



# 3D Animation/Video

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## FW-190 Fighter Tutorial (120+ min.)

This is going to be our most intensive tutorial to date. This tutorial has 4 parts. They are as shown in order below:

1. FW-190m\_1.html
2. FW-190m\_2.html
3. FW-190m\_3.html
4. FW-190d\_1.html

This tutorial is worth 20 pts.

**Maps:** The map path that he mentions is “\Data\Tutorials\Fw-190 Fighter\Maps

### Problems in the Tutorial:

**Important:** For this tutorial be sure to group points and name the groups so that you are able to select the groups later. Save your work often at places that you have successfully completed something.

#### **Tutorial: FW-190m\_1.html**

**Note:** After you change the settings for the grid to feet, click on the “Modeling” tab and change the unit size to 1’. This will make the grid squares bigger.

**Note:** He uses “Hot” keys throughout the lessons. Most of them can be found on page 20 of the Animation Master books we have. You can get them from the bookcase near the red door. The “Hot” key for extrude is the E key.

#### **Tutorial: FW-190m\_2.html**

**Note:** this tuorial has a place where it is difficult to hear. When he starts talking about the “copy/flip/attach” command you will need to listen very carefully becuase he makes a mistake and then corrects it. Make sure you listen to the whole thing before trying it. I have included Fig. #2 that shows the point that I did the Shift/Click on to make it work.

**Note:** When I did the wheel part I had to shift/click on each extrude point instead of click/drag over the points. I found the best way was to use the top view to click on the points.

**Note:** When you are doing the Landing Strut make sure you group the wheel before you start. Then start the process, but before you do the extrudes on the strut, move the wheel out of the way.

#### **Tutorial: FW-190m\_3.html**

**Note:** When he starts to do the nose of the plane he has all the extrude points showing, then selects the first three rows near the nose of the plane. He goes to Edit>Compliment All. Our version doesn’t have “Compliment All”. Instead we will have to go to Edit>Invert Selection. Then you can do the Hide and there will not be any extrude points on the nose of the plane. Use “Invert Selection” anytime that they mention the “Compliment All” command.

**Note:** When slecting the points for the Nose Cone, use shift/click on the points to get all selected.

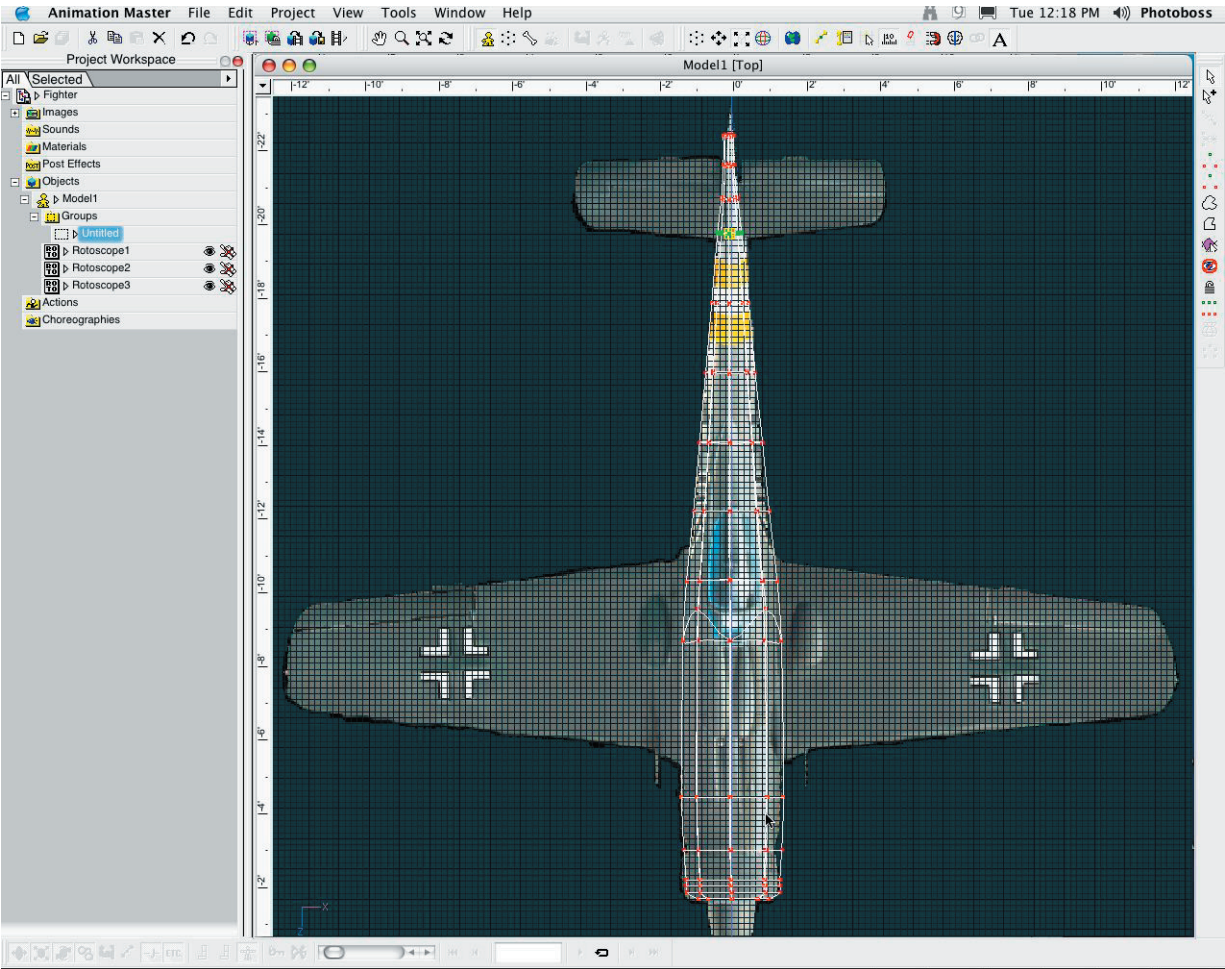


Fig. #1 Plane w/ extrude points.



Fig. #2 Point to click on for the Copy/Flip/Attach

**Note:** Settings for the Prop extrude rotates are- 3rd=Y30, 4th=Y20, 5th=Z10

**Note:** When doing the prop duplication the settings are: Repeat 3, Z rotate 120.

### Tutorial: FW-190d\_1.html

**Note:** Make sure you save after each application of a decal. Especially save before you attempt to put the decals on the bottom part of the wings. I had to “Revert” to get it to work.

**Render a final image as a .jpg to be turned in.**

The following are items that you will be expected to turn in for credit for this tutorial. Be sure to rename each screen shot a name that corresponds to the activity that the screen shot is of. Place the screen shots in a folder that is called "YourName.FW" and turn it into the Drop Box.

Each of the following are worth 2 pts. except where noted.

1. Screen Shot showing Tool Options window with the units set to Feet.
2. Screen Shot showing the Modeling window scaled out so the window will be 20' in the corners.
3. Screen shot of top view of airplane's body with extrude points set in place. See Fig. #1.
4. Screen shot of wing with extrude points.
5. Screen shot showing the left and right stabilizers using the flip/rotate/attach command. See Fig. #2 for which of the points you need to Shift/click on to get this to work.
6. Screen shot showing a completed wheel strut from the front.
7. Screen shot showing Nose Cone and Prop completed.
8. Screen shot showing the following groups in the Project Workspace.
  - a. Canopy
  - b. Strut group
  - c. Wheel group
  - d. Body group
  - e. Propeller group
  - f. Wing and Stabilizer group
9. Screen shot showing half of the body decaled.
10. Final rendering of one frame of the plane completed.



## FW-Fighter Tutorial Evaluation

Name- \_\_\_\_\_

Rename the screenshots so that I can tell what they represent. Put the screenshots into a folder named "YourName.FW". Drop the folder into the Animation Drop Box on the Photoserver. Put your name on this evaluation sheet and bind it into your assignment notebook. Put your assignment notebook into the period tray. You will be graded on the following:

2 pts for each.

1. Screen Shot showing Tool Options window with the units set to Feet. \_\_\_\_\_
  2. Screen Shot showing the Modeling window scaled out so the window will be 20' in the corners. \_\_\_\_\_
  3. Screen shot of top view of airplane's body with extrude points set in place. See Fig. #1. \_\_\_\_\_
  4. Screen shot of wing with extrude points. \_\_\_\_\_
  5. Screen shot showing the left and right stabilizers using the flip/rotate/attach command. See Fig. #2 for which of the points you need to Shift/click on to get this to work. \_\_\_\_\_
  6. Screen shot showing a completed wheel strut from the front. \_\_\_\_\_
  7. Screen shot showing Nose Cone and Prop completed. \_\_\_\_\_
  8. Screen shot showing the following groups in the Project Workspace. \_\_\_\_\_
    - a. Canopy
    - b. Strut group
    - c. Wheel group
    - d. Body group
    - e. Propeller group
    - f. Wing and Stabilizer group
  9. Screen shot showing half of the body decaled. \_\_\_\_\_
  10. Final rendering of one frame of the plane completed. \_\_\_\_\_
- Total Pts.(30) \_\_\_\_\_