Assignment: **An Immersive Dynamic World**

- Design and build an environment which contains animated elements.
  - Some of the animation should be procedural using dynamics simulation.
  - Ideally the animation should loop
- Place a camera at the center of your world and make sure there is something to see in all directions
  - Leave space under the camera for the real time rendered virtual platform you will add in the next assignment
    - The height of your platform can be anything from some floortiles to a high tower.
- Render a stereoscopic 360 degree view of your world in all its beauty

You are encouraged to re-use and rework material created during the World Building project for this assignment, building upon that world, improving it and enhancing it with movement.

**Deliverables**

- **Movie**
  - Frame size / rate: 4096x4096px @ 24fps
  - Stereoscopic Format: over-under equirectangular format
  - Compression: H265 aka **High Efficiency Video Coding (HEVC)**, compressed @ 150 Mbps or higher (.mov or .mp4)
    - H264 supports 4K only for the highest profile (6) which is not available to us
  - Filename format: **Yourfirstname_World360.ext** (e.g. Wobbe_World360.mp4)
- Maya scene used to render movie