BLENDER ANIMATION EXERCISE 01-02

Corso Realtà Virtuale 2024/2025

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WITH BLENDER V2.83
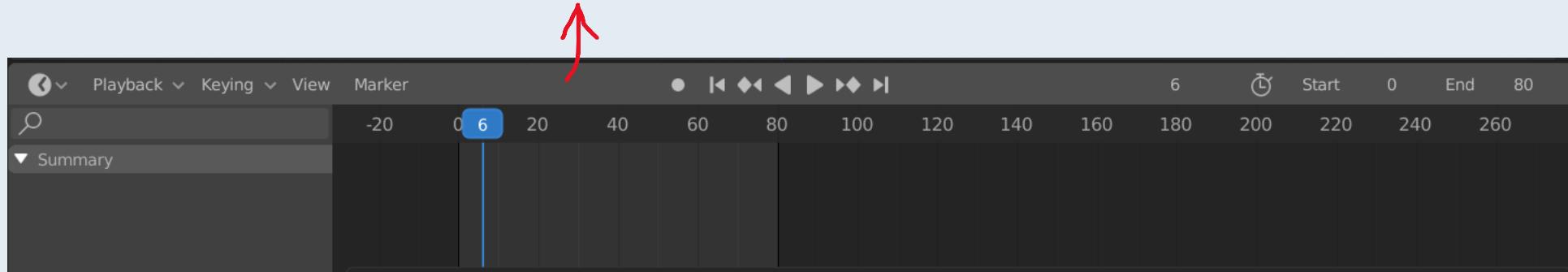
WINDMILL

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