

Intensive workshop

“ANIMATION AND SPACE - a blender’s guide to meshes in real-time video” in Klaipeda.

Klaipeda, Lithuania

October 14th – 17th, 2019

During this workshop students will get an insight into using blender as a formidable open source alternative to programs that are either vastly expensive or that are only available through subscriptions that bind the user to a product and that create long term costs that are problematic for artists to deal with in their professional life.

While blender offers a huge spectrum of possible areas to work in, we would focus on the specifics of combining real world with animated elements, thus providing a tool for students in all artistic disciplines to work with on future projects that are either study related (ie film projects in the area of animation) or wider set (ie creating visuals for architectural or sculptural applications).

In the four days of our visit we’ll focus on blender as an open source alternative to commercial software but also widen the perimeter to other alternative software that will provide an alternative digital toolset to students in all artistic disciplines. We’ll provide the basic set of skills for using blender on any computer system students bring to the class, showing step by step the different stages of creating a scene, integrating video layers, working with tracking systems and so on. Emphasis is put on working phases that offer ample time for students to transfer the shown steps to their own project.

The workshop are open to students from disciplines: all artistic disciplines.

Level: all levels

Every participating student should bring his/her own computer.

The most recent version of blender 2.8 (even if that might still be in beta at that time) should already be installed (www.blender.org)

The teachers of the workshop are:

Oliver Wetterauer (Teacher, Digital Media, Fine Art)

and Volker Menke (Teacher, Digital Media, Architecture)

from the State Academy of Art and Design Stuttgart.

Additional information about lecturers:

www.meintrautesheim.de

<http://adobealternativen.abk-stuttgart.de/engl/>

Timetable

Monday 14th

10 am – 12 pm	Presentation of the workshop / introduction to blender
12 pm – 13 pm	Lunch break
13 pm – 15 pm	Modelling / materials and lights

Tuesday 15th

10 am – 12 pm	Modelling 2 / materials and textures
12 pm – 13 pm	Break
13 pm – 15 pm	Modelling 3 / textures 2

Wednesday 16th

10 am – 12 pm	Animation / physics
12 pm – 13 pm	Break
14 pm – 15 pm	Rigging / animation 2

Thursday 17th

10 am – 12 pm	Camera tracking - guided
12 pm – 13 pm	Break
14 pm – 17 pm	Individual small project with camera tracking