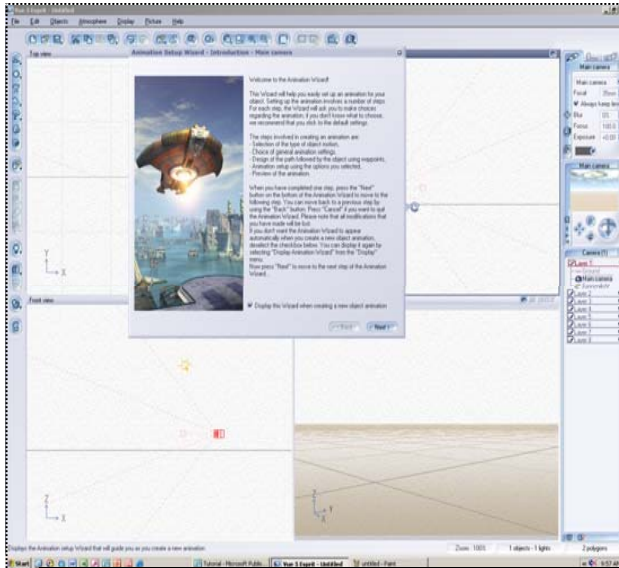


Adding Animation

Now you are ready to add movement to your object(s).

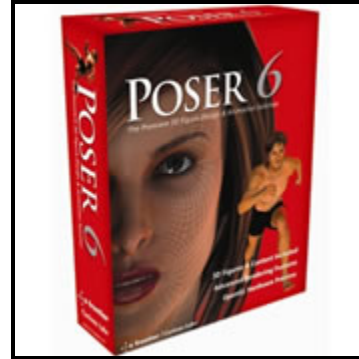
- Go to Objects in the toolbar.
- Go to Animation Wizard.
- Read through the wizard, choosing your Type of Motion, Global Animation Settings, Object and Animation Setup.
- Look through the conclusion and press Finish.
- A preview of the animation can be viewed using the Timeline found in the Object Toolbar.



This is an image of the Animation Wizard Introduction

BEYOND THE BASICS...

- Poser 6 Files can also be compatible with Vue 5, and they can be imported.



www.google.com

- You can keep adding on to your Vue 5 project and make it something HUGE. You can add objects and animation until you have a very large project. (WARNING: You will need a lot of space and a large hard drive to do this.)

VUE 5 THE BASICS

Getting in touch with the basics of Vue 5 Esprit

A Tutorial



Prepared by
Morgan Schaffner
&
Jon Blake



Advanced Multimedia Productions
Luther Jackson Middle School

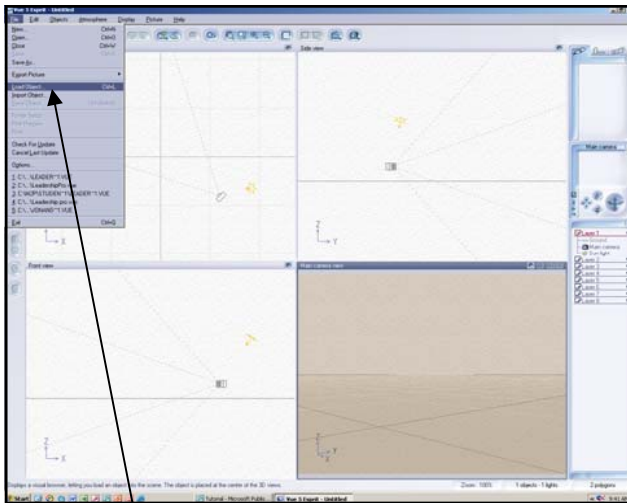
→ INTRODUCTION

Vue 5 is a program for computer animation and computer graphics generation. In this program you can construct and animate digital geometric figures or digitally created atmospheres for creating a setting.

ADDING OBJECTS

Adding objects can create a more realistic setting. Objects can also be animated.

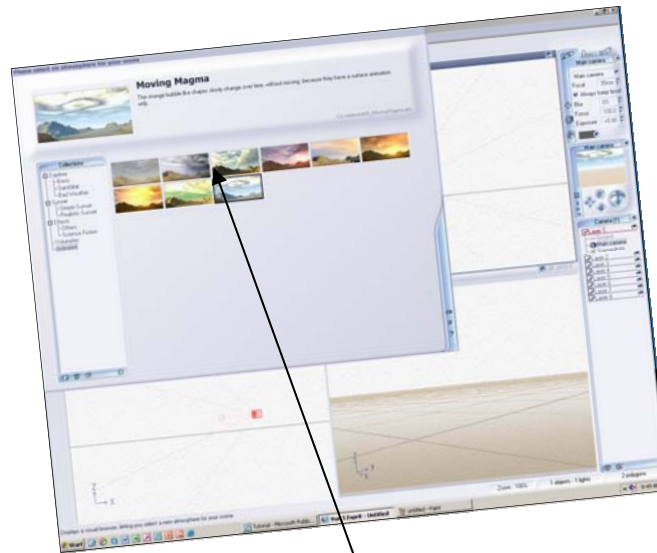
- Go to File in the toolbar and go to Load Object.
- Choose an object to upload. You can choose from the following object categories: Architecture, Humans, Animals, Vehicles, Exterior, Interior, and Accessories.
- After you have selected an object, press OK.



This is a screen shot of the cursor scrolling over file in the tool bar, and selecting Load Object.

Adding Atmospheres

Adding an atmosphere gives your Vue 5 project a more in-depth look. There are many atmospheres you can choose from.



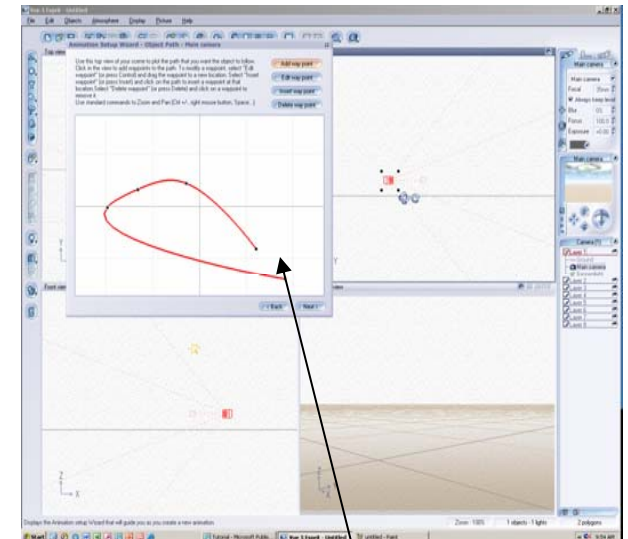
This is a screen shot of the menu of the different atmospheres.

- Go to Atmosphere in tool bar.
- Click on Load Atmosphere.
- Choose the Atmosphere you wish to use. You can choose from Daytime, Sunset, Effects, Volumetric, and Animated Atmosphere categories.

Adding Routes →

Adding a route (pathway) for your object to follow is the key step in animating an object.

- When you are adding animation, you will come to a section called Object Path.
- You can choose where the object moves by using way points as a guide. Make sure the object is selected first.
- This will give your animated object a route to follow.



This is a screen shot of the Object Path screen in the Animation Wizard.