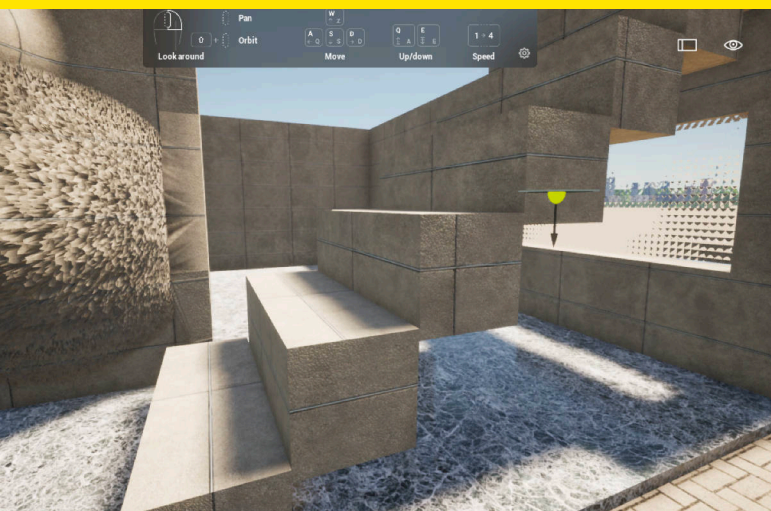


ANIMATION AND SPACE

an open source (for the most part at least) 3D/XR building workshop



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Animation and Space is an ongoing series of workshops throughout art schools in Europe focussing on the possibilities of open source and other free software in the area of 3D and XR (extended reality).

During the course of this workshop students will get an insight into using blender as a formidable open source alternative to programs that are either vastly expensive or that are only available through subscriptions.

We cover the basics of modelling, working with materials and textures as well as animation and physics and the combination of 2D videomaterial and 3D objects (ie camera tracking). Moreover, we'll be focussing on the possibilities of creating 3D Material in VR, importing into blender and exporting into further applications and augmented reality scenarios.

In the four days of our workshop we'll provide the basic set of skills from scratch (so no previous knowlegde is needed), showing step by step the different stages of creating a scene, integrating video layers, working with tracking systems and so on. Emphasis is put on working phases that offer ample time for students to transfer the shown steps to their own project.

Every participating student should bring his/her own computer (Win/Mac), a mouse with a click-wheel and everyone should have the most recent version of blender ([www. blender. org](http://www.blender.org)) installed.

The lecturers

Oliver Wetterauer has a degree of Arts in Fine and Performing Arts and art education. Since 2001 he is teaching in the media lab of the fine arts department at Stuttgart Art Academy (Staatliche Akademie der Bildenden Künste Stuttgart). He regularly shows his work in exhibitions and takes part in teaching mobilities at art schools around Europe: the University of Southampton Winchester School of Art, the Iceland Academy of the Arts, Eugeniusz Geppert Academy of Art and Design in Wroclaw, the Eesti Kunstiakadeemia Tallinn and many more.

Volker Menke got a degree at University of Applied Sciences, Civil Engineering in 1999, he worked as a scientific Assistant at the Labor für Bauinformatik (laboratory computer science for civil Engineering) in Detmold from 1999 until 2000. Since 2000 he has a teaching position at the CAD-lab of the Architecture department at Stuttgart Art Academy (Staatliche Akademie der Bildenden Künste Stuttgart).

Since 2017 Volker Menke and Oliver Wetterauer are offering their workshop Animation and Space in schools throughout Europe.

Dates:

**Tuesday, 10.10. until
Friday, 13.10.**

**10.00 - 12.00 and
13.00 - 16.00**

