

PHYSICAL INTERACTION

ANIMATION, HIERARCHY, SIMULATION

TOMÁŠ POLÁŠEK IPOLASEK@FIT.VUTBR.CZ

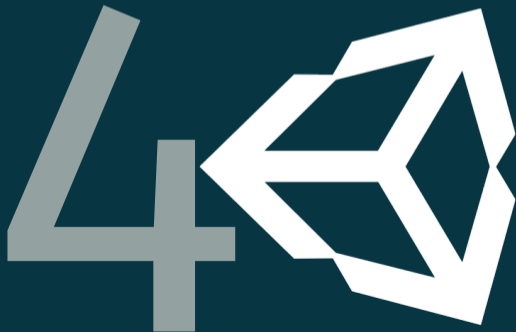
BRNO UNIVERSITY OF TECHNOLOGY

FACULTY OF INFORMATION TECHNOLOGY

DCGM, CPhoto@FIT

FACULTY OF FINE ARTS

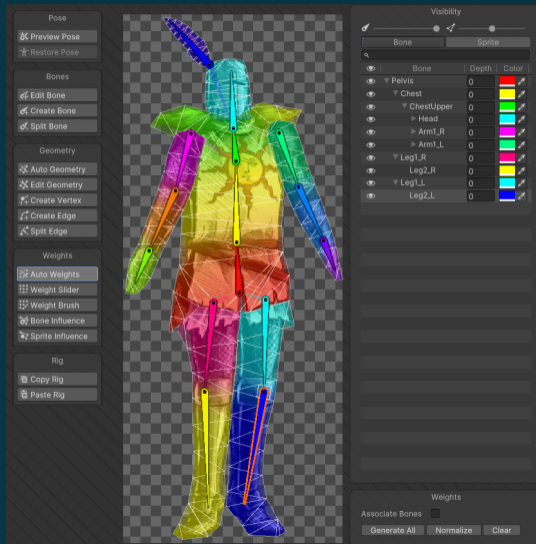
GAME MEDIA STUDIO



2D ANIMATION

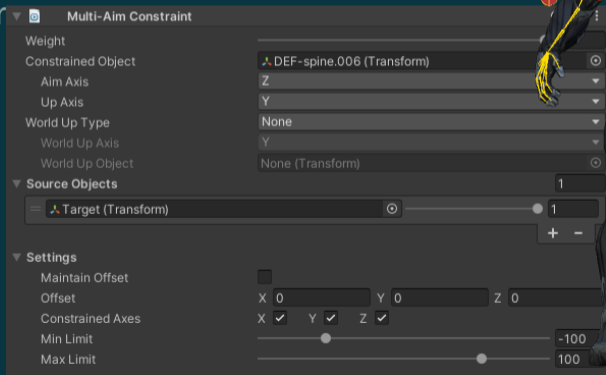
- Asset Import
- Sprite Editor
- Rigging & IK

→ Demonstration



- Supported Formats
- Forward & Inverse
- Bone Constrains
- Rigging in Blender

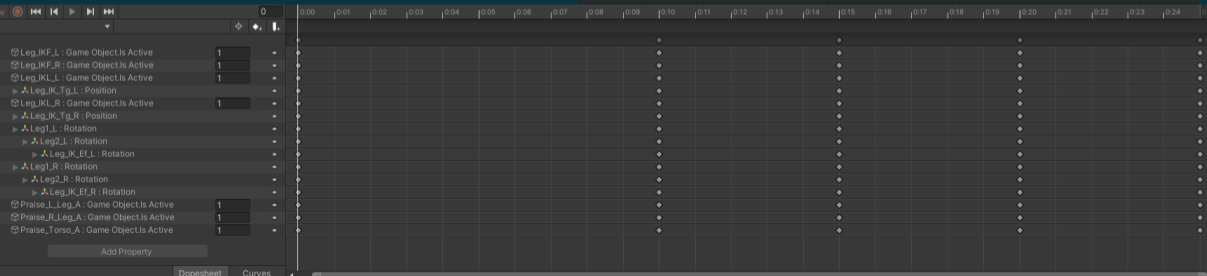
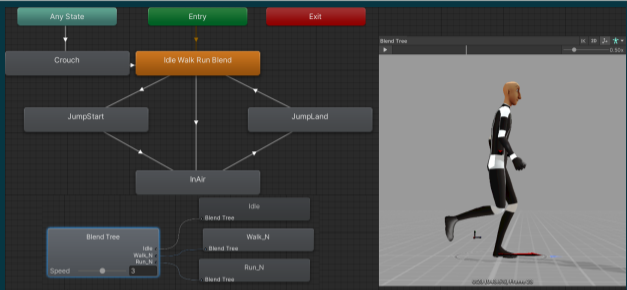
→ Demonstration



TIMELINE AND ANIMATOR

- Clips, Interpolation & Blending
- Animation Timeline
- Animator Logic

→ Demonstration



ADDITIONAL RESOURCES

- [Doc] Blender Rigify
- [Addon] Game Rig Tools



Source: [YouTube] MetaHuman: Andy Serkis Performance

A screenshot from the video game L.A. Noire. Two men in 1940s-style suits and hats are in an office. The man on the left is sitting in a chair, looking slightly to the right with a serious expression. He is wearing a brown hat and a grey suit. The man on the right is standing, looking towards the camera with a slight smile. He is wearing a light-colored fedora and a grey suit. In the background, there are wooden filing cabinets and a brick wall. A teal text box is overlaid on the image.

Thanks For
Your Attention!

L.A. Noire

REFERENCES I