



# Animating 2 Primitives as Characters

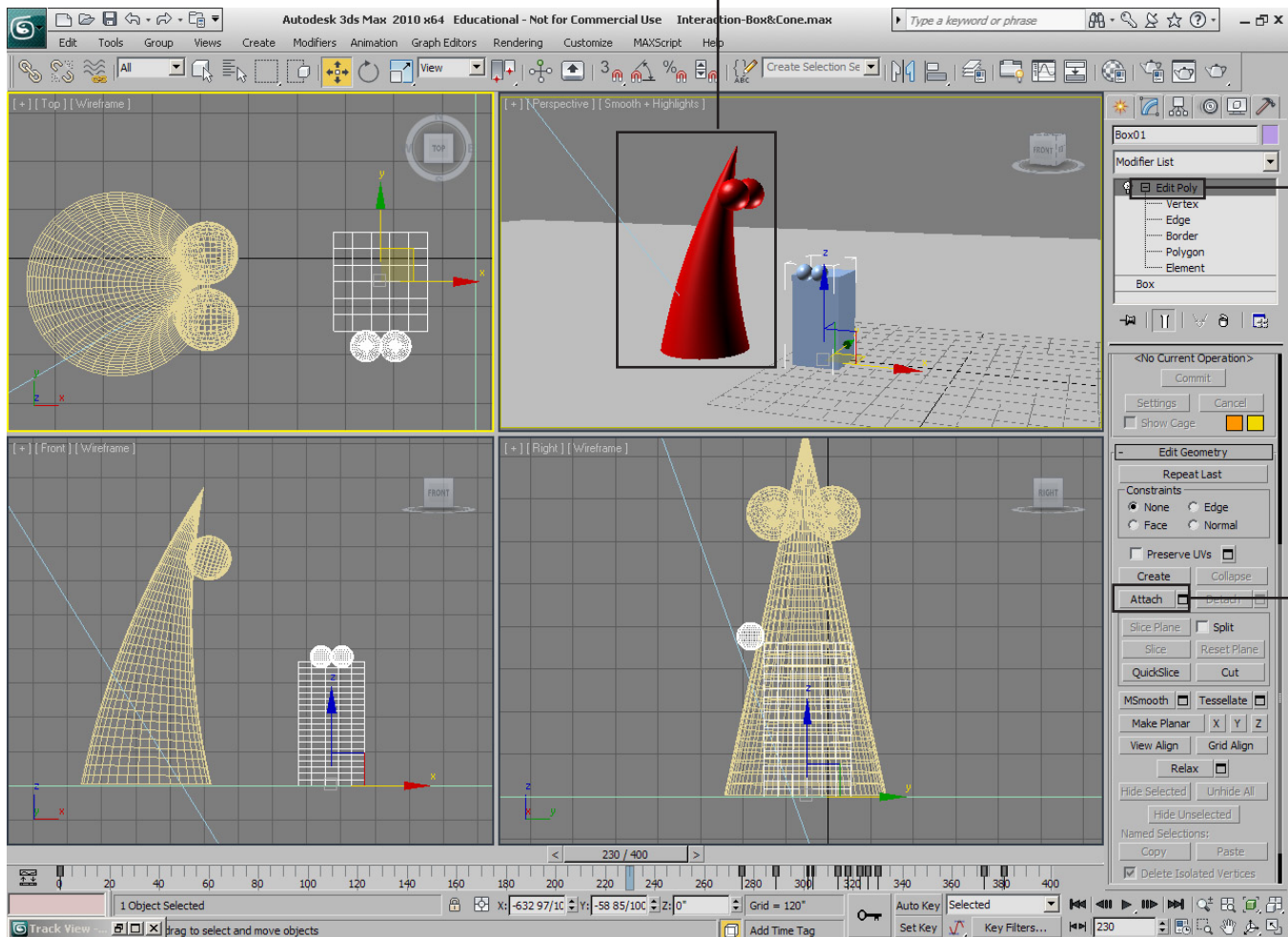
In this assignment you're going to create an animated interaction between a box and a cone character.

## YOU WILL NEED TO KNOW THE FOLLOWING NEW STUFF:

1. How to make a cone adjust its' parameters.
2. How to make spheres
3. How to use the "Edit Poly" modifier to add (Attach) eyes to your cone and box

## PROCEDURE

1. Open "Key Filters" and click "All"
2. Create a cone and two small spheres
3. Add the "Edit Poly" modifier to the stack
4. Attach the two spheres to the cone by clicking the "Attach" button then clicking on each sphere



5. Do the same for the box and then animate as in project 1