Computer Graphics and Animation
Introduction and Organization
Exercises
SS 14

http://www.uni-weimar.de/medien/cg
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Content

- *General*
- *StopMo*
- *Blender*
- *Tutorial*

General

Task: Create two animations

StopMo

Blender

Topic: plants and machines

“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% final exam

- Exercises:
  - Four assignments
    - Stop Motion 20%
    - Blender (Modeling and Camera) 20%
    - Blender (Animation, Rigging, Skinning) 20%
    - Final Blender Movie (+Motion Capturing?) 40%

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

Guidelines StopMo

Length:	max. 2 min.
Codec:	H264, Theora
Container:	Avi, Mp4, Ogg
Documentation:	short description of your idea, Work flow, tools
Size:	Max 2 pages pdf
Recommended Software:	Dragonframe (Mac&PC) AnimatorHD (PC only)

Deadline May, 05th 2014

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

to bernhard.bittorf@uni-weimar.de

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

Basic Guidelines:

Principles of animation:

Timing and Motion, Staging, ...

Codec: refer to vimeo-standards:
https://vimeo.com/help/compression

Sound: CreativeCommons, no GEMA

StopMo: Lighting, White balance,
Tripod stronly recommended ;-)

Guidelines Blenderanimation

Tool: Blender (www.blender.org)

Length: max. 2 min

Deliver:

Avi (H264), Ogg(Theora)

.blend-file + textures

Documentation: Idea and realization, 5-10p. (pdf)

Deadline July, 1st 2014*1r*

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

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Tutorial

Five Blocks:

22.4. Stop Motion – An Introduction
06.5. Modeling with Blender
20.5. Animation / Rigging / Skinning
27.5. maybe GFK-Mirroring
03.6. Motion Capturing / Storyboard
17.6. Final Assignment (deadline July 1st)

every other week: Q&A

11:00 @Lin/NT Pool

Contact

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Fun!

Examples

Thank you!

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