

# Factsheet of „Kodama“

## Team

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4. Semester

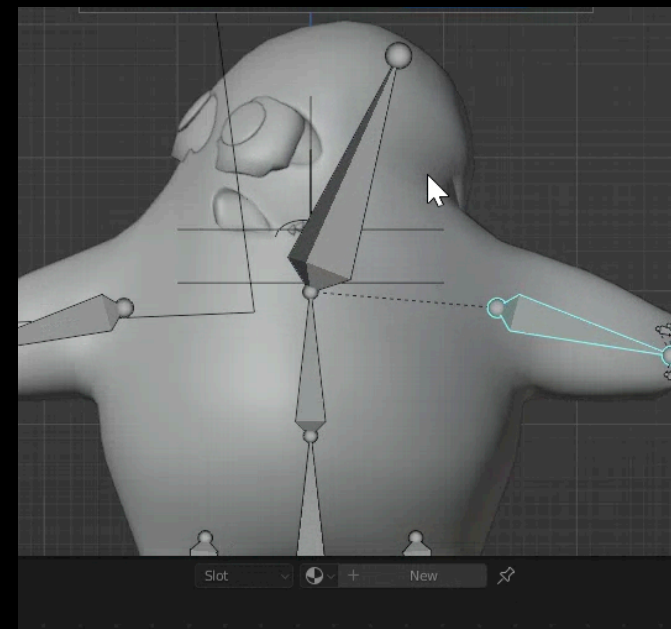
## Verwendete Technologien



## Das Projekt

- **Looping Animation**
- **3 Character inspiriert von der japanischen Mythologie**
- **Clay Look**
- **Süßer low-poly Style**

# Impressionen



# Things we learned

(Everything)

- **Geometry Nodes**
- **Scene Lighting**
- **Apply your Transformations**
- **Rigging including weight painting**
- **Animation**
- **Clay Shader schreiben**