

Exercise 02565-06	Boolean Operation - Channel animation - Raytracing
Readings	UG-R p.33-39 and UG-D p.36-41 and p.55-85
Purpose	The first purpose of the exercise is to work with channel animation in simulating motion capture. The second purpose is to get experience in working with material properties and illumination. In particular you should work with textures and raytracing. The third purpose is to improve the modeling capabilities using boolean operations and deformations. Finally, you should get more experience in editing function curves in managing an animation
Part 1	Make the exercise 6 "Hall" from the Softimage 3D - Quick Start manual.
Part 2	Use primitives such as boxes, cylinders, cones, spheres and donut to make more complicated objects using boolean operation. Use all the types of boolean operations. Do experiments with the A/B combinations as stated in the dialogue box of the boolean operation function.
Part 3	Define a test scene including a few spheres and boxes. Play with material properties such as transparency and refraction. Remember that raytracing can be a time consuming method. Also, use 2D textures and mapping methods such as xy, cylinder, sphere and uv.
Part 4	Make exercise 7 "Fruit Jelly Jump" from the manual Softimage 3D - Quick Start.