

COSC3P98 Final Project report

Tank battle simulate scene

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Animation:

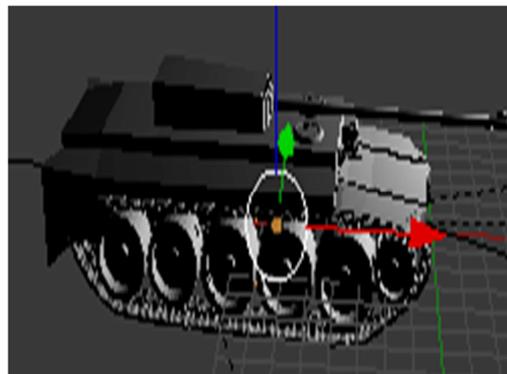
In the Europe battle field in World War two, Allies' tank has low survival rate to against to German's tank. The statistic shows Allie need to lose three Sherman tanks to take out one German tiger tank. There is a tank battle scene in the movie FURY which described how a team of Allie tanks get ambushed by one German tiger tank and how Allies tanks fight back in the movie is a standard way how US-Tanks troops fight with the enemy who has better equipment than them. For the final project, we create this animation trying to play back how smaller tanks get fight with large tank by split-- pin down by sacrifice-- move and hit on the back.

Models:

The skeleton model was consisted by 8 wheel round by two tracks under a main tank body with a cannon on it. We create two tank models which represent the powerful tank and relative smaller tank. Each model is allowed to rotating itself or its cannon on the top. Each model has functionality to fire a bullet to destroy. In the animation, we created three different kinds of destroy tank: one for turnover and burn; one for destroyed by piece; and one for explode by split body and tracks.



Small tank



large tank model (without texture)

Sound:

All the sound was come from the ww.freesound.org, which would reference in the bottom

The story:

A team of tank was ambushed by big powerful tank, which one of them took out immediately, the rest of three small tanks decide to engage. Since their canon cannot get through the front armor of the big tank, they decide to split up, one trying to hit the tank in the front to get attraction, other two engage from the right and left and one success hit it on the back.

Software Used:

Blender
Graph editor

Reference:

Freesound.org:

www.freesound.org

Fury tank battle scene:

<https://www.youtube.com/watch?v=L8vFGQ0uJQc>

wall paper

<https://www.pinterest.com/>