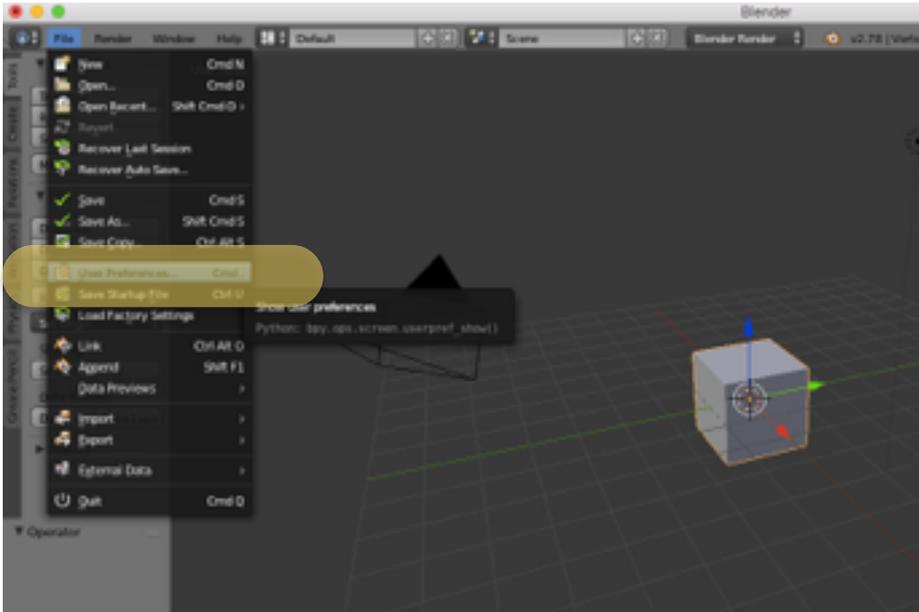


SHS Computer Education
SY 2017-2018
Guided Exercise 2

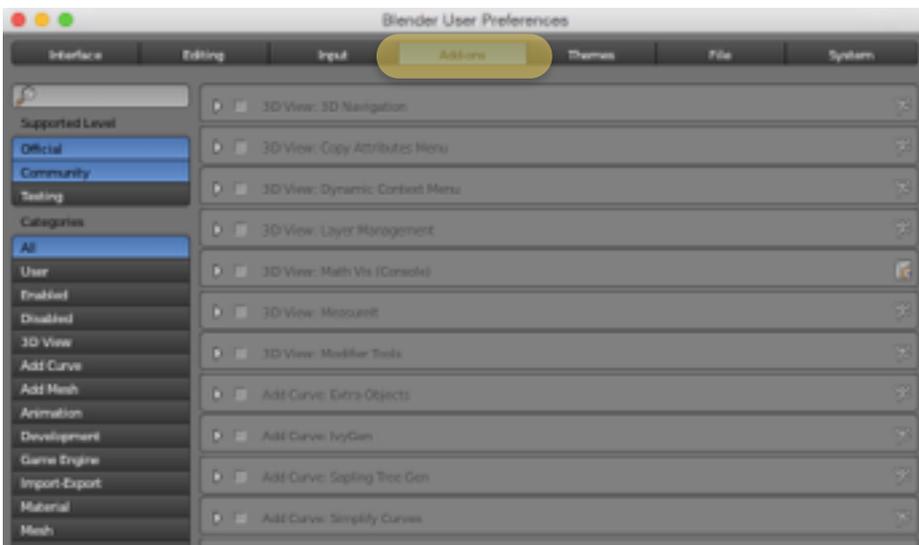
Basic Animation

This module will guide you on how to make a simple animation in Blender and convert the animation file into a movie format.

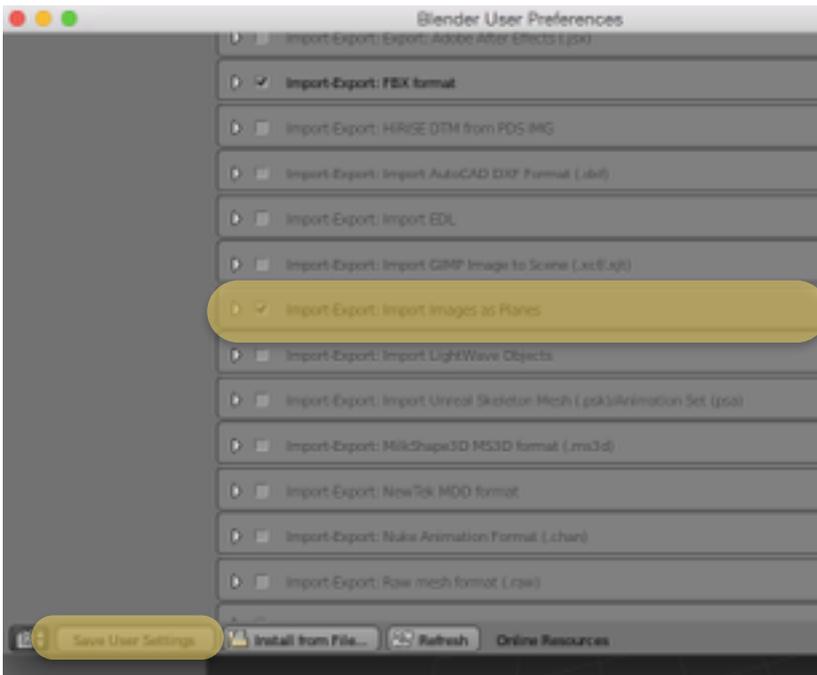
1. Make a new Blender file.
2. Open User Preferences.



3. Select Add-ons Tab

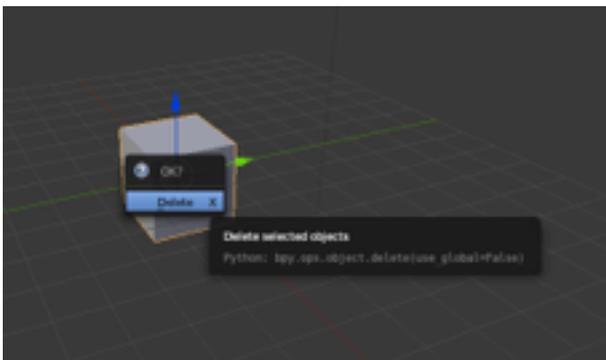


4. Select “Insert Images as Planes”

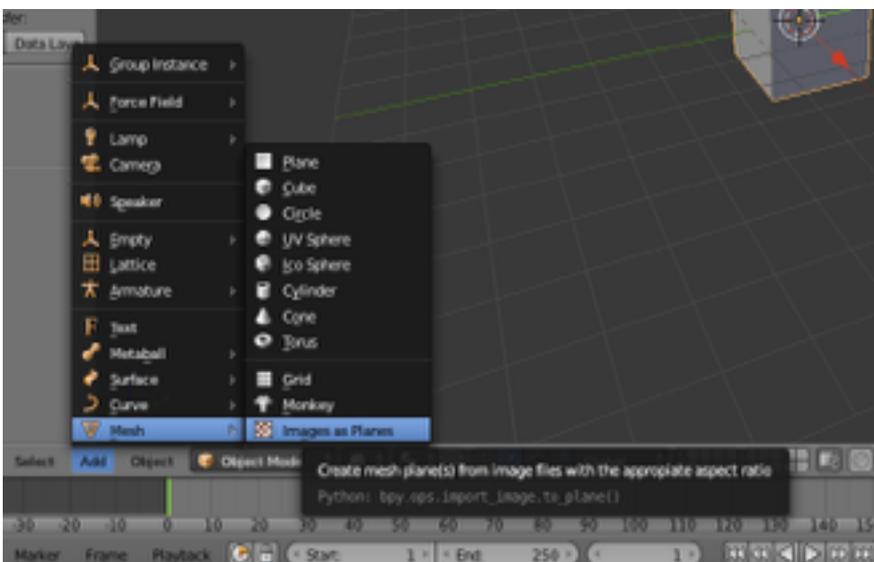


5. Click Save User Settings and close the window.

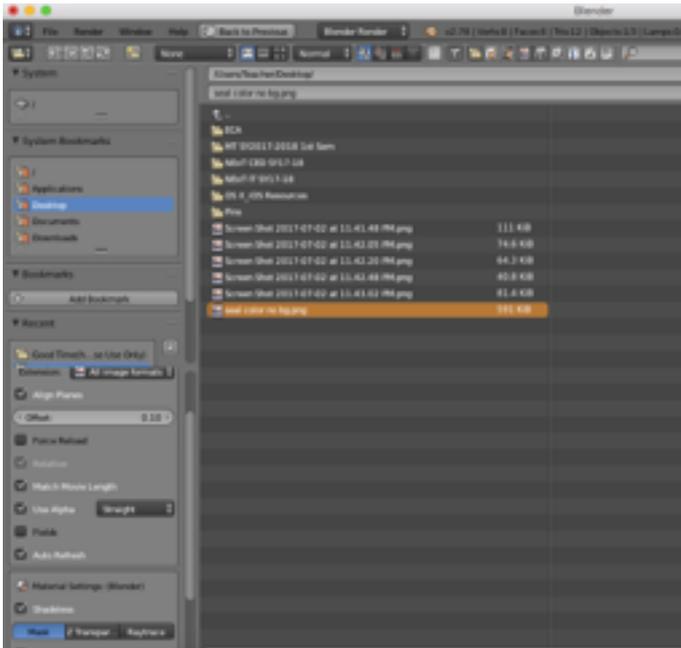
6. Select the mesh object (Cube) and delete.



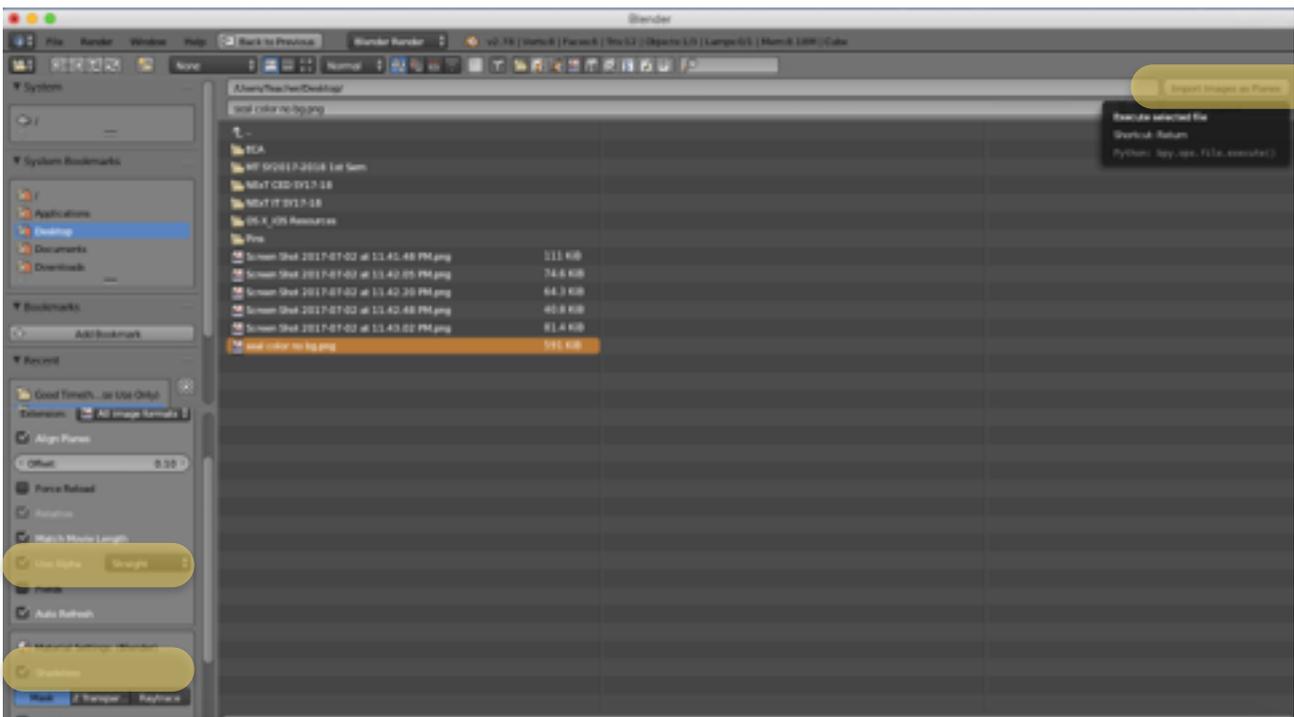
7. Click Add or press and hold Shift+A to insert an image as plane.



8. Select XS Seal.png file

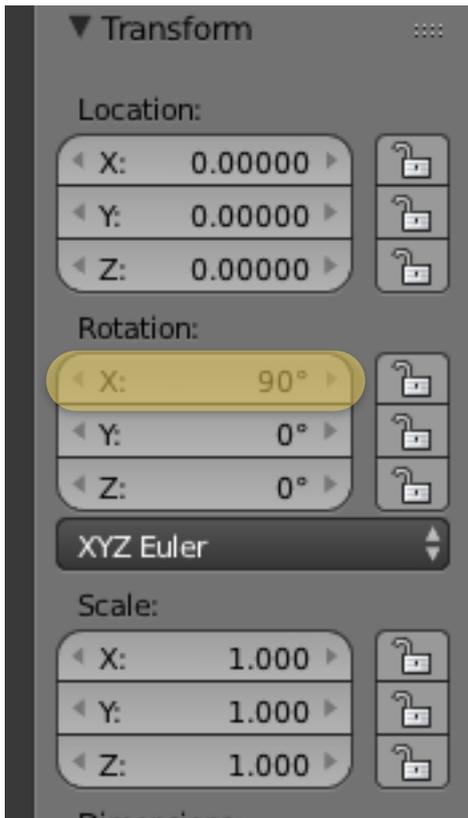


9. Tick on "Use Alpha" and "Shadeless"

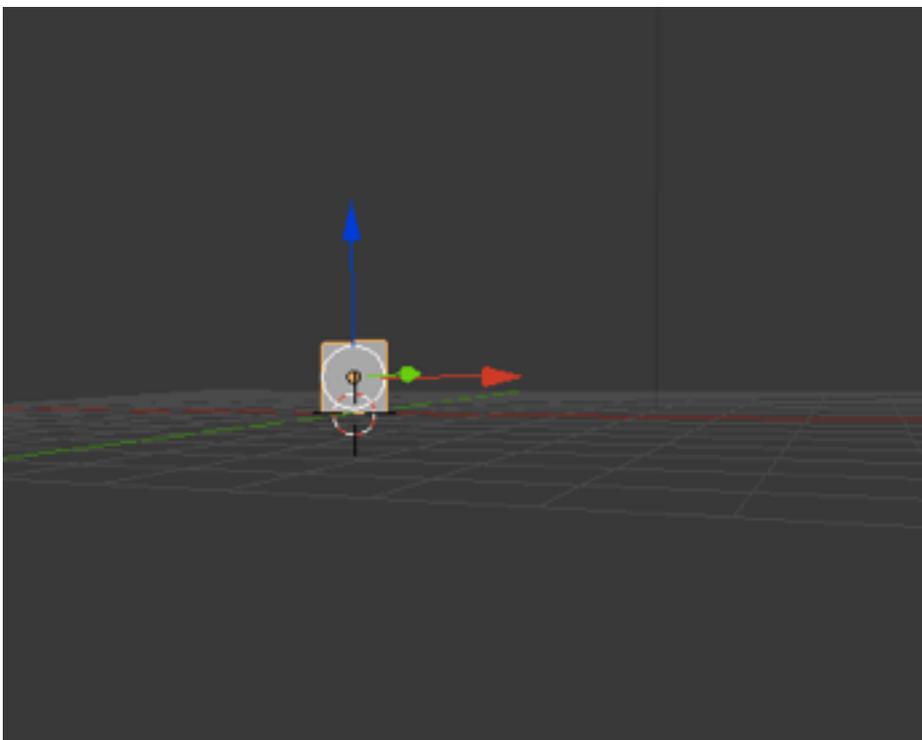


10. Click Import Images as Planes.

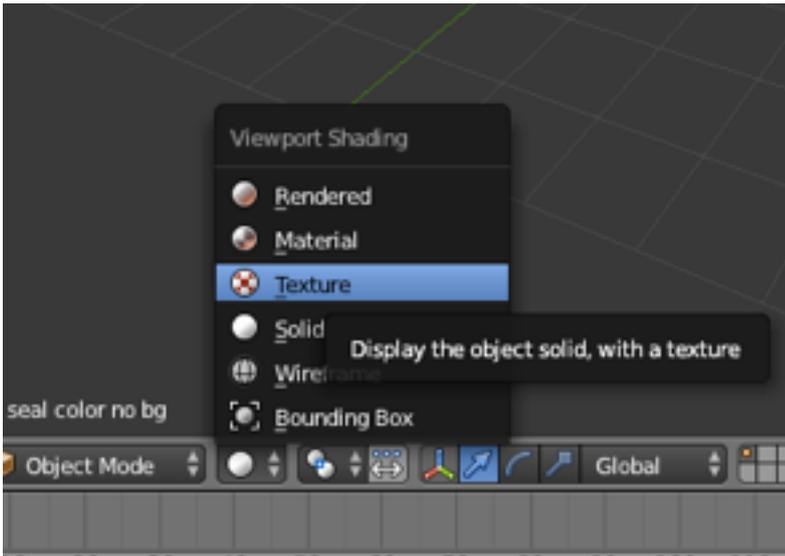
11. Set rotation to 90 degrees.



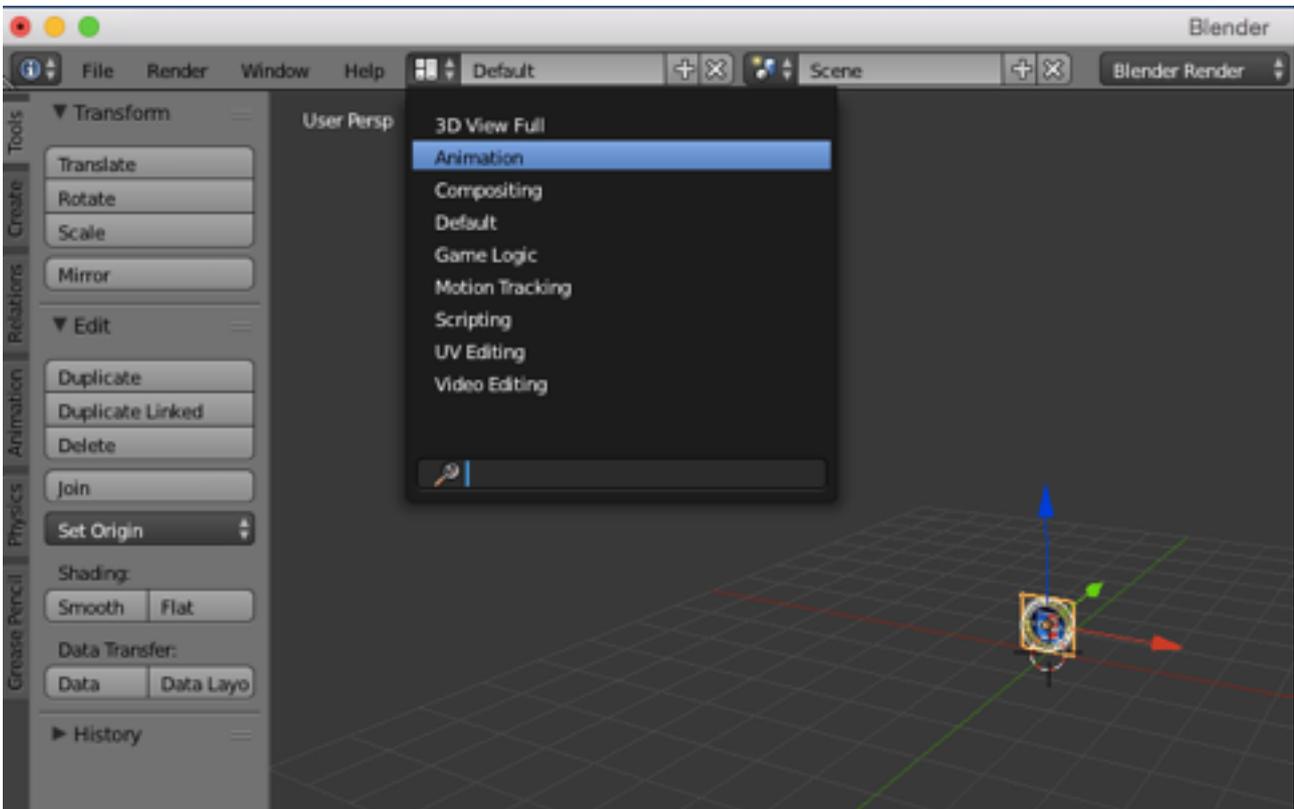
12. Rotate/navigate the scene to see the actual position of the image.



13. Change the viewport shading from Solid to Texture. This will reveal the actual look of the inserted image.



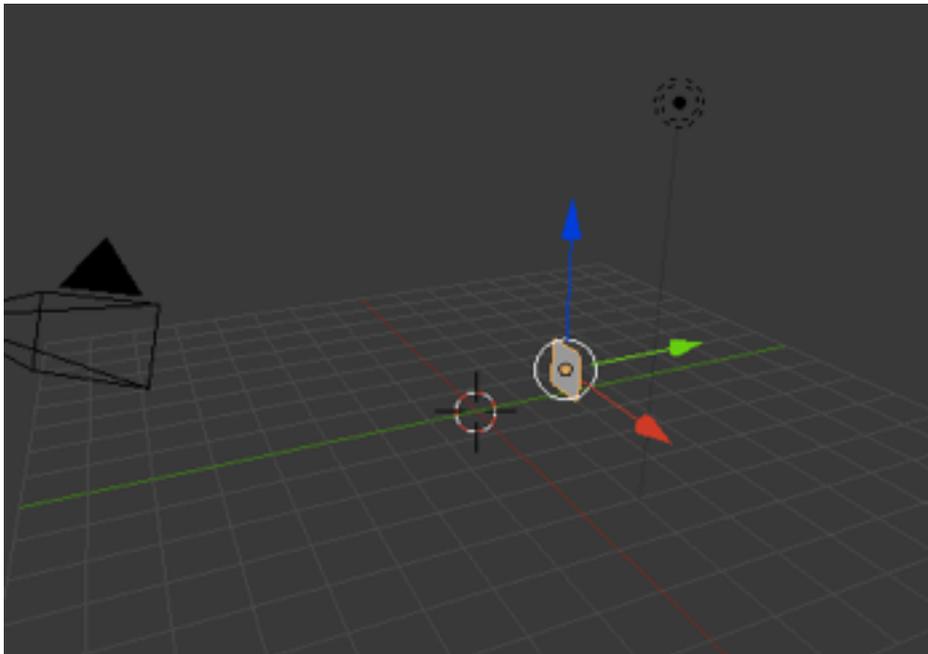
14. Change the viewing preference from Default to Animation.



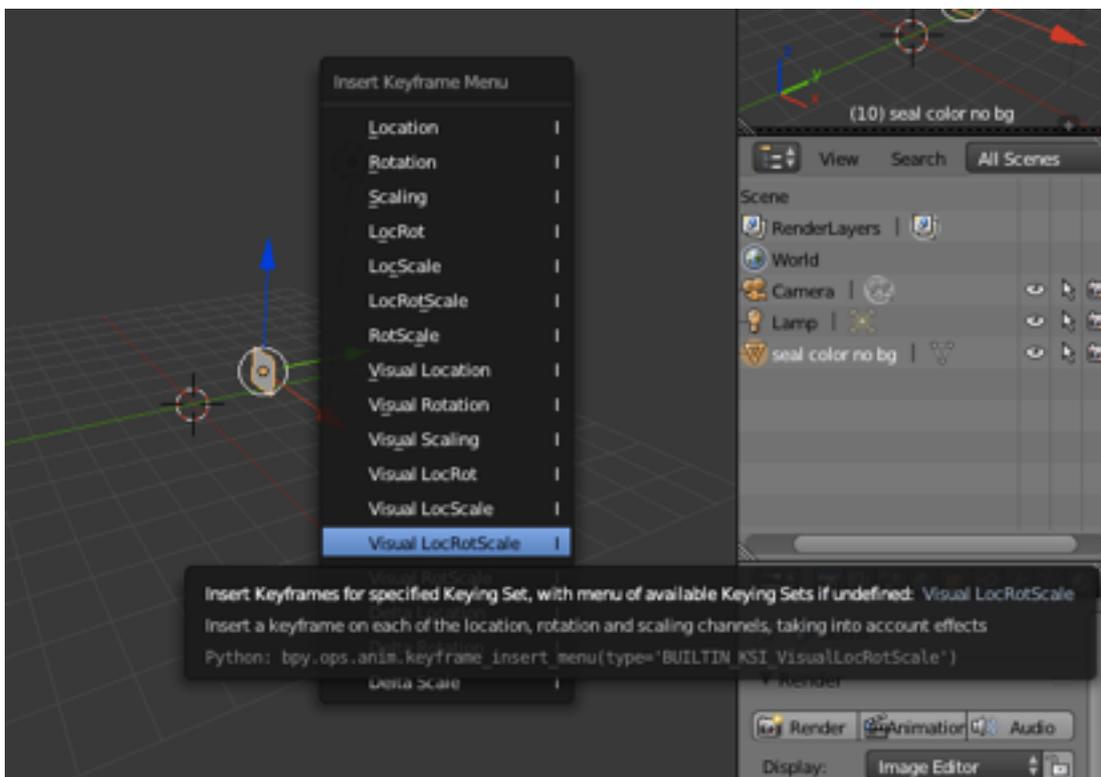
15. Set the first frame to 10 from the timeline settings. This will be the starting point of the animation.



16. Move the image two blocks to the right following the green axis.



17. Press “I” from the keyboard and select “Visual LocRotScale”

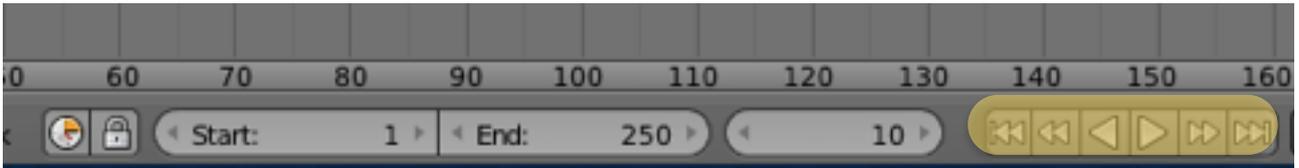


18. Set the next frame to 20 from the timeline settings.



19. Move the image two blocks following any axis or direction. Press “I” from the keyboard and select “Visual LocRotScale”.

20. Use the playback buttons to preview the animation.

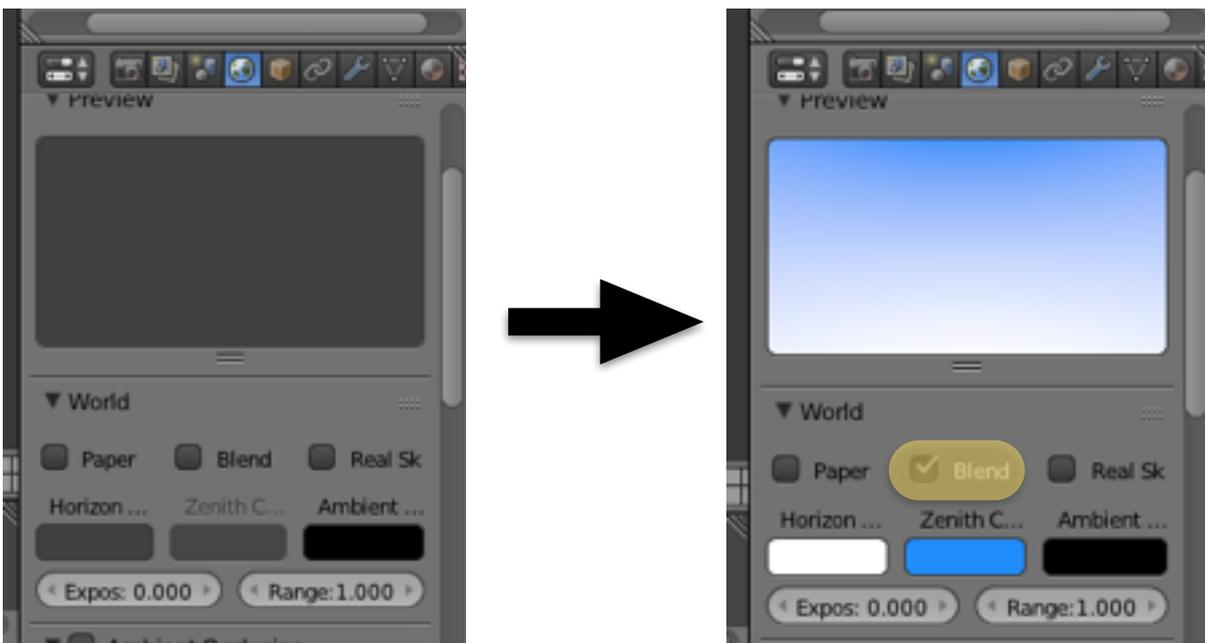


21. Create several movements/animation as shown in the video that is flashed on the screen. You may combine rotation and scale when moving the image from one place to another.

Note:

Always set the frame value first before moving the image (250 is the last frame). After moving the image, always press “I” and select “Visual LocRotScale”. Be creative in making the animation paths.

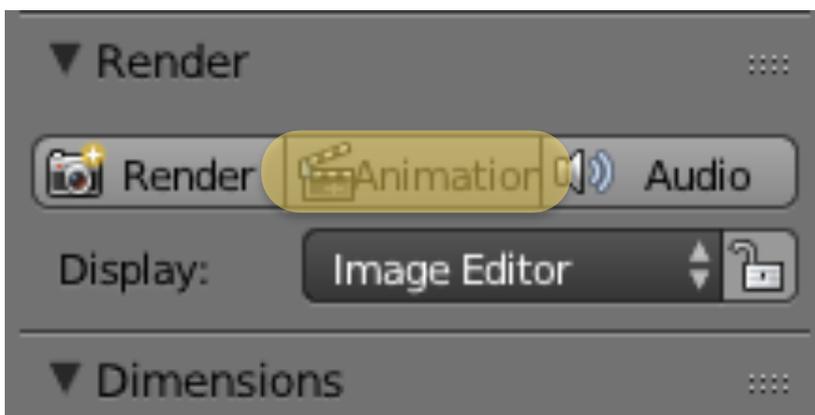
22. If you are already satisfied with the animation, you can change the default background by selecting the **World** background tools. Tick **Blend** (this will gradient) to change the background colors, just click each of the color tabs.



23. Set the Output Settings based on your preference. In this example, the settings are as follows:
Target Render Destination: **Documents folder**
Video Format: **Quicktime**
Video Codec: **MPEG4**



24. Click **Animation** Tab to export your file as movie format.



25. Check the exported file and preview your animation.

26. Explore inserting Audio file and sync to your animation.

SAVE YOUR FILE AS: FA2_Name_CN

UPLOAD YOUR MOVIE FILE TO GOOGLE CLASSROOM.