EDV & Multimedia
Game Development

Animation

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Conceping
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.

http://cgcookie.com/blender/2012/02/28/exclusive-resource-character-modeling-sheets-krystal-9/
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/
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

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


All Models automatically Rigged, Weighted and Rendered inside Jimmy|RIG 1
Animation
Keyframe-Animation
Motion Tracking
Motion Tracking
Motion Capture
IPISoft Kinect Motion Capture
Motion Builder
### Export / Import

#### Meshes
- **Scale Factor**: 1
- **Mesh Compression**: Off
- **Generate Colliders**: Off
- **Swap UVs**: Off

#### Tangent Space
- **Generation**: All (Tangents and Normals)
- **Calculate Normals**: Off
- **Smoothing Angle**: 60
- **Split Tangents**: Off

#### Materials
- **Generation**: Per Texture

Each unused texture creates one material. Two meshes with the same texture will also use the same material.

#### Animations
- **Generation**: Store In Root

Animations are stored in the scene's transform root objects. Use this when animating anything that has a hierarchy.

#### Bake Animations
- **Keyframe Reduction**: Default

#### Animation Wrap Mode
- **Default**: Off

#### Split Animations

<table>
<thead>
<tr>
<th>Name</th>
<th>Start</th>
<th>End</th>
<th>Wrap Mode</th>
<th>Loop</th>
</tr>
</thead>
<tbody>
<tr>
<td>idle</td>
<td>0</td>
<td>64</td>
<td>Once</td>
<td>Off</td>
</tr>
<tr>
<td>attackrun</td>
<td>70</td>
<td>86</td>
<td>Loop</td>
<td>Off</td>
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<tr>
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<td>90</td>
<td>106</td>
<td>Default</td>
<td>Off</td>
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<tr>
<td>gothit</td>
<td>110</td>
<td>126</td>
<td>Default</td>
<td>Off</td>
</tr>
<tr>
<td>turnjump</td>
<td>90</td>
<td>106</td>
<td>Default</td>
<td>Off</td>
</tr>
</tbody>
</table>

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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.
CMU Graphics Lab Motion Capture Database

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

Joints

Cloth
Shading
Textur
UV-Texturing
Material = Shader + Texturen
Rendern
Uncanny Valley

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

Beowulf