

Graphics & Animation

Computer Animation

Blender – Modeling



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

Assignment II

- Create an appealing static rendering using your own models done in Blender
- Use more than one light
- Onlineresources:
 - <http://cgcookie.com/blender/cgc-courses/blender-basics-introduction-for-beginners/>
 - <http://processdiary.com/tutorial-intro-to-blender-2-61/>
 - http://wiki.blender.org/uploads/6/66/Introduction_to_Character_Animation_19_Sept_2006.pdf
 - <http://www.blender.org/education-help/>

Assignment II

Topic: Transformation

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

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

to bernhard.bittorf@uni-weimar.de

via Shibboleth, Dropbox, WeTransfer, Mail

Deadline: May, 19th 23:59

Nothing else will be accepted...

Exercitations - reminder

Dates (Tuesdays, 11:00 @LIN/NT-pool)

- 22.4. Stop Motion – An Introduction
- 06.5. Modeling with Blender
- 13.5. Q+A with Hendrik & Luca
- 20.5. Animation / Rigging / Skinning
- 27.5. Q+A with Hendrik & Luca
- 03.6. Motion Capturing / Storyboard
- 10.6. Q+A with Hendrik & Luca
- 17.6. Final Assignment (deadline July 1st)