

Computer Science Honours

Graphics Course – Description of Project

Dan Wells

16th February 2007

1. Outline of project

Create a one minute (1500 frames) video sequence using Blender.

2. Overview of short video produced

The movie starts underwater, there is a sandy bumpy terrain covered in what looks like soft white algae. The terrain was created by pulling collections of vertices in edit mode, and then set smooth. The algae are particles that haven't been sent off yet, just sitting waiting to lift up.

The camera ventures around, it appears as if something is lost, or something is being hunted, hurriedly. Finally the object is discovered, a ray-mirrored red tube sticking out the floor, it is investigated quickly. But it's too late, the lid flies off, and releases the missile. This missile was created out of numerous NURBS Tubes.

The missile slowly ventures from the tube, but once the main rockets are fired it gains speed quickly, hurtling at the surface, showing off its fancy blue particle flame on the way.

The missile breaks the surface, just missing the moored camo-boat, and rocking it. The missile flies into space, littered with particle stars and a giant moon.

Back to the boat, a little shocked, it decides to go for a drive. And moor somewhere else. Look for subtle soft surface changes. But wait, what is that? Oh no, the missiles intended target was the boat all along!

Pretty comical halo explosion, and the end has come.