3d Design and animation

From Traditional stop motion techniques
to 3d animation directly to the computer

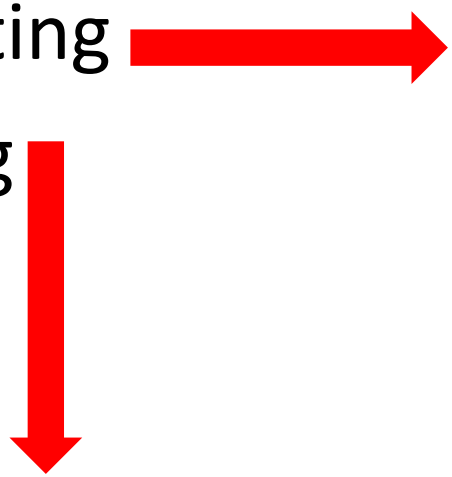
The “problem” of the 3d Designer for animation

To give the impression of 3d

to a projection in a 2d screen

Stop motion main categories

- Horizontal shooting
- Vertical shooting



Stop motion of Horizontal Shooting

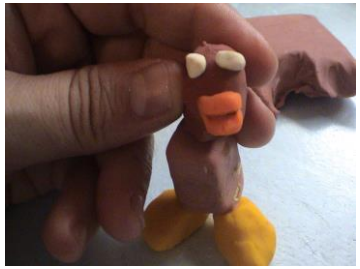
Camera in a tripod

Computer connected with the Camera

The tripod

3d Scene

Some Horizontal shooting techniques



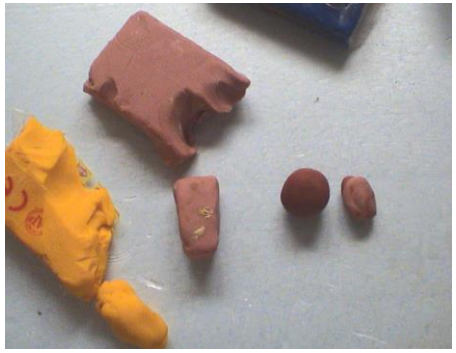
Clay –Plasticine

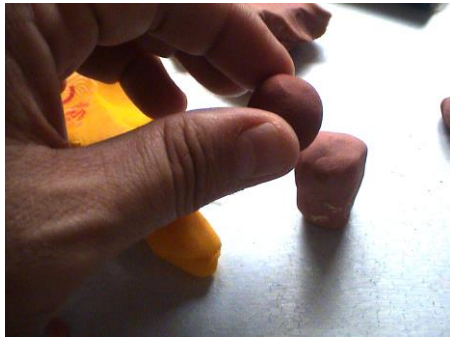
Puppet

Pixilation

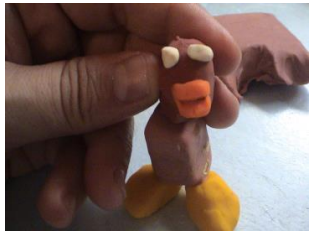
Clay -Plasticine

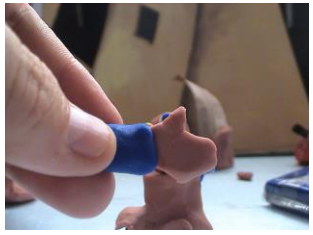
Creation of a 6 cm creature without armature



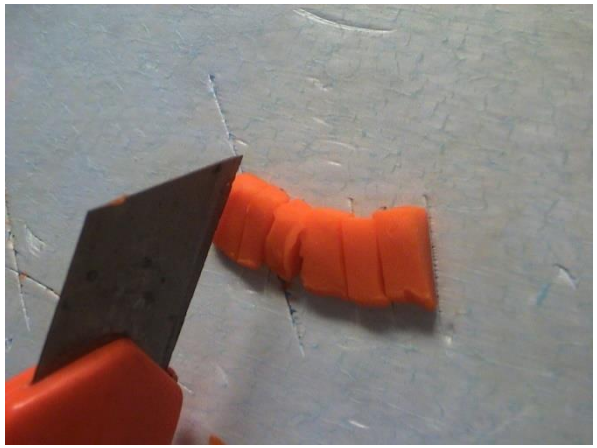



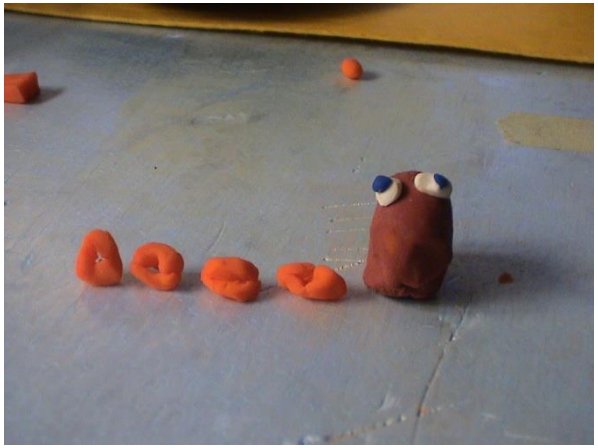




Preparation of a mouth for lip-synch



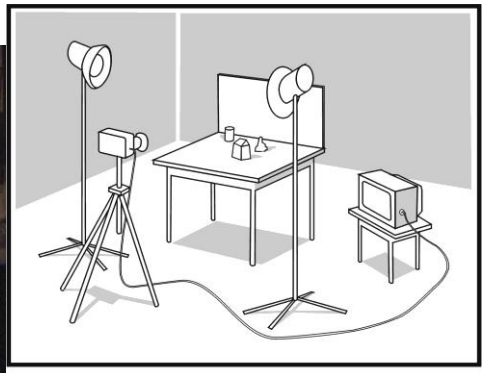


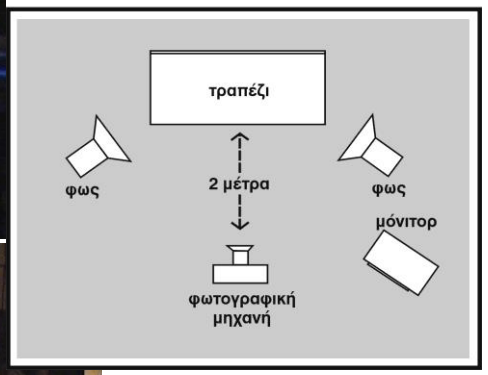
Clay -Plasticine

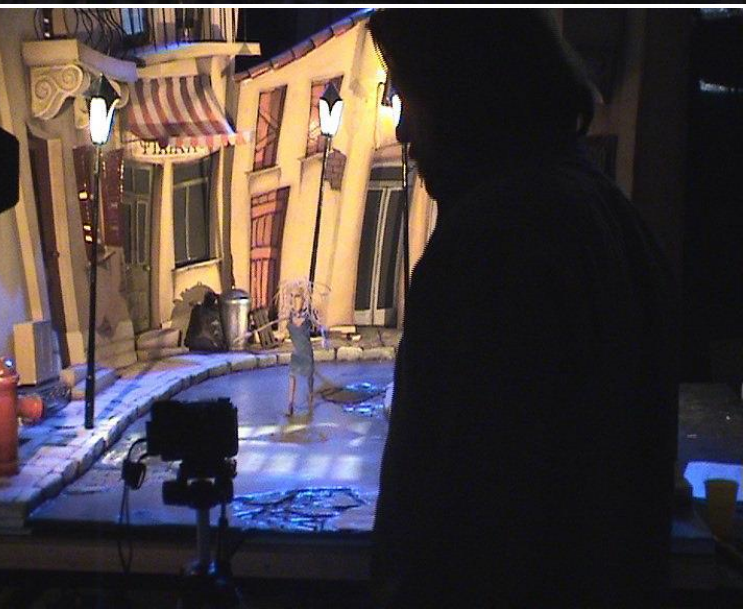
The shooting

Substitute the mouth
in the head and shoot

The process of animation in “The Mirror Stage” by Spyros Siakas







The mirror stage
Siakas , 2005

Pixilation

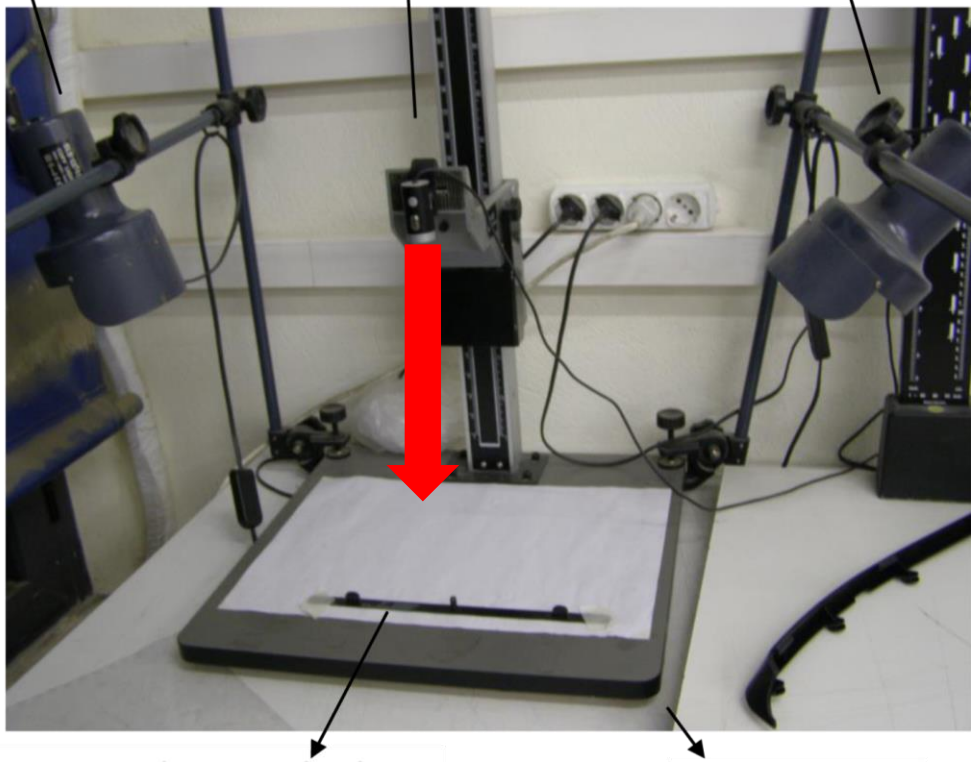
A plant made with clay arises in a hand

Stop motion of Vertical Shooting

Light in 90 degrees

Camera in a tripod

Light in 90 degrees



2d Scene

Some Vertical shooting techniques

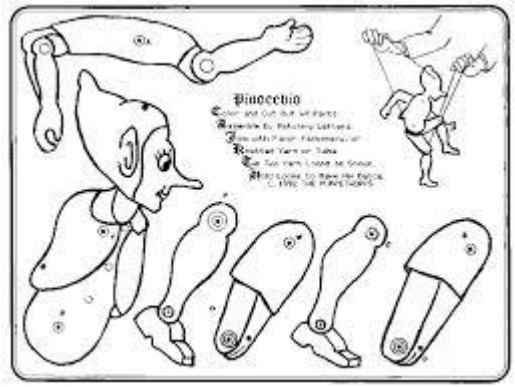
Cut Out

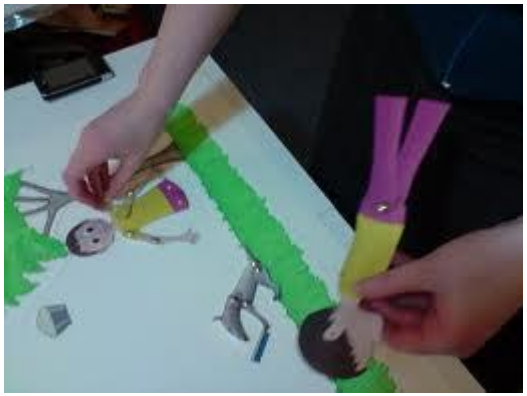
Powder

Mosaic

Painting directly
behind of the camera

CUT OUT





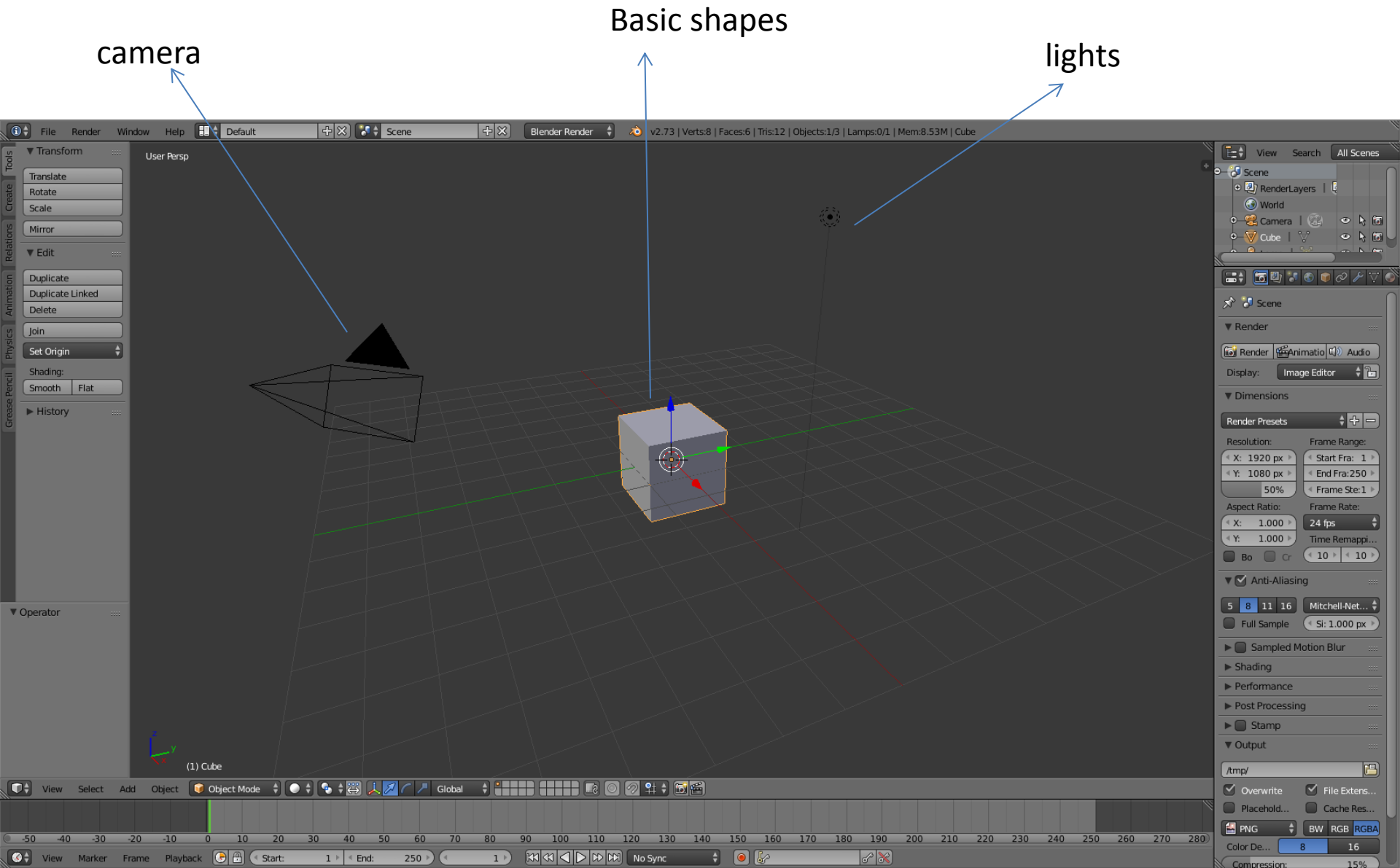
MOSAIC

POWDER

PAINTING



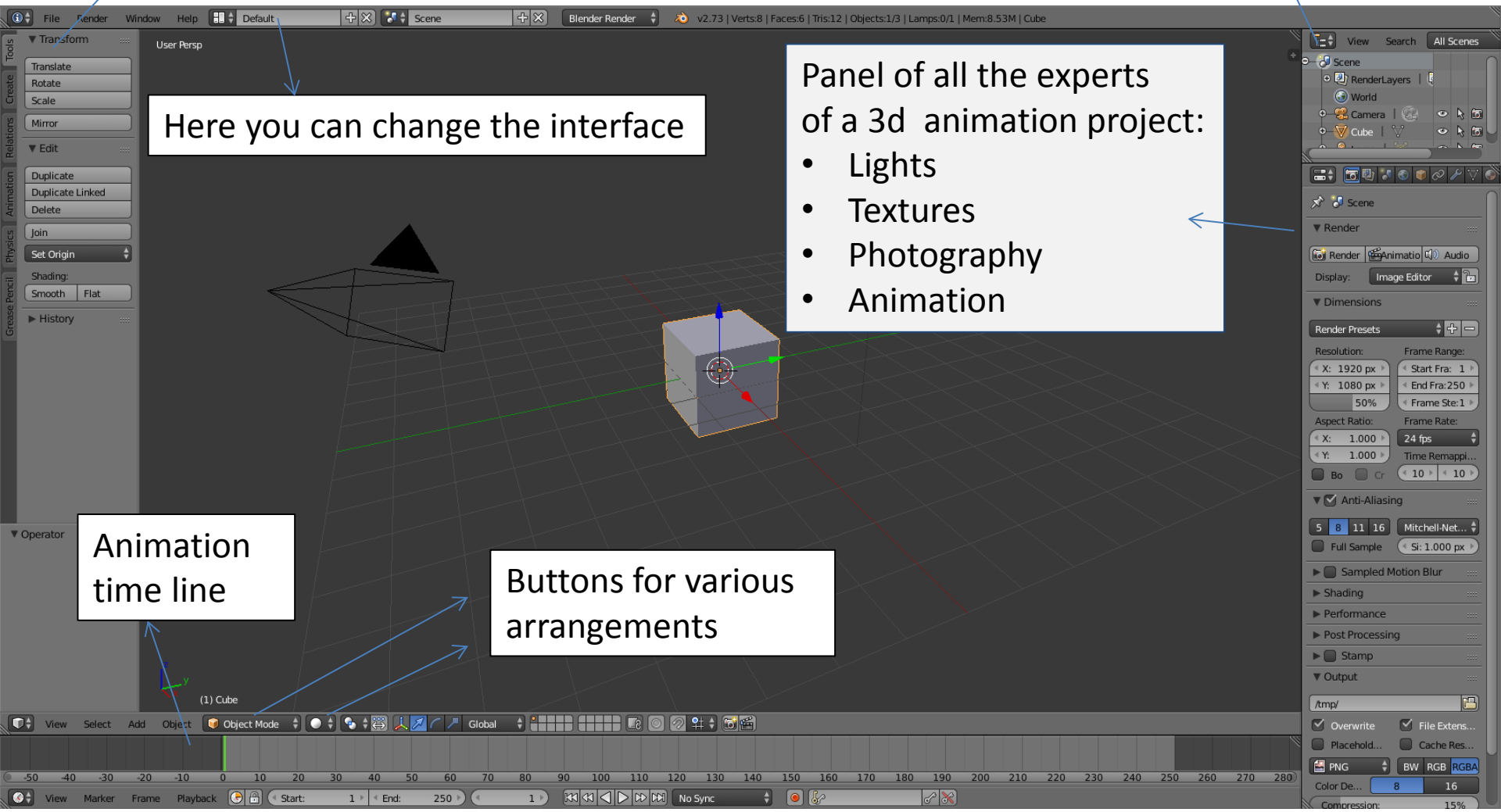

3d computer animation : Interface



3d computer animation: Interface of Blender

Panel of actions

List with all the components of my scene



Here you can change the interface

Panel of all the experts of a 3d animation project:

- Lights
- Textures
- Photography
- Animation

Animation time line

Buttons for various arrangements

Reasons for choosing Blender

It is Completely Free

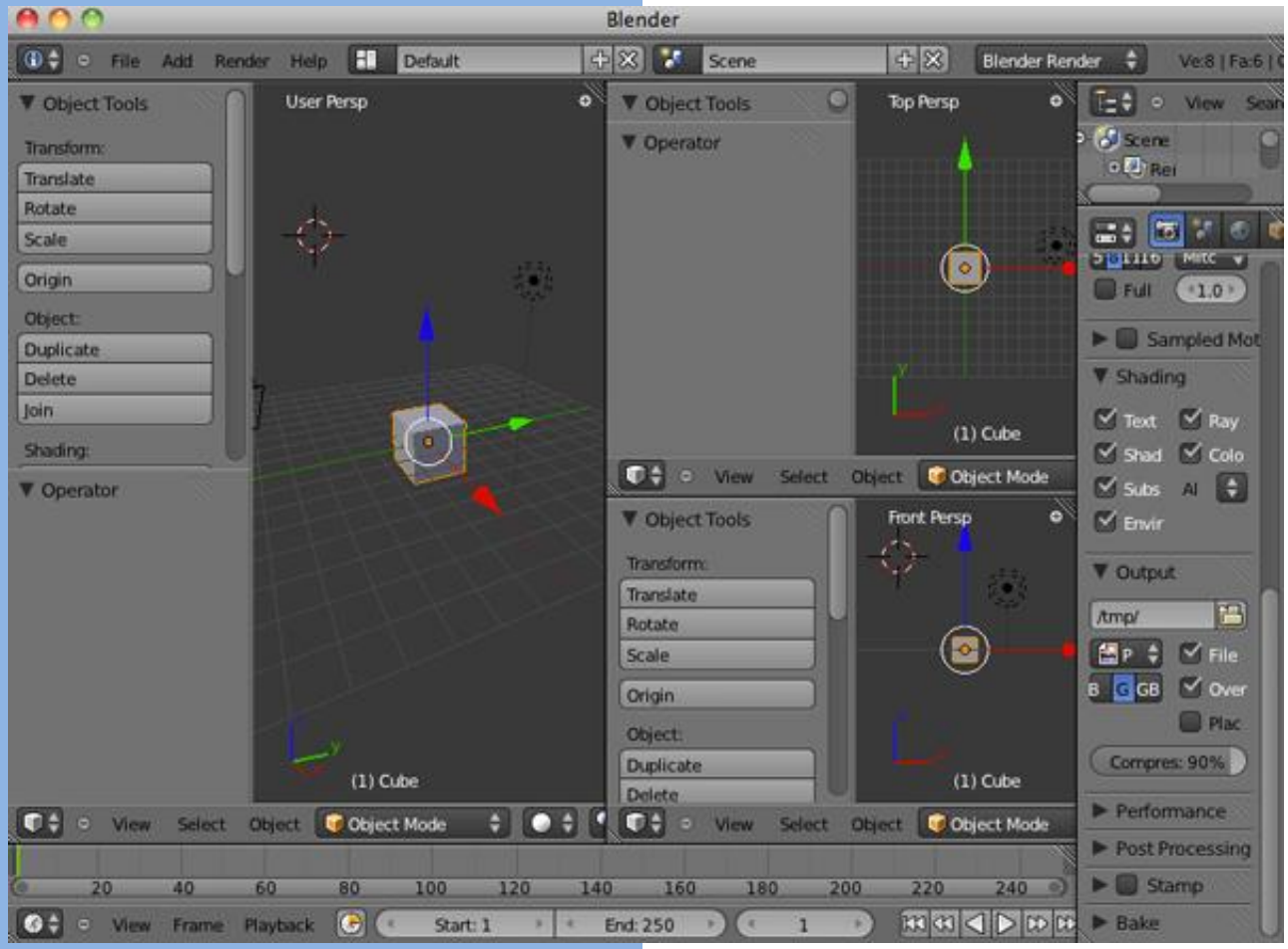
It is an open source software and a large community of Blender enthusiasts improve it constantly

It combines possibilities in various specialties of an animation process in a good level

The interface of Blender is very Simple and Flexible

The interface of Blender is very Simple and Flexible

You can split the screen depending ov your Work.



The interface of Blender is very Simple and Flexible

The short cuts are very simple and close to its meaning

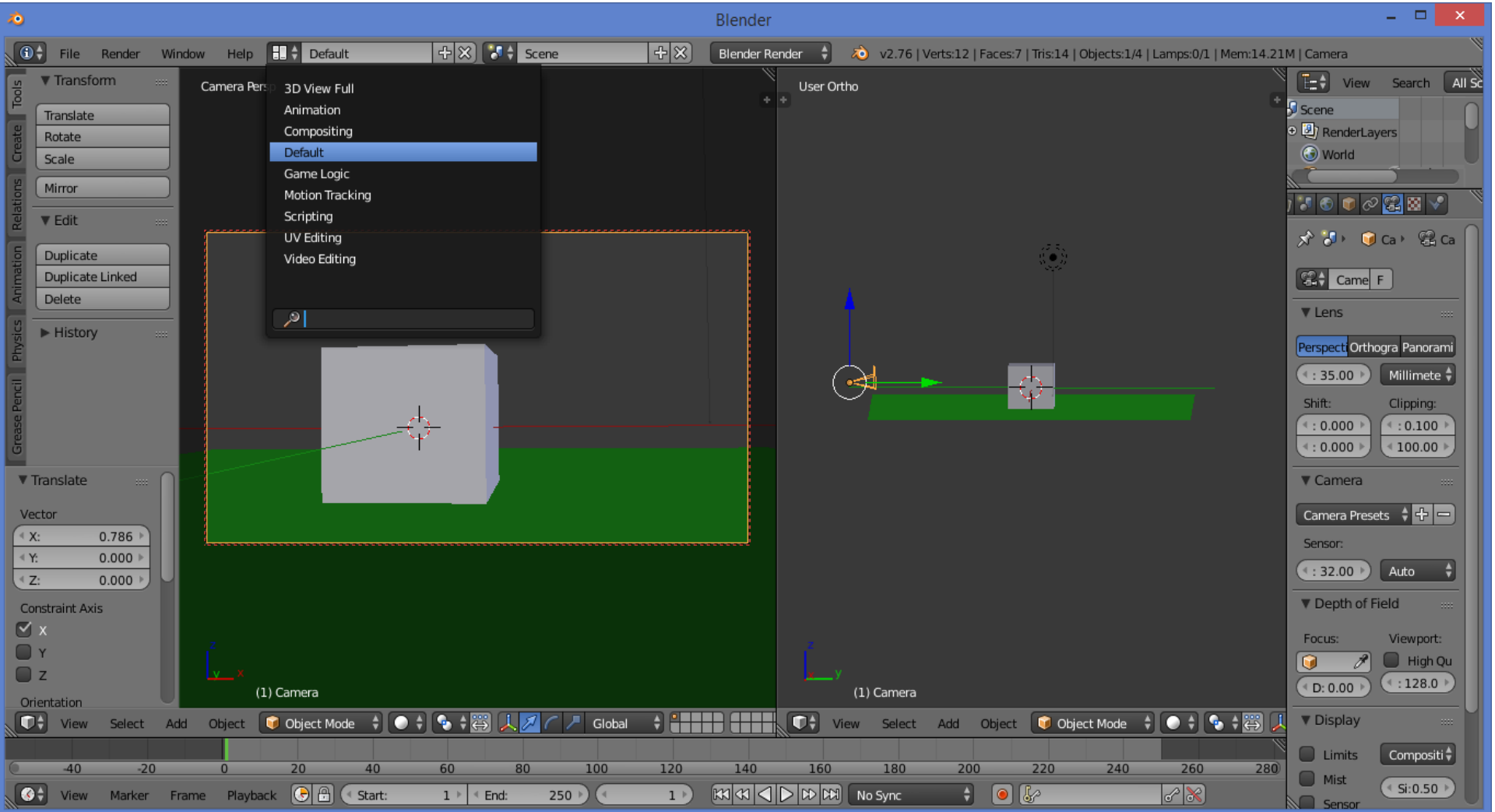
R FOR ROTATION

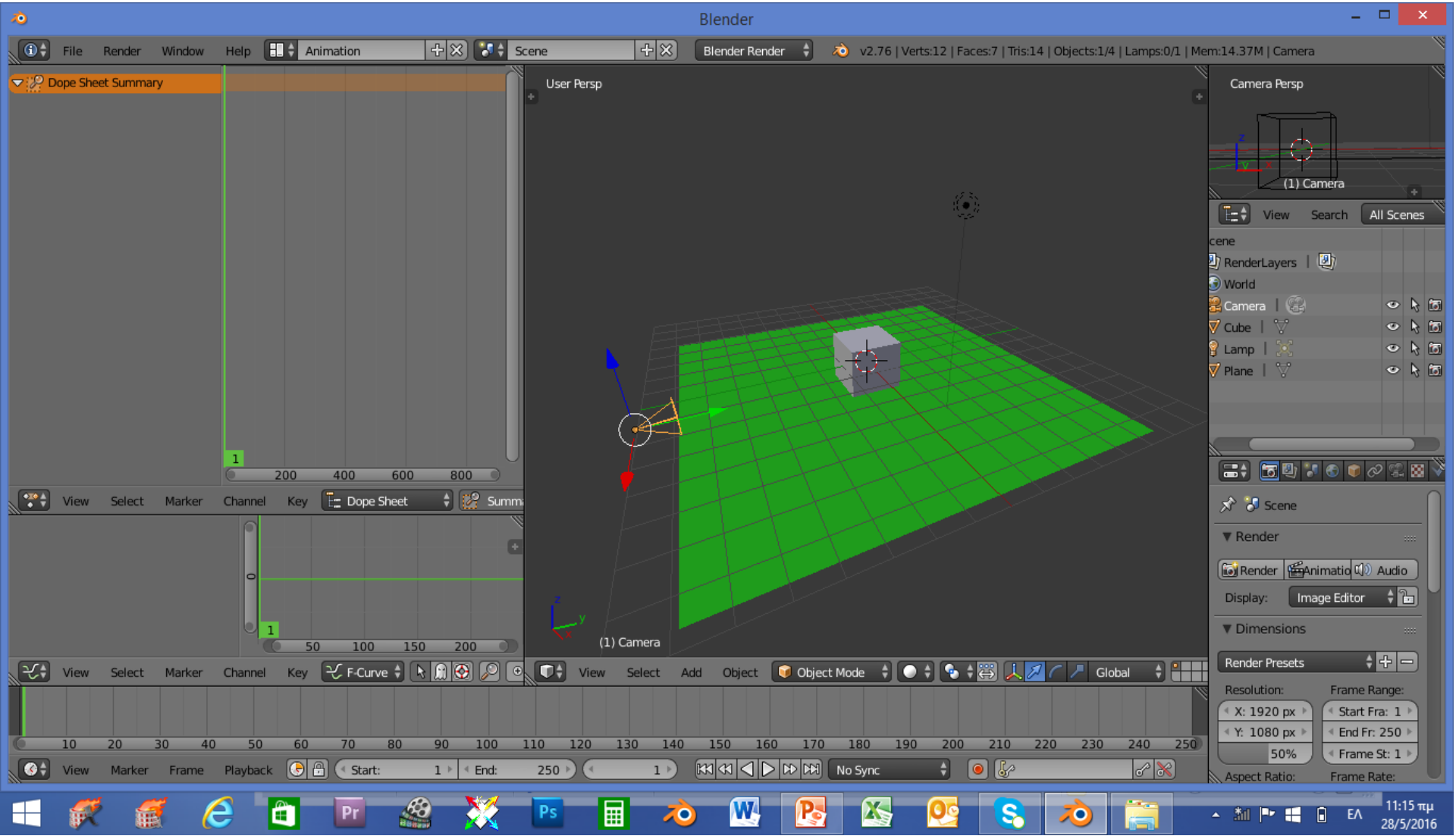
S FOR SCALE

G FOR GRAB AND TRANSLATE

3d Computer Animation in Blender:

Configuring the interface into particular sub-surfaces which are formed by the program Blender 3D depending on the type of work we perform in Blender 3D and which corresponds to a particular specialization in the field of animation




Blender
File Render Window Help
Animation
Scene
Blender Render
v2.76 | Verts:12 | Faces:7 | Tris:14 | Objects:1/4 | Lamps:0/1 | Mem:14.37M | Camera
Dope Sheet Summary
User Persp
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Camera Persp
(1) Camera
View Search All Scenes
RenderLayers
World
Camera
Cube
Lamp
Plane
Scene
Render
Render Animatio Audio
Display: Image Editor
Dimensions
Render Presets
Resolution:
X: 1920 px
Y: 1080 px
50%
Frame Range:
Start Fra: 1
End Fr: 250
Frame St: 1
Aspect Ratio:
Frame Rate:
View Select Marker Channel Key Dope Sheet
View Select Marker Channel Key F-Curve
View Select Add Object Object Mode Global
View Marker Frame Playback Start: 1 End: 250 No Sync
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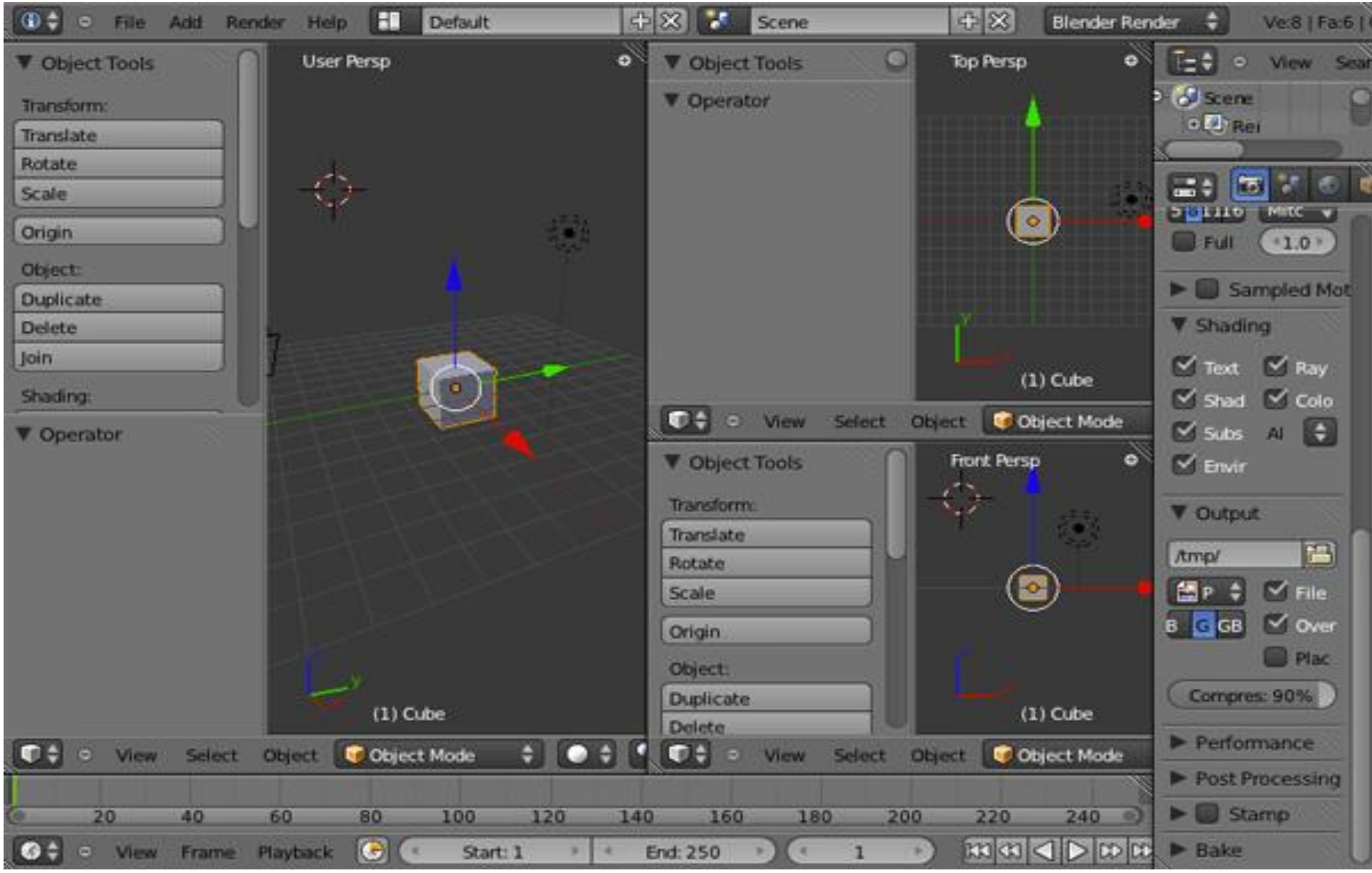
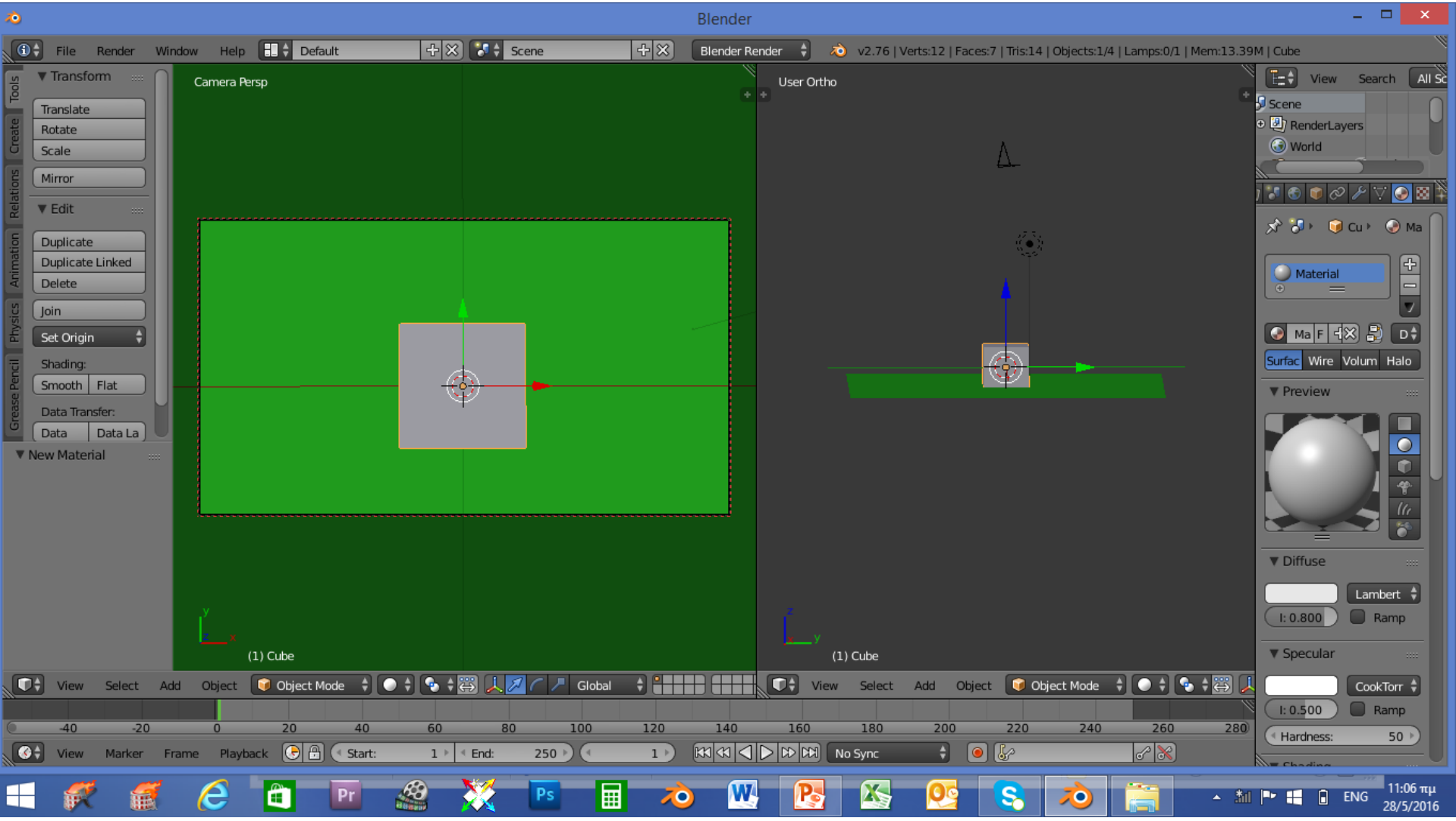
Configuring the Desktop sub-surfaces according to the specific nature of each, of their work and the way, of their work of each author

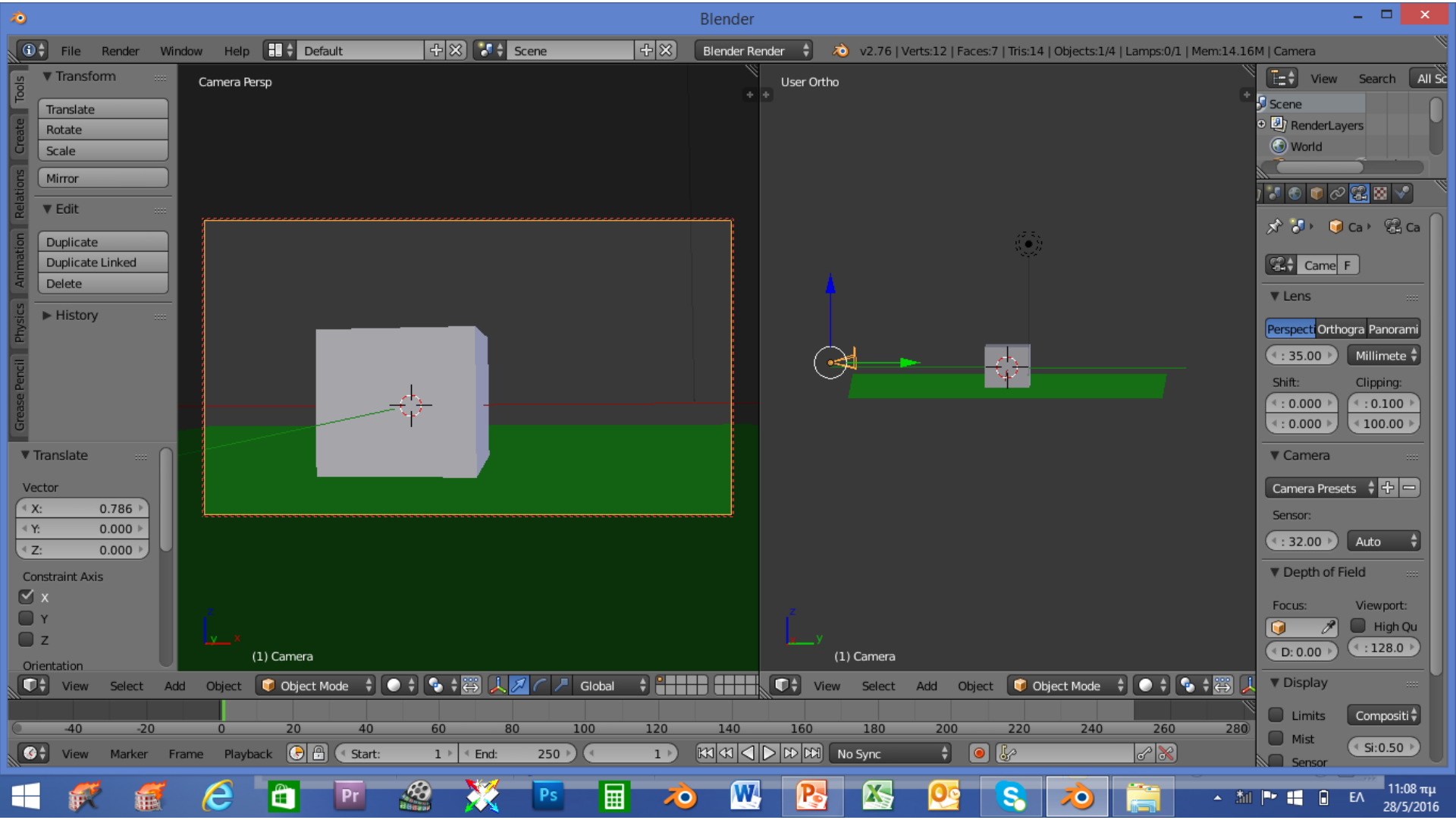


Configuring the Desktop in vertical shooting environment animation



3d animation directly :

Configuring the interface in horizontal shooting mode of animation



3d Animation: DIGITAL VS TRADITIONAL

Advantages of digital 3d

Space saving

Control of all the devices

Photorealism

Direct combination with other digital applications

Advantages of traditional stop motion 3d

Immediacy in the creation

Utilization of artistic skills without a lot of technology

Utilization of traditional art techniques (painting, sculpture, mosaic etc)