

Week 14 Hard Surface Character Modelling

Robot Model

Welcome everyone

CI474 Introduction to Modelling & Animation

CI474 Module Structure Semester 2

	Semester 2 Starts 8 February 2021
14	Hard Surface Character - Robot Week 14 - Visual Research, Artwork Model Reference Planes and Head
15	Hard Surface Character - Robot Week 15 - Body and legs.
16	Hard Surface Character - Robot Week 16 - Arms and Detail
17	Hard Surface Character - Robot Week 17 - Details and Hierarchy. Prep for animation
18	Hard Surface Character - Robot

20	Animation Principles Week 20 - Throwing an Axe. Understanding weight and momentum.
X	Easter Break Term Ends March 26 th Term Begins April 19 th
21	Dynamics Week 9 - Basic Principles & toolset, Pool table, & Newtons cradle exercise
22	Character Animation Week 10 - Moving the Robot's head using keyframes.
23	Character Rigging Week 11 - Prepare for animation of robot using skeleton hierarchy
24	Character Rigging Week 11 - Skeleton Hierarchy and Simple rigging workflows
25	Character Animation Week 12 - Animate the character using the rig
R	Assessment Feedback Session Revision Workshop - Deadline: Mon 20 th at 15:00

CI474 Module Assessments

1

Assessment 1, 30%

CI474 Portfolio 01 2020-21

Storyboard, Concept Art, Report, 3d Scene.

Create a game level, animated cut scene or film.

Deadline Jan 21 at 15.00

Handout week 4 - in class .

2

Assessment 2, 70%

Using the art from Assessment 1 Model Texture Light and Animate your model

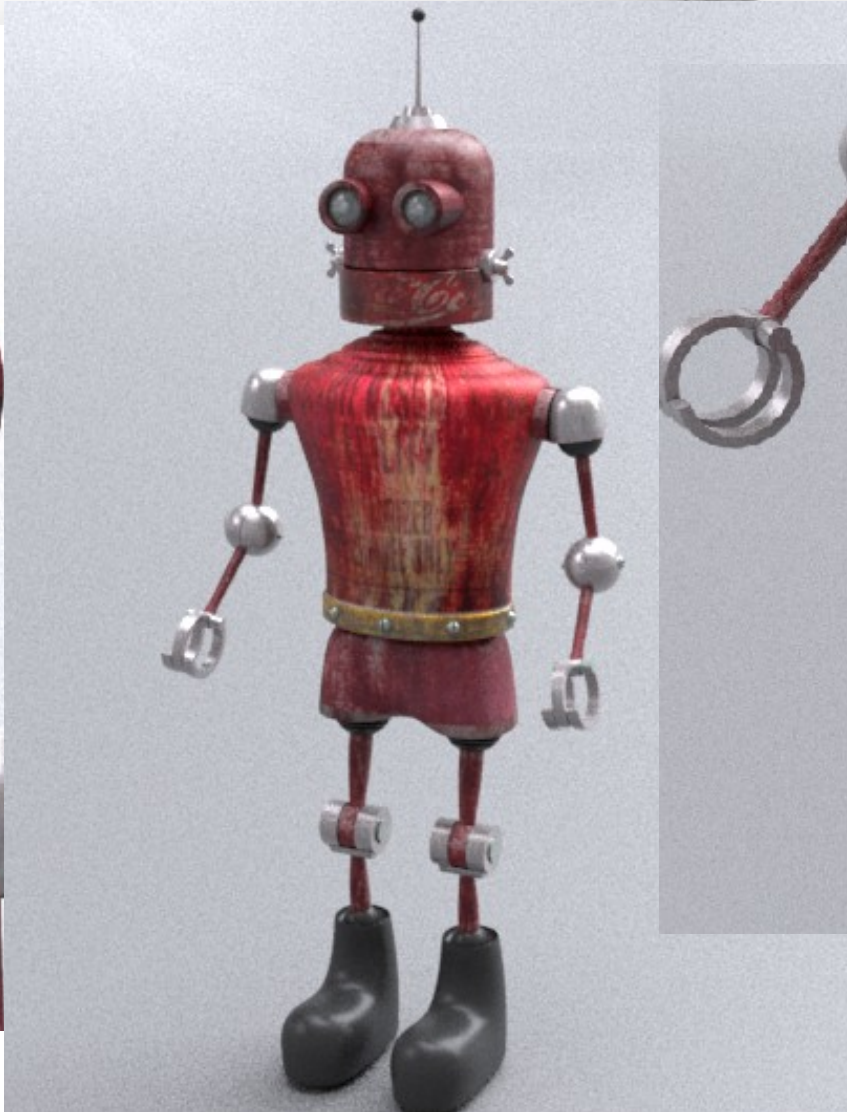
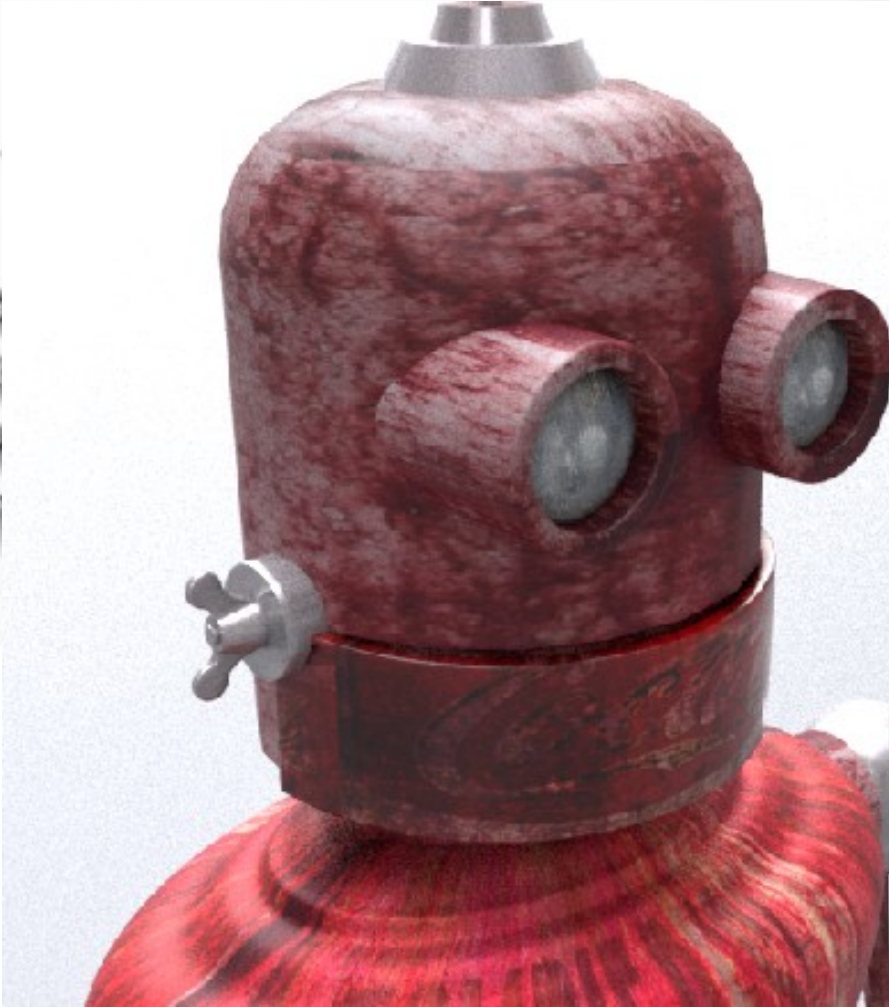
Model and Environment, Report.

Animate your model in its environment.

Deadline May 20th at 15.00

Handout week 4 - in class.

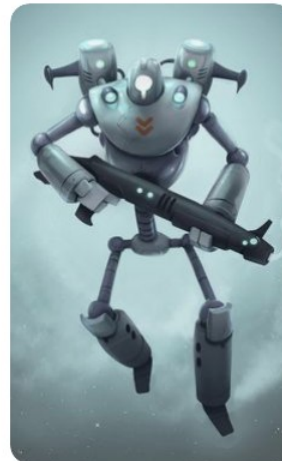
Hard Surface Character Model - Robot



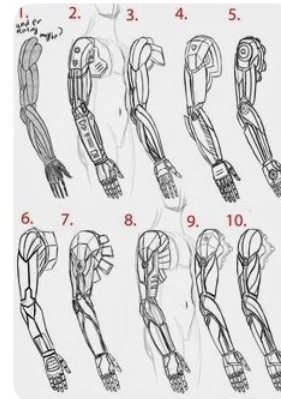
Visual Research



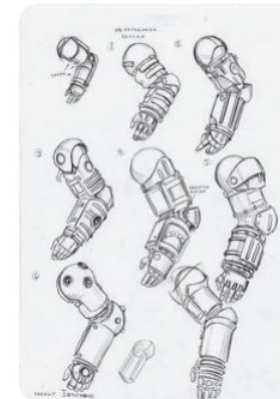
I Recreate Soviet Posters By Replacing The Workers With...



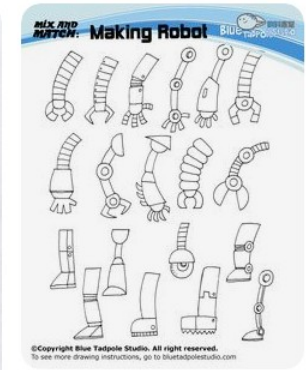
40 Captivating Robot Concepts and Illustrations | Concept...



More Art reference, tips, and some art I think is cool.



PA arms 1 by TugoDoomER on DeviantArt



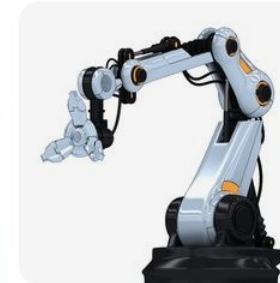
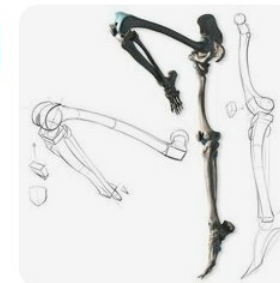
How to draw



A Droid a Day



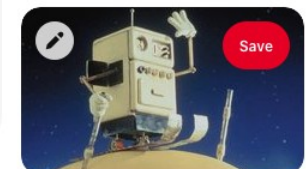
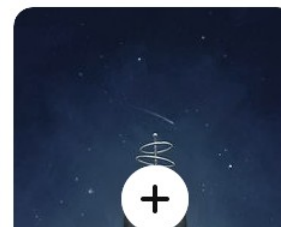
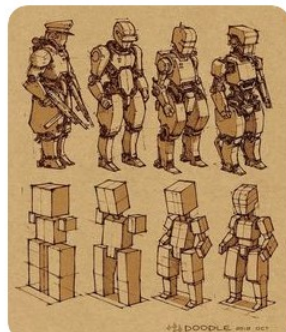
How to draw



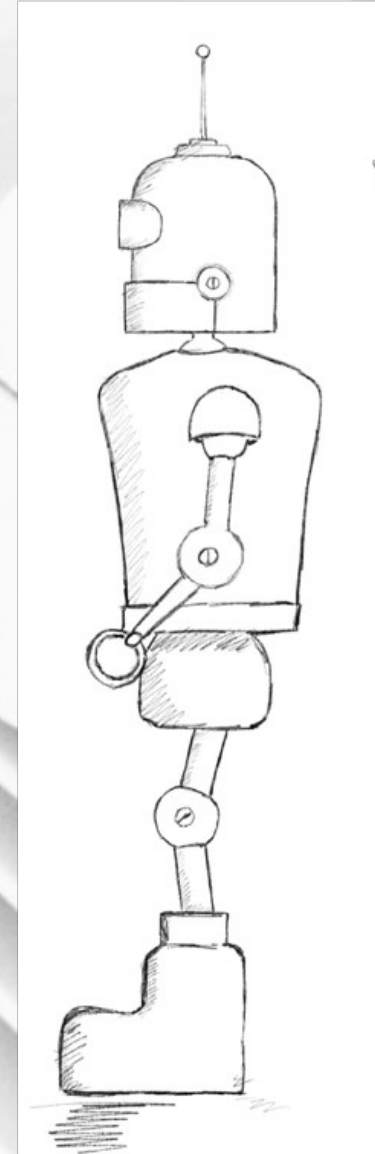
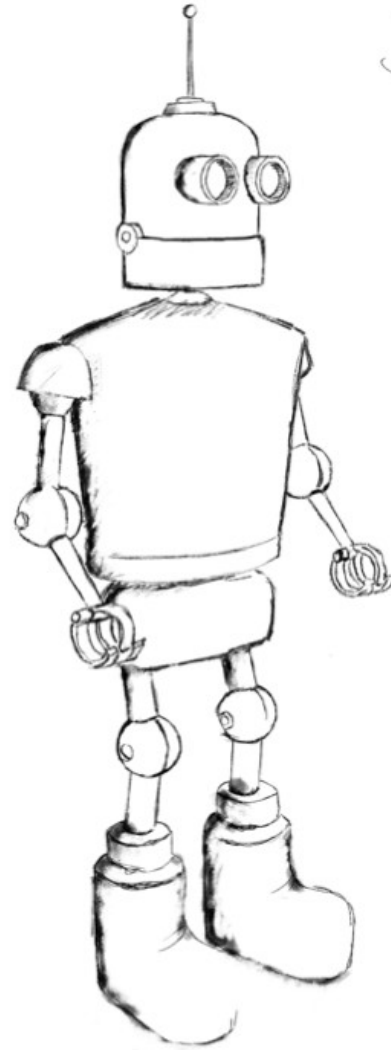
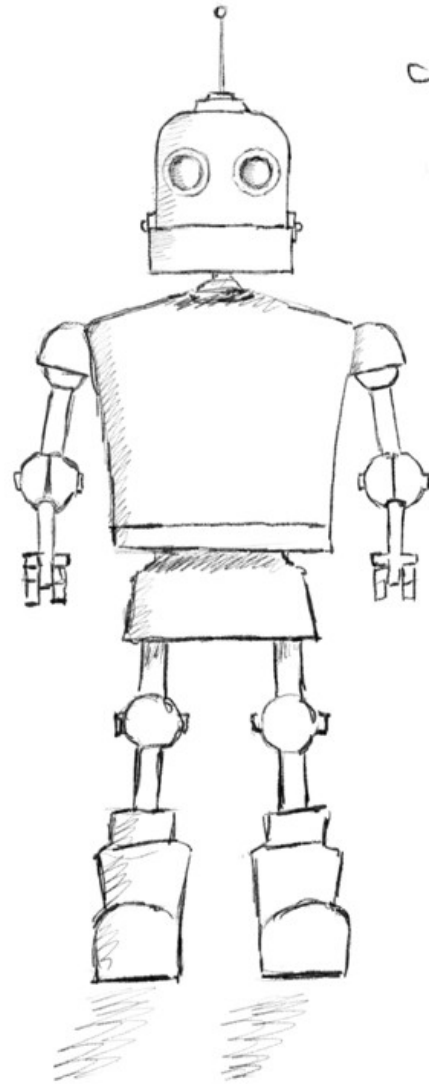
industrial robot arm max



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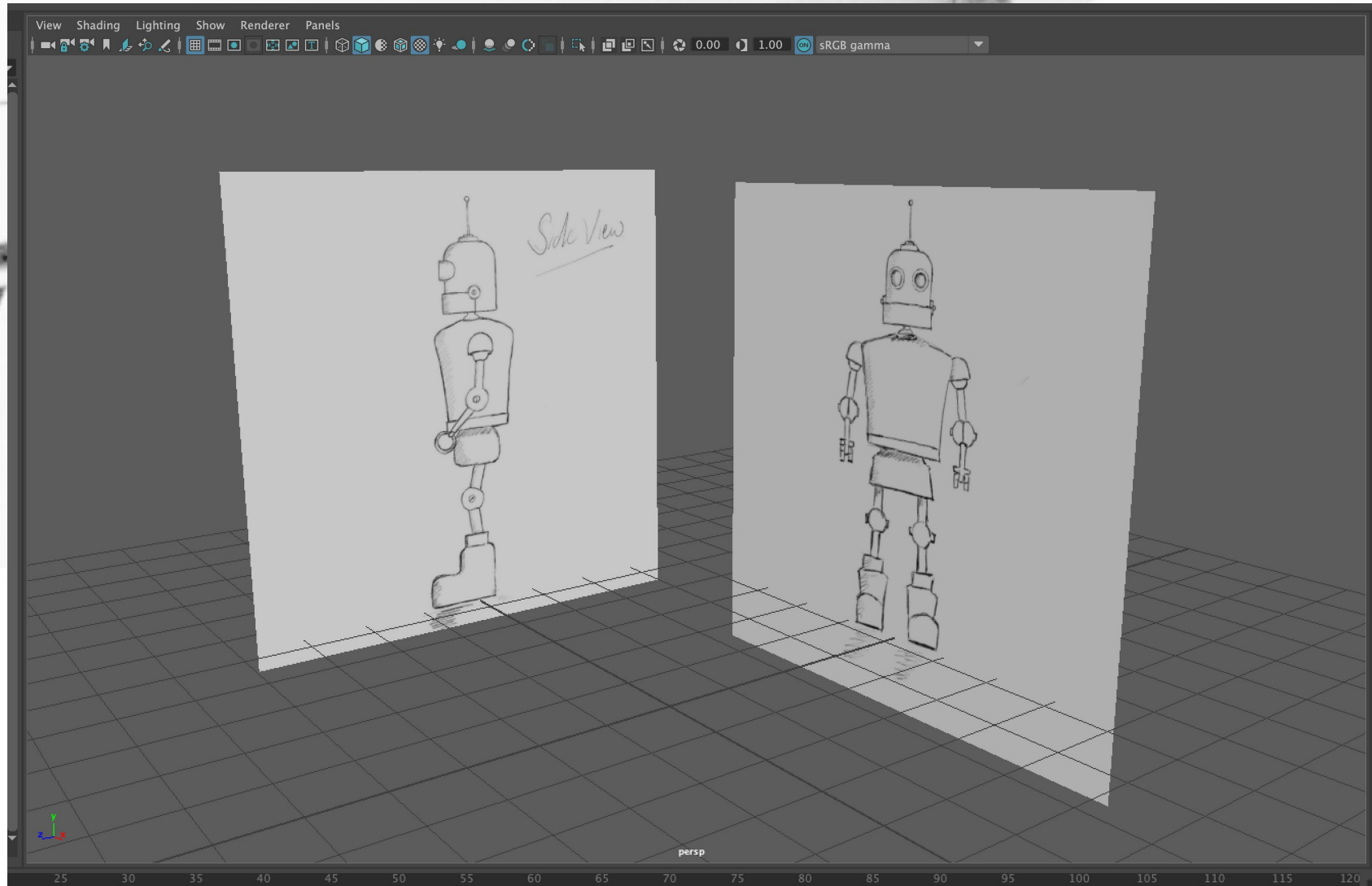


Artwork

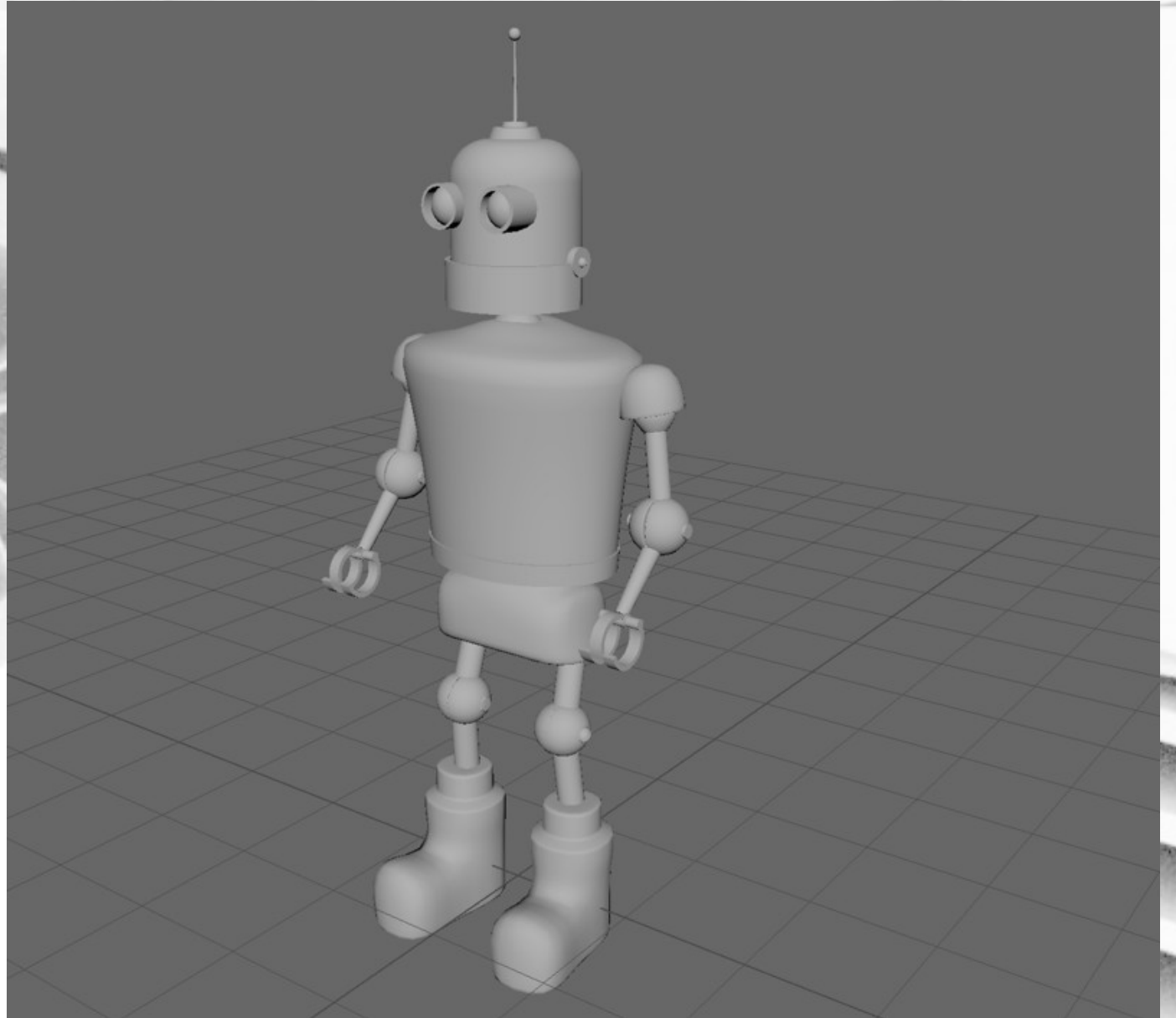




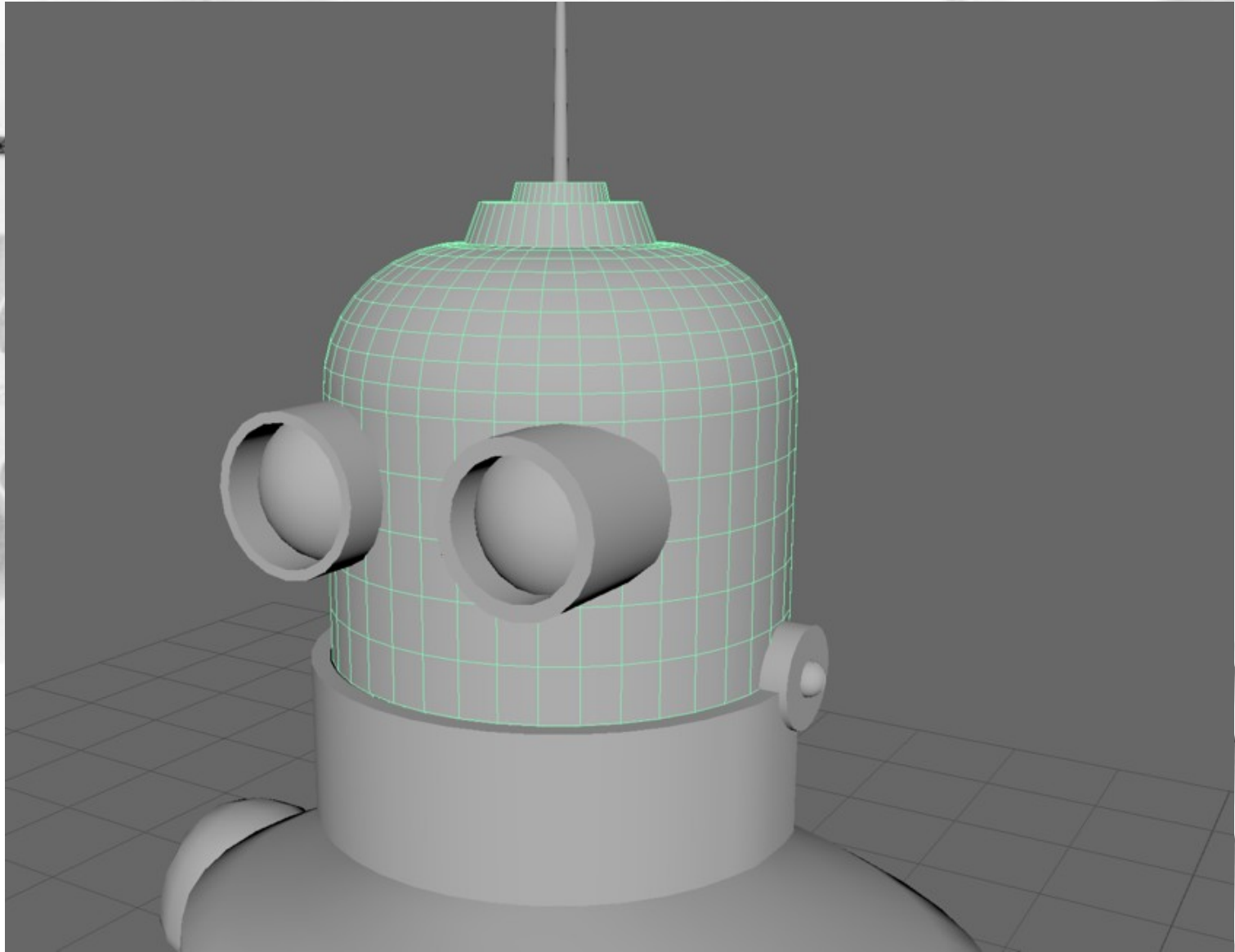
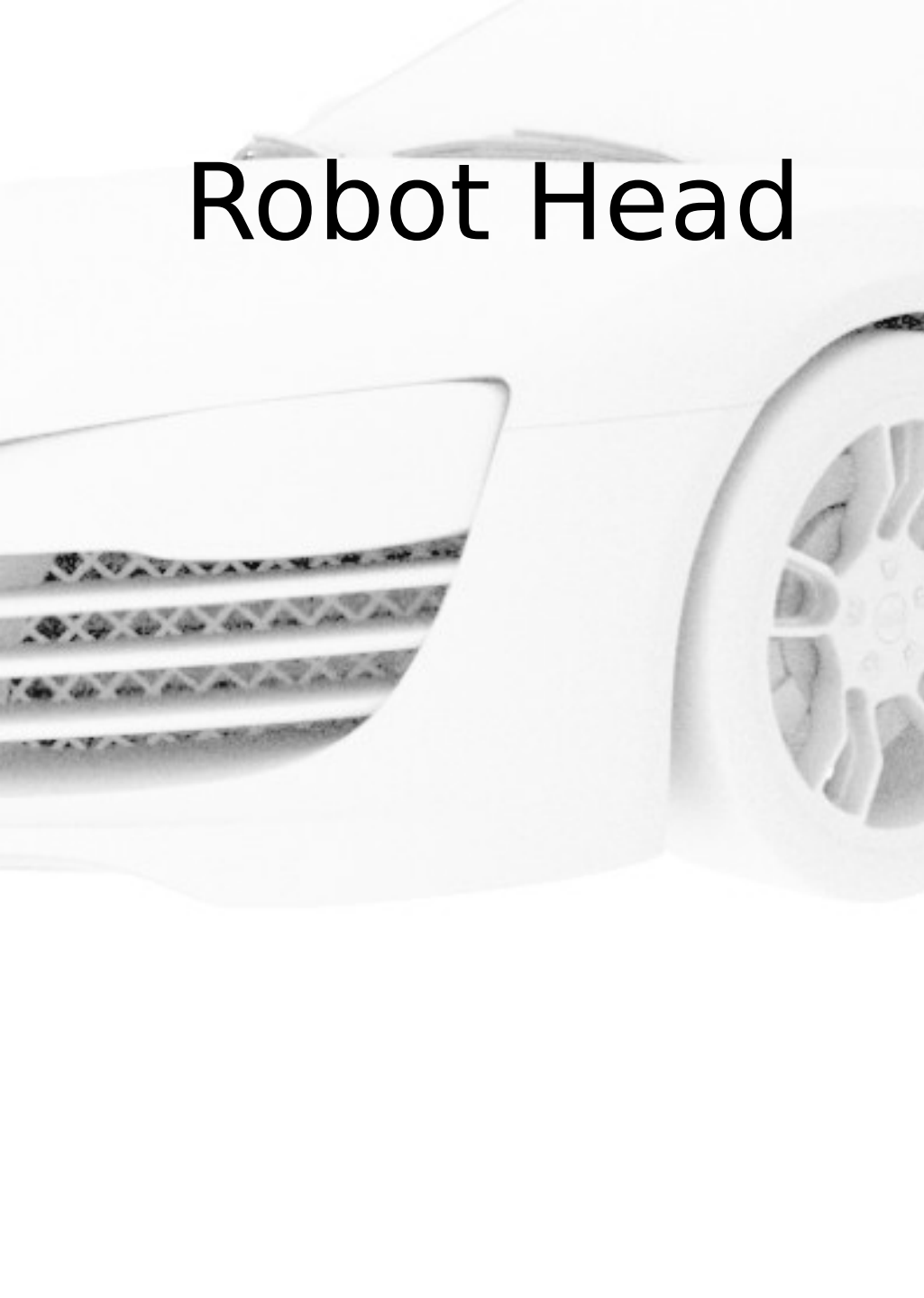
Reference Planes



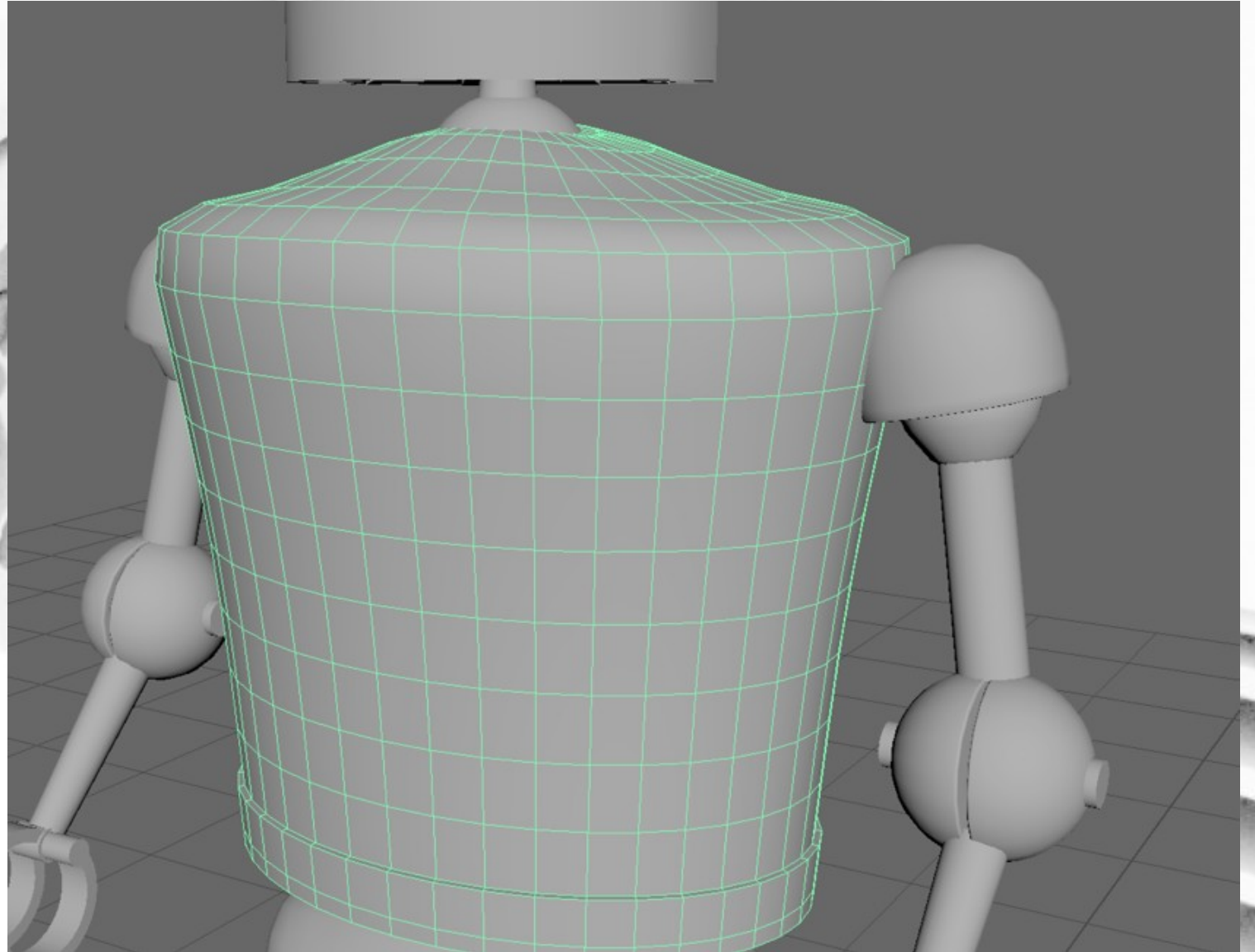
Robot Model



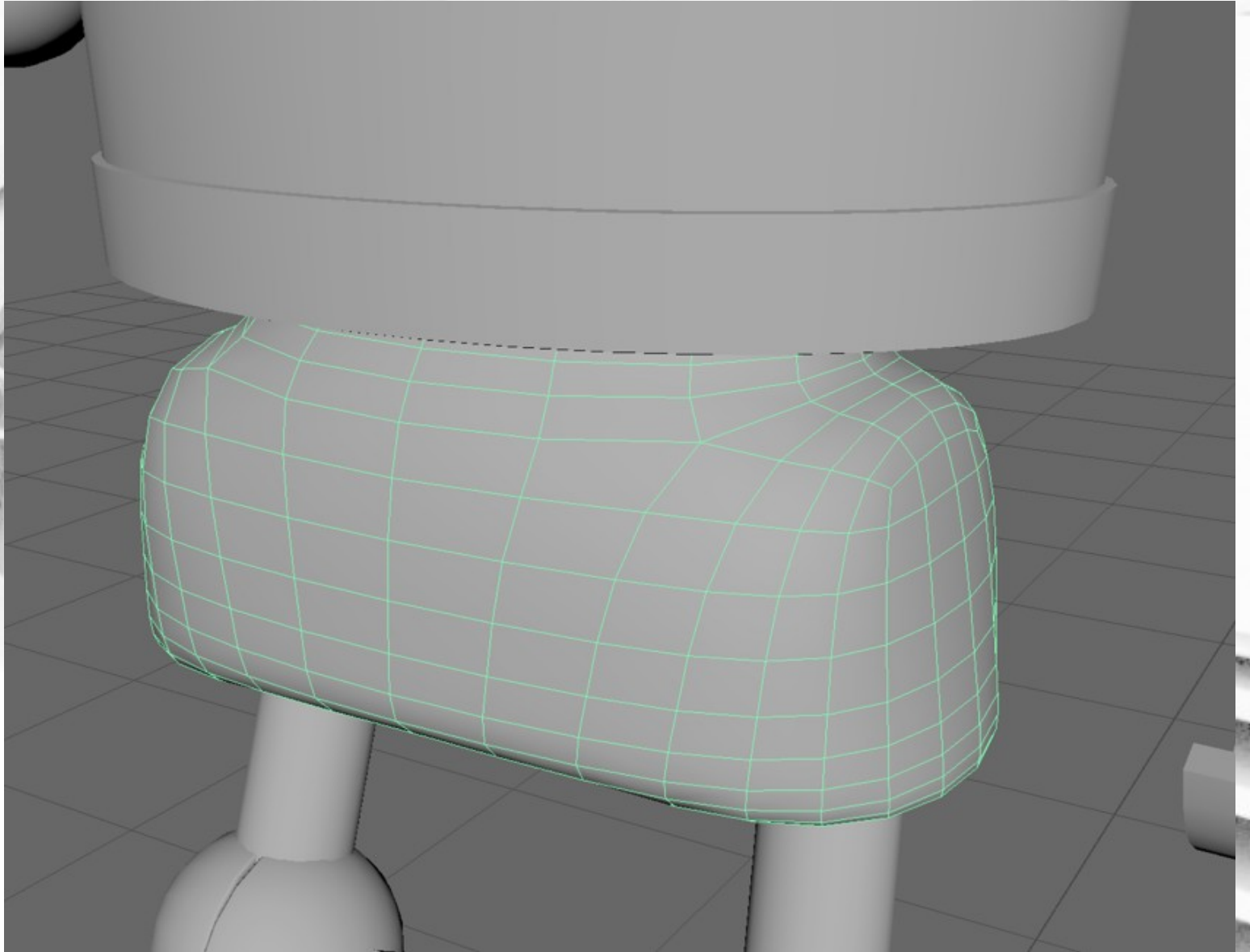
Robot Head



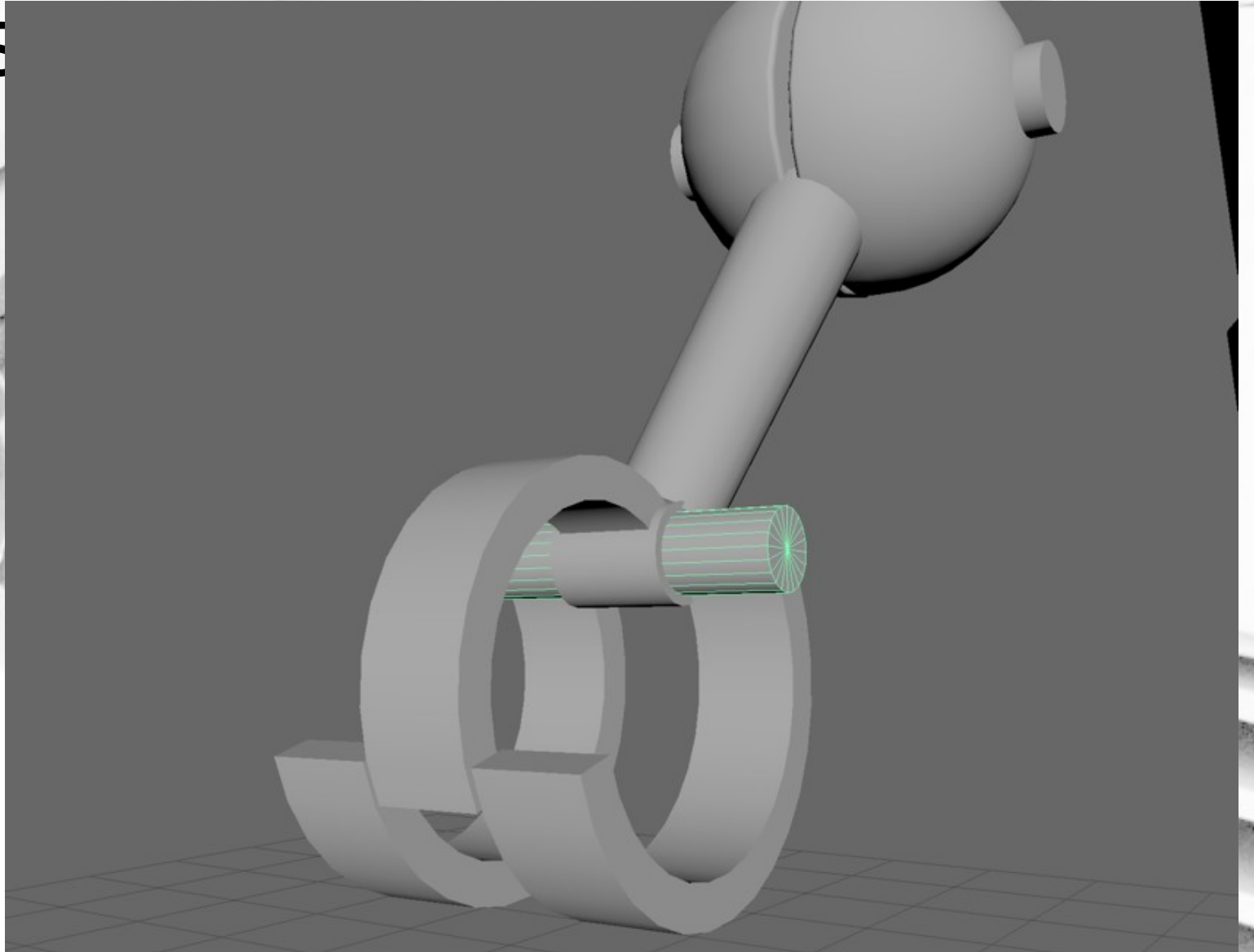
Robot Body



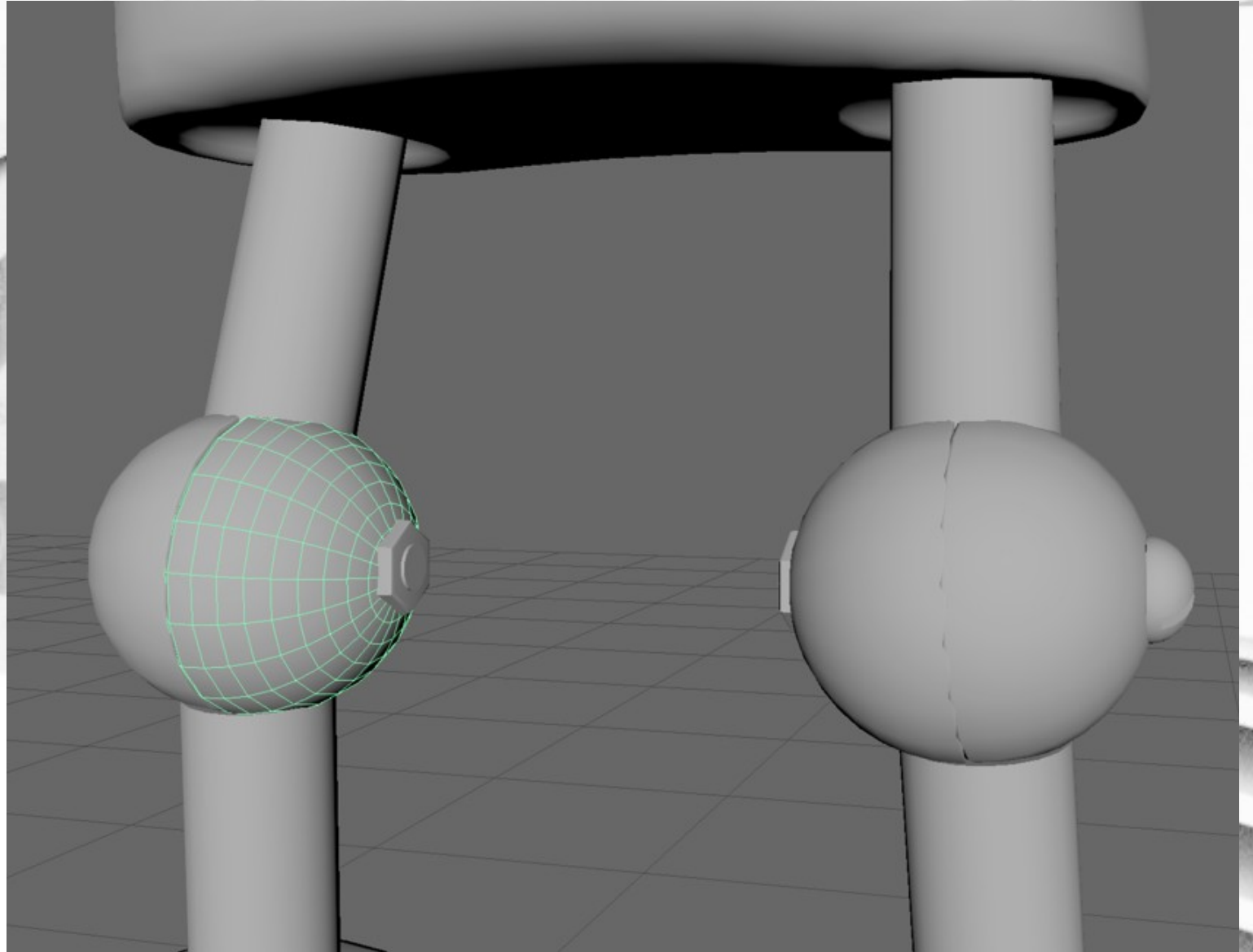
Robot Short



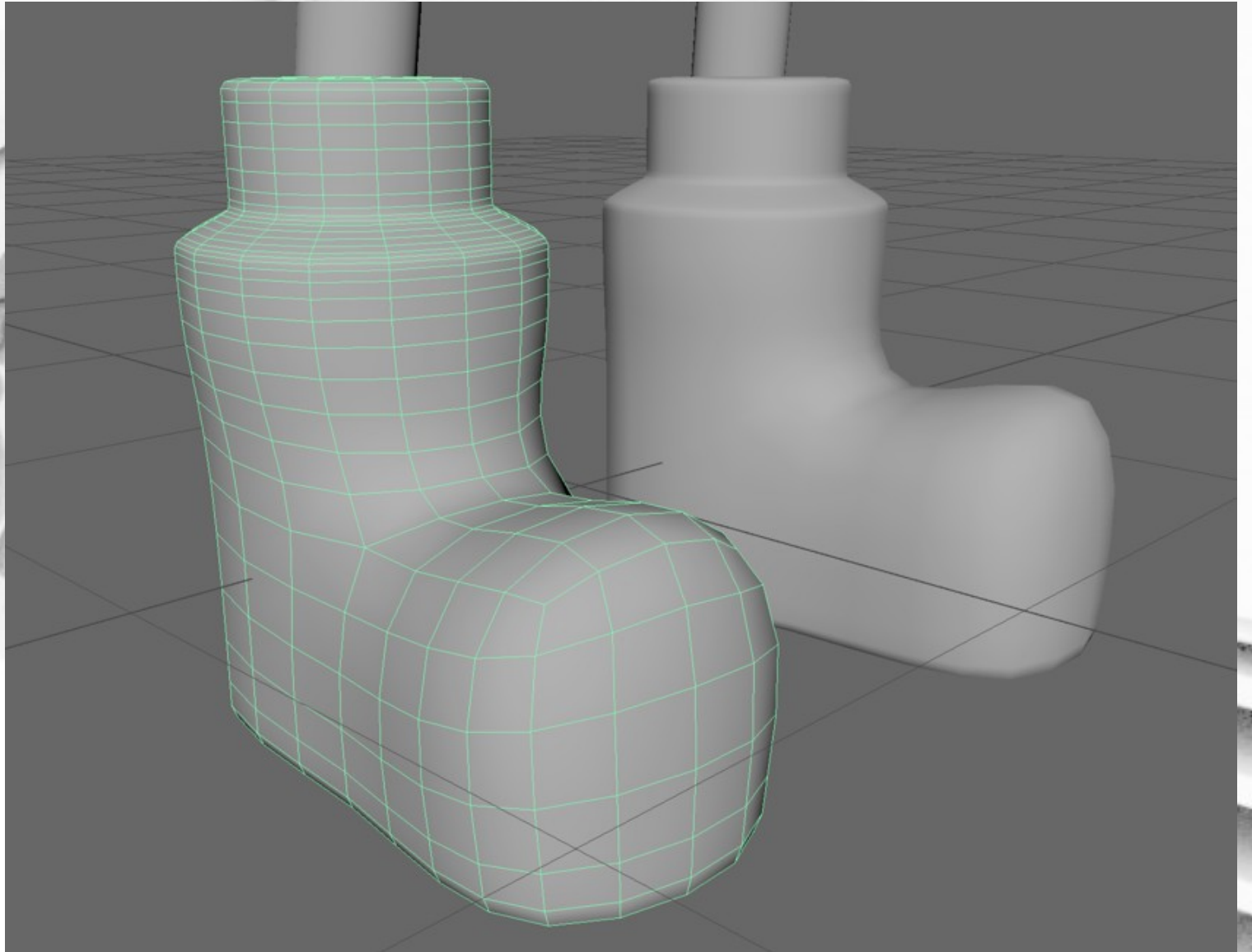
Robot Hands



Robot Knees



Robot Feet



Lesson Assets

My Studies > CI474 Module area > Study materials >

*Week 14 Robot – Hard Surface Character Model – NOTES and LESSON
ASSETS*

CI474 Introduction to Modelling & Animation