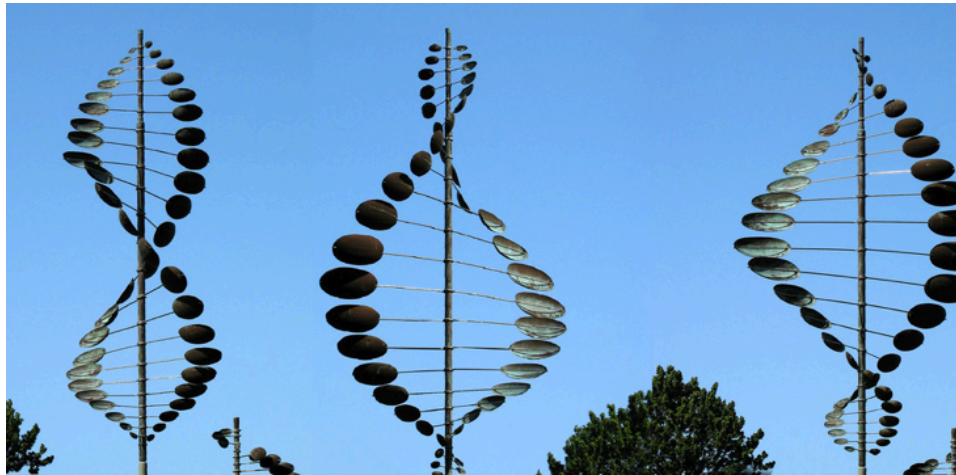


## Project #2: Wind Sculpture

A Wind Sculpture is a type of “kinetic” art that captures the energy of the wind in order to function. In common with other types of kinetic art, wind sculptures have parts that move or are in motion.



Wind sculptures are aerodynamically designed to turn in the breeze. They were initially developed in the fifteenth century as weather vanes used to determine wind direction.

Later, wind sculptures were often designed to frighten animals and pests for gardens and fields.



Today wind sculptures are designed worldwide and are a staple of outdoor sculpture both public and private. The variable rhythms of the wind create a display of beauty and grace that is both engaging to the mind and delightful to the eye.



### **Project Objectives:**

The object of this project is to model, texture and animate a wind sculpture. The sculpture can be of your own design or patterned after an existing design.

The focus for this project is on animation; showing the viewer how the wind or breeze affects the sculpture.

### **Project Requirements:**

1- Your wind sculpture objects must have materials applied to them. Textures (either image or procedural) are optional. You can download textures from the "Blender Materials Repository" link on our course site or download them from the web.

3- All of the objects in your model must be named (something other than the default mesh name). All of the Materials must be named and all of the Textures (if used) must be named.

4- The animation must be at least 250 frames long.

The rendered video should be in .MOV (QuickTime) or .MP4 video format.

The rendered video should be sized to 480 x 360 pixels (This is the Blender DVCPRO HD 720p preset **at 50%**).

