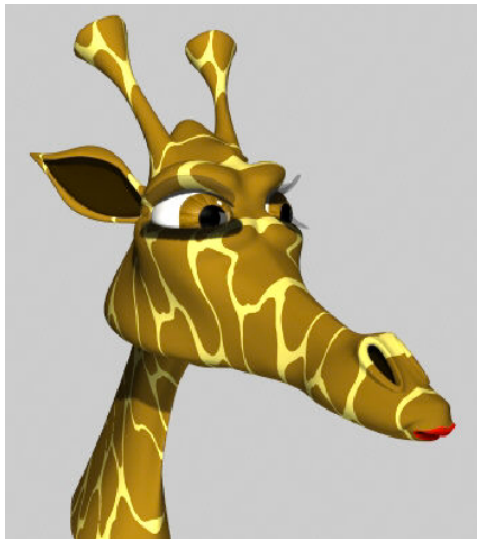
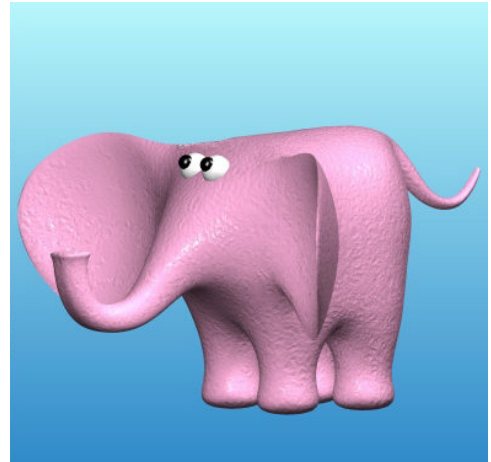


## Project 04: Animal Planet:

Literature from every culture is filled with iconic animal characters.

We encounter animal characters first in the books we read as children and later as teens. Even some of the most sophisticated and demanding modern authors make animals the subject of their works.



Many of these animals tend to resemble human beings and reflect human fears and desires. They have their moods, idiosyncrasies, personalities and emotions just like we do. They are in many ways “caricature humans” in animal form, recognizingly human in their behavior.

They speak, and act as we do; or as we hope we do; or sometimes, as we hope we don’t.

In literary terms this is known as “anthropomorphism”; attributing human characteristics to non-human subjects.



### Project Objectives:

The object of this project is to model and texture an animated animal character. The animal character must be of your own design.

The focus for this project is on the display of character through modeling; providing the view with a sense of the animal character by exaggeration of certain physical features.

### **Project Requirements:**

1- Your animal character object(s) 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 animal character animation can be minimal. For instance, moving the eyes, ears or mouth or any of the character’s appendages. This should be simple animation as the objective of the project is more focused on displaying character through modeling.

The animation must be at least 150 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%**).



Some examples of student project work:

