

Walking Wolf

Brenna Monson / bnmonson@asu.edu

Collins / Vizproto- ART 494/598 / Digital Culture / Spring 2017

Abstract

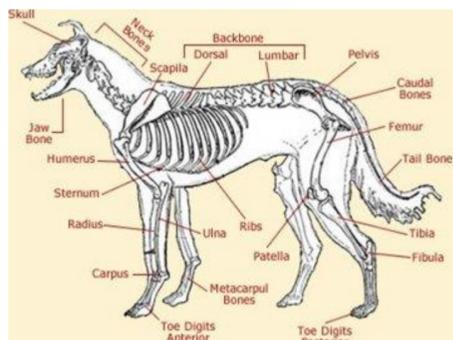
A wolf figurine was turned into a digital model by taking photos and uploading them to Autodesk ReMake. The model was imported to Blender where it was touched up and edited. A bone structure was added and it was animated to mimic the walk cycle of a wolf. Future research will focus on creating a smoother animation and improving the movements to make them more accurate and realistic.

Research Question

How can technology be used to mimic and accentuate the mysterious nature of the wolf?

Precedents and Prior Research

- My interest in nature and animation influenced me to create this project.
- The first part of my research involved the tools and processes I used. I read many tutorials and watched several videos as I became accustomed to Blender.
- The other half of the research involved wolf anatomy and figuring out how wolves' legs move when they walk.



Process

- Purchased and scanned wolf figurine to create a 3D model.
- Model was edited and given a bone structure in preparation for animation.
- Figure was animated to give it a walk cycle based on research of wolf anatomy and how they move.

Results

The final animation ended up being a simple, somewhat realistic but rather flawed animation of a wolf's walking cycle.

Conclusion

The resulting animation has a shadowy, mysterious look to it, but it is rather flawed. I would say that I was successful in creating and animating a model based off of a physical object, but it could certainly use some work. In order to portray a more realistic looking wolf, I would continue working on the 3D model and animation to rid it of some of its noticeable flaws and give it a more lifelike appearance. While I was aiming for a mysterious look, it ended up looking too 'fuzzy' and flawed.

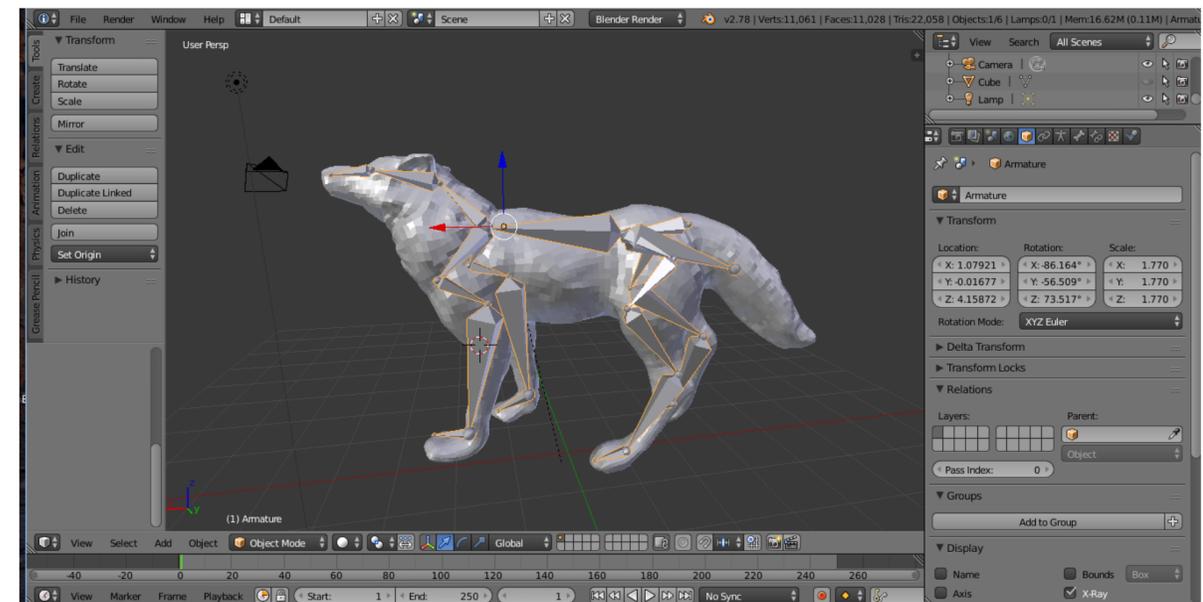
References

WWW.BLENDER.ORG

[HTTPS://REMAKE.AUTODESK.COM](https://REMAKE.AUTODESK.COM)

<http://wolffacts.org/anatomy-of-wolf.html>

Wolf Walking Cycle by chutkat



What is Autodesk ReMake?

Autodesk ReMake is a program that takes creates 3D meshes from photographs. After taking numerous photographs of an object at different angles, the photos can then be uploaded to ReMake and a 3D mesh will be generated from them. The mesh can then be exported to another program, such as Blender, and used for various things, but in this case, animation was the end goal.

What is Blender?

Blender is a free program that can be used for many activities involving 3D models, including building models, editing models, rigging them for animation, and making animations.

