



Orxonox

Was ist Blender?

- 3D Software
 - Modellierung, Texturierung, Animation, Rendern
- open-source seit 2003
- vergleichbar mit kommerzieller Software
 - Spiele
 - Animationsfilme
 - Werbung
 - Design

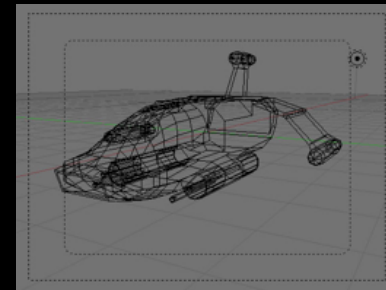
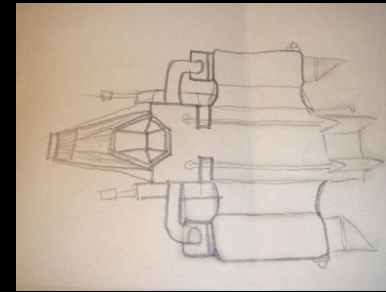




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Modelling

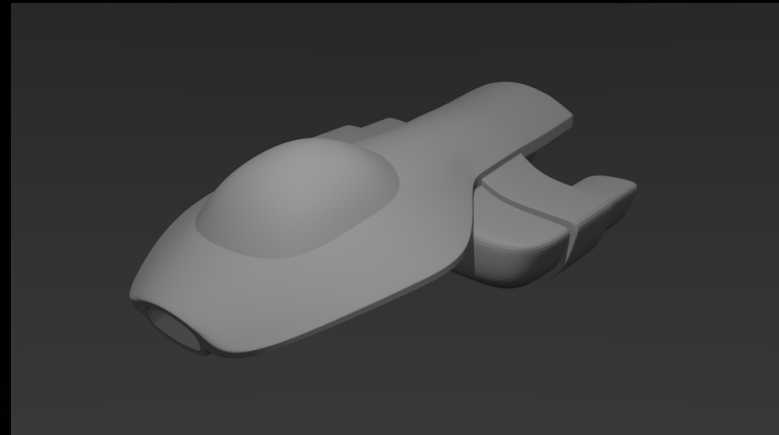
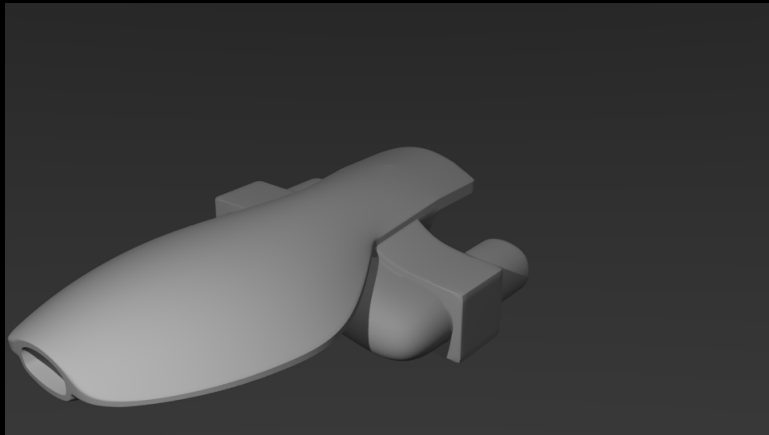
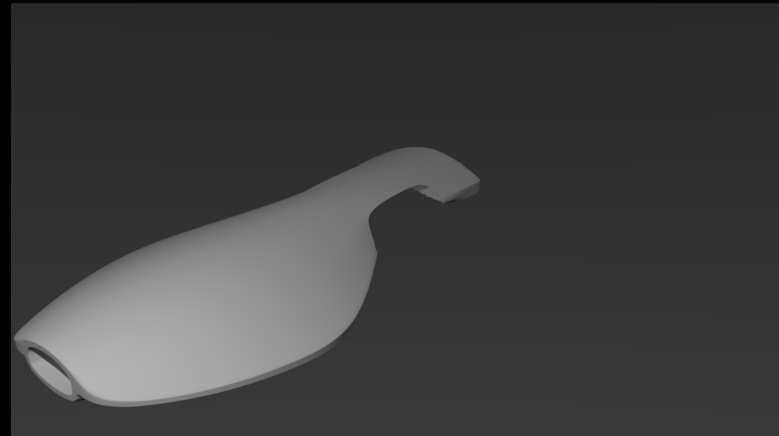
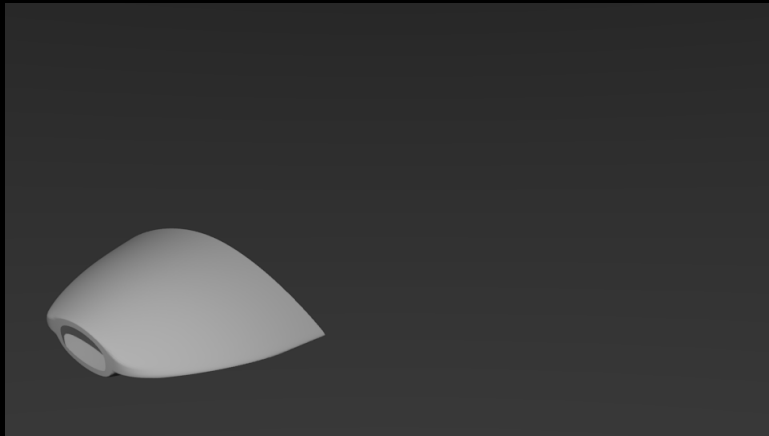
- Vorarbeit: Inspirieren lassen, Skizze anfertigen
- Modell in Blender realisieren
- Texturieren





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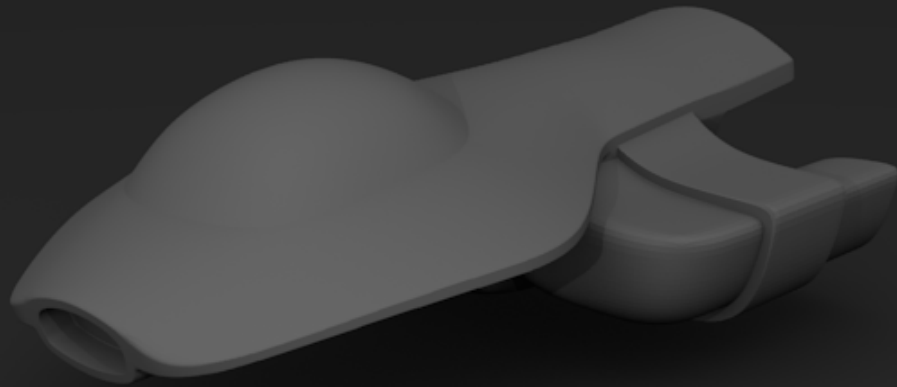
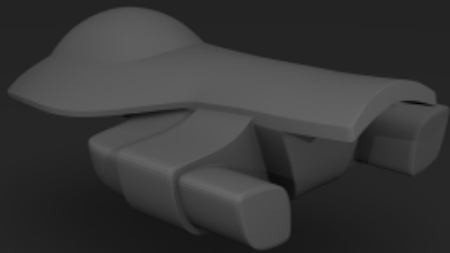
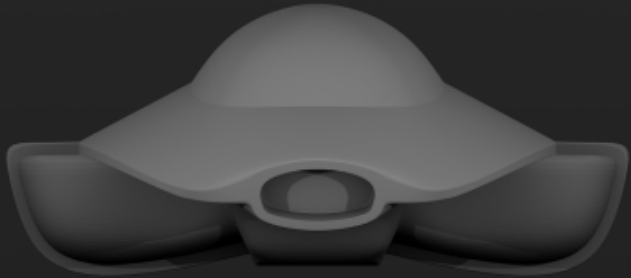
Modelling II





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Modelling III

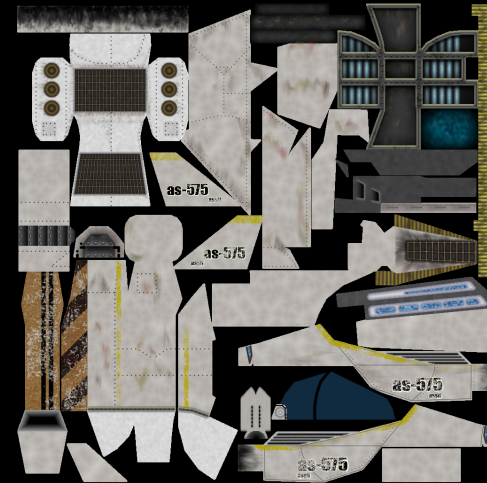
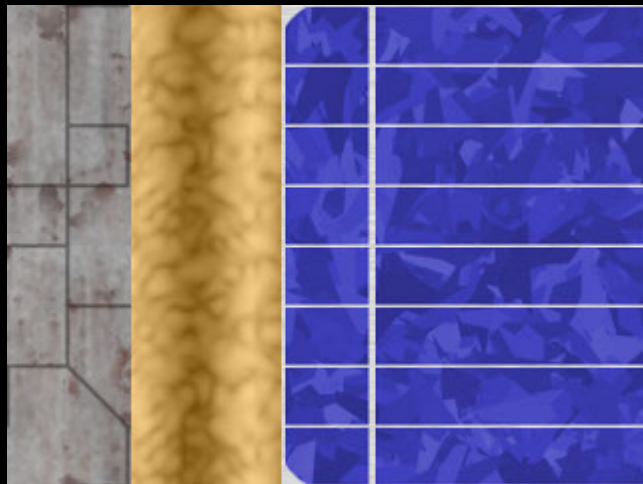




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Texturing

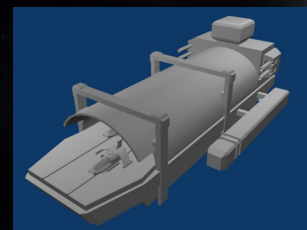
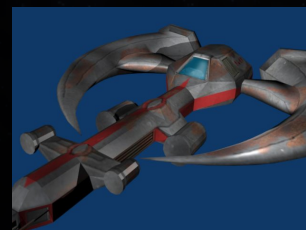
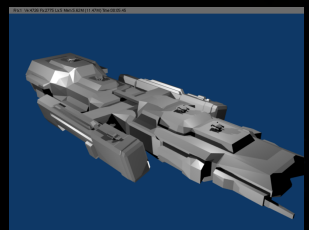
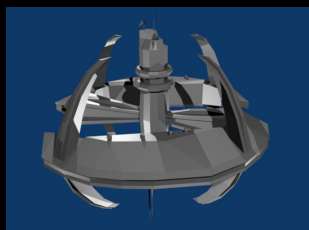
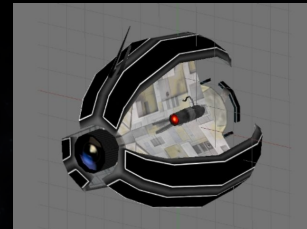
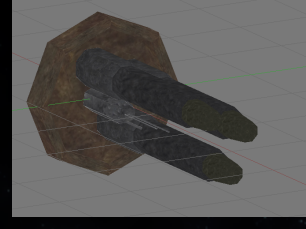
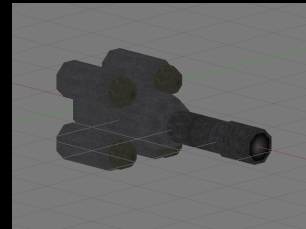
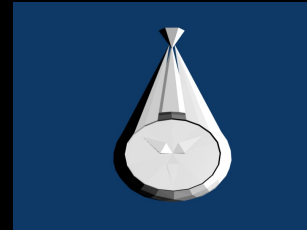
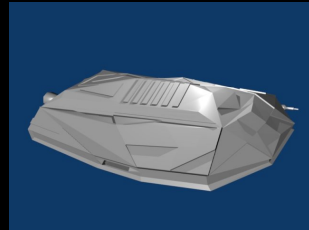
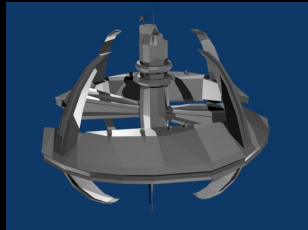
- Zeichnen von Texturen
- Mappen der Texturen auf das Modell





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Orxonox Models





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Links zu Blender

- Blender Tutorials
 - <http://www.orxonox.net/wiki/BlenderTutorials>
 - http://en.wikibooks.org/wiki/Blender_3D:_Noob_to_Pro
- Blender Homepage
 - <Http://www.blender.org>
- Sintel - Third Open Movie by Blender Foundation
 - <http://www.youtube.com/watch?v=eRsGyueVLvQ>