

## **Exercise18**

### **Design two playing dice and animate the same. Add suitable sound for dice fall.**

Step 1: Select cube and Tab into edit mode.

Step 2: right click on cube, chose "Sub divide" then subdivide default cube into 5\*5grid (number of cuts=4).

Step 3: choose Face mode and hold shift key & choose faces in top, bottom, front, back, right and left.

Step 4: Inset each of selected face (make sure to click "I" twice so you are in setting the faces individually. Set the thickness of dice.

Step 5: Extrude each of selected faces back toward the center of the die. And set offset.

Step 6: click on "Rendering" option then changes to "Cycles" Render.

Step 7: Choose "Properties" then change the default material to the desired color(#699FE7).

Step 8: Tab into object mode and duplicate a die, move the new die to the side of old die.

Step 9: Add plane and move it below the dice. Scale the plane by 25 and a material to the plane(#5A974B).

Step 10: Add other plane and move it behind the dice. Rotate the plane around x-axis by 45 degree and scale plane along Z-axis by 2 and X-Axis by 5.

Step 11: Select plane. Under the "Physics Tab", click "Rigid Body" and change the type to "Passive" and repeat this step same for other plane also. Select Die. Under the "Physics Tab", click "Rigid Body" and change the type to "Active" and repeat this step same for other die also.

Step 12: move the dice above plane. Click on "play button" and dice will roll off the plane and onto the plane.

Step 13: you can add sound for dice fall by switch on timeline into video sequence.

Step 14: click "Add" and choose "Sound" & locate sound file that you want into your animation. Click "Add sound strip" button.

