

Graphics & Animation

Blender Rigging, Skinning, Posing



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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

Deadline: May, 28th 23:59

Nothing else will be accepted...

Exercitations - reminder

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 2nd)