Project plan – Project X

Minecraft animation in Blender

Michal Marcinkowski M2-02

Inhoud

Subject

As for this upcoming project, project X, I decided to finally learn to make a Minecraft animation in Blender. I have been wanting to learn this years before, but never had the motivation for this before. Now that Project X exists, I can use this opportunity to learn this new thing.

There are plenty of examples on YouTube and Twitter/X of good Minecraft animations. Some are made in Mine-imator or Cinema 4D. But in my opinion, the best animations are the ones made in Blender.

I myself have got experience with Cinema 4D, with making Minecraft renders. I've been using this program since 2018, maybe not every day, but often.

Content

Here I will put some examples of animations, that will be my inspiration for the upcoming weeks.

https://www.youtube.com/clip/UgkxMxRUDkwZ_yJ6uSULAGA1PB2Lc-KeG1Pc

https://youtube.com/clip/UgkxNkA39vaqzQI7b3AFKeJ-E-3MWnyI0a7S?si=q1PS6S-MTifBE-eZ

https://youtu.be/UBaCMNU3XuE?si=3xMvDULQs2sZb_sy

The things I'm going to need this project, will surely be the program Blender. Further, I also will need a Minecraft rig, so that I can easily put a Minecraft character into the program.

I will also need a program, or rather an extension to import Minecraft maps to Blender. And find some packs with some items from the game aswell (Sword, Axe, Blocks etc.)

Learning outcomes

Which learning outcomes go along with this project?

I think that LO1 and LO3 will be the most important learning outcomes during this project. This first one is mostly about the research, about how the program Blender works, and how to achieve the animations in a correct way.

LO3 will be more about the design itself, so about making the animation look good. But even more important, will be the iterations themselves. Showing the process of the animation.

Further, LO4 will also be important, because during this project I need to set goals for this project, also need to include my unforeseen challenges in this project. Communication with stakeholders, with the Project Coach will be important during this project, that's why this LO is important with this project.

And of course LO5 is also important during this project, because I need to show how this learning of using Blender and making Minecraft Animations can help be in my career in the future, as a designer.

Planning

First week:

Have conversation with Josh. Make a plan what I want to achieve within these 3 weeks. What is achievable? What can I learn?

Go and watch tutorials on YouTube, experiment with the program itself.

Have already a plan, how the animation has to look like. Make maybe sketches?

Second week:

In this week, I plan to have a kind of animation-beginning ready. This will be some kind of beta kind of animation.

The rest of this week, I will plan to add more lightning, lightning effects and more details into the animation.

Third week:

During this week, I will need to polish the animation as good as I can, possibly with the help of Josh.

I need to make the animation behave smoothly, so I need to set the keyframes correctly, with a good Graph.

In this week the animation should be done, or at least for a 75%.

MoSCoW

<u>Must:</u>

- What must be done at the end of this during the 3-week project, is that my Minecraft has to be able to walk and sprint, and hit someone with their sword.

- Add a Minecraft map in the background of like a plains biome, just normal Minecraft world background.

- Add lightning, preferably as in the video example I showed at beginning.

- Have a camera, that shows the character in a correct, basic way, and move along with the character.

- Make own rig (or use an existing one, if making own will fail)

<u>Should:</u>

- Add really smooth movement to the characters

- Camera movement as in the example video

<u>Could:</u>

- Add SFX to the animation, preferably after render the whole animation

- Add more than 2 characters, and animate all of them, so they won't be static

- Add explosives

<u>Won't:</u>

- Make the animation longer than 30 seconds

Project coach

My project coach for this project, will be Aljoscha Reuther, so Josh. He has some experience within Blender, that's why I chose him as my project coach for this Project X.