

3D Animation



Arbeitsschritte

1. modelling
2. texturing
3. rigging
4. animation
5. lighting
6. rendering

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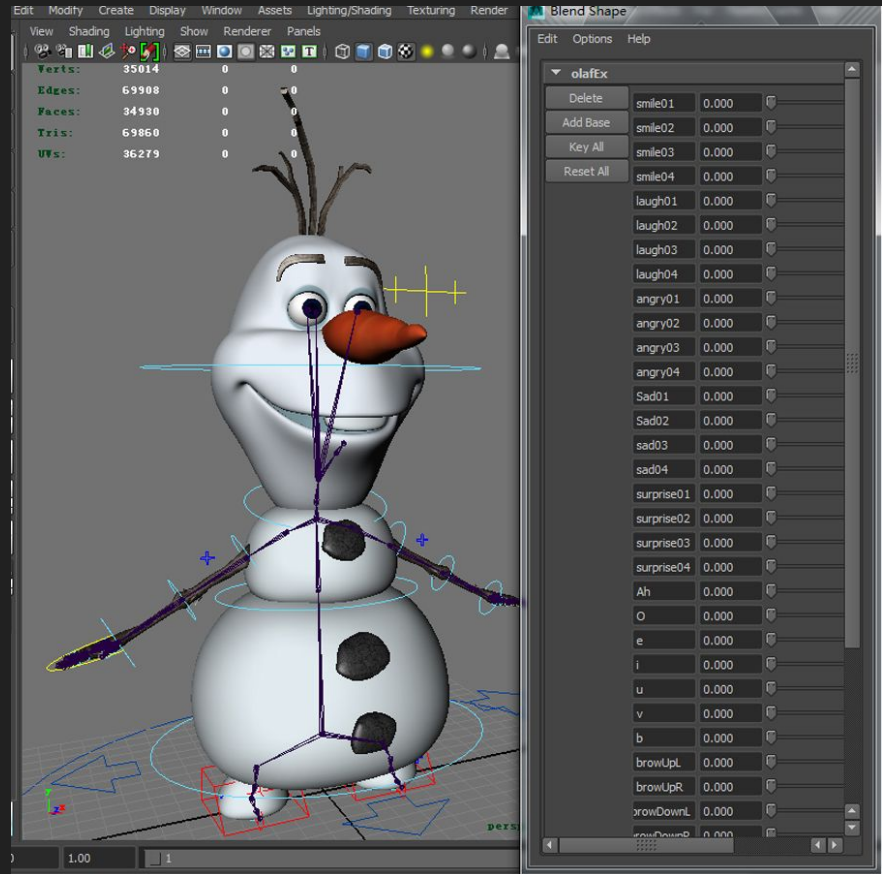
Arbeitsschritte

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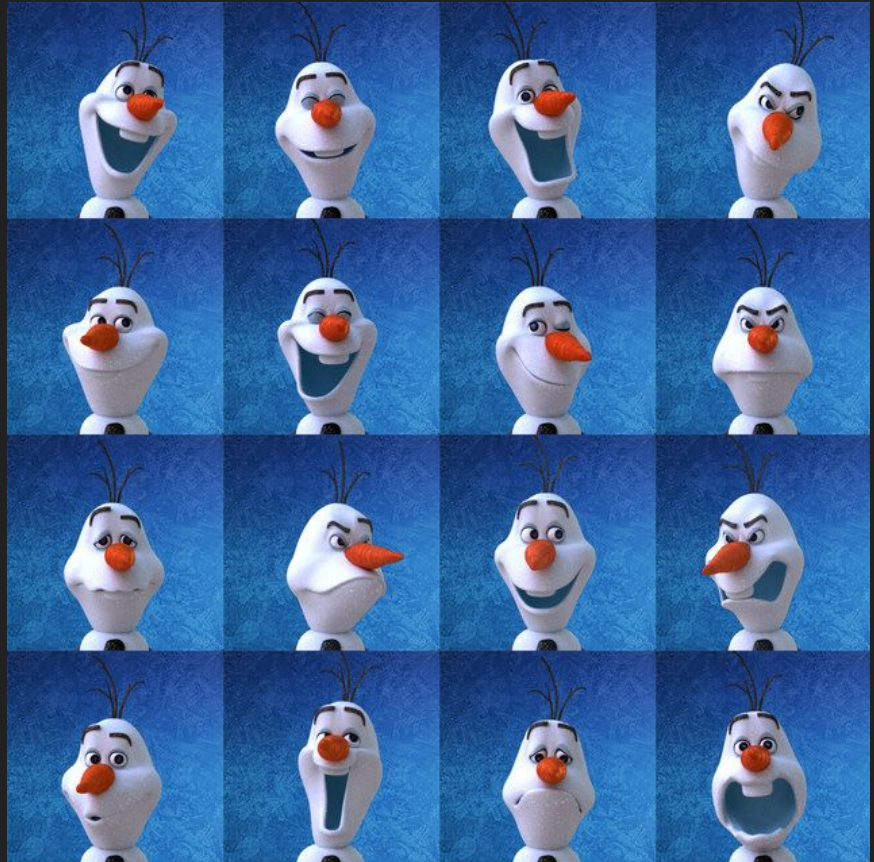
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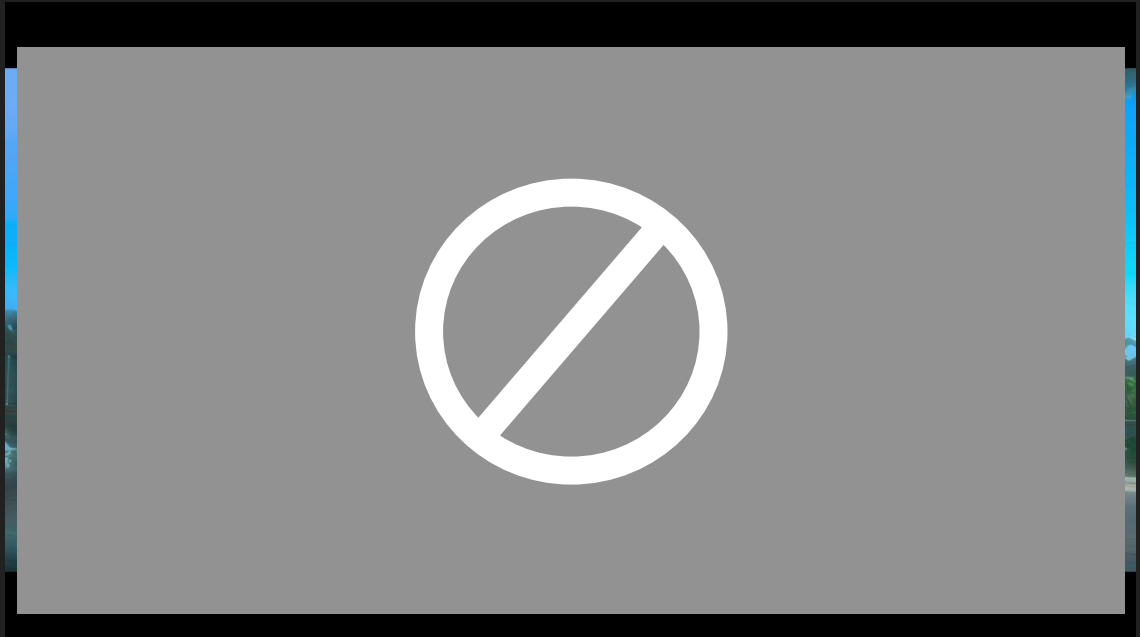
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Skizze



3D Animation



Rendering



Meilensteine

Tag 1

1. Überblick & Allgemeines
2. Interface & Navigation

Tag 2

3. Modellieren & Texturieren

Tag 3

4. Rigging & Animation
5. (Lighting & Rendering)

Software:



Software:



Software



Features

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Download Blender 2.81a

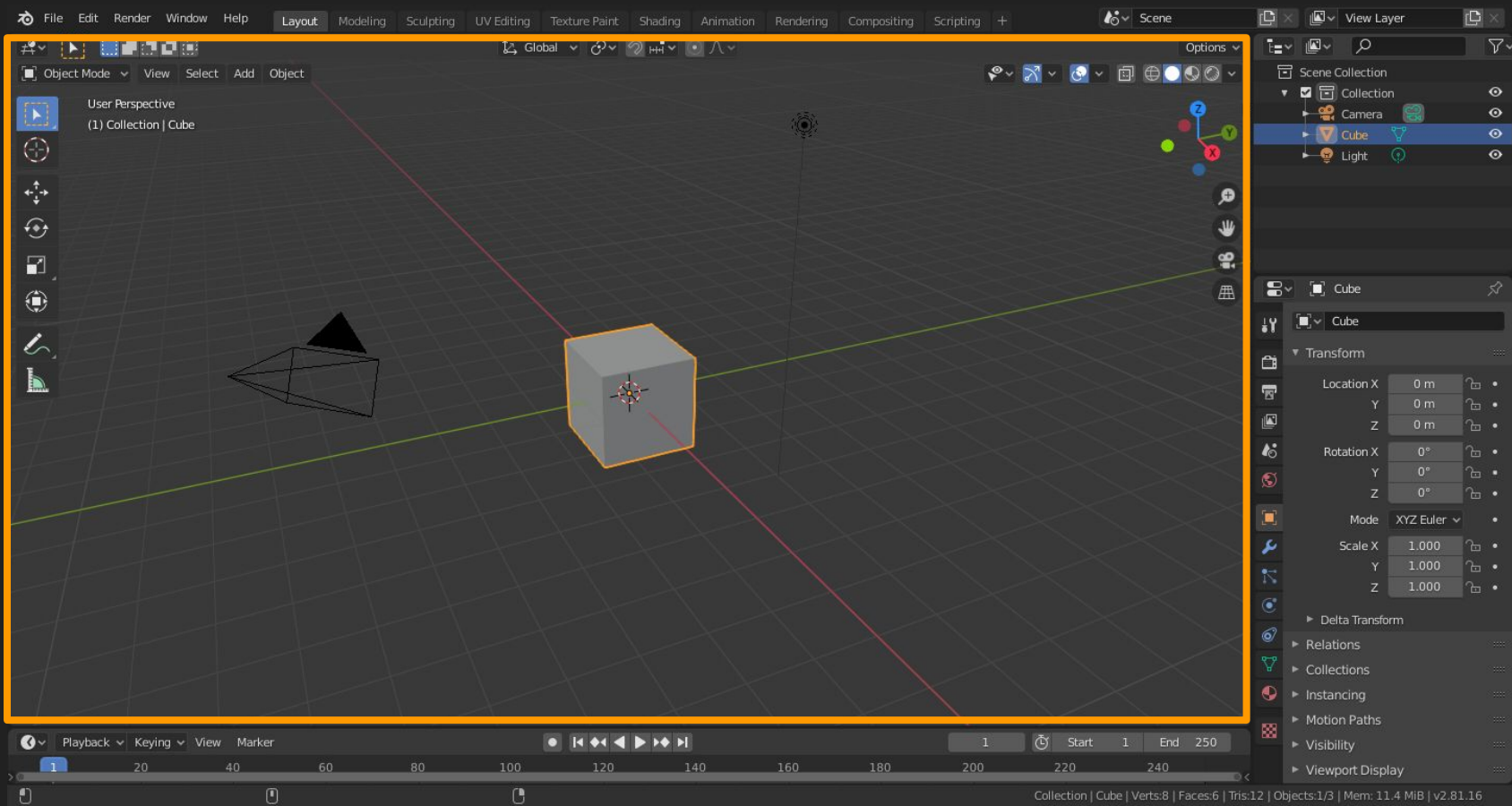
Windows Installer · 133MB · [info](#)

macOS, Linux, and other versions ▾

Download: blender.org

Anleitung: blender.org/manual

Viewport



Einstellungen

The image displays the Blender 2.80.1 interface in Object Mode. A cube is selected in the 3D Viewport, and its properties panel is open on the right side. The properties panel shows the following settings:

- Transform**
 - Location X: 0 m
 - Y: 0 m
 - Z: 0 m
 - Rotation X: 0°
 - Y: 0°
 - Z: 0°
 - Mode: XYZ Euler
 - Scale X: 1.000
 - Y: 1.000
 - Z: 1.000
- Delta Transform**
- Relations**
- Collections**
- Instancing**
- Motion Paths**
- Visibility**
- Viewport Display**

The 3D Viewport shows a cube with a red, green, and blue axis. The Outliner panel on the right shows the scene collection containing a Camera, a Cube, and a Light. The Properties panel is highlighted with a yellow border.

Collection | Cube | Verts:8 | Faces:6 | Tris:12 | Objects:1/3 | Mem: 11.4 MiB | v2.81.16

Objektliste

The image displays the Blender 2.80.1 interface in Object Mode. The central 3D viewport shows a scene with a cube and a cone. The Object List panel on the right is highlighted with an orange border. It shows a hierarchy starting with 'Scene Collection', which contains 'Collection', 'Camera', 'Cube', and 'Light'. The 'Cube' object is currently selected and highlighted in blue. Below the Object List panel, the Properties panel for the selected 'Cube' object is visible, showing its Transform properties: Location (X: 0 m, Y: 0 m, Z: 0 m), Rotation (X: 0°, Y: 0°, Z: 0°), Mode (XYZ Euler), and Scale (X: 1.000, Y: 1.000, Z: 1.000). The bottom status bar indicates the current scene state: 'Collection | Cube | Verts:8 | Faces:6 | Tris:12 | Objects:1/3 | Mem: 11.4 MiB | v2.81.16'.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Scene View Layer

Options

Object Mode View Select Add Object

User Perspective
(1) Collection | Cube

Scene Collection
Collection
Camera
Cube
Light

Cube

Transform

Location X 0 m
Y 0 m
Z 0 m

Rotation X 0°
Y 0°
Z 0°

Mode XYZ Euler

Scale X 1.000
Y 1.000
Z 1.000

Delta Transform

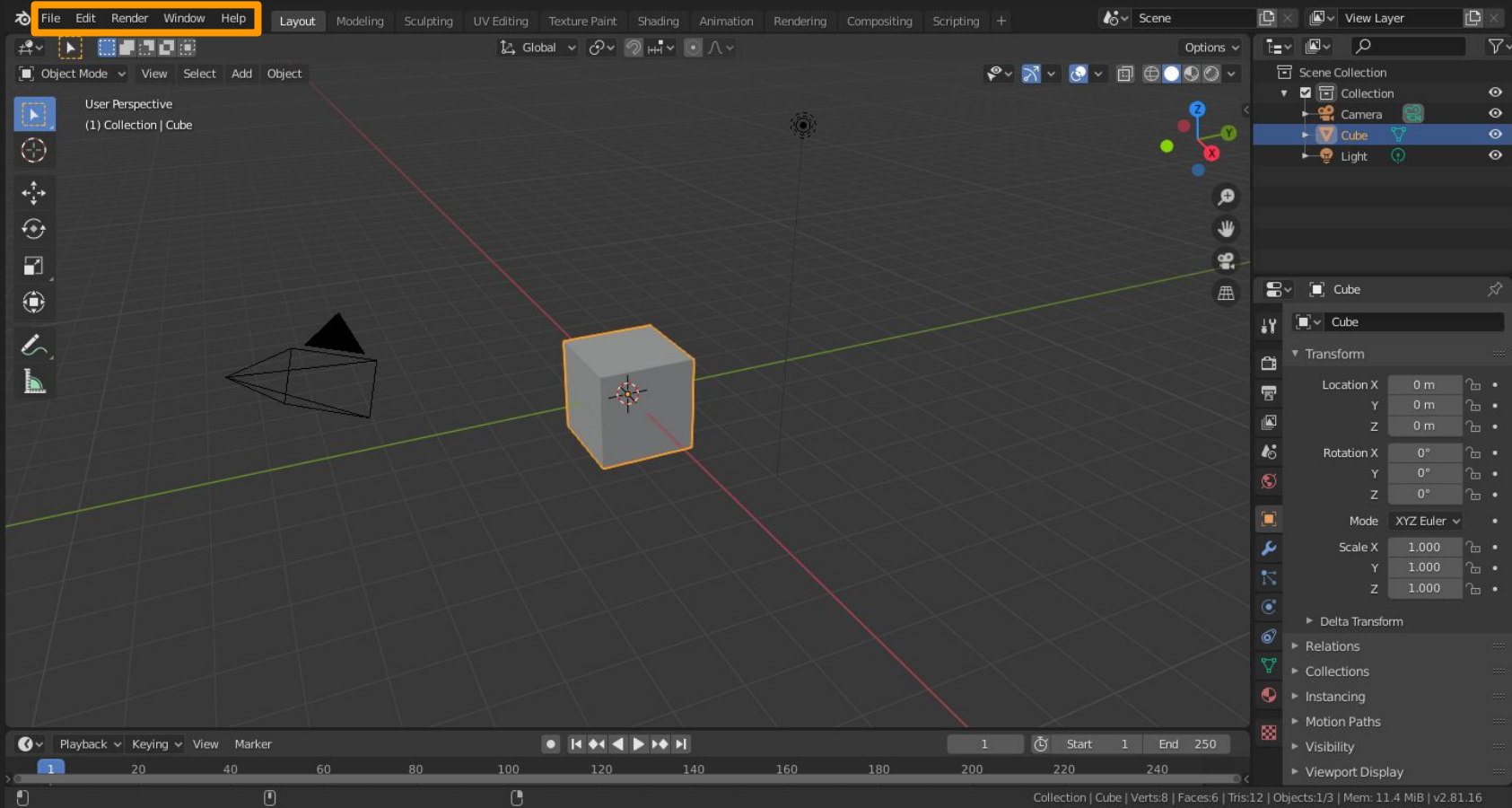
Relations
Collections
Instancing
Motion Paths
Visibility
Viewport Display

Playback Keying View Marker

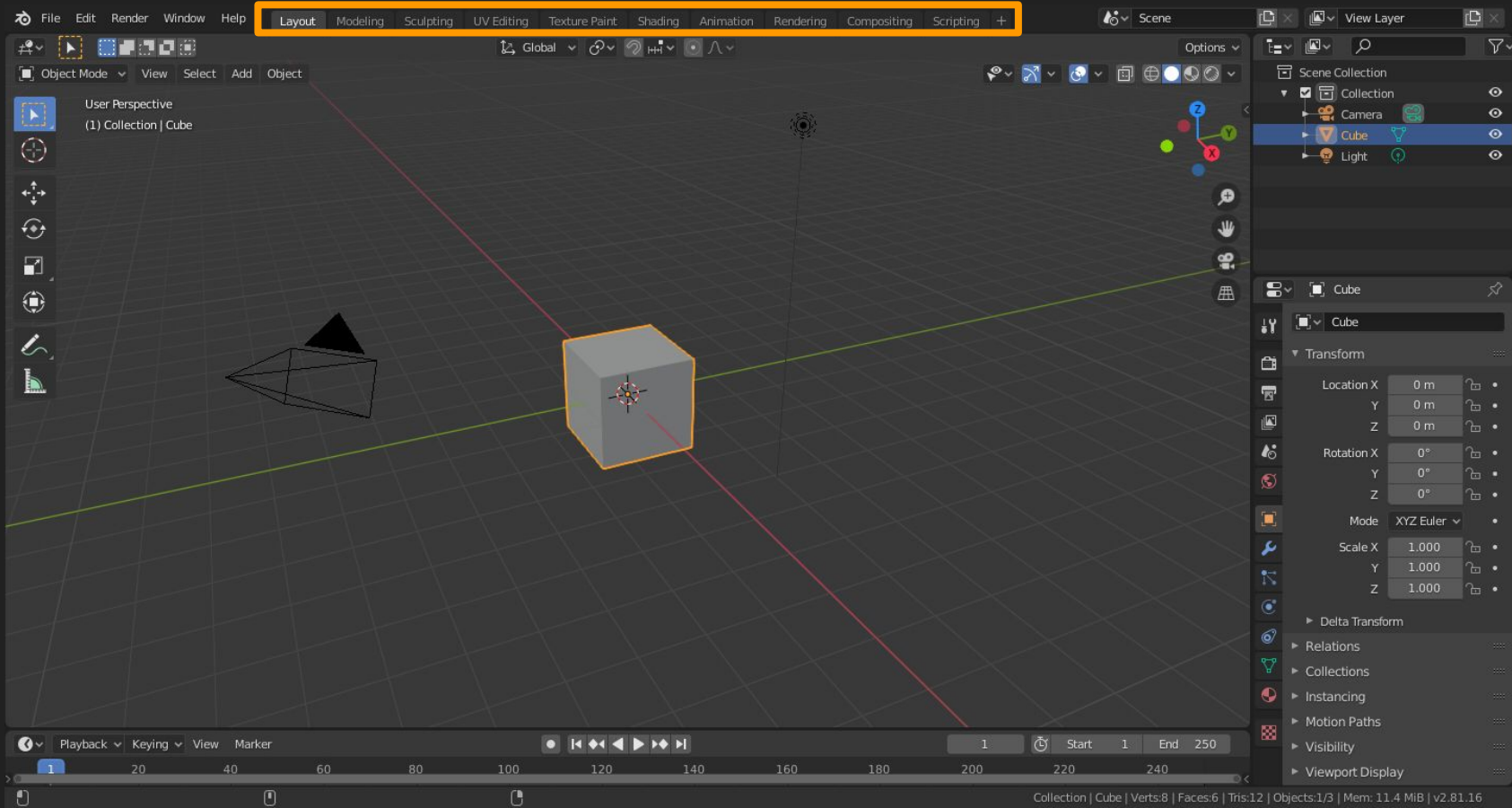
1 Start 1 End 250

Collection | Cube | Verts:8 | Faces:6 | Tris:12 | Objects:1/3 | Mem: 11.4 MiB | v2.81.16

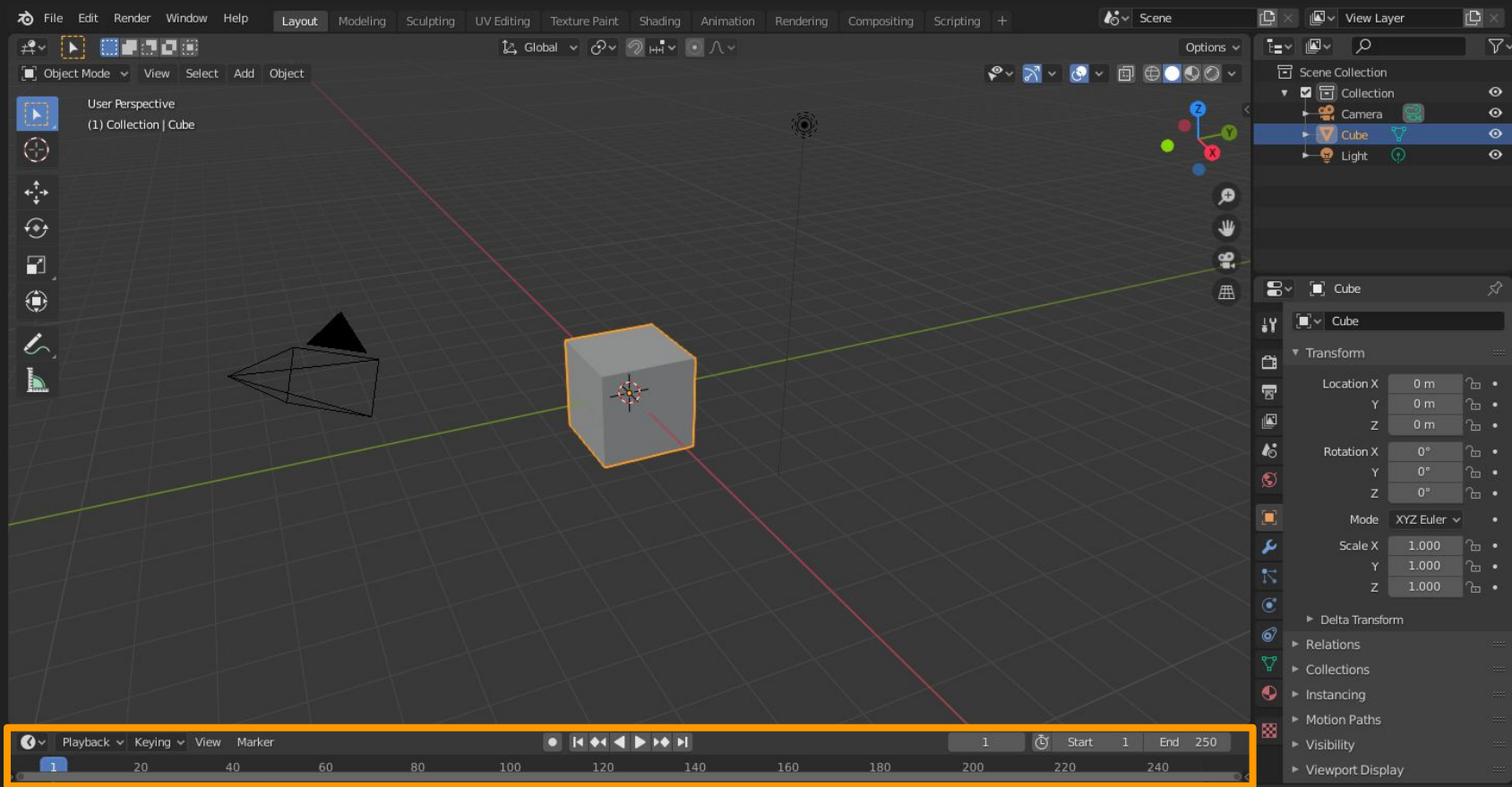
Menü



Arbeitsflächen



Timeline



Steuerung

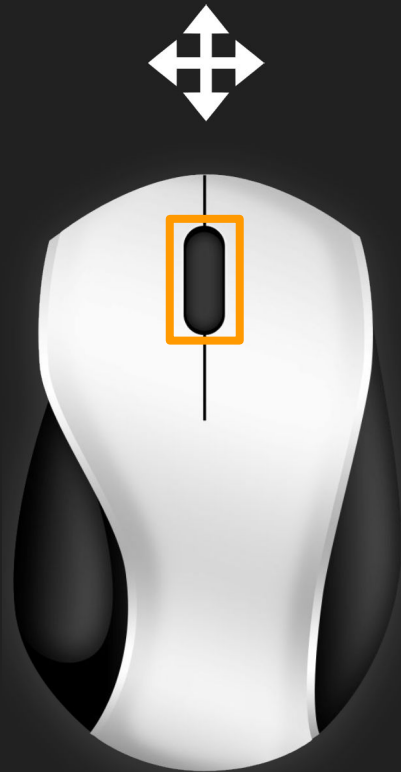
anklicken



Vertex Context Menu	
<u>S</u> ubdivide	W
Extrude Vertices	
Bevel Vertices	Shift Ctrl B
New Edge/Face from Vertices F	
Connect Vertex Path	J
Connect <u>V</u> ertex Pairs	
Push/Pull	
Shrink/Falten	Alt S
<u>S</u> hear	Shift Ctrl Alt S
Slide Vertices	Shift V
Randomize Vertices	

Optionen öffnen

Steuerung



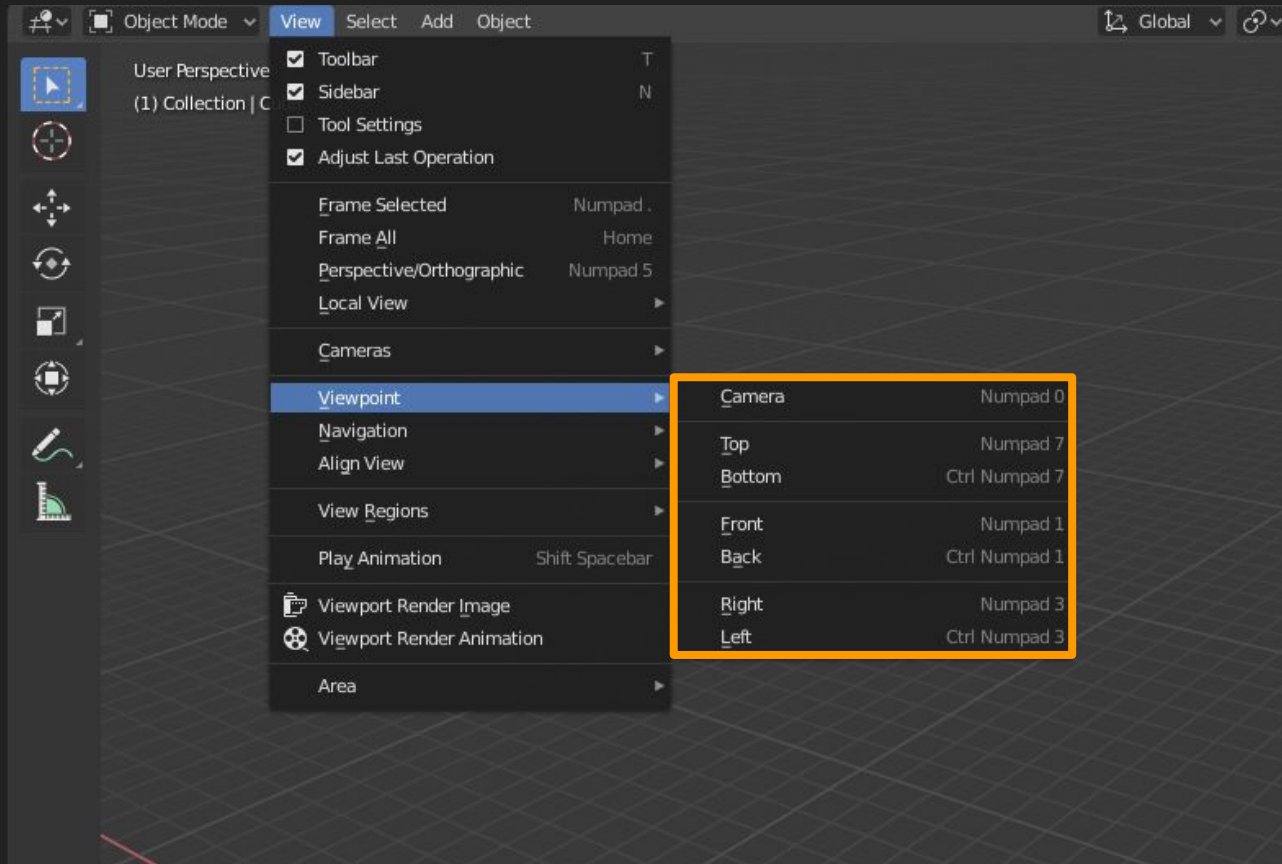
im Raum bewegen:

Scrollen = Zoomen

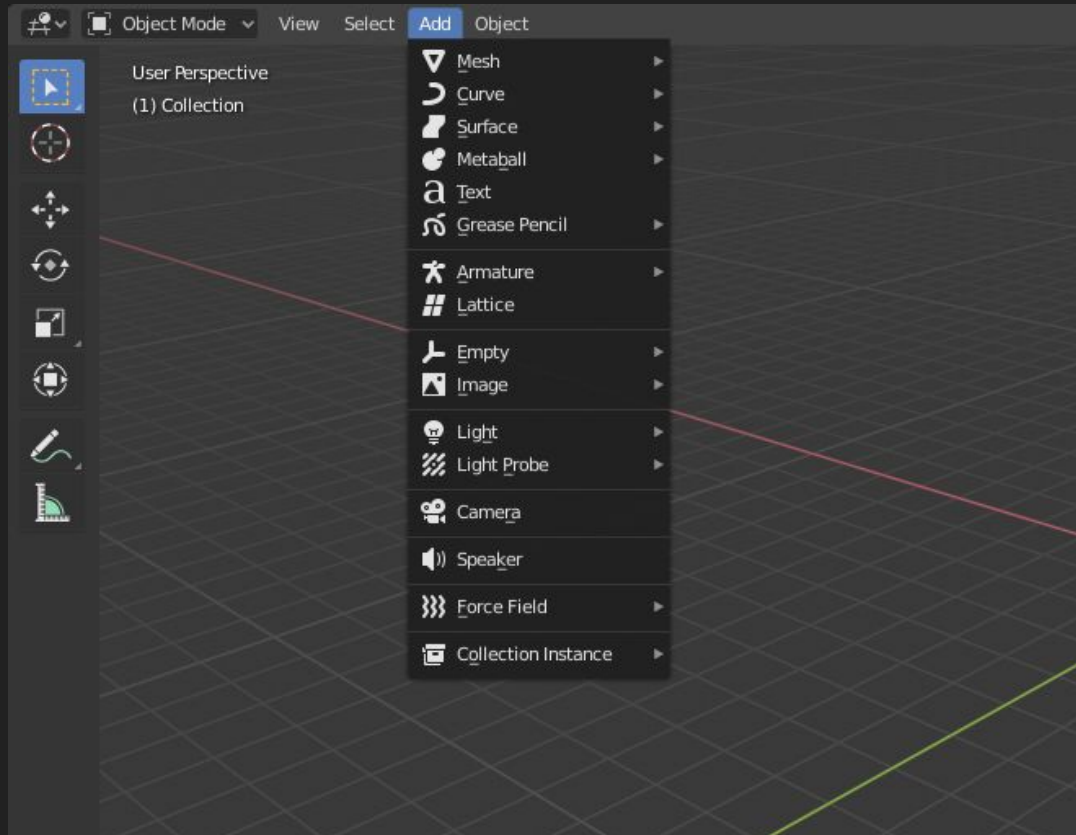
gedrückt halten = Rotieren

Shift + gedr. halten = Verschieben

verschiedene Ansichten



Objekt hinzufügen



Steuerung



Object Mode ▾

View

Select

Add

Object

Global ▾



User Perspective

(1) Collection



- **Bewegen (G)**



- **Rotieren (R)**



- **Skalieren (S)**



- **alles zusammen**



Aufgabe

Navigieren & Transformieren:

1. Im 3D-Raum bewegen
2. Objekte hinzufügen
3. Aufeinander platzieren

demnächst:

Modellieren & Texturieren