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Using Blender 2.7 for Animation - Advanced 9 - **Dramatic Story Summary** & **Dramatic Story Animation**

**2nd to last week: Dramatic Story Summary Due** (can be your own story with a beginning, middle & end, or short version of an existing book, but not an existing movie unless you make a parody where something different happens. Must be at least 3 sentences, that **each** describe something that happens, and something must change (instead of just a random string of 3 events).

In Word, save your story: File, Save As, Computer, your home drive (such at T:\*username* or H:) 3daFinalStory as a document file(otherwise it can be handwritten on the lines above)

Last day of class: Dramatic Story Animation Due (below)

In Blender, Save As 3daFinal

**Requirements**

* **Complete environment (must not show a solid sky color [gray]: sky must be texture or blend)**: Can be indoor, or use sphere as environment
* Your **animation must represent all three sentences in your summary as separate scenes** (If you’re not sure how, try using the Text tool to tell your story and explain what is happening: Add, Text, Edit Mode, backspace over text & type your own, then go to Object Mode to position your text; then animate the camera to move to each scene)
* **Music or Sound**, or both (see Unit “3D Sound Effects” or “Adding Music Using Video Sequence Editor”)
* Credits using Text Tool (At least say “animated by ” then your name)–**does not have to be animated, but make camera show the Credits as a separate scene** from the minimum three scenes (such as on a plain background such as ground or sky)
* **Turn on Ambient Occlusion in the World**  **button tab**
* **Render audio and video:**
	+ File, Save (make sur e it is in your home drive)
	+ Click the Render  button tab
	+ In the box, type //3daFinalvideo to save the 3da9video in same folder as your 3daFinal file
	+ Under Output choose H.264 (not PNG image sequence)
	+ Under Encoding, change Preset to H264 then change Audio Codec to “AAC” (advanced audio compression, which is standard for HD)
	+ Click Render, Render Animation (or Animation button at the top of the render button panel)

Refer to previous parts for instructions on each of these requirements. You can use your previous work, except your file itself for “Using Views for Sound”, but you can append objects from it.

To append objects from previous projects: File, Append, choose file, click Objects, draw box around all, then Shift Click to unselect Camera & Lights, Link/Append

**BONUS: Add a voiceover recorded by you, someone else, or created by eSpeak (or other text-to-speech)**