

## DESN 261 - EXERCISE 5 | 3D CHARACTER ANIMATION

### Brief

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**Use Blender to animate one of the provided rigs. Anyone can plop in some keyframes, at this point you're trying to create life. Keep the principles of motion in mind while animating.**

Animate a simple motion: the character taking a few steps, or waving at a distant friend, or leaping with joy, or stomping out of frustration...

The provided rigs are set up with a more advanced form of rigging, known as Inverse Kinematics. Explore the possibilities of this kind of rigging while acquainting yourself with Blender's somewhat strange interface.

### Deliverables

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- Save .blend file and upload to [Google drive](#)

### Schedule

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This in-class exercise is designed to be completed during March 31's class.