

Computer Animation

Exercitations
SS 2012

[CoGVis/MMC]
graphische datenverarbeitung

<http://www.uni-weimar.de/medien/cg>
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Content

- I. *General*
- II. *StopMo*
- III. *Blender*
- IV. *Tutorial*

Task: Create two animations

- StopMo
- Blender

Topic: "Growth / Evolution"

- "Life Aquatic / Nature by Numbers" (2011)
- "Der Rote Faden / Incredible Machine" (2010)
- "Cooking" (2009)

Assignment:

20 % - Stop-Motion-Movie

80 % - Blender-Animation:

- Idea, Basics (15 %)
- Animation, Motion (40 %)
- Modelling, Lighting, Material (25 %)
- Documentation (20 %)

Mark:

MS / MI

MK

40% - Assignment

80% - Assignment

60% - Exam (written)

20% - Exam (oral)

Basic Guidelines:

Short story

Principles of animation:
Timing and Motion, Staging ...

Sound: CC, no GEMA

Guidelines StopMo

- Length : max. 2 min.
- Codec : H264 / Ogg Vorbis
- Container : Avi, Mp4
- Documentation : short description of your idea, Work flow, Tools
- Size : Max 2 pages pdf

Deadline Mai, 6th 2012

as *Name.Surname.MatriculationNumber.*(zip|rar)

to bernhard.bittorf@uni-weimar.de

(if you exceed the possible data volume of your Mailaccount use your personal webspace)

Software: <http://www.stopmotion-software.com/>
<http://www.dragonstopmotion.com/>

Guidelines Blenderanimation

Tool: Blender (www.blender.org)

Length: max. 1 min

Deliver:

- Avi (H264)
- .blend-file
- Documentation: Idea and realization, max 10 p., pdf

Deadline July, 1st 2012

as *Name.Surname.MatriculationNumber.*(zip|rar)

to bernhard.bittorf@uni-weimar.de

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Tutorial

Two Blocks:

- i. Modelling / Lighting*
- ii. Animation / Rigging*

April 24th / Mai 8th 2012

12:00

Lin/NT Pool



Contact: bernhard.bittorf@uni-weimar.de

Fun!