

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: Transformation

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

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

to bernhard.bittorf@uni-weimar.de

via Shibboleth, Dropbox, WeTransfer, Mail

Deadline: June, 2nd 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)