

Graphics & Animation

Computer Animation



Blender Animation

Bernhard.Bittorf [at]uni-weimar.de

Assignment III

- Create an appealing animation using your own models done in Blender
- Two creatures / objects meet and correspond to each other
- Ca. 30s

Assignment III

Topic: The Art of Spam

Delivery: .blend-file (+textures) and .avi

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

to bernhard.bittorf@uni-weimar.de

via Shibboleth, Dropbox, WeTransfer, Mail

Deadline: June, 15th 23:59

Nothing else will be accepted...

Exercise - reminder

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

- 26.5. Animation / Rigging / Skinning
- 02.6. Concept Pitch
- 09.6. Feedback / SFX / Motion Capturing
- 16.6. Final Assignment (deadline July 6th)
- 23.6. Q+A