Blender Final Project

### For your final Blender project you will be making a 25 – 35 second animation. Your animation must include at least 3 different models (they can be of varying degrees of complexity) and should have a stage or background set up for your scene.

### You will need to add materials and possibly textures to your objects while also adding light and working with the camera for your animation. You will render your final product to create a short animated video.

### Be creative about what you want to include in your scene! It is fine to create simple representations of everyday objects (think wooden children’s toys as representations of real items). You are allowed to use models that you previously created in your animation if you wish.

DUE: THURSDAY DECEMBER 17

