

A 3D rendering of a white unicorn standing in a forest. The unicorn has a single horn and is holding a long, silver sword with a green hilt. It is wearing a blue cloth around its neck. The background consists of trees and foliage.

# Animare in Blender

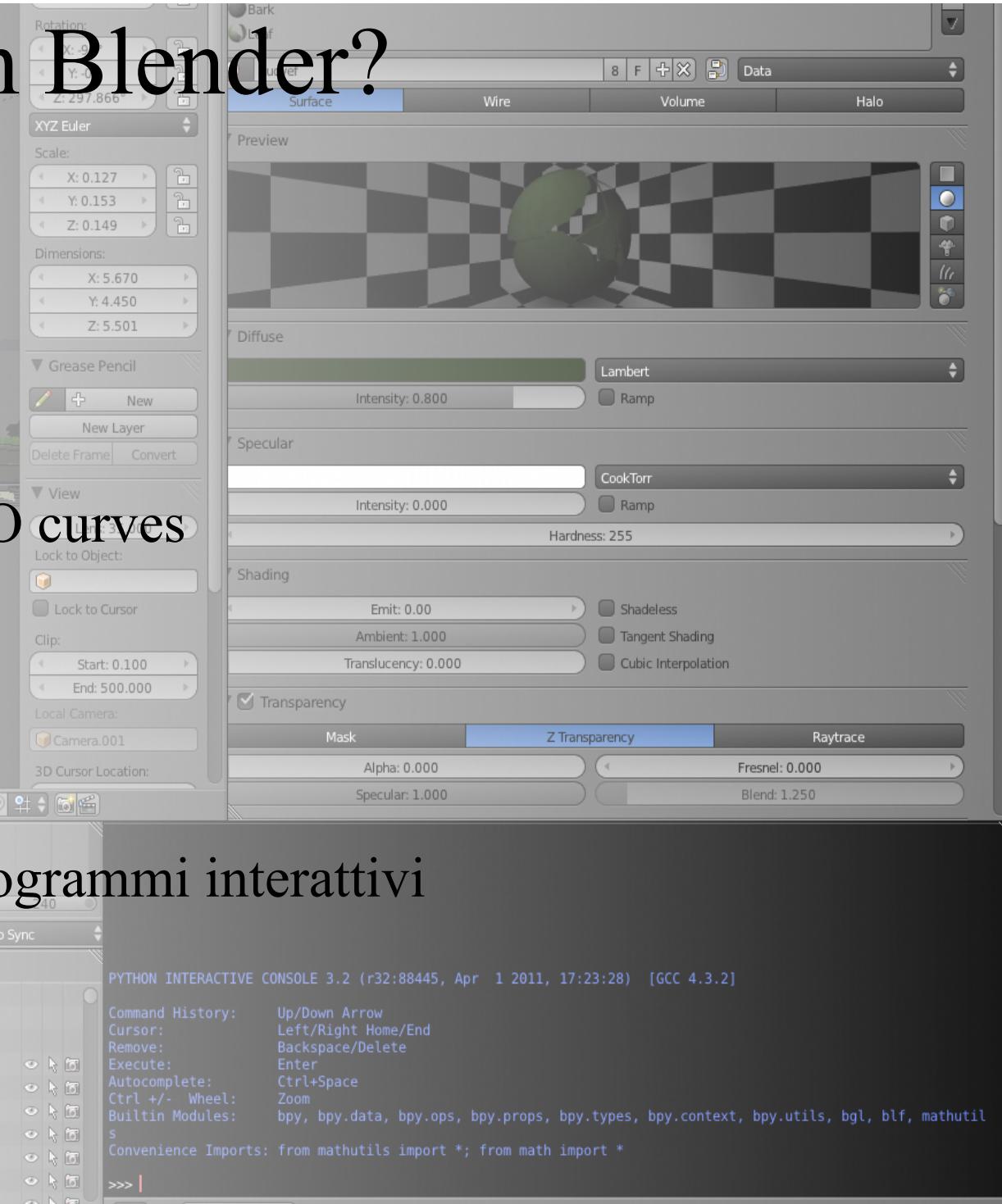
# Blender 3D



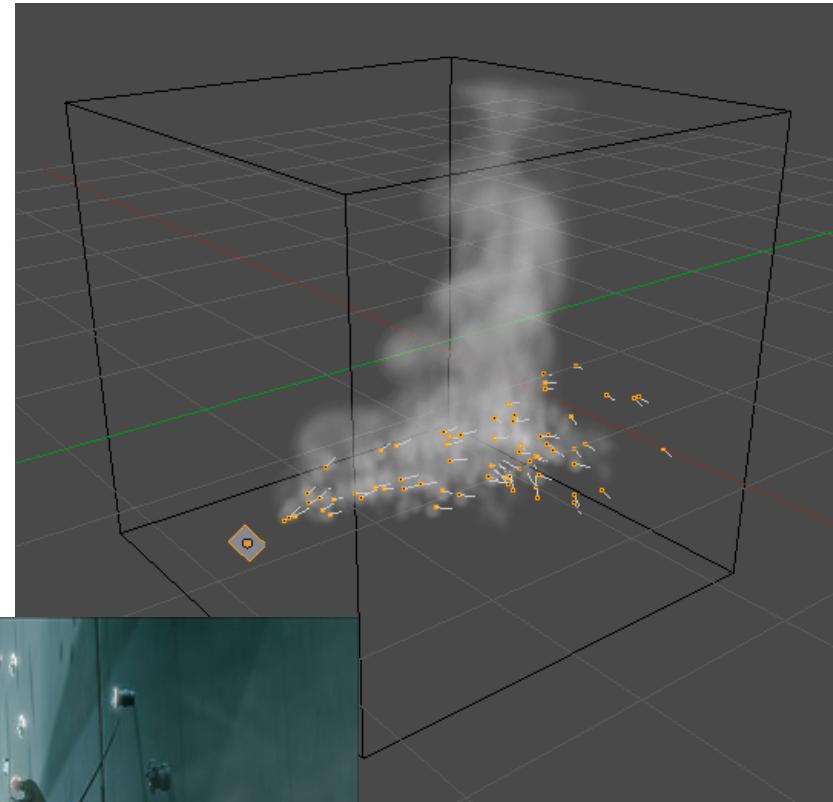
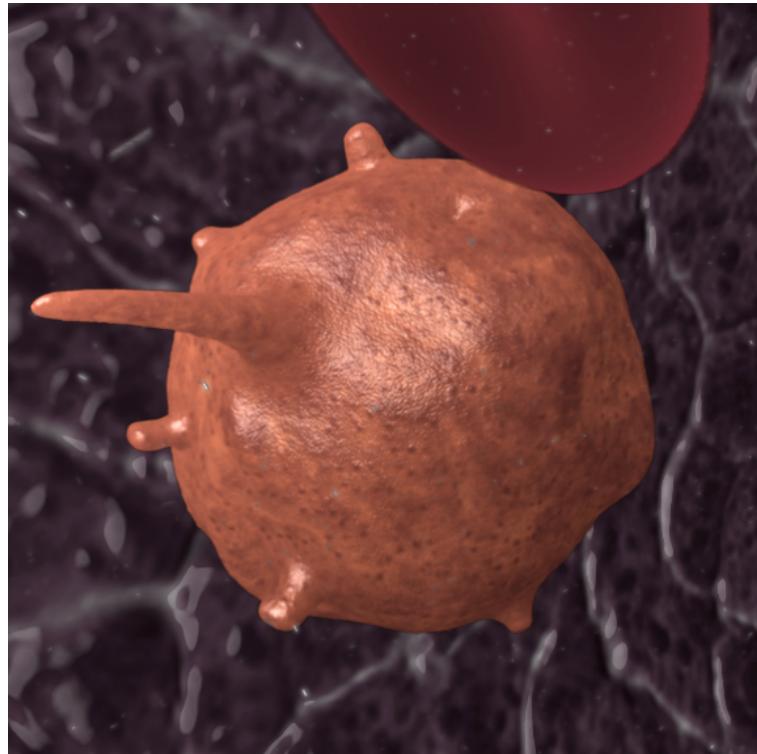
- Programma Open Source... gratuito, esplorabile, modificabile
- Nasce come software interno alla NeoGeo (Olanda) nel 1995
- Dopo varie vicissitudini, nel 2002, viene reso Open Source e nasce la Blender Foundation.
- Lo sviluppo continua dal 2002 a oggi, grazie alla Blender Foundation e alla comunita' di sviluppatori nel mondo.
- Grandi cambiamenti dalla versione 2.48 alla 2.5

# Cosa si puo fare con Blender?

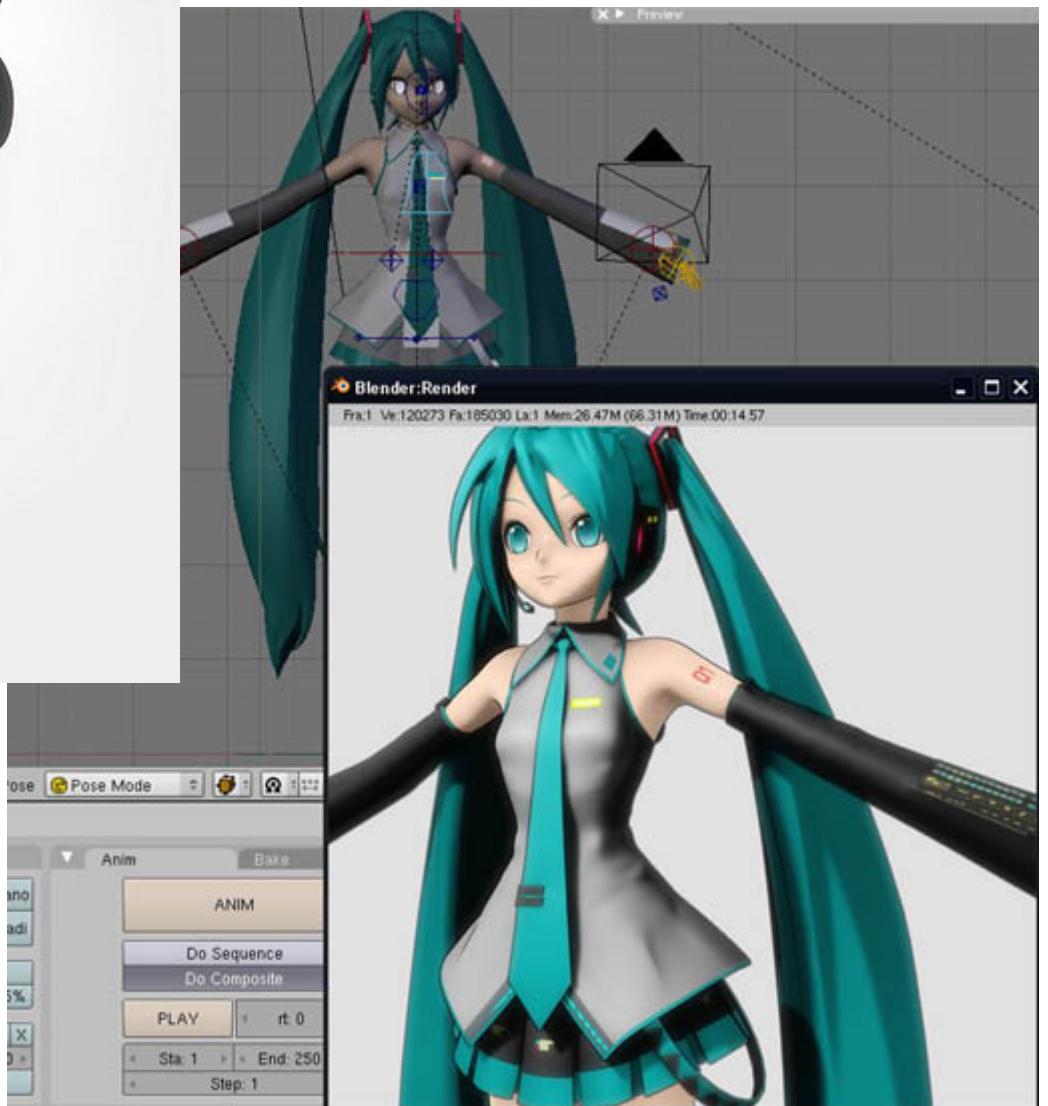
- Modellazione
- Texture painting
- Rigging
- Animazione di oggetti con IPO curves
- Animazione scheletrica
- Compositing
- Editing video
- Simulazione fisica
- Creazione di videogiochi e programmi interattivi
- Python scripting



# Animazione



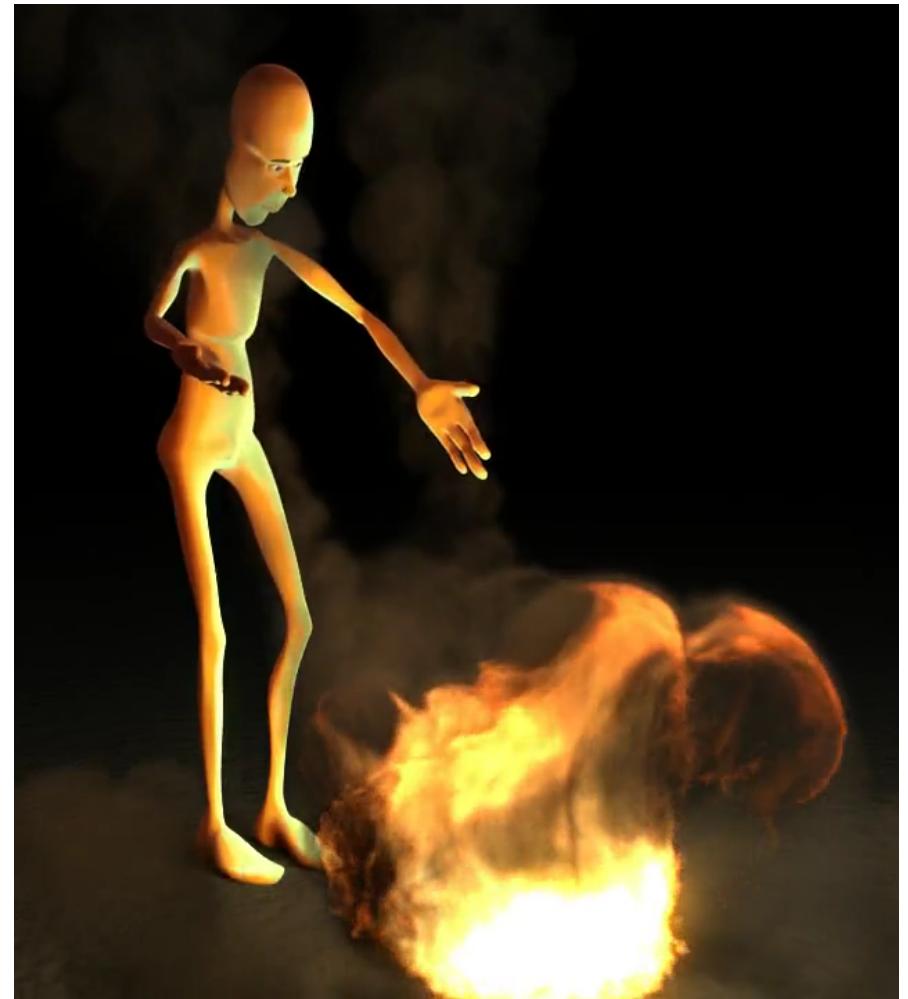
# Non solo cartoni....



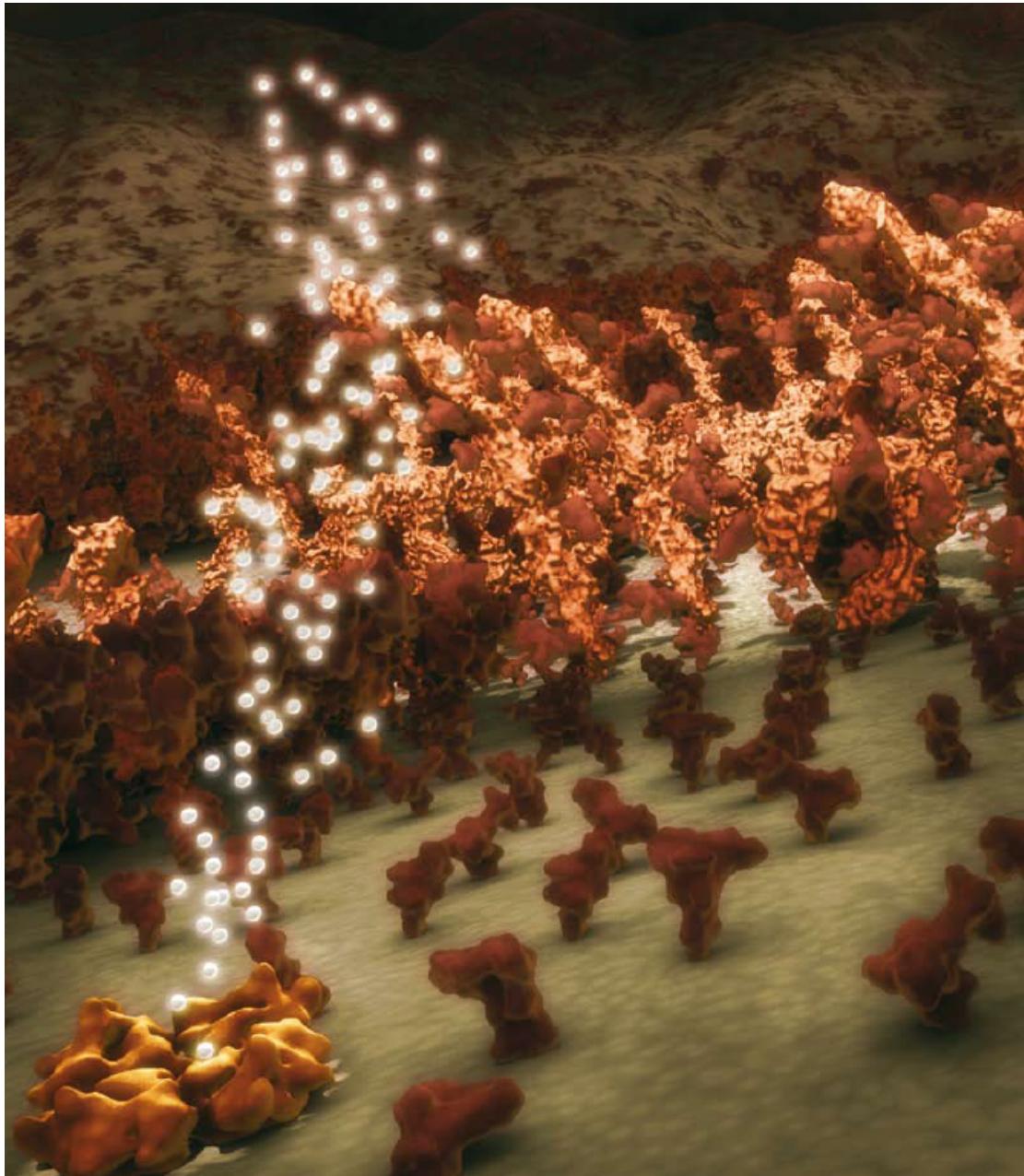
ma anche effetti speciali



# Simulazione del mondo fisico



# Animazione scientifica



# Videogiochi e programmi interattivi



# E un sacco di altre cose...



pixelard

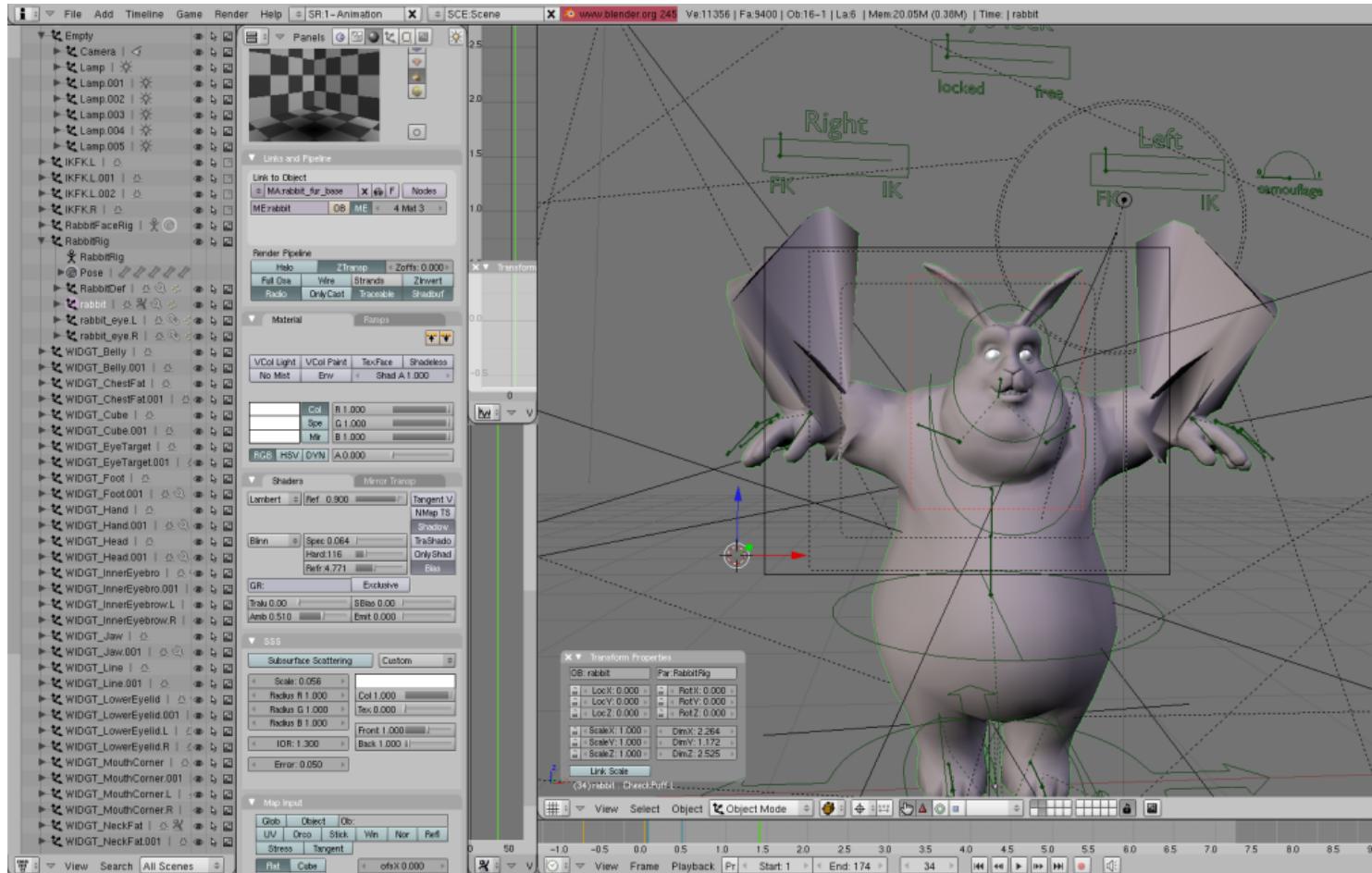


luxrender



"Green Frog" - materials/lighting/render by Radiance (Blender 2.45 - LuxBlend) with LuxRender v0.1 - model/textures courtesy of Massimo Rygi

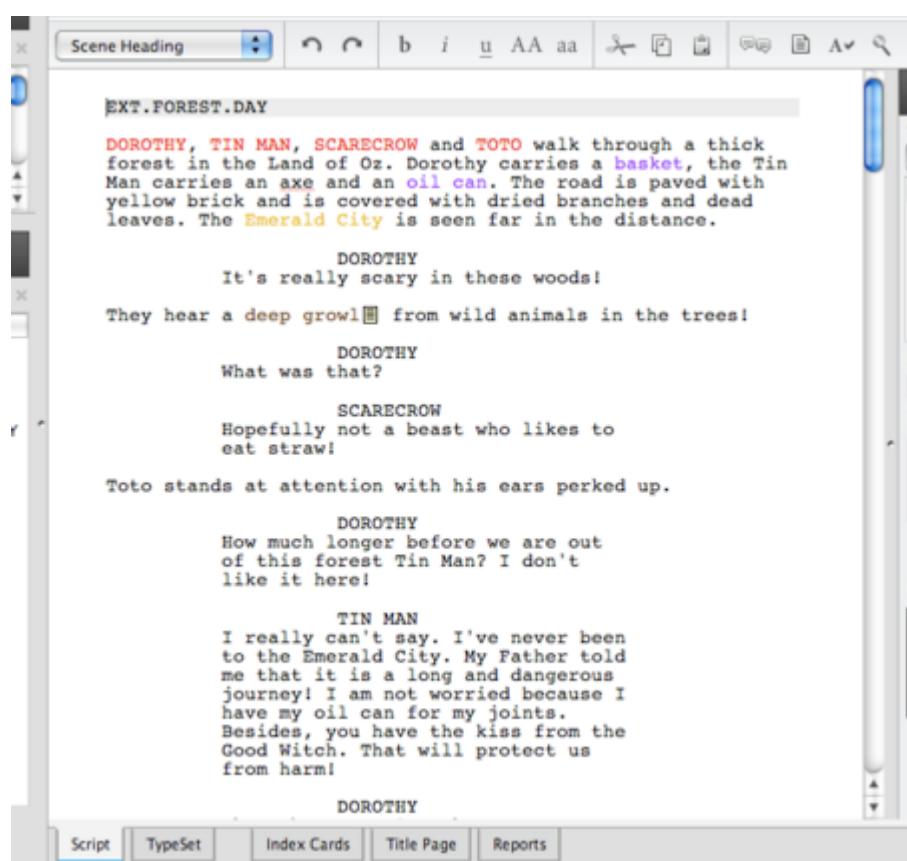
# Ci soffermeremo in dettaglio sul il filmato di animazione propriamente detto, in quanto abbraccia una quantita' di strumenti molto ampia.



# Ancora prima di Blender.

L'idea...

una storia pre-esistente o scritta apposta...



1 EXT - BARREN / SNOWY LANDSCAPE - DUSK (INTRO)

Swirls of snow obscure the rocky formations of a mountain ridge. A bleak and barren landscape moves under us. In the distance a half-dozen figures zigzag through the snow.

Five ragged men attack a young girl, SINTEL, who brandishes a spiked spear. She spins and parries, whips around and knocks a man into the snow. Panting, she grabs his weapon - a double-bladed staff.

Someone slashes at her leg and Sintel twists in pain, roaring. Sintel lashes out venomously. Before long all five bandits lie motionless at her feet.

Sintel staggers forward, breathing hard. Her face betrays her exhaustion; she limps on into the biting cold.

SHAMAN (V.O.)  
You're lucky to be alive. Many strong men have fallen to the gatekeepers.

Finally she collapses into the snow, her eyes shut tight.

BLACK.

SHAMAN (V.O.) (cont'd)  
Here, take a sip.

2 INT - DARK SHAMAN'S HUT - DUSK (INTRO)

Blinking through watery eyes, SINTEL sips the steaming broth from a copper dish. The wrinkled face of a SHAMAN examines her from the shadows.

SHAMAN  
What brings you to the edge of the world?

Sintel stares into the broth numbly.

SINTEL  
I am searching for someone I love.

SHAMAN  
A sibling, perhaps? A lover?

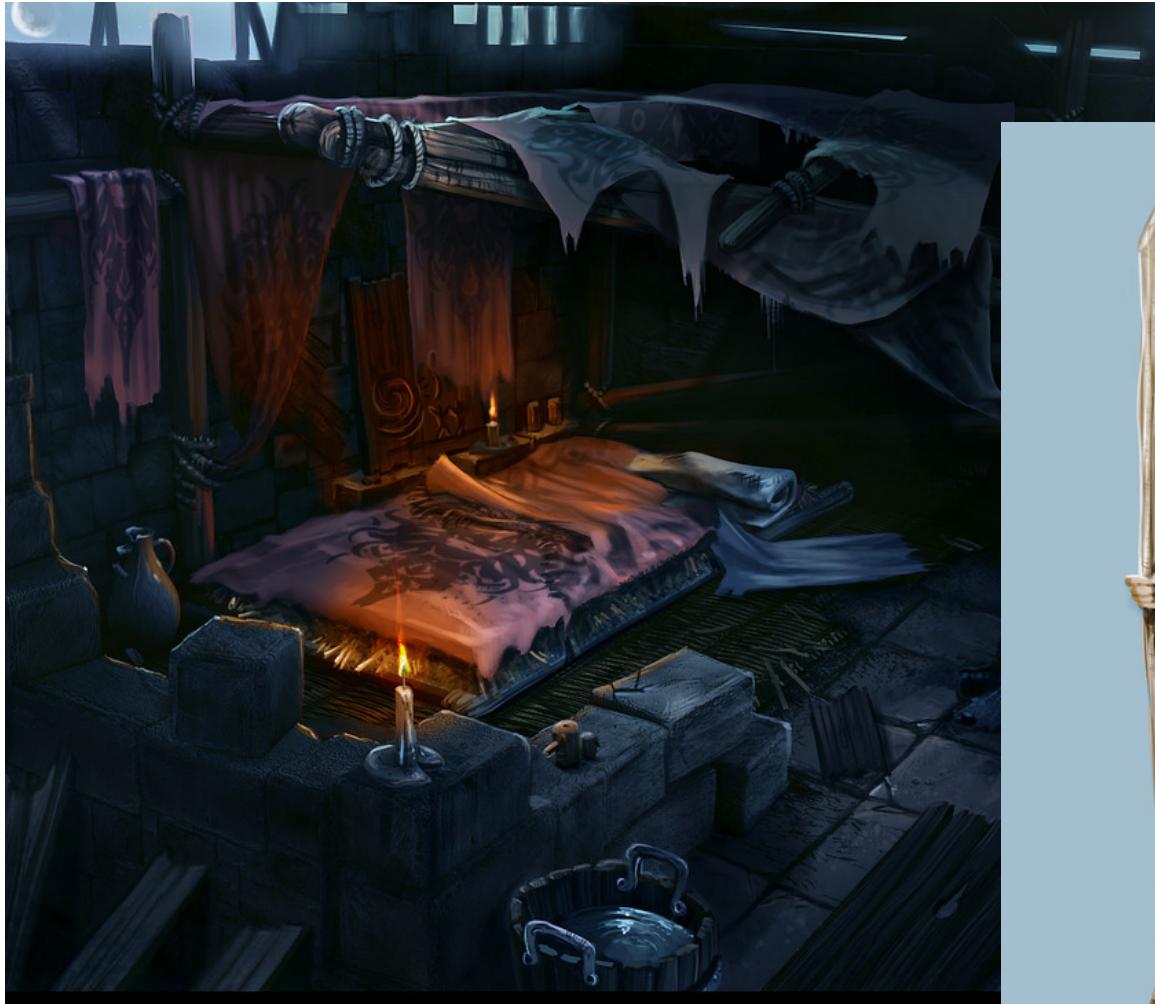
SINTEL  
(looking up)  
A dragon.

SLAM CUT to BLACK.

Schermata Celtx - il Mago di Oz

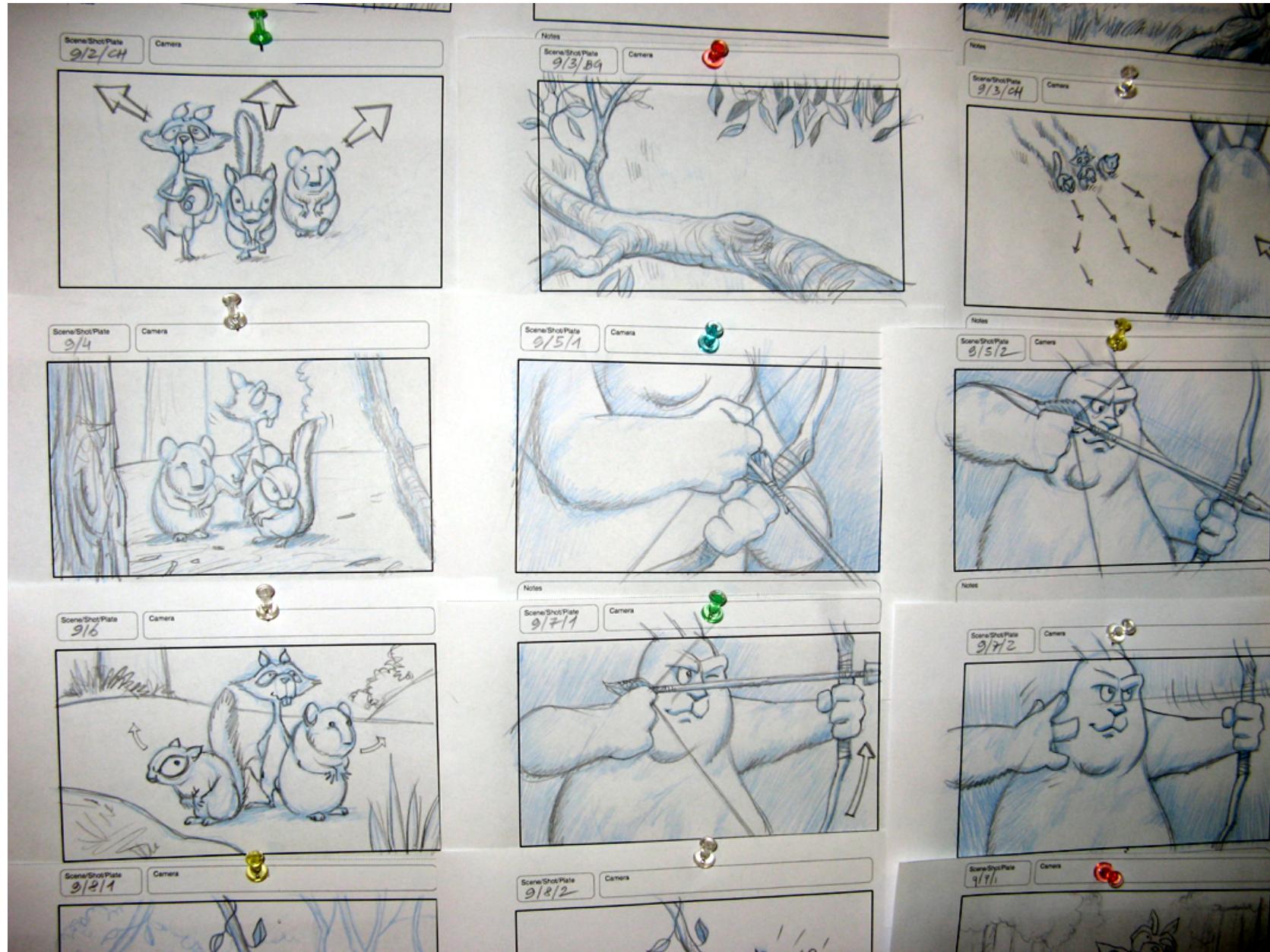
Sceneggiatura di Sintel

Tipica della CG (ma anche dell'animazione tradizionale - e non solo) la produzione di artwork.



Gli scenari, i personaggi, gli oggetti...

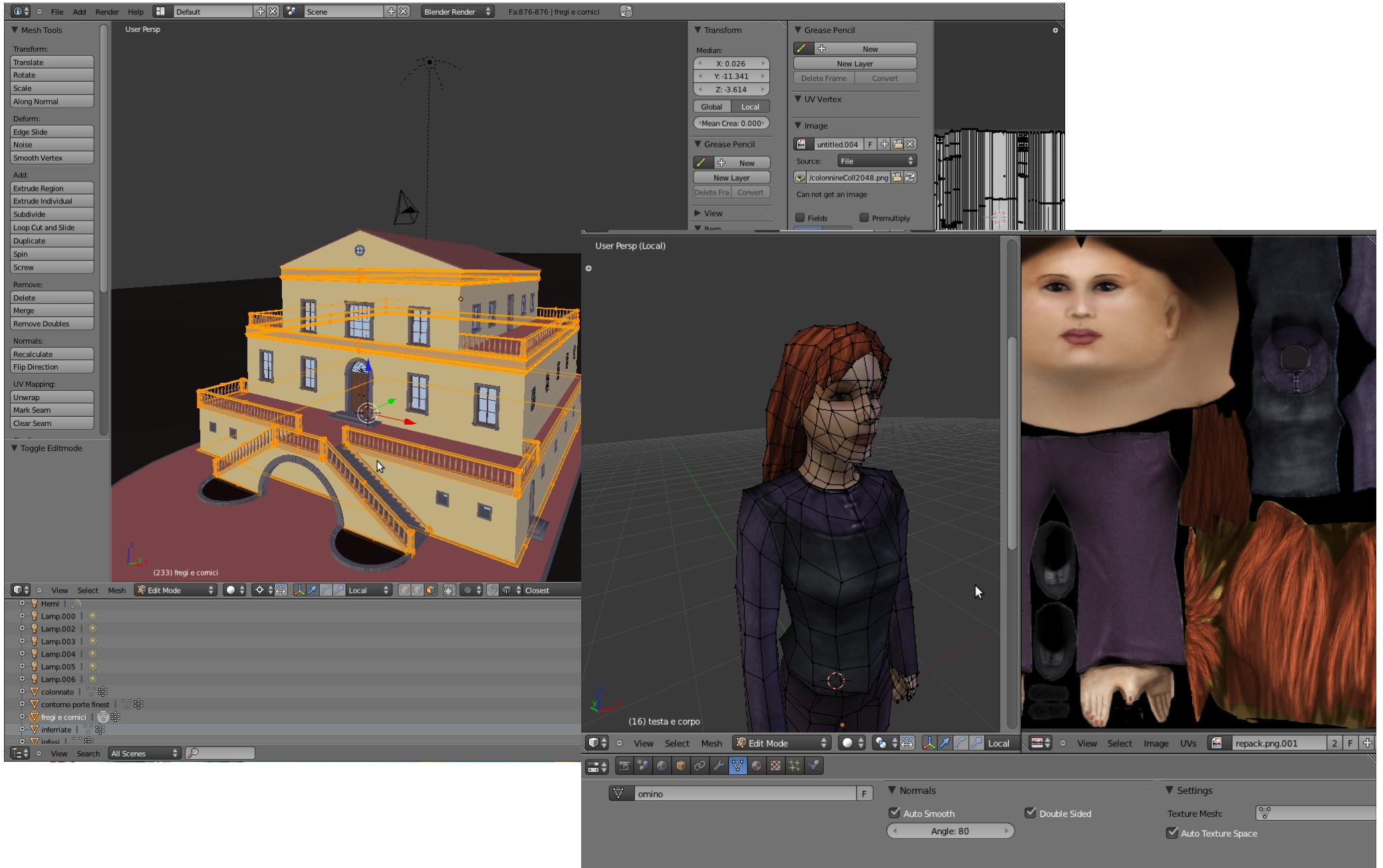
# Storyboard



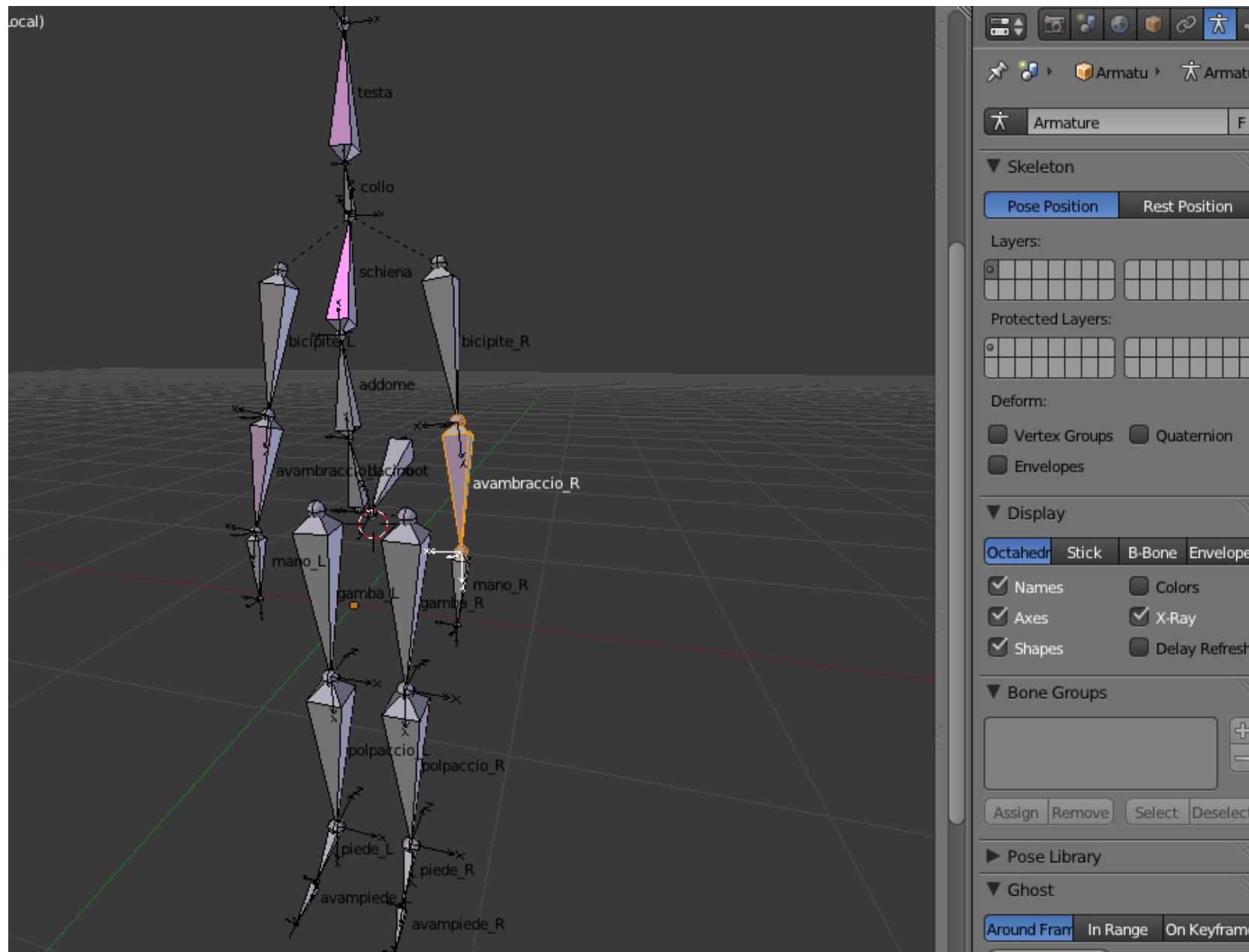
# Animatic....



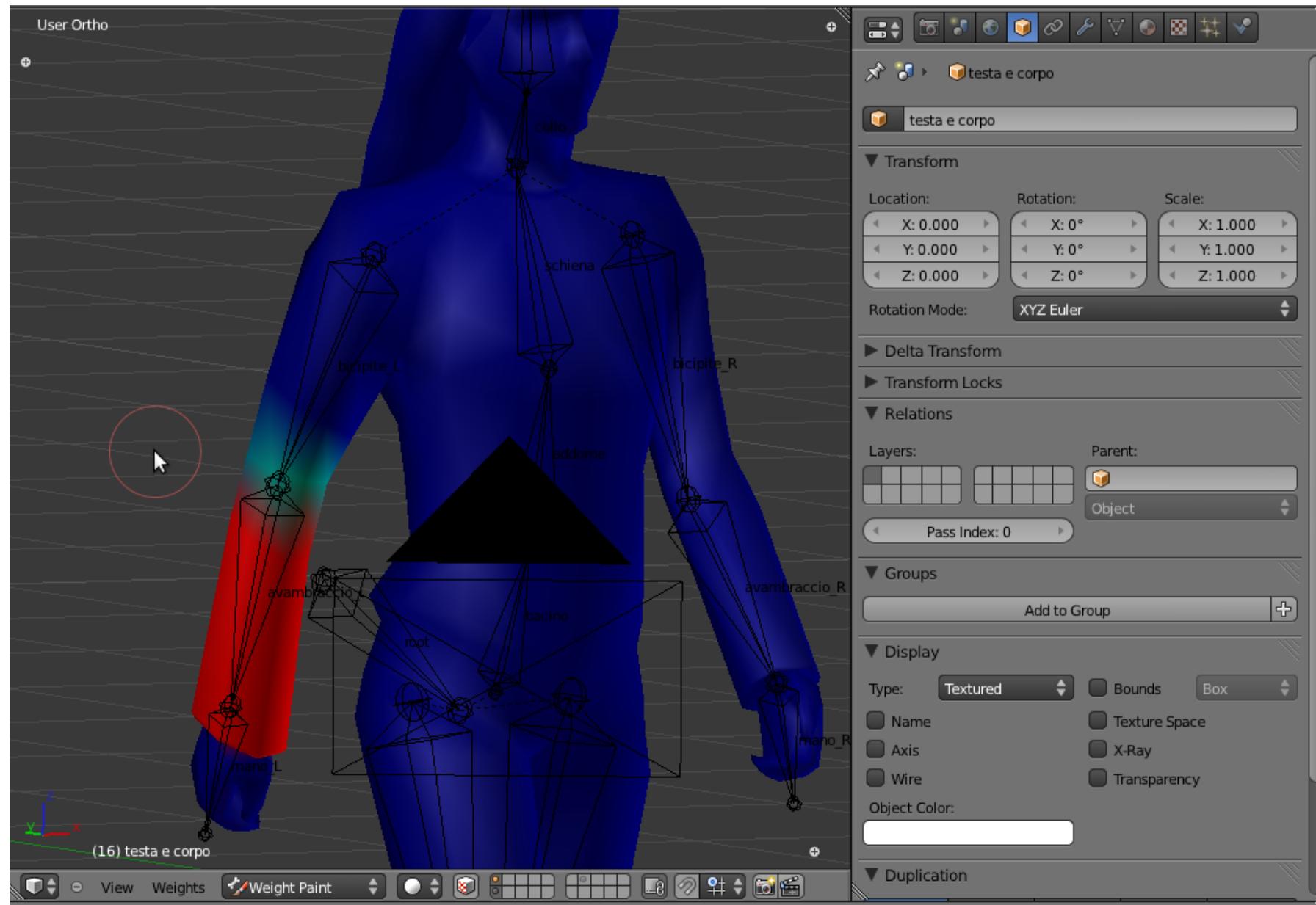
# In Blender: la modellazione e il texturing



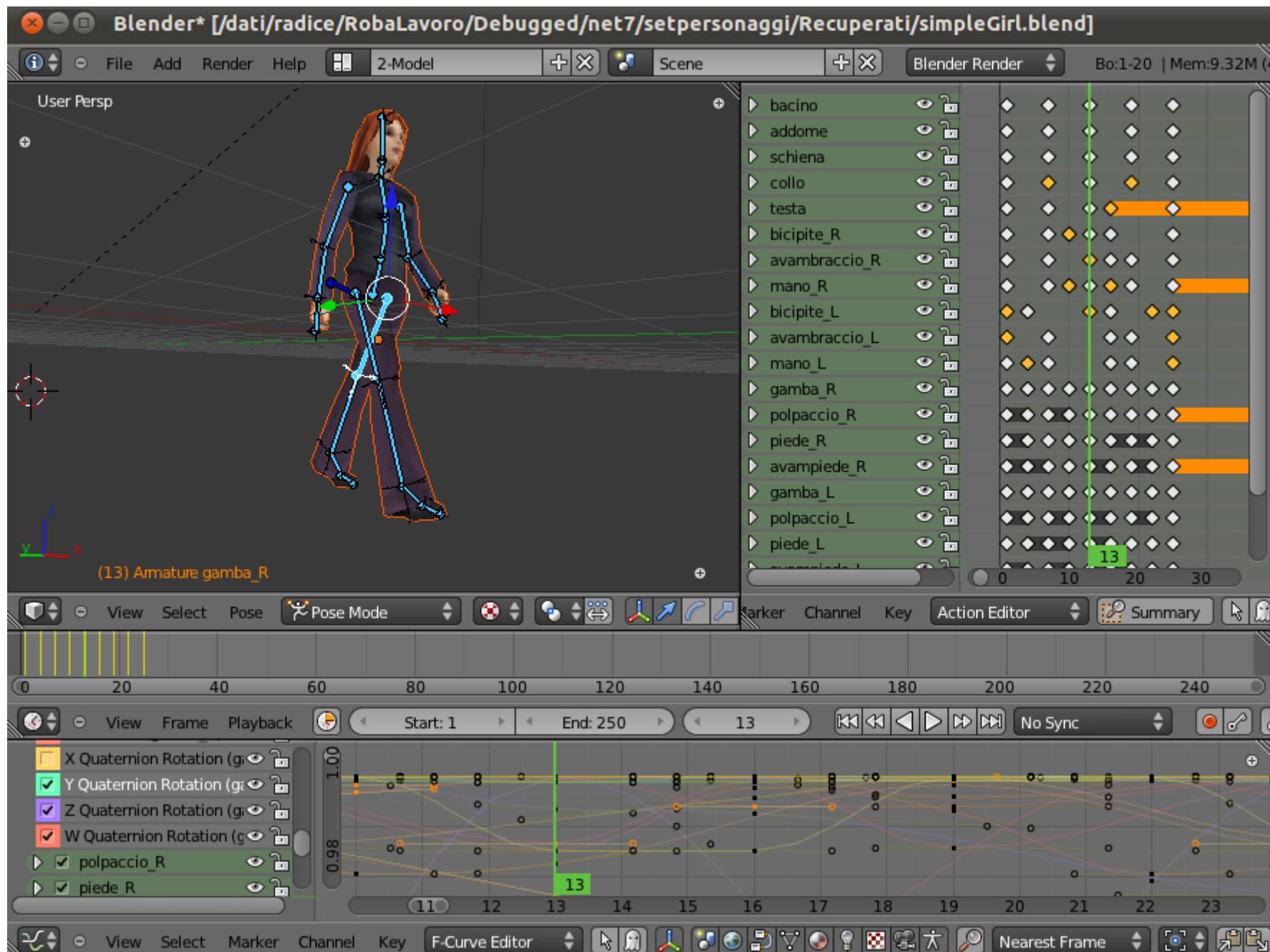
# Animazione di un personaggio: costruire l'armatura



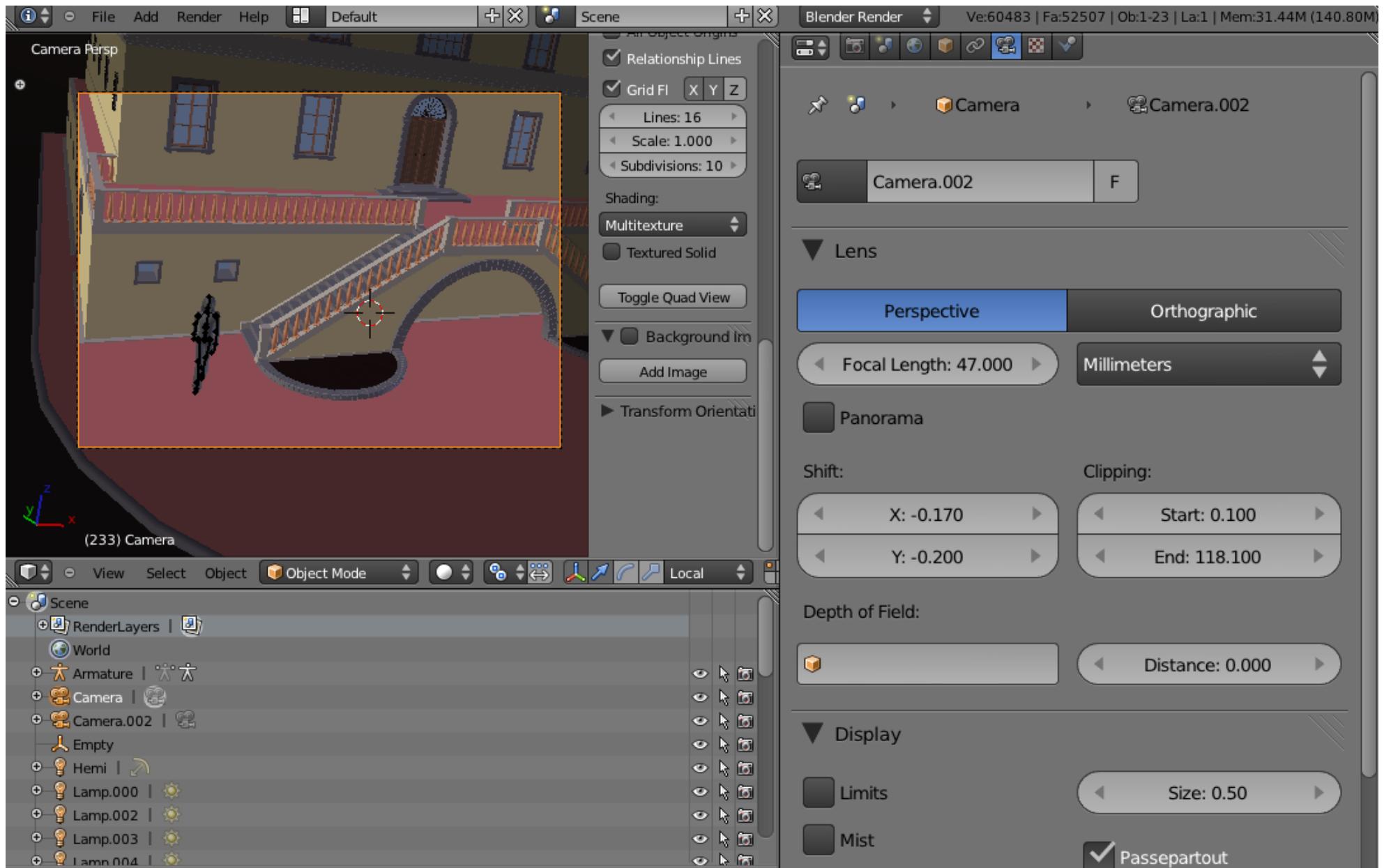
# Rigging



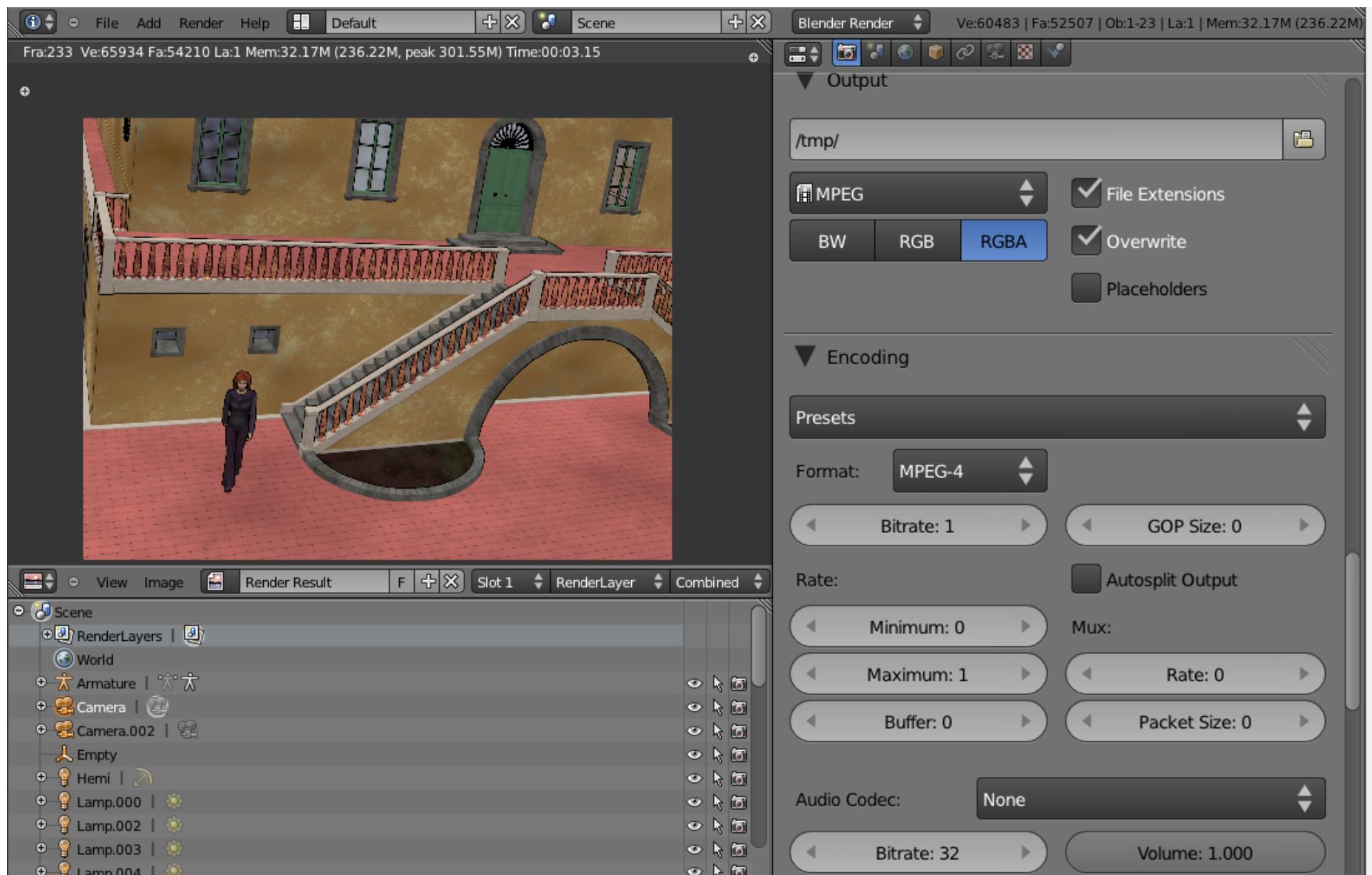
# Animazione: keyframes e interpolazione



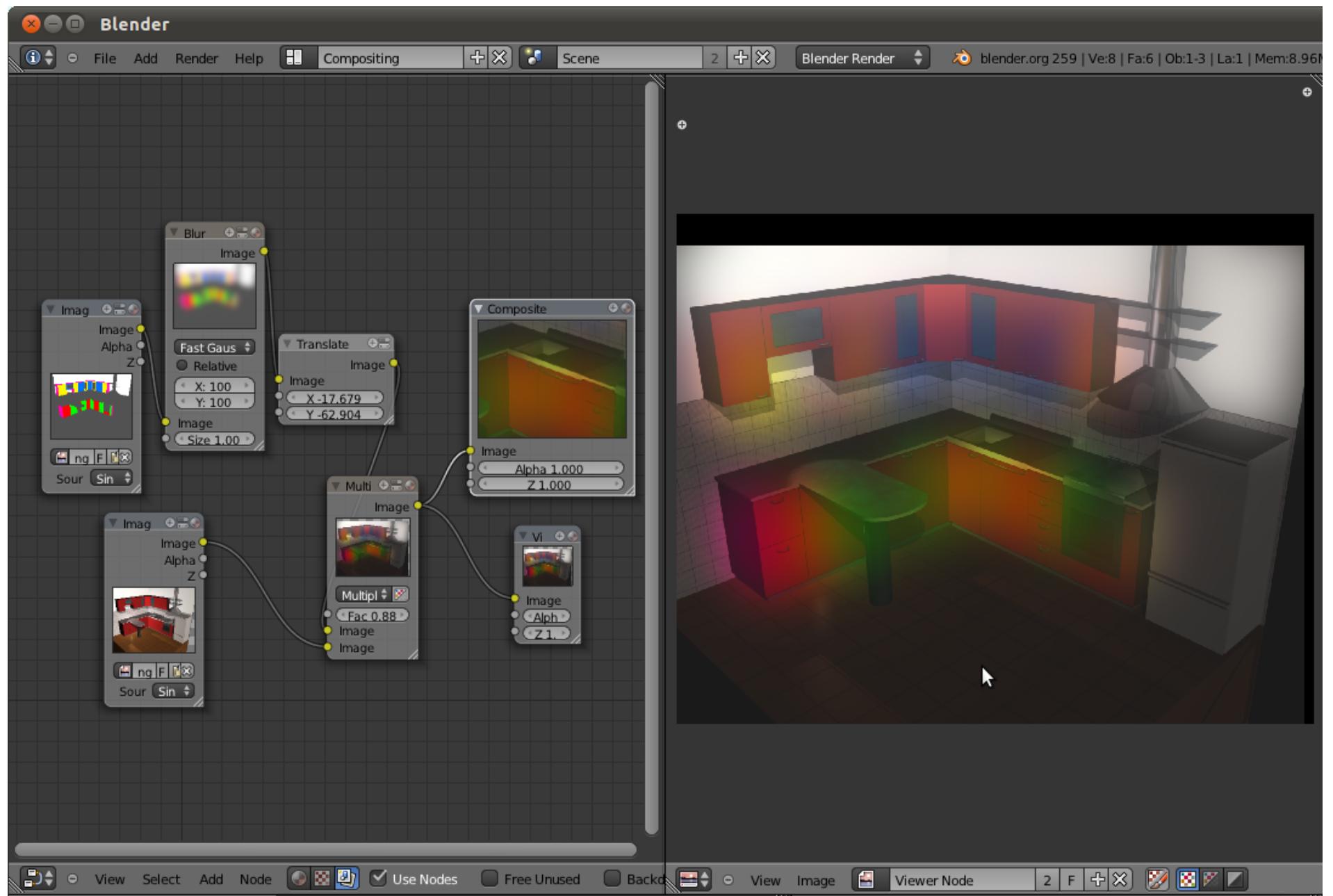
# Composizione della scena, luci e camera.



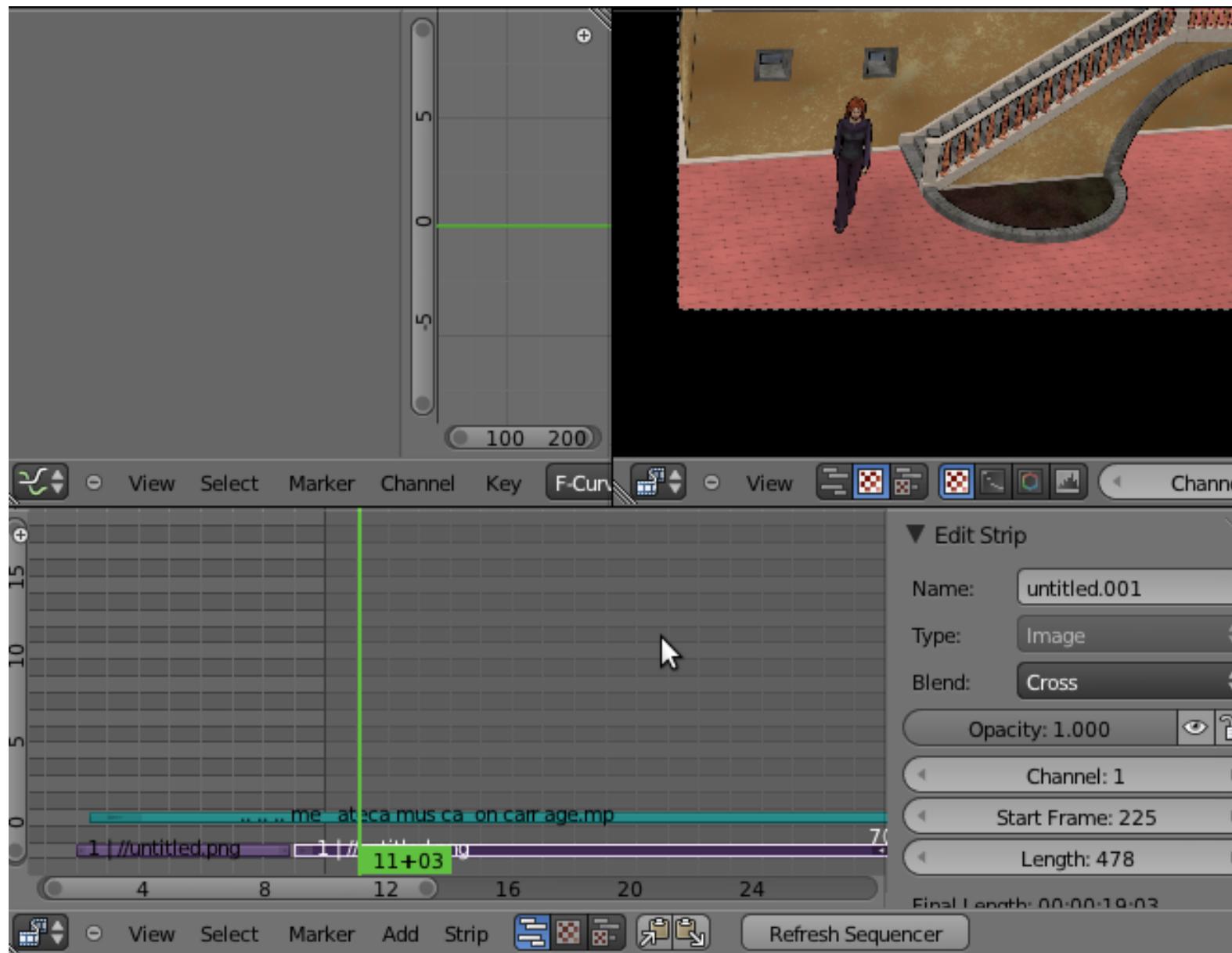
# Ciack! Si giraaaa



# Postproduzione: node editor



# Montaggio audio video: sequence editor.



# In pratica....

[Scarica il materiale della demo pratica](#)

## Links utili

<http://www.redbaron85.com>

<http://anfeonet.blogspot.com/p/guida-ai-corti-3d.html>

<http://www.cgitalia.it/2005/03/12/produzione-film-3d-schema/>

[http://www.tdmagazine.itd.cnr.it/files/pdfarticles/PDF40/9\\_Rubrica\\_Strumenti\\_TD40.pdf](http://www.tdmagazine.itd.cnr.it/files/pdfarticles/PDF40/9_Rubrica_Strumenti_TD40.pdf)

<http://www.ilcorto.eu/il-corto/la-base-per-il-cortometraggio/come-realizzare-un-corto-di-successo.html>

[www.blender.org](http://www.blender.org)

[www.kino3d.com](http://www.kino3d.com)

[www.blender.it](http://www.blender.it)

Parte delle immagini e del materiale mostrato nelle slide sono presi da:

Sintel

Elephant Dream

Big Bucks Bunny

Project London

Kajimba

Babioles

Yo Frankie!

Youtube: afrosk8er88, drububucom, **Magic** Fluid Control By N. Thuerey, R. Keiser, M. Pauly, U. Ruede.

Kio 3D blog

Blender.org Gallery

Celtx script interface

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