

# Blender Final Assignment



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# Assignment IV

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

# Assignment IV

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**Topic:** Transformation

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

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

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

via Shibboleth

**Deadline:** July, 2nd 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

# Motion Tracking

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- Kinect + NI Mate
- <http://www.ni-mate.com/download/>
- <http://www.ni-mate.com/use/blender/>