

EDV & Multimedia

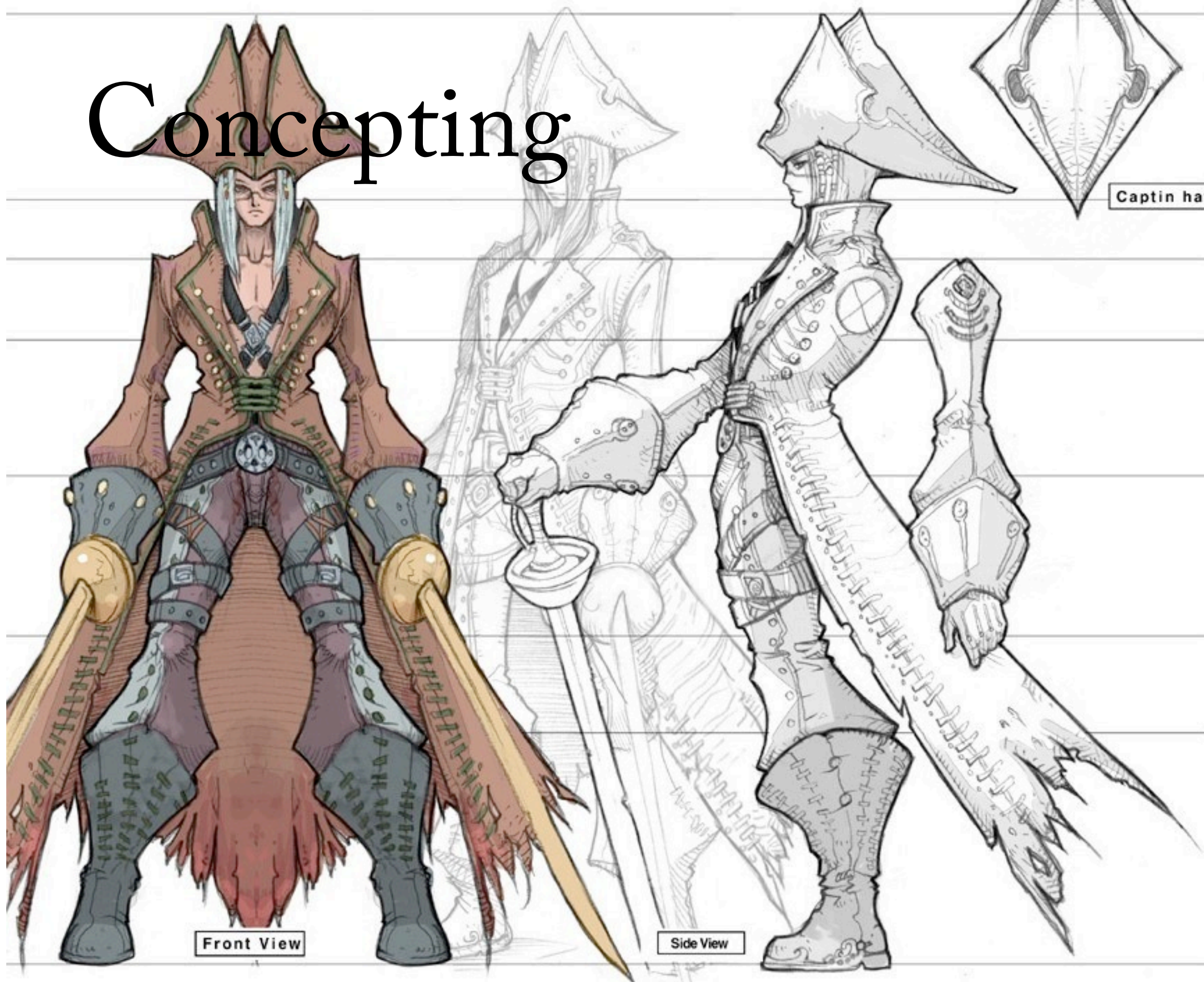
Game Development

Animation

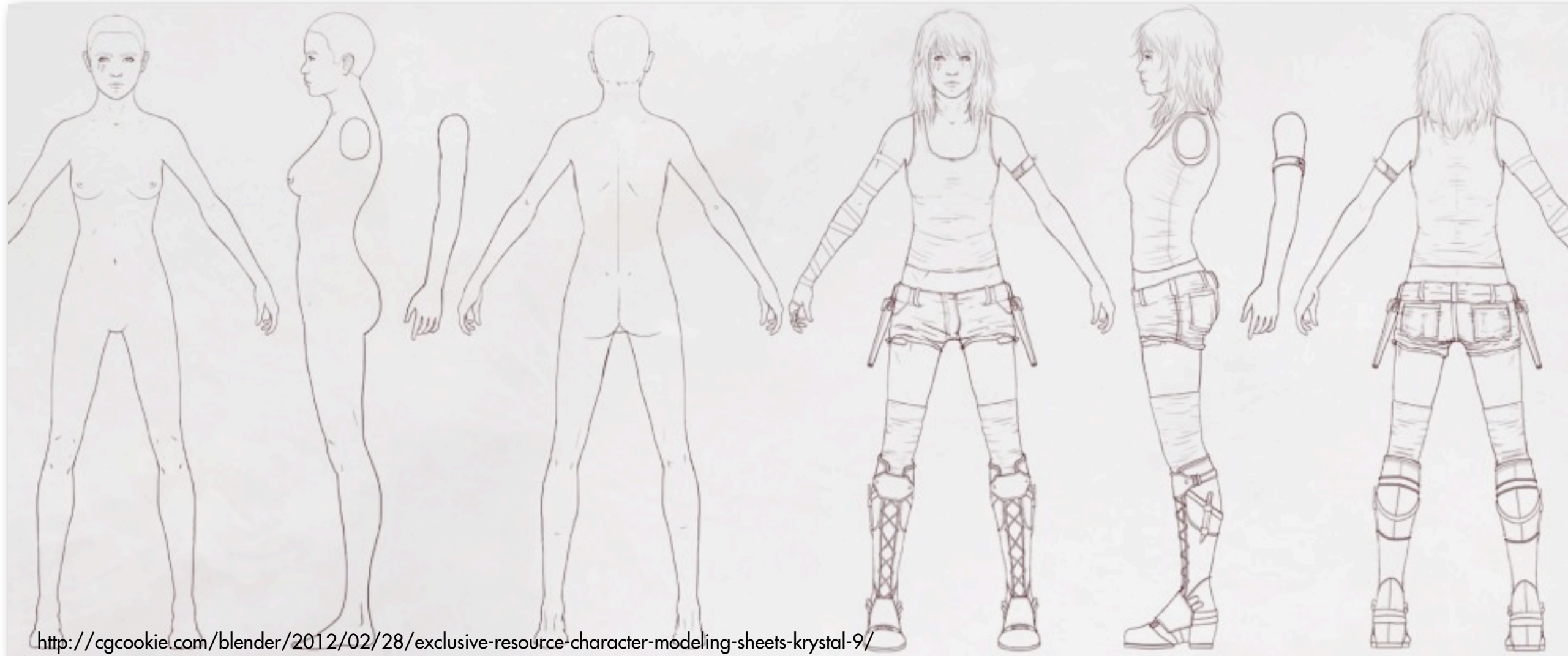
Prof. Dr. Jochen Koubek



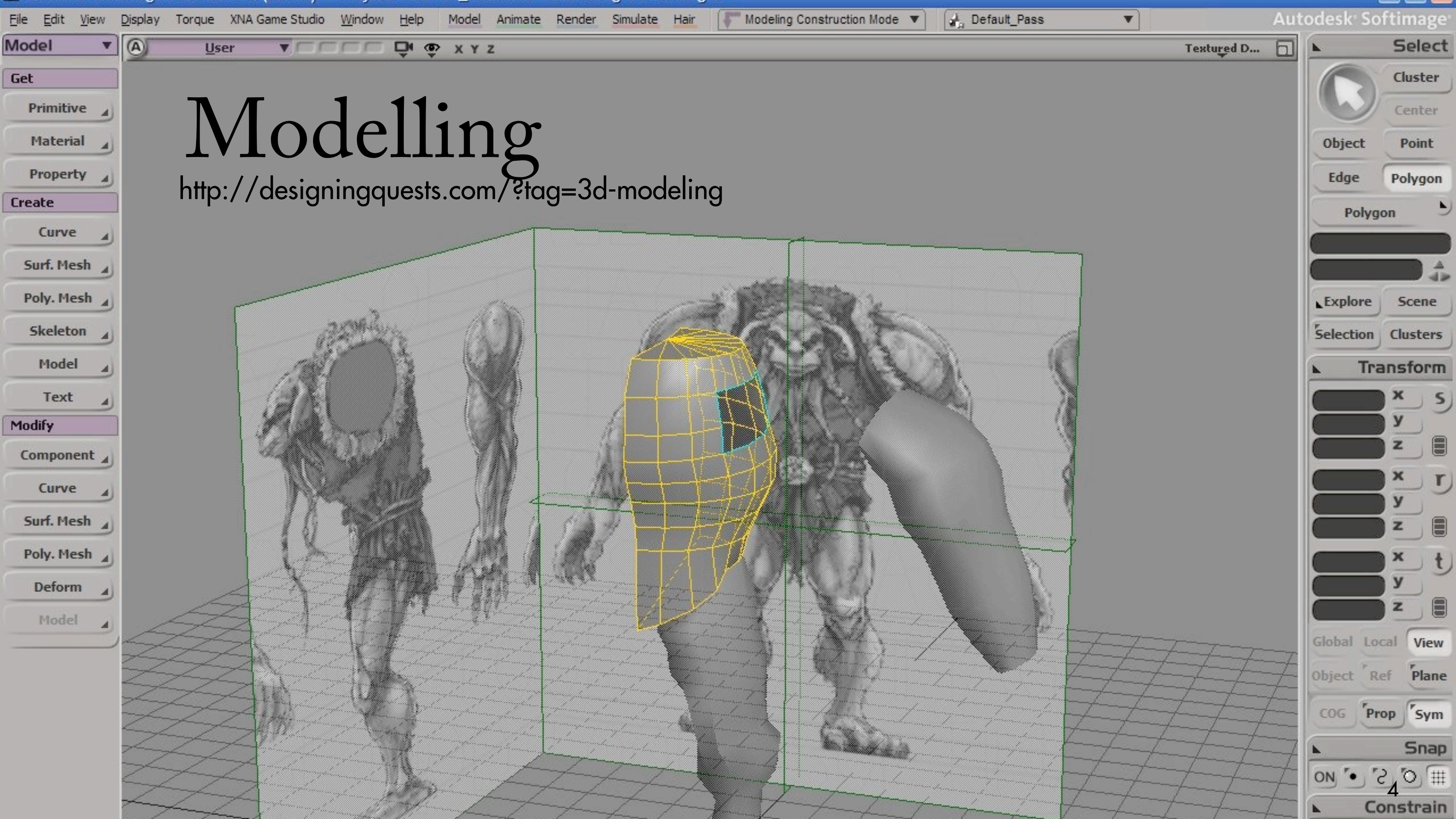
Concepting



Character Modeling Sheet

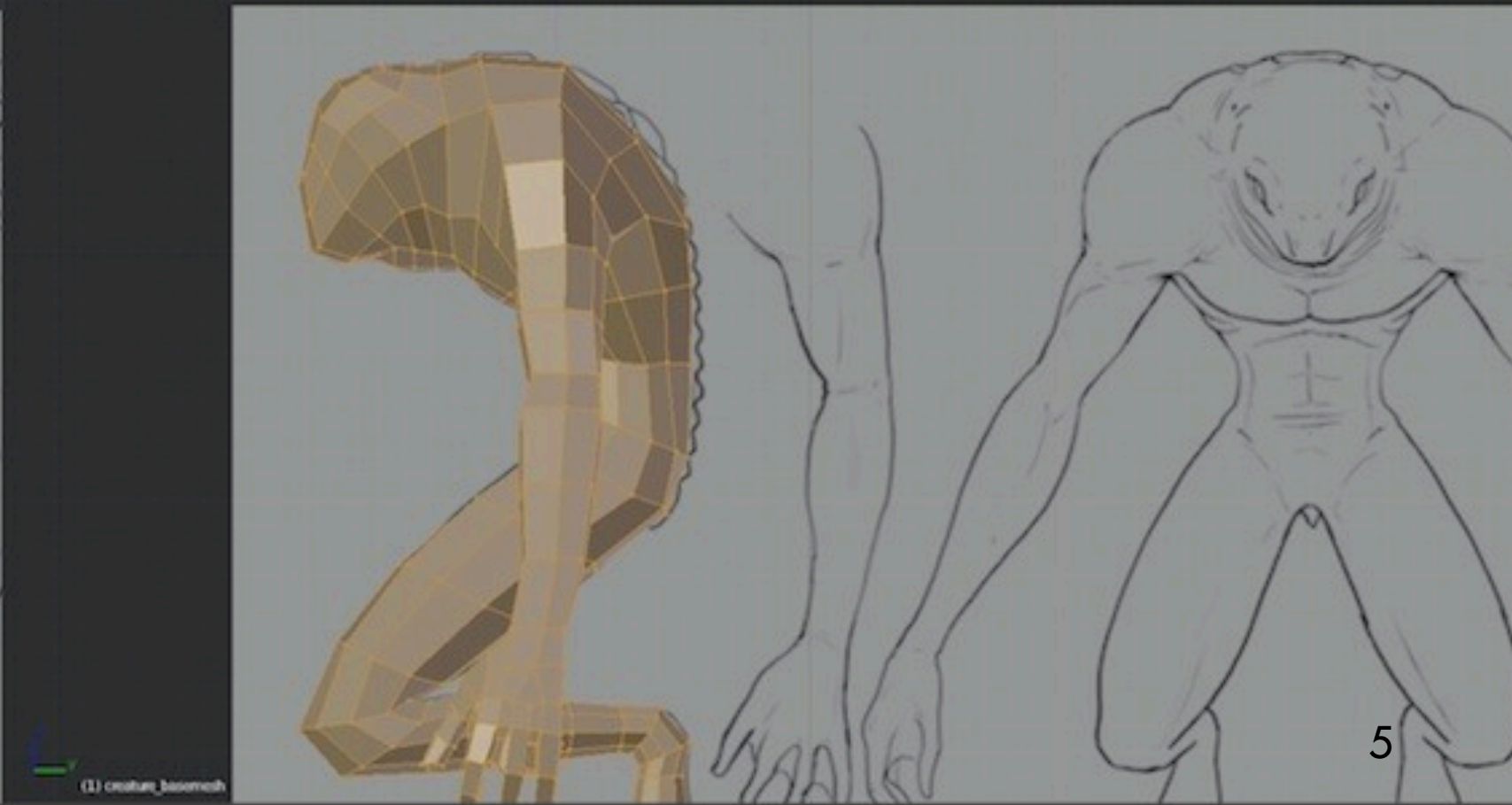
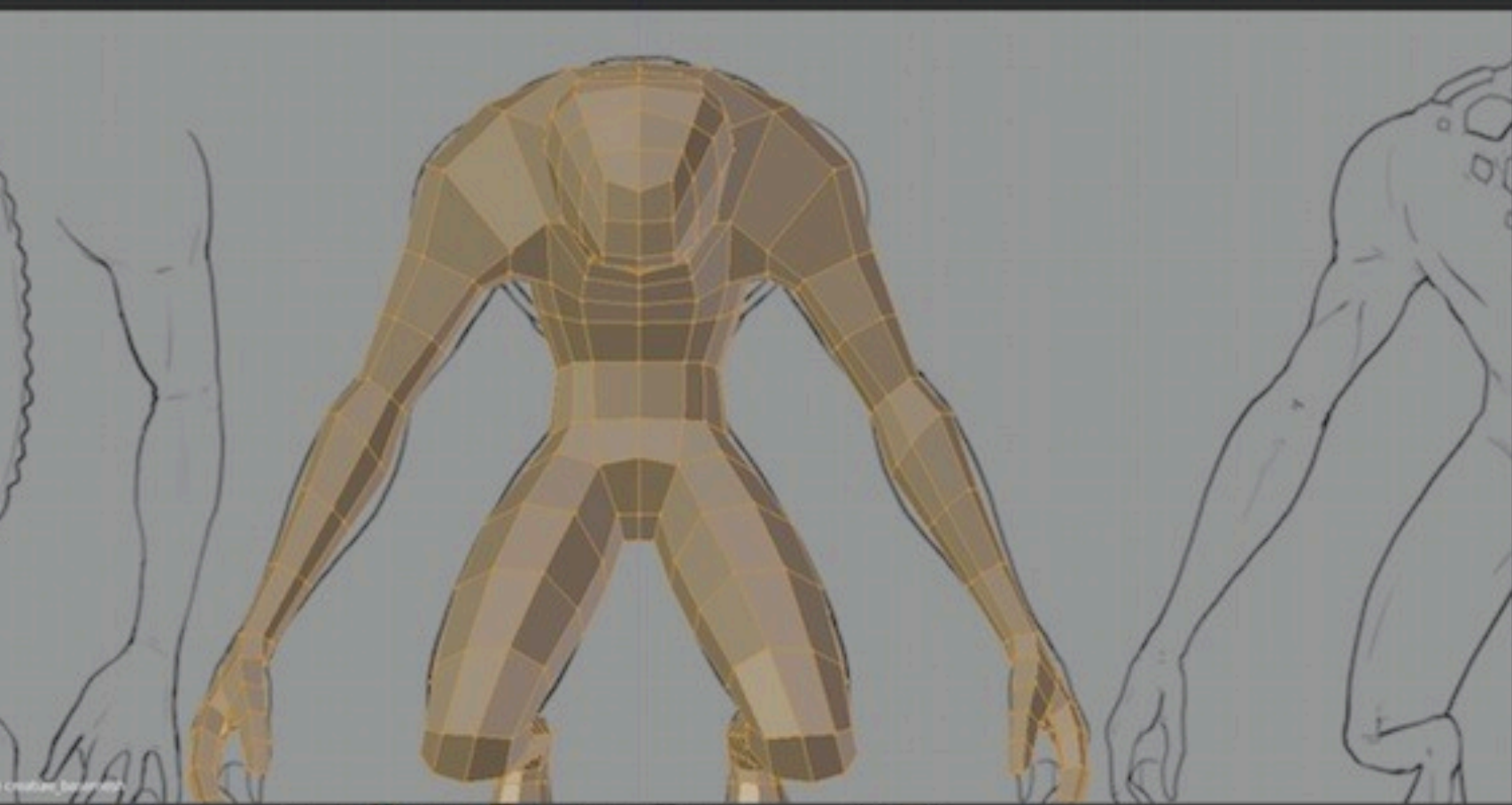
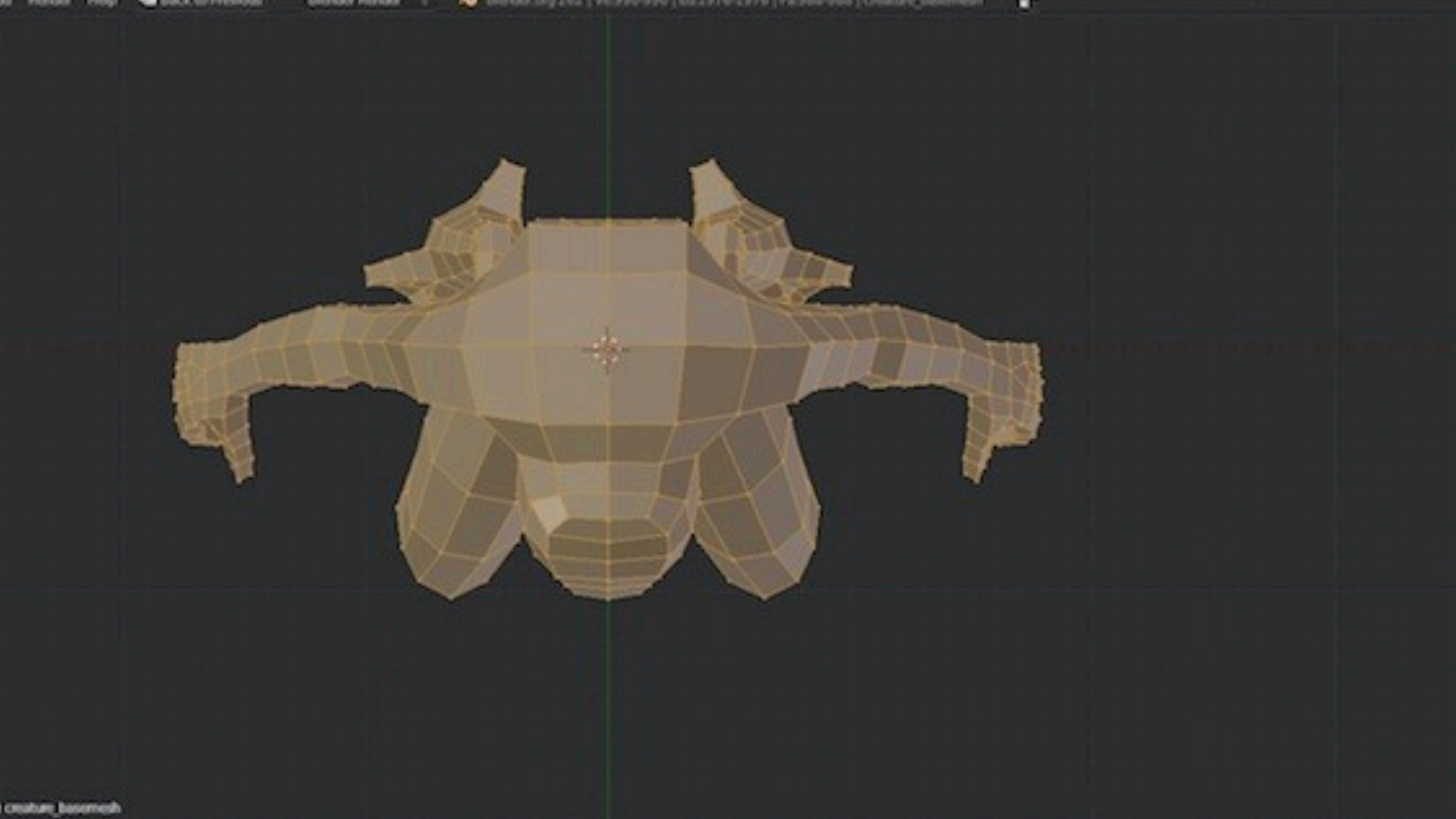


During the modeling process, character turnarounds are nearly unparalleled in their usefulness. Character modeling sheets can drastically speed up the modeling process and give you a higher quality, more accurate model as nearly all of the design decisions have already been made by the concept artist, leaving you to focus exclusively on the modeling.



Modelling

<http://designingquests.com/?tag=3d-modeling>



T-Pose

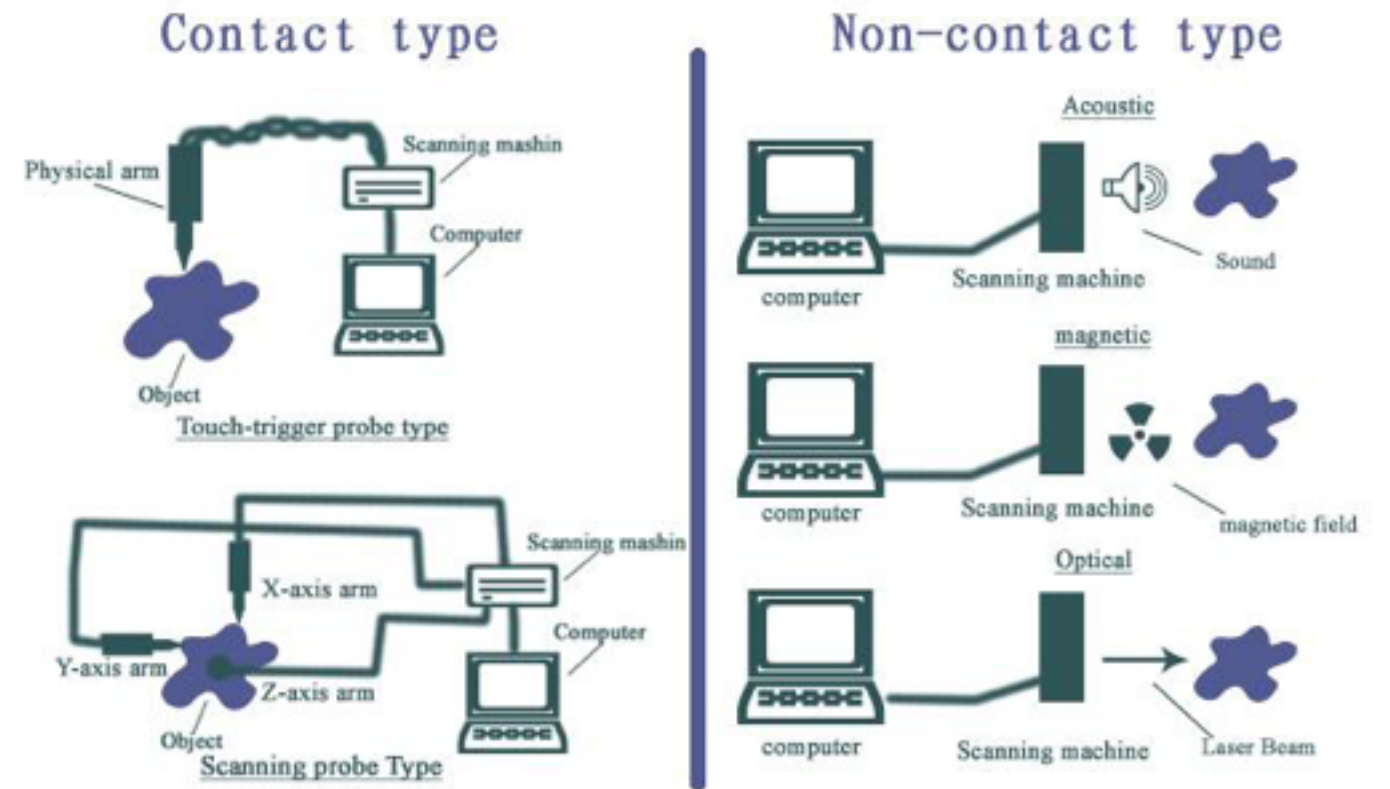


Repository

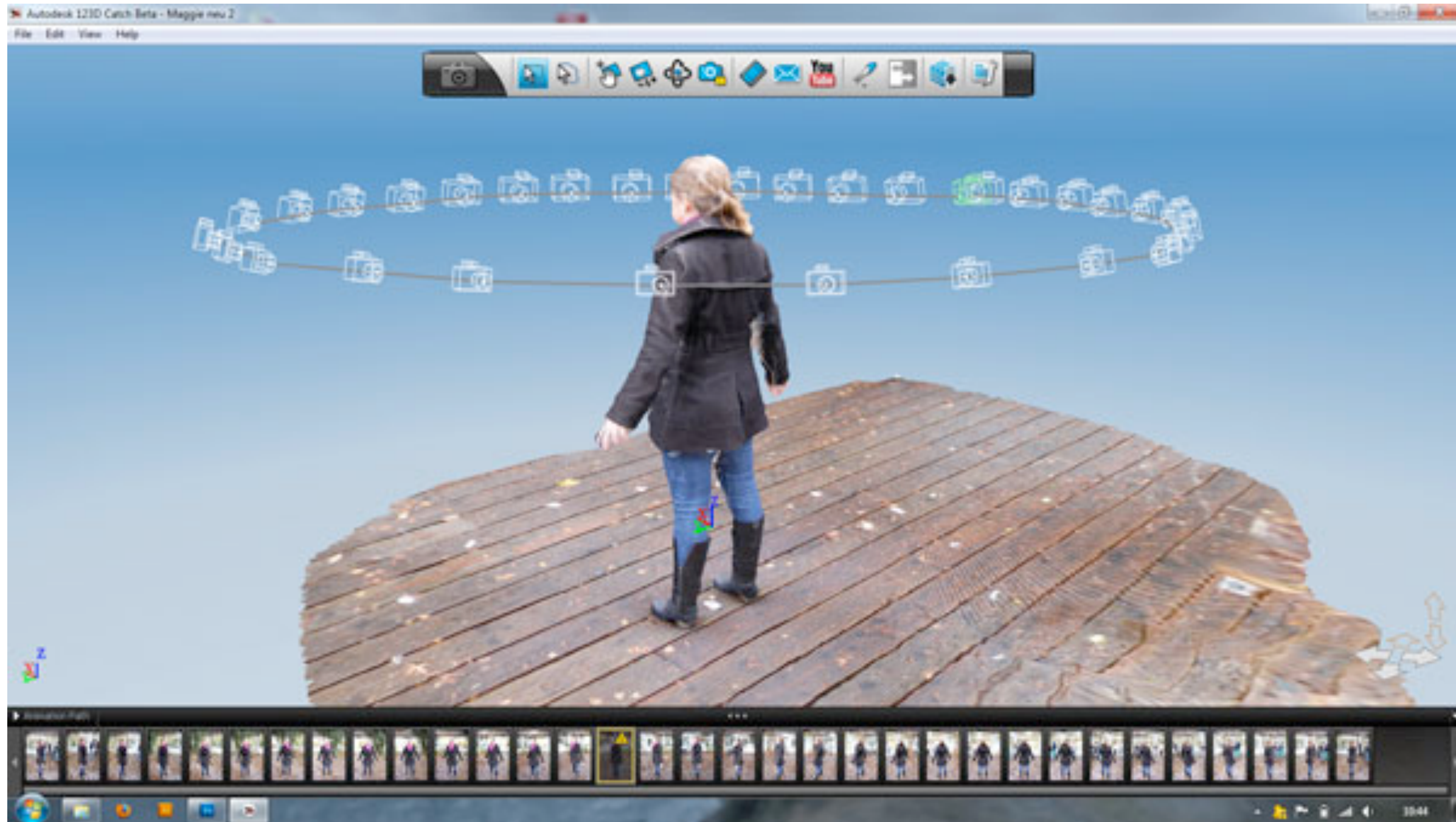
<http://www.hongkiat.com/blog/60-excellent-free-3d-model-websites/>



3D Scanning



123D-Catch



<http://www.123dapp.com/catch>

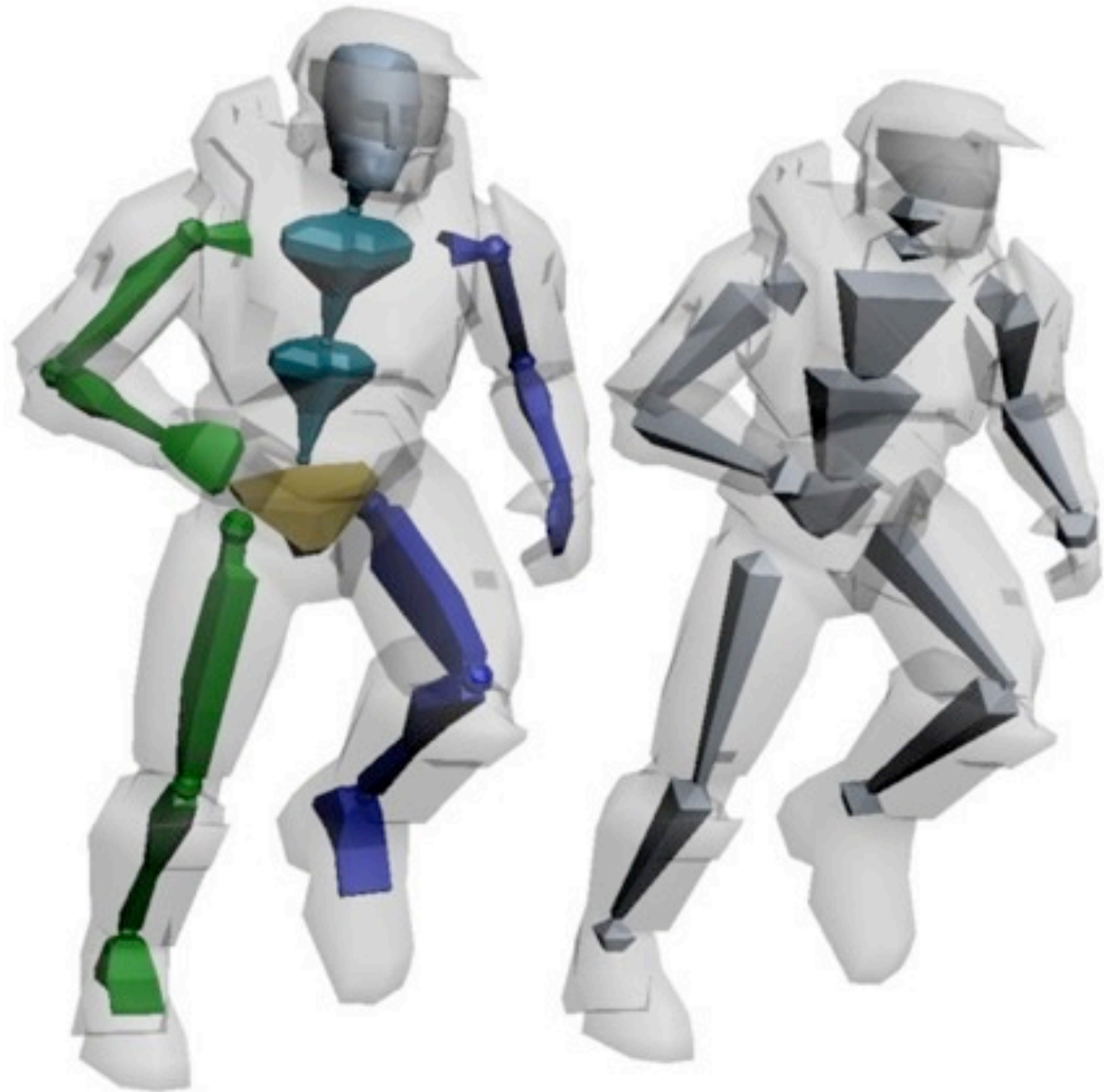
ReconstructMe

<http://reconstructme.net/>



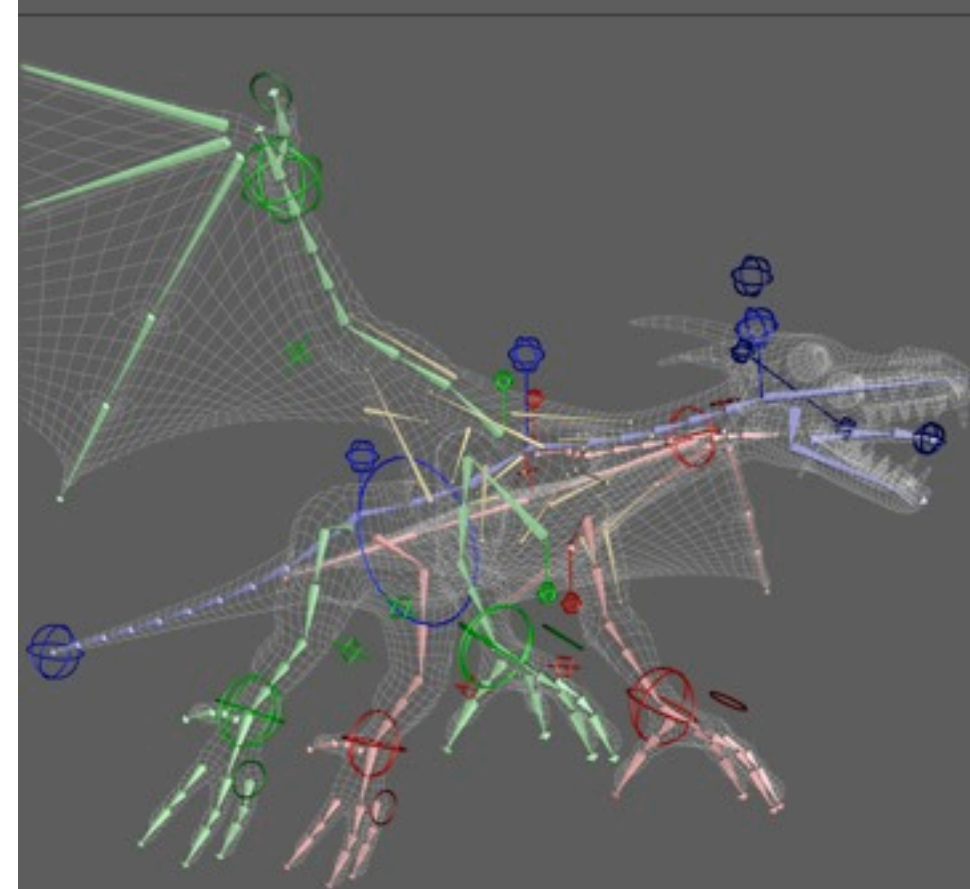
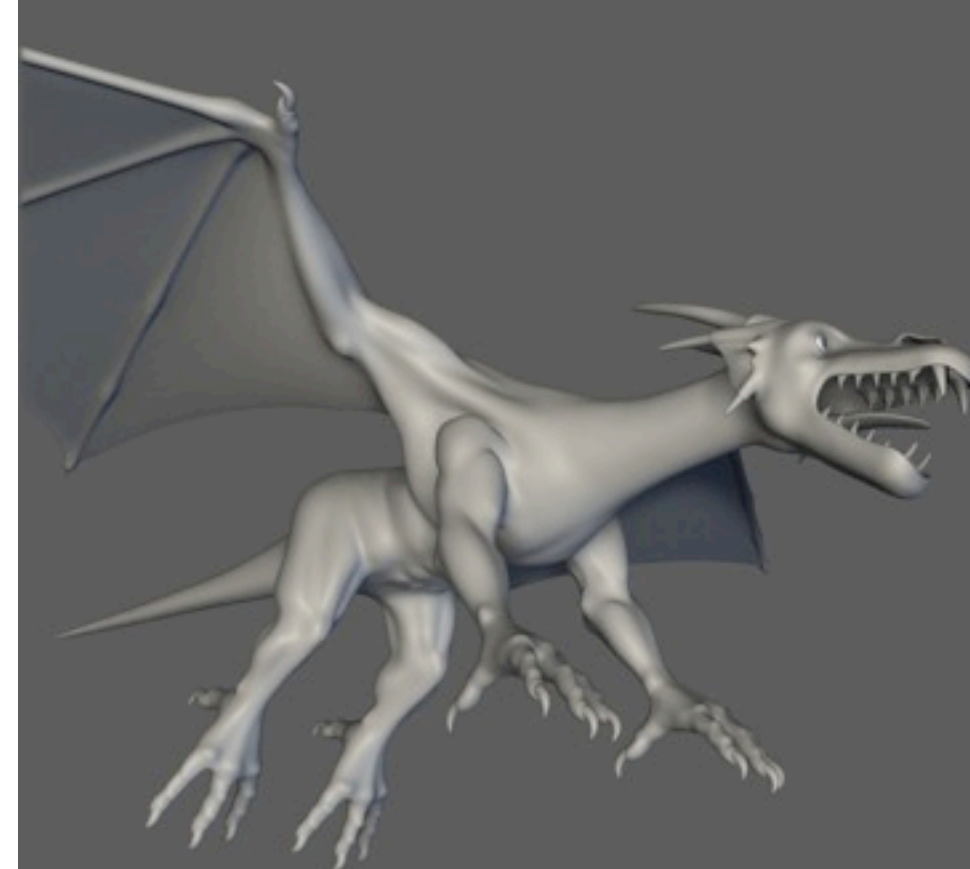
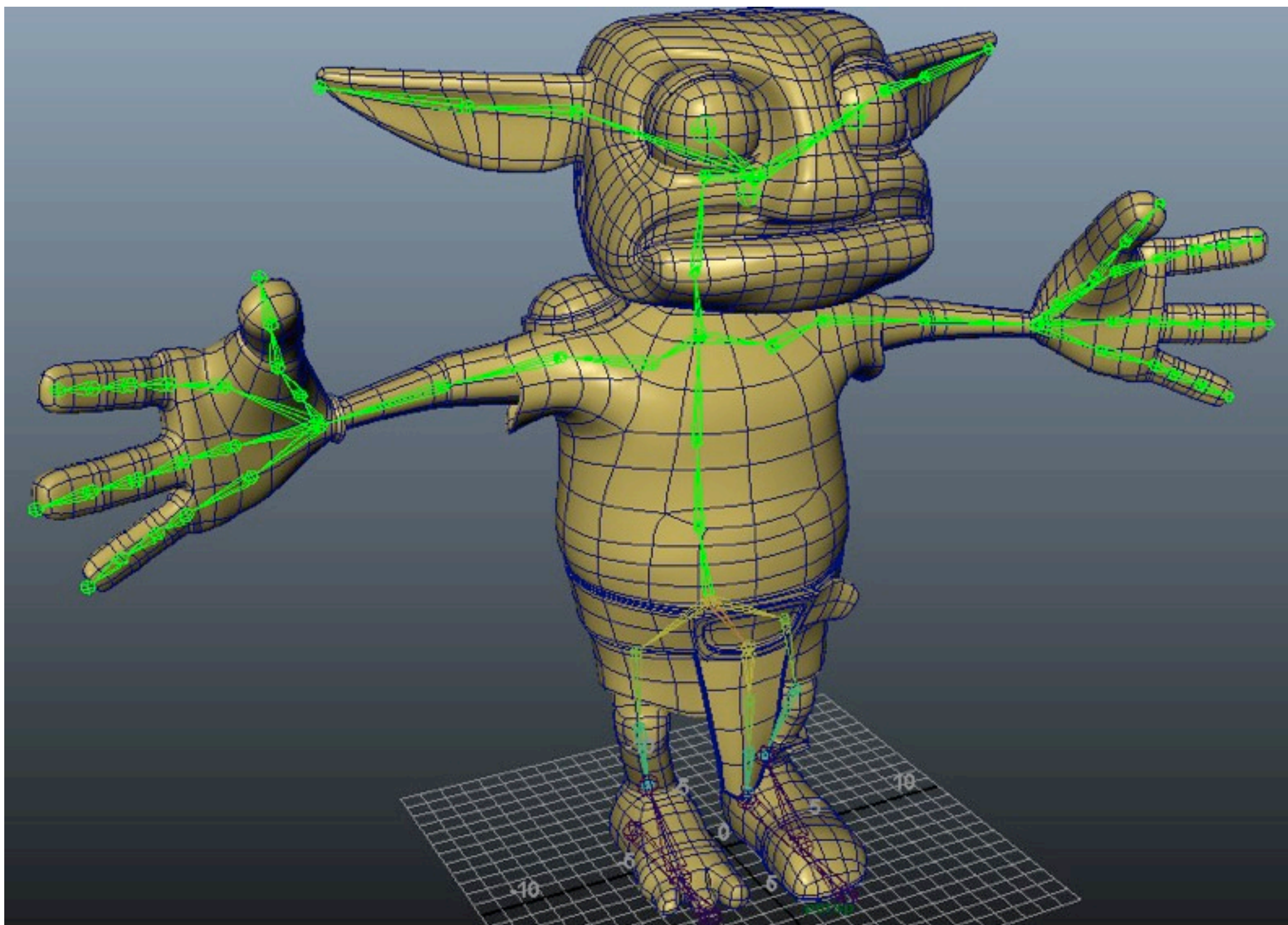
<http://www.heise.de/ct/artikel/3D-Scan-mit-ReconstructMe-und-Kinect-1466475.html>

Rigging & Skinning

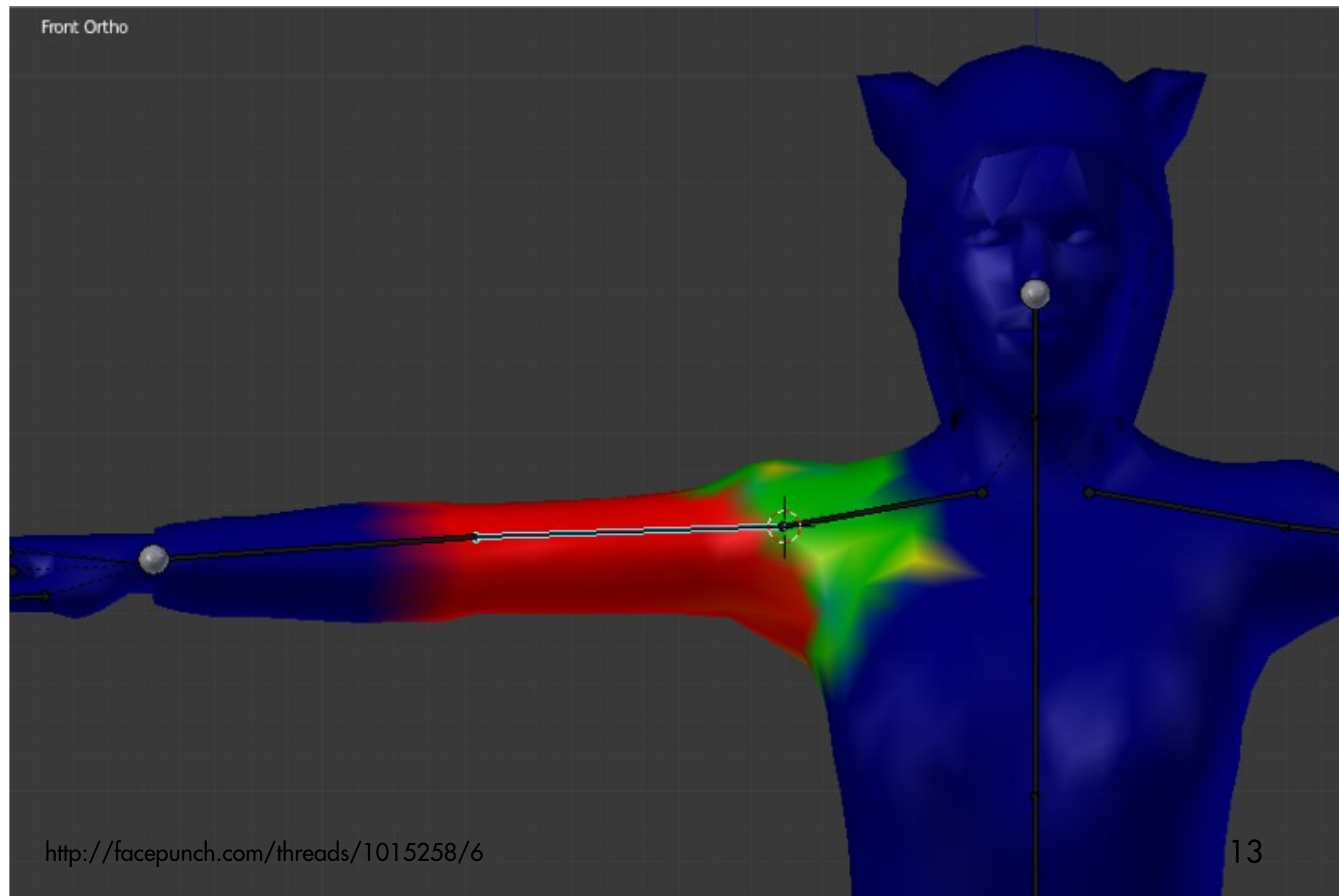
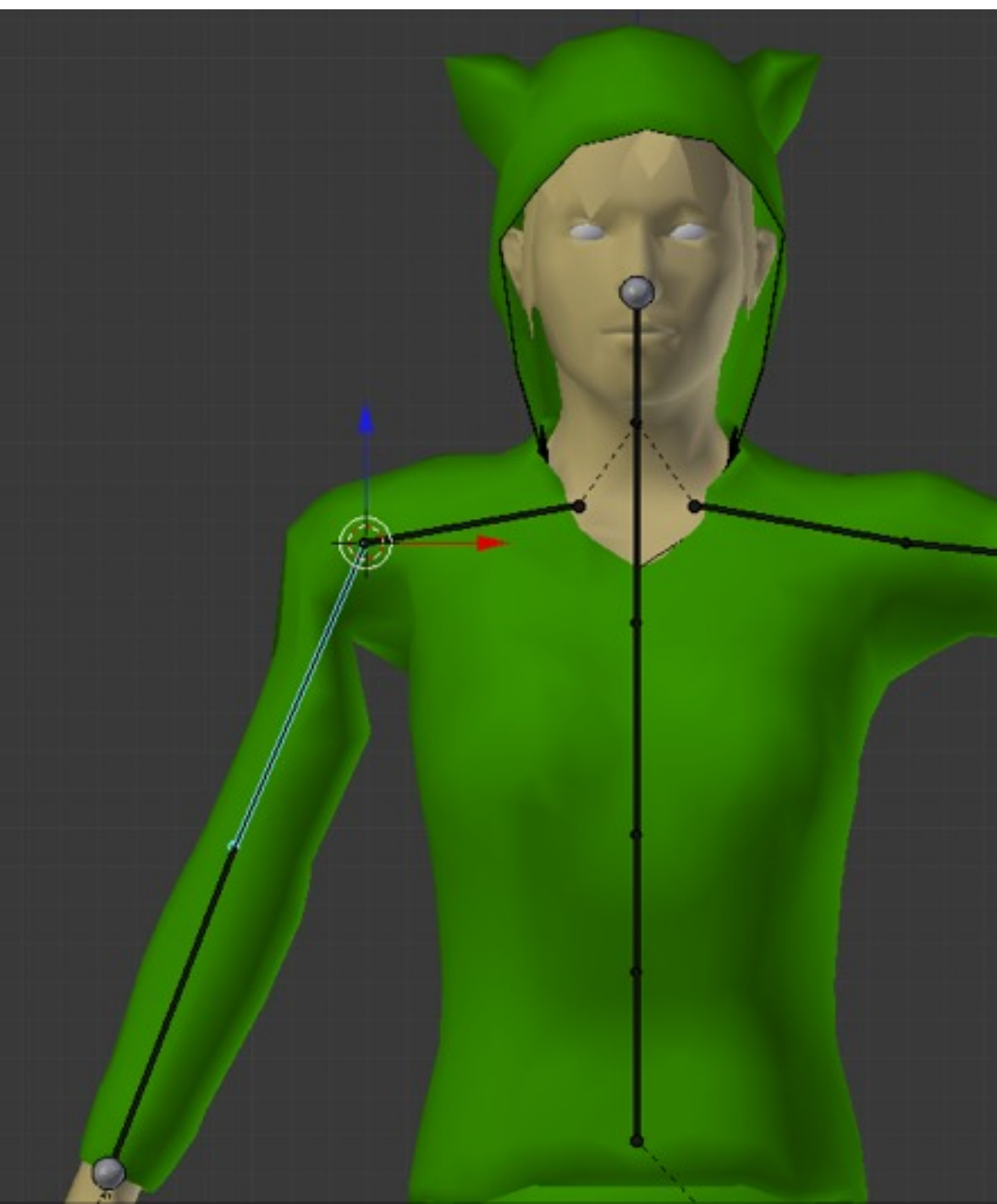


Note: Animations are identical. They look slightly different because of the perspective.

Bones



Weightmap



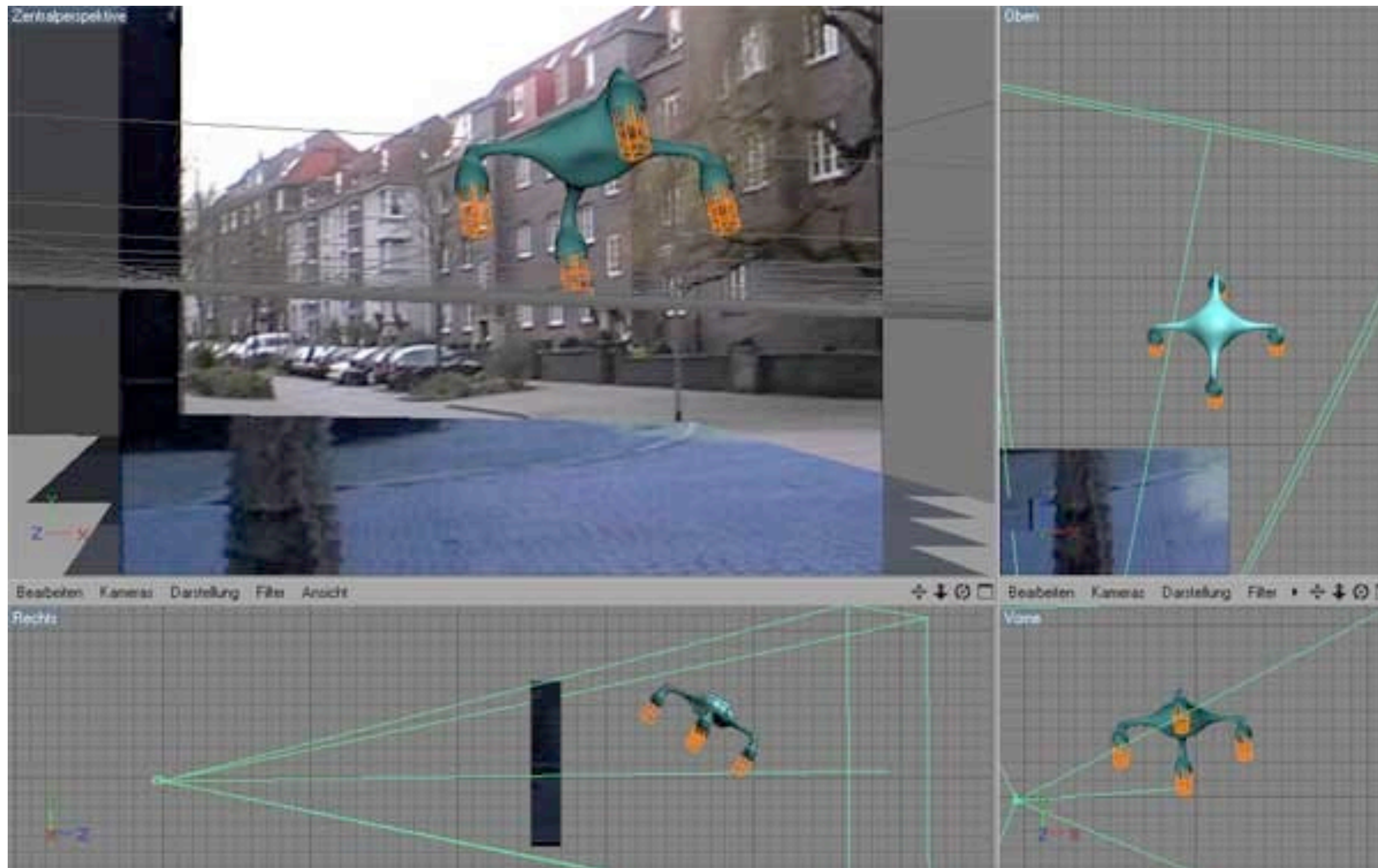
Auto-Rigging



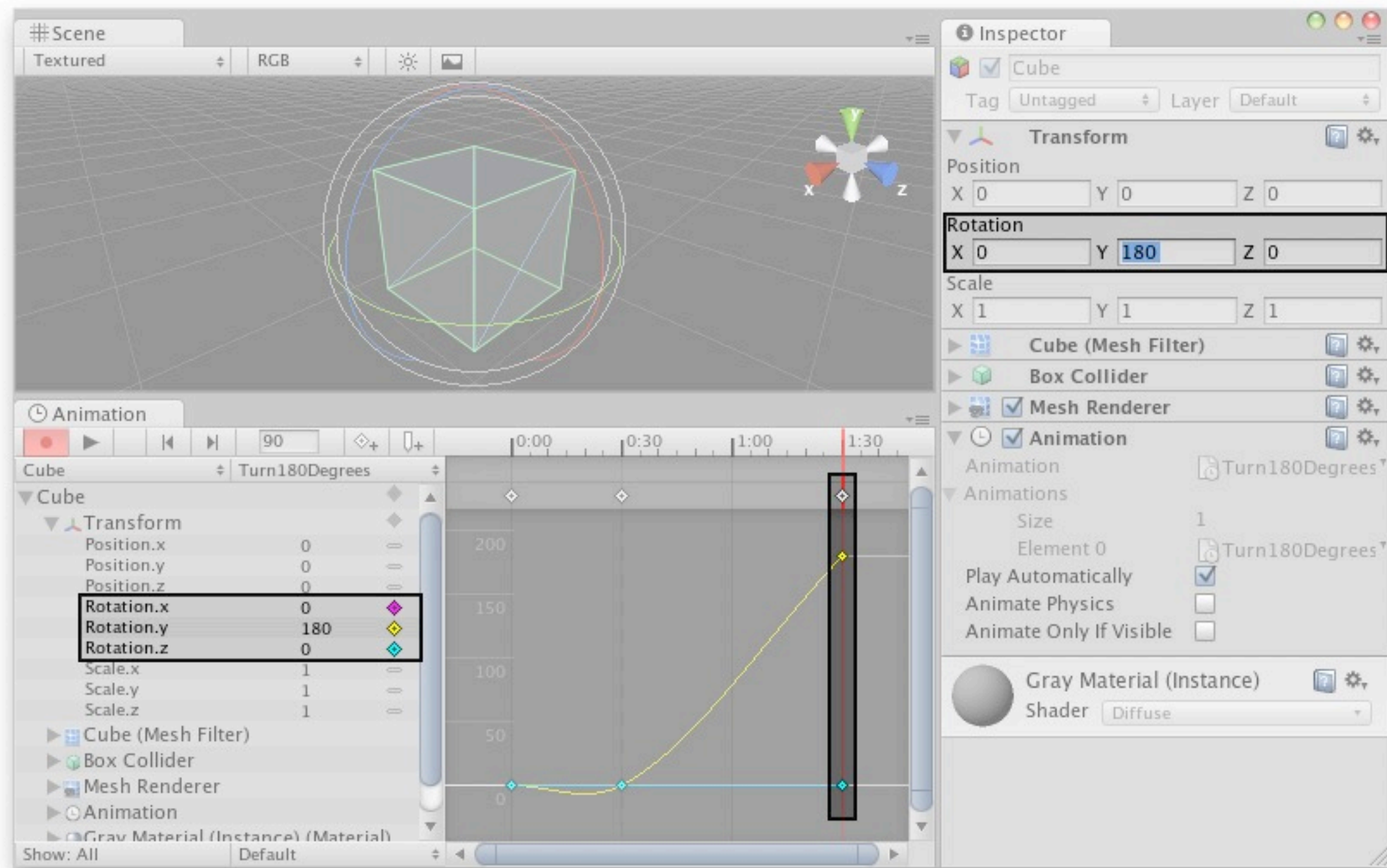
<http://www.origamidigital.com/typolight/index.php/videos.html>

All Models automatically Rigged, Weighted and Rendered inside Jimmy|RIG I

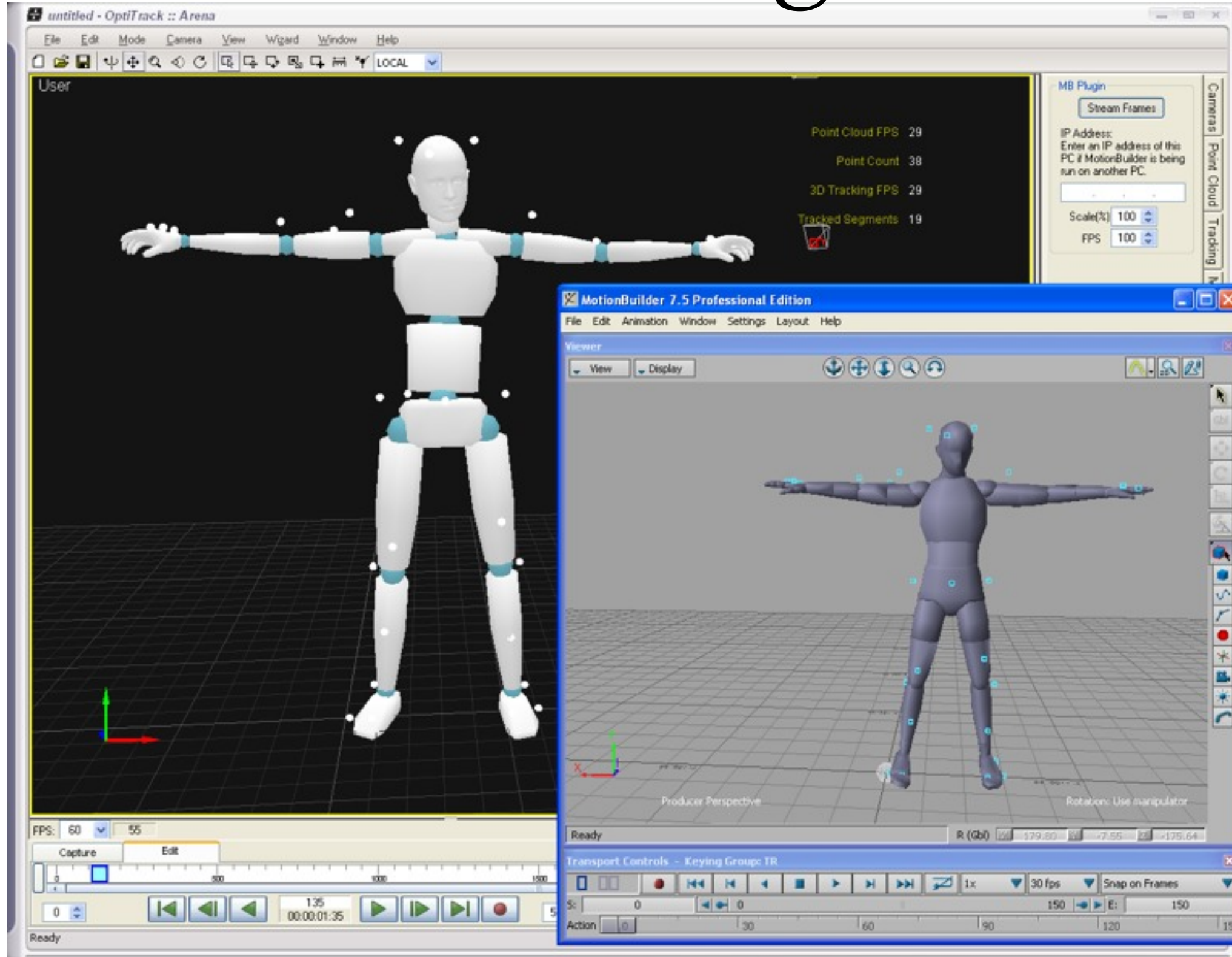
Animation



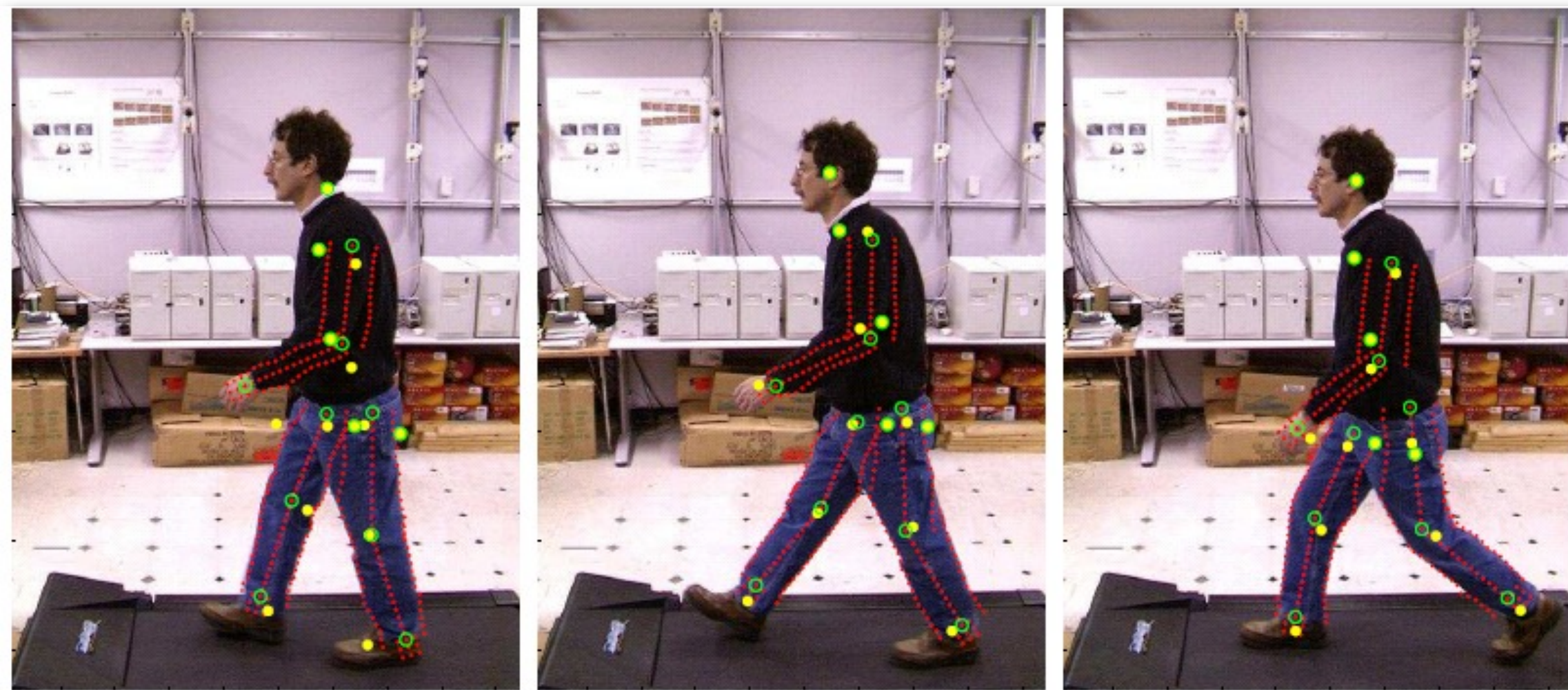
Keyframe-Animation



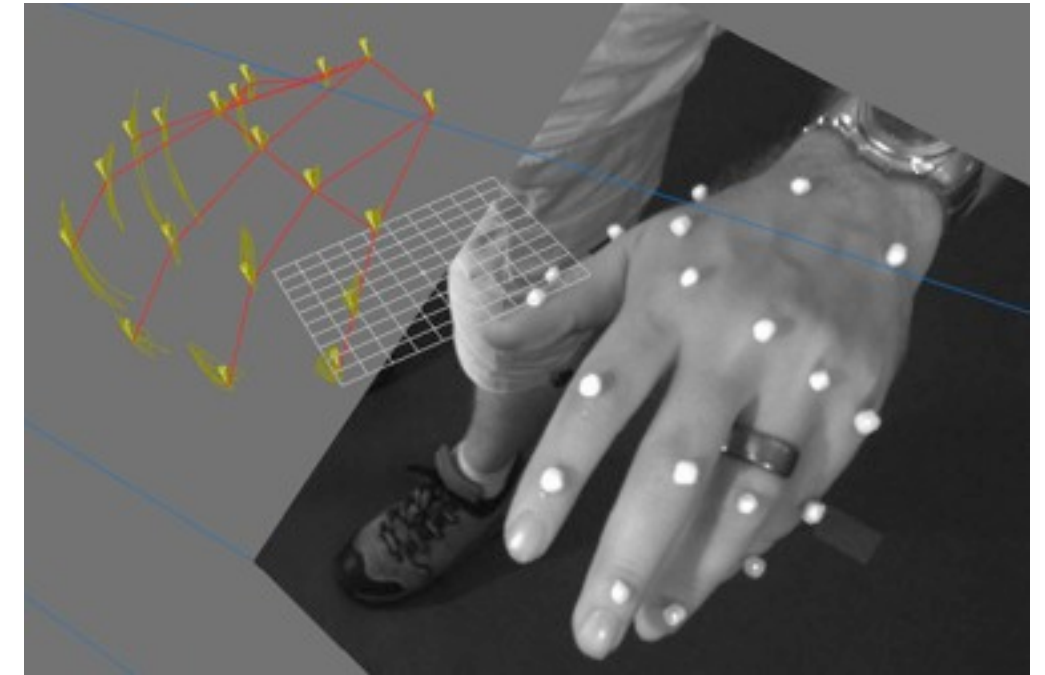
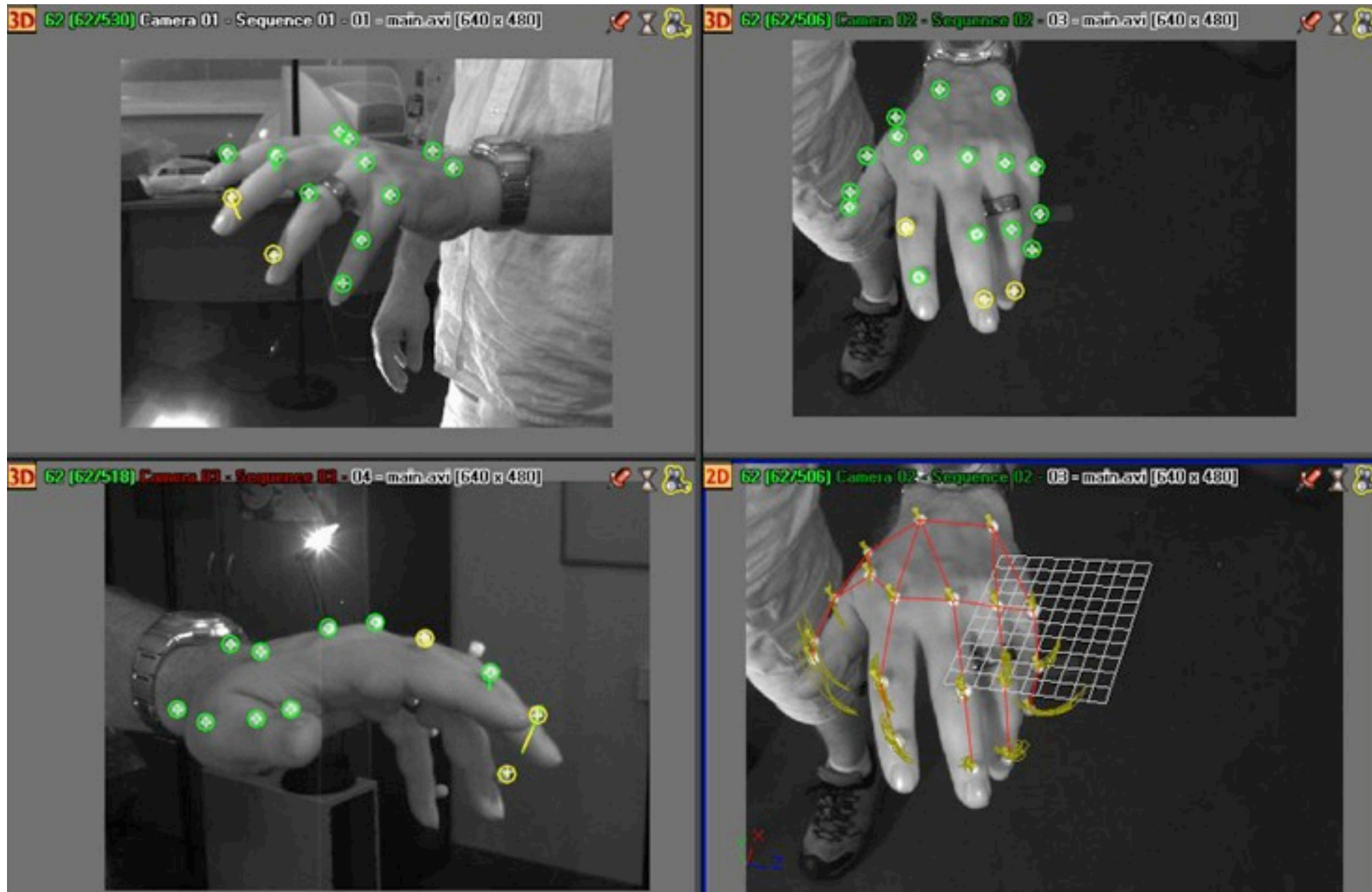
Motion Tracking



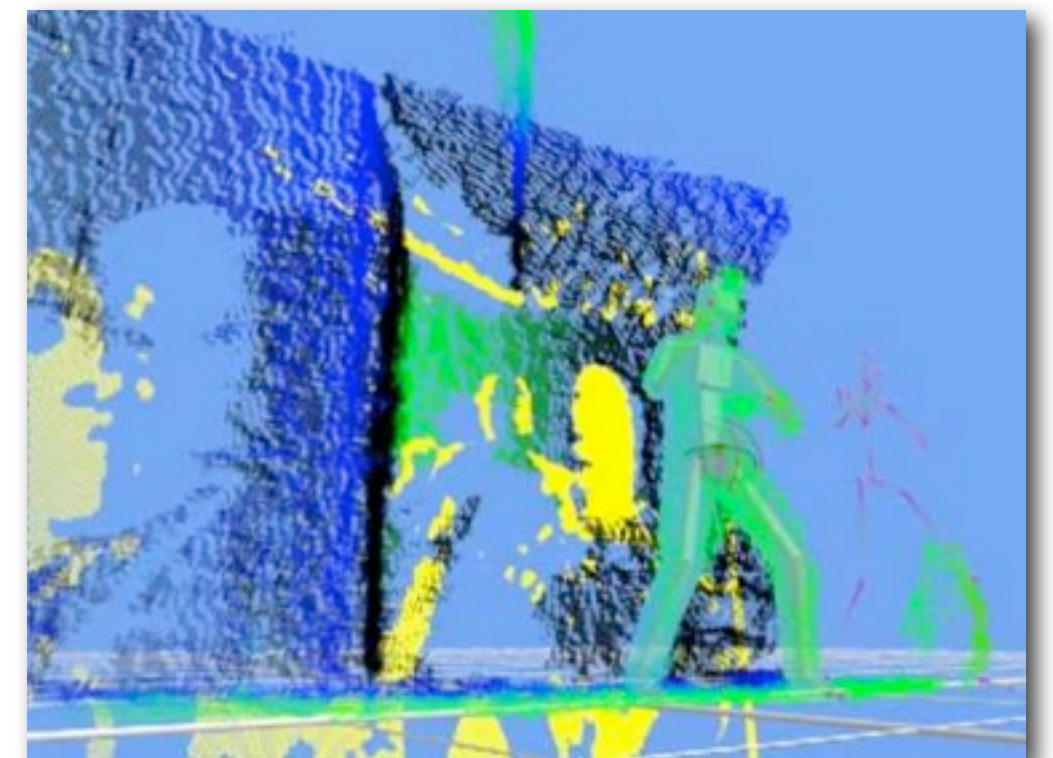
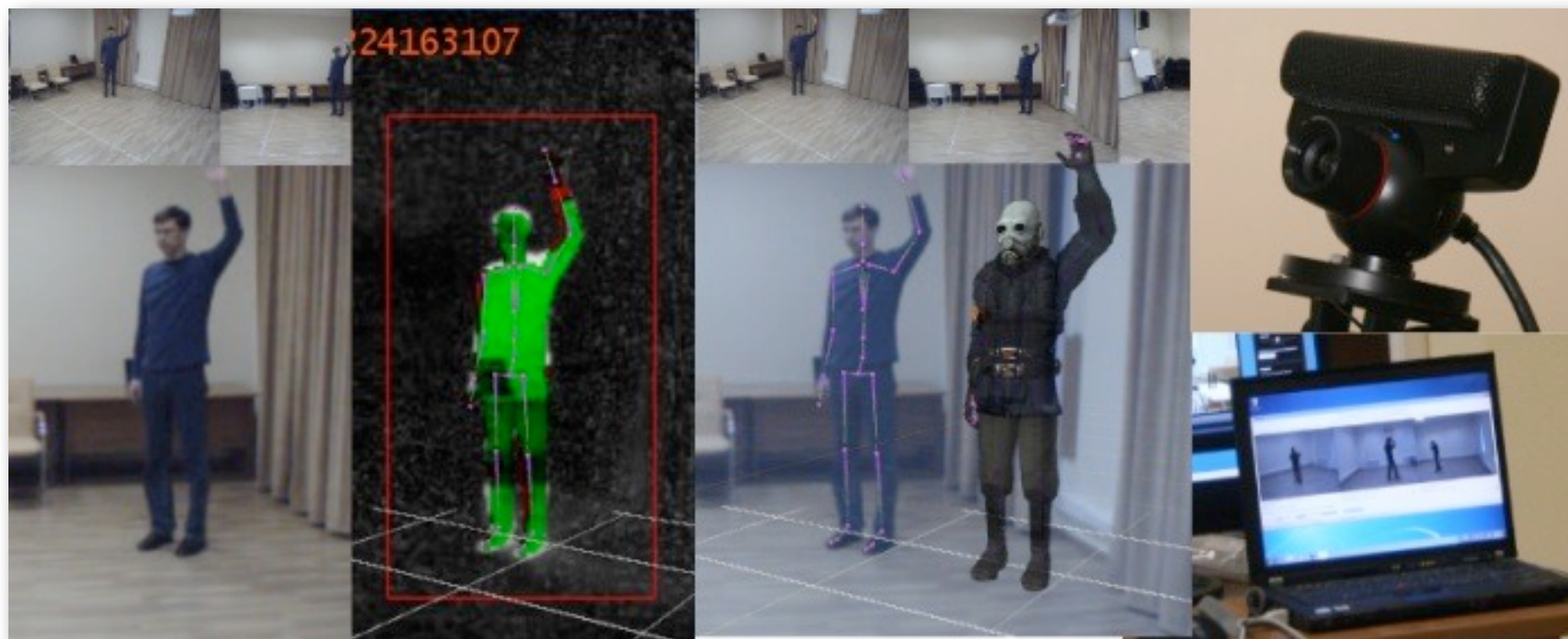
Motion Tracking



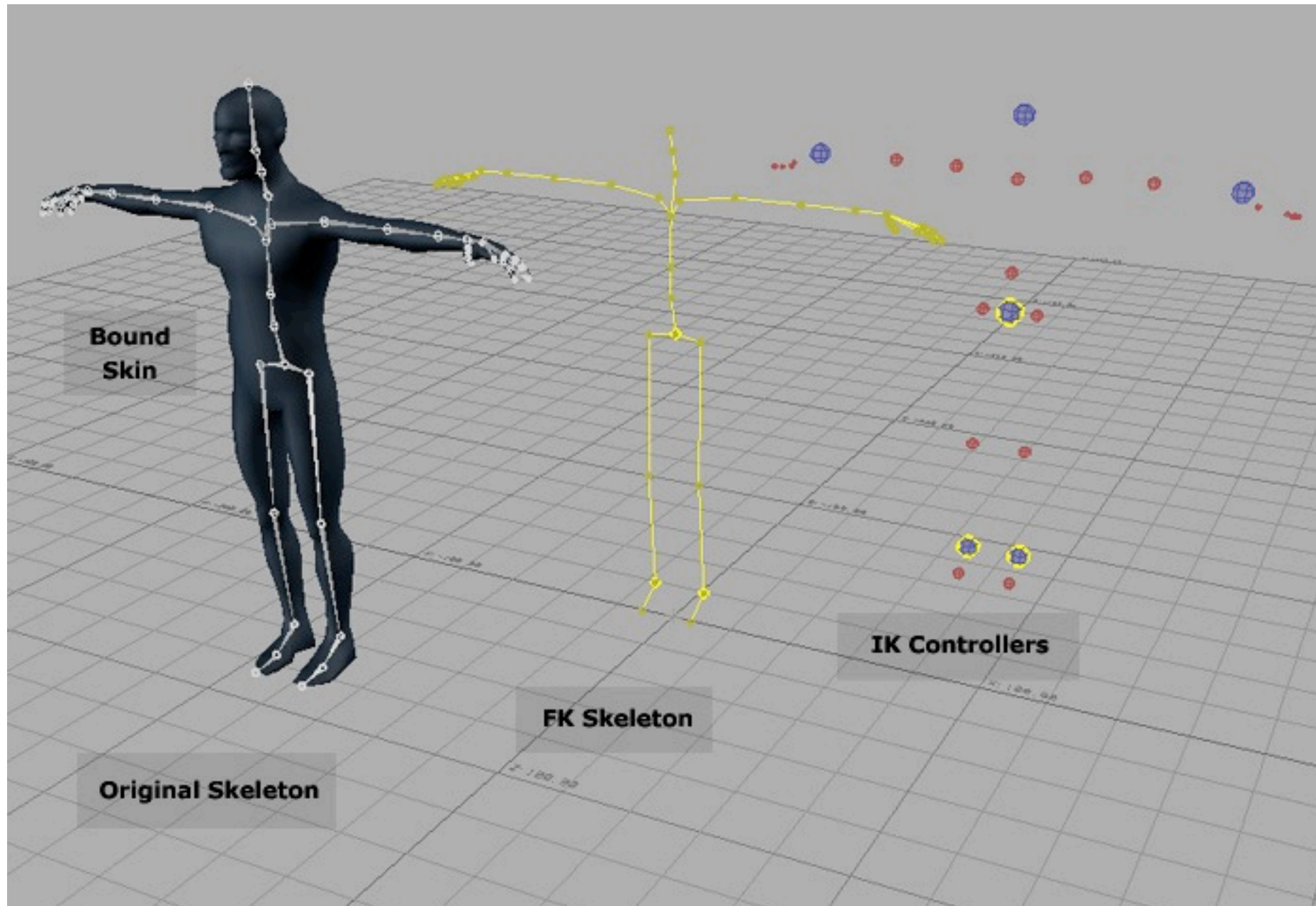
Motion Capture



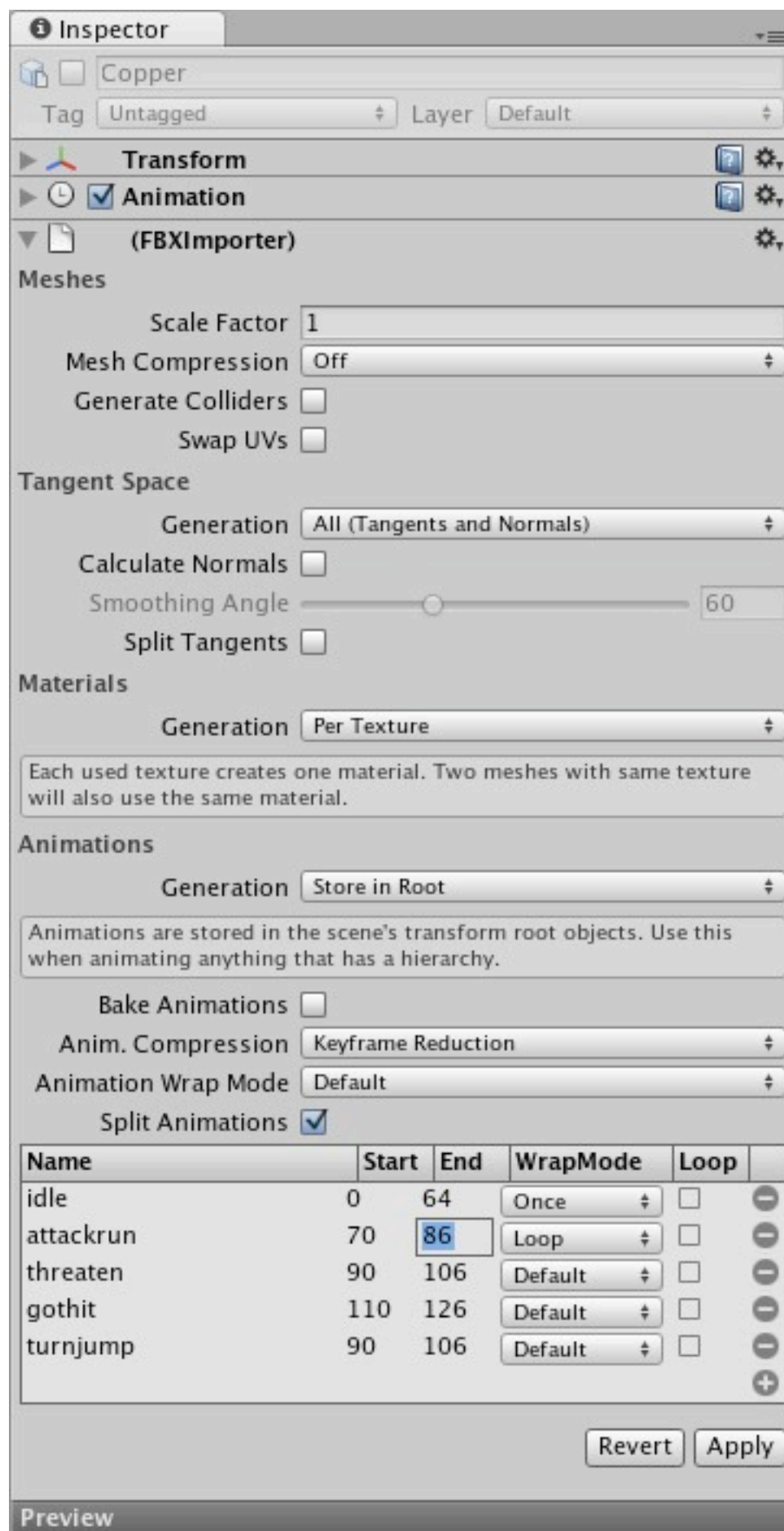
IPISoft Kinect Motion Capture



Motion Builder

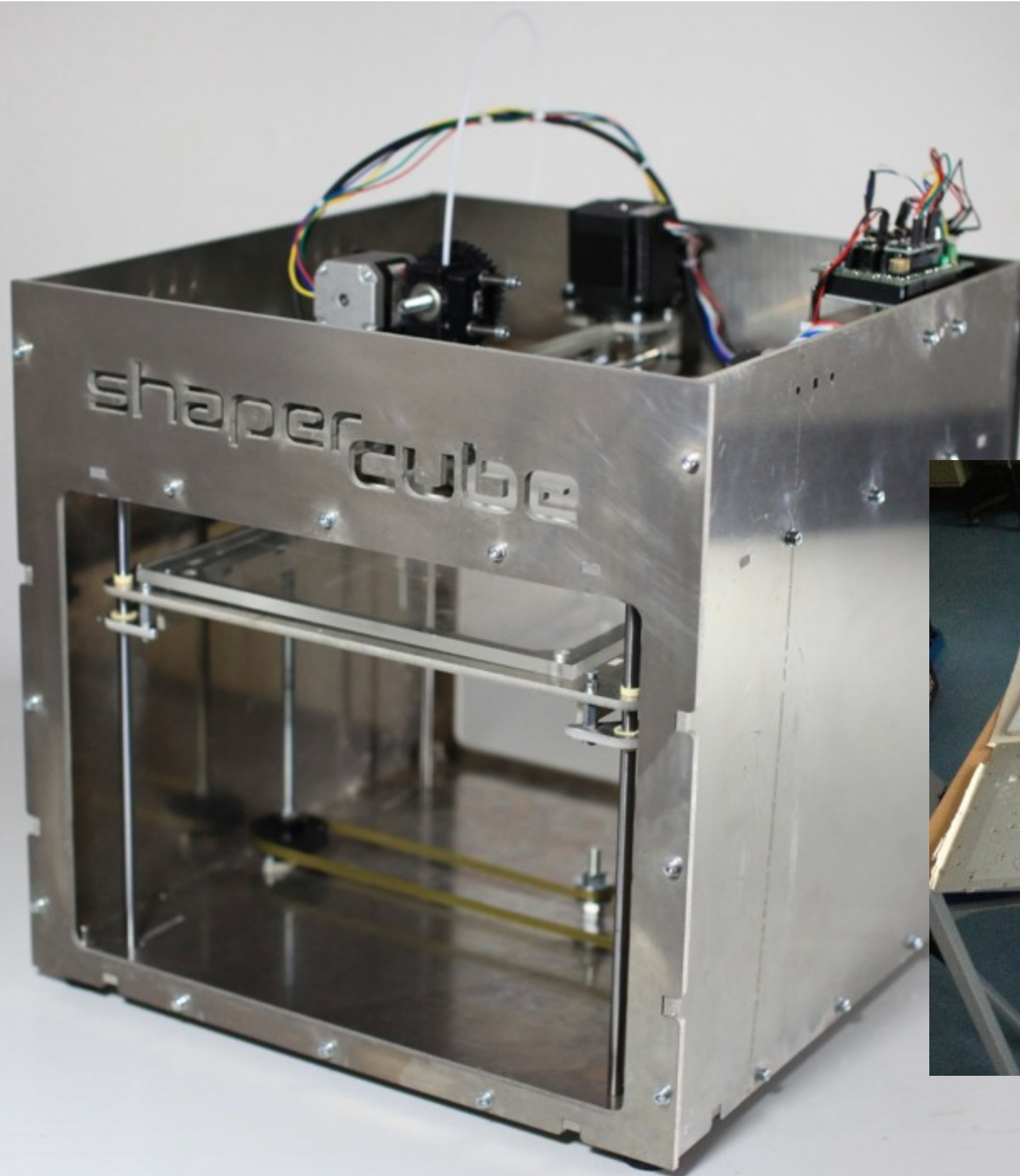


Export / Import



3D-Druck

<http://www.shapercube.com/start/index>





Animationsrepository

Free Motion Capture Data

Download .bip, .bvh, .vns, .fbx, .c3d MOCAP data to use in your 3d character animation softwares like 3ds max, Poser, Iclone, Maya for Free.

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FREE DOWNLOAD



Categories

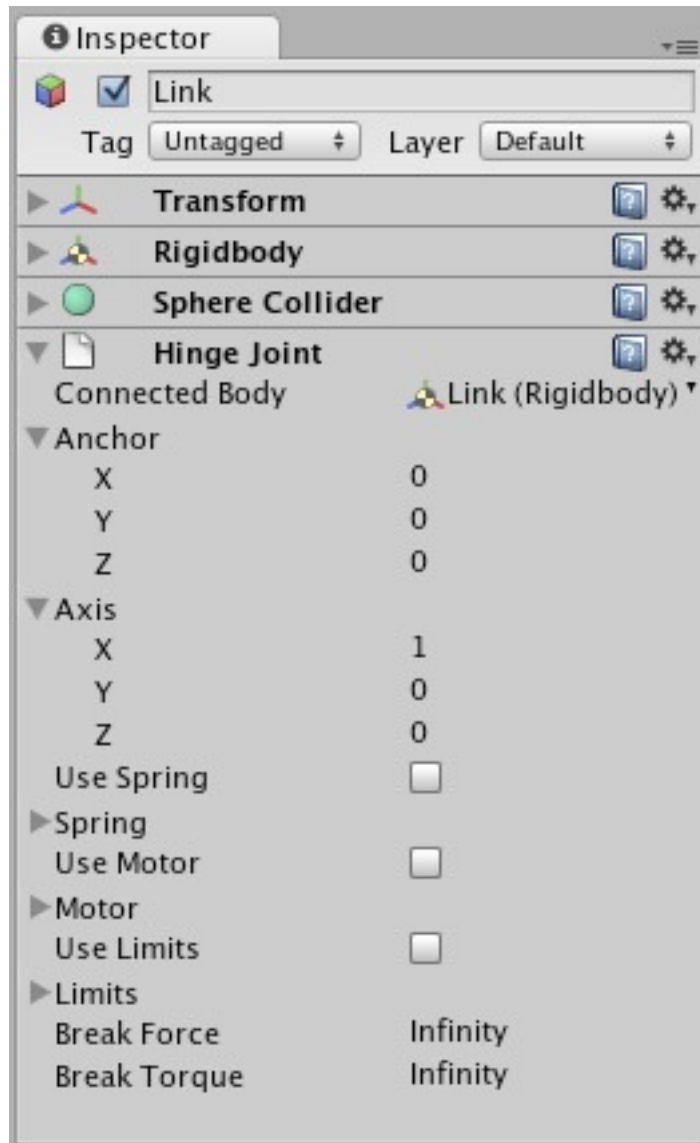
[3D Sounds For Animation](#)[3ds max](#)[4000 Free Mocap Data](#)

CMU Graphics Lab Motion Capture Database

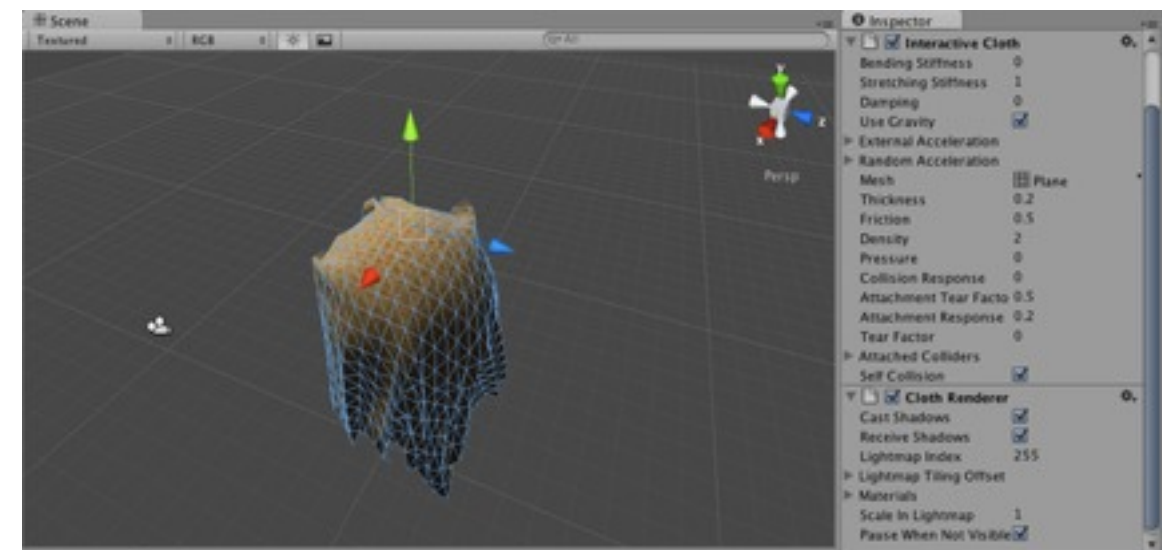
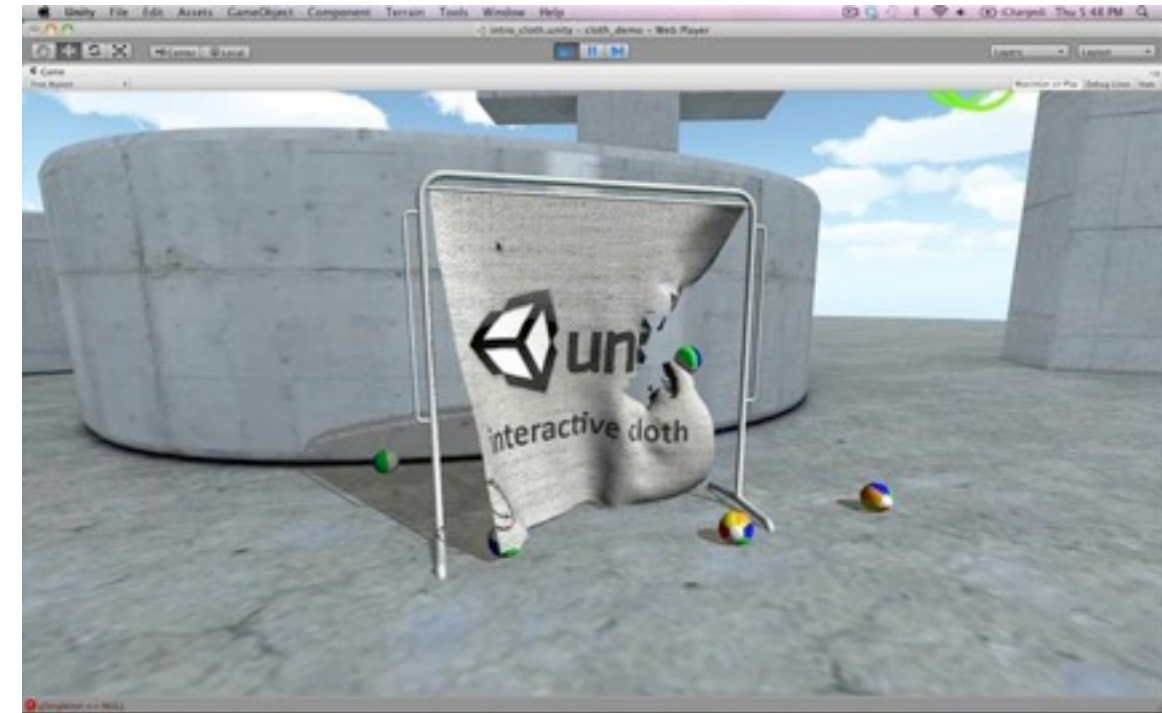
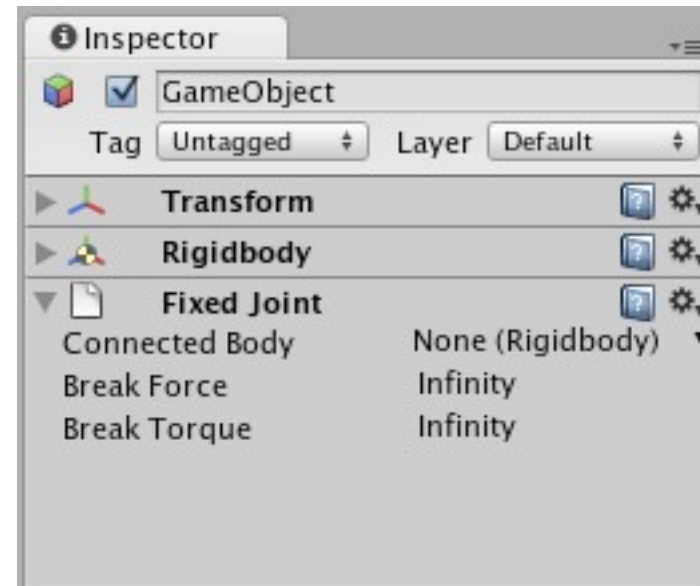


<http://mocap.cs.cmu.edu/>

Automatisierte Animation



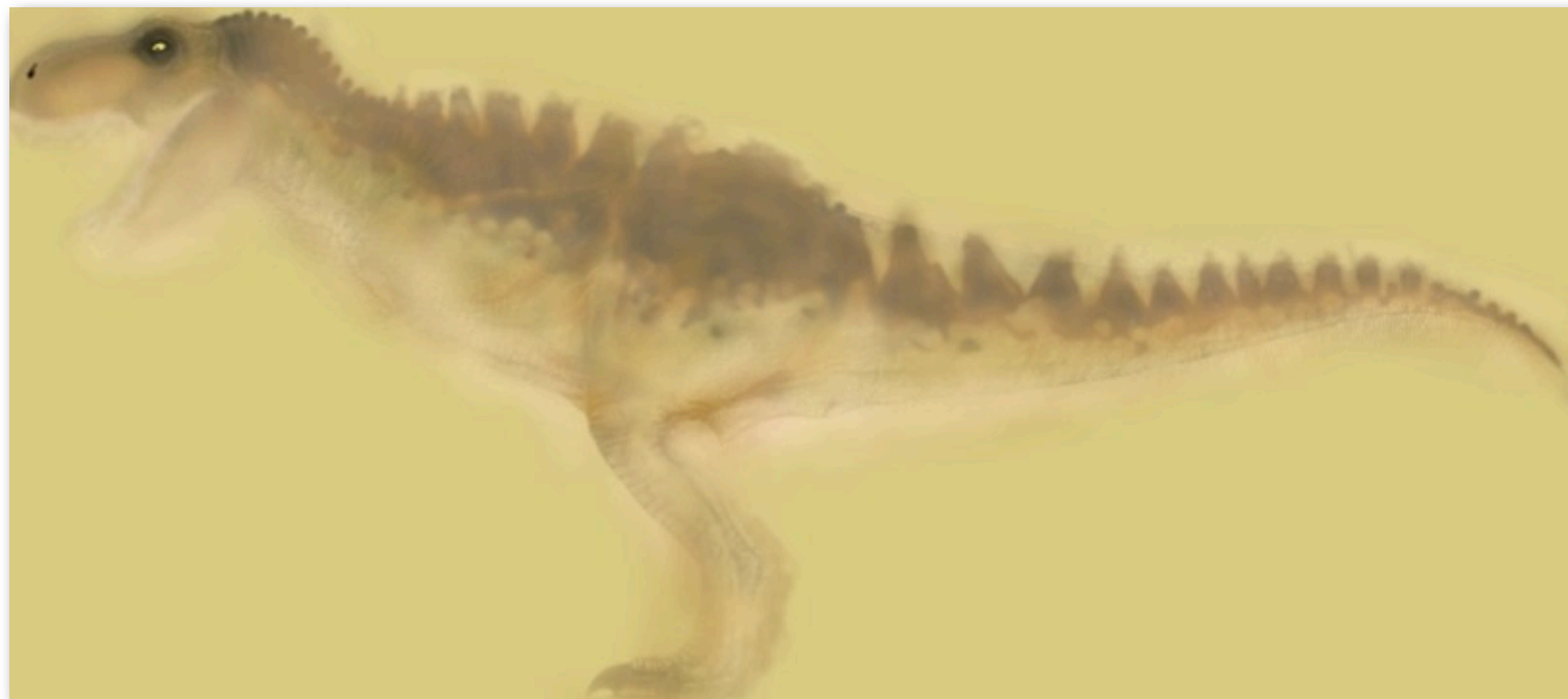
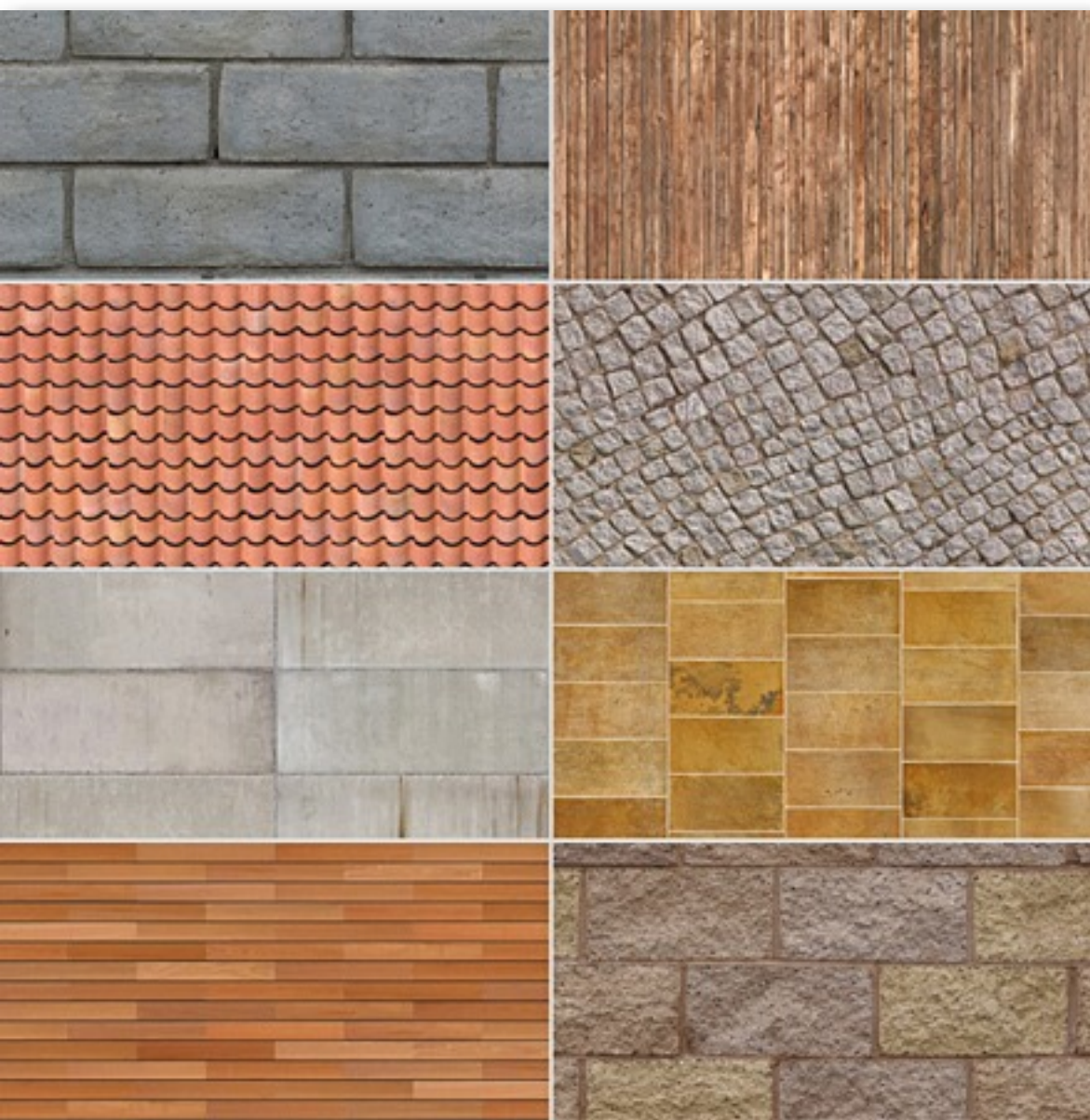
Joints



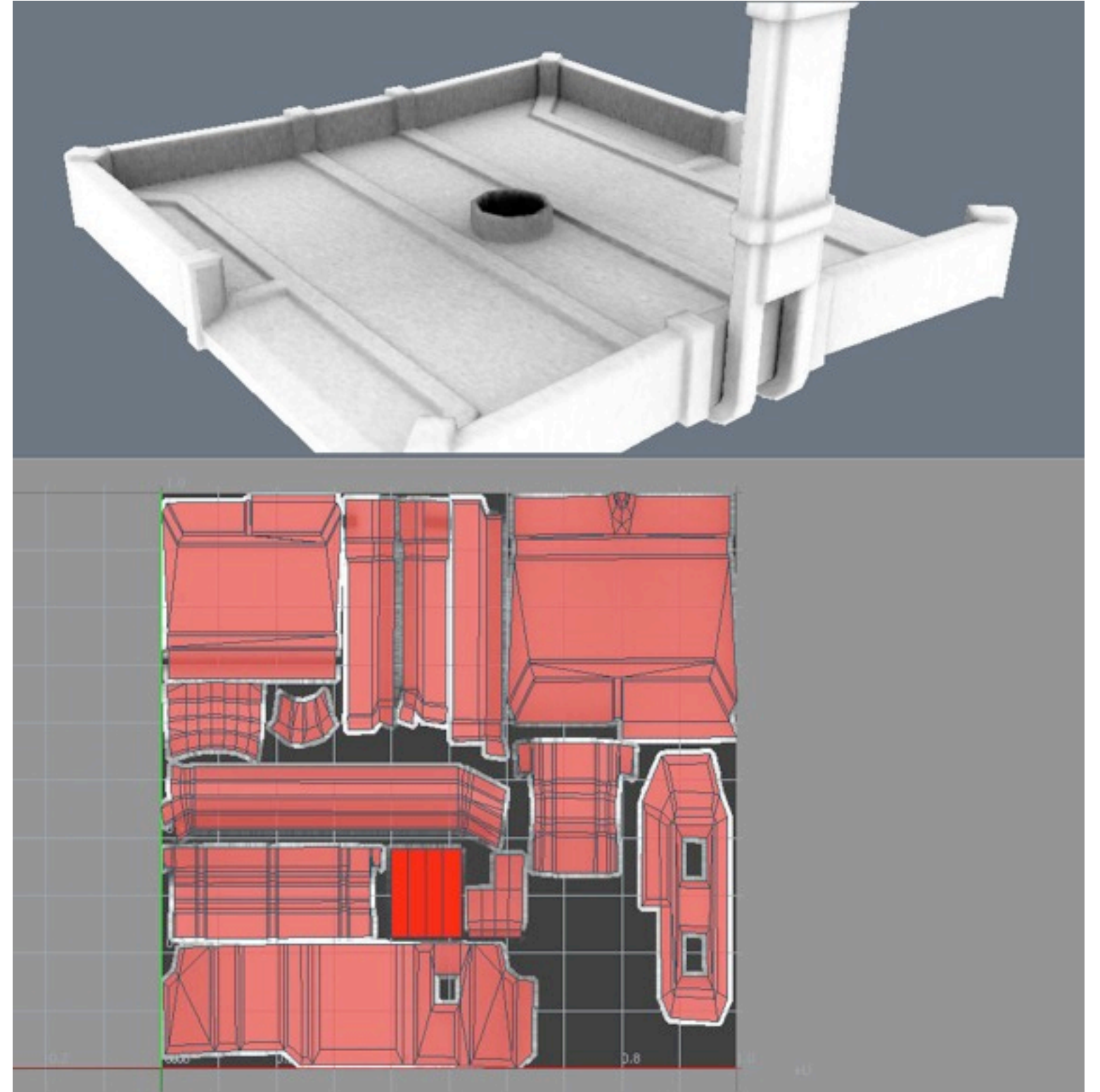
Cloth

Shading

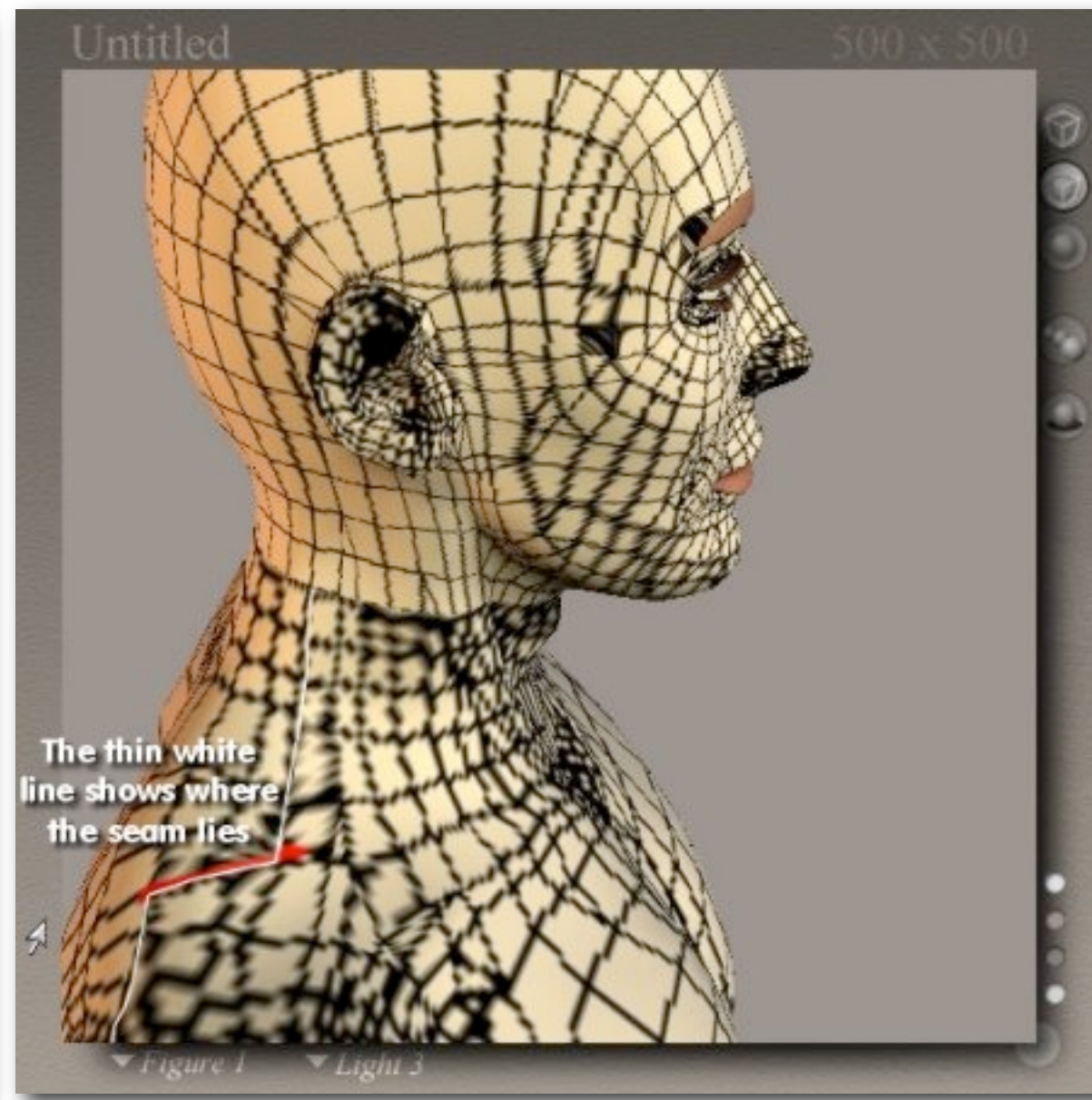
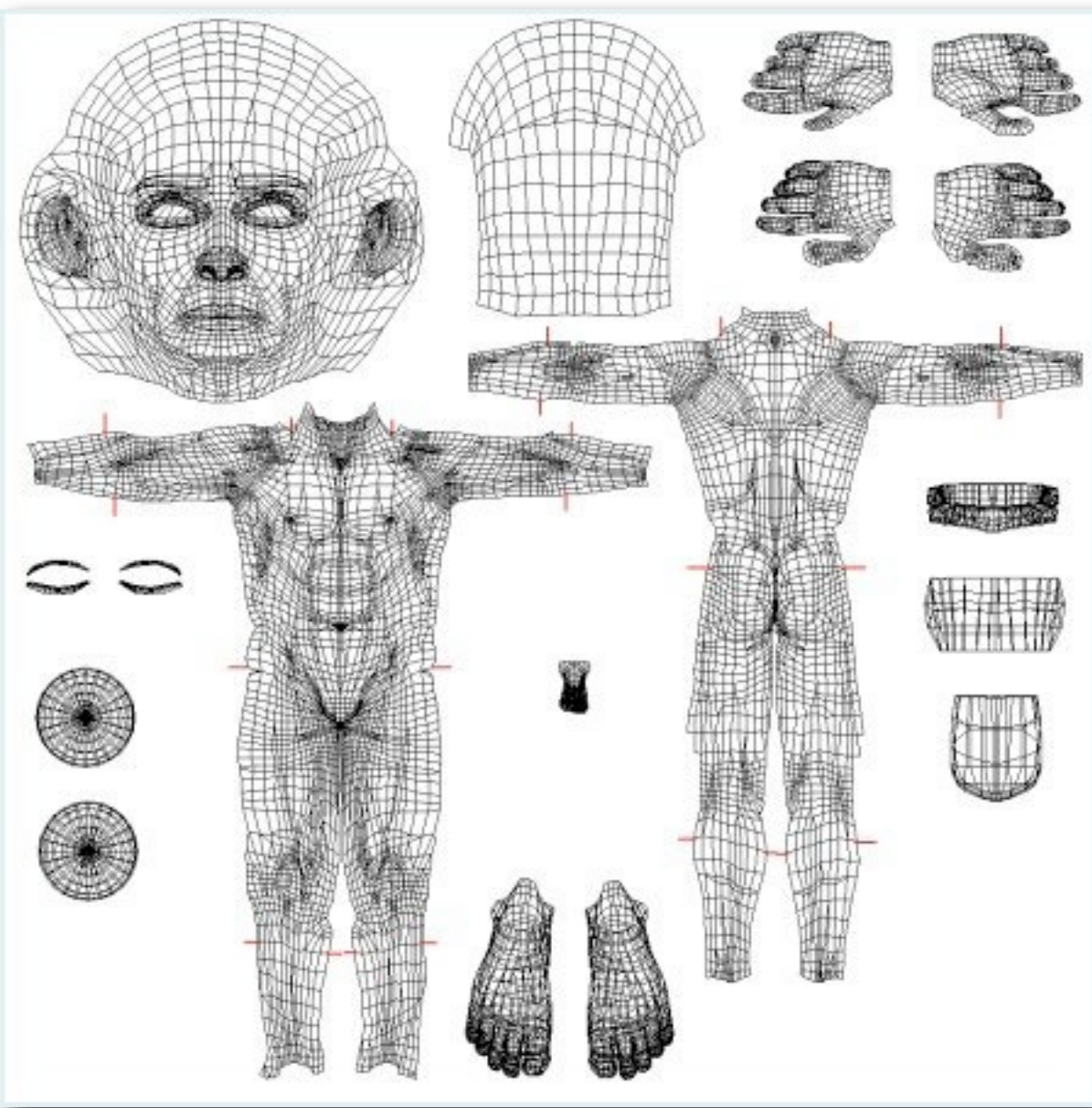
Textur



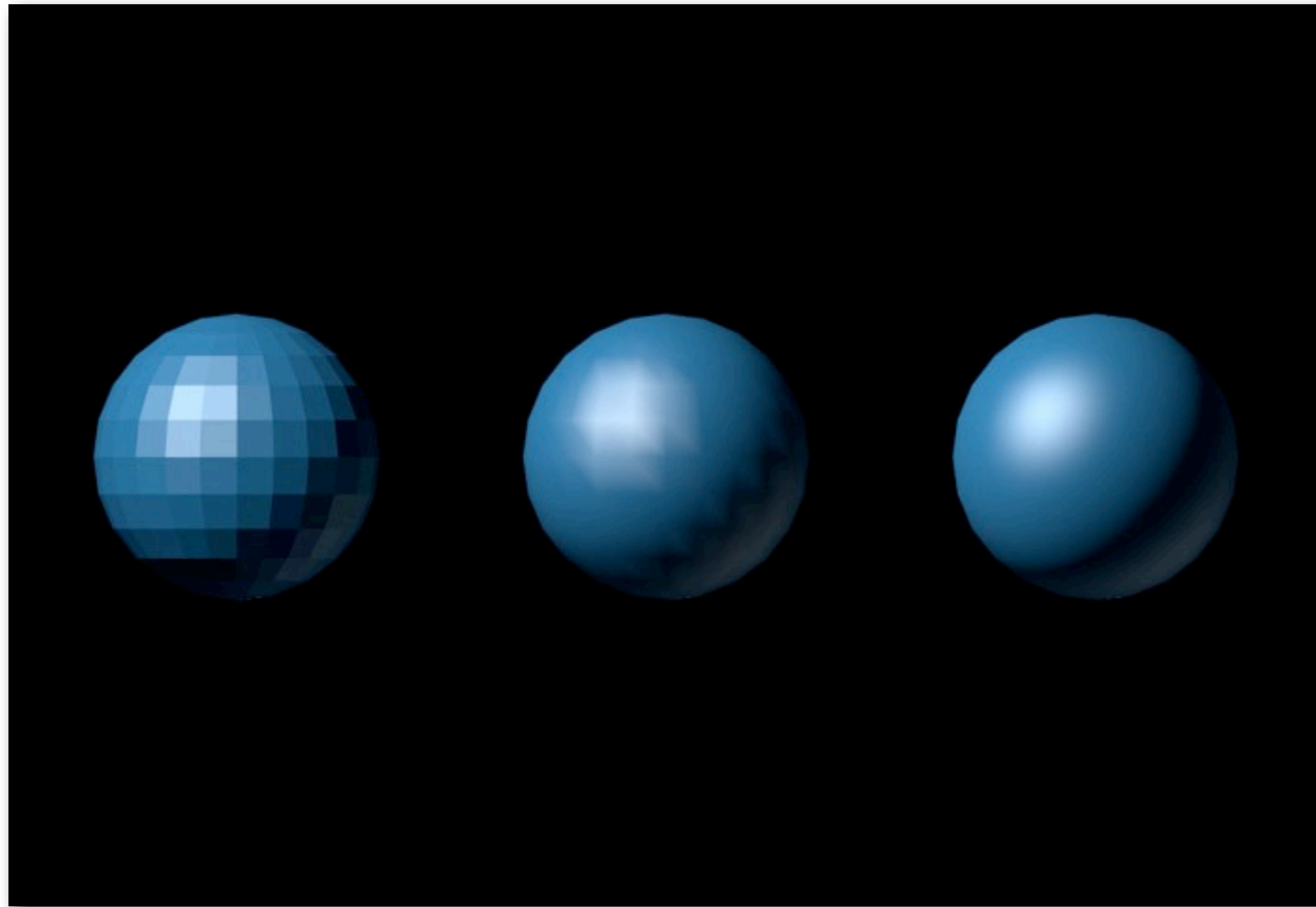
UV-Texturing



UV-Textur

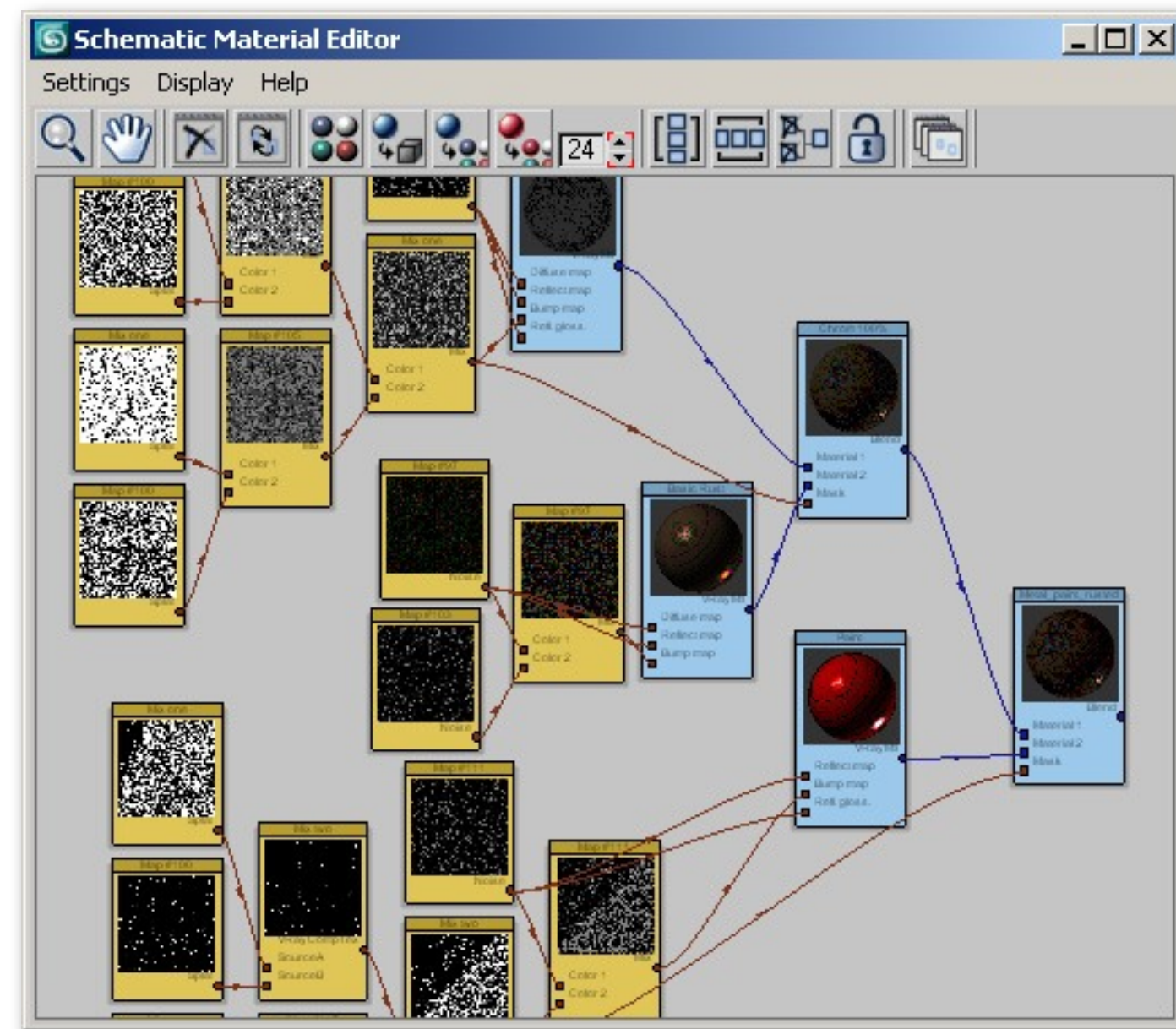


Shading



Flat | Gouraud | Phong Shading

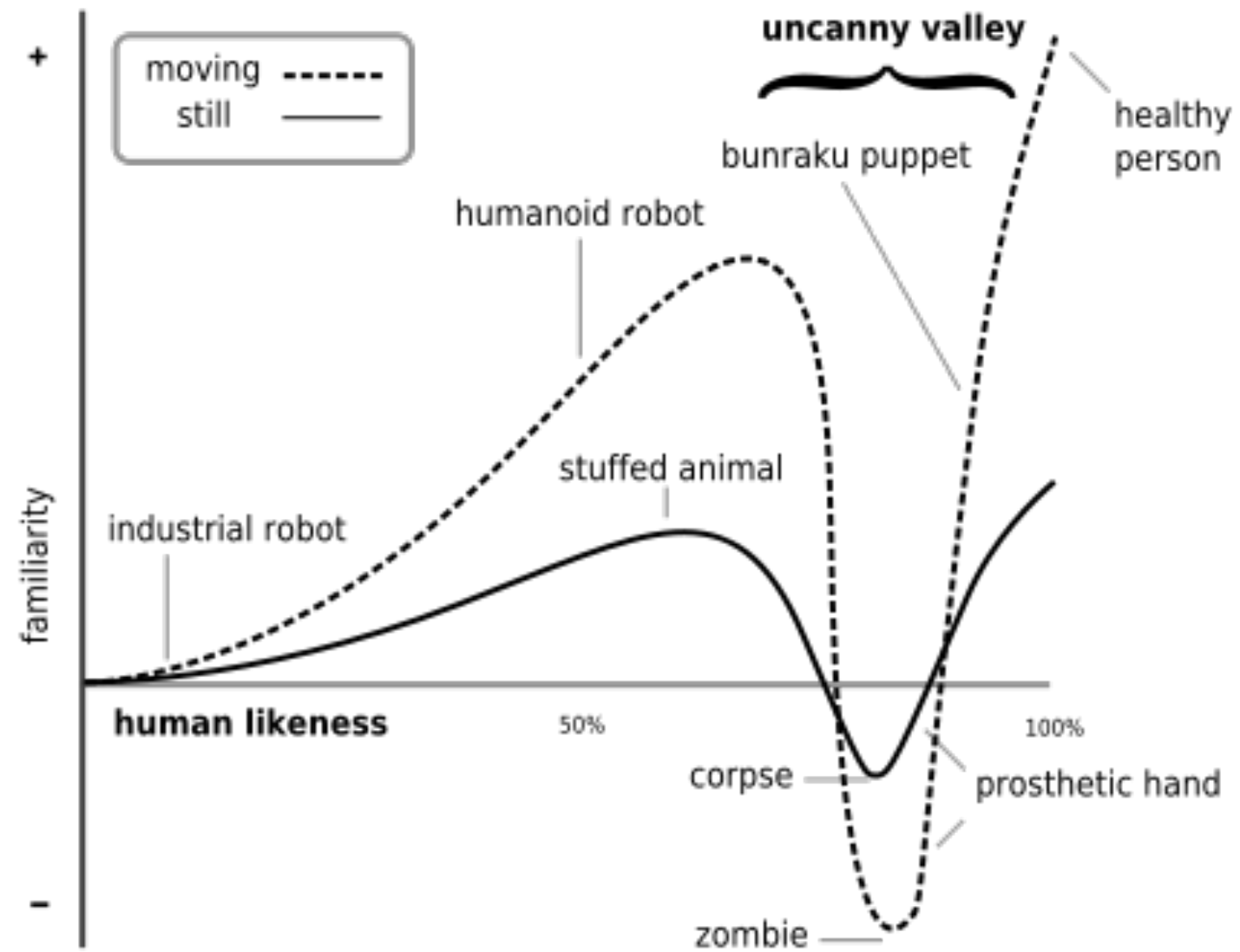
Material = Shader + Texture



Rendern



Uncanny Valley



<http://www.cubo.cc/creepygirl/>



Beowulf