

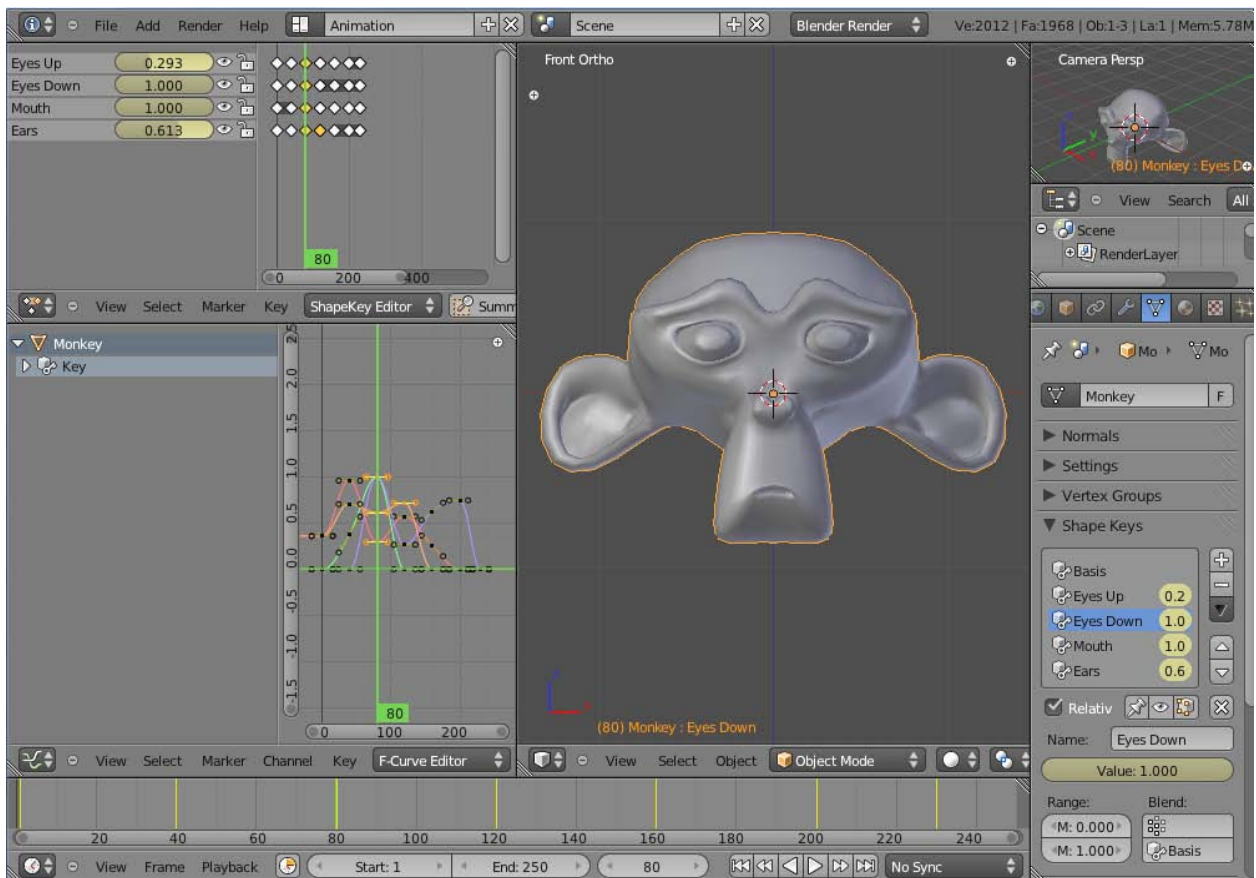
Vertex Keys- Cheesy Actor Monkey

To test your mesh shape key and facial expression skills, we are going to animate the monkey talking and making expressions. Start a new file and call it "Mesh Keys". Add a monkey head, rotate it to face forward in the front view. Add a Subdivision Surface modifier and press "Smooth" in the Tool Shelf. Create your Shape Keys as discussed in the chapter, then switch to the Animation view configuration.

Remember that you need to create the "Basis" group key first, then press "+" again to add the first slider. Enter Edit Mode and turn on Proportional Editing to make your first key. Try to go for a surprised look.

Continue adding mesh keys to bring the monkey to life using proportional editing. Add another slider to the eyes making him squint. Add a slider to move the ears. Add one to his mouth. In total, have at least 4 shape keys. Add more for more expression if desired.

When you are finished, animate a short 200 frame movie making expressions.



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