

Teacher and student training Homework

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Blender

Modeling in Blender

- final project should contain:
 - plane (coloured or textured)
 - house (made during workshop, with added details)
 - trees (minimum 4 – different, not just duplicated)
 - spruces (minimum 3 - different)
 - bench (or table with benches or chairs)
 - animal (it can be fox, other animal or human for extra points)

Modeling in Blender - grading

- all objects have to be coloured (or textured)
- all objects have to be properly placed on the plane
- appropriate lighting set (according to the lectures)
- appropriate setup of a camera

Animation in Blender - grading

- final project should contain:
 - at least 3 different moves of an animal (animated, on one spot)
 - all moving body parts have to move in at least one animation
- for extra points:
 - animation of tree moving (like with the wind)
 - animated smoke from jimney
 - animal (or human) walks arround 😊

Adobe Premiere Pro

Video editing - Bully

- final result should be video edited accordingly to the script and storyboard
- video should have proper intro and outro
- sounds should match picture
- if applicable, appropriate background music should be included
- continuity of video should be achieved

Video editing – grading

- clips are well organized and short enough
- at edit points there are no jump cuts or time glitches (short roll back in time as a consequence of improper edit cuts)
- edit points are well arranged and movements are consistent