EDV & Multimedia

Game Development

Animation

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Concepng
Character Modeling Sheet

During the modeling process, character turnarounds are nearly unparalleled in their usefulness. Character modeling sheets can drastically speed up the modeling process and give you a higher quality, more accurate model as nearly all of the design decisions have already been made by the concept artist, leaving you to focus exclusively on the modeling.
Modelling
http://designingquests.com/?tag=3d-modeling
T-Pose
Repository

http://www.hongkiat.com/blog/60-excellent-free-3d-model-websites/
3D Scanning

http://www.david-laserscanner.com/
ReconstructMe

http://reconstructme.net/

http://www.heise.de/ct/artikel/3D-Scan-mit-ReconstructMe-und-Kinect-1466475.html
Rigging & Skinning

Note: Animations are identical. They look slightly different because of the perspective.
Bones
Weightmap

http://facepunch.com/threads/1015258/6
Auto-Rigging


All Models automatically Rigged, Weighted and Rendered inside Jimmy|RIG
Animation
Keyframe-Animation
Mecanim Animation System

http://docs.unity3d.com/Documentation/Manual/MecanimAnimationSystem.html

http://unity3d.com/learn/tutorials/projects/stealth/player-animator-controller
Motion Tracking
Motion Capturing
Motion Capture
IPISoft Kinect Motion Capture
Motion Builder
Export / Import
3D-Druck
http://www.shapercube.com/start/index
CMU Graphics Lab Motion Capture Database

http://mocap.cs.cmu.edu/
Automatisierte Animation

Joints

Cloth