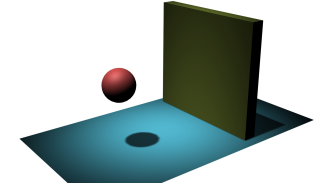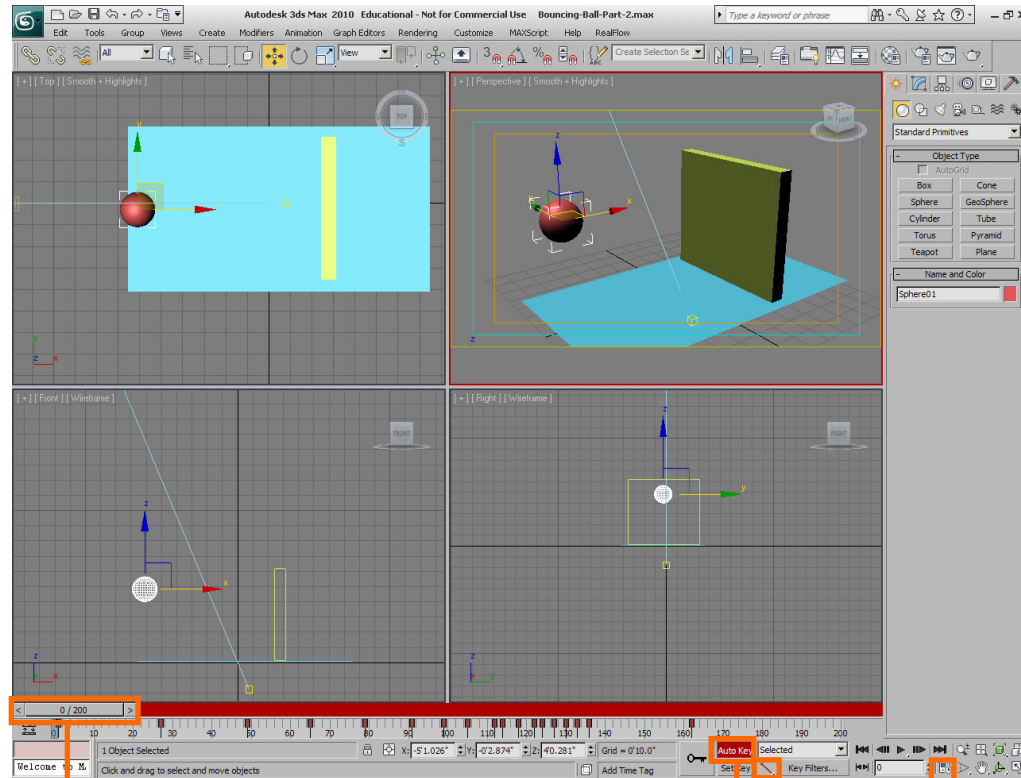# SoCal ROC
Career Technical Education

Bouncing Ball Animation

3D Modeling & Animation

This is a classic problem given to all animators, 2D and 3D. It will teach you basic 3DMax skills like using primitives, setting lights, keyframe animation and rendering as well as simple animation timing skills.

Scrubber Slider

Auto Key

Set Tangents to "Linear"

Timeline Configuration Button

PROCEDURE

1. Create the 3 objects (Sphere, Box and Plane) and arrange as in the diagram below.

2. Turn on the "Auto Key". (the timeline should turn to red). Set the timeline to 200 using the "Timeline Configuration Button"

3. Set the tangents to "Linear".

4. Move the "Scrubber" to frame 20 on the time line, then move the sphere forward a bit and down to the plane.

5. Now move the "scrubber" to frame 35.

6. Move the sphere upwards (but not as high as it was before) and forward to create a bounce.

7. Continue moving the sphere up for 3 bounces, hit the wall, and then 3 bounces back. Each time, make sure the ball bounces less and less high. Just as it would in real life.

8. Roll the ball flat on the floor.

Next, you'll change the bounce from a spiked path to a more natural, smoother path.