

Module 4: Elements and Properties in the Scene Assignment



A. Create Scene Element Objects

Create a script to create each of these element and character types, some will be straight forward, other's you will need to set properties to make them objects show up.

Ensure the properties are set the same as the Asset Browser > Templates > Characters and Asset Browser > Templates > Elements

- 3D Curve
- Camera
- Cube
- Handle
- Light
- Marker
- Note
- Null
- Optical
- Plane
- Skeleton
- Root
- Actor Face
- Actor
- Character Extension
- Character Face
- Character

B. Manipulate Scene Elements

Play around with the functions we introduced to find objects, select them, change their properties or delete them. You can use the provided scene file MultiNSScene.fbx.