

Blender Final Assignment



Bernhard.Bittorf [at]uni-weimar.de

Assignment IV

- Create an appealing animation using your own models done in Blender
- Transformation
- Sound (freesound.org, www.freesfx.co.uk...)
- Documentation / Storyboard
- Ca. 60s

Assignment IV

Topic: Plants & Machines

Delivery: .blend-file (+textures), .avi, .pdf (max. 10p)

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

to bernhard.bittorf@uni-weimar.de

via Shibboleth

Deadline: June, 30th 23:59

Nothing else will be accepted...

Exercises - reminder

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

- 22.4. Stop Motion – An Introduction
- 06.5. Modeling with Blender
- 13.5. Q+A with Karim & Luca
- 20.5. Animation / Rigging / Skinning
- 27.5. Q+A with Karim & Luca
- 03.6. Motion Capturing / UV Unwrapping
- 10.6. Q+A with Karim & Luca
- 17.6. Supervision