

Assignment for 3D Animator Role at Games2win

Introduction

You need to create an animation for a character. To give you an example of the quality expected, please see this ramp-walk animation :-

<https://drive.google.com/file/d/1KBHUbSG495a1n0mjFXgAX1OnmQOZGQc/view?usp=sharing>

Steps:

We will share a .blender file with you. (**Blender version- 2.81a**)

If you are using Maya, you will be expected to export the rig into Maya.

We require you to create a animation of a Photoshoot for the model, as follows :

Animation Name : PS_Anim1

1. The reference animation is as per this video. Start the animation at 00:00
<https://in.pinterest.com/pin/823806956823796404/>
2. Add a Pause is at 00:02 for 2 seconds
3. Add an eye blink when she is paused.
4. The animations will start again at 00:07, directly (the model will not spin around)
5. Pause at 00:08
6. Create a loop

As you work on the animation, you may share .FBXs or video renders for us to review.

Once the animation is completed, the final deliverable will require you to bake all the keys and import it back into the blender.

Part of our acceptance criteria will be to ensure nothing has broken when we import your deliverable into Maya and apply it into our rig.

Points to be kept in mind while working

1. All objects and joint names must not be modified.
2. No extra objects nor controls can be added

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3. Naming convention should be constant throughout.

Resources

Blender file-

<https://drive.google.com/file/d/1Jd-0TSO0JdyY0V8gi6gQR-XuBQWK2stN/view?usp=sharing>

FBX file With Controller

https://drive.google.com/file/d/16Qaf4izukJ_mV0npGul7SXZncRS_oQeZ/view?usp=sharing

Fashion 3D Model Screenshot Reference:

<https://drive.google.com/file/d/1LD8MXxr0Sje1mLMa2FjvhplaWhkuUU0C/view?usp=sharing>