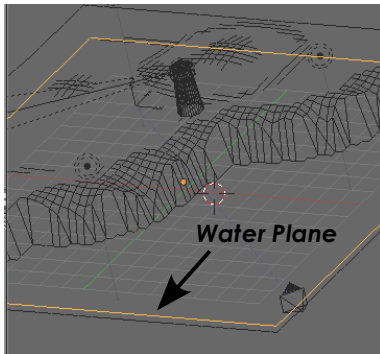


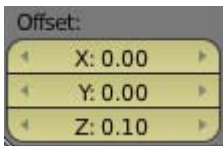
Animating Your Lighthouse



Now it's time to animate the water. We want to create some rolling waves, not too fast or slow. This is a little trial-and-error. I've tried to take some guess work out of the process. To begin, select the **Water Plane** and go to your **Texture** buttons and find the **Offset** settings in the **Mapping** panel. We will animate the **Offset Z** number.

Because we used a 3D texture and not an image to create the water effect, it can be animated to give the illusion of motion. Remember that we added 2 textures to the water. Right now, we are only animating the 1st texture.

At **frame 1**, place your cursor over the **Offset Z** number and press the "I" key to inset a key frame. The Offset blocks will turn yellow, indicating that a key has been placed on them.



Now advance to **frame 50** and change the **Offset Z** number to **0.1**. This will cause the water to "roll" up slightly. Again, with your cursor over the Offset Z button, press "I" to

insert a key frame. This will cause the texture offset to roll from frame 1 to 50. Since we can't really hit **Alt-A** to see the animated texture in the window, we have to wait until we animate a movie to see the speed and effect. If you place your cursor in the properties window area and hit "Alt-A" you will see the number changing in the Offset Z block.

It's now time to extend the curve for the texture setting just like we did for the spinning lamp. First, go over to your Graph Editor window and find the material tracks for the plane. Remember that you can isolate your view to just the plane with the arrow button. Select the "Z Offset" curve, go to the "Channel" menu, "Extrapolation Mode", and "Linear Extrapolation". Don't worry if you do not see much of a curve due to the small change we placed on the setting.

That's it for animation for now. We have animated the camera moving, the lamp spinning and the waves rolling. Later, we will add some rain using particles. You can always change your resolution percentage size to animate faster and check your wave effects. Check your movie setting and press **Animate** in the Scene buttons. Sit back and wait for your movie to animate.

**** Call the instructor when finished****

