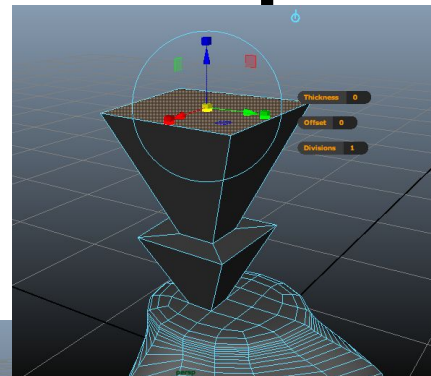
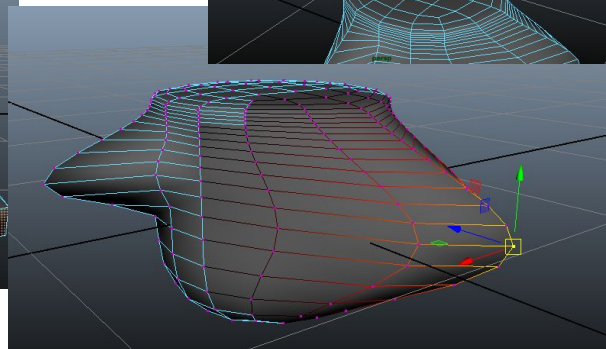
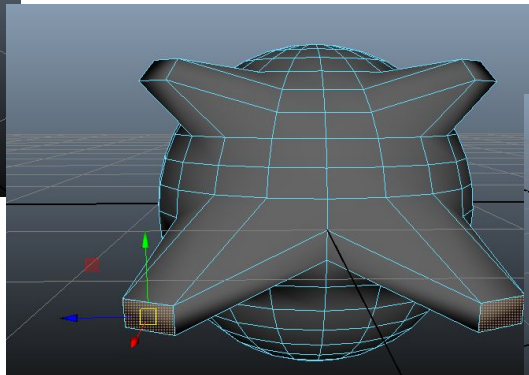
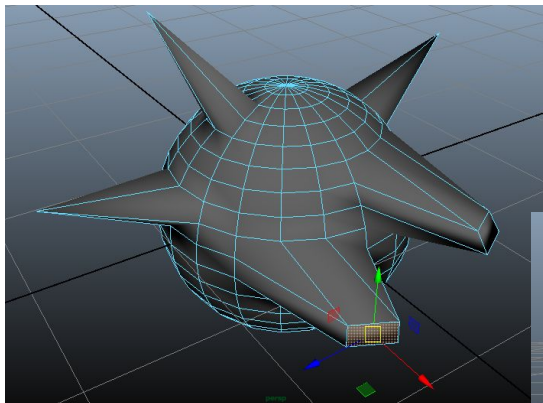


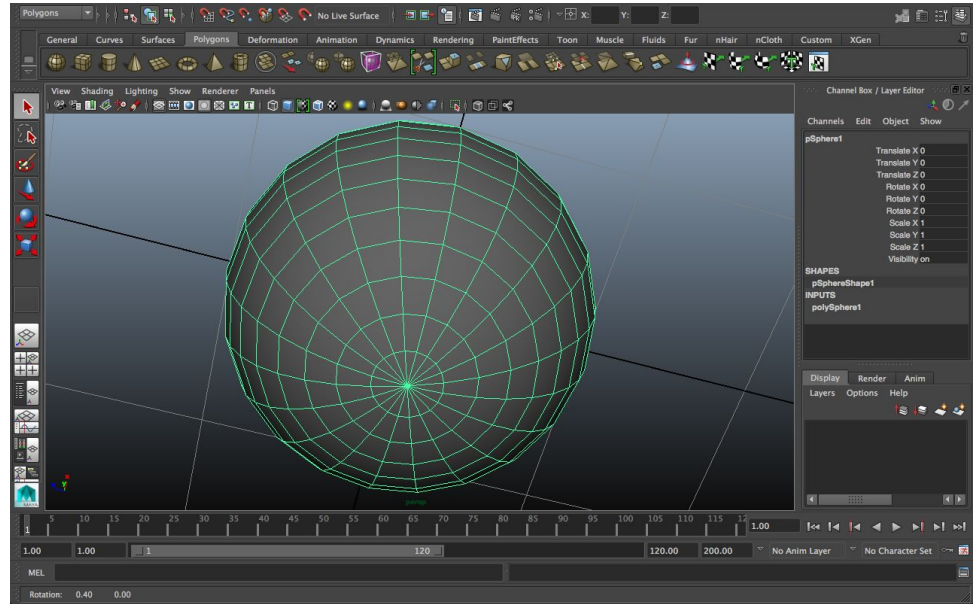
Animation Workshop

Week 6



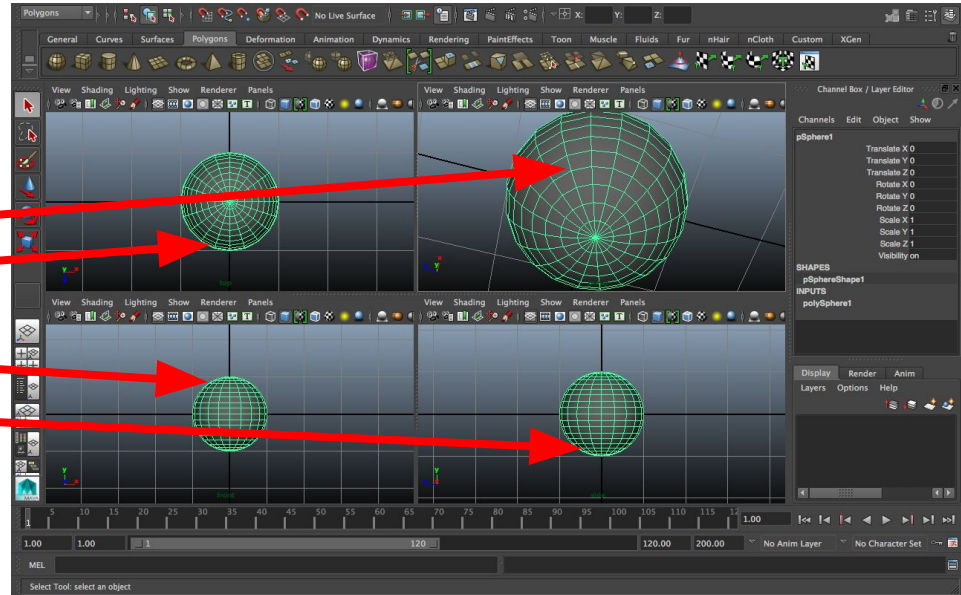
Navigating the Virtual World

- To rotate around the current position:
 - alt + left mouse button
- To zoom in/out:
 - scroll with the middle mouse button
- To focus on selected object:
 - “F”



- To quickly change your point of view:

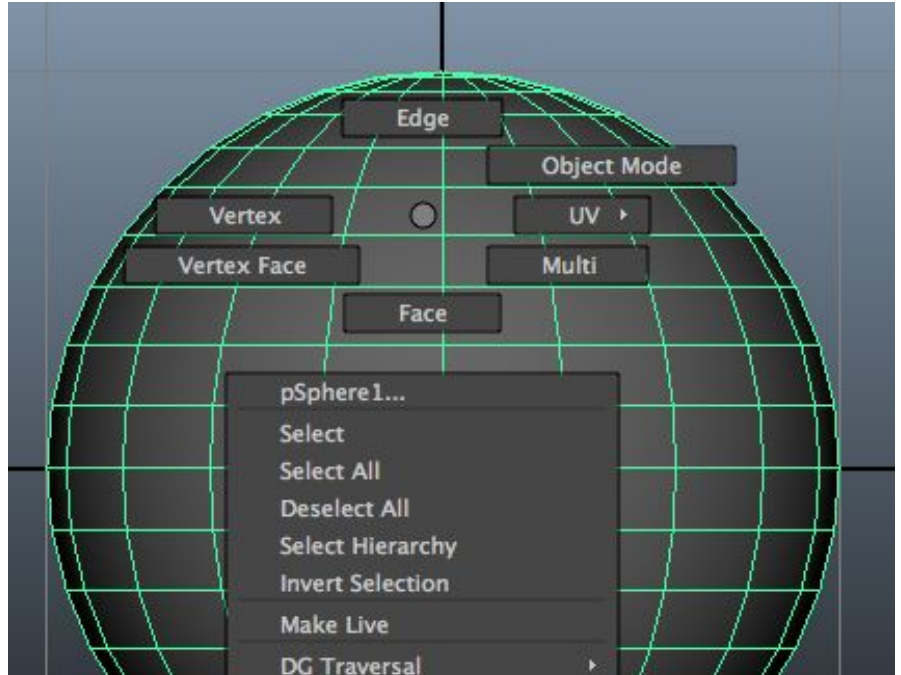
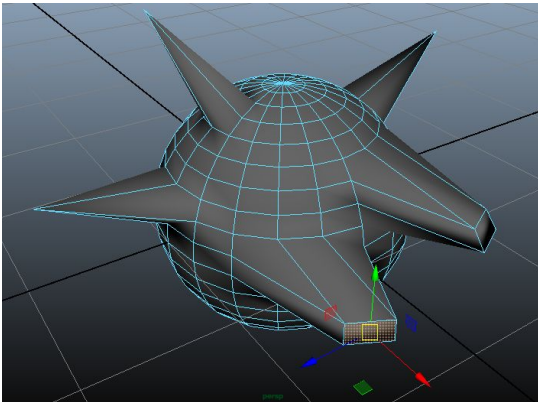
- press the spacebar
- the 4 most common view types will appear:
 - perspective
 - top
 - front
 - side
- to enter into a view:
 - hover your mouse over the view
 - press spacebar again



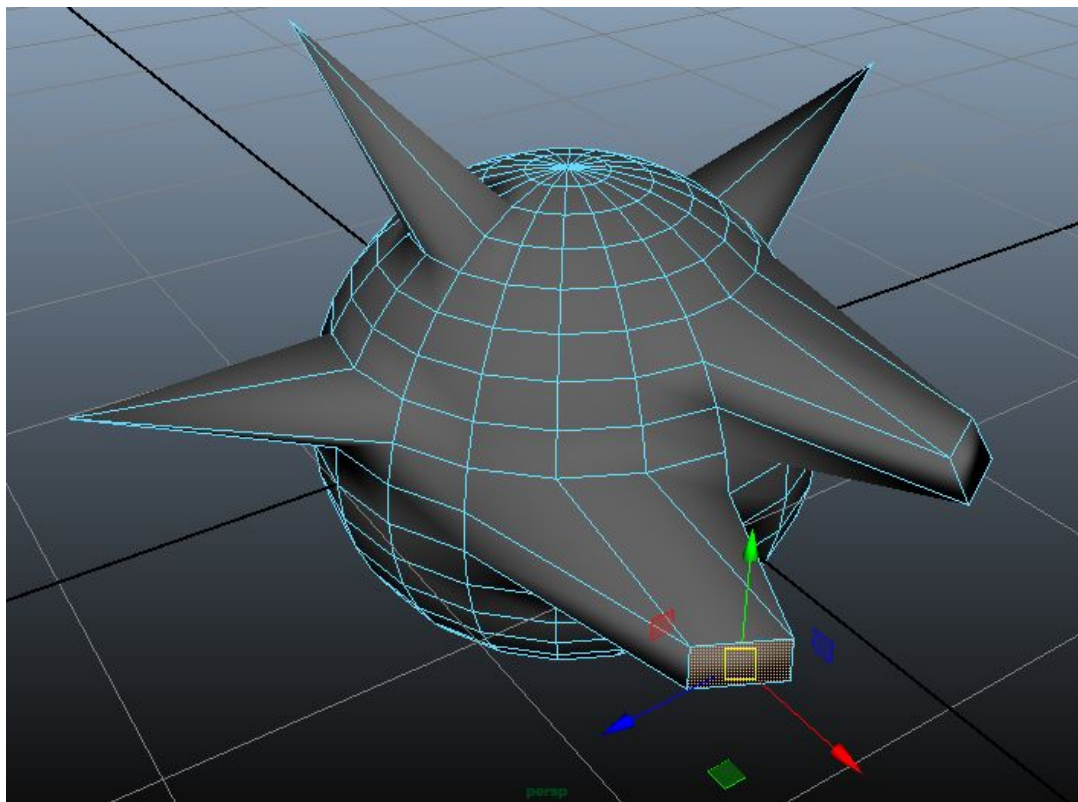
- This is sometimes easier than manually rotating your view

Manipulating components of objects

- components:
 - faces, edges, vertices
- to select components:
 - hold down the right mouse button
 - a selection mode menu will appear
 - choose a component selection mode
 - the component type is now selectable

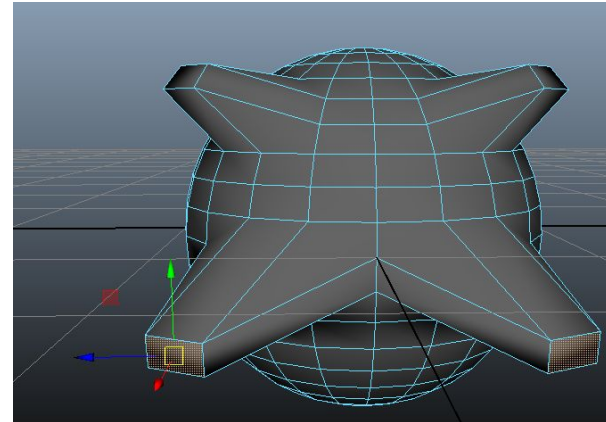
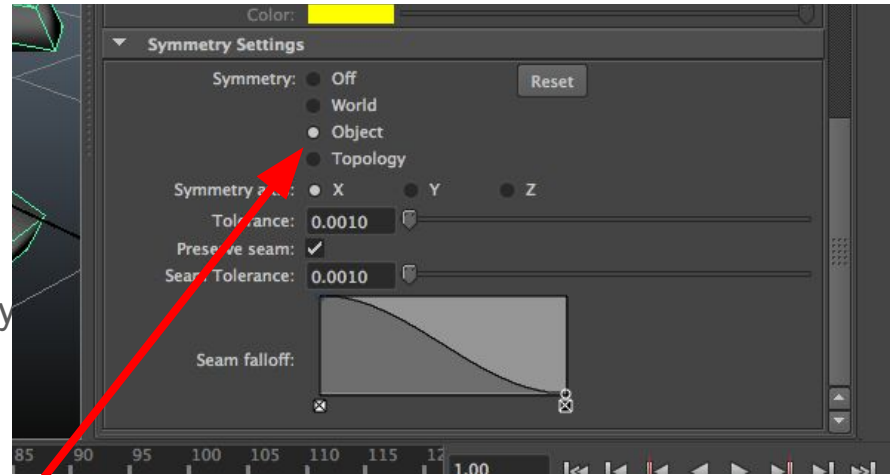


Try this:

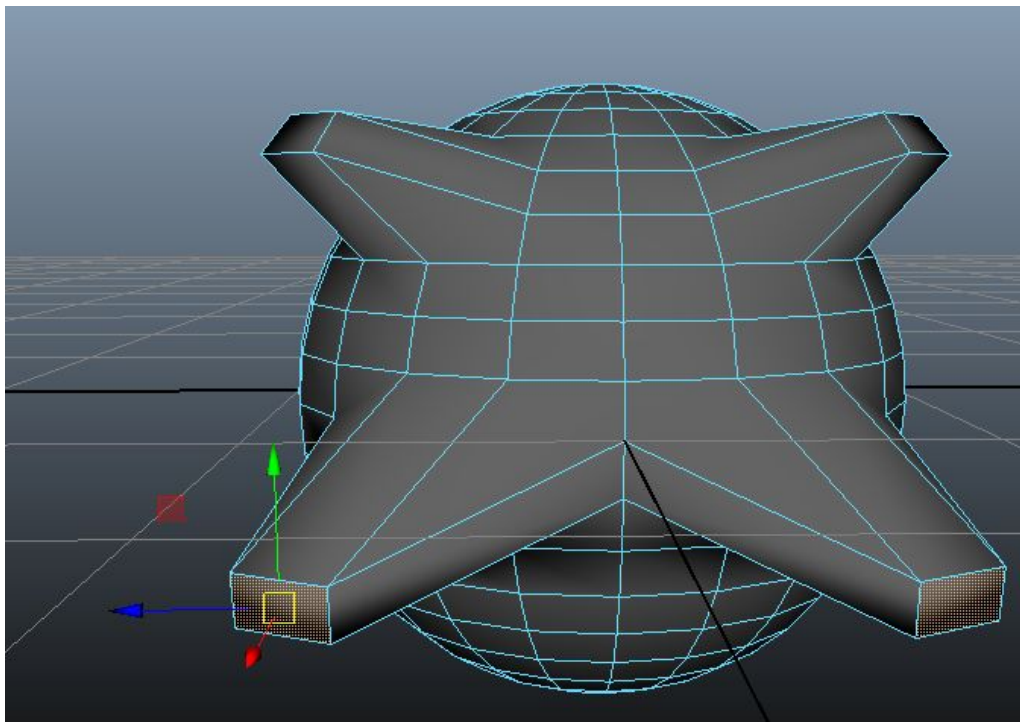


The Symmetry Tool

- what it does:
 - when you manipulate components, mirrored manipulations are automatically made across an axis of symmetry
- to use:
 - double click the move tool
 - its settings window will open on the right
 - scroll to the section titled “Symmetry”
 - check the box next to “Object”
 - select the axis of symmetry

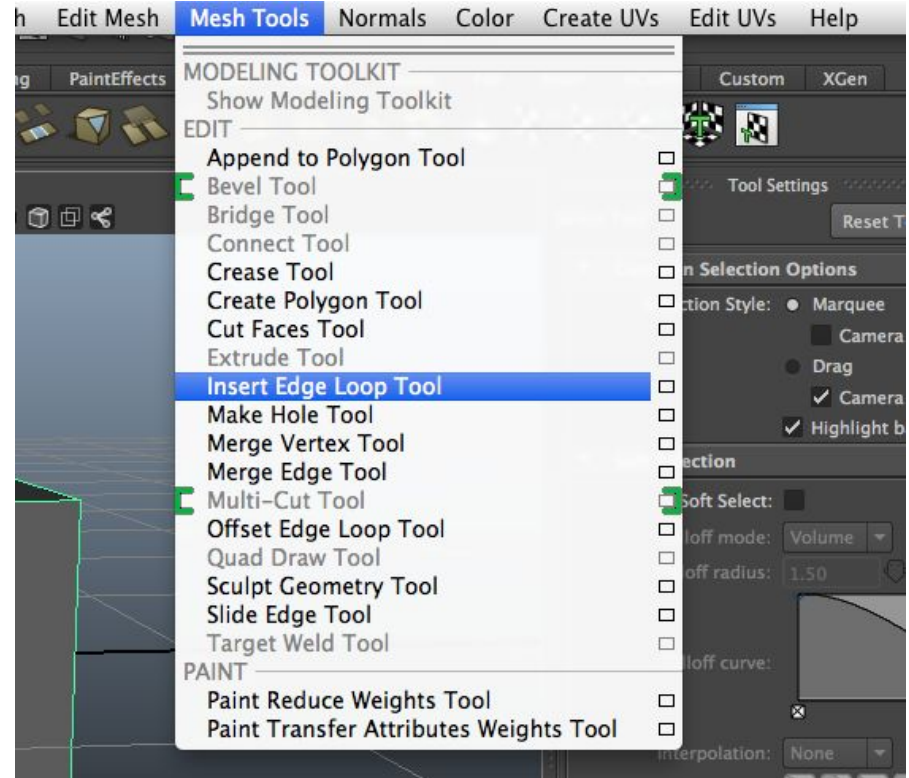
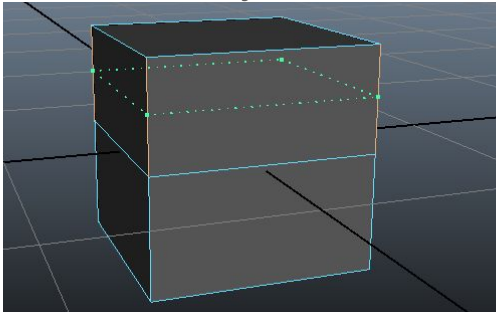


Try this:

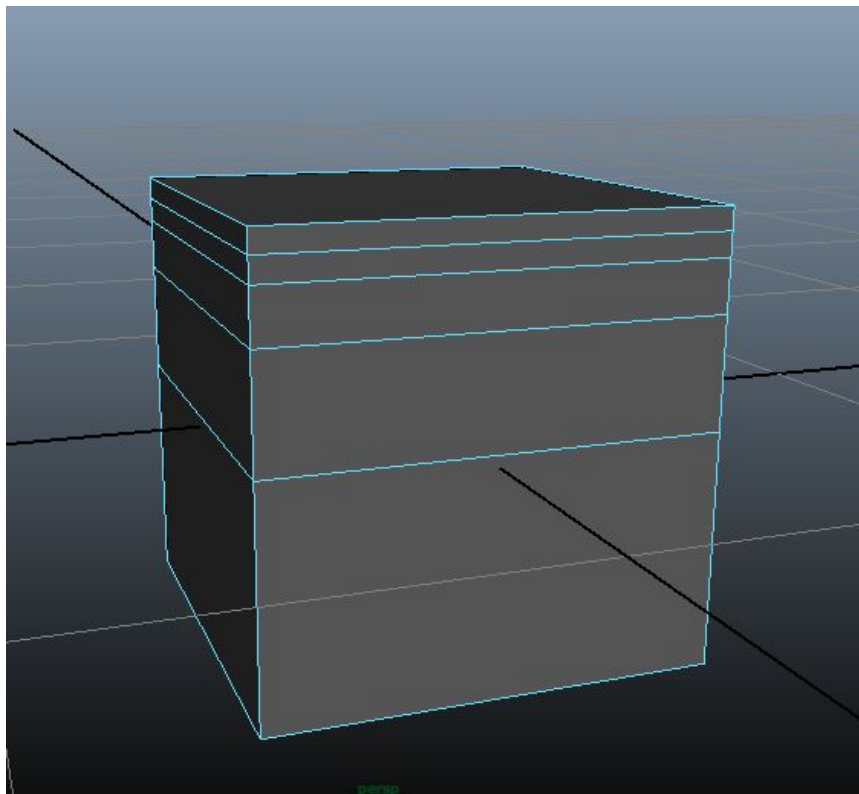


Insert Edge Loop Tool

- what it does:
 - allows you to insert more edges on an object
- to use:
 - Mesh Tools - Insert Edge Loop Tool
 - drag on an edge
 - a perpendicular edge that loops around the entire object will be created

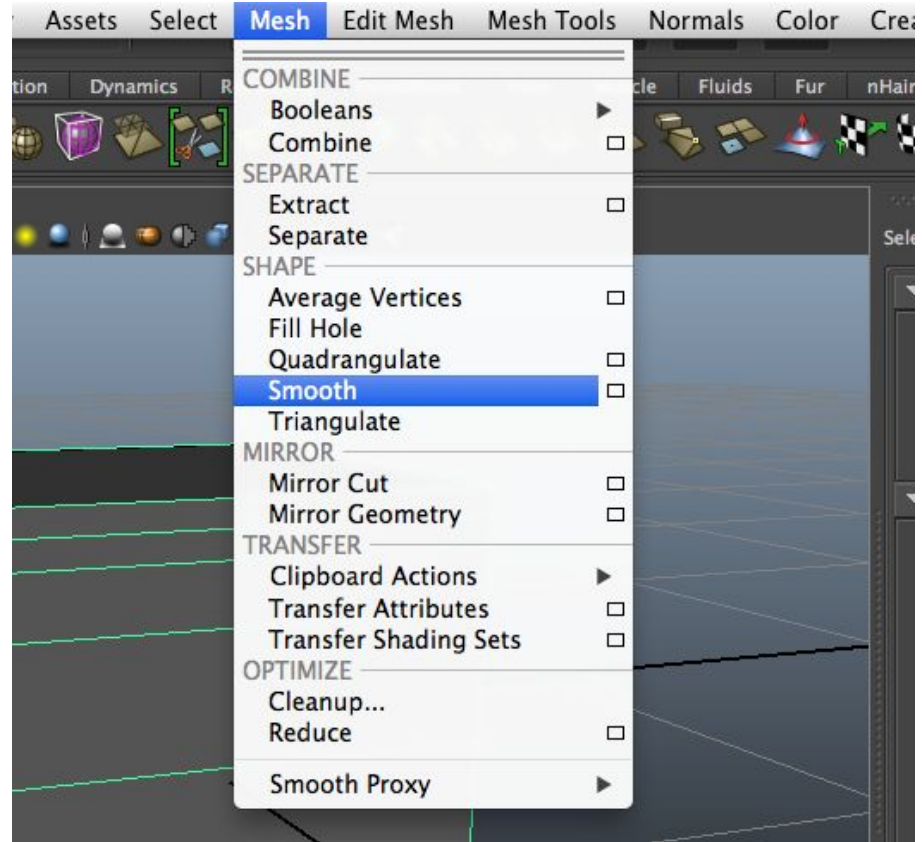
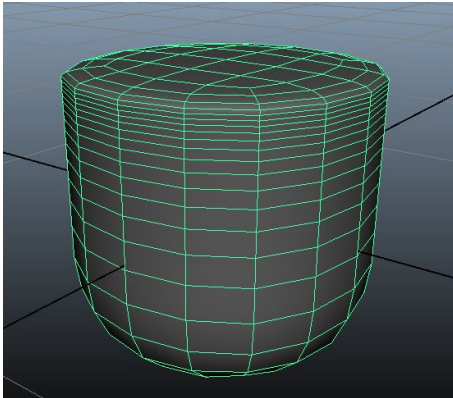


Try this:



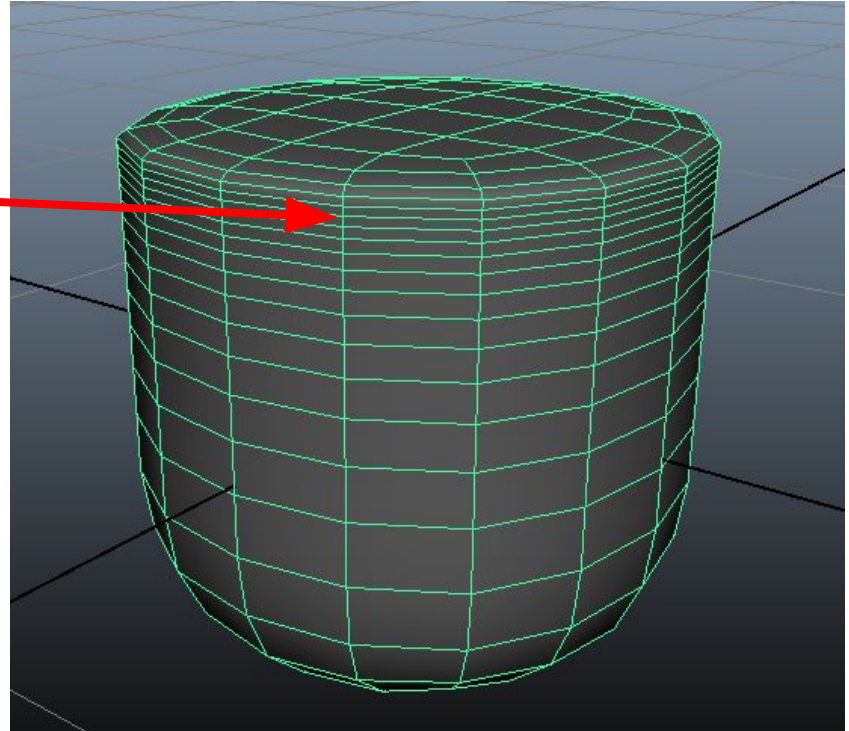
The Smooth Tool

- What it does:
 - smoothes out the shape of an object by inserting more edges
- To use:
 - select object
 - Mesh - Smooth



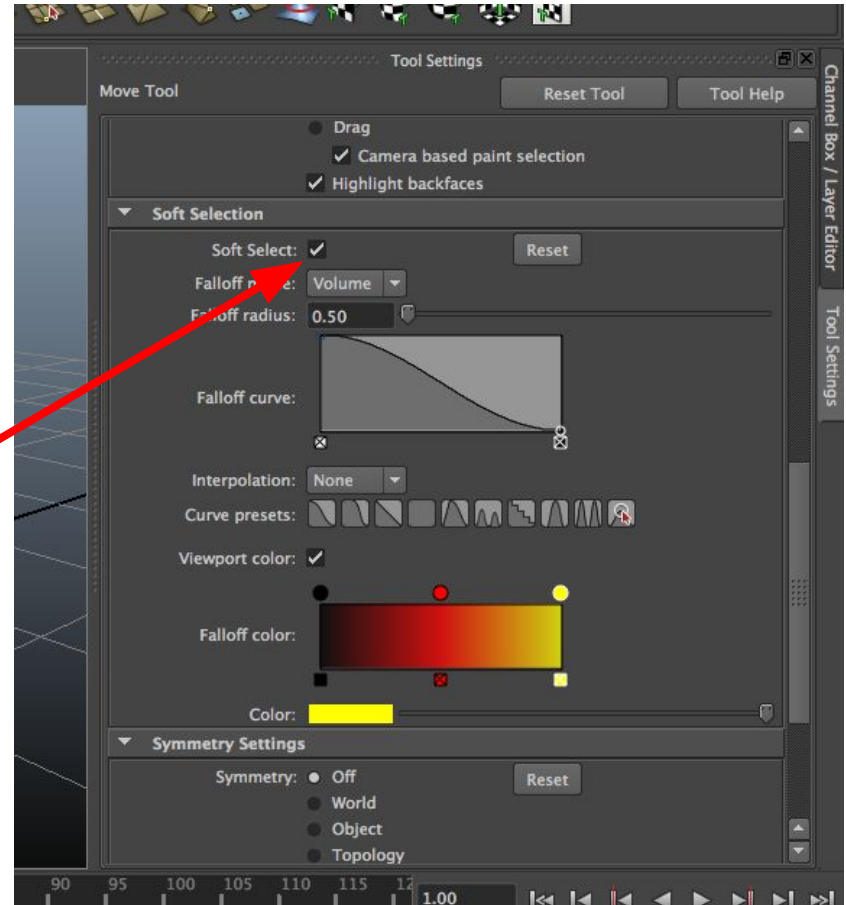
Try this:

- smooth that cube twice
- Notice:
 - a part of an object with more edges will retain more of its original shape when smoothed.
 - insert edge loops in parts where you want more shape preservation

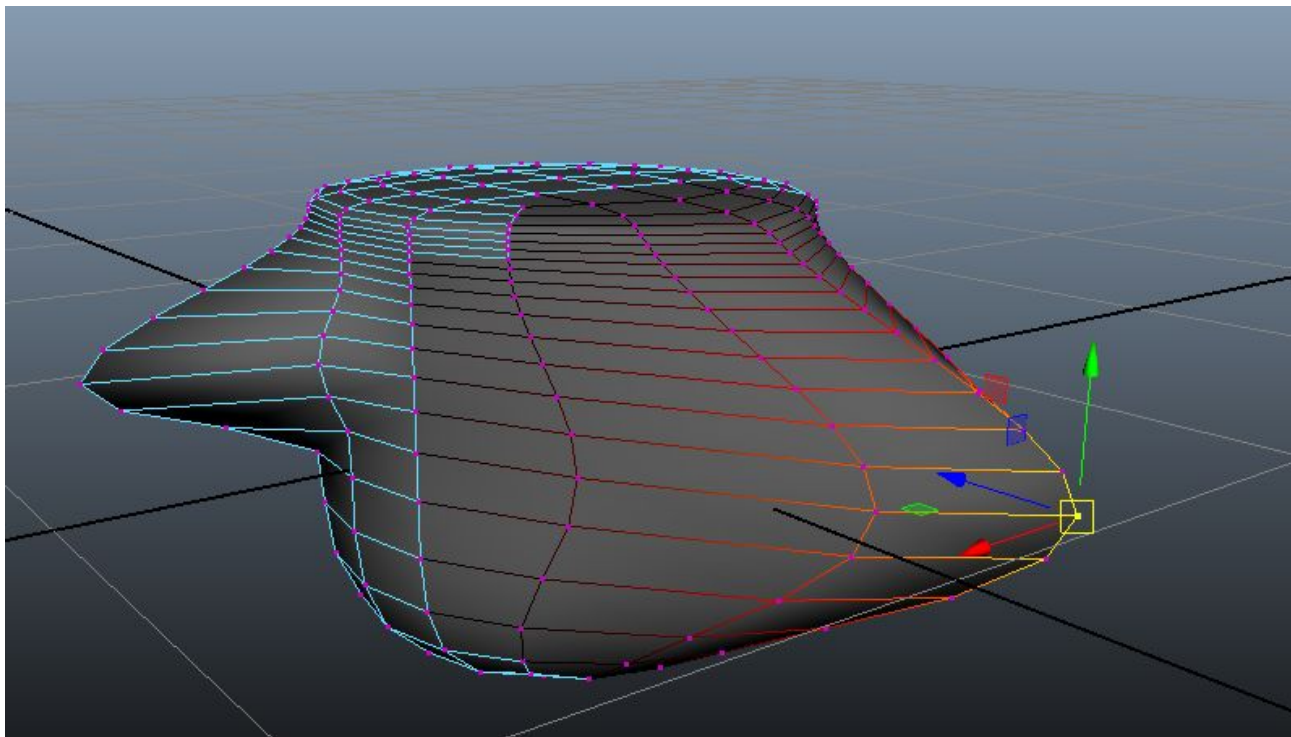


Soft Selection Tool

- what it does:
 - allows you to make smooth transformations on object components
- to use:
 - double click the move tool
 - its settings window will open on the right
 - scroll to the “Soft Selection” section
 - check the “Soft Select” box to turn the tool on
 - you can now make smooth manipulations on components
 - press “B” and drag to change the radius of influence

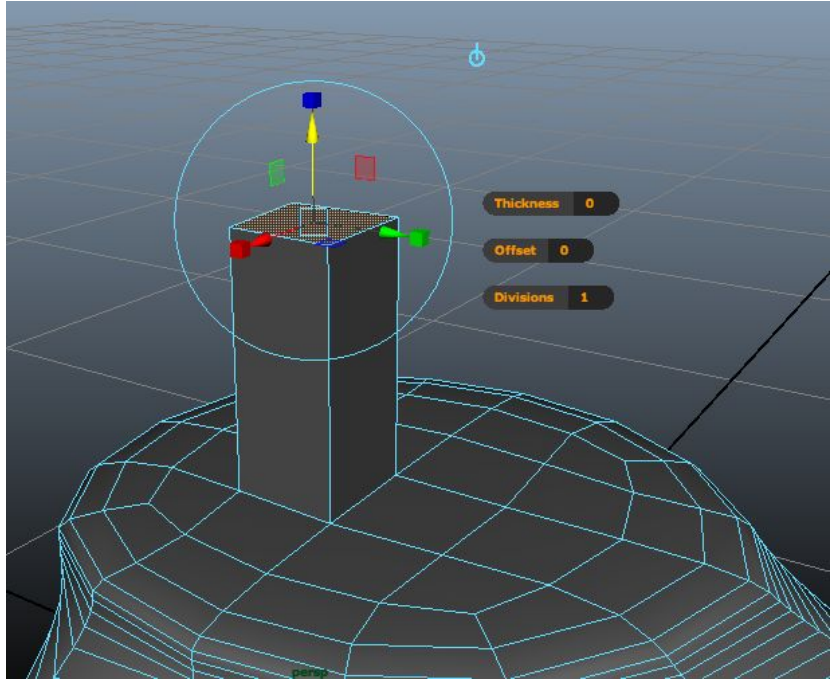


Try this:



The Extrude Tool

- What it does:
 - allows you to take out faces like jenga blocks
- To use:
 - select a face to extrude
 - Edit Mesh - Extrude
 - drag the arrows to take out the face
 - drag the cubes to resize the face
 - drag the circles to rotate the face



Try this:

