

Design Brief

Puppetry



Animate a Marionette

Consider:

1

Modeling (e.g.,
wireframe v mesh v solid)

2

2D v 3D

3

Motion v Illusion of
Motion

Animate a marionette using either 2D or 3D animation or modeling applications. The virtual animation should drive the design of the physical marionette.

- Animation apps
- Examples:
 - a. 3D <https://www.youtube.com/watch?v=zBtPMIDjGwM>
 - b. 3D <http://raindropmoment.com/category/portfolio/>
 - c. 2D <https://www.youtube.com/watch?v=bDDEhkprvYY>