

## Interview with the Kahootz creators: **Shane Ingram**

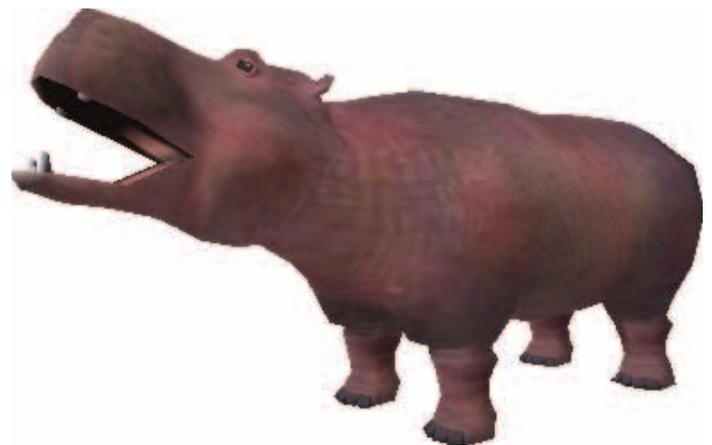
### 1. How did you learn to do 3D animation and how long have you been doing 3D?

I was shown 3D animation when I went to University. After that I just taught myself by getting books out on the subject and reading tutorials on the internet. Like everything you just have to practice. I've been doing 3D for about 6 years now.



### 2. What is your favourite Kahootz 3D model and why?

I think the Hippo is my favourite out of the ones I made. I like it because he really looks like a hippo and I like it when he yawns. Of the other Kahootz characters, I like the Chimpanzee because he's animated very well and is funny to look at. I also really like the 'Alien 2' Character. I like watching him when he gets excited.

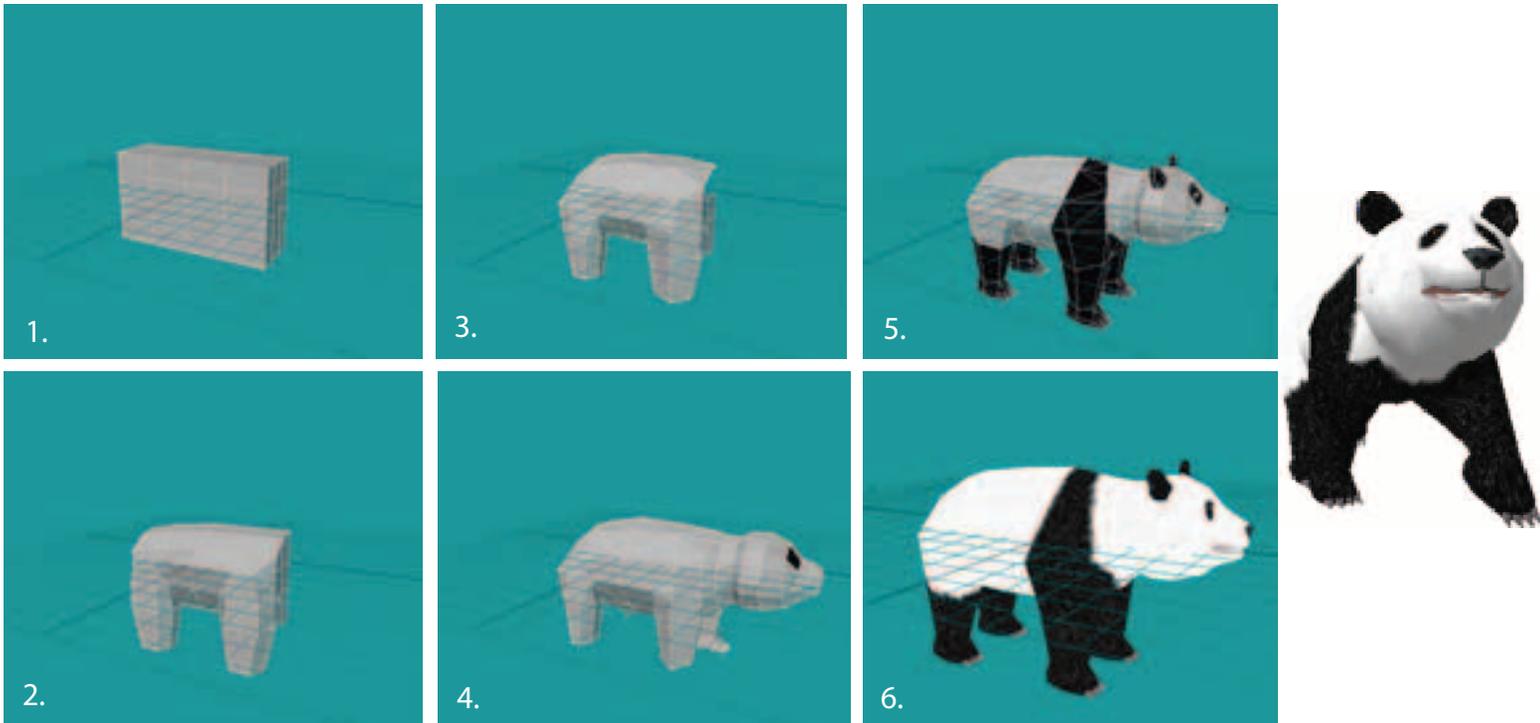


(Chimp created by Jason Minos)

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#### 3. What did you do to create a Kahootz character? Did you draw and design the character first?

First you need to get reference images of whatever type of character you are going to create. For example if its a Panda you need to get a few pictures of the Panda in different positions so you can see it from all sides. In 3d modeling you start with a basic shape (like a box) then mould and shape it into the shape of your character. It's a lot like sculpture (only in the computer). You start with a lump of clay (your box) and then you just mould and shape and cut away at it until you start to see your character emerge. This is why I choose not to draw a lot of my characters first in 2d as it's more fun just to let them emerge when you are modeling in 3D.



#### 4. How do you work out the movements for the animations?

Again you need reference images or movies. the internet is great for this. Another good place is to look at the work of a photographer named Eadweard Muybridge, who was one of the first ever photographers. He spent his life taking images of all sorts of animals and people doing diferent movements. Once you have a reference it's all about timing. It helps to have a stop watch. If you want to animate someone sitting down for instance. Get your stop watch and time how long it takes to do, then you know how long your animation should be.

#### 5. Which models did you create?

**Animals:** The dinosaurs, panda, hippo, dragon, rhino, giraffe, camel, platypus, crocodile, manta ray, ox, border collie, kitten, squirrel, fox, bat, lorikeet, bald eagle, kiwi, blowfly, mosquito and the snake.

**People:** Girl 5 , Boy 5, 11 , Adult Female 1 and Adult Male 1, the Doctors.

**I also created some of the K3 Objects in other categories:**

Heart, dolls house, townhouse, fairy wings, cash register, hand held device, vendor stand, formula 1 car, coral and broccoli.