

Blender



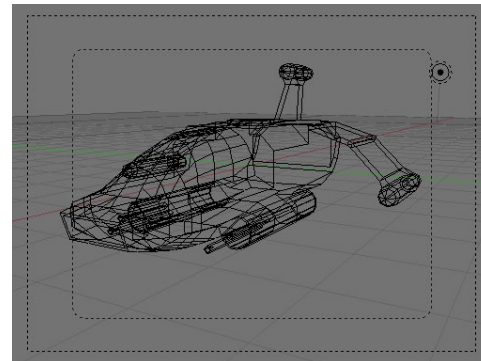
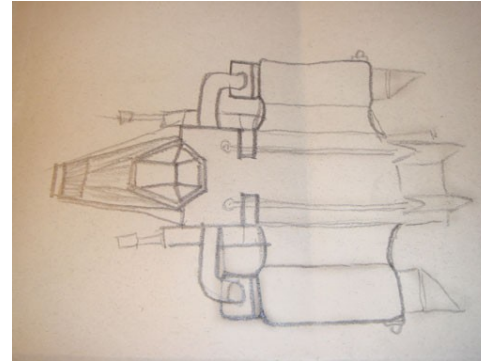
Was ist Blender?

- Open-Source 3d-Programm seit 2003
 - Modellieren, Texturieren, Animieren und Rendern von 3d-Objekten und Szenen
- Anwendungsgebiete
 - Spieleentwicklung
 - Animation/Filme
 - Produktdesign

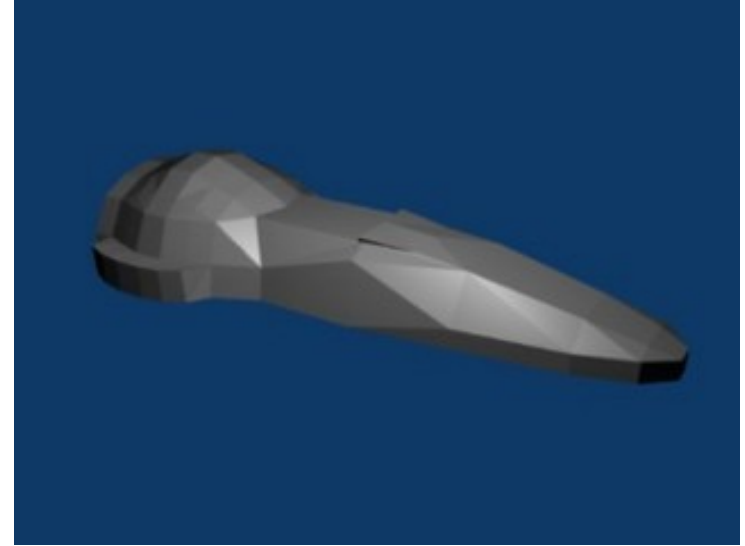
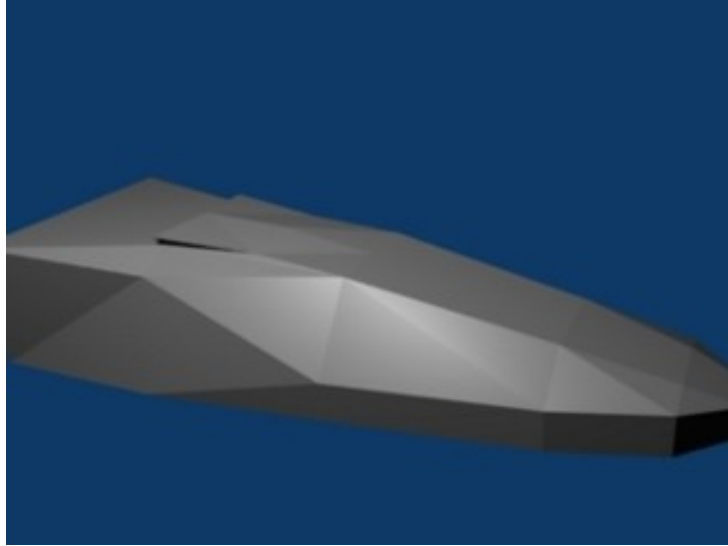


Models für Orxonox

- Vorarbeit: Inspirieren lassen und Skizze anfertigen
- Model in Blender erstellen
- Texturieren

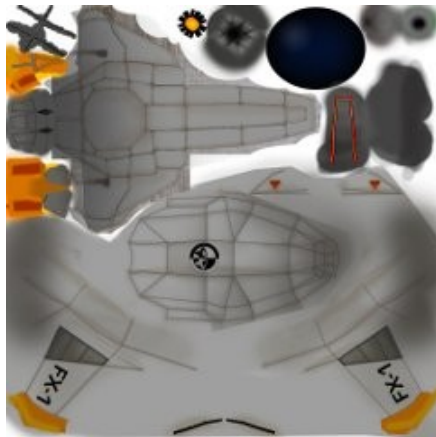


Modellieren in Blender

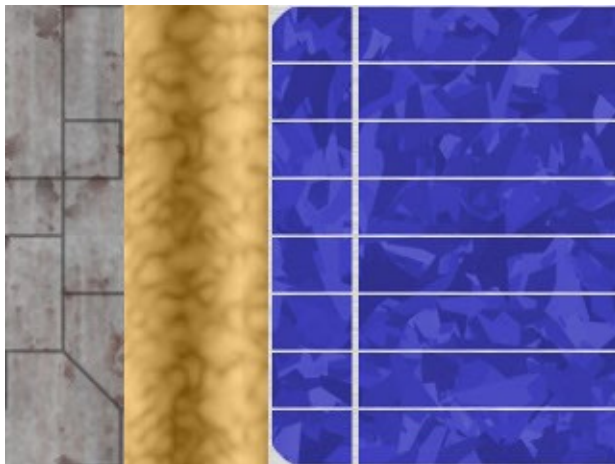


Texturieren der Models

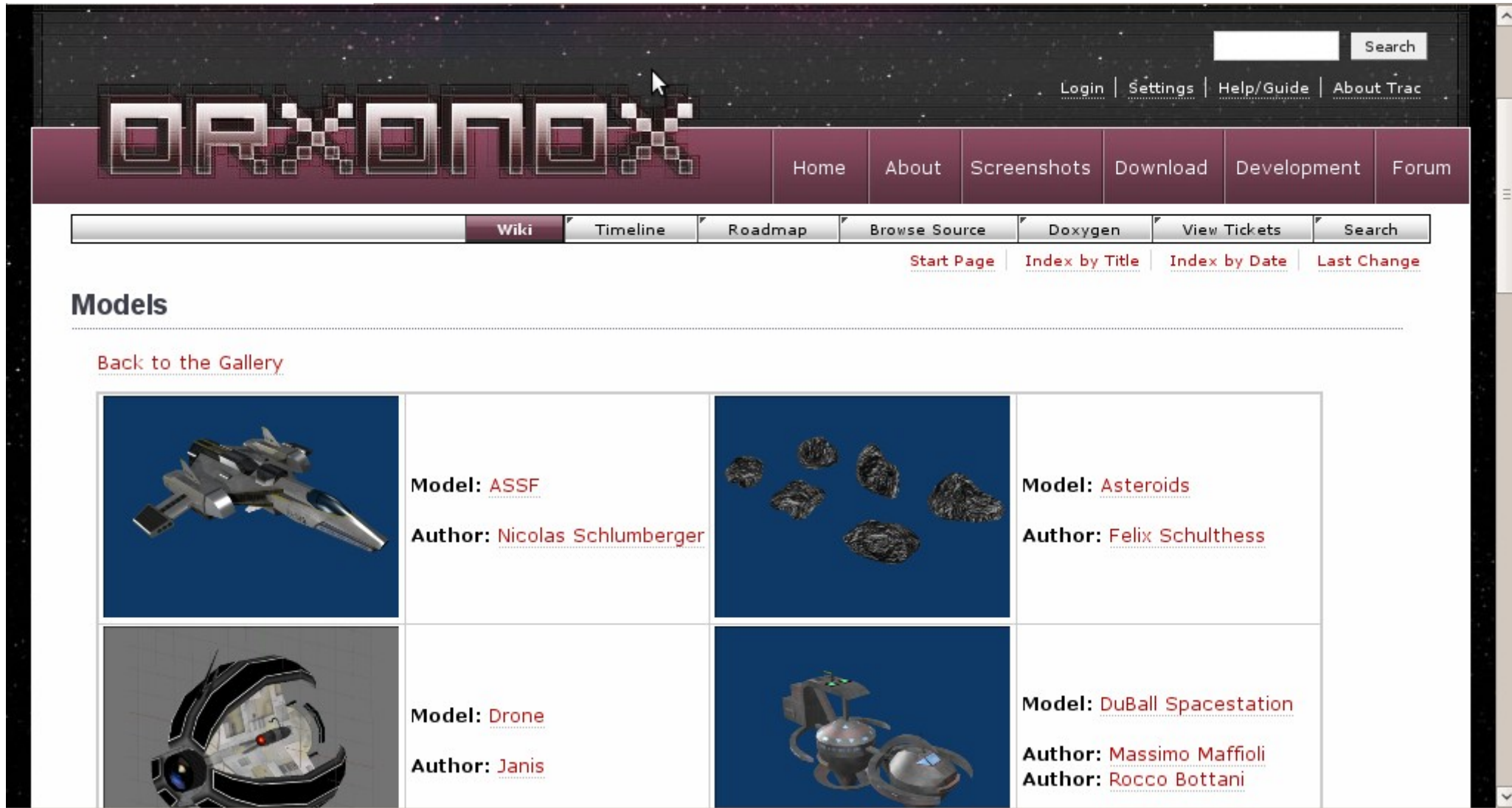
- Einzelne Textur



- Multi-Texturing



Inspiration und so...



The screenshot shows a web application interface with a dark, space-themed background. At the top, there is a search bar and a navigation menu with links for Home, About, Screenshots, Download, Development, and Forum. Below this, there is a secondary navigation bar with links for Wiki, Timeline, Roadmap, Browse Source, Doxygen, View Tickets, and Search. The main content area is titled "Models" and features a "Back to the Gallery" link. Below the link, there is a grid of four 3D model thumbnails, each with its name and author listed.

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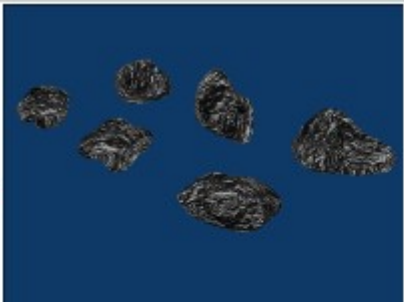
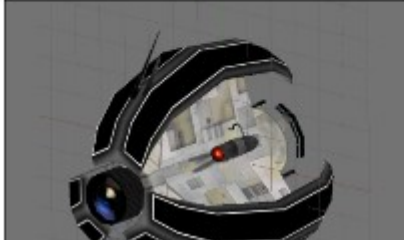

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Models

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	<p>Model: ASSF</p> <p>Author: Nicolas Schlumberger</p>		<p>Model: Asteroids</p> <p>Author: Felix Schulthess</p>
	<p>Model: Drone</p> <p>Author: Janis</p>		<p>Model: DuBall Spacestation</p> <p>Author: Massimo Maffioli Author: Rocco Bottani</p>

Links zu Blender

- Orxonox Blender Tutorials
 - <http://www.orxonox.net/wiki/BlenderTutorials>
- Blender
 - <http://www.blender.org>
 - <http://wiki.blender.org>
- Open Movie Project
 - <http://www.elephantsdream.org>
 - <http://www.bigbuckbunny.org/>