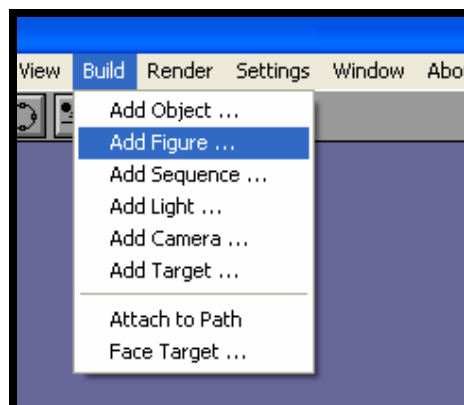


PART 4

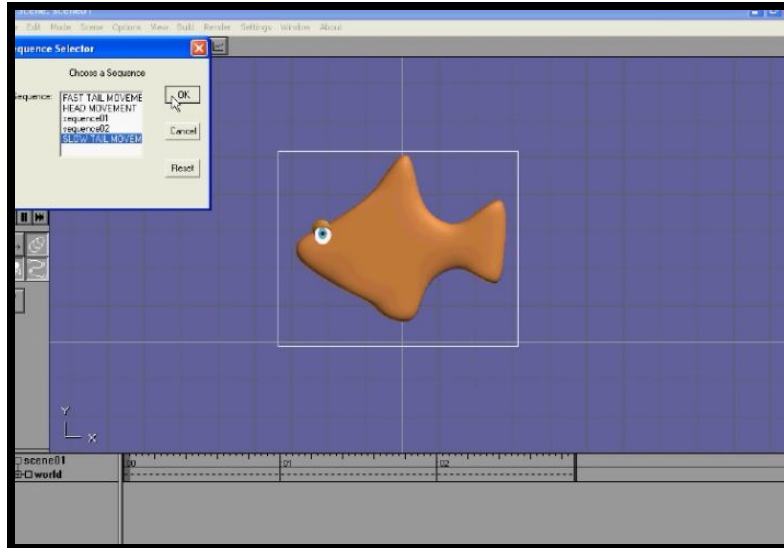
FISH TUTORIAL

THE SCENE EDITOR
IS YOUR FILM
STUDIO, HERE YOU ADD
CHARACTERS, SCENES
LIGHTS & CAMERAS.

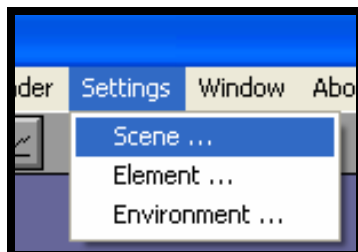
In the scene editor, go to the build option and add figure then import the fish.



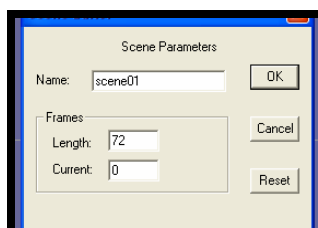
From the build option add a sequence you created, for example a slow tail movement.



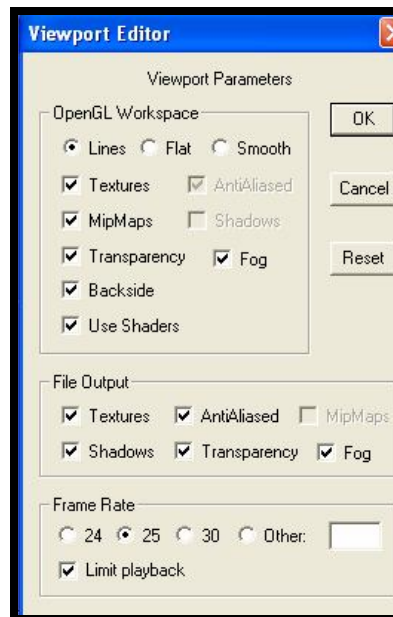
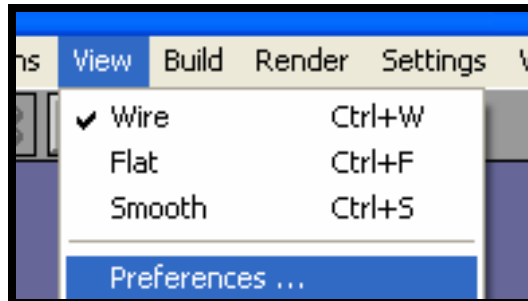
In the timeline tracking panel, the new sequence will appear, go forward a few frames then add another sequence. To increase the number of frames in the timeline tracking panel go to setting top menu bar and select scene.



Then in the scene editor box change the frame number, the default is 72. In the USA the frame rate for television is 30 frames per second, and in the UK the frame rate is 25 per second. Thus 72 frames is less than 3 seconds screen time. **In animation timing is everything.**



In the tutorial movie, I increased the frame rate to 200 and in the preference box view-port editor box which can be accessed from the view top menu bar the frame rate was changed to 25.

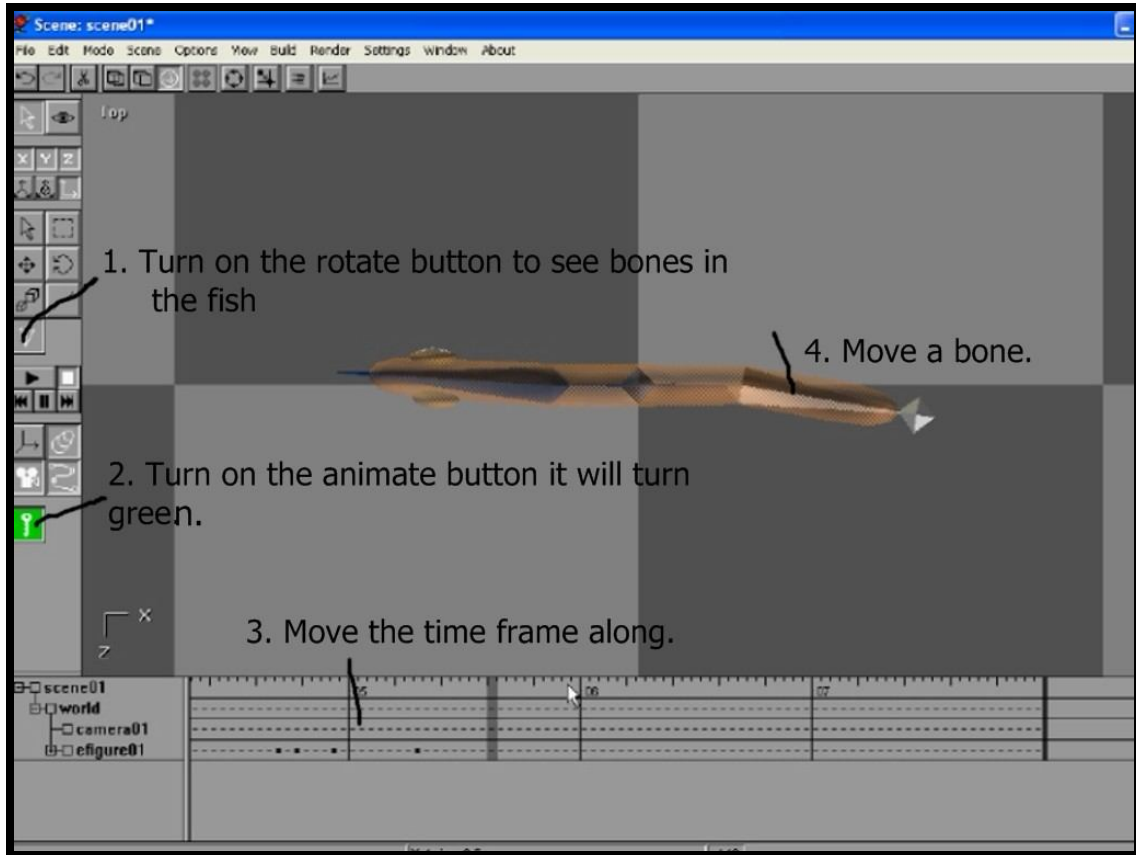


Tick the limit playback button this is very important when you use the play button, if it is not ticked, the on screen playback will be very fast.

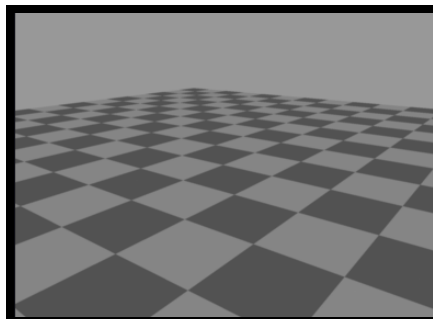
After, I increased the frame rate to 200, I added head and tail sequences to the timeline tracking panel, watch the video tutorial.

Now the fish is stationary with head and tail movements.

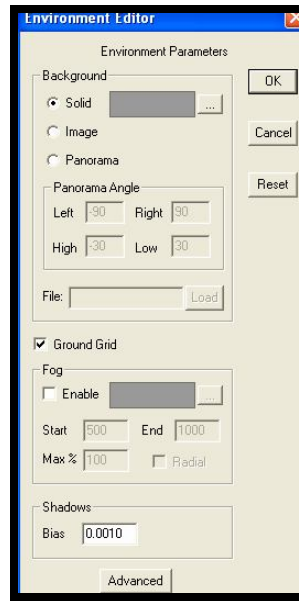
An alternative way to animate the fish in the scene editor i.e. not using sequences is turn on the rotate bone button then switch on the animate key button it will turn green, then move forward a several frames and move a bone on the fish either the head bone or the tail bone.



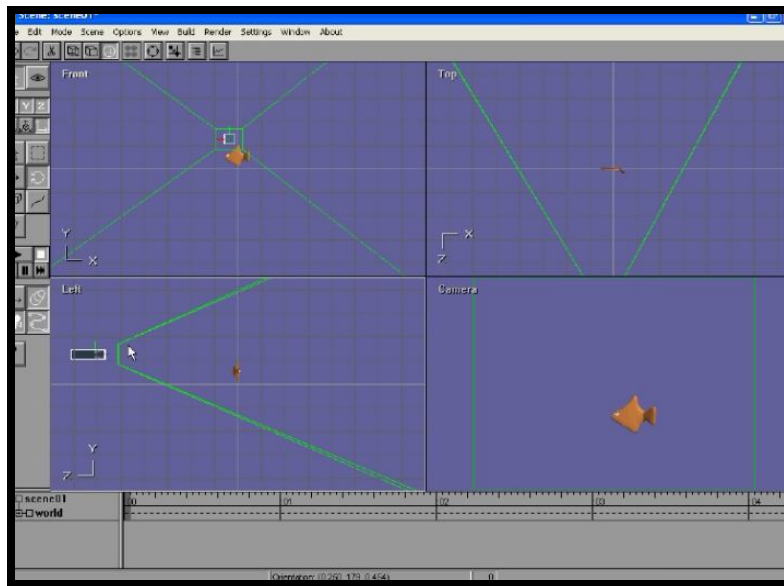
Before we move the fish in the scene editor, we will remove the ground plane grid that will show up when your shaded button is on and in renders.



From the top menu bar select settings then environment, then uncheck the ground grid plane.



Select ALL VIEWS and position the camera with the move tool, take special care to notice the camera view window. Move the camera so it is in front of the fish.

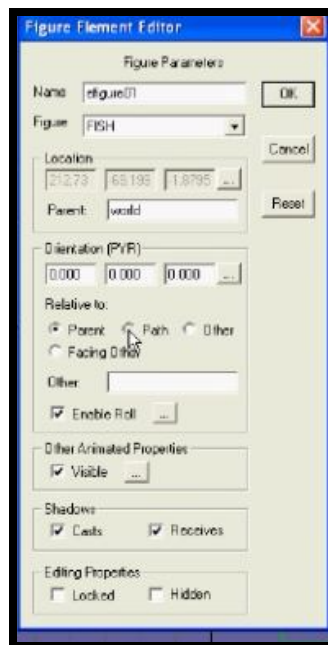


Now select the fish and move it out of the camera view plane.

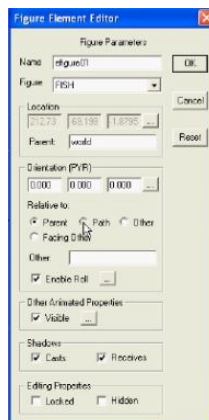
Turn on the animate button on, it will turn green.

Go to frame 100 & move your fish so it is at the half way position in the camera view, then go to frame 199 and move the fish out of view.

Click on the fish and in the panel select **REALTIVE TO THE PATH** gently rotate the fish so it is in line with the path, now the fish should follow the path. Press the play button.



Now to add a backdrop scene, from the drop down setting menu bar select the environment panel, then select image and import a jpeg image of your choice.

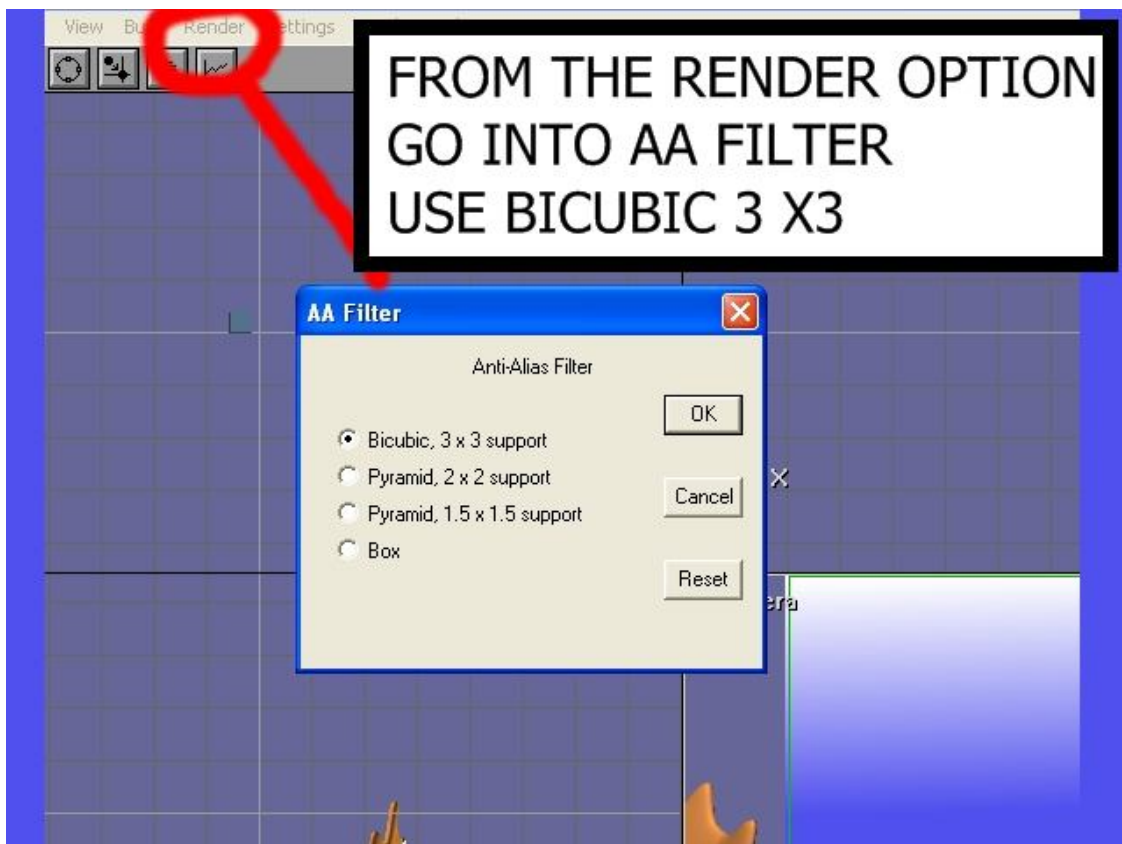


I CREATED THE BACKDROP IN PHOXO USING THE GRADIENT TOOL.

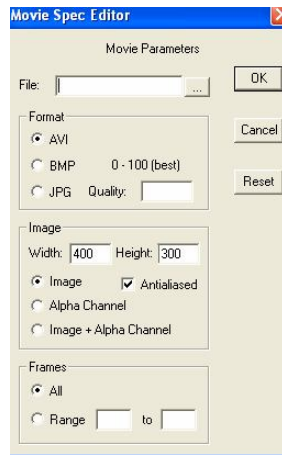
PHOXO IS SIMILAR TO PHOTOSHOP, IT IS FREE & EASIER TO USE.

Now watch the movie in the camera window, when you are happy with it render it into a avi film.

But before you render select the bicubic 3 x 3 option, this produces a smoother rendered movie.



Then select render option from the top menu bar and then select the render movie panel.



Decide which place on your hard drive you want to save your movie and the width and height of your screen size. For you tube you may wish to use **640 X 480** screen size.

Then decide on your codec I use uncompressed AVI.

When it is finished rendering find the movie file and watch it in windows media player.

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STUDENT

NOTES; _____

