

Ivy Tech session with Steve Bardonner, 1/14/2006 11:00 - 15:00

with Kent Baumgardt – students present: Ashley, Ale, Alex, Jackson, Taylor, Zach and Morgan

We created a simple robot that tests dud bombs. While there wasn't enough time to refine the animation, we covered the following:

- Objection creation relative to views
- Positioning and rotation
- Linking and hierarchy (parent/child objects)
- Path constraints (basic single path)
- Keyframing basics
- Bomb spacewarp (bind to world space modifier)

The team also voted on the topic for this year's FIRST animation theme: "Creativity Over Time"

The story board was roughed out into 6 segments. Segments 1 through 5 cover the ancient through modern eras, with two representative items from each era. The items will fly towards the viewer as through a vortex. Possibilities include animation of each item as it approaches the view camera.

Segment six covers the present day as represented by Team 1720's FIRST 2006 robot. "Why should creativity stop now?"

Allocated 8-10 seconds for the robot segment. The other 5 areas will probably be given 4 seconds each, on average, with overlap as they approach and pass the camera. Credits to be considered as extra outside the animation timeframe.

Robot segment could include more than the robot, like sketches, blueprints, Web site layout and even MTV-style flashes of build photos.

We made a lot of progress yesterday. Let's keep it up! Deadlines really are closer than they appear!

Storyboard as it stands to date

Ancient Period (Alex)

Cavemen & crude tools

Classical Era (Ale)

Pyramids

Parthenon

Middle Ages

Catapults (Taylor)

Viking Longboats (Jackson)

Renaissance (Ashley)

Da Vinci helicopter

other item....?

Modern Era (Morgan)

Light Bulb

other item...?

Present Day

Team 1720 bot