

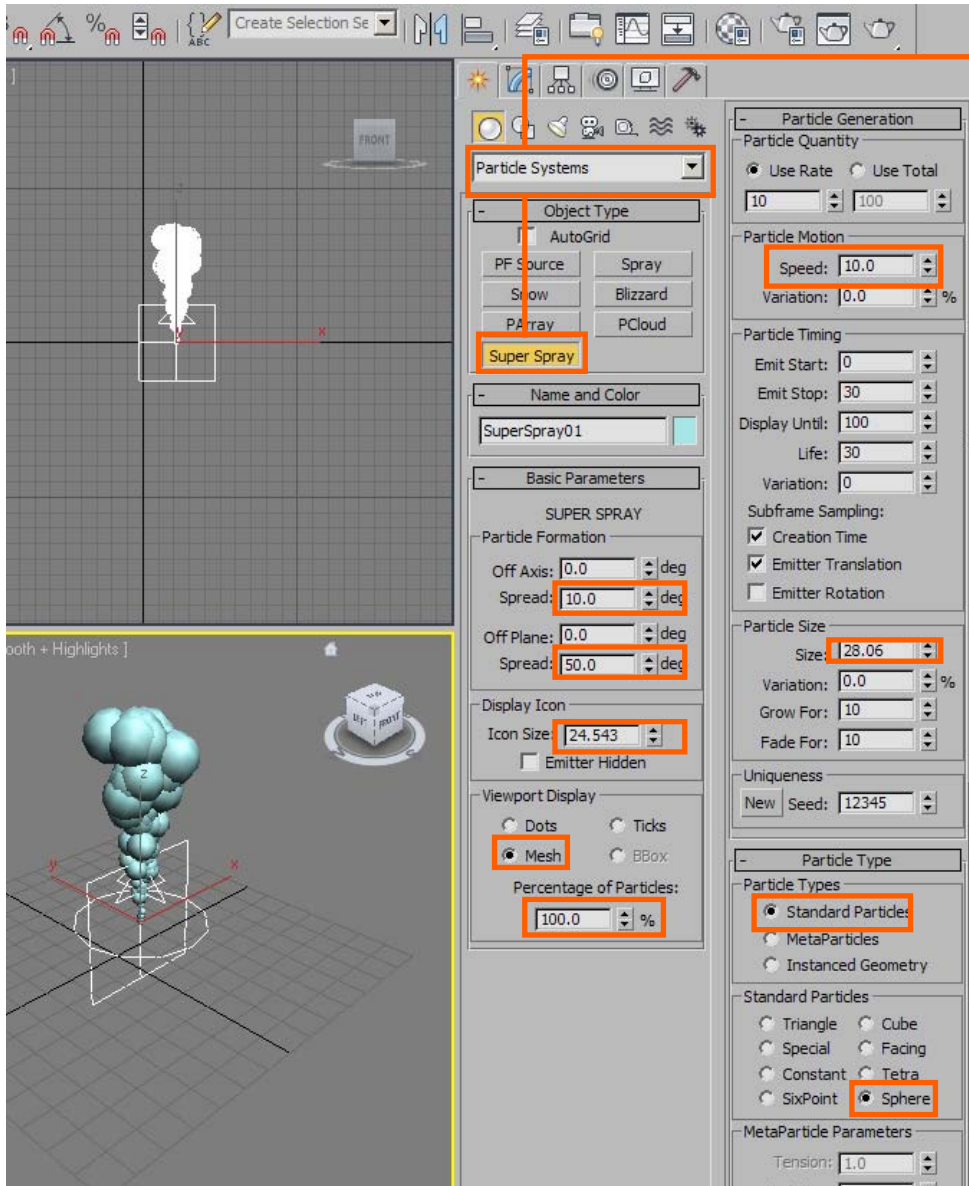
WALKING, SHAKING, STEAMING TEAPOT

(Point Value - 1 to 10 points)

3D CHARACTER DESIGN

If you've done the previous 2 teapot projects, then all need to know to complete this advanced teapot animation is how to make steam and how to shake the teapot lid.

NOTE: Create the teapot, the lid shake and the steam BEFORE linking them to the Biped

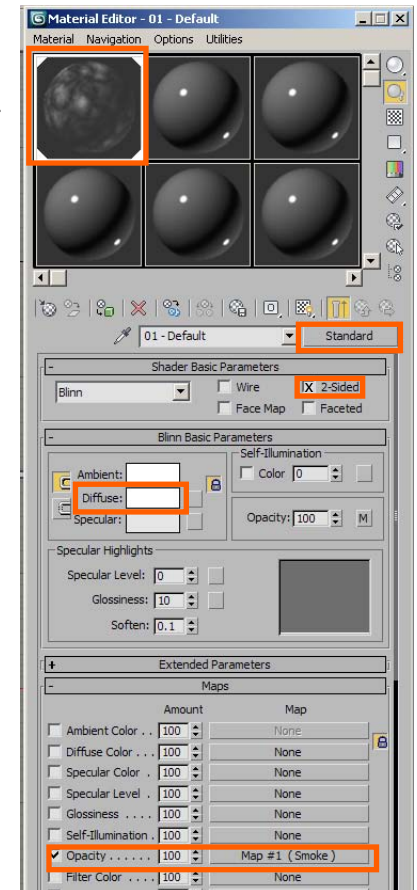


Steam is made using a particle system (SuperSpray)

1. Select the SuperSpray button and drag out the icon in the perspective viewport.
2. Set the animation scrubber to 10.
3. Set the parameters for the SuperSpray as in the diagram.

4. The material settings for the steam is shown in this diagram.

5. Link the Steam to the teapot.

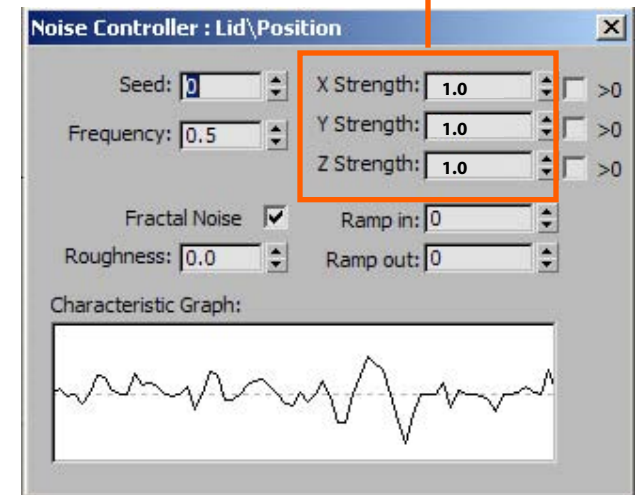
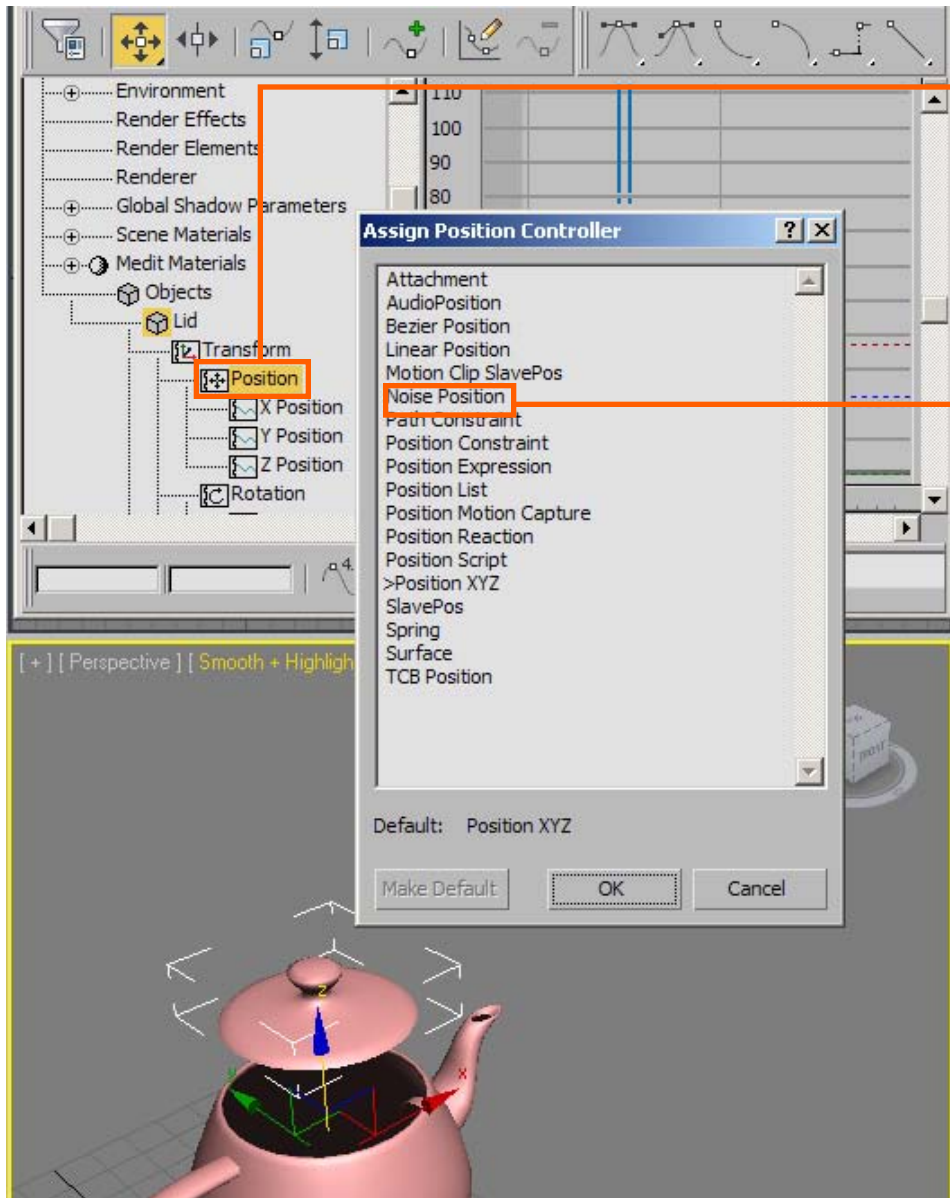


WALKING, SHAKING, STEAMING TEAPOT

(Point Value - 1 to 15 points)



1. Convert the Teapot into an Editable Poly.
Detach the lid from the Teapot and rename it "Lid".
2. Open the "Curve Editor" and select the lids "Position" & right click, find the "Assign Controller" option and select it.
3. In the "Assign Position Controller" panel select "Noise Position".
4. The animation of the shaking lid is automatically made. Play it back and see.
5. The Noise Controller opens. You can adjust the parameters as needed. You'll probably have to set them very low - 1.0 - 2.0



6. Link the Lid to the Teapot
7. Prepare the Biped and link the Teapot to the Biped