

WIDGETS

(Point Value - 1 to 3 points)

Widgets are simple characters made from “Primitives”. They are animated by adjusting their “Parameters” and using “Keyframes”.

Making Widgets are a great way to introduce yourself to basic 3D Max techniques. You may a maximum of “3” widgets for grading purposes.

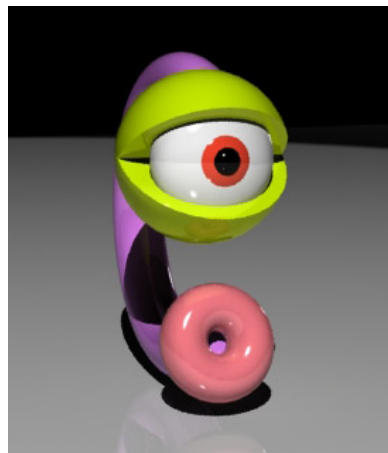
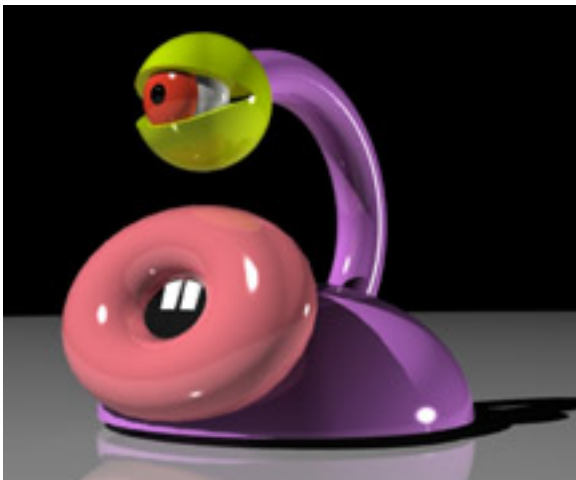
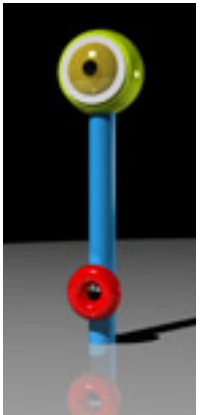
HOW TO MAKE A SIMPLE WIDGET

You can use any of the primitives to design a widget: A sphere makes a great eye, the torus (the donut-like object) is good for making mouths. You can experiment with using any of the primitives that you like.

Primitives have “Parameters”. By adjusting the parameters you can change the size of a primitive and alter its' shape.

Using the “Auto Key” lets you record any of the parameter adjustments and create an animation sequence.

You can find instructions for “Keyframe Animation” and “Adjusting Parameters” in the “Basic Skills” booklet.



Keep it simple. These are characters that might be used in a young child's game. Use no more than 3 or 4 parts.

