

# Graphics & Animation

## Computer Animation

### Blender – Modeling



Bernhard.Bittorf [at]uni-weimar.de

# Assignment II

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- Create an appealing static rendering using your own models done in Blender
- Use more than one light
- Onlineresources:
  - [http://wiki.blender.org/index.php/Doc:2.6/Manual/Your\\_First\\_Animation/1.A\\_static\\_Gingerbread\\_Man](http://wiki.blender.org/index.php/Doc:2.6/Manual/Your_First_Animation/1.A_static_Gingerbread_Man)
  - [http://wiki.blender.org/index.php/Doc:2.6/Manual/Your\\_First\\_Animation/2.Animating\\_the\\_Gingerbread\\_Man](http://wiki.blender.org/index.php/Doc:2.6/Manual/Your_First_Animation/2.Animating_the_Gingerbread_Man)
  - [http://wiki.blender.org/uploads/6/66/Introduction\\_to\\_Character\\_Animation\\_19\\_Sept\\_2006.pdf](http://wiki.blender.org/uploads/6/66/Introduction_to_Character_Animation_19_Sept_2006.pdf)
  - <http://www.blender.org/education-help/>

# Assignment II

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**Topic:** Transformation

**Delivery:** .blend-file (+textures) and .jp

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

to [bernhard.bittorf@uni-weimar.de](mailto:bernhard.bittorf@uni-weimar.de)

via Shibboleth

**Deadline:** May, 14th 23:59

Nothing else will be accepted...

# Exercitations - reminder

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

- 16.4. Stop Motion – an introduction
- 30.4. Modeling with Blender
- 07.5. Q&A with Christoph
- 14.5. Animation / Rigging / Skinning
- 21.5. Q&A with Christoph
- 28.5. Motion Capturing / Storyboard
- 04.5. Q&A with Christoph
- 11.6. Final Assignment (delivery July 2<sup>nd</sup>)