

Creating a Robot Arm Practice Exercise

Create a new Blender scene and set up the views any way you wish. **Your job is to design a robotic arm that is child-parented together and animated.** Create all components using planes, cubes, spheres and cylinders. Locate your object origins to good logical pivot points. Place materials on all objects and develop a good scene with plenty of lighting.

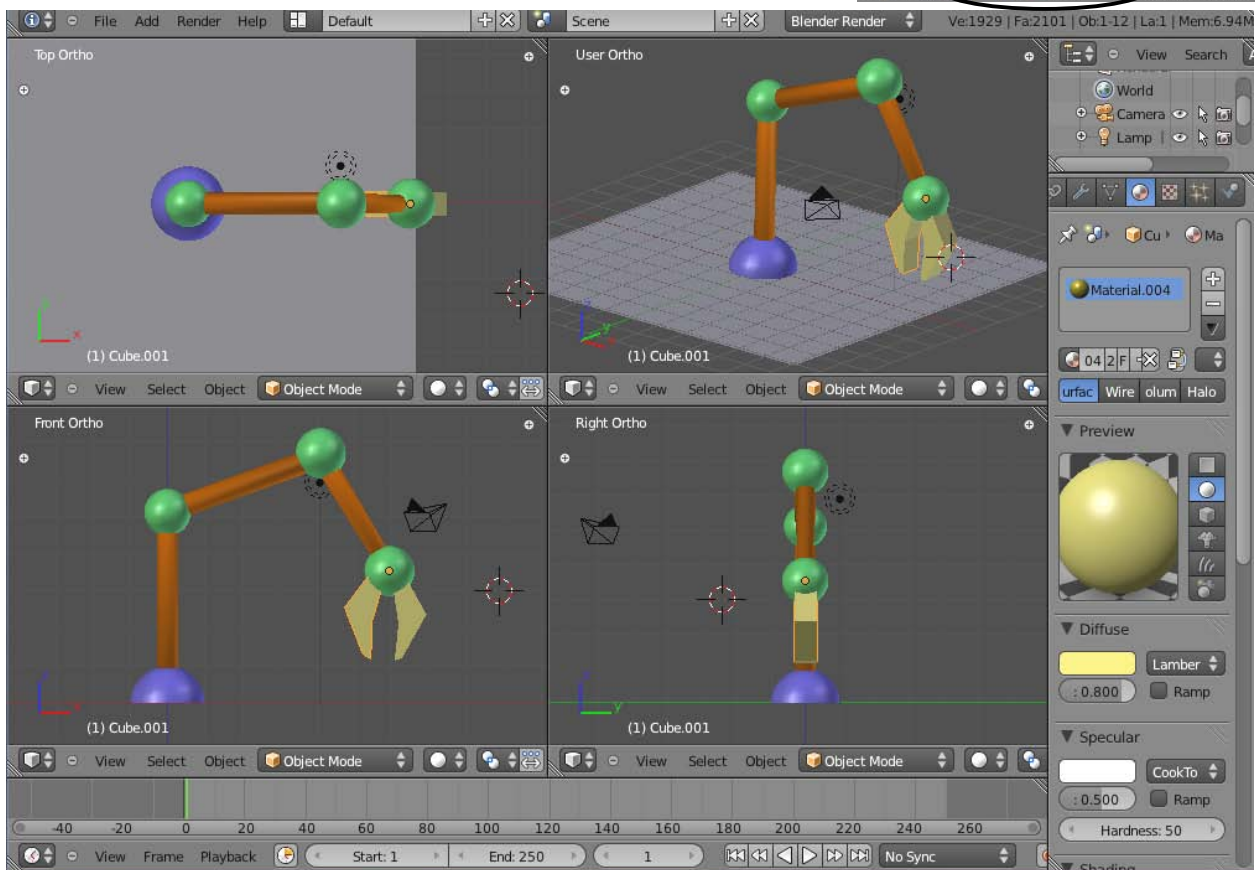
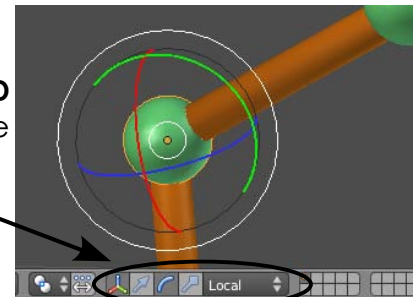
After you create your scene, develop a 150 frame animation of your robotic arm moving in all directions.

Challenge exercise:

Try to make your robot arm pick something up off the plane!

Helpful Hint:

When animating, it may be useful to turn on the **3D Widgets**, switch to Rotation and set it to Local. It will make setting animation keys much easier!



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