

Multiple Modifiers Assignment – DGIM 1490 – 3D Animation Fund.

Review the following modifiers covered in the last two classes: Array, Boolean, Build, Displace, Lattice, Warp, Wave and Wireframe. Using simple mesh shapes, combine two or three different modifiers together to create an interesting geometric shape. Animate the shape over 300 frames and apply backgrounds and lighting as needed. Set the camera to stationary and try to keyframe the various modifier properties over time, depending on the modifiers used.

Specific details of how to apply the modifiers is left to the student discretion but part of your grade will be based off your creativity and the appeal of your animation. Students who have taken audio editing classes are encouraged to add sounds when appropriate.

Upload the blend file, along with the video files to the Multiple Modifiers folder on D2L.