

Graphics & Animation

Computer Animation

Blender – Modeling



-
- Basic Introduction
 - Download
 - Overview
 - Customization
 - Modelling
 - Transform Tools / Object Tools
 - Modes
 - Selection, 3D Cursor
 - Mesh Editing (Subdivide / Extrude)
 - Modifiers
 - Rendering, Lighting
 - Material, Textures
 - Cycles

Motivation - Why are we doing this?





Blender

- Open Source
- 3D Software Suite (Modelling, Sculpting, Texturing, Rigging, Animating, FX Simulation, Rendering, Video and Object Tracking, Compositing, Video Editing, Game Development)
- Any OS
- Free Tutorials

Assignment I

- Create an appealing static rendering using your own models done in Blender
- Use more than one light
- Onlineresources:
 - <http://kidsonsugar.com/gaa>

Assignment I

Topic: *Gamification / Forest / Slowness*

Delivery: .blend-file (+textures) and .jpg (FullHD)

as *Name.Surname.MatriculationNumber.zip/rar*

to gianluca.pandolfo@uni-weimar.de

via Shibboleth, Dropbox, WeTransfer, Mail

Deadline: May, 9th 23:59

Nothing else will be accepted...

Exercise - reminder

- 26.4. Modeling with Blender
- 03.5. Q+A
- 10.5. Concept development
- 17.5. Q+A
- 24.5. Animation / Rigging / Skinning
- 31.5. Concept Pitch
- 07.6. Feedback / SFX / Motion Capturing
- 14.6. Final Assignment (deadline July 3rd)
- 21.6. Q+A

11:00 @Lin/NT Pool

Fun

