

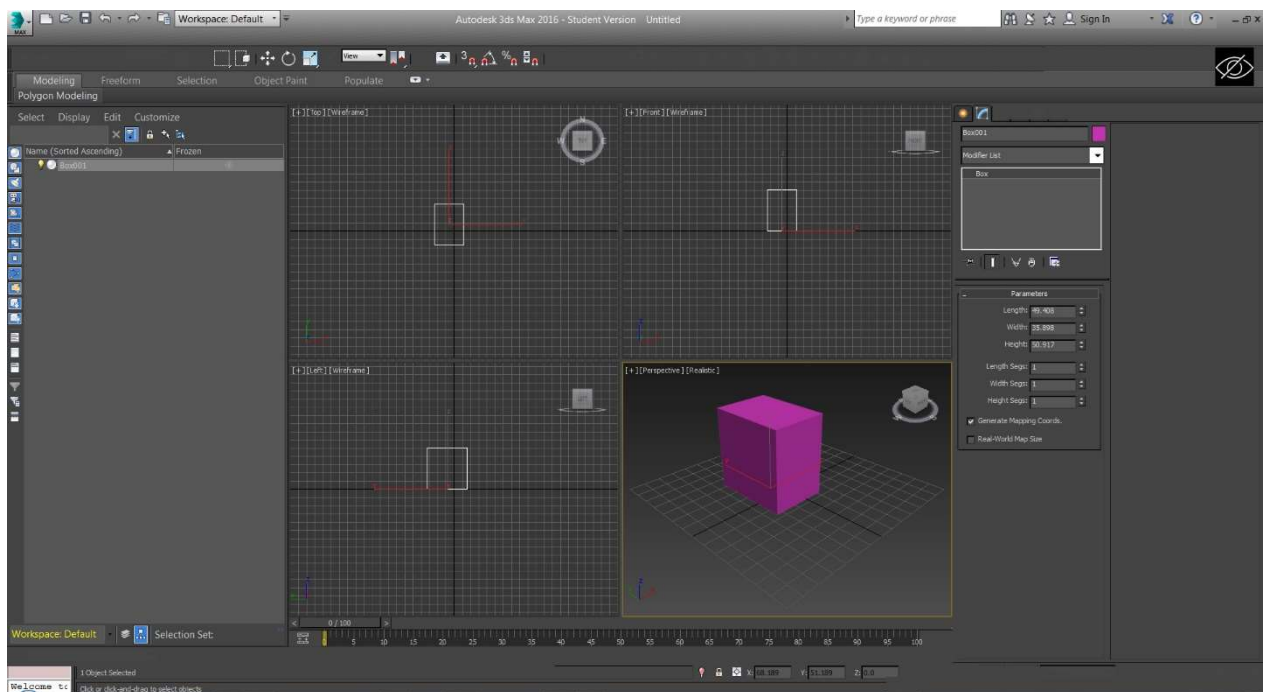
Team 3176 White Paper

Title: The Basics of Animation	Author(s):Gavan Ruiz, Luke Henley
Sub-team/Function: Multimedia and Graphics	Subject: 3DS Max
Date: February 25, 2018	White Paper Number: 2

Things to Know

First of all you need to pick a shape. On the right side of the screen there are a few different ones to choose from. Click on a shape and move the cursor over to the bottom right grid. Move it around until you have found the spot you want it to be at. Click and drag to place and adjust the shape. In the bottom right corner there is a button that is red and is called "key frame". This button allows you to start animating the shape. There is a button underneath the key frame button that allows you to make an individual movement for a specific key. Making multiple in a row whilst adding different movements then pressing play will slowly form an animation of that object. This is the basic info for the 3ds max software that you will need to begin animating objects on your own.

Photos / Diagrams



This photo shows the screen of 3ds max before you begin animating. You can tell if you are animating the object or not if there is a key frame pause icon in the bottom right-hand corner of the screen.

References

The main reference for this paper comes from the 3ds max software help page. For use on team 3176.