

Graphics & Animation

Computer Animation



Blender Animation

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Assignment II

- Create an appealing animation using your own models done in Blender
- Two creatures / objects meet and correspond to each other
- Ca. 30s

Assignment II

Topic: *Gamification / Forest / Slowness*

Delivery: .blend-file (+textures) and .avi

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

to gianluca.pandolfo@uni-weimar.de

via Shibboleth, Dropbox, WeTransfer, Mail

Deadline: May, 23rd 23:59

Nothing else will be accepted...

Exercise - reminder

- 10.5. Animation / Rigging / Skinning
- 17.5. Q+A
- 24.5. Concept development
- 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