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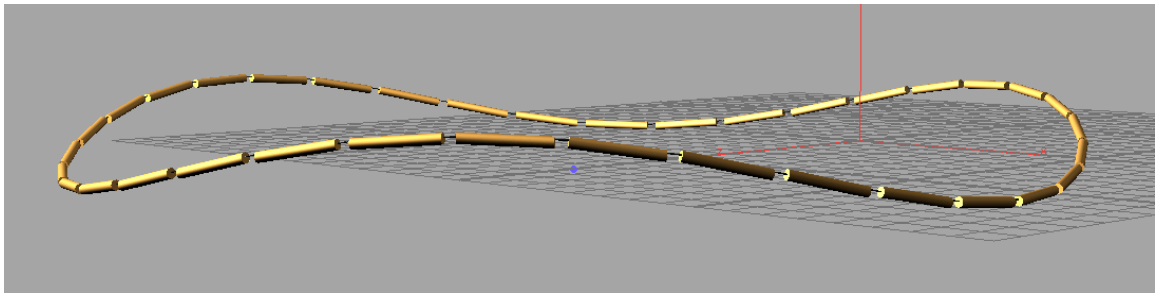
Project 2 – Procedural Animation
Breakdown

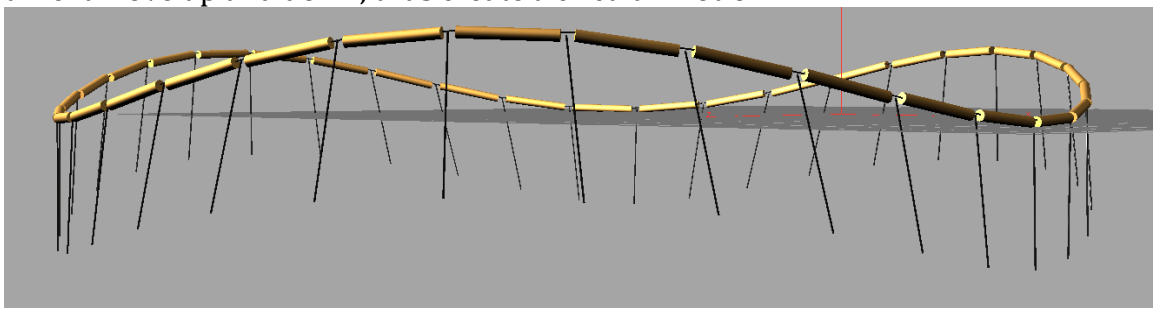
This is a kinetic sculpture that combines kinetic wave and the fishing toy game. Although the original fishing game is made of plastic, I choose wooden texture to have a handcrafted look.

Creating the Kinetic Wave:

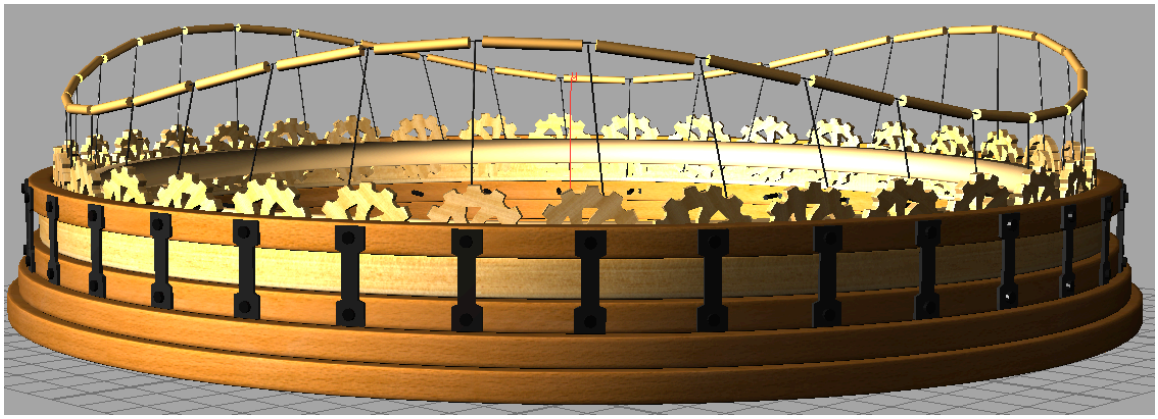
1. Creating the wave start with a simple tube, and use copy node to arrange them in circle.



2. Putting a sine wave expression on the Y translate will create the wave shape and adding $F variable to it will animate the wave.
3. The string movement is created using the same copy node. Using cosine expression on the X rotation will rotate the string left and right at the same time it move up and down, thus create a circular motion.

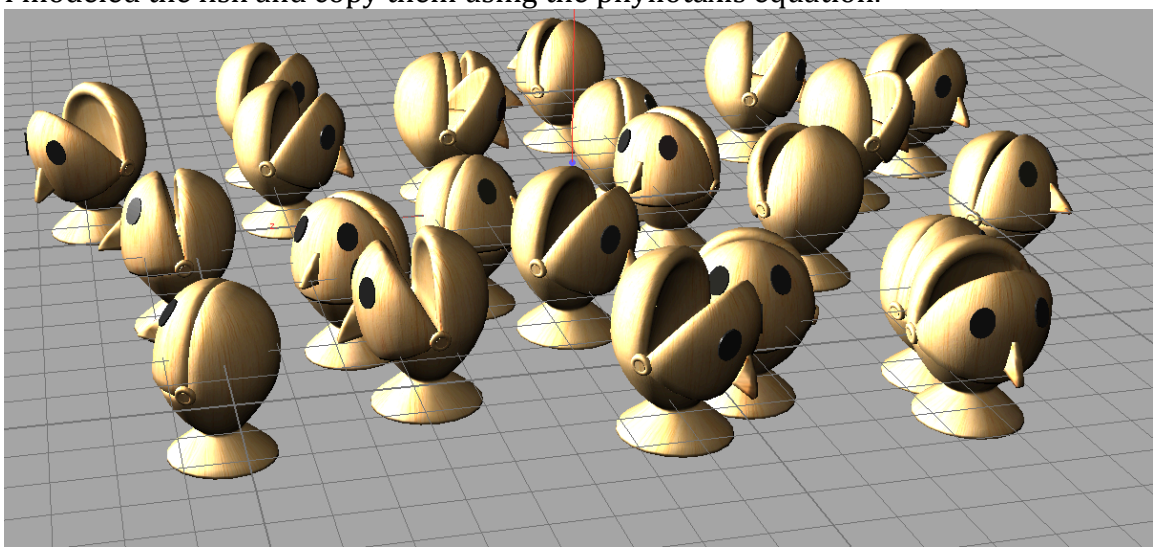


4. The gears are duplicated using similar method and animated using $F variable.

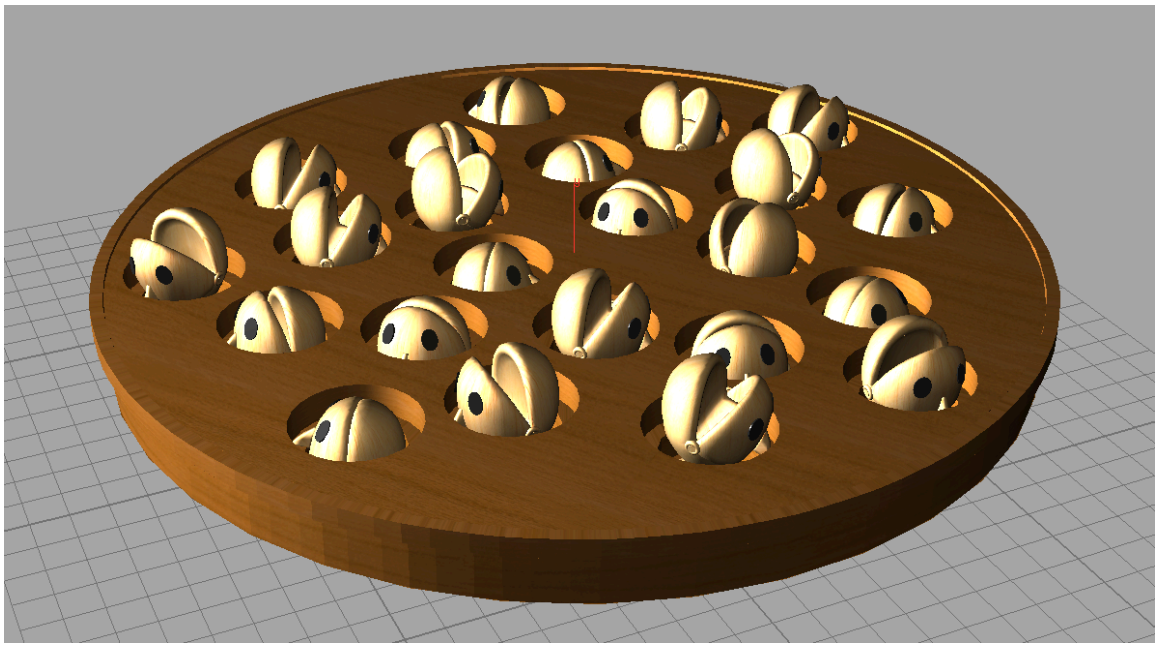
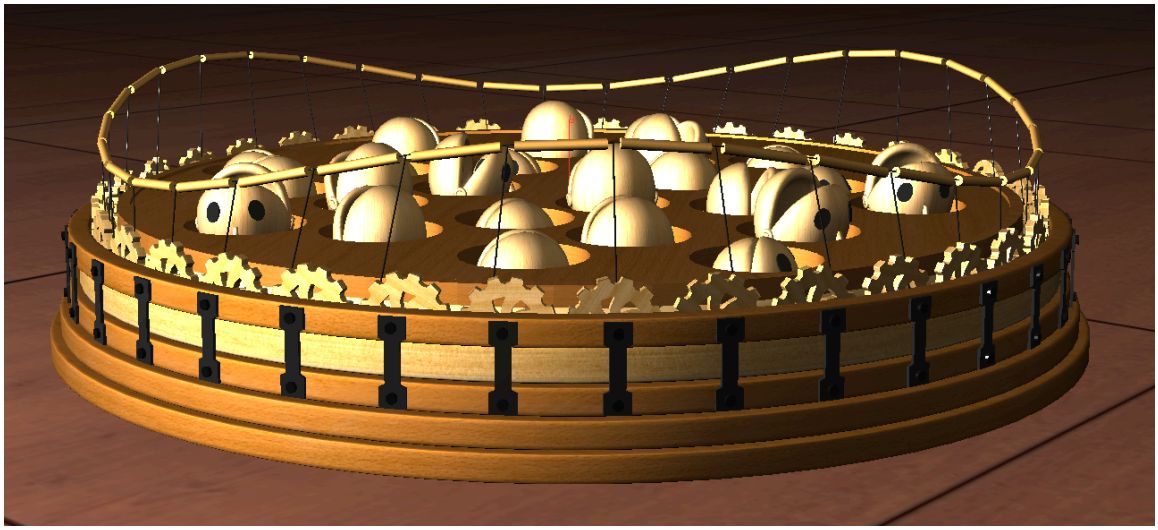


Creating the Fish

1. I modeled the fish and copy them using the phyllotaxis equation.



2. The same copy node is also used to create the holes for the fish to sit in.
3. Both the fish and the base with holes are merged and rotated at the same time.



4. To create the up and down movement for the fish, I put sine expression on the fish's Y transform.
5. The same expression then also applied on the mouth's rotation so that the fishes open their mouth when they go up.