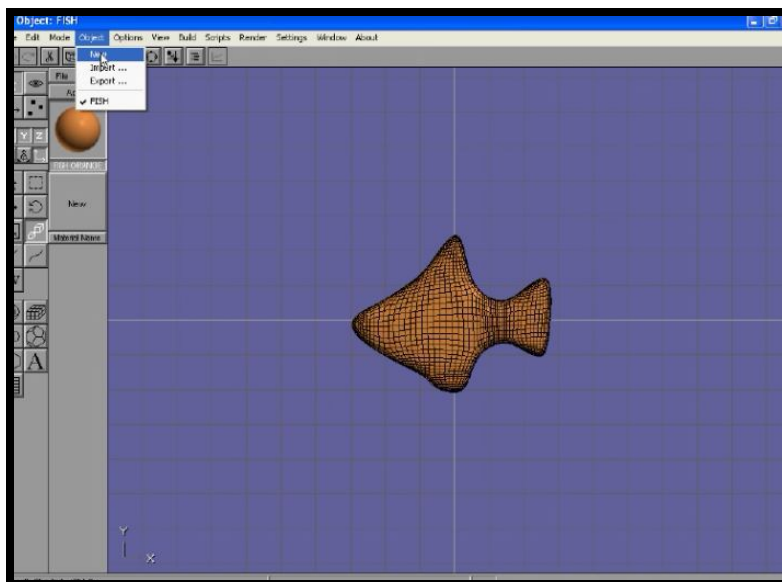


PART 3

FISH TUTORIAL

In this lesson we are going to create cartoon eyes and parent them to the head bone.

Open up your fish project and in the modeling object window we will create a new object layer to develop the eyes, then these will be imported into the figure editor & parented to the head bone.

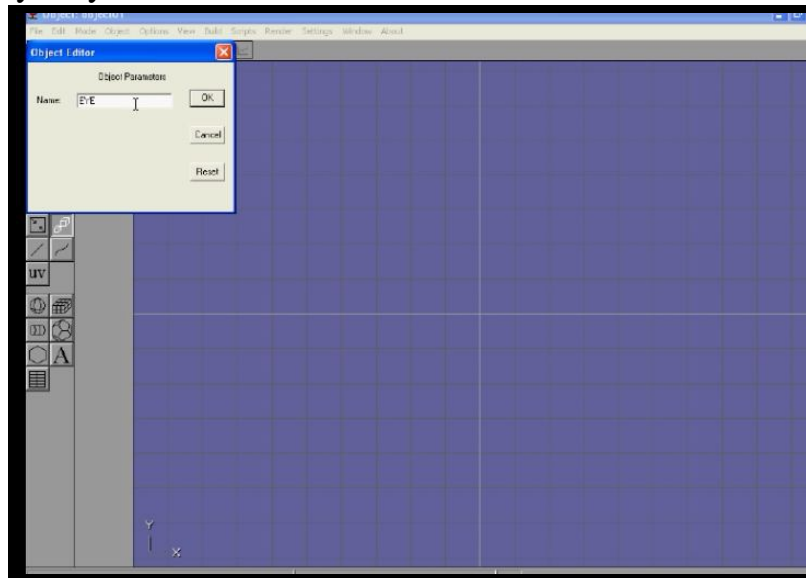


In the top menu go into the object option and select new, this will open up a new object layer window.

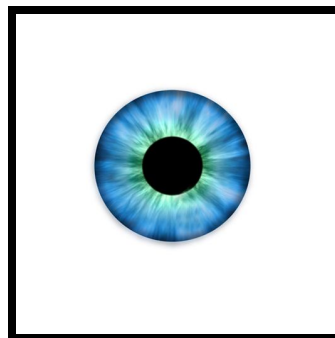


The reason why we are creating a new layer window because if we were to create the eye in the fish object window, it will automatically be exported to the figure editor with the fish, and the eyes will be deformed by the bones. We do not want the eyes to be deformed by the bones.

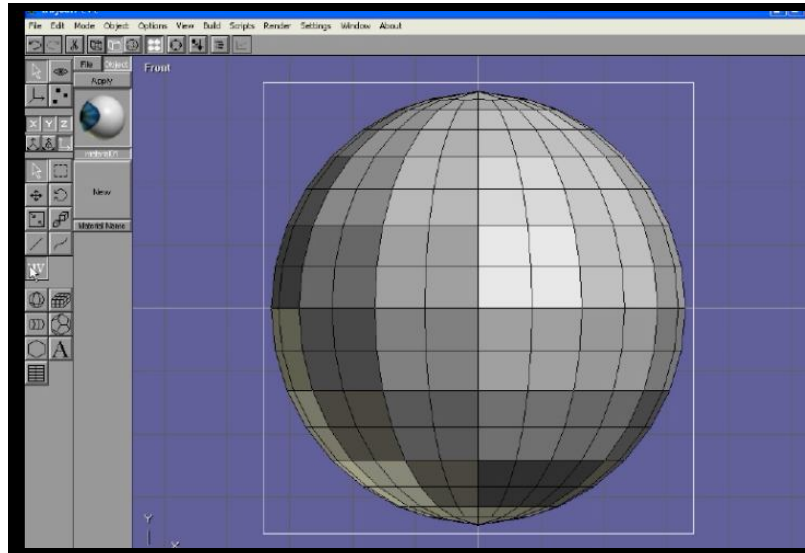
In the new object window, go into settings press object, and then rename this window layer eye.



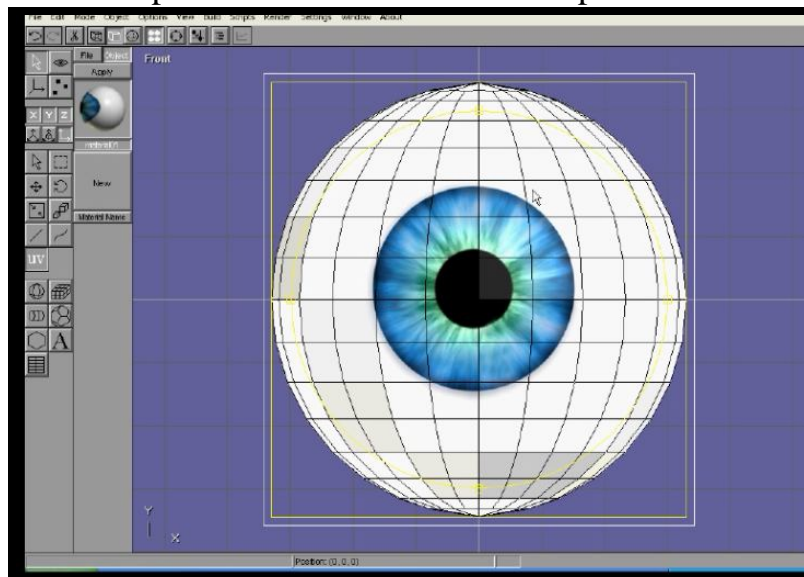
Create a sphere convert to a mesh, from the build drop down menu. Locate to the center of the screen, use the locate option from the edit drop down menu. From the bottom of the build menu select subdivide faces this smooths out the sphere. Now open up the material editor and in the diffuse section add the iris texture from lesson 3 of the fish tutorial folder.



Now press the UV button.



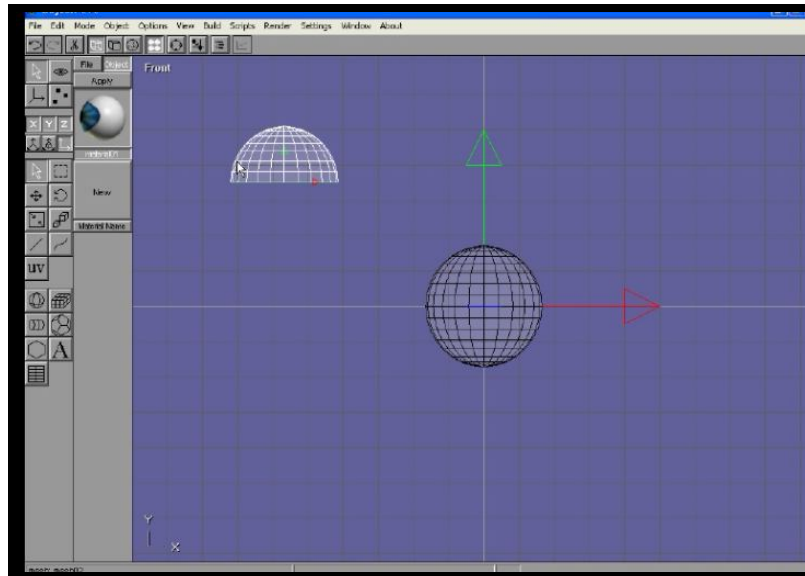
Select the mesh and press APPLY in the material panel.



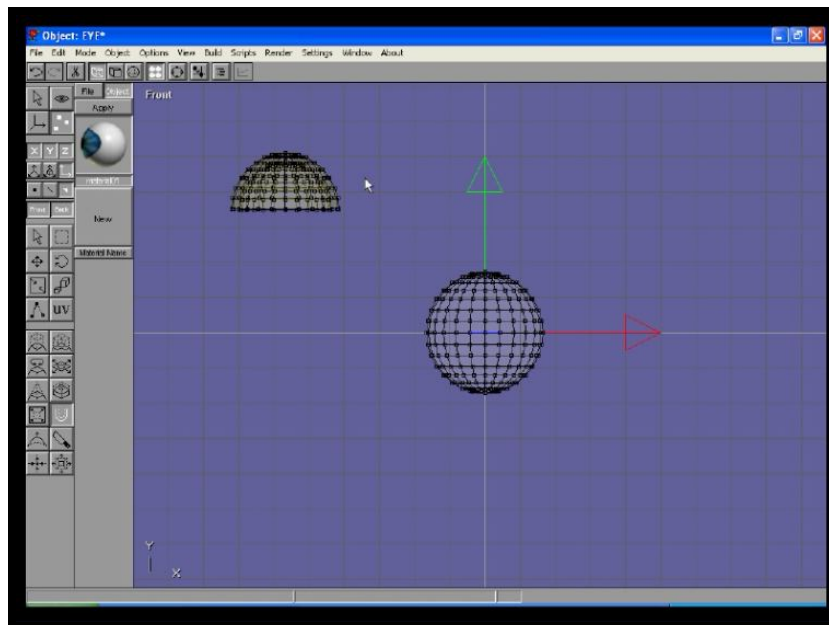
Now press the select arrow button, do not have UV button pressed in, this leads to changes being made in the position of the iris.

Create another sphere for the eye lid, go into the point edit mode use the drag select key to select half the mesh vertex, then press the delete on the keyboard.

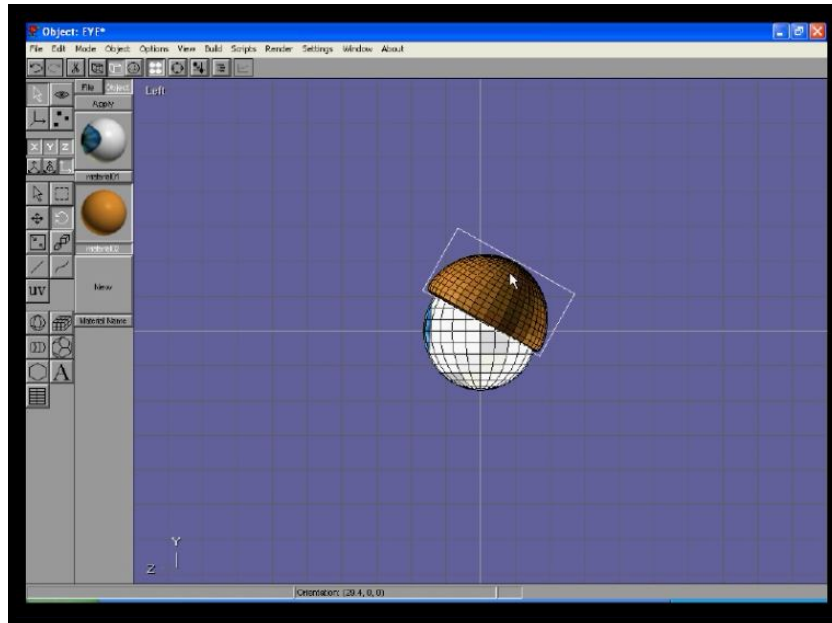
CHECK OUT THE CARTOON EYE TUTORIAL MOVIE & NOTES.



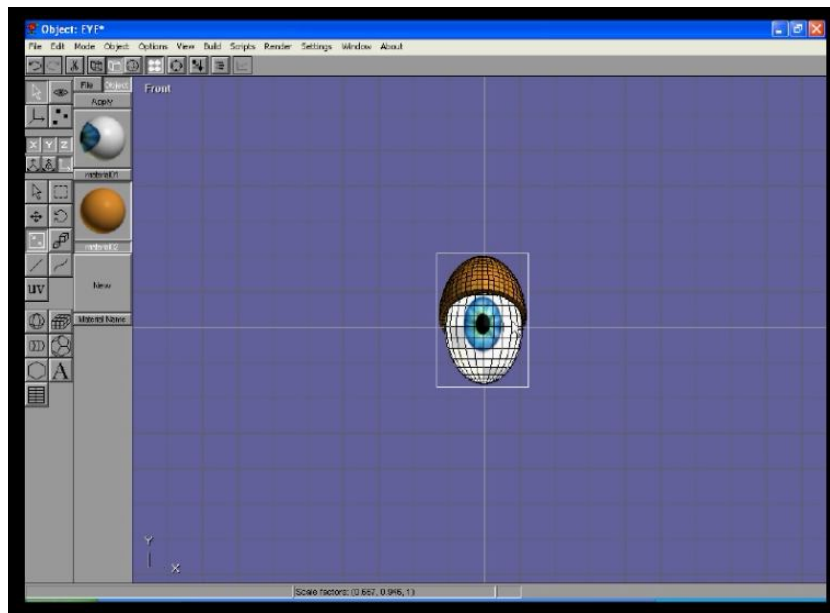
Select all the surfaces in the eye lid, then select the shell tool to thicken out the eye lid.



Subdivide the surfaces on the eye lid then add the colour orange. Move the eye lid over the eye ball, you may have to increase it in size. Go into the left hand view and using the rotate button tool, position the eye lid.



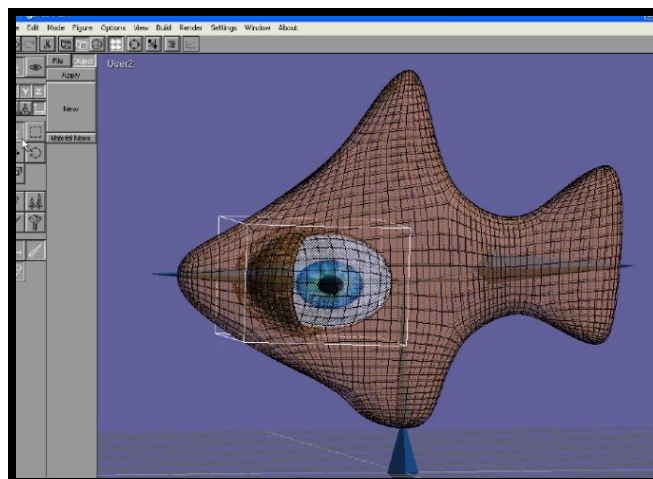
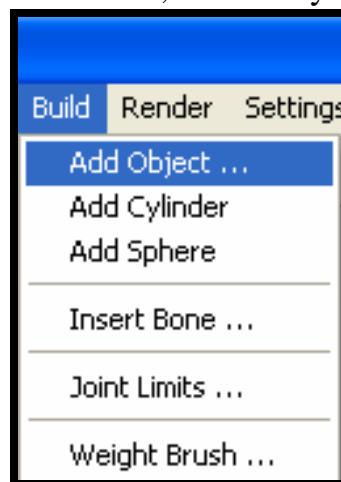
Go into the front view select the eyelid and eyeball , then from the build drop down menu select group, then use the scale buttons to get the cartoon fish eye shape, make the eye small for the fish.



Go into the figure editor, and select the head bone.

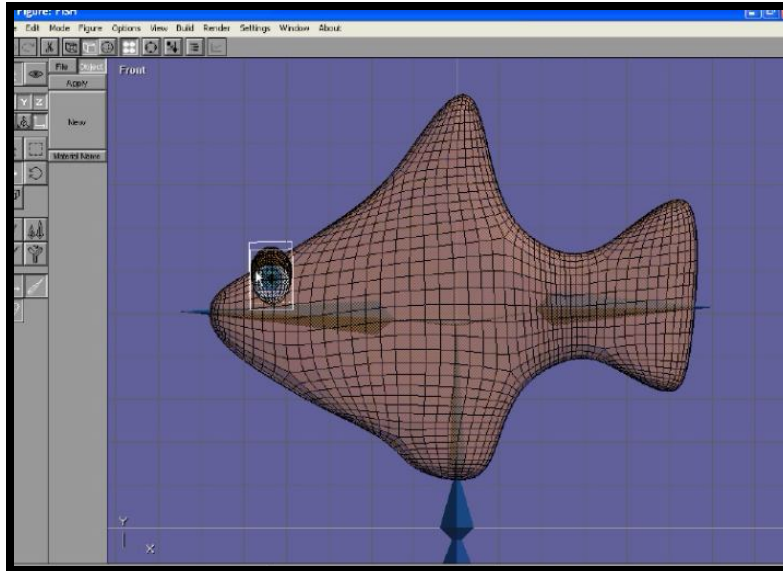
NOW SELECT THE HEAD BONE
AND THEN WE ADD AN OBJECT TO IT
THE EYE, NOW THE EYE IS PARENTED
TO THE HEAD BONE.

Select the head bone and from the build menu, add the eye.

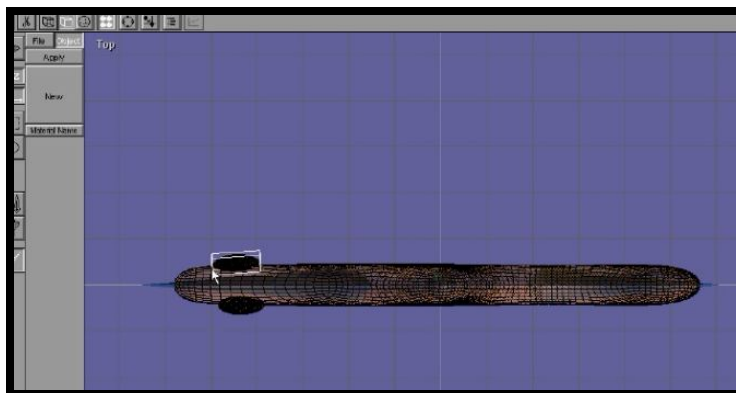


As you can see the eye is too big, **the scale key does not work in the figure editor**, delete the eye (use the delete on your keyboard) and go back to the object eye layer in the object mode and make the eye smaller, then go back to the figure editor and add the eye.

Get the size right, then use the **move** and **rotate** buttons to position the eye, remember to check all views, the top view is important.

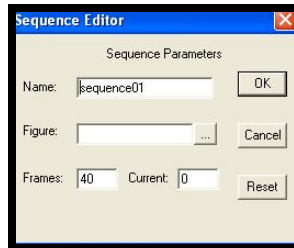


ADD THE EYE AGAIN FOR RIGHT HAND SIDE.

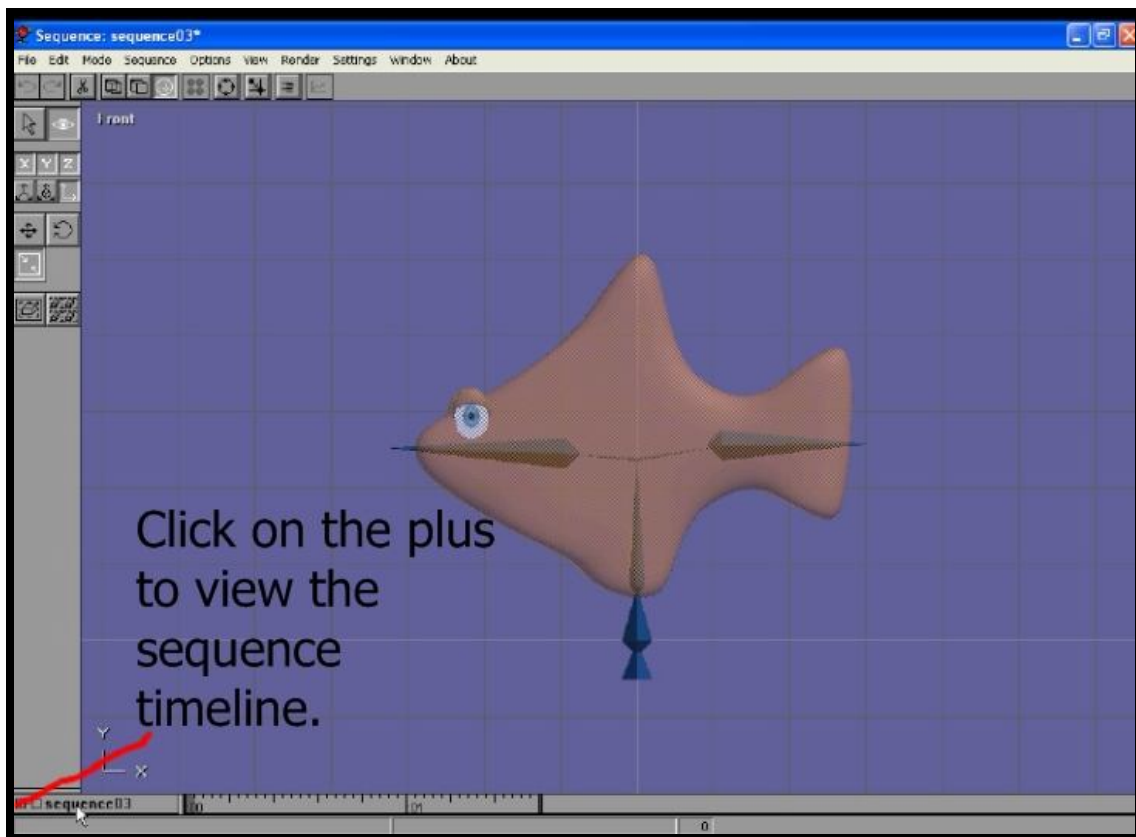


So now the eyes are parented to the head bone, this is a great method for parenting a hat to head & props to hands etc.

Next step, is to import the fish to **SEQUENCE EDITOR** this is the place we can add movement sequences to the fish.



In the sequence editor go to the **SETTING** top menu bar, select sequence, then in the figure option select the grey square and import the fish. Also decide how many frames you want in your sequence.

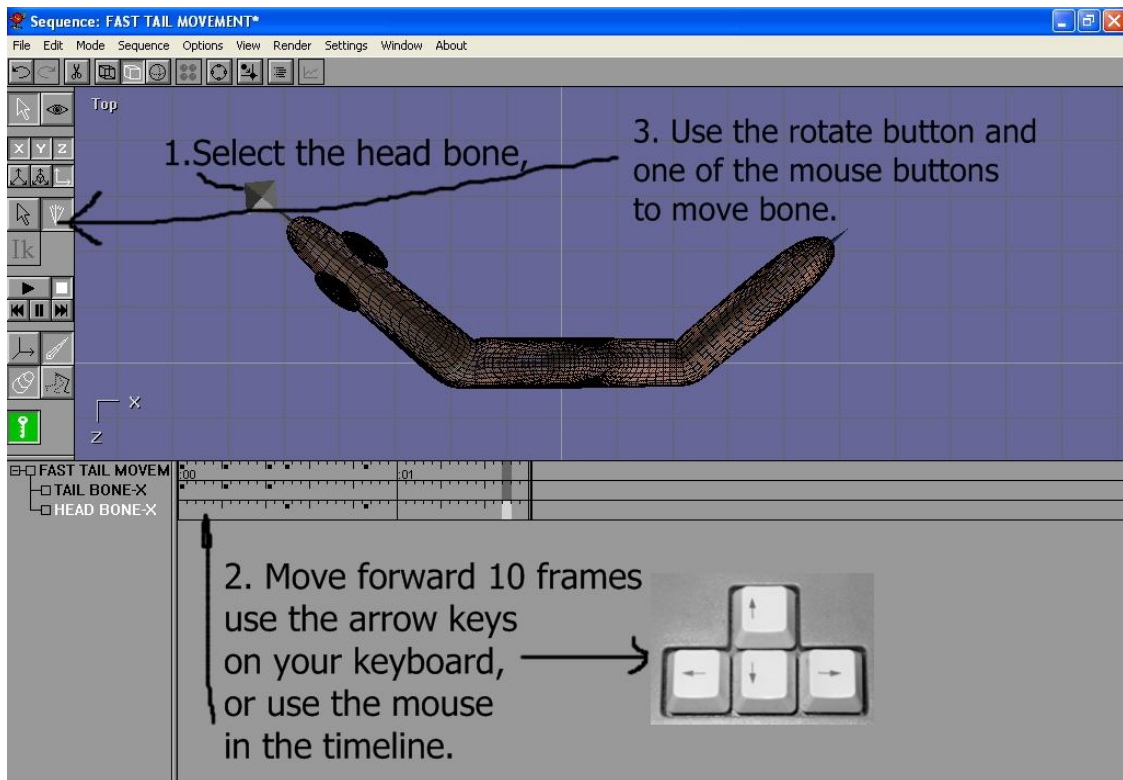




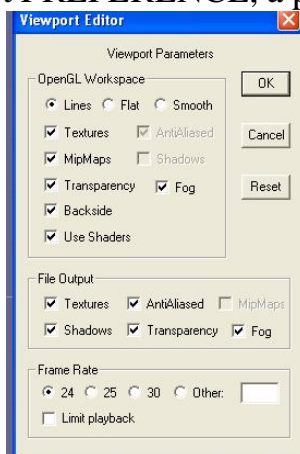
LEFT CLICK ON THE GREY OBLONG AND PUSH UP THE TIMELINE.

Create a sequence, by going to the top view, press the key animate button it will turn **green**, go forward a few frames in the timeline panel and select the head bone, then select the rotate button, try the left mouse button to move the head (if the left mouse button does not work try the middle mouse or right mouse button).

Remember to move forward the timeline before making a bone rotation.



Make the head move from left to right, then turn off the green button. Before you test the playback, go to the menu bar and select the **view** drop down menu and select PREFERENCE, a panel will appear.



Select the **LIMIT PLAYBACK BUTTON** this enables you watch a smooth animated playback in Anim8or, **THIS IS IMPORTANT.**

Select 25 per second UK TV or 30 frames USA read below.

PAL, short for Phase Alternating Line
25 FRAMES PER SECOND
SCREEN SIZE

WIDTH 720 PIXELS

HEIGHT 576 PIXELS

UK (also square pixel size 768 x 576)

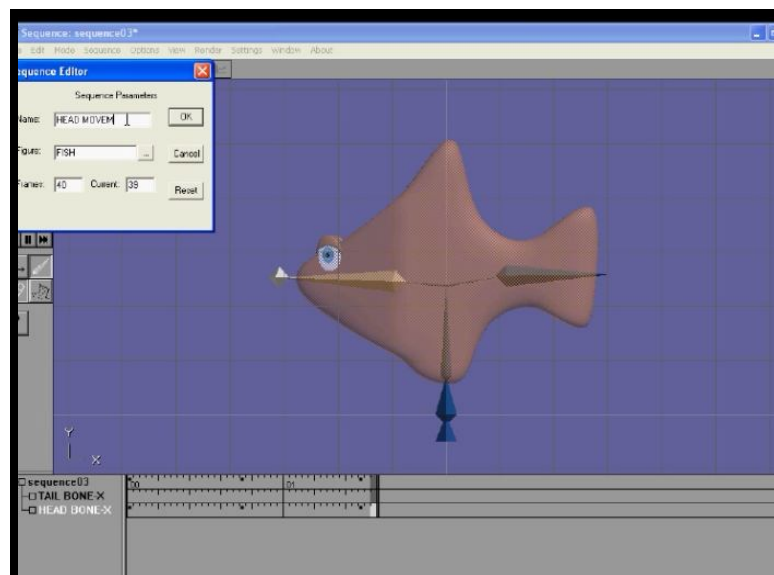
NTSC, named for the National Television
Committee.

720 X 540 30 FRAMES PER SECOND.

USA

NTSC short for National Television System Committee

Now go into the top menu SETTINGS option, and name the sequence-- head movement.



Now make a tail sequence, and even make a head and tail sequence, be sure to name the sequences, as they are going to be used in the scene editor.

SAVE your work.

Watch your animation work with the playback button.

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STUDENT NOTES.
