

**Computer Science 417**  
**Computer Animation**  
**Spring 2022**  
**Project 1 – Planet Animation**

**Due: Thursday, 2/10/2022**

**Description**

This project involves the completion of a tutorial for planet modeling and animation available in Chapter 2 of the Derakshani text. In addition, a second animation is required that is based on the first, but with modifications. Both animations should be created using playblast.

**Specifications**

For the first animation, simply follow the directions to produce the final movie.

For the second animation, change the models, shading, or animation in at least three unique and substantive ways. The following represents some possibilities:

- re-color the planets according to their actual color (find textures on the internet)
- change the size of the planets in an exaggerated way
- change the tilt of the planets' orbits
- stagger the orbits of the planets to align with their natural orbits or to follow other interesting patterns
- animate the planets in meaningful ways (e.g., make them dance, or move in a funny way)
- add planets' orbiting moons
- focus on a single planet/moon and animate the camera for dramatic effect

Feel free to use the above ideas, or ideas of your own. Be creative!

**Submission Requirements**

Create a webpage with the following items:

- your name, the date, and project identification
- a link to your completed tutorial animation (embedded, vimeo, or YouTube)
- a list of at least three changes that you made to the original animation, each accompanied by a rendered image showing the change
- a link to your modified animation (embedded, vimeo, or YouTube)
- any explanation of your work that you would like to provide

We will view and critique the animations from your webpage in class (please send me the link). You will be graded on your webpage and the quality of your animations. Have fun!