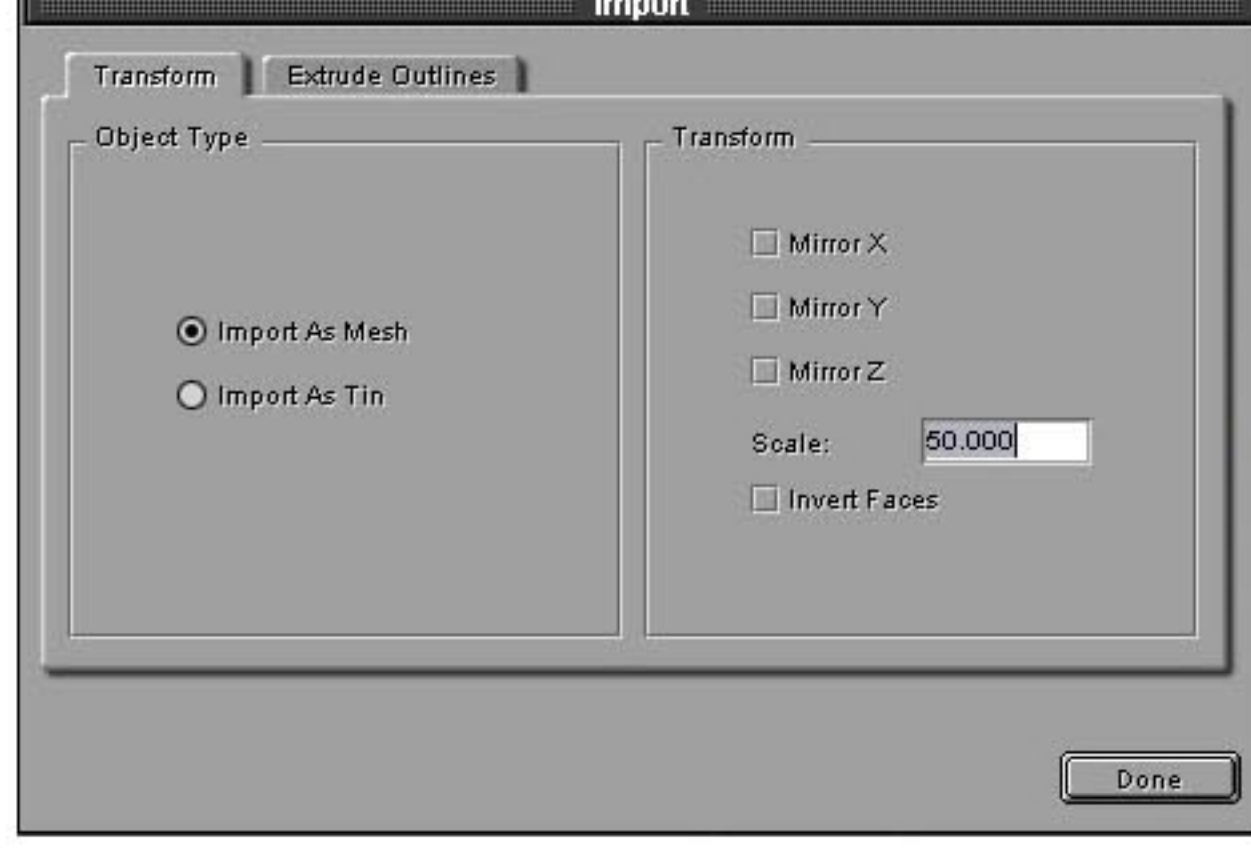


AMORPHIUM TUTORIAL

How to make a simple rotation animation of an imported .obj-file

Go to the file menu and make a new scene. Go to the file menu again and choose import, choose the .obj-file you want to use and click Open.



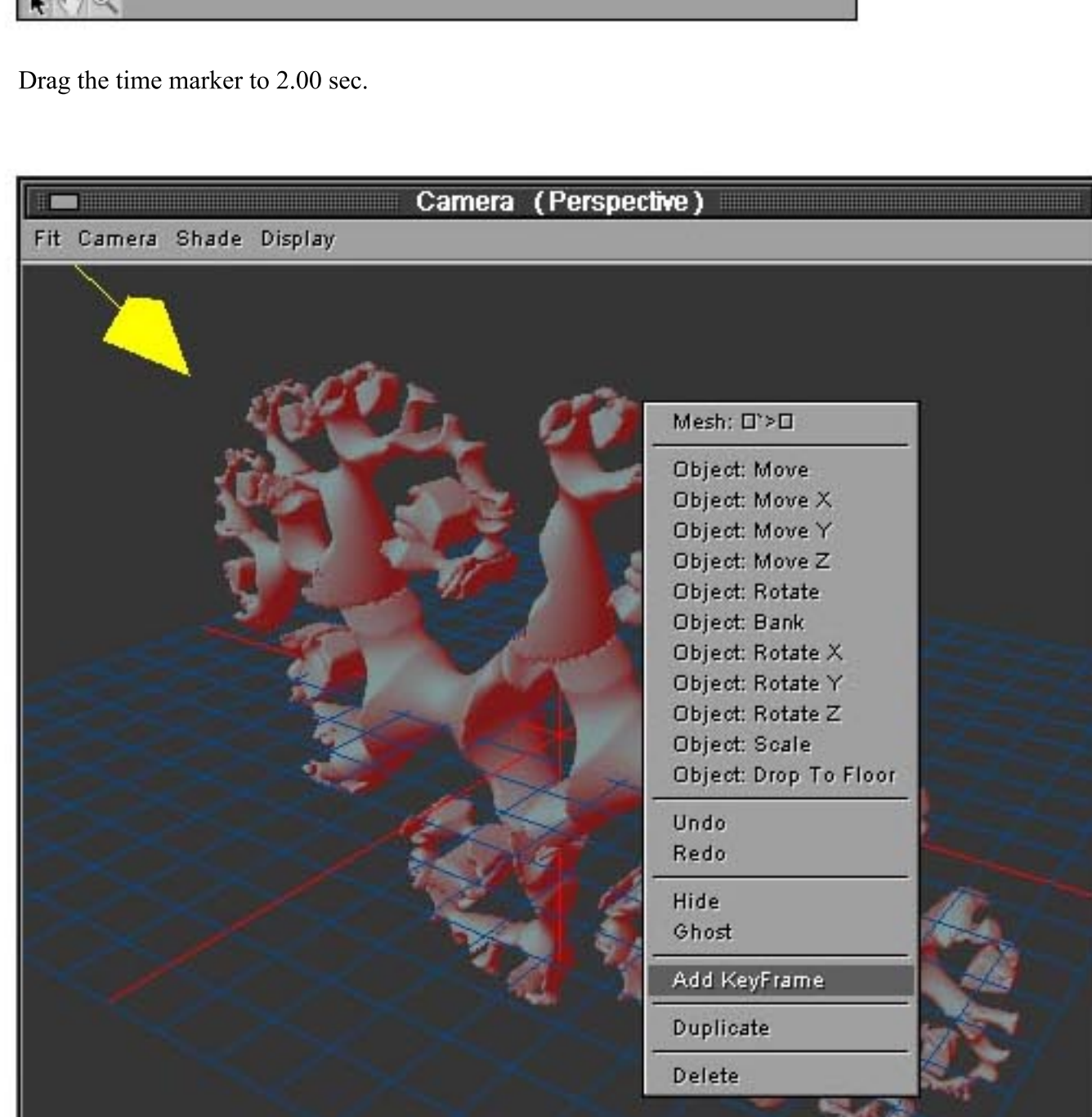
Set scale to 50, click Done. If you want to change the texture go to the Material tab, choose Diffuse Color: Marble, set the scale to 500, pick some colors. Then go to the Mapper tab and choose a mapping mode. Scale the window so that it matches approximately the format of the final render. Zoom in so that there is room for the object to rotate freely without disappearing outside the frame.



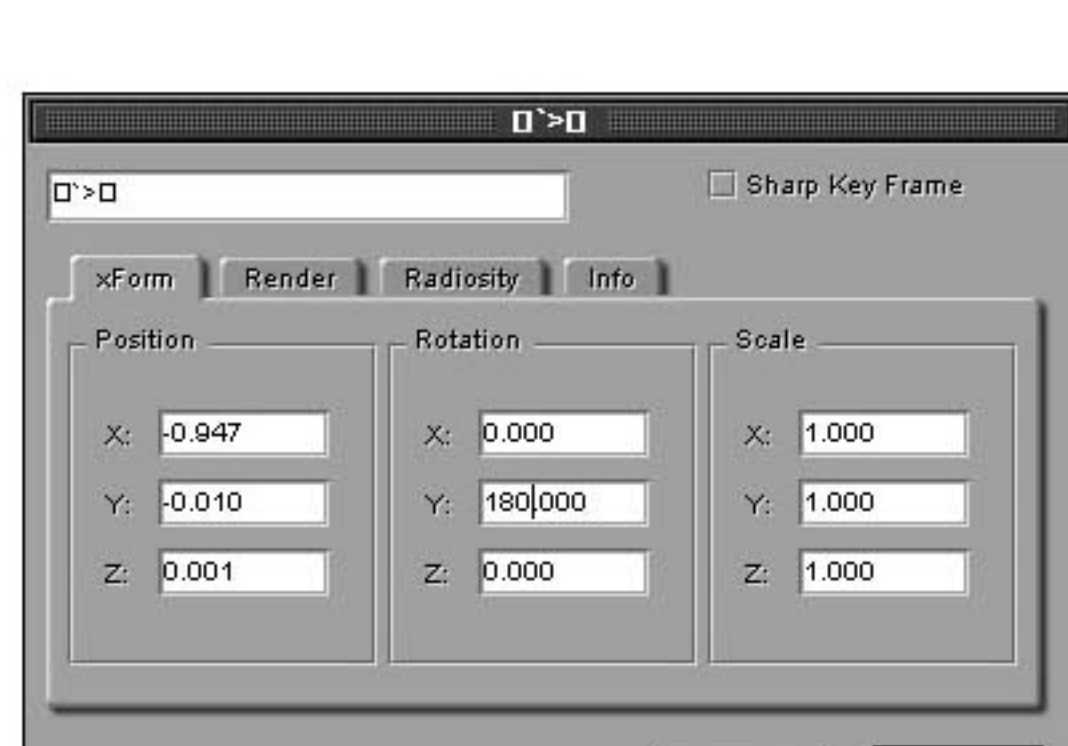
Go to the timeline and set the duration to 4.00 sec.



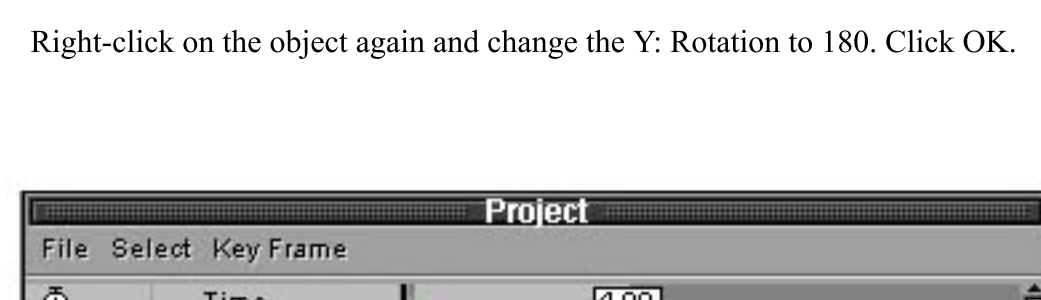
Drag the time marker to 2.00 sec.



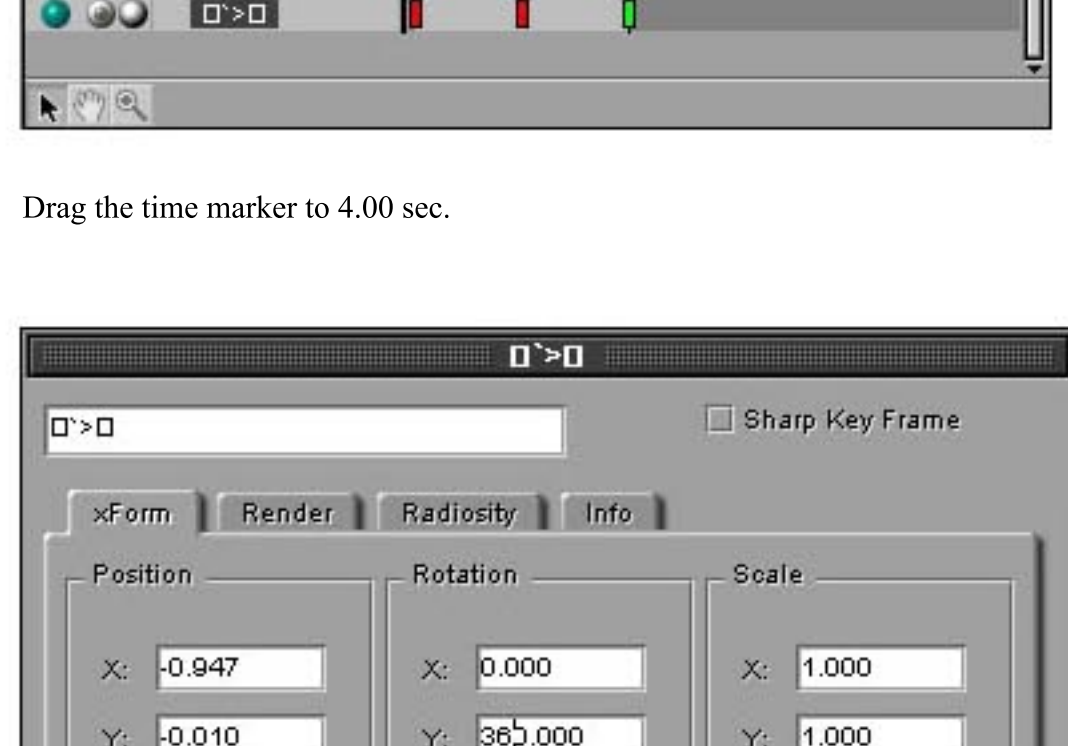
Right-click on the object and choose Add KeyFrame



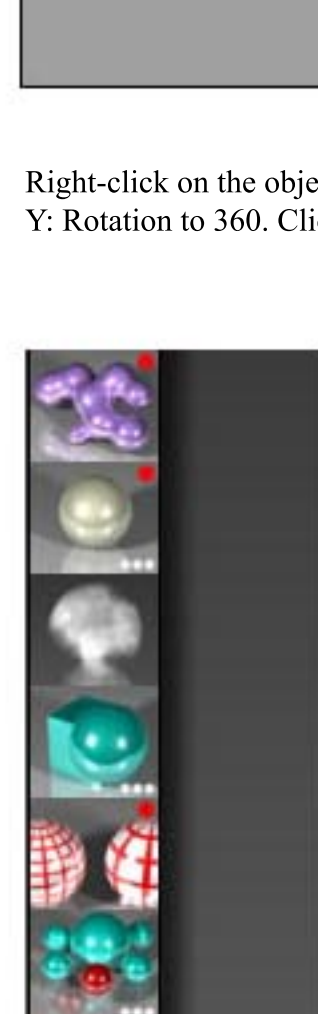
Right-click on the object again and change the Y: Rotation to 180. Click OK.



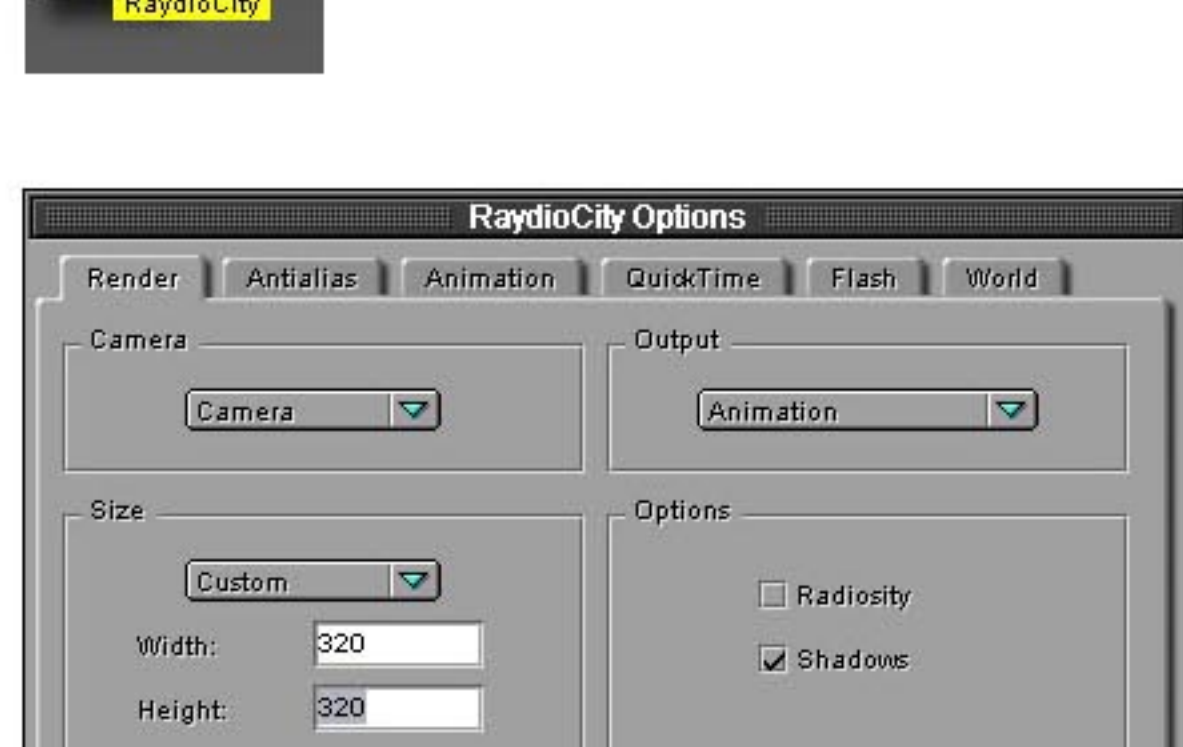
Drag the time marker to 4.00 sec.



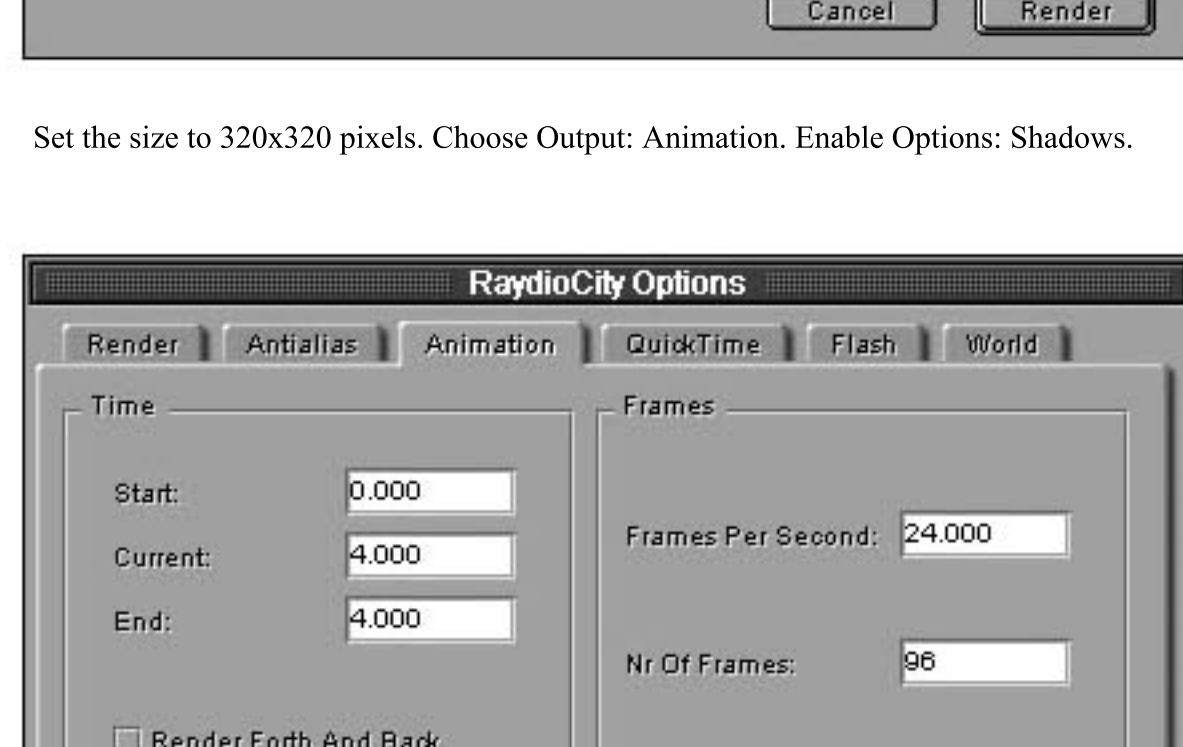
Right-click on the object and choose Add KeyFrame. Right-click on the object again and change the Y: Rotation to 360. Click OK.



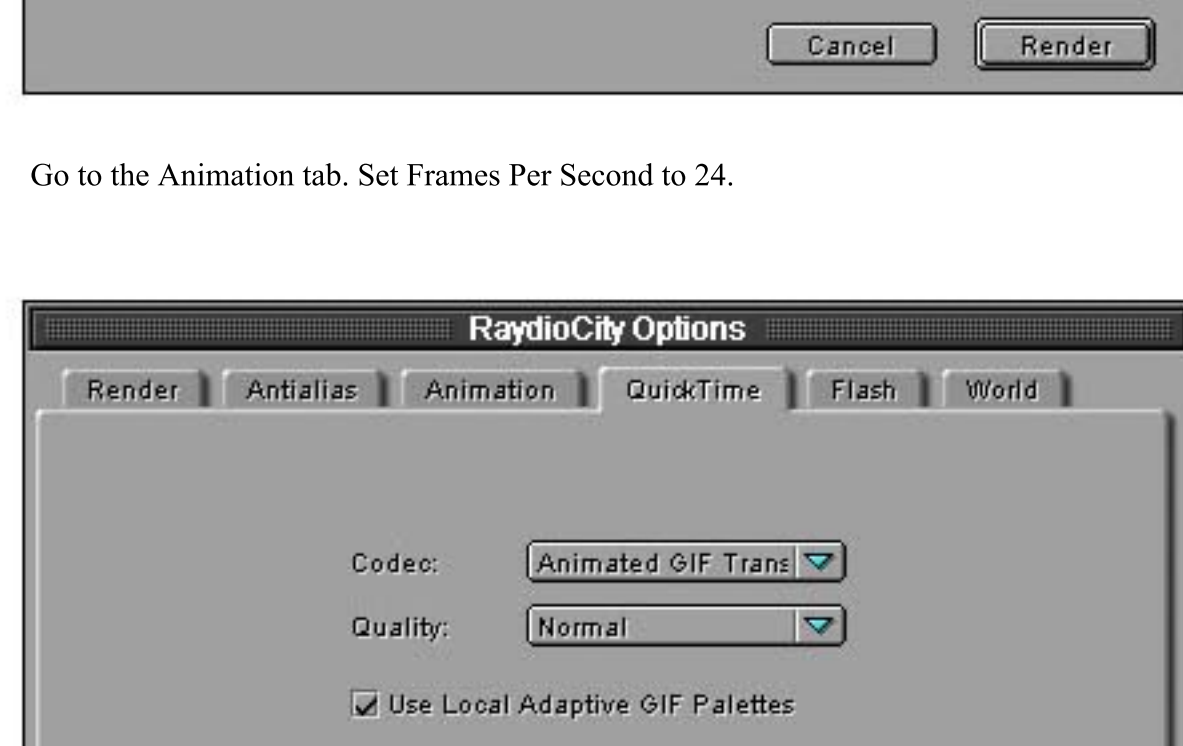
Click the RadioCity Button.



Set the size to 320x320 pixels. Choose Output: Animation. Enable Options: Shadows.



Go to the Animation tab. Set Frames Per Second to 24.



Go to the QuickTime tab and set Codec to Animated GIF Transparent. Press Render.