

Information Architecture



Fridays 13:00 – 16:00
051-1228-12 U 3 ECTS*

Public Projections

Learn 3D, can be counted as course elective too!

Keywords: Perspective Illusions, 3D Modeling / Rendering, Blender 3D, Percent for Art (Kunst am Bau), Baden Stadtfest, VFX, Urban Scale Interaction/Animations

In the course you will learn about the key concepts of projection mapping and the open source software “Blender 3D”. You will produce animations that intend to alter the perception of a building’s facade or interact with the facade in a funny/graphical/informative way.

“Percent for art” / “Kunst am Bau” usually refers to art funded with a small percentage of large development projects. In case you decide to elaborate the designs of this course as a thesis elective, you will have the unique opportunity to perform your projections to a large audience at Stadtfest Baden (+/-one million people in one week in August 2012). The people behind that festival understand projections as an independent art form, which means that your performance will join the other performances coequally.

Concerning the thesis electives Dr. Stefan Müller Arisona (FCL Singapore) likes to share his experiences in VFX projections with you. During his studies of Computer Science at ETH Zurich he developed his own piece of software from scratch and has created a lot of party visuals ever since.

Using Blender you can either dig in deeper in what you already know about 3D visualization or use this opportunity to learn how to model and render in 3D from an animation point of view. This should be easily adoptable to your own projects and/or favourite 3D render software.

If you like to do a thesis elective, it is necessary to know about projection mapping / animations or attend this course. We will create animations, that later on could be combined with Dr. Müller Arisona’s knowledge.

Where: HIT H12

When: Fridays 13:00 - 16:00

Supervision:

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- 24.02.2012 **Introduction**
Projection Mapping concepts, photographic aspects (lens)
Site & Stadtfest Baden introduction
- 02.03.2012 **Blender Modeling / Project Development**
Precision Modelling, Modifiers, Helping Scripts, Constraints,
- 09.03.2012 **Blender Animation / Project Development**
Keyframes, Physics, Rigging, Particle Systems
Motion Tracking
- 16.03.2012 **Blender Rendering / Project Development**
Materials, Node Editor, Light Settings, Camera Settings
- 23.03.2012 **Seminar week**
- 30.03.2012 **Python Script in Blender / Project Development**
Game Engine, My first script, How to learn scripting yourself
- 06.04.2012 **Good Friday**
- 13.04.2012 **Spring Break**
- 20.04.2012 **Projection Development**
Finalize your idea / rendering
- 27.04.2012 **Projection Development**
Finalize your idea / rendering
- 04.05.2012 **Projection Development**
Finalize your idea / rendering
- 11.05.2012 **Final presentation of student works in the Value Lab**

* Total 90 h = 3 ECTS, can be counted as course elective too

The most recent outline will be found on the website of the Chair for iA.

