In this video, let's breakdown how the combat sequence was created and what was the approach to its dynamic camera work.

****Timestamps:****

* 00:00 - Intro
* 00:52 - Animation Assets
* 02:20 - Blending Mixamo Animations
* 05:32 - Fixing Root Position
* 08:04 - Appending Assets
* 09:41 - Animating Vehicles
* 11:54 - Environment Breakdown
* 12:49 - Atmosphere & Sky
* 14:15 - Other Models
* 14:43 - Shaders
* 16:29 - Poly Nature Pack
* 17:03 - 3D Cinematic Direction
* 18:07 - Cinematic Approach
* 19:29 - Camerawork
* 24:01 - Zoom & Shake
* 25:52 - Other Approaches
* 26:16 - Outro

****Links:****

* [Martin’s 2D Effects Tutorial](https://youtu.be/4fdL6l1OxuE?si=kU6eqDso0h6Z02sZ" \t "_blank)
* [Jim’s How to Animate Your 3D Characters FAST](https://www.youtube.com/watch?v=sTOgDe3EmQ0" \t "_blank)

<https://youtu.be/4fdL6l1OxuE?si=kU6eqDso0h6Z02sZ>

<https://www.youtube.com/watch?v=sTOgDe3EmQ0>

****Assets:****

* [Military Kit at Blendswap](https://www.blendswap.com/blend/27959" \t "_blank)
* [M4 Rifle at Blendswap](https://www.blendswap.com/blend/11037" \t "_blank)
* [AK-47 on Blendswap](https://www.blendswap.com/blend/22600" \t "_blank)
* [Low Poly RPG at Blendswap](https://www.blendswap.com/blend/17842" \t "_blank)
* [Humvee at Blendswap](https://www.blendswap.com/blend/2934" \t "_blank)
* [Black Hawk at Blendswap](https://www.blendswap.com/blend/4383" \t "_blank)
* [PK-M Kalashnikov at Blendswap](https://www.blendswap.com/blend/18124" \t "_blank)
* [Low Poly Grenade at Blendswap](https://www.blendswap.com/blend/20614" \t "_blank)
* [M2 .50cal on Blendswap](https://www.blendswap.com/blend/30289" \t "_blank)

**<https://www.blendswap.com/blend/27959>**

**<https://www.blendswap.com/blend/11037>**

**<https://www.blendswap.com/blend/22600>**

**<https://www.blendswap.com/blend/17842>**

**<https://www.blendswap.com/blend/2934>**

**<https://www.blendswap.com/blend/4383>**

**<https://www.blendswap.com/blend/18124>**

**<https://www.blendswap.com/blend/20614>**

**<https://www.blendswap.com/blend/30289>**

****Shortcuts:****

* ****Ctrl + B |**** Add Camera Bind marker to switch between cameras
* ****Ctrl + TAB |**** With Armature selected switch to Pose Mode