

BLENDER ANIMATION EXERCISE 01-02

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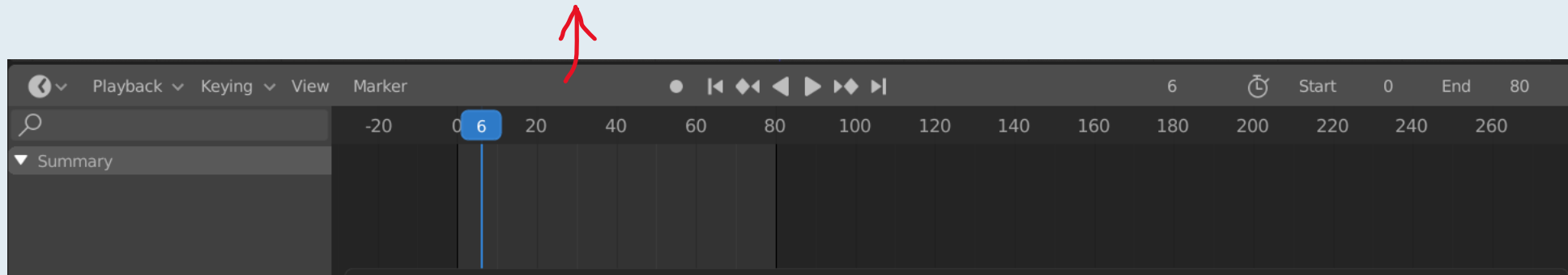
WITH BLENDER V2.83



WINDMILL



1. Open the Ex01-02 folder available on github and open the .blend file
2. Drag with the mouse the Timeline panel up:



3. Click on the windmill object
4. Set the Timeline to 0
5. Push [I] to add a Keyframe, select *Rotation*



6. Rotate partially the Windmill, push [R] + [Y] to rotate on y-axis
7. Push [I] to add a Keyframe, select *Rotation*
8. Repeat steps 6., 7. until the original windmill is again in the initial position and it has done a complete 360 deg rotation
9. In the animation Timeline set the end to the position of the final keyframe, in the example the value is 80

