# Rube Goldberg Design Lab

This lab is intended to help you design the Rube Goldberg machine that you are building for the second (group) part of the second homework assignment (which is due on Oct 26). Follow the A-B-C's below!

A. TAKE INVENTORY

1. In completing the first (individual) part of the second homework assignment (due on Oct 19), you will hone your skills at creating and controlling graphical objects in Blender.

2. Start your Rube Golderg machine design by making an inventory of your Blender skills.
   - What kinds of objects can you render – what shapes, sizes, materials, etc.?
   - How can you animate the objects using the render timeline?
   - How can you make the objects behave using the physics engine?
   - How can you let the user control the objects?

3. Remember that a Rube Goldberg machine relies on gravity. So you want to be careful about using rendered timeline animation and user controls for the second part of the assignment—the result should look natural!

B. PAPER DESIGN

1. Draw your design on paper!!

2. I suggest that you create cartoon drawing, like the samples below, complete with objects and annotations explaining how the objects respond to gravity and to each other.
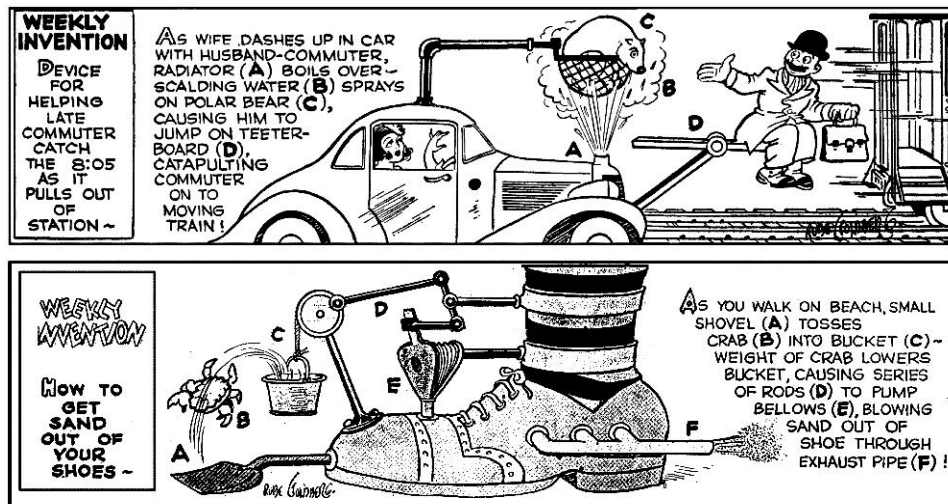
C. BUILD IT!

AFTER you have (A) created the objects and (C) completed your paper design, only THEN you should build the machine in Blender.