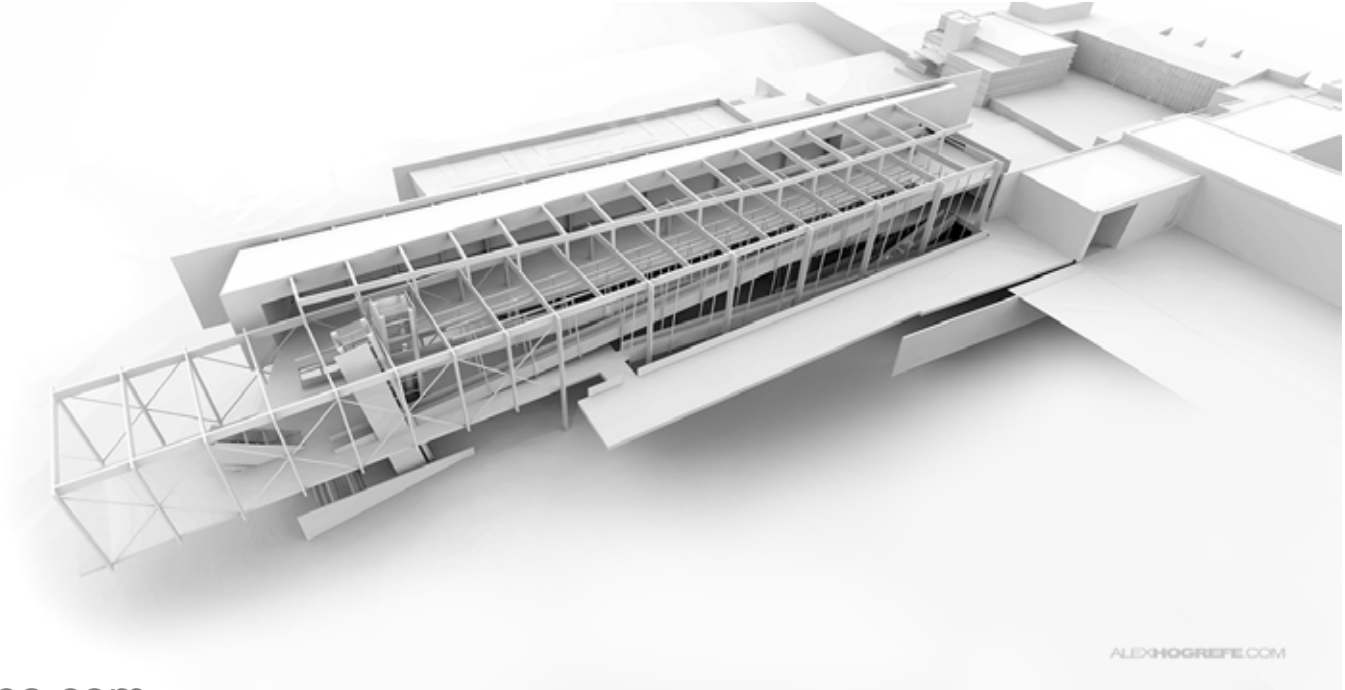
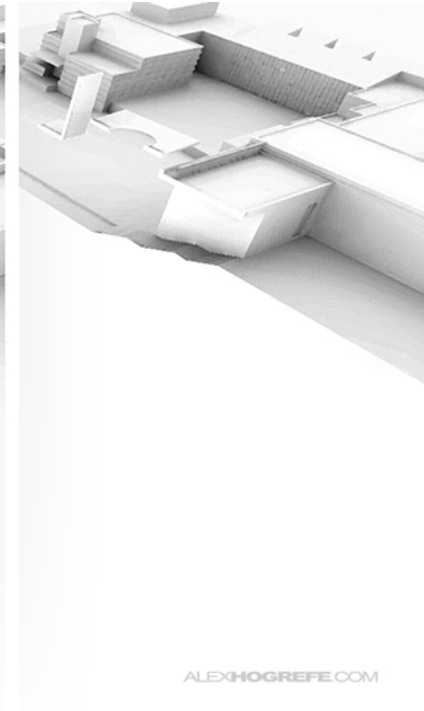
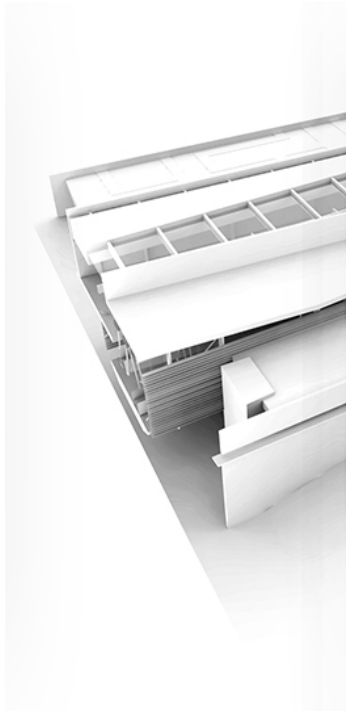


blog of the week



ALEXHOGREFE.COM

alexhogrefe.squarespaces.com



ALEXHOGREFE.COM

The Video content for todays lecture is available on the FBE DATA drive (this is mapped to the S drive in the FBE labs, or you can access it online, via VPN; instructions are here <http://coursefolders.fbe.unsw.edu.au/>)

You'll find all the lectures here: DATA\Courses\ARCH1101-ArchDes1\Resources\Lectures

ARCH1101

LOWE

FILM

ANIMATION

MACHINIMA

STUDIO TODAY

Choose one of your two conceptual designs to take through to a high degree of resolution.

STUDIO TODAY

For the chosen design develop the design of the stair in terms of composition, materials, balustrades and structure. Pay special attention to how the stair integrates with the surrounding architecture (i.e. you'll need to draw sections showing both the stair and the building fabric it touches).

STUDIO TODAY

Reflecting on the SketchUp model and sketches in your notebook consider 3 points of view that would show the most significant and distinctive aspects of your design when cut by an animated section; discuss these with your tutor.

NOTE: make sure you hide the section planes during your animation ... otherwise your model will appear all washed out and dull (this is not good).

FILM

THE LIFE AQUATIC: LET ME TELL YOU ABOUT MY BOAT

2001 A SPACE ODYSSEY: CLASSIC FILM

KILL BILL VOL. 1: CAMERA MOVEMENT

FILM SCHOOL: FRAMING TECHNIQUES

ANIMATION

THE THIRD AND THE SEVENTH

THE THIRD AND THE SEVENTH: MAKING OF
MEGALOMANIA

MACHINIMA

MACHINIMA

Wikipedia: Machinima is the use of real-time 3D computer graphics rendering engines to create a cinematic production.

MACHINIMA

RESEARCH AND CUTTING
EDGE PRACTICE

ENERGY AUSTRALIA

THE WEATHER ON UNDERWOOD ST
TODAY ART MUSEUM, RTP_MoCap

VINH NGUYEN, 01, 02, 03

MACHINIMA

CINEMATOGRAPHY: IN
REAL TIME

THE DEAD WALK
KILLZONE SHADOWS
TEAM FORTRESS 2
NEXT CAR GAME

CryENGINE CINEBOX

MACHINIMA

MEDIA: REFLECTION ON
REPRESENTATION

ENGINEERING

BeamNG

RED FACTION GUERRILLIA

PIXELUX DMM TRESTLE

PIXELUX DMM CRASH

PIXELUX DMM CLIFF HOUSE

MACHINIMA

MEDIA: REFLECTION ON
REPRESENTATION

SPACE

SECOND LIFE: REFLEXIVE ARCHITECTURE
HL2 PORTAL

MAKE LOVE NOT WARCRAFT

MACHINIMA

STUDENT WORK

SKETCHUP SCENES + SECTIONS

BLAKE CASHMAN, 01, 02, 03

RICKY FAN

CRYENGINE

BLAKE CASHMAN

MILLI LAKOS

JARROD HINWOOD

LUMION DEMO

SKETCHUP

TIPS AND TRICKS

JEREMY HARKINS; DIRECTOR, INENI REALTIME

ineni Realtime









INDEPENDENT STUDY

Complete by Tuesday April 1, by 9:00pm.

Continue to develop your Sketchup model through to a high level of resolution. This model should include the best examples of your custom textures (remember, not all of the models geometry needs to be textured) and the scenes used to construct your animations.

Upload 3 images of your developed Sketchup model and the set of 2 dimensional section drawings from your notebooks to your blog. Include each materials name as a caption.

Create 3 short (15 second max) animations based on the points of view and sections discussed above.