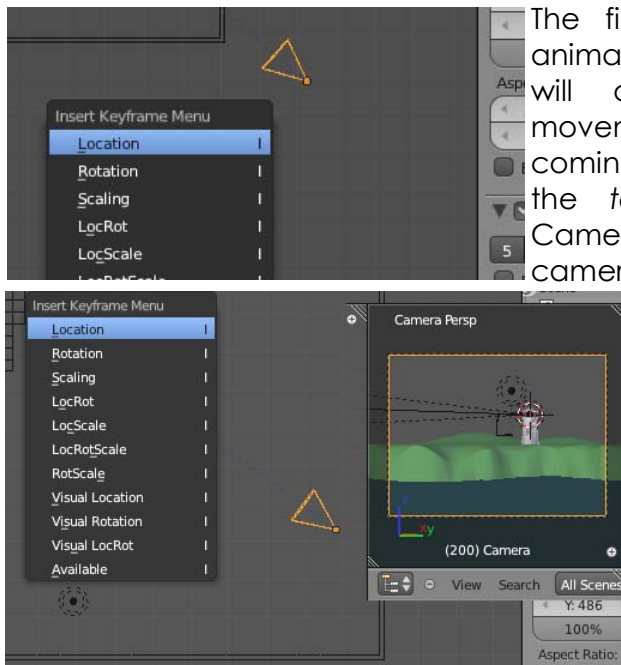
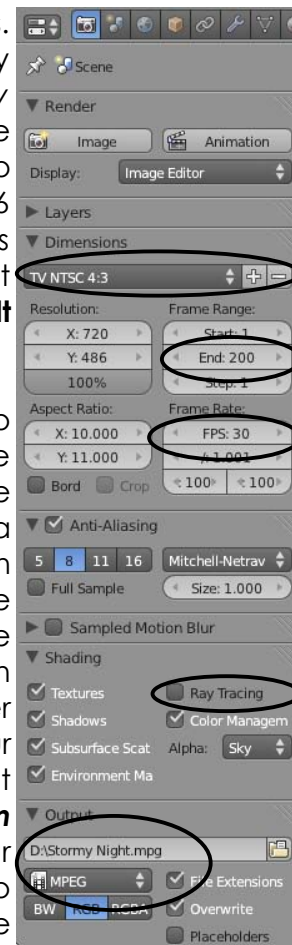


Animating Your Lighthouse

Open your "**Landscape Scene**" file and go to your scene buttons. It's time to animate our "dark and stormy night". We will start by making the correct setting to do a movie. First, review the "7 Easy Steps to Create an MPEG Movie" found on page 7-3. Follow those steps and name the output movie file as "**Stormy Night.mpg**". Also set the **End** frame to **200**. Our movie will be 200 frames long, or 6.6 seconds at 30 fps. You will also want to make sure Ray Tracing is turned **OFF**. Ray Tracing will slow down your renders and is not necessary for this scene. Change your screen layout from **Default** to **Animation**. Remember, this is found at the top of your screen.



The first thing we plan to animate is the camera. We will do a short, simple movement of the camera coming closer to the shore. In the top view, select the Camera. Make sure the camera is at a good location and does not render any edges of your planes. At **frame 1**, hit "I" to insert a **Location** key. Now use your arrow keys to move to **frame 200**. Move the camera closer to shore, hit "I" to insert another location key.



The motion doesn't need to be much. we don't want the boat moving too fast! Go back to frame 1 and hit **Alt-A** to see your animation. You should see the camera animated. Press **Esc** to stop playing the animation. Save your file.

Now we're going to animate the spotlight rotating in the lighthouse. In the top view, select the spotlight. At **frame 1**, press "I" to insert a **Rot** (rotation) key. It doesn't matter at what angle the spotlight is starting at in the animation.

