

ENVIRONMENTAL ANIMATION

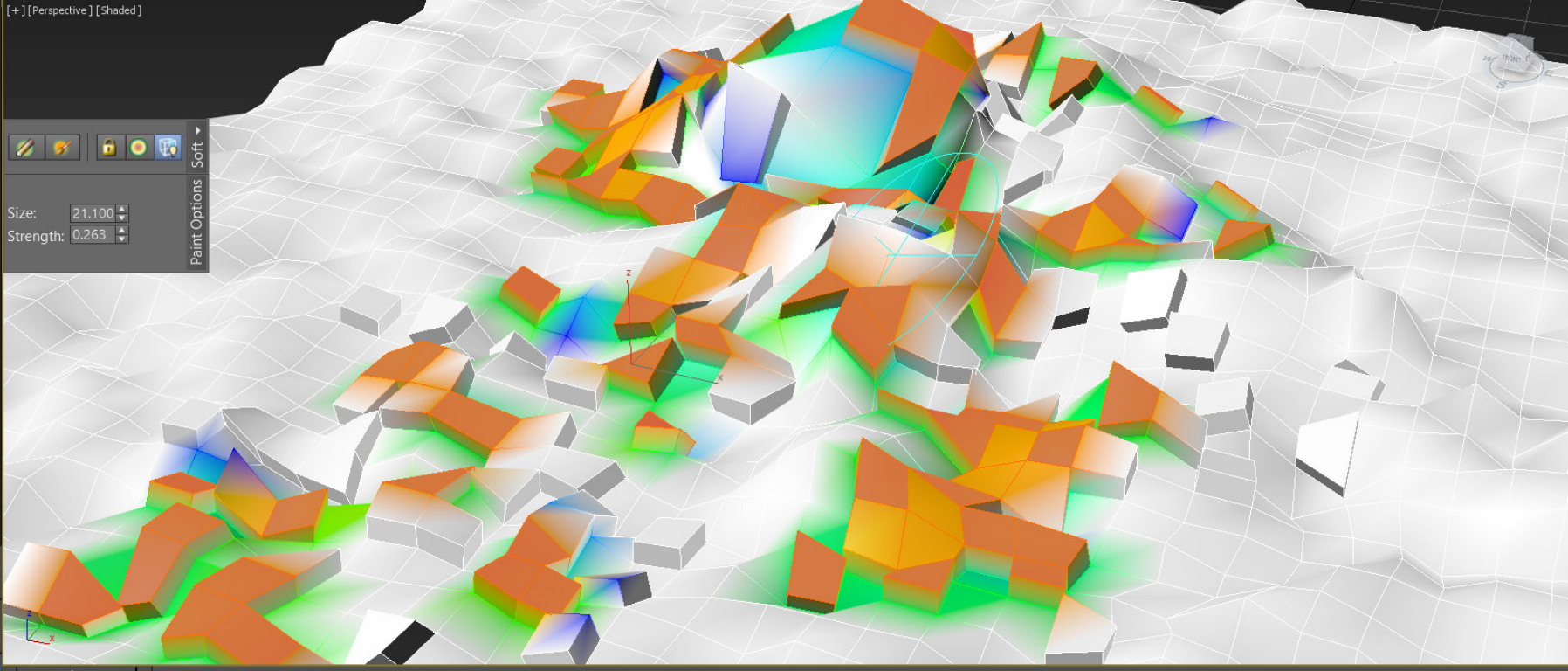
FINE ARTS / LANDSCAPE / ARCHITECTURE

CHRIS LANDAU

Modeling Freeform Selection Object Paint Populate

Copy Paste Copy Paste Concave Angle: 0 Angle: 30 # 20 % 25 X Y Z X Y Z Percent of Distance From 100.000 Grow From Perspective View 0.000 Mirror Axis: X Y Z Sides: 4

Select Stored Selections Sets By Surface By Normal By Perspective By Random By Half By Pivot Dist By View By Symmetry By Numeric



Paint Options Soft

Size: 21.100 Strength: 0.263

Plane001

Modifier List

- Displace Mesh Binding (WSM)
- Edit Poly**
- Editable Mesh

Soft Selection

Edit Polygons

Edit Geometry

Polygon: Material IDs

Set ID: 2

Select ID: 2

Clear Selection

Polygon: Smoothing Groups

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32

Select By SG Clear All

Auto Smooth 45.0

Paint Deformation

Modeling Freeform Selection Object Paint Populate

Create Flow: Width: 275.591

Create Idle Area: Modify Idle Areas

Brush Size: 24

Number of Frames: 300

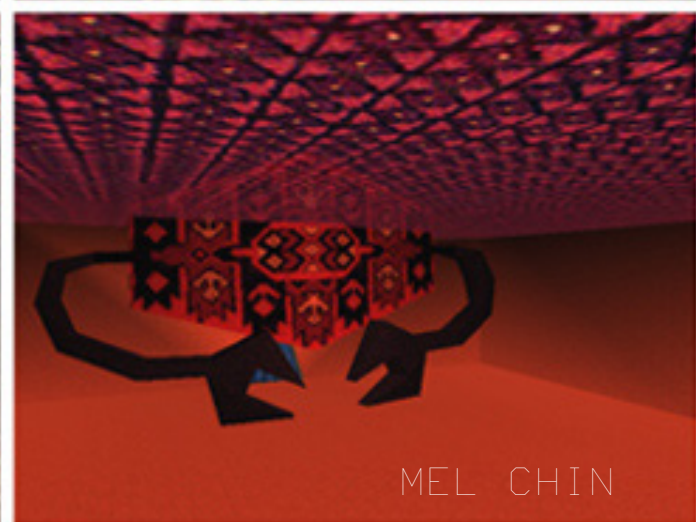
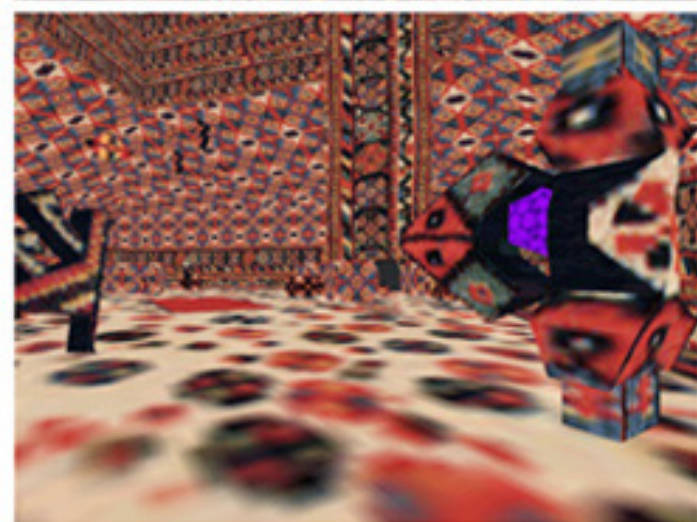
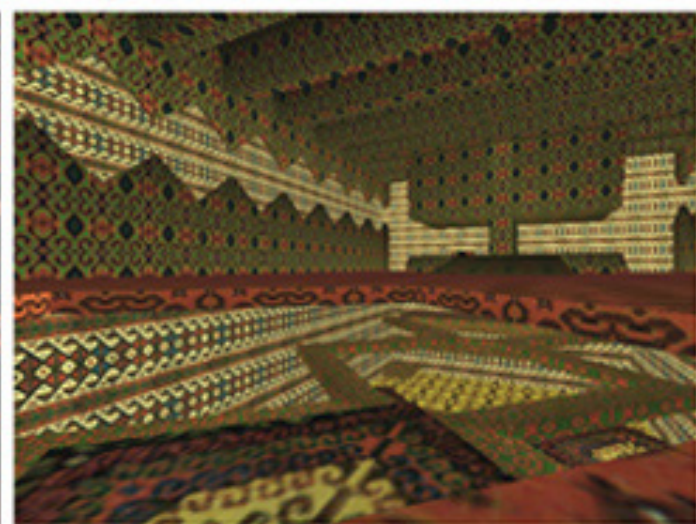
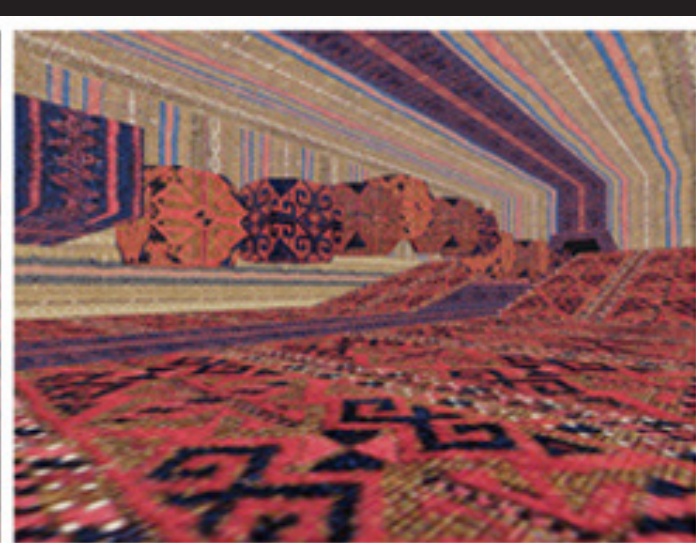
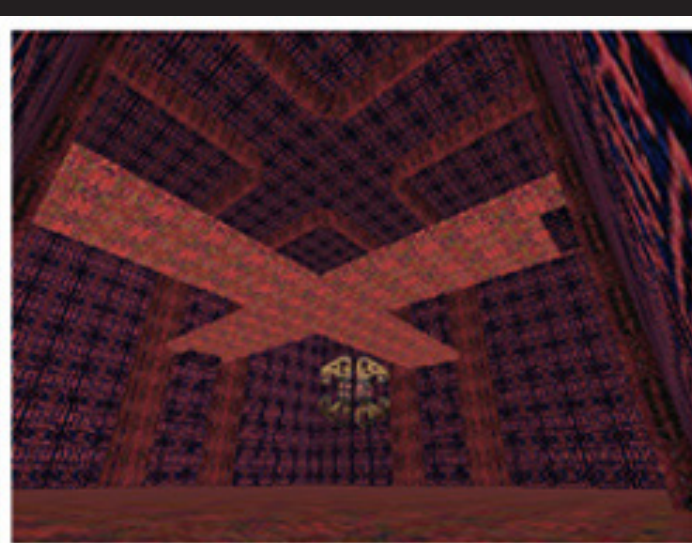
Simulation: Simulate Regenerate Selected

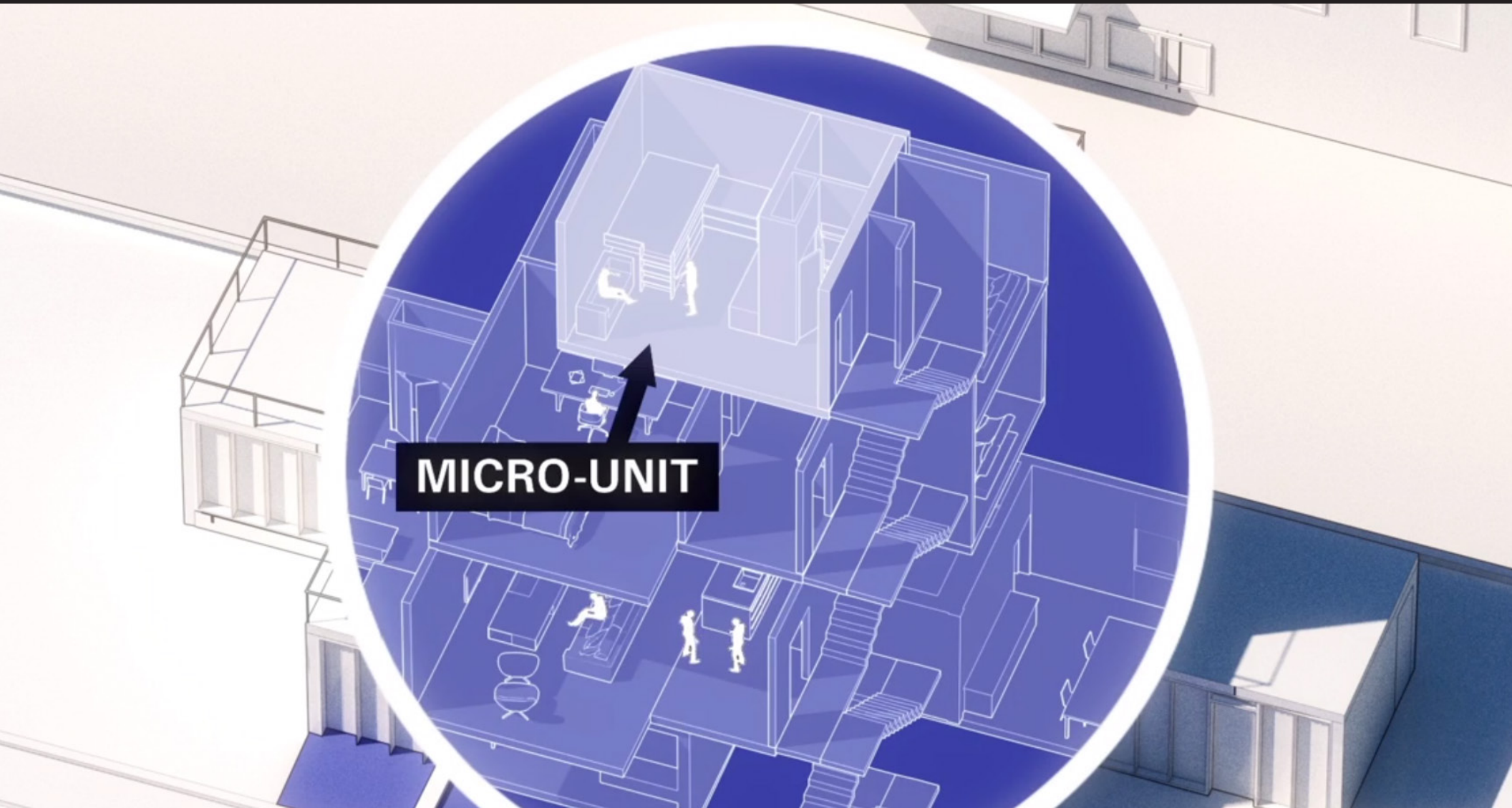
Display: Display

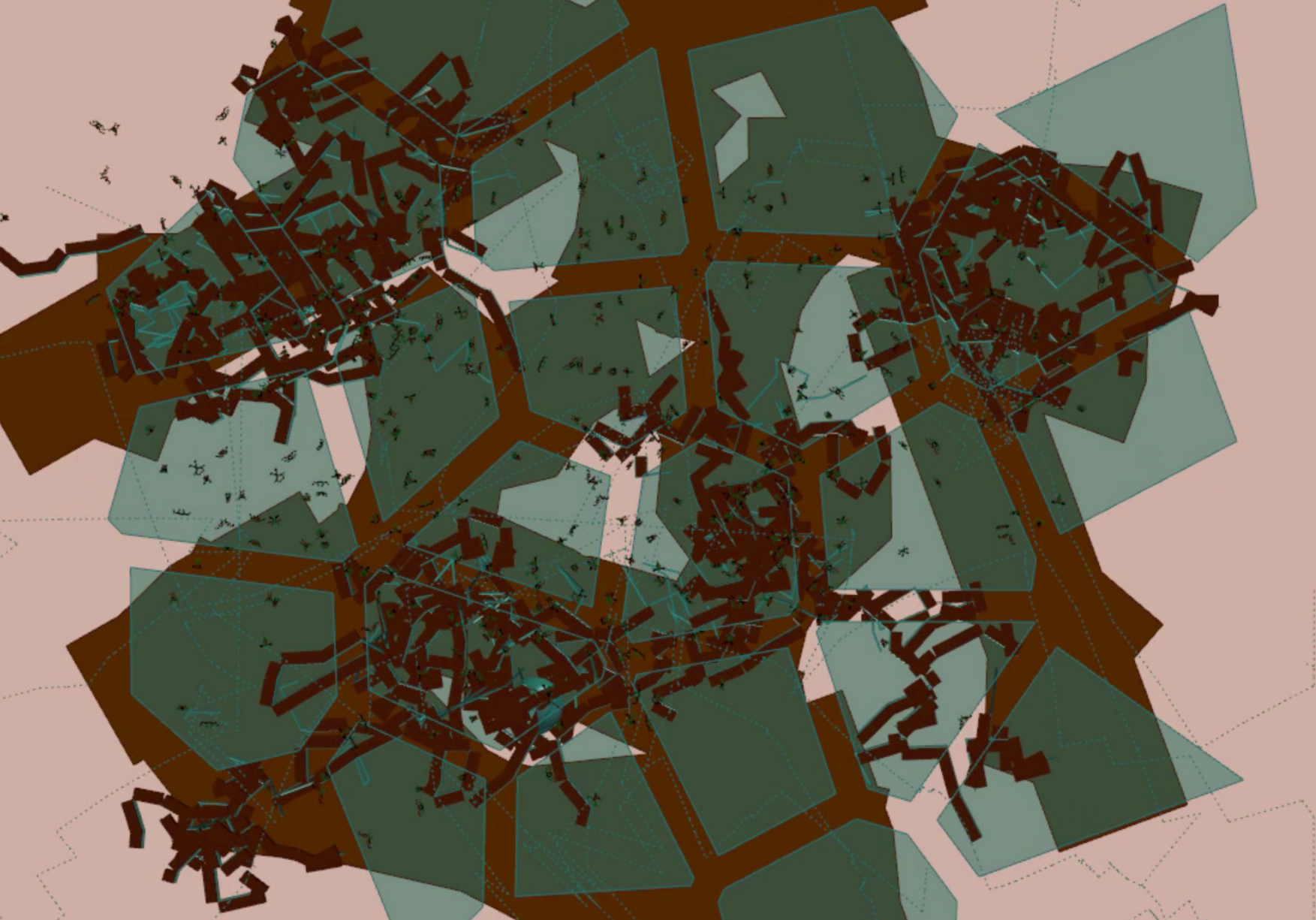


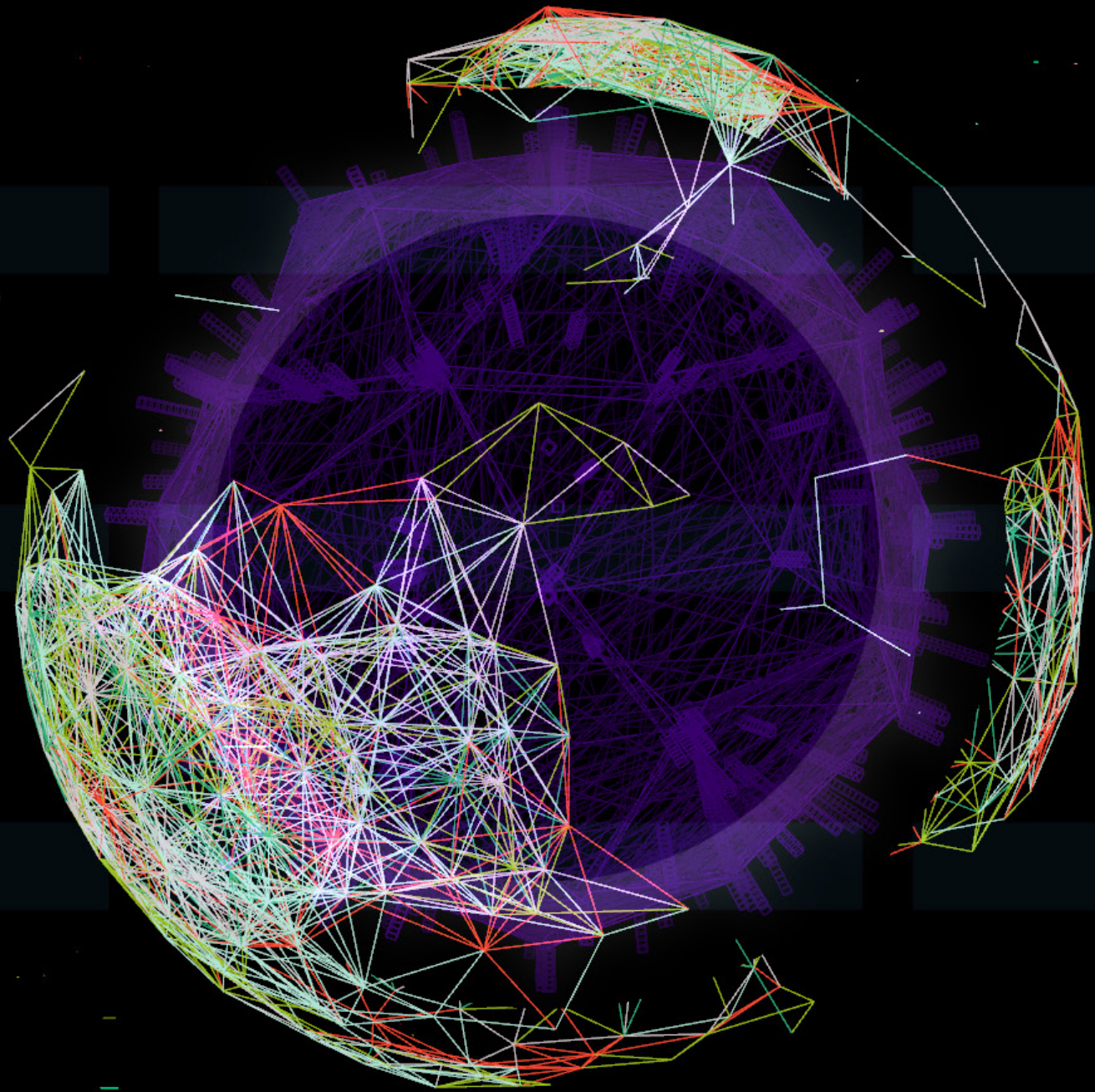
Modifier List

None Selected

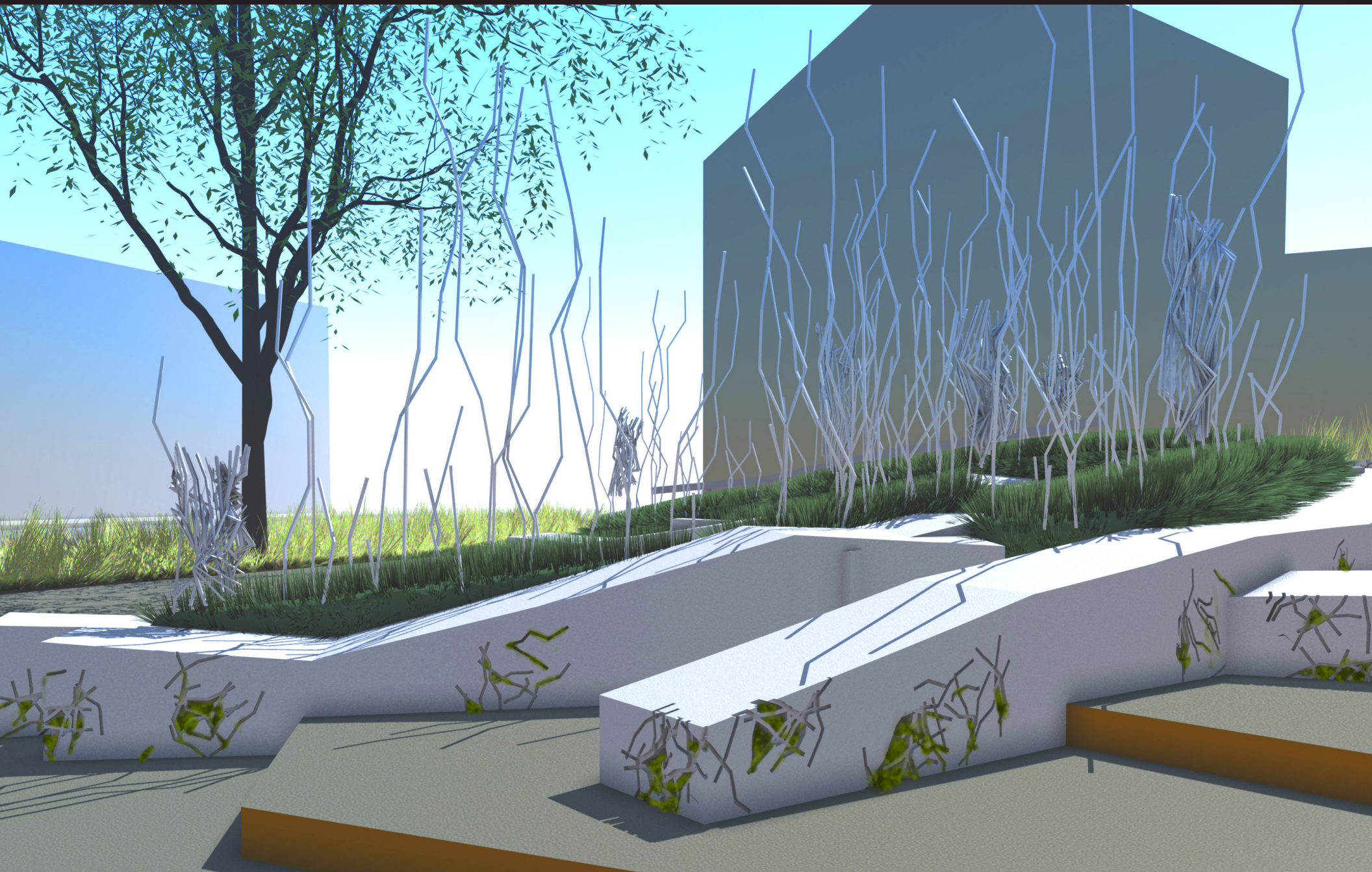




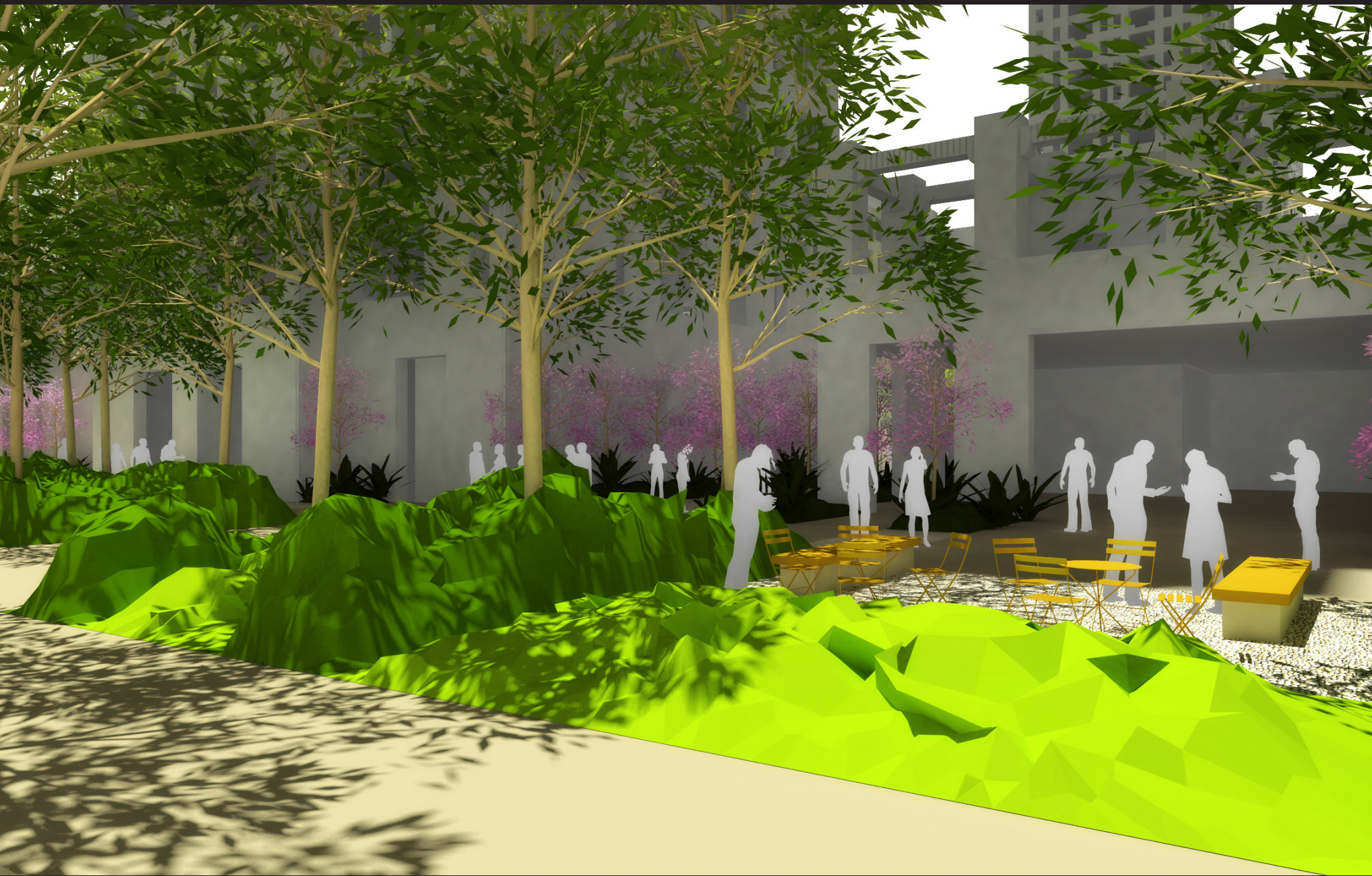




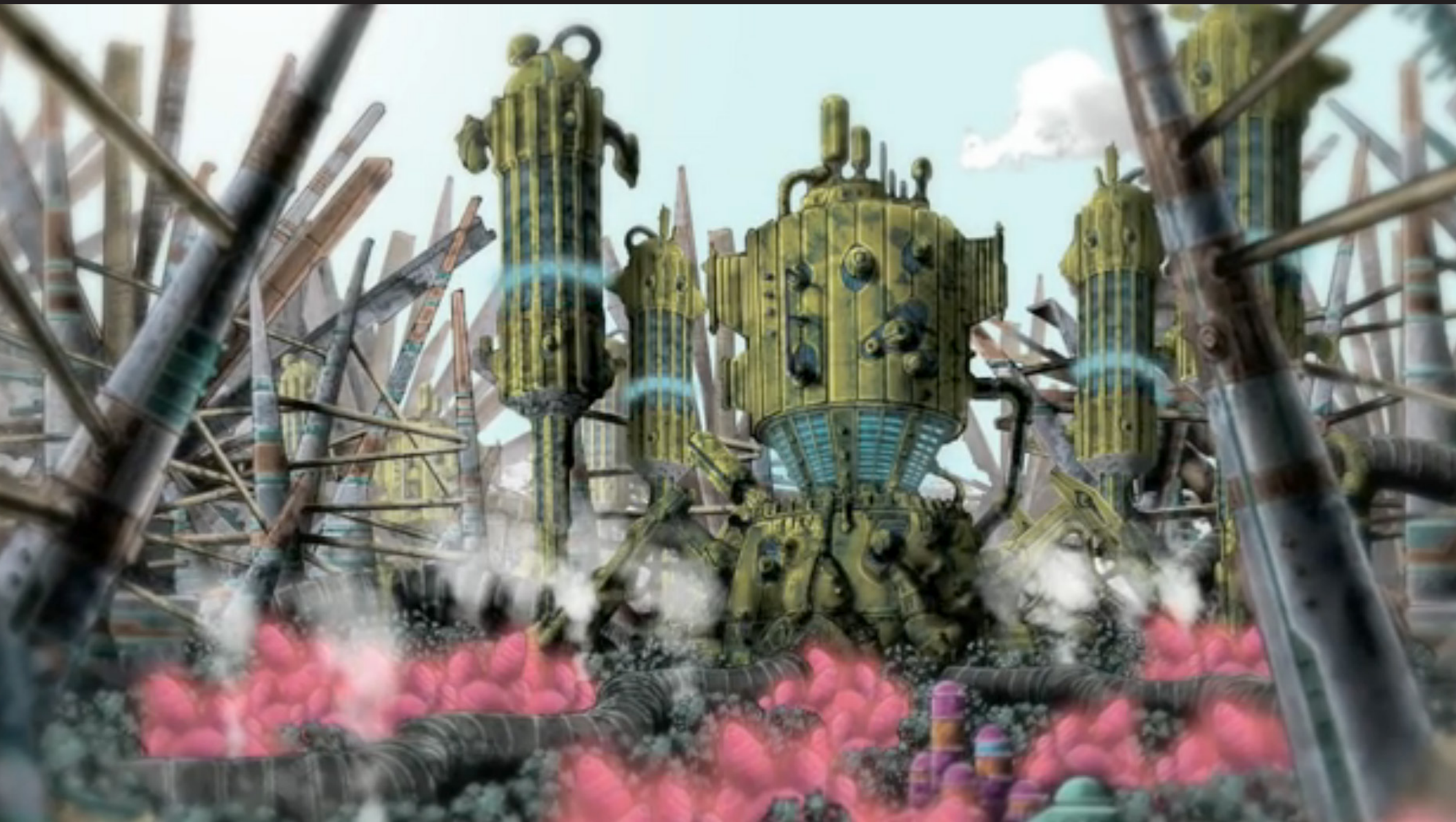
CHRIS LANDAU



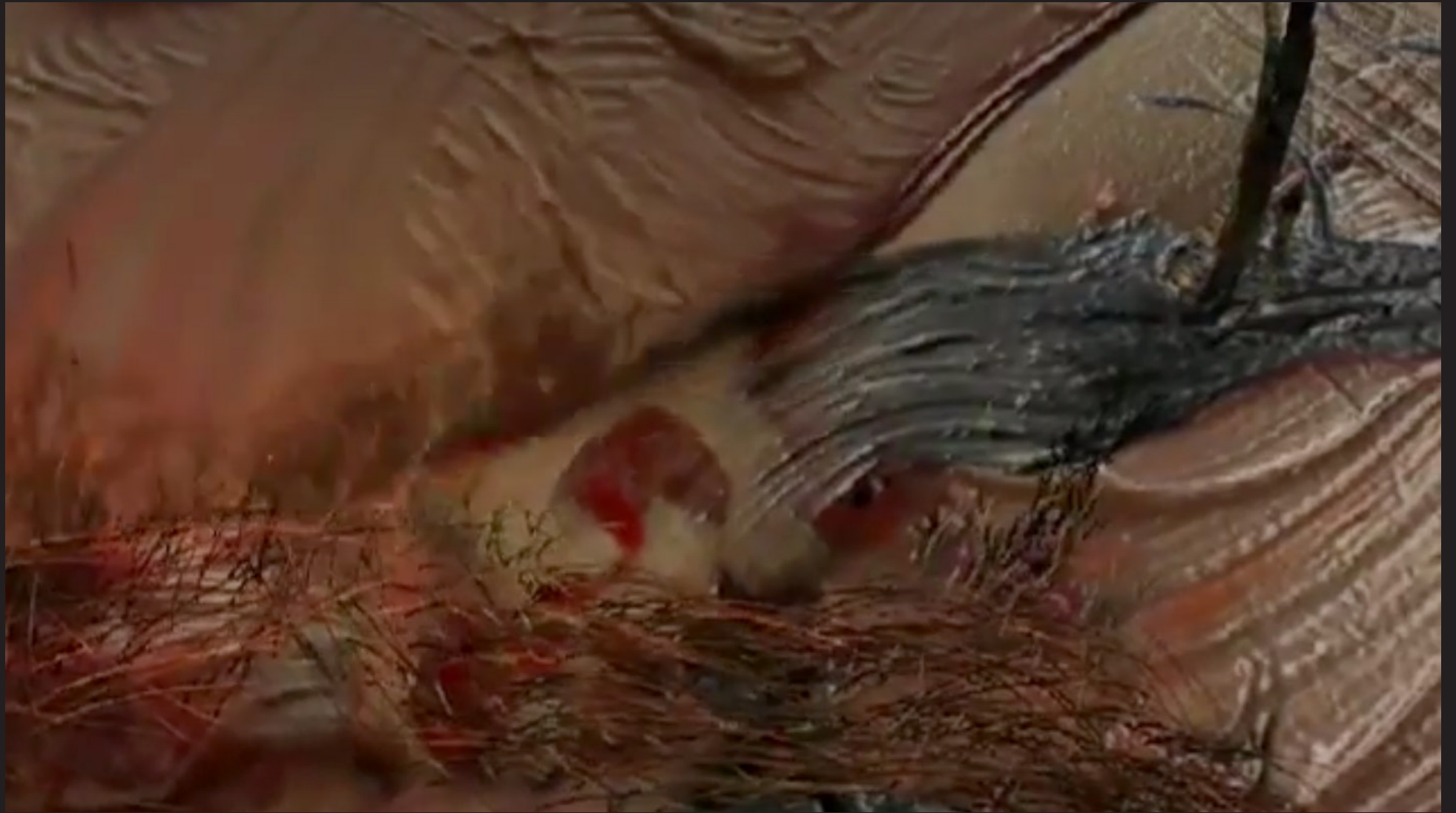


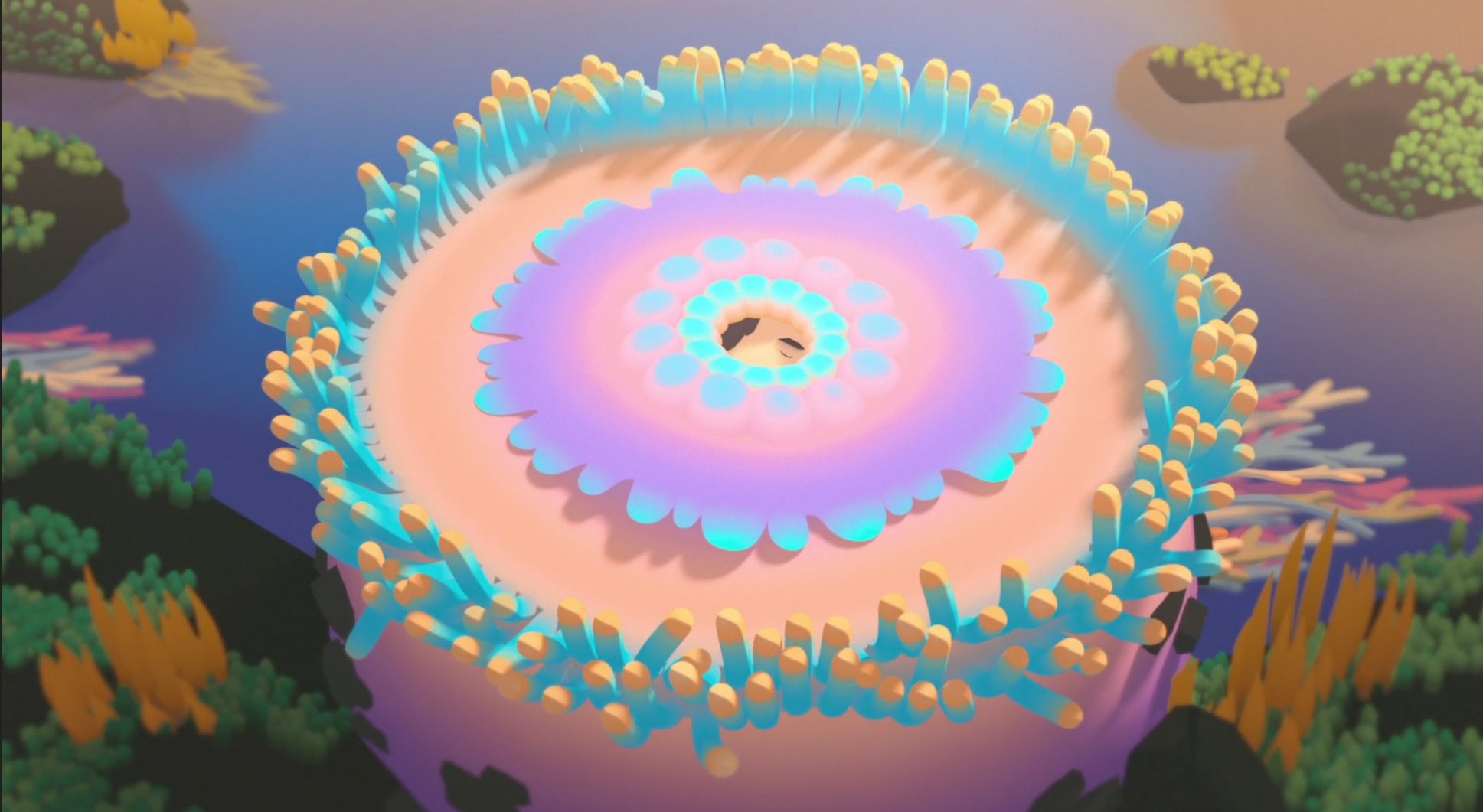


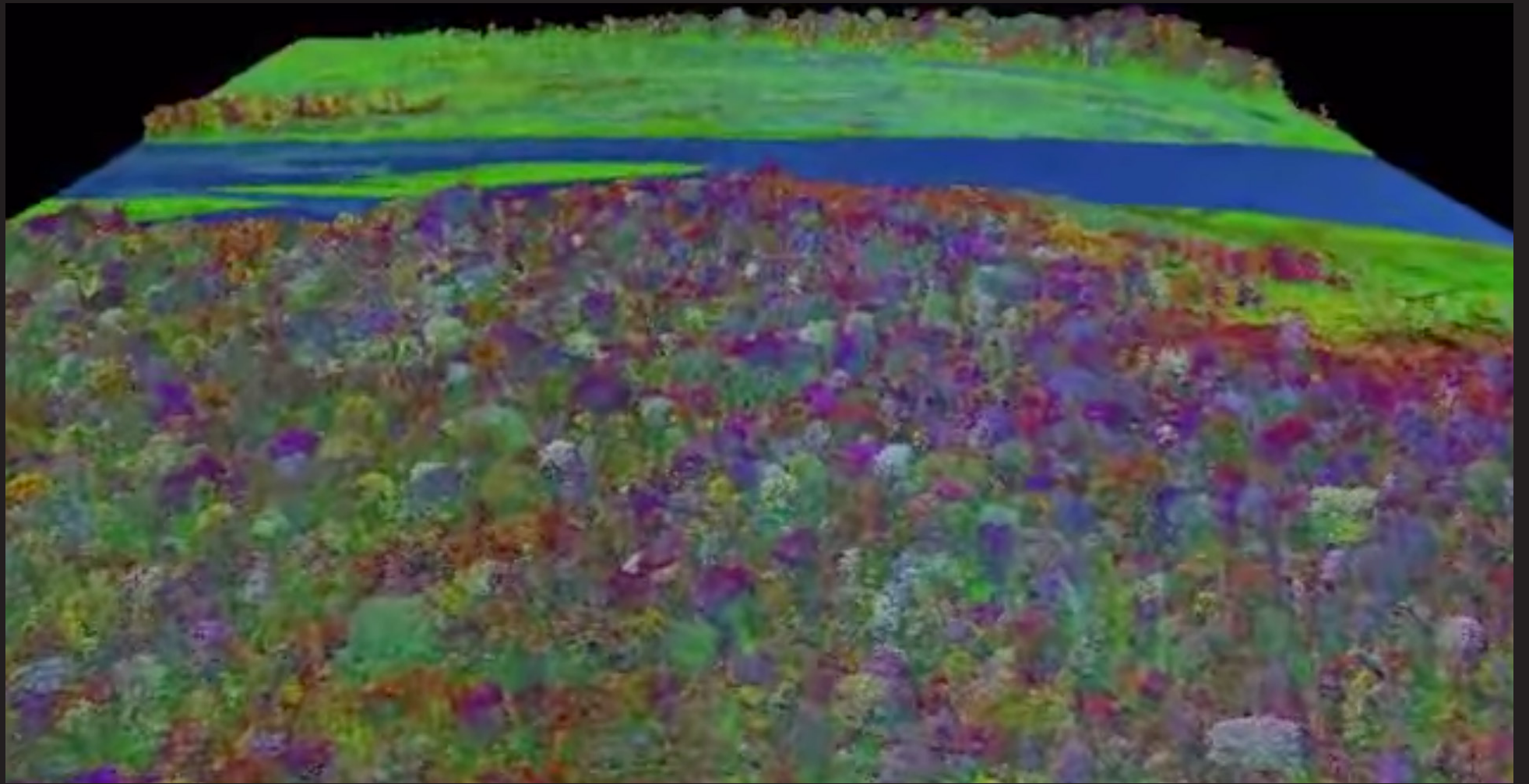




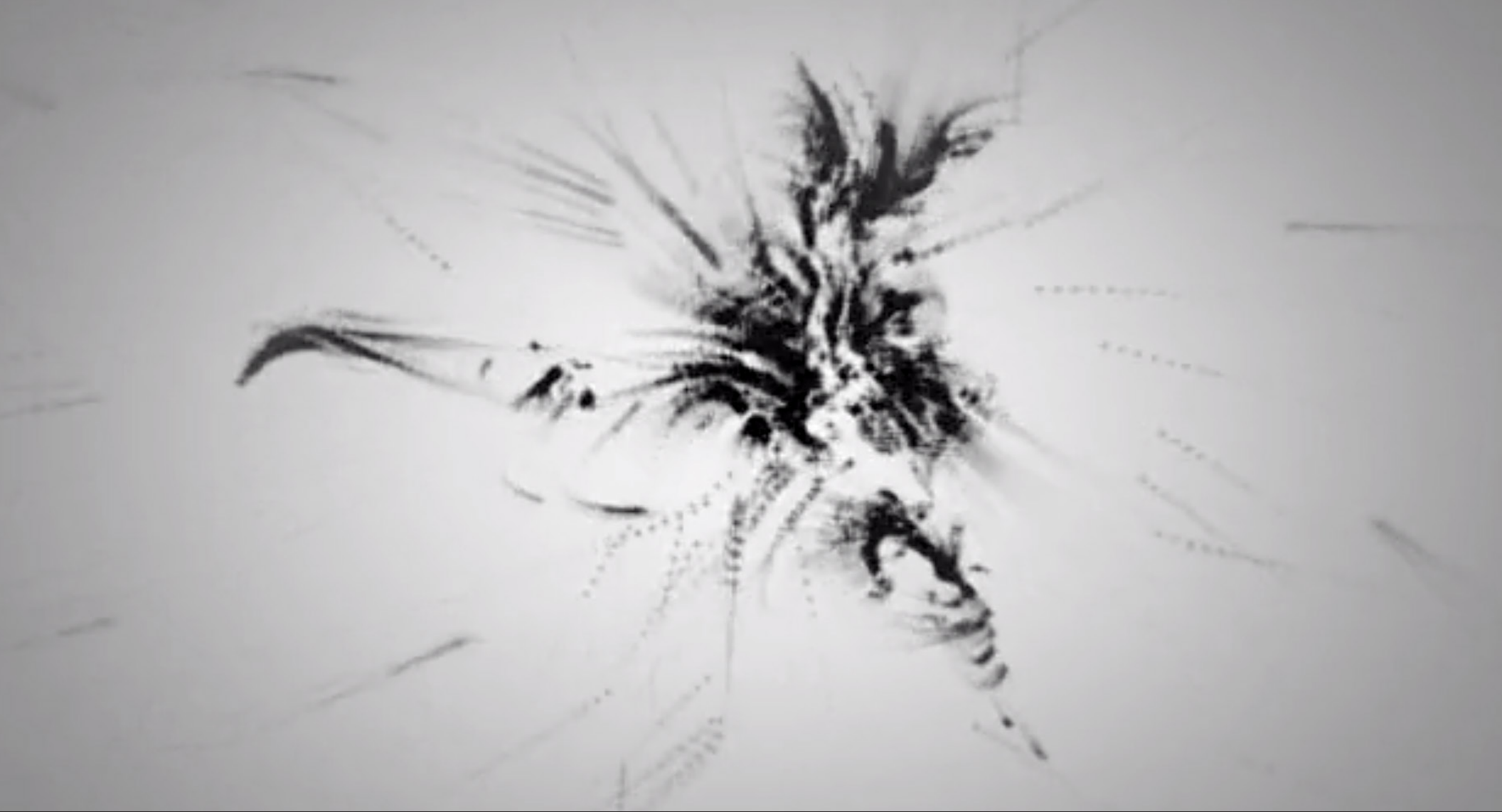
RICHARD HARDY

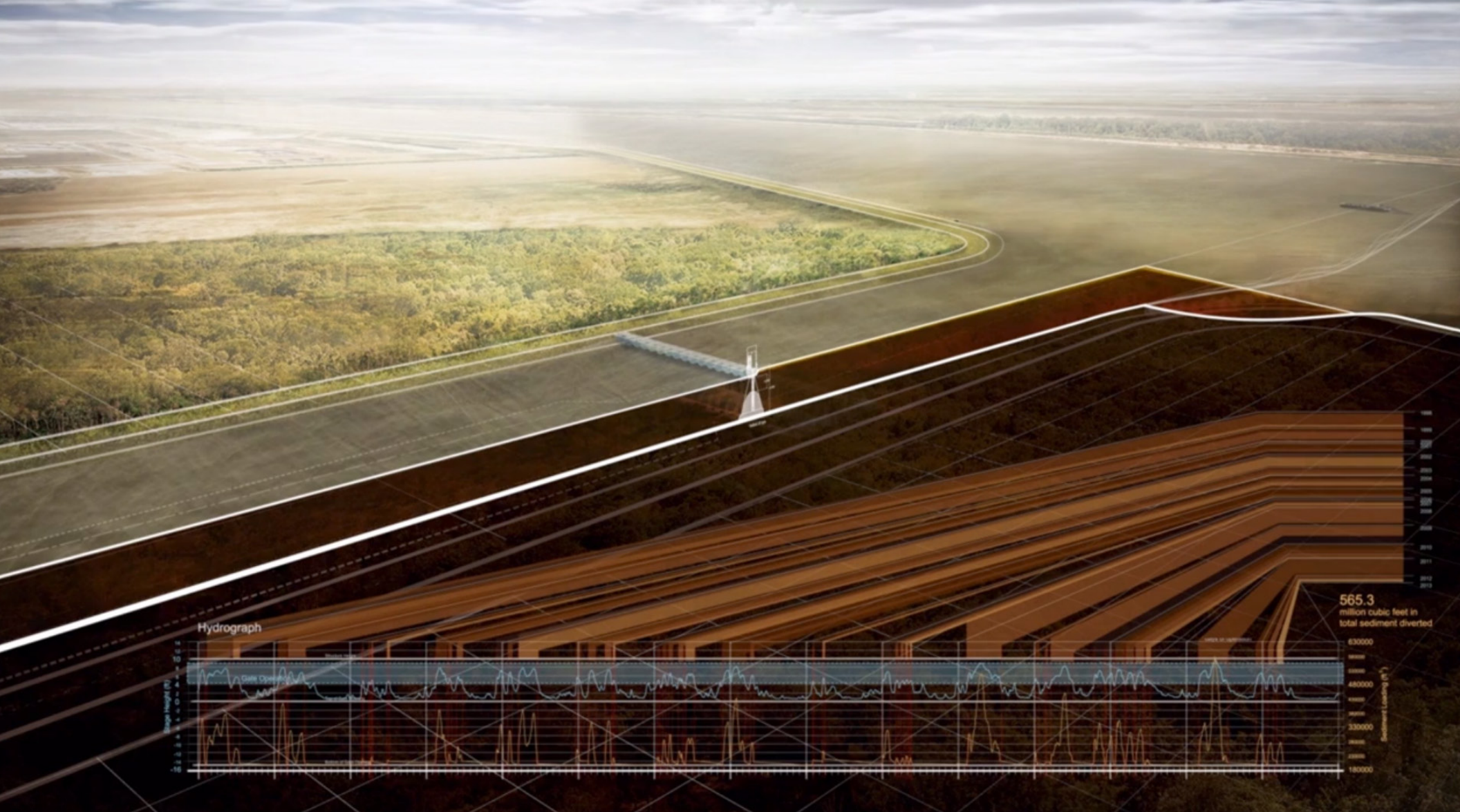






RHETT BUTLER





第一阶段/下层校园/多样性
PHASE 1/LOWER CAMPUS/DIVERSITY

