

## Exercise 17

### **Animate the ball in Ex.15 (both rigid and elastic) to bounce thrice and roll. Use suitable animation Principles. Add booing sound when the ball bounces.**

Step 1: Use Texture ball which is designed in Experiment number 16.

Step 2: In the timeline, set scrollbar at 1st frame. Choose ball position and click “I” from keyboard, then choose “Location”.

Step 3: Move Play head to 20th frame. Choose ball position and click “I”, then choose location. Repeat the same steps up to three bounce.

Step 4: Move play head to 120th frame. Select Ball, move it towards “Z” axis then click “I” and choose “Location”.

Step 4: Click on “play button” and dice will bounce and roll depends on key frames.

Step 5: You can add “booing” sound when the ball bounces in video sequence.

Step 6: click “Add” and choose “Sound” & locate sound file that you want into your animation. Click “Add sound strip” button.

## Exercise 17 Final Output

