

# Computer Graphics and Animation

## Introduction and Organization

### Exercises

### SS 15

<http://www.uni-weimar.de/medien/cg>

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# Content

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- *General*
- *StopMo*
- *Blender*
- *Tutorial*

# General

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**Task:** Create two animations

StopMo

Blender

**Topic:** *The Art of Spam*

“plants and machines” (2014)

“Transformations” (2013)

“Growth / Evolution” (2012)

“Life Aquatic / Nature by Numbers” (2011)

“Der Rote Faden / Incredible Machine” (2010)

“Cooking” (2009)

# General

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- Final grades
  - 80% exercises
  - 20% oral exam
- Exercises:
  - Five assignments
    - Stop Motion Movie 20%
    - Blender Image 15%
    - Concept Pitch 10%
    - Blender Animation 15%
    - Final Blender Movie 40%

Make use of your previous assignments to build the new ones!

# Guidelines StopMo

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<b>Length:</b>	1-2 min.
<b>Codec:</b>	H264, Theora
<b>Container:</b>	Avi, Mp4, Ogg
<b>Documentation:</b>	short description of your idea, work flow, tools, max 2 pages, pdf
<b>Recommended Software:</b>	Dragonframe (Mac&Win) AnimatorHD (Win only) StopMotionPro (Win)

## Deadline April, 27<sup>th</sup> 2015

**as** *Name.Surname.MatriculationNumber.(zip|rar)*

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

(if you exceed the possible data volume of your Mailaccount use your personal webspace or Shibboleth)

# Basic Guidelines:

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## **Principles of animation:**

Timing and Motion, Staging, ...

## **Codec:**

Refer to vimeo-standards:  
<https://vimeo.com/help/compression>

## **Sound:**

CreativeCommons, no GEMA

## **StopMo:**

Lighting, White balance,  
Tripod strongly recommended

# Guidelines Blenderanimation

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**Tool:** Blender ([www.blender.org](http://www.blender.org))

**Length:** 1-2 min

**Deliver:**

Avi (H264), Ogg (Theora)

.blend-file + textures

Documentation: concept and realization, 5-10p, pdf

**Deadline June, 30<sup>th</sup> 2015**

**as** *Name.Surname.MatriculationNumber*.(zip|rar)

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

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# Overview

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- 14.4. Stop Motion – An Introduction
- 28.4. Modeling with Blender
- 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

**11:00 @Lin/NT Pool**



# Contact

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[aline.helmcke@uni-weimar.de](mailto:aline.helmcke@uni-weimar.de)

Fun!

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# Examples

# Thank you!

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<http://www.uni-weimar.de/medien/cg>