SoCal ROC
Career Technical Education

3D Character Design

Modeling/Animating a Teapot as a Character

In this assignment you're going to create an animated interaction between a box and a cone character.

YOU WILL NEED TO KNOW THE FOLLOWING NEW STUFF:

1. How to make a teapot and adjust its' parameters.
2. How to make spheres and "Attach them to the teapot using the 'Edit Poly" modifier.
3. How to use a "Multiu-Sub-Object" texture.
4. Create a simple "Eye" texture in Adobe PhotoShop.
5. How to use the 2x2x2 FFD modifier to animate the teapot.

PROCEDURE

1. Open "Key Filters" and click "All"

2. Create a cone and two small spheres