

Virtual Aquarium

If you've ever had an aquarium, you know what a pain it is to clean it. Being the computer geeks that you are (just kidding ☺), why not make a virtual aquarium. You'll eliminate aquarium cleaning, you won't have to worry about forgetting to feed the fish, and, you'll never have to fork out the bucks to replace the expensive fish that get eaten by the aquarium bully. However, you can still enjoy watching the fish mindlessly swim around and around the tank. You can even add excitement by having the big fish eat the little ones. This assignment can be enhanced by your creativity. Remember, this is your aquarium so have fun!

1. Collect images of different types of fish, plants, coral and rocks. You can look on the Internet, in magazines, in books, or on the resource boards in class. On the Internet, try typing in "tropical fish" or "coral reef." A good site to find images of aquarium fish is <http://fins.actwin.com/species/index.php?t=3&f=2> (50 points).
2. Sketch the look of your fish and plants. You need at least two detailed fish (foreground fish) and at least three less detailed (background) fish. Only two fish can be exact duplicates. If you can find a LightWave tutorial that will help you build the fish, you can sketch what the end product will look like from the tutorial. Your effort counts with these sketches (50 points).
3. Make a storyboard of how the fish will swim around the aquarium. Make notes on the side of each frame describing what will happen. You'll need at least five frames. Keep in mind, you want your animation to loop around, so plan your storyboard accordingly (50 points).
4. Model the fish and plants. Feel free to use tutorials to help (100 points).
5. Create or find textures for your fish and plants (50 points).
6. Texture and animate your fish in Layout (100 points).

