



SCHWEIZER JUGEND FORSCHT
LA SCIENCE APPELLE LES JEUNES
SCIENZA E GIOVENTU
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Università
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italiana

Facoltà
di scienze
informatiche

informatica08

Jahr der Informatik | Année de l'informatique | Anno dell'informatica

PROJECT 16: *Introduction to Computer Graphics*

Students:

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Assistants: Luca Mazzola and Riccardo Mazza



AIM:

Aim of this project is to introduce computer graphics, using open-source software.

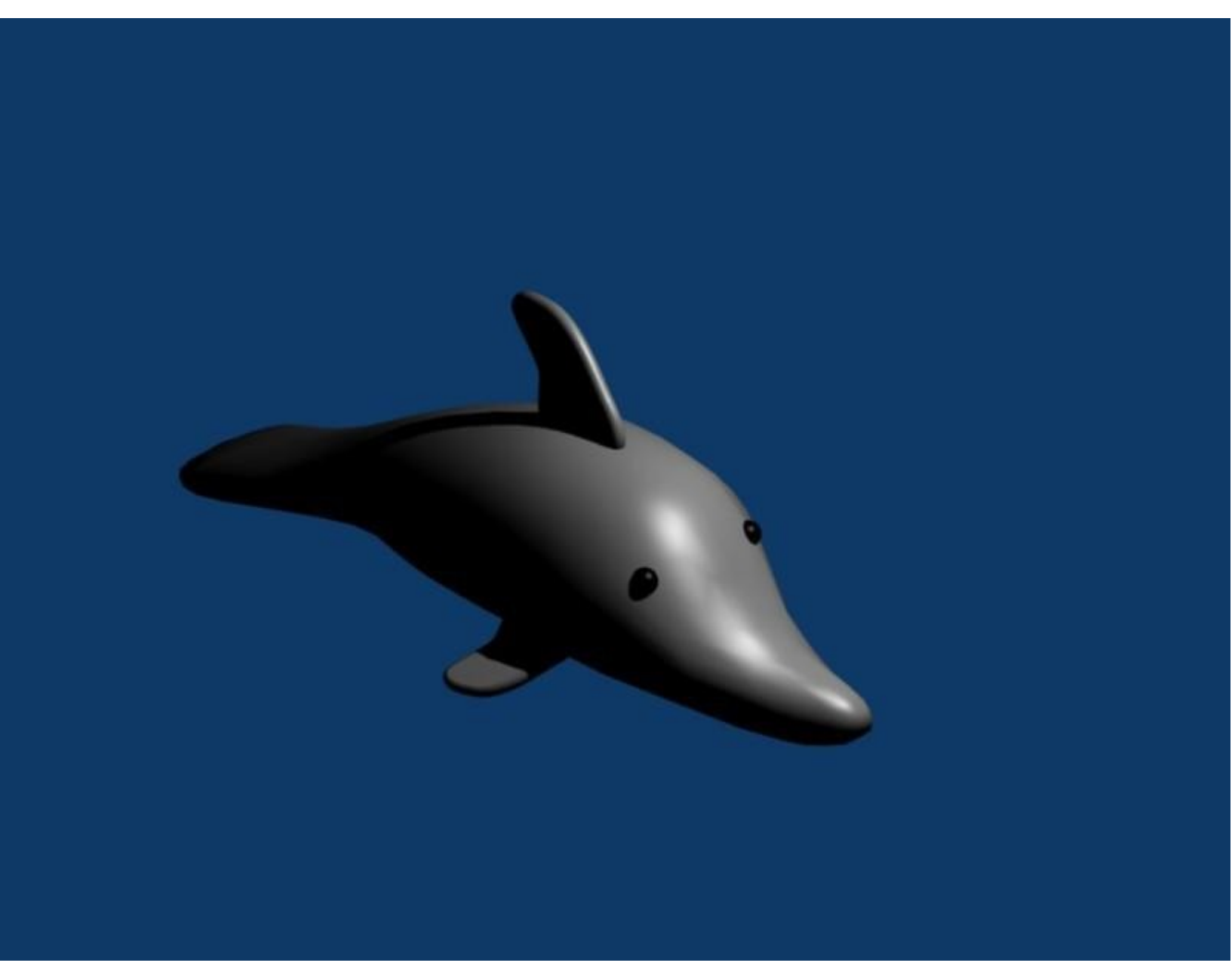
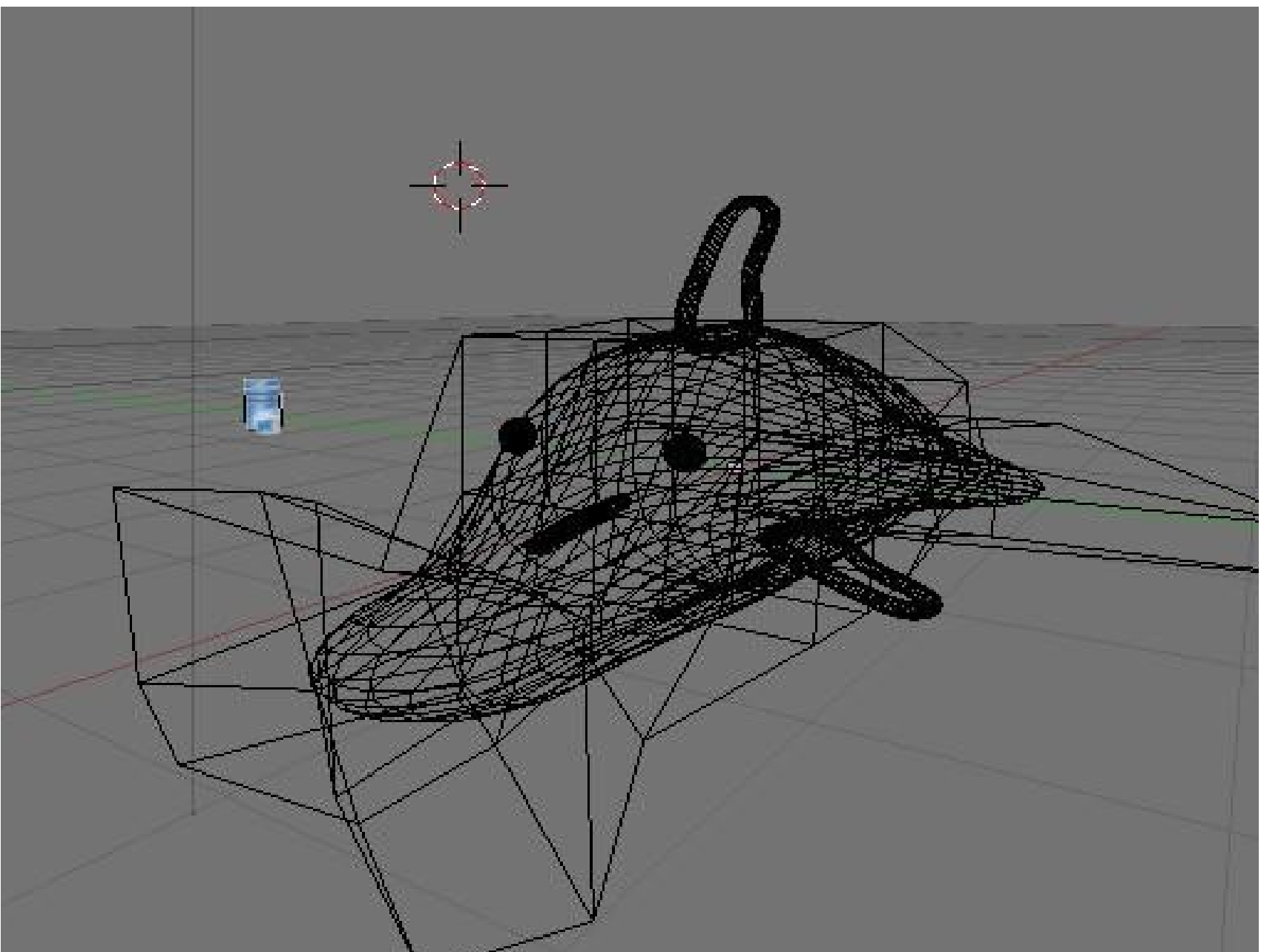
The students, using some introductory guides, can understand the basic concepts of the 3D graphical modeling by composing polygons to represent solid objects.

The final goal of project is to create a model of a turtle using a provided tutorial and exploiting the fantasy

The choice of only free software allows students to be able to continue to explore this field, if they enjoyed this experience

MATERIALS:

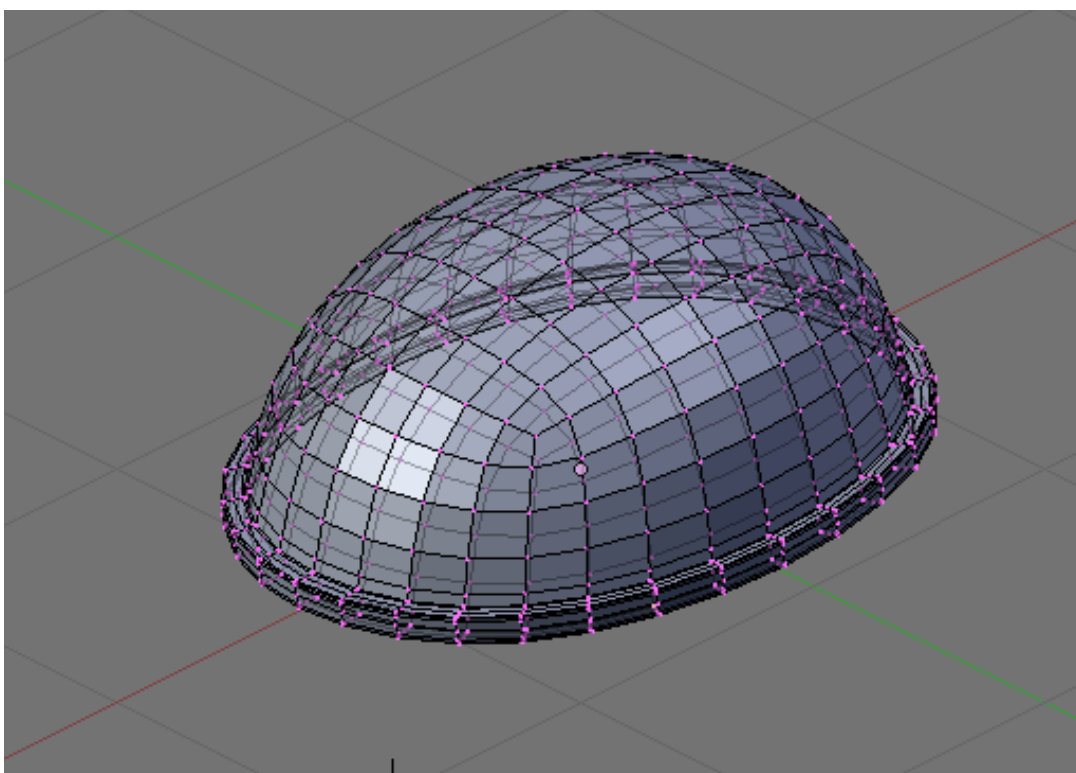
- Linux Fedora-based PC
- Firefox web browser
- Blender3D, an open source software for modeling 3D graphic and animating
- OpenOffice suite



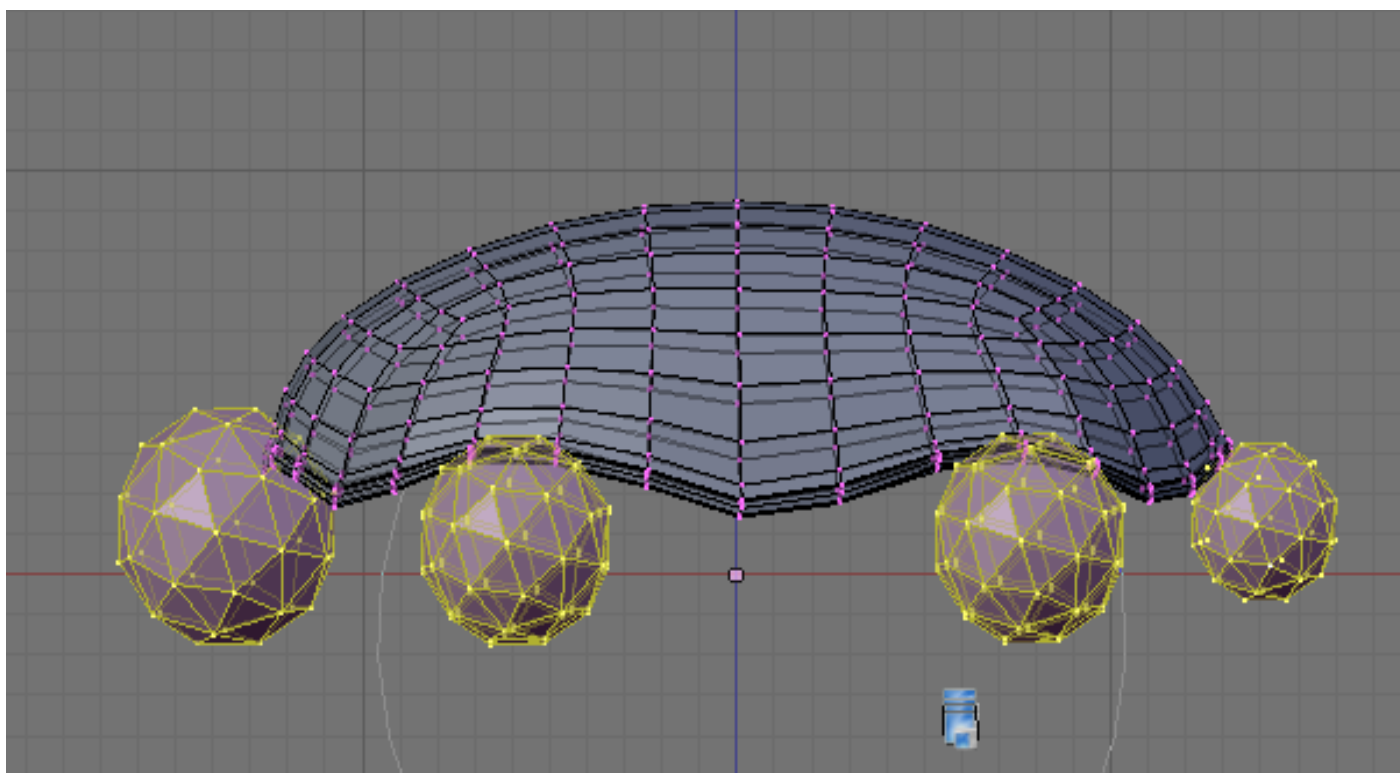
Our first steps in Blender.

METHOD:

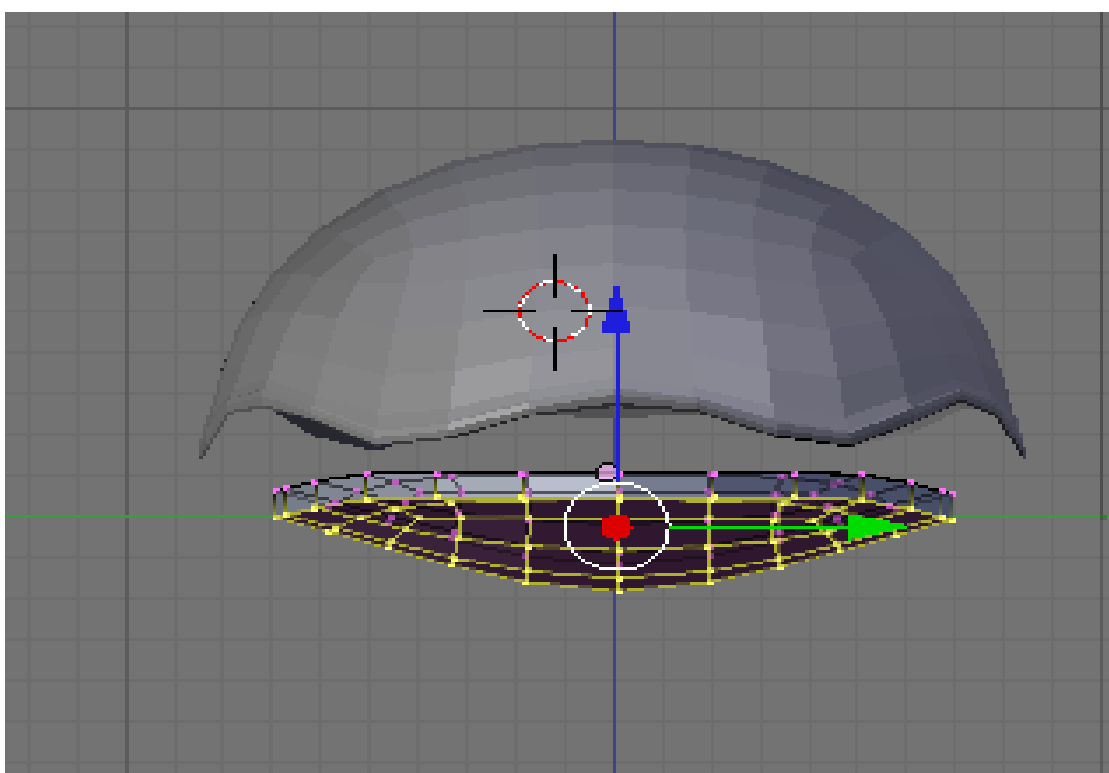
After some practical exercises we followed a guide explaining how to create a turtle, using also references found on internet



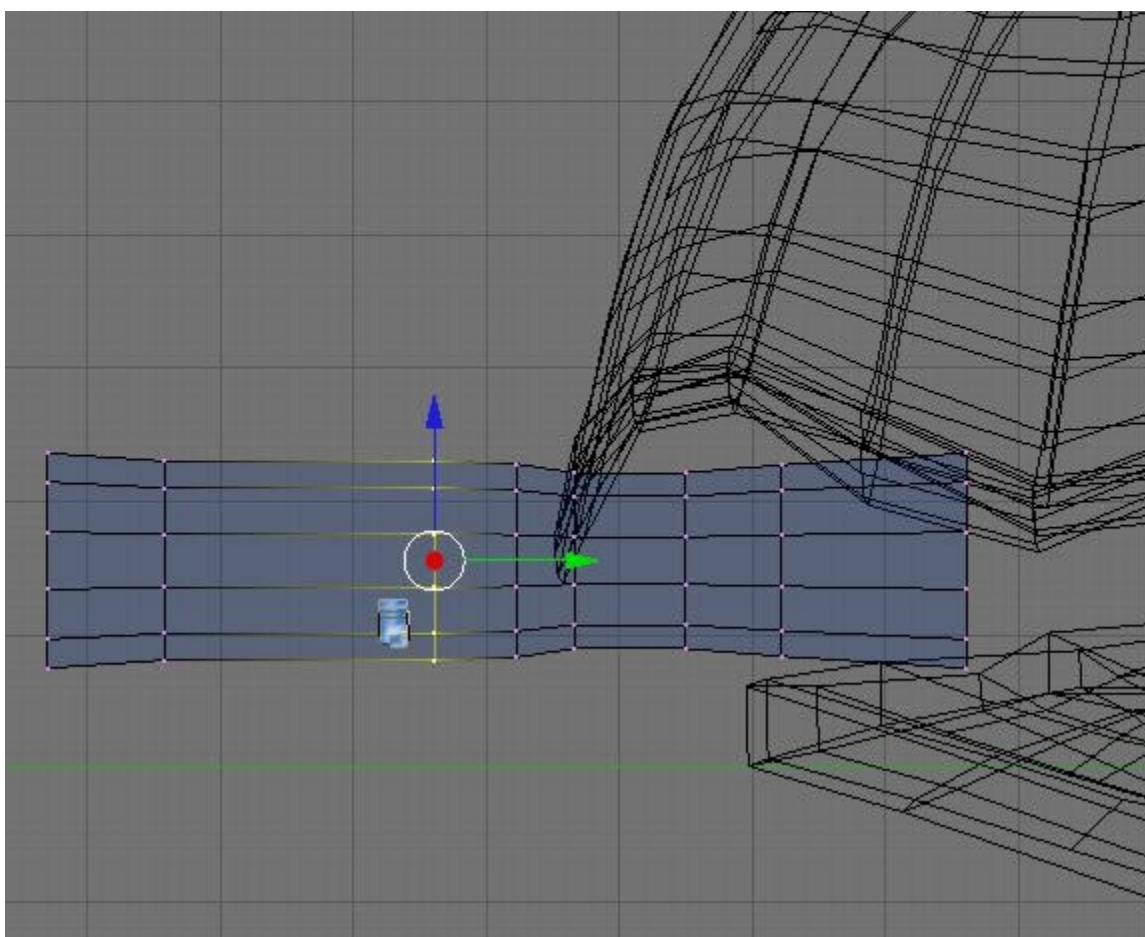
Drawing of the upper shell



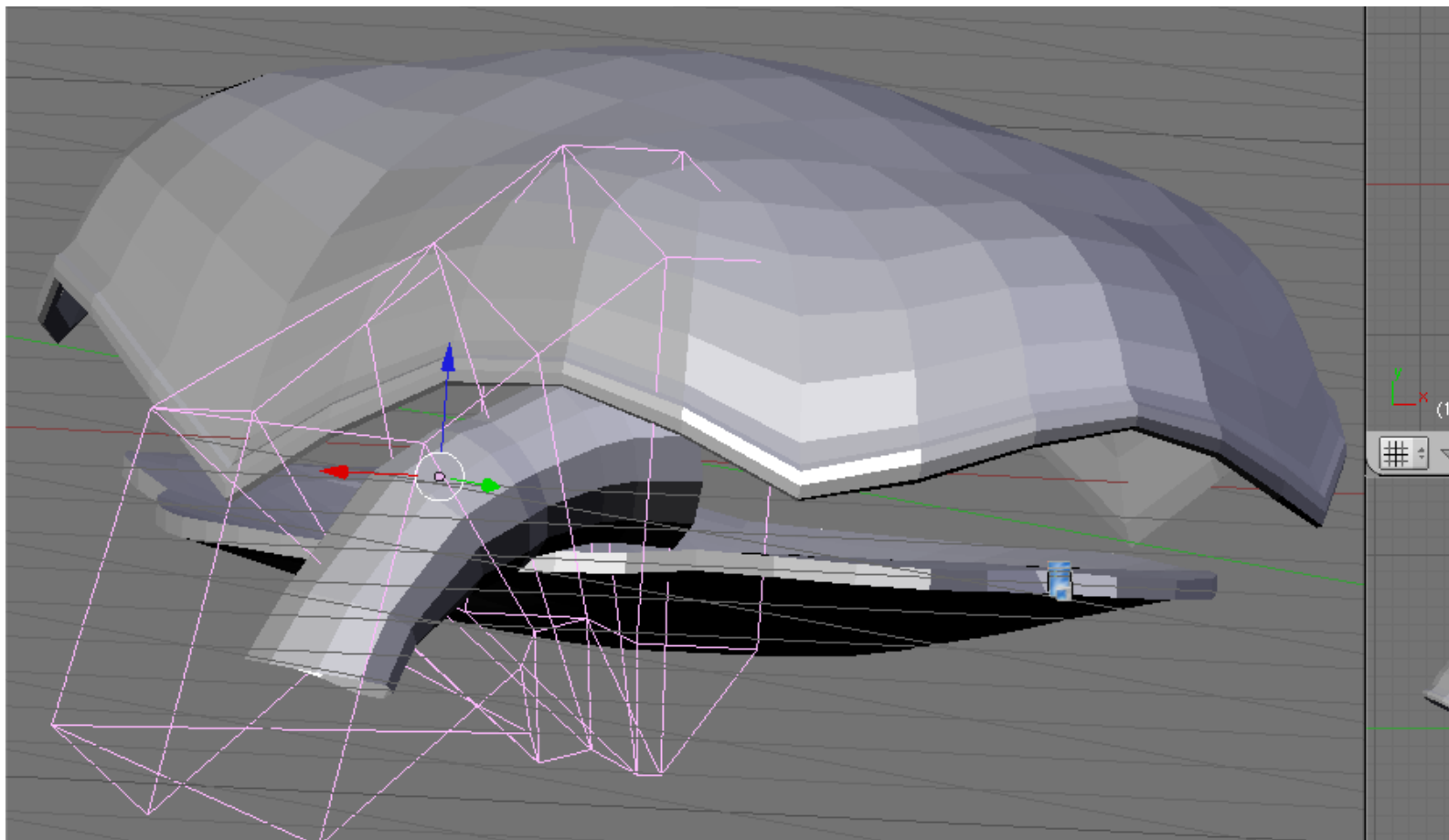
Shape the shell into the right form



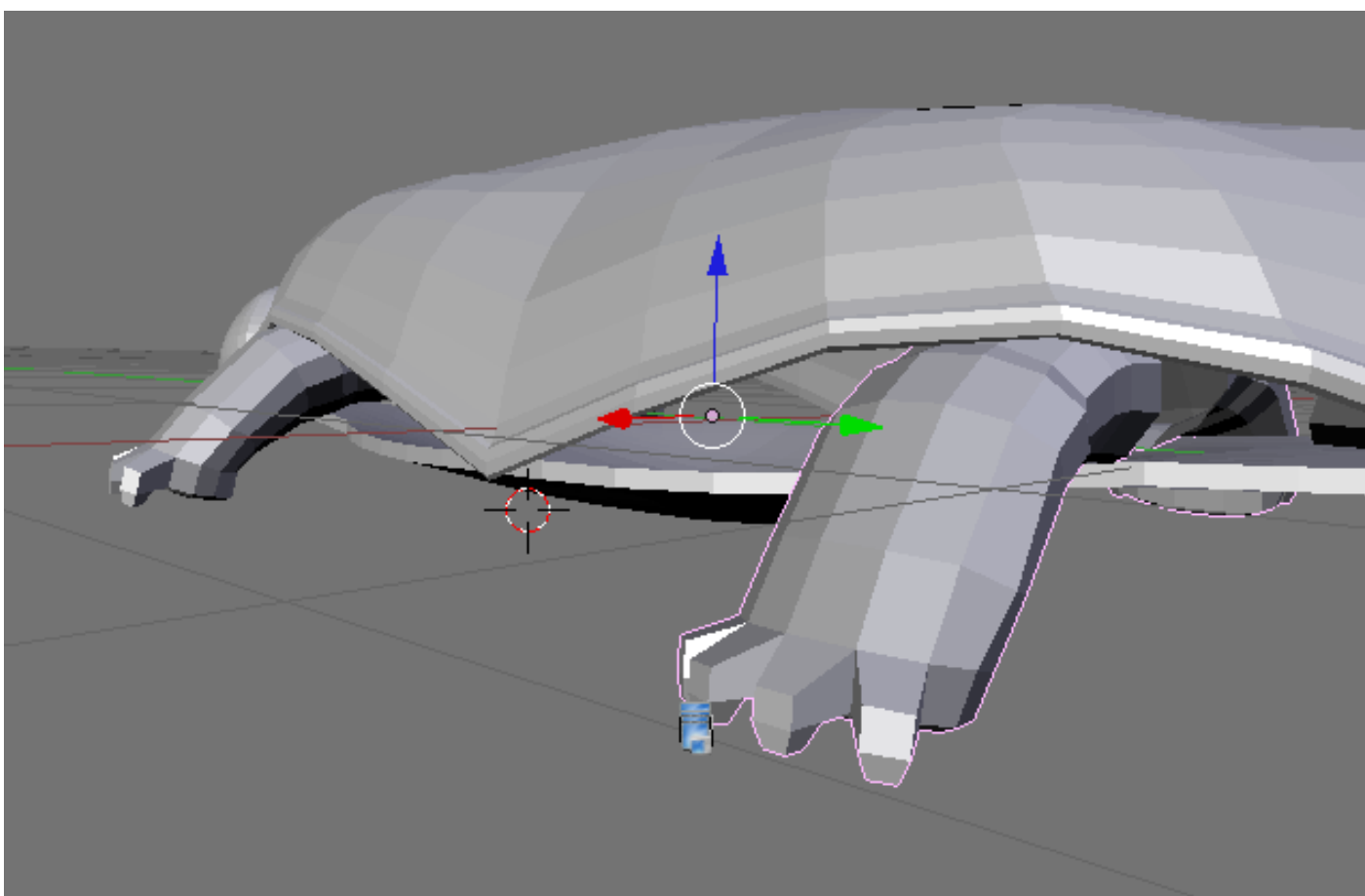
Create the lower shell.



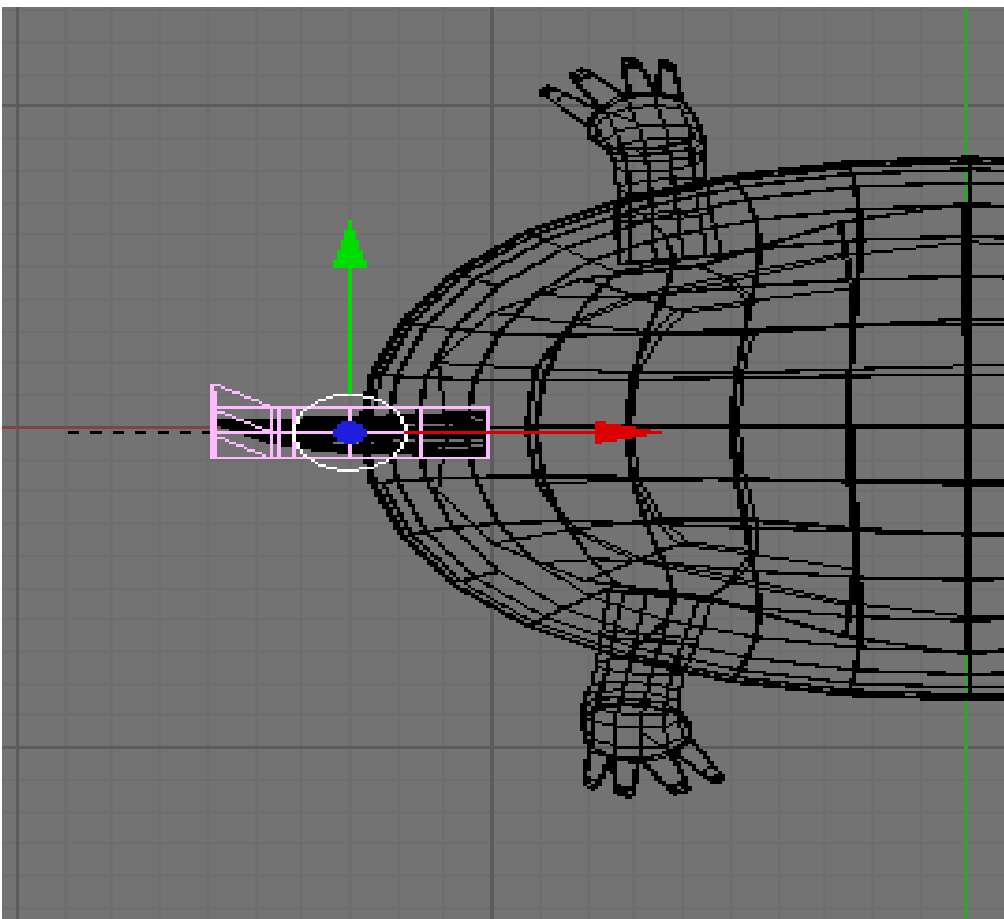
Start to create legs.



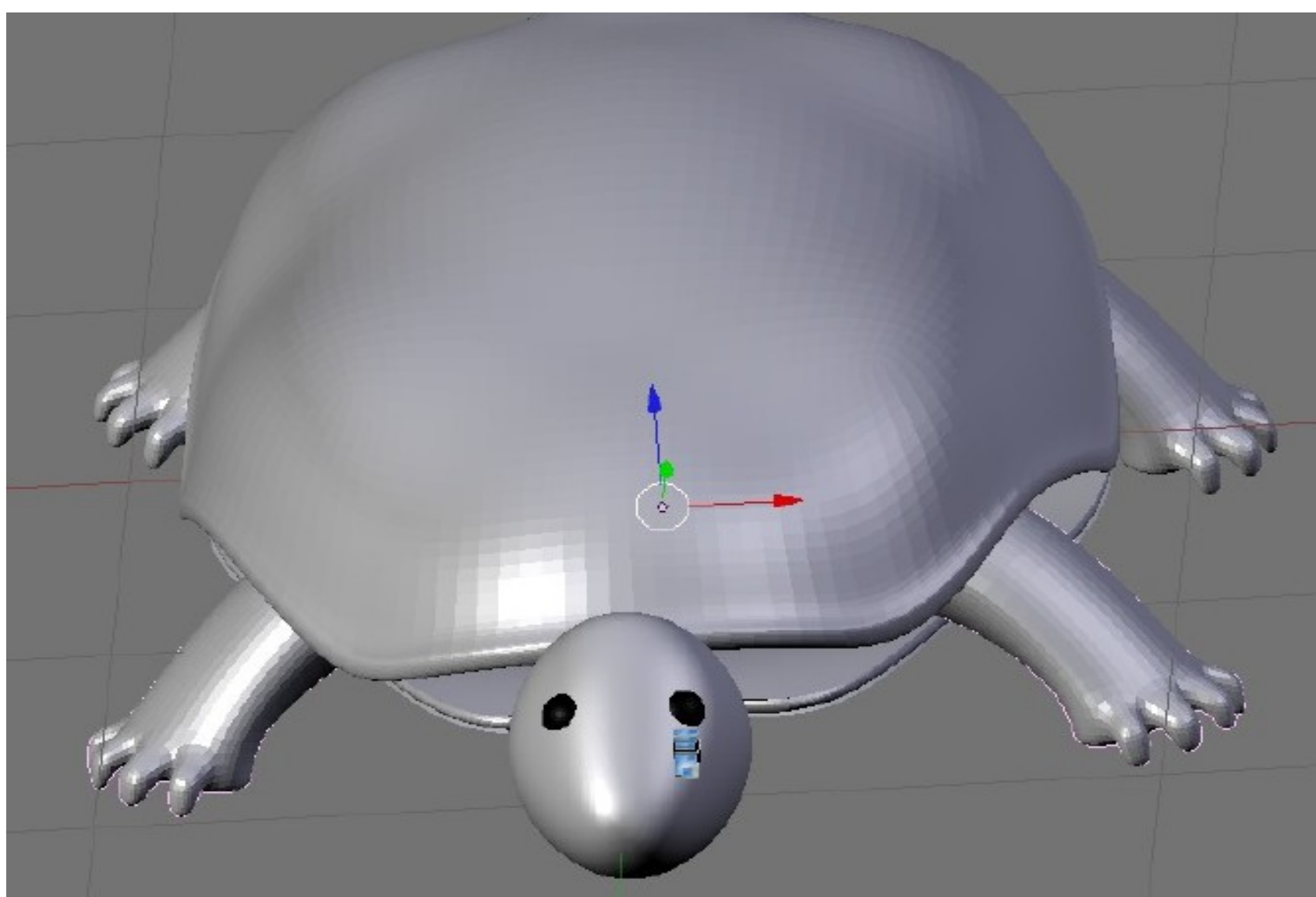
Bend the cylinder for the legs



Form the toes



Model the tail and head.



...
and the final results

