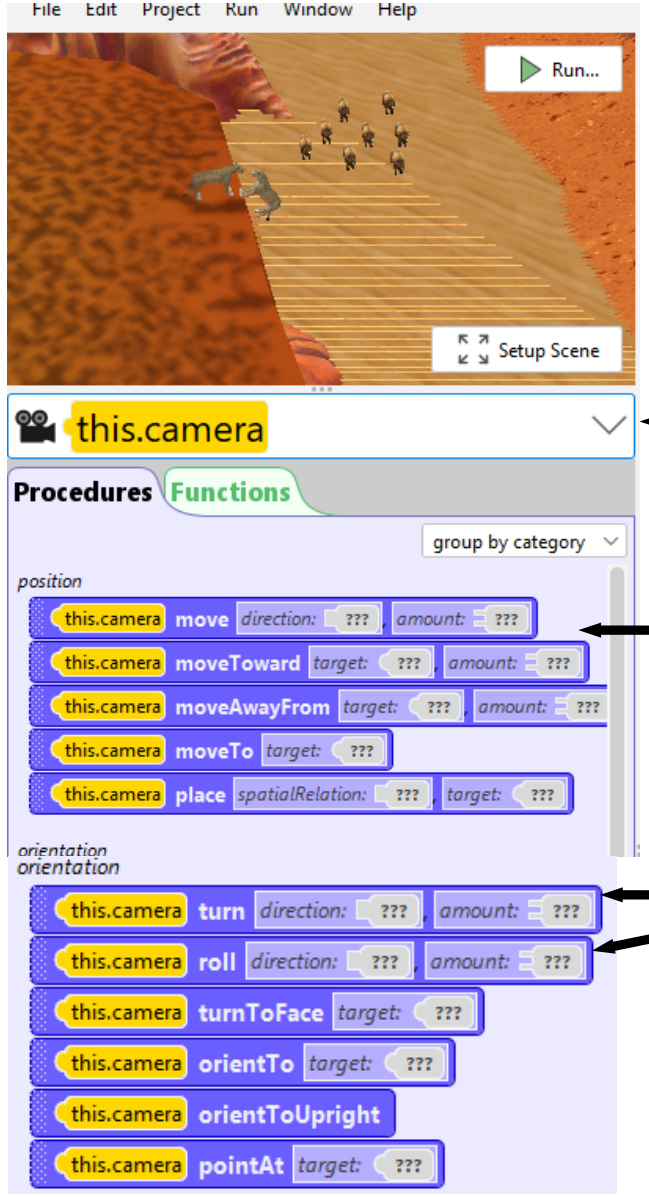
Use the “do together” function to make all the bisons move at the same time. Add it to the program, then place each bison’s “move forward” command inside it.

6. Create a Cinematic Scene



Use this button in the menu on the right to create a camera.

6. Create a Cinematic Scene

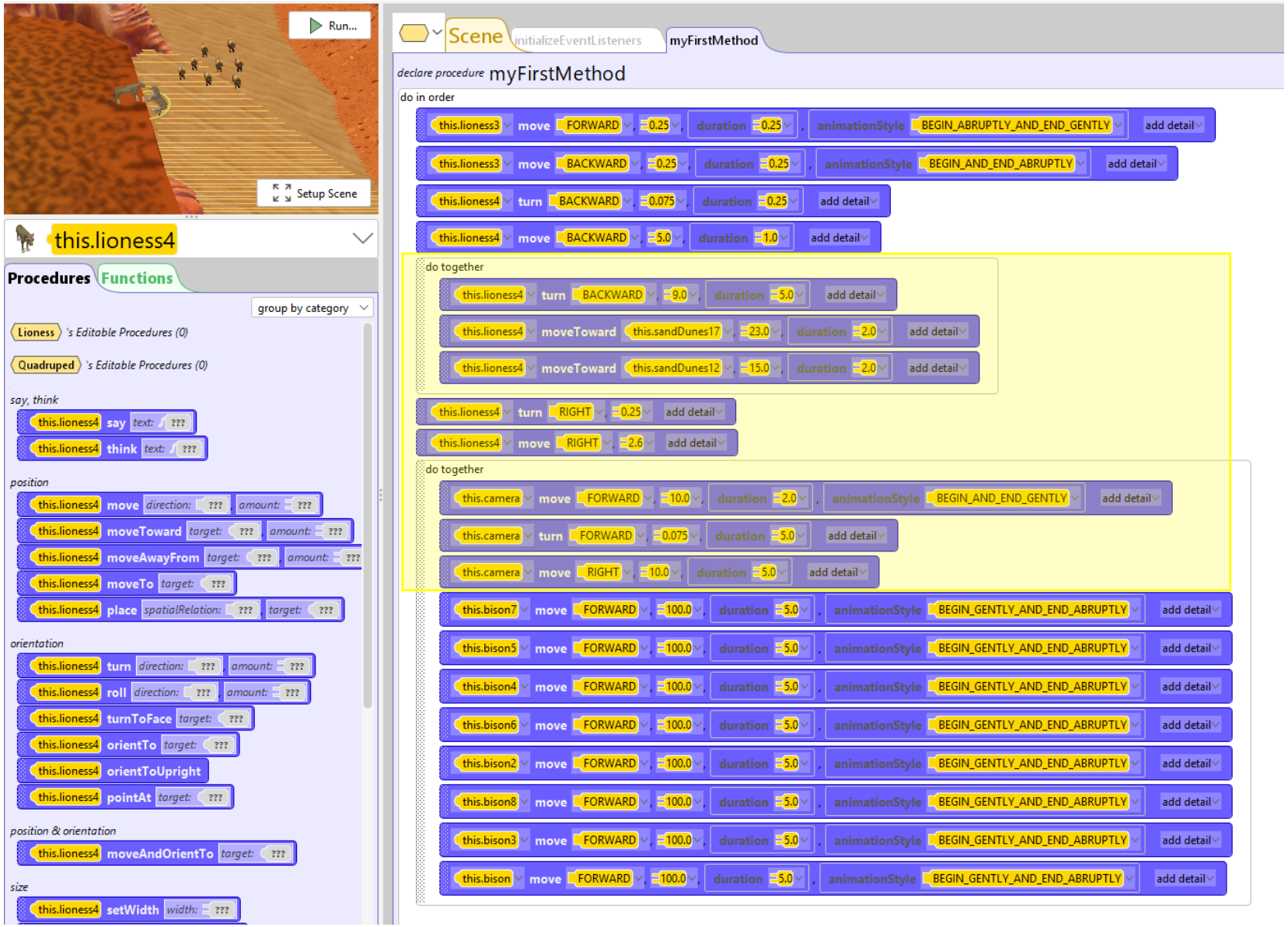


Use this tab to select the camera.

Use this to move the camera.

Use this to rotate the camera.

6. Create a Cinematic Scene



Recreate the commands in yellow

7. Bonus



For a more immersive experience.

Go to this tab.

Add this program at the beginning.

Add this program at the end.