

Week 6 - Drunken Blocking Plus

You'll all have to forgive me for making this one slightly shorter than usual - it's been a long week, and I could really do with some sleep right now!

So last week's feedback was very good and positive, and I got the greenlight to take it further to blocking plus. Which as far as I can work out actually has more in common with splining than with blocking... but hey, if it was a perfect world, then life would be vastly more boring, no? It's still not perfect; I had lots of trouble with gimbal locking on the arms, and Maya generally being a mischief and trying her very best to wreck my lovely animation curves (the naughty minx). I've got this week to polish my shot up and make it look all purdy - and of course start planning my third and final animation for this class... (where the hell did all that time go??).

So here it is. Have a great week!

This text will be replaced

```
var so206 = new SWFObject('/scripts/player.swf','mpl','480','360','9');
so206.addParam('allowfullscreen','false');
so206.addParam('flashvars','&duration=9&file=http://www.kreanimate.co.uk/Animations/2009_05_AMDrunBlockingPlus/am206_DrunBlockingPlus.flv&image=http://www.kreanimate.co.uk/Animations/2009_05_AMDrunBlockingPlus/thumbna
il.jpg');
so206.write('player206');
```

Download Quicktime version (590k)