Display > Hide Selection to hide the bell

5 seconds ≈ 150 frames

Select the stageControl -

Frame 15
Curtains attribute □ Key selected is done -

Frame 45
Set Curtains attribute of stageControl to 10
He hits the g key to set a key at frame #45 -

Frame 120
[10] hit g key in
viewport

Curtains
15 45 120 50
0 10 0 0

Door
60 70 100 120
0 10 0 0

He does RMB and the key is selected -
Show Last Hidden
Ctrl+Shift+H
—to reveal the hidden ball—
Display > Show > Show Last Hidden
Display > Hide>
Hold down shift key and
select all of the animation
for the ball (selected ball)
Outer arrow scale the animation
so its longer or its shorter
Use the inner arrows to move the
whole animation forward so it
starts at frame 47
the ball kicks the door open
- Wants about 20 frames per bounce
  4 bounces total, so 80 frames needed
- S key to set a key and all channels turn orange

Result: 10

He shows the off the cuff—
Let's animate one attribute at a time—
Best way to do it—(Do one attribute at a time—

Frame 1

\[ \text{translate } Z \rightarrow -11 \leftarrow S \]

Frame 80

\[ \text{translate } Z \rightarrow 8.66 \leftarrow S \]

wherever stool is at

Frame 20
\[ \square \leftarrow S \]

Frame 40
\[ \square \leftarrow S \]

Frame 60
\[ \square \leftarrow S \]

Frame 10
\[ \text{translate } \]

\[ \text{Frame 30} \]
\[ \text{Frame 50} \]

\[ \text{Frame 70} \]

\[ \text{on top of the stool} \]
\[ \text{No } S \text{ needed} \]

\[ \text{Frame 80} \]
\[ \text{Frame 70} \]

\[ \text{higher jump} \]
Edit > Delete By Type > Static Channels

RMB on the channels with the keyframing —
Delete Selected command to clear the KFs

Select translateY and translateZ channels —
hold down RMB and choose key selected —
move to frame 80 —
position the ball — type g to repeat last command

Select ONLY translateY
move to 20
40
60

translateY
10
30
50

80

70

5.5
Create > Locator
rename it (stageControl)
translate it to convenient location, out of the way of actual objects that will render.

Modify > Add Attribute
Attribute Name stageDoor
Minimum 0
Maximum 10

Click Add button —

AttributeName curtains
min 0
max 10

Select the door (to be driven)
SDK command
Select the stageControl (Load Driver)

StageDoor 0 10
rotate Y 0 110
Key Key
Select both the leftCurtainControl and rightCurtainControl

If already in SDK, then just click
[
Load Driven
]

StageControl.

curtains attribute is driver

Select both leftCurtainControl
rightCurtainControl

choose scaleX

curtains 0 10
scaleX 0 0.311

SDK

order is

VIP

1. Driver
2. Driven
3. Key

Key

Key
"Matter of fact, the virtual world and the real world are very similar."

```plaintext
up to 02:30
lots of ideas on simulation and modeling
```
Light Types

- AL Ambient
- DL Directional
- PL Point
- SL Spot
- AL Area
- VL Volume

1. Press plane
2. Show > Guide on/off
3. Create Polysoval Cylinder —
   a. Size it
   b. Place it
4. Shift + d to duplicate it
5. Move it
6. Shift + d
7. Shift + d
8. Shift + d

Remind you of duplicate special Q?

Select all 4 or 5 cylinders —

Do control + d

Drag the copies to other side —

Point Light like a floating light bulb

The spooky temple of the giant floating pain pill.
He increased the detail of the new's plane floor and spot light detailed effect INCREASED (hardware rendering)

patches U
patches V

We have a cone of light

Directional light source is very far away

very long ways away

- light rays seem to be parallel

Each light ray comes from a separate point, not all from a single point

- Sun
- Photosynthesis

infinitely large

infinitely far away

no effect whatsoever

Night and day effect

Rotate is key — for OLB!!
Little bit of light all over the place—
Try flashlight in a dark room—lights reflect off the walls, ceiling, floor, objects—

**Ambient Shade**

- No spot light at all—only infinite sphere
- Great way to avoid super black shadows in your scene—

**Area**

- Perfect to simulate light through a window or a fluorescent light panel in ceiling—

**Volume**

- Like a plane that emits light—
- Can be inward or outward—

11:25

10/30/2012

27:35

0

1

same as a spot light—not infinite sphere incoming light—