2008 New Jersey Kickoff Animation Workshop: Team 1676

Introduction 5 Minutes

- Introduce Members of Team
- Display the Teaser and Real animation from 2007
- Mention the years in experience...etc (keep it short)

Basics of Using 3ds Max

- Using the Viewports
- Wireframe vs. Smooth
- Toolbars
- Rotating and Moving Objects
- Scaling
- Standard Primitives
- Extended Primitives
- Compound Objects
- Lighting – Omni – Target
- Cameras – Target -Free
- Editing Objects – Editable Poly/Mesh
- Distorting Objects
- Use of Shapes
- Modifiers

Animating objects in 3ds max

- Key framing
- Autokey
- Space Warps
- Motion
- Pivoting
- Hierarchy

3ds Max Presentation

- Design of UFO and render an animation.
- Show the use of splines and warping objects.
- Describe the method of animation an object within a scene.
- Illustrate the important use of backgrounds and environments such as space.
- Demonstrate proper rendering methods for specific needs and requirements.
- After render, demonstrate proper and effective use of Adobe Premiere.