

Computer Graphics & Animation

Introduction and Organization

Exercises

SS 16

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

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Content

- *General*
- *Blender*
- *Examples*

General

Task: Create two animations and one still image with Blender

Topic: *Gamification / Forest / Slowness*

“The Art of Spam”	(2015)
“plants and machines”	(2014)
“Transformations”	(2013)
“Growth / Evolution”	(2012)
“Life Aquatic / Nature by Numbers”	(2011)
“Der Rote Faden / Incredible Machine”	(2010)
“Cooking”	(2009)

General

- Final grades
 - 80% exercises
 - 20% oral exam
- Exercises:
 - Four assignments
 - Blender Image 20%
 - Concept Pitch 15%
 - Blender Animation 20%
 - Final Blender Movie 45%

Make use of your previous assignments to build the new ones!

Basic Guidelines

Principles of animation:

Timing and Motion, Staging, ...

Codec:

Refer to vimeo-standards:
<https://vimeo.com/help/compression>

Sound:

CreativeCommons, no GEMA

Guidelines Blenderanimation

Tool: Blender (www.blender.org)

Length: max. 2 min

Deliver:

Mp4 (H264), Ogg (Theora)

.blend-file + textures

Documentation: concept and realization, 5-10p, pdf

Deadline July, 3rd 2016

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

to gianluca.pandolfo@uni-weimar.de

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

Overview

- 12.4. Introduction
- 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

Contact

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Fun!

Examples

Thank you!

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