



**Goals:**

The students will: import objects from the browser, create spline models, apply textures to their models, animate lights, continue creating 3D scenes to be rendered as avi files and sequenced JPEGs.

**Objectives:**

1. Create a basic lighting structure and store in your Browser Objects File
2. Make a light follow an object by using the Point at Modifier
3. Define spline modeling
4. Create basic spline objects
5. Start filling out a shot visualization chart for animating objects
6. Create a gazebo.