

# PHYSICAL INTERACTION

ANIMATION, HIERARCHY, SIMULATION

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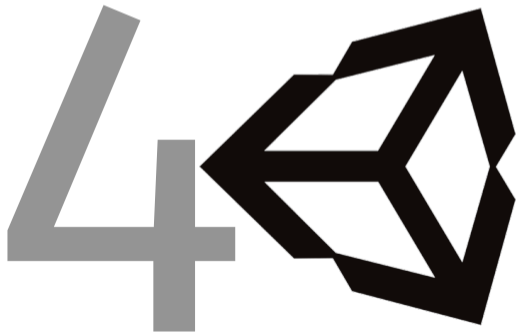
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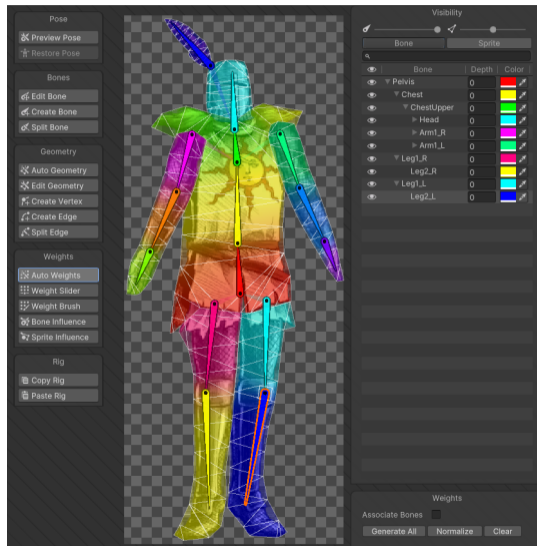
GAME MEDIA STUDIO



# 2D ANIMATION

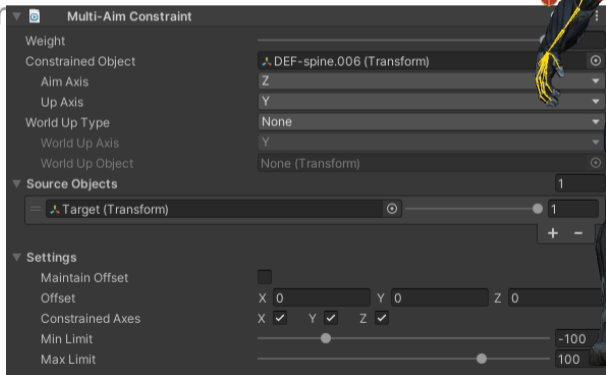
- Asset Import
- Sprite Editor
- Rigging & IK

→ Demonstration



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

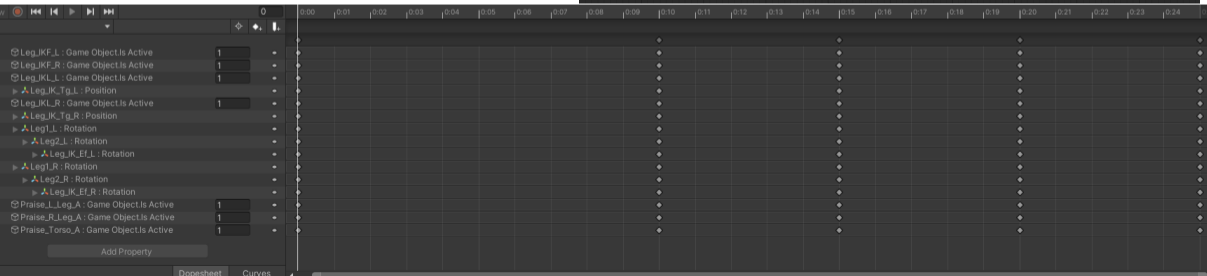
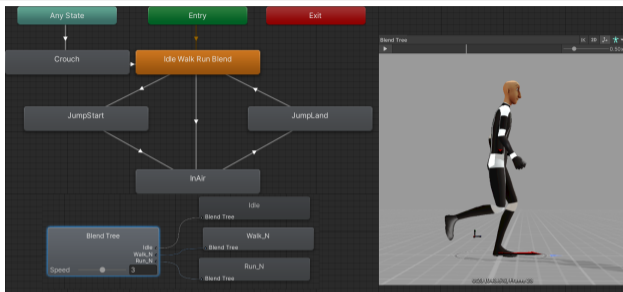
→ Demonstration



# 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 showing two characters in a 1940s office. The character on the left is wearing a brown hat and a grey suit, sitting in a chair with a cigarette in his hand. The character on the right is wearing a light-colored fedora and a grey suit, looking towards the camera. The background features wooden filing cabinets and a brick wall.

Thanks For  
Your Attention!

L.A. Noire

## REFERENCES I