

Visual Effects lab

Refer to the **lecture notes** from October 23 (posted on web page).

You can also refer to the **User Manual**:

<http://wiki.blender.org/index.php/Doc:2.6/Manual/>

Transformations

1. Open a new blender file containing a default object (cube).
2. Add the following logic controls:
 - press 'L' key to move the object along the y axis to the left (by -1)
 - press 'R' key to move the object along the y axis to the right (by $+1$)
 - press '0' key to move the object back to its starting position (*hint: use game reset actuator*)
 - press 'S' key to spin (rotate) the object along the x axis by $+10^\circ$
3. Now try playing with the interface to see what happens when you translate (move L or R) then rotate (Spin), versus rotate then translate

Materials/Lighting/Shading

1. Open a new blender file containing a default object (cube). Add a sphere.
2. Add keyboard controls to the default lamp:
 - press 'U' to move the lamp up.
 - press 'D' to move the lamp down.
 - press '0' to reset the lamp to its starting position.
3. Try putting different materials on the cube and the sphere, with different diffusion and specular parameter values.
4. Test the values in the game engine mode, by moving the light around and seeing what happens.
5. Try adding keyboard controls to the default camera, and then again test in the game engine mode to see what happens when you move the camera around, and when you move the light around.

Texture Mapping

1. Download 6 textures from the Mayang collection: <http://www.mayang.com/textures>
2. Open a new blender file containing a default object (cube).
3. Using the texture mapping instructions (as demonstrated in class on Oct 23), map each face of the cube to a different texture that you downloaded.
4. Try changing the scale for the texture on one of the faces. (Use 'S' in the UV/Image editor window.)
5. Try distorting the texture on one of the faces. (Select a vertex and use 'G' in the UV/Image editor window.)