



Orxonox

Einführung in Blender

P&S Orxonox HS16



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Was ist Blender?

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

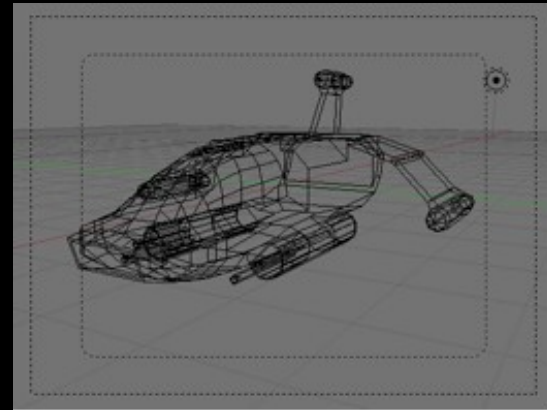
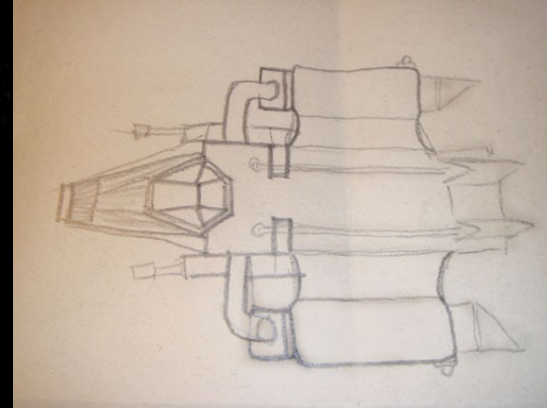




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Modelling

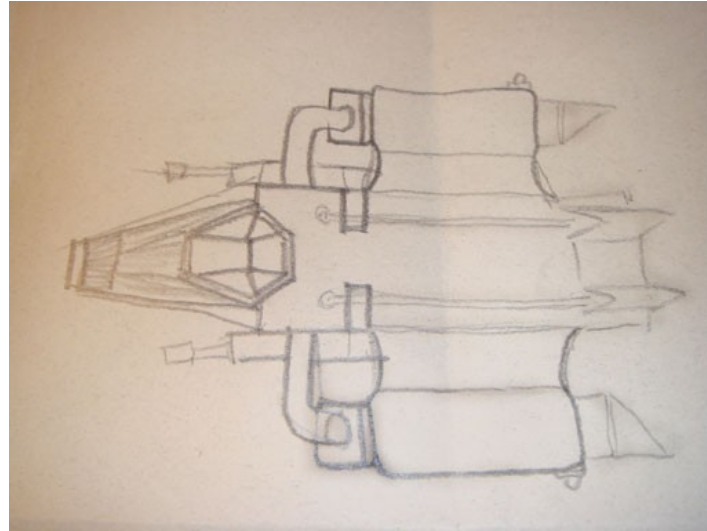
1. Vorarbeit: Inspirieren lassen, Skizze anfertigen
2. Modell in Blender realisieren
3. Texturieren
4. Import ins Spiel





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1. Idee



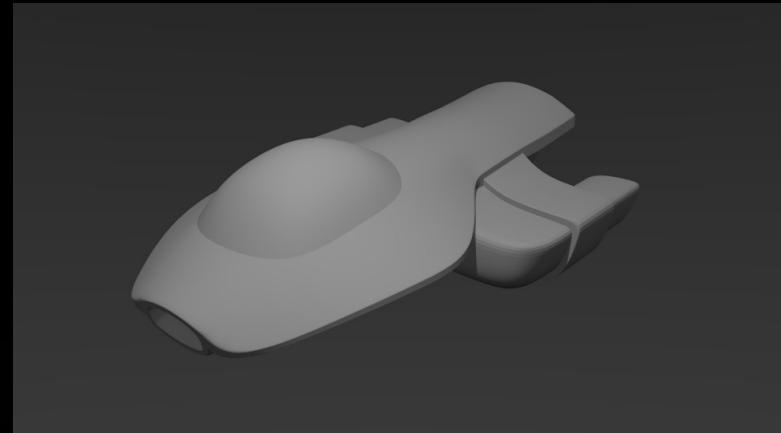
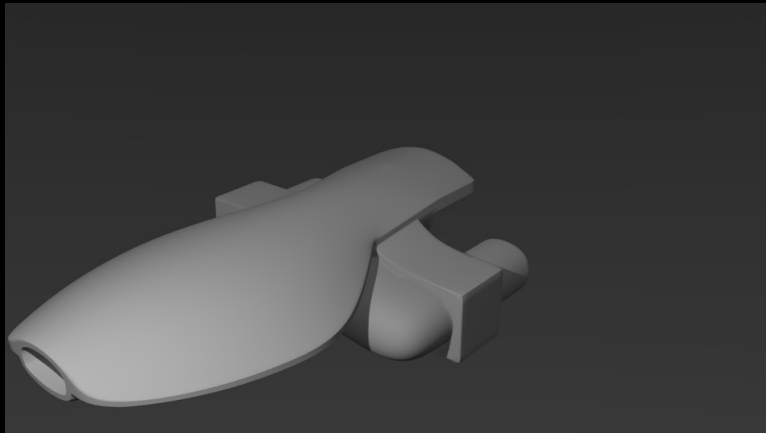
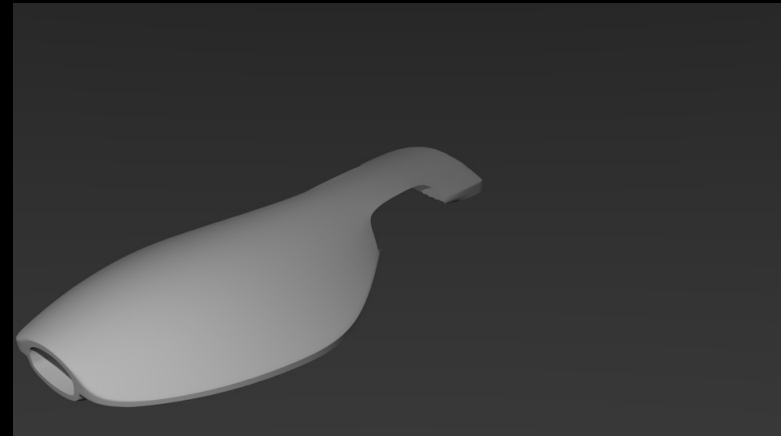
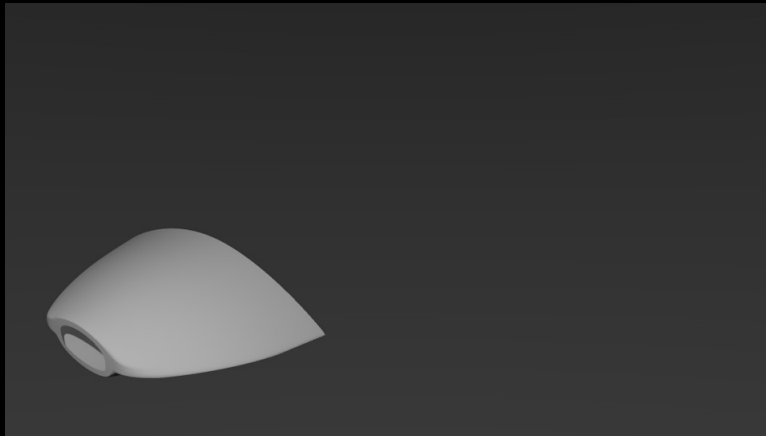
<http://conceptships.blogspot.ch/>





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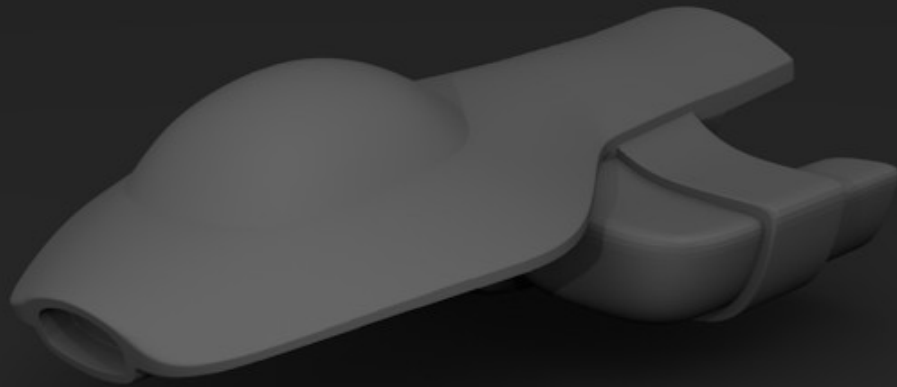
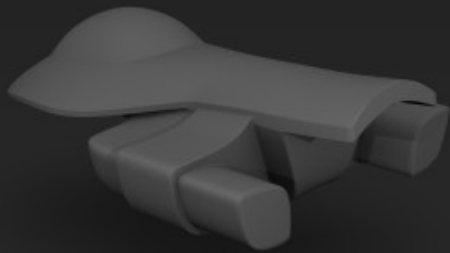
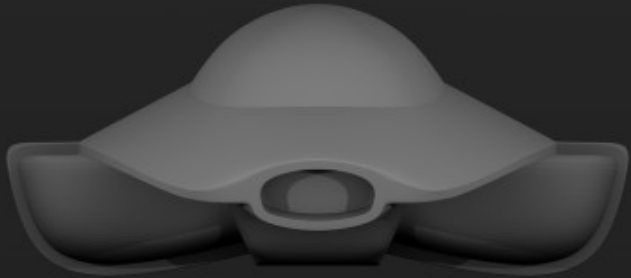
2. Modelling in Blender





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2. Modelling in Blender

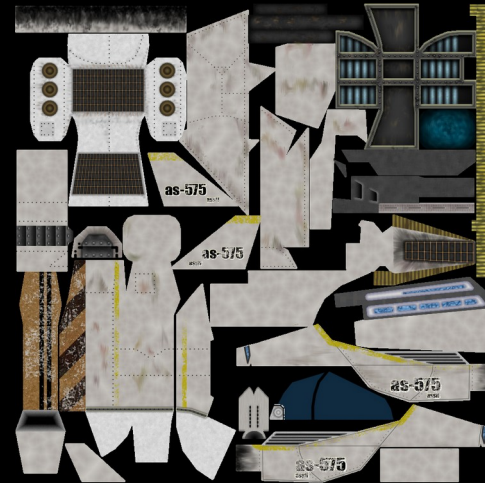
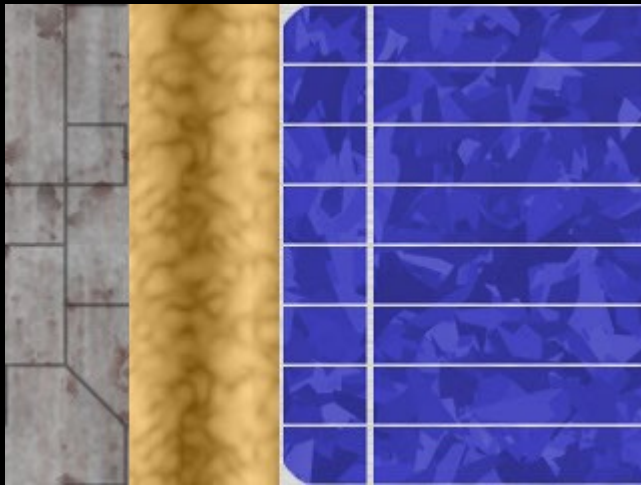




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3. Texturing

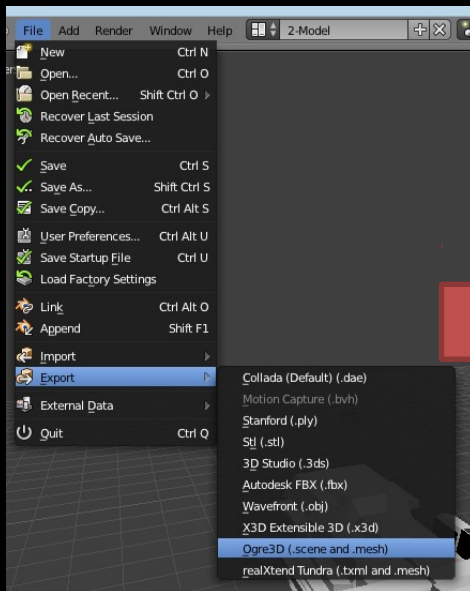
- Zeichnen von Texturen (Photoshop / GIMP)
- Mappen der Texturen auf das Modell (Blender)





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4. Export des Modells aus Blender / Import ins Spiel

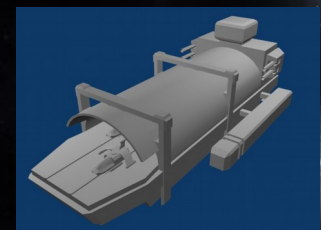
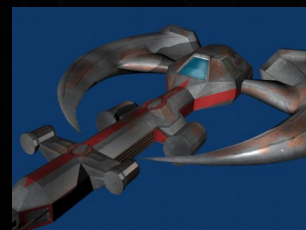
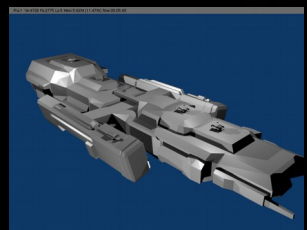
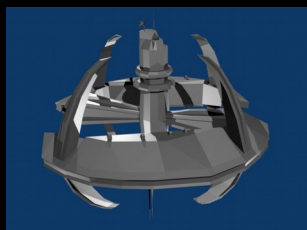
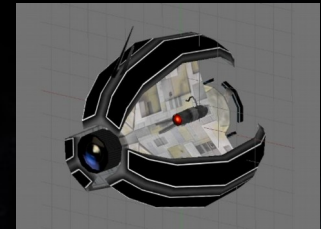
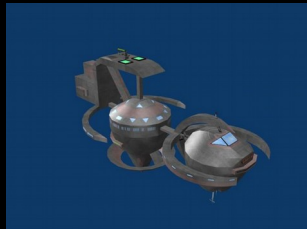
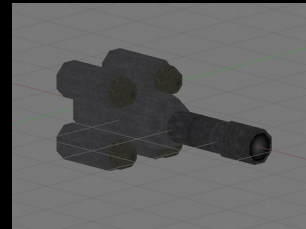
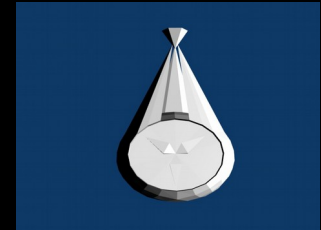
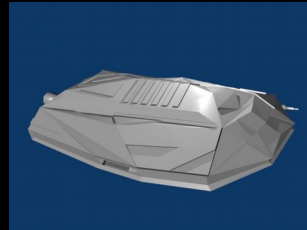
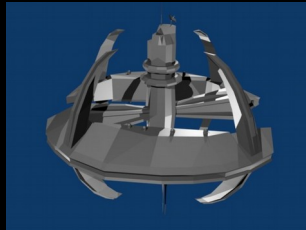


OGRE
3D Grafik engine



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Orxonox Model Collection





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http://www.orxonox.net/wiki/PPS_main

Important resources

Coding guides, help, documentation: [Coding](#) (read this!)
Installing and building Orxonox: [LinuxTardis](#)

Administrative Information

If you're a student at the ETH Zürich at the departement ITET and you're in the 3rd to 6th semester, you can participate in our Project. The Project is intended for students interested in game development or programming and modeling in general. Feel free to look on our page to find something you're interested in.

3rd to 6th Semester

Facts about our PPS for the 3rd to 6th semester:

- You get **3KP**
- The PPS takes place on **Monday, 13:15 until 16:00**
- The PPS starts on 26 September 2016
- Room: ETZ D96

For more information feel free to contact the PPS leaders:

- Maxim Aebischer (maxima@...)
- Fabien Vultier (fvultier@...)
- Florian Zinggeler (zifloria@...)

Timetable

Date	Room	Topic	Resources
26 sep	ETZ D96	Introduction and (wiki, forum, svn), Download game, Blender Tutorial	Introduction, Blender
3 oct	ETZ D96	Framework and coding tutorial and level design tutorial	Framework, Handout
10 oct	ETZ D 61.2	Choose the projects, start planning.	SVN, SVN-Handout
17 oct	ETZ D 61.2	Project Work	
24 oct	ETZ D 61.2	1st Review / Project Work	
31 oct	ETZ D 61.2	Project Work	



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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>
- Tears of Steel - Fourth Open Movie by Blender Foundation
 - <https://www.youtube.com/watch?v=R6MIUcmOul8>