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Intermediate 3D Animation

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**Drugs VS. Cancer Abstract**

In my animation I took some information from research about a new drug that helps fight against cancer better than the older one ands show the process of said newly developed drug inhibitor being injected into the body in order to deal with the tumors that lead to cancer on the organs that would normally be impossible to treat with the older drugs I had mentioned before. In the animation I have the camera dynamically following the drugs as it flows through the bloodstream to the organs that have the harmful tumors all over themselves. The camera does a run around of the organs showing how each of the drug pieces goes after a grotesque looking tumor piece and pulls it away from the organ leaving it completely healthy with little to no side effects. To go into some detail about my project I decided to personify the drug and make it look like a living creature so that it looks like little people have been injected into the body to save it from harm as well as to give off a more cartoonish fun type of feeling to the whole thing and as I had sort of mentioned before I tried to make the tumors look as nasty as possible to show how awful they are for the body to have while having everything else in friendlier colors to give off good feeling. The camera goes fast and dynamic at the beginning to simulate how fast the drug is going through veins but has slow runaround when it gets to the organs in order to show process in slow organized way. It ends with one of the drug boys giving a nice wave goodbye in order to emulate how mentioned in the research there are less harmful side effects.