

# Graphics & Animation

## Computer Animation

### Blender – Modeling



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- Basic Introduction
    - Download
    - Overview
    - Customization
  - Modelling
    - Transform Tools / Object Tools
    - Modes
    - Selection, 3D Cursor
    - Mesh Editing (Subdivide / Extrude)
    - Modifiers
  - Rendering, Lighting
    - Material, Textures
    - Cycles

# Motivation

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Why are we doing this?



# Blender

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- Open Source
- 3D Software Suite (Modelling, Sculpting, Texturing, Rigging, Animating, FX Simulation, Rendering, Video and Object Tracking, Compositing, Video Editing, Game Development)
- Any OS
- Free Tutorials

# 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://cgcookie.com/blender/cgc-courses/blender-basics-introduction-for-beginners/>
  - <http://www.blenderguru.com/tutorials/create-realistic-materials-with-cycles/>
  - <http://www.blenderguru.com/tutorials/the-secrets-of-realistic-texturing/>
  - <http://www.blender.org/support/tutorials/>
  - <http://processdiary.com/category/tutorials/>

# Assignment II

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**Topic:** The Art of Spam

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

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

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

via Shibboleth, Dropbox, WeTransfer, Mail

**Deadline:** May, 11th 23:59

Nothing else will be accepted...

# Exercise - reminder

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

- 05.5. Q+A
- 12.5. Concept development
- 19.5. Q+A
- 26.5. Animation / Rigging / Skinning
- 02.6. Concept Pitch
- 09.6. Feedback / SFX / Motion Capturing
- 16.6. Final Assignment (deadline June 30<sup>th</sup>)
- 23.6. Q+A