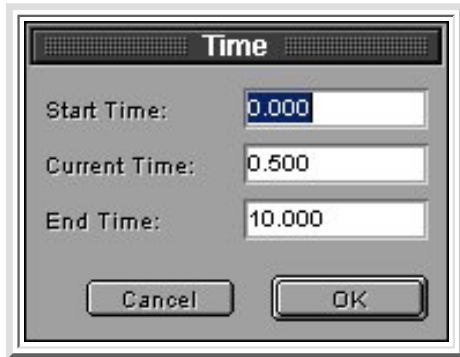


# Intermediate

## Making and Animating a Plasma Tube

Then place the new key frame by clicking on it and drag it to 3.00 on the timeline. **(pic. 65/66)**

Now we'll let Pro add the rest of the key frames, We'll do this animating in interval of .50 , so move the timeline to 0.50 an easy way to do this is to click on the clock or time on the list, and type in 0.50 in the current time window. **(pic. 67/68)**



Now we'll go back to Biosphere and manipulate the center biosphere's . You'll noticed the biosphere workspace window is grayed out. **(pic. 69)**

This grayed out look in a workspace can mean many different things, from the object can't be worked on in this workspace or with the selected tool, or something is missing. In this case it's a key frame, to add one select the energy tool and click in the window. A option to add key frame will pop up, select add key frame. **(pic. 70)**

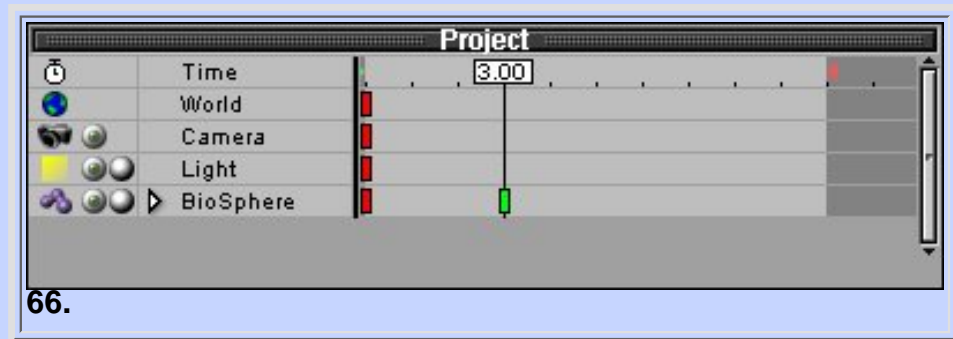
We'll use 3 tools to manipulate the biospheres to look like plasma. All these tools are used by clicking and dragging on the black square or the handle coming from the black square in the center of the biosphere. **(pic. 71/72/73)**



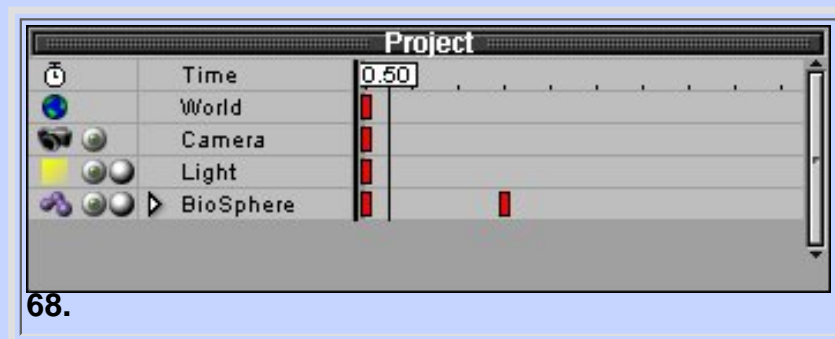
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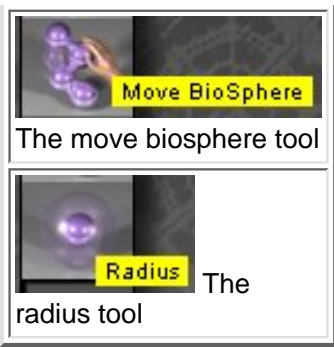
65.



66.



68.



First use the energy tool to raise the energy on half of the biospheres in the center and lower the other half. ( Leave the two end biospheres alone for the animating sequence. ) Use the Move tool to move the biosphere's left or right, and the radius tool to make them bigger or smaller. Again make sure the center biosphere don't get bigger then the end biospheres or the will pop through the tube when the animation is rendered. **(pic. 74)**

Repeat these steps of moving the timeline .50 at a time and adding a key frame and manipulating the center biospheres until you reach 2.50 on the timeline. **(pic. 75/79/77/78)**

Now to check that the biospheres won't come through the tube when it's rendered go to composer and unhide the tube, then grab the timeline in the time row and drag it back and forth, if you see any biosphere's pop through, go back to the biosphere workspace and fix it at the key frame where it pops through.

With the key frames set, We'll set up materials on the plasma and tube objects.

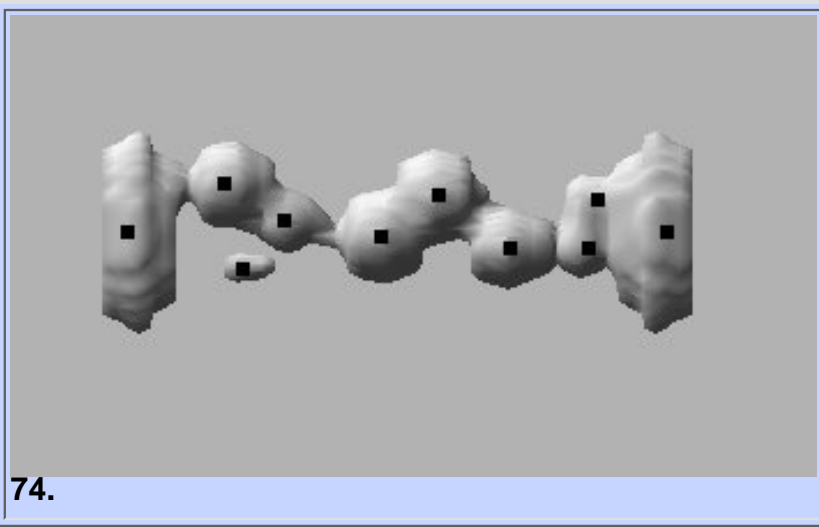
First make sure the time line is at 0.00 so you won't be asked to add any key frames for the objects when you paint them. **(pic. 79)**

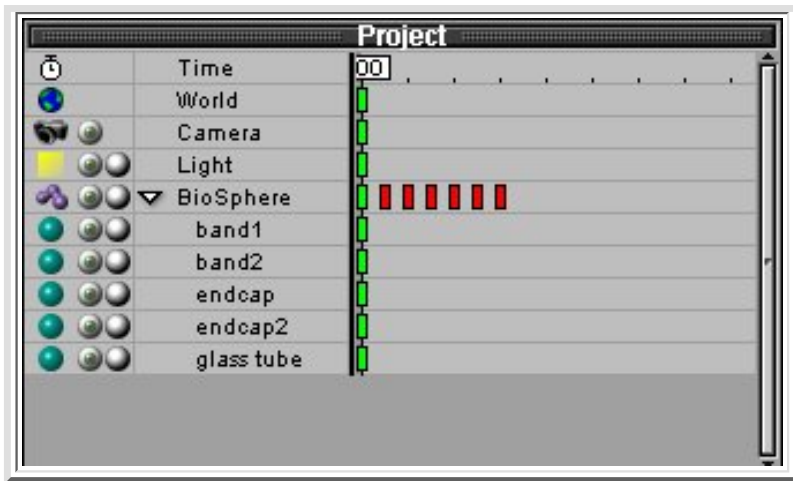
69.



70.

74.





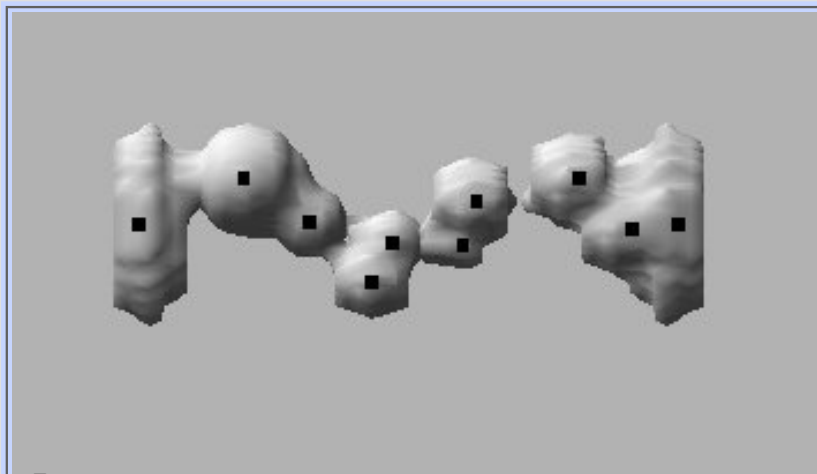
Then endcap pieces will be chrome but before setting up the material they need to be painted.

So in the Paint workspace select system picker from the color swatch. *(pic. 80)*

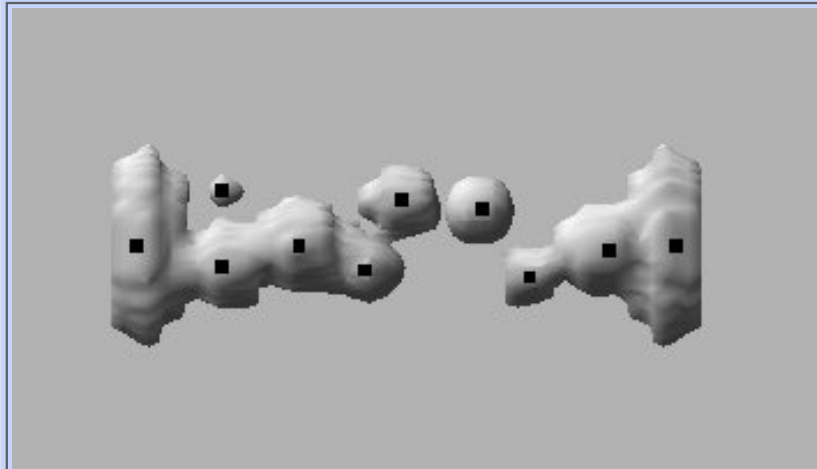


Then set up this color. *(pic. 81)*

Select the parts from the choose list and use the bucket paint bucket



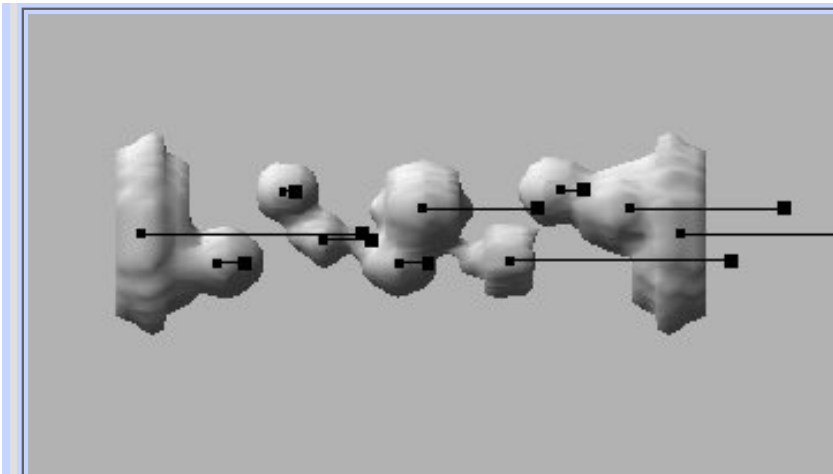
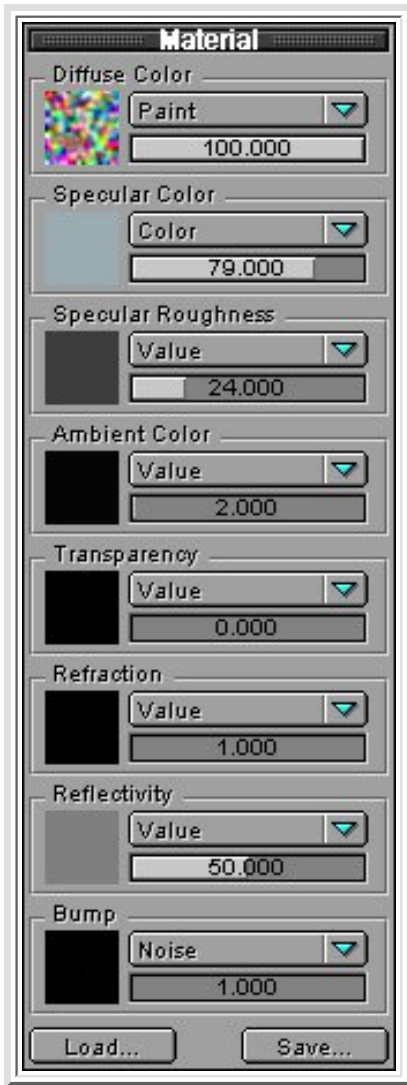
75.



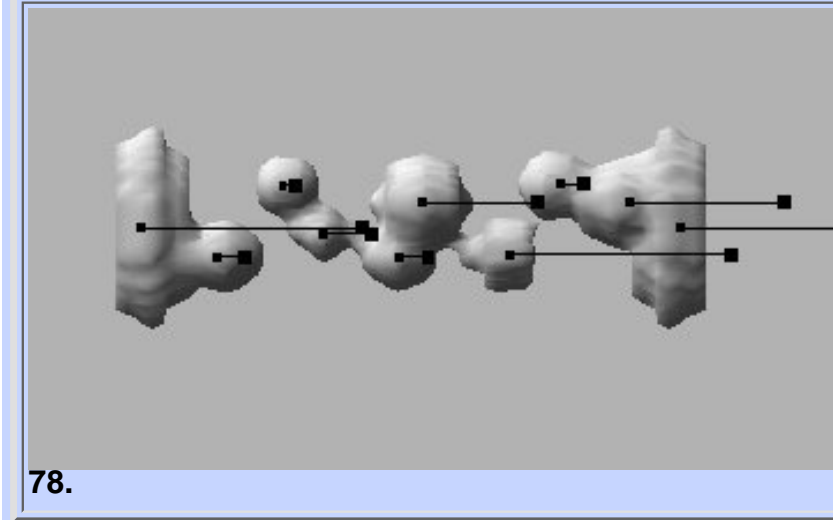
76.

tool to paint both endcaps.

In the materials workspace set up the endcaps material like this. *(pic. 82)*



77.



78.

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