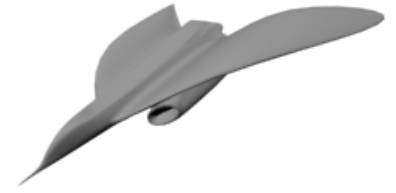


3D Modeling & Animation

Box Modeling a Jet Fighter



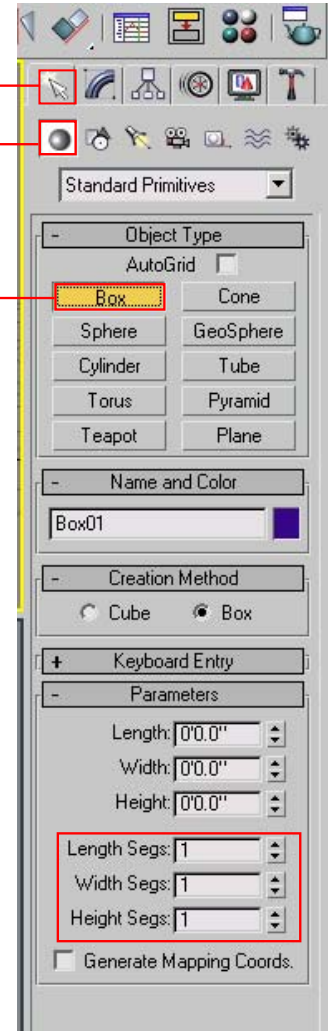
1. Create a "Box"-
with only 1 segment
in each direction



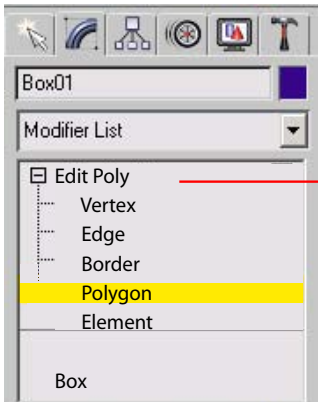
Create Panel

Geometry Button

Box



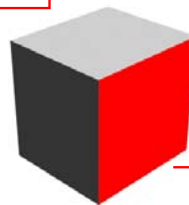
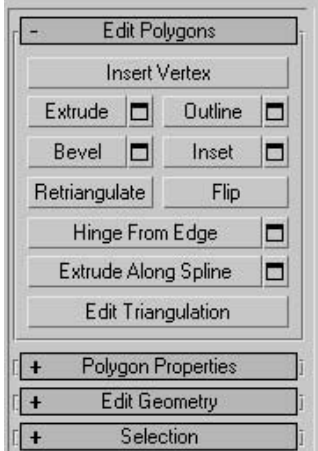
2. From the "Modifier" list add "Edit Poly"



3. Open the Sub-Object level of the Box

4. Select "Polygon"

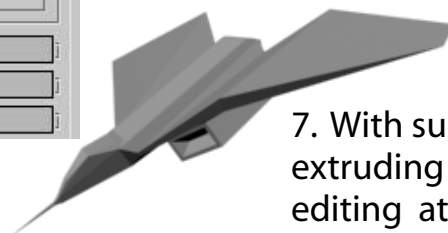
5. Choose "Extrude"
from "Edit Polygons"



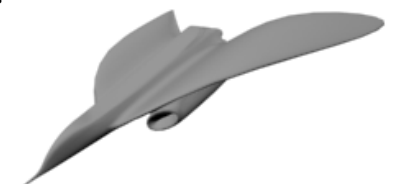
6. Select a face on the box and click. It will turn red. Hold mouse button down and pull out new faces. Release and bevel red face.



7. With successive beveling, extruding etc., as well editing at the "Vertex" level a jet can be designed.



8. From the "Modifier" List, add the "TurboSmooth" modifier to smooth the model.

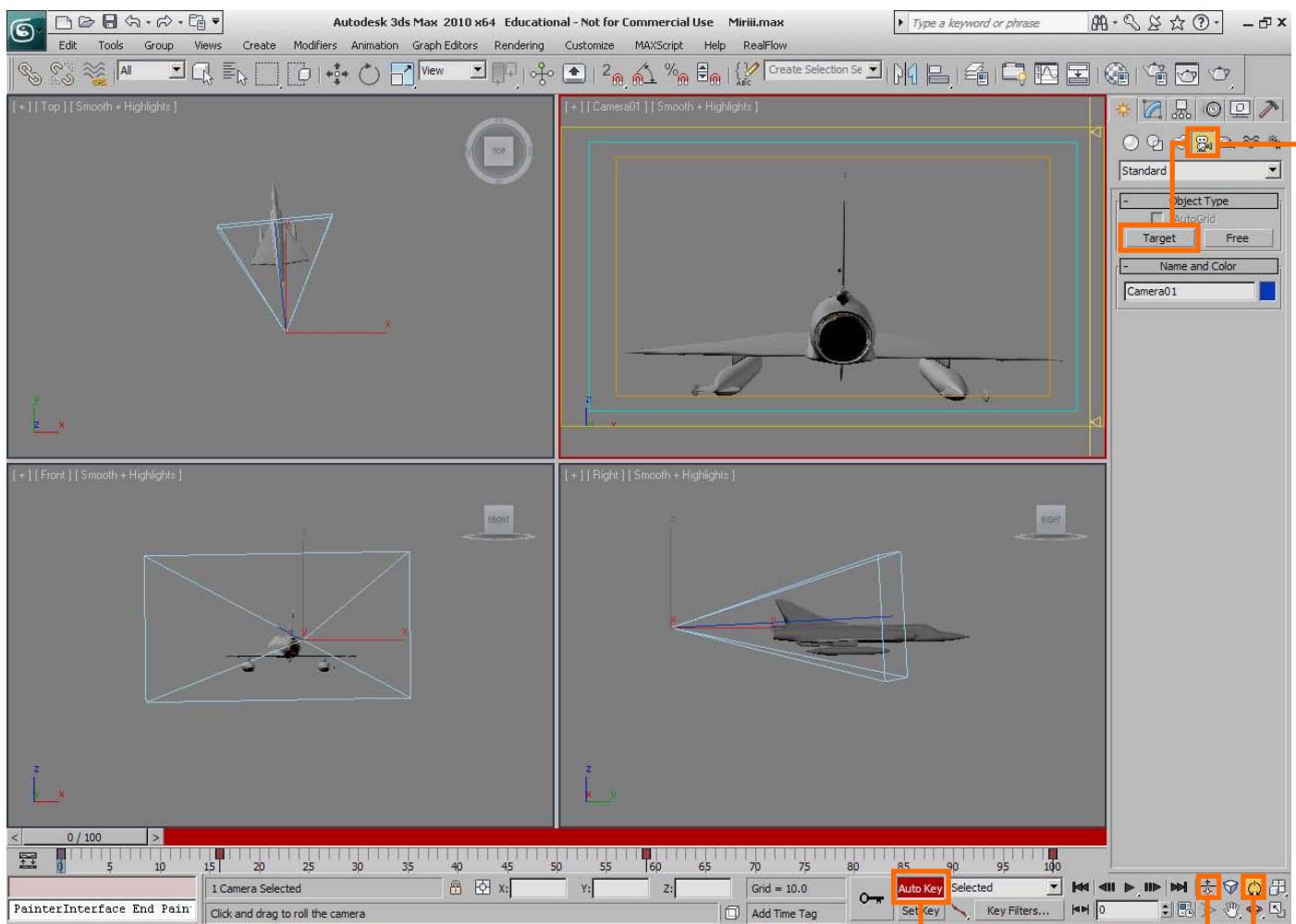


Animating the Jet Fighter



To animate the jet you will set up a camera and lights. The camera will be placed behind the jet. This way it “composite” with the video of flying through the clouds.

1. Use a “Target Camera”.



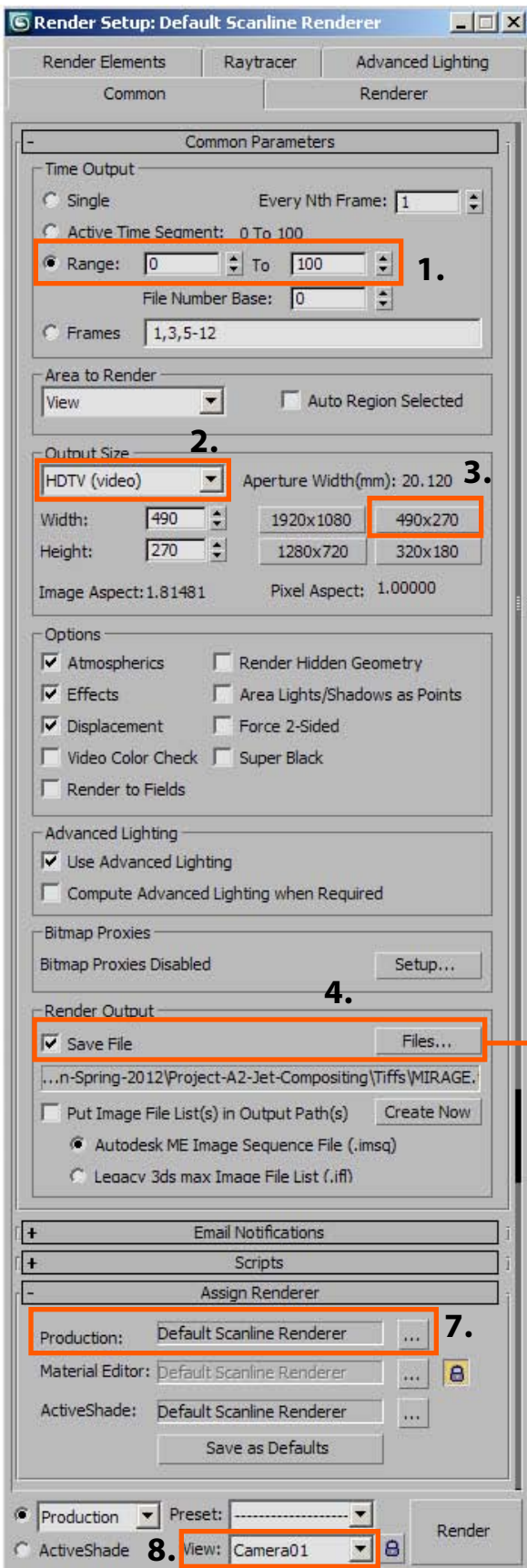
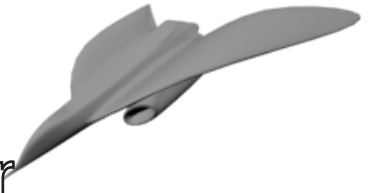
2. Turn on the ‘Auto Key’.

3. “Dolly” the camera forwards and backwards to create a sense of speed.

4. “Roll” the camera side to side to create a sense of movement.

5. Use a standard “Target” light .

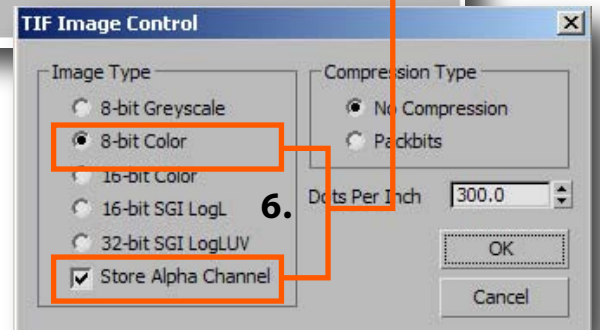
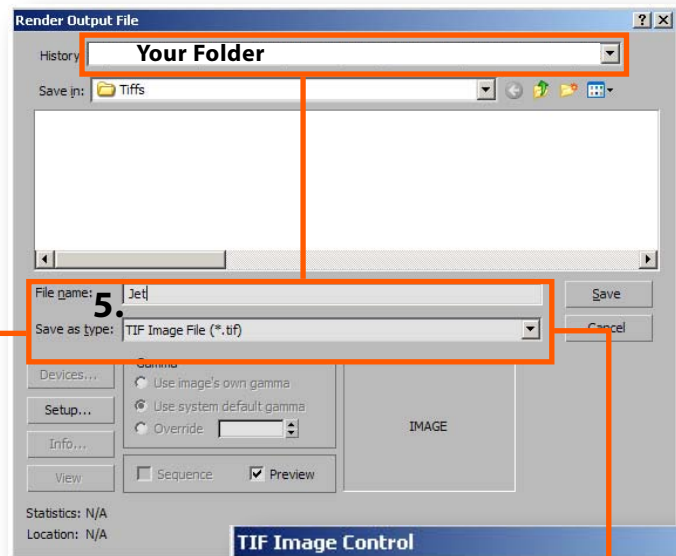
Saving the Animation for the Jet Fighter



You'll save the jet as a series of "Tif" files. Tif files are a type of "Bitmap" image. Then you will open them up in Adobe After Effects to "composite" them over the video of the cloud fly through.

1. Open the "Render Set-Up" dialog box found on the main menu under "Render".

Make the following settings



After the "Sequence" of frames has render out. Open up Adobe After Effects.

3D Modeling & Animation

Compositing the Jet Fighter



Now you will combine the Jet animation with the cloud fly through video using a program called "Adobe After Effects".

1. Open the file menu and "Import" the "Cloud Fly Through" video found on the "J" drive

2. Next, import the "Tif" sequence that you saved in 3D Max.

Select the first file, make sure "Footage" is selected and click "Open".

3. Drag both the files to the "Timeline Panel"

4. If your cloudscape is moving in the wrong direction, right click on it and reverse the play direction.

5. "Export" the composition as an "Adobe Flash (SWF)" file to your folder.