

Blender Projekt: “A Ghost Story”

Team

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- Medieninformatik
- Semester 6

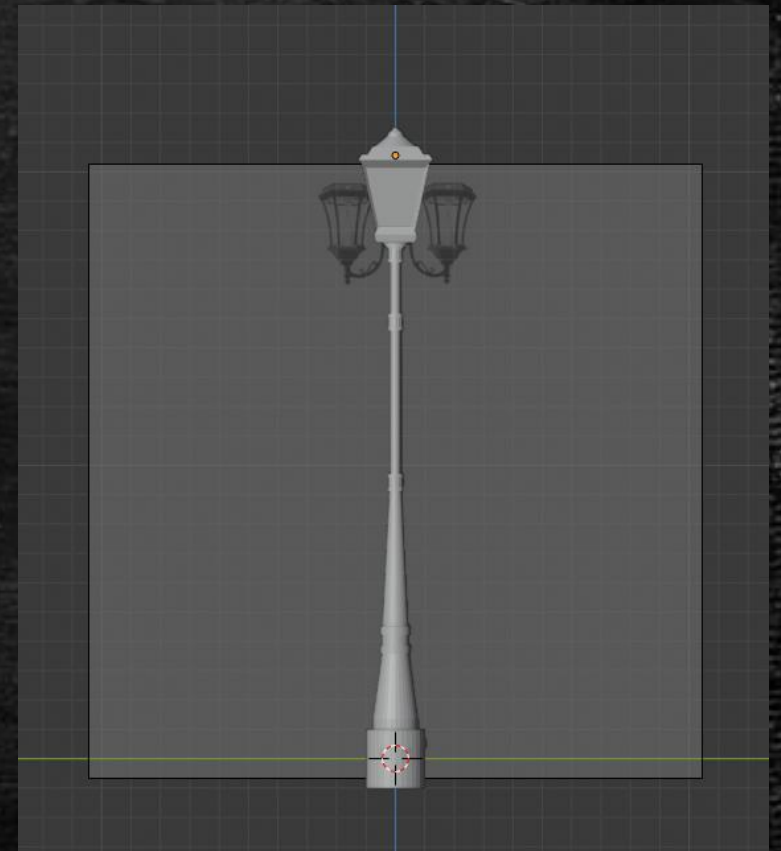
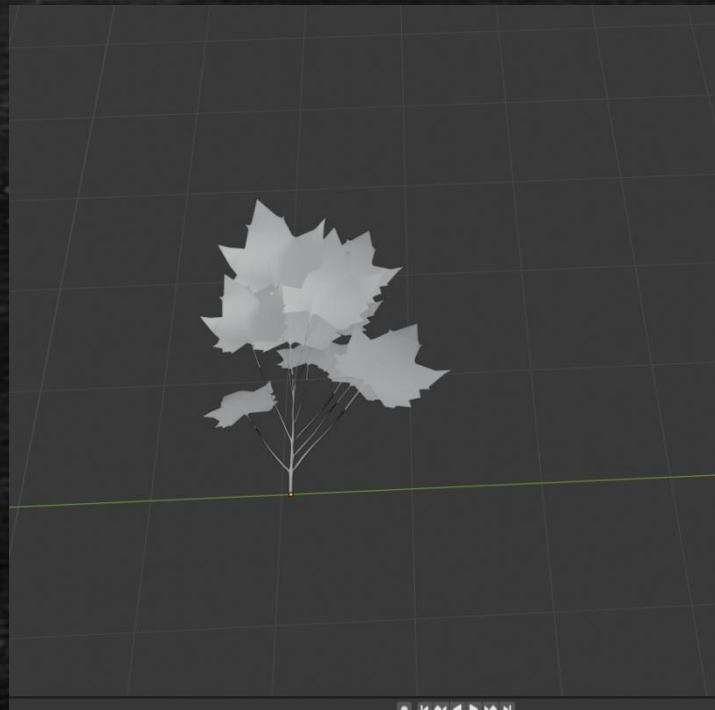
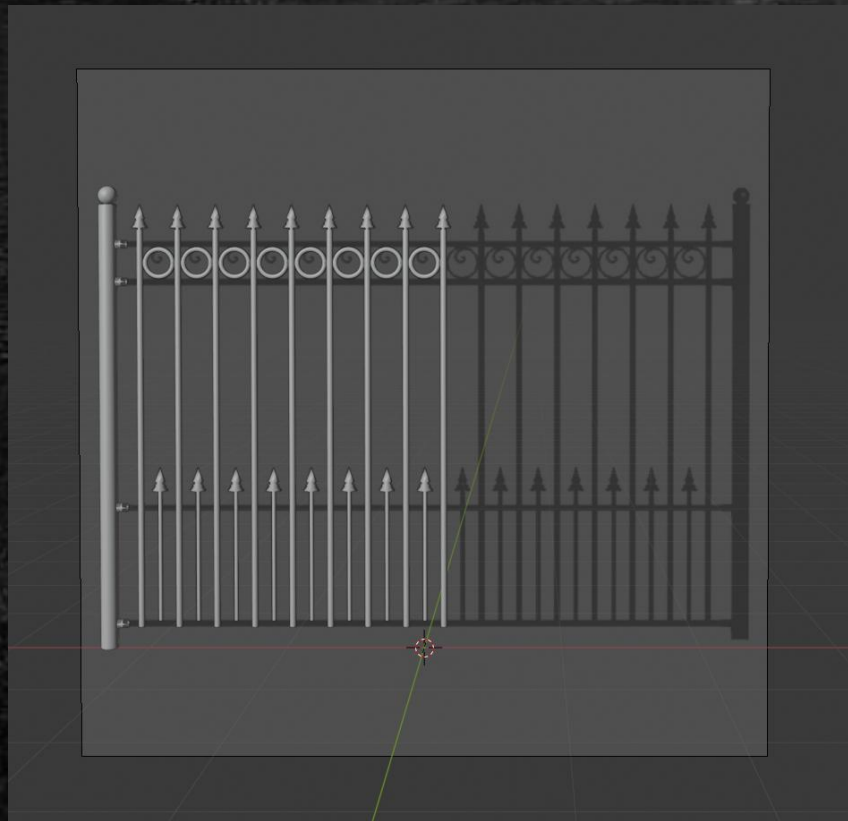
Motivation

- mit 3D Modellierung vertraut werden
- Animation
- Short Story/Sketch

Umsetzung

- Blender + Videoschnitt in Vegas Pro

Modelling Objects



Cloth Simulation

