

Project Narrative: Bouncing Ball Variations

These are preliminary studies of animating a ball in the Maya environment. Therefore some of the movements are considered to be “rough” in relation to the time slider, and level of detail. Some brief project descriptions are given for the emphasis of the learning techniques with the introduction of Maya animation. Most of these individual movements will be incorporated into the sequence of animation events with Adobe After Effects and aligned with a soundtrack.

Up and Down

- Animation Settings
- The Time Liner
- Stepping and Setting Key Frames

Back and Forth

- Animation Graph Editor
- Working With Tangents
- Ball Personality

All Around

- Animating with Stationary Objects
- Multiple Simultaneously Animations
- Recording a Scene

Spheres Around in Spheres

- After Effects Modifications
- Adding the Soundtrack
- Rendering the Scenes