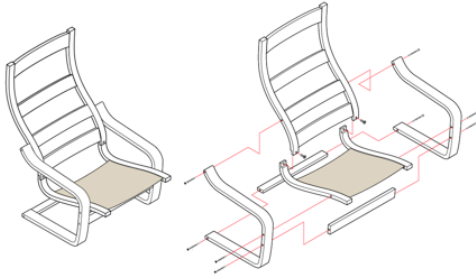
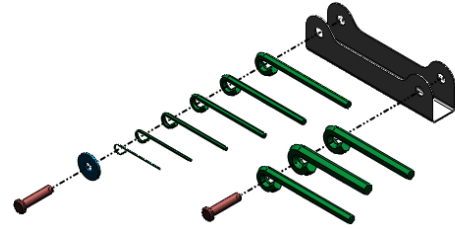
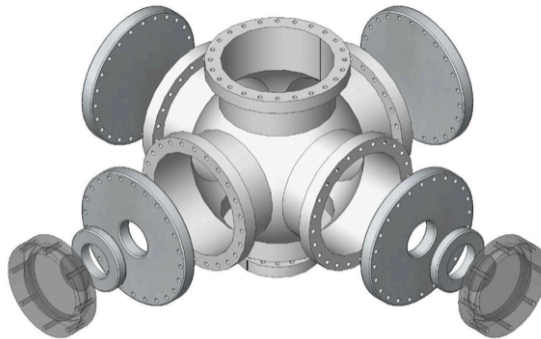


Project #2: The Way Things Work

We have all seen “exploded” drawings that depict the assembly of various objects. Such drawings show the relationship or order of assembly of “parts” slightly separated by distance and usually in a 3-dimensional diagram.

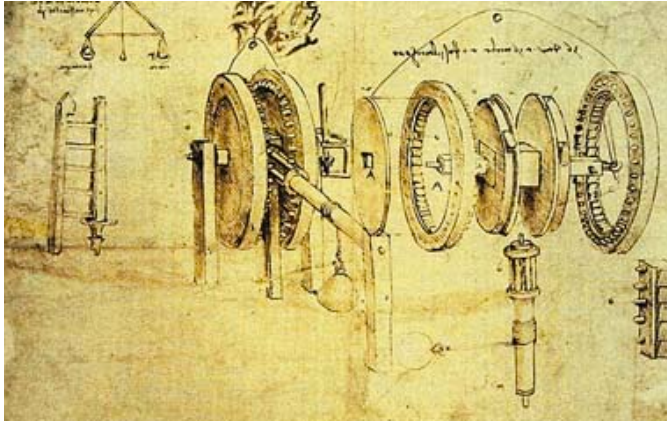


In an exploded view, an object is represented as if there had been a small controlled explosion emanating from the middle of the object, causing the object’s parts to be separated an equal distance from their original locations.



These “exploded view” drawings are frequently found in parts catalogs, assembly and maintenance and other instructional material.

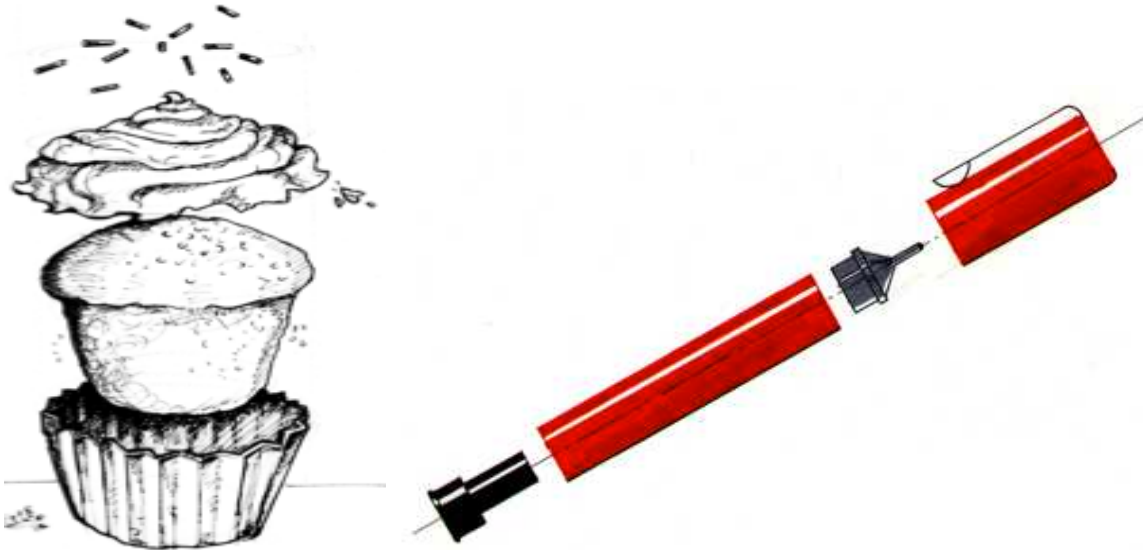




Exploded View drawings are one of the many graphic inventions of the Renaissance.

Leonardo da Vinci created one of the first clear examples of an exploded view in his design of a "reciprocating motion machine". He applied this method of presentation in several other studies, including those on human anatomy.

Today such exploded views, along with cut-away views have been popularized in a series of books by David Macaulay entitled "The Way Things Work".



Project Objectives:

The object of this project is to model, texture and animate a set of object parts to demonstrate how the parts fit together.

The focus for this project is on animation; showing the viewer how the parts fit together to make a whole as clearly as possible.

Project Requirements:

1- Your modeled objects must have materials applied to them. Textures (either image or procedural) are optional. You can download textures from the "Blender Materials Repository" link on our course site or download them from the web.

3- All of the objects in your model must be named (something other than the default mesh name). All of the Materials must be named and all of the Textures (if used) must be named.

4- The animation must be at least 250 frames long. (More complicated animations may require more frames).

The rendered video should be in .MOV (QuickTime) or .MP4 video format.

The rendered video should be sized to 480 x 360 pixels (This is the Blender DVCPRO HD 720p preset **at 50%**).