

Lab5

Blender: Camera & lights

Lab Schedule

11/10 -

18/10 Lab1: Semester project directions

25/10 Lab2: Object mode, **HW First Design**

01/11 Lab3: Object & Edit mode

08/11 Lab4: Edit mode, **HW Object & Edit Mode**

15/11 Workshop: AI tools for pre-production

22/11 **Lab5: Camera & lights**

29/11 Lab6: Make Human, Maximo Animations,
& Keyframes, HW Camera & Light

6/12 –

13/12 Motion Capture, **HW Second Design**

20/12 Biosignals, **HW Motion Capture**

10/01

17/01

Sunlight tutorial



Studio lighting



Smooth camera movement



Design Camera Path



Camera: Field of View, Multiple Cameras, Depth of field



Book

Ειδικά θέματα πληροφορικής κινηματογραφίας =>
Έγγραφα => 3D modeling Σιάκας

Κεφάλαιο 4.8 - 5.4