

Surface Area of a Right Pyramid

This is an example of a simple 3D program combined with Flash to create this short animation showing the formula to measure the area of a rectangular pyramid.

The Pyramid was built in Swift 3D. Most simple geometric shapes are available as a simple button click and only require positioning and a material or colour selection before exporting a still image to Flash – as in the beginning. Sphere, Geosphere, Cube, Pyramid, Cone, Cylinder, Torus, and Polyhedron are usually available.

The later animation of the Pyramid opening up was also created in Swift 3D and then exported to Flash.

Flash was then used to combine these files and to add fade-ins, highlights and text (and usually audio) to produce a final movie. From here it can then be saved to various formats for use.

Running time of animation – 1 1/2 minutes

(aprox.) Production time:

3D: 2-3 hours (depends on complexity of object/ moving parts)

2D: 8-10 hours

Use the Hand tool and click on the image below to play.

