

Computer Animation

Blender - Introduction

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Assignments

Topic: Growth / Evolution

Tool: Blender

Delivery: .blend (+ textures), avi, pdf-Doku (< 10 pages)
as *Name.Surname.MatriculationNumber.*(zip|rar)
to bernhard.bittorf@uni-weimar.de

Deadline July, 1st 2012

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

Assignments - Marks

Assignment:

15% idea

25% modelling / lighting / rendering

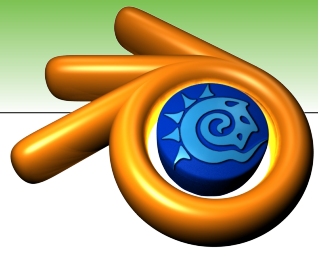
40% timing, animation

20% documentation

Final:

40% assignment – 60% exam (MS)

80% assignment – 20% exam (MK)



Blender Kick-Start

Why Blender?

- mighty tool
- free, open source, platform independent
- active community
- fast





Blender Kick-Start

Topics today - Modeling

- Transform basics
- Extruding
- Mirror modifiers
- Lighting
- Topology
- Materials / Textures
- Rendering



Blender ressourcen

Software Download: www.blender.org

• Tutorials: www.blender.org/education-help/

• Today

http://wiki.blender.org/index.php/Doc:2.6/Manual/Your_First_Animation/1.A_static_Gingerbread_Man

• Homework:

<http://cg.tutsplus.com/tutorials/blender/character-modeling-in-blender-basix/>

• Community:

• www.blendernation.com

• www.blenderartists.org

• www.blenderart.org



StopMo ressources

<http://webuser.uni-weimar.de/~lang6/halde/ani/>

or

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

Next meeting

Tuesday, 8th of may, 12:00 Lin/NT-Pool

- ***Keyframes***
- ***IPO-Curves***
 - ***Rigging***
 - ***Skinning***
 - ***Posing***