



filmelab.co.uk



Attribution Noncommercial ShareAlike

Wednesday, 31 March 2010

Thanks for coming.
Thanks for being invited.

adam procter

adamprocter.org

Wednesday, 31 March 2010

Thats me

Thats one of the blog i contribute to and the one with my animation work details on it.

Open Source

Wednesday, 31 March 2010

What is open source ?

What is it to me ..

Free software but its more – it is a set of principles that promote access to desig and production of goods and knowledge.

It normally refers to software that makes the code avalible to the general public with little to no IP restrictions

This allows developers and users to add to the software individually or through collobaration some software projects could not exist without a community of developers.

Why ?

use, distribute , study and change , create new version

not restricted by commercial gains it is more about the product and its potential not the sale figures

Blender

Celtx

Freemind

Gimp

Inkscape

Pencil

<http://www.freemug.org/>

Wednesday, 31 March 2010

various open source software exists for film production and animation

This is just a few – explain a little on each and link

Blender

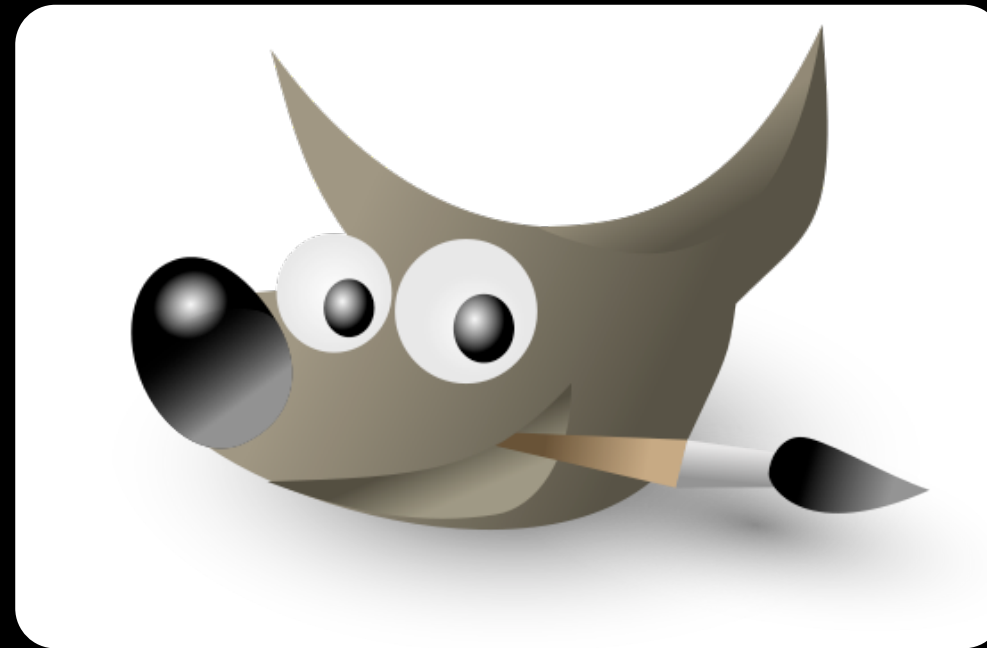
Celtx

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Creative Commons

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what is creative commons licence – why

I will let the next short video explain this for me, it does it alot better than I could and is quite fun.



Creative Commons Video
<http://creativecommons.org/>



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The Creative Commons is a non-profit organisation devoted to expanding the range of creative work available for others legally to build upon and share. The organisation has released several copyright licenses known as Creative Commons licenses. These licenses, depending on the one chosen, restrict only certain rights (or none) of the work.



Attribution



Attribution ShareAlike



Attribution No Derivatives



Attribution Noncommercial



Attribution Noncommercial ShareAlike



Attribution Noncommercial No Derivatives

Open Content

Wednesday, 31 March 2010

So what does this mean – by taking open source software and a creative commons licence you create open content (these names are all up for debate but they serve the purpose)

This flies in the face of many current business models

Allows people to use, distribute, study, change and make new versions

Why? use, distribute, study and change, new version

development model – artists challenge to change software = testing public benefit – education, knowledge

shared commercial interest – testing system

need content to test

fun, artistic freedom, learn new techniques, independence

NINE INCH NAILS: GHOSTS I-IV



Wednesday, 31 March 2010

One new example is the latest NIN record released without a record label with a creative commons licence on all the tracks and the first 9 tracks distributed online for free with various payments to get the further 27 tracks but it goes further. trent Reznor has created a NIN youtube channel asking Fans to submit films to each track on the record and will be curating a festival based on these submissions.

entire LP is creative commons share
creates a vibrant community around the 'product'

"Innovators like Nine Inch Nails are paving the way for new media business models that may bypass the middleman while making sure artists and fans are happy."

Wall Street Journal

NINE INCH NAILS: GHOSTS I-IV



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NINE INCH NAILS: GHOSTS I-IV

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Wall Street Journal

"most business execs ... could learn a lot from [Reznor's] experiments with online business models."

The Motley Fool



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Open Movies

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3 use, distribute , study and change , new version

An open content film (or open source film) is a movie or film produced entirely using open source software. It is usually released with samples or source material (screenplay, script, footage, etc.) that are released under a license which permits other parties to create other derivative works or fan fiction. Its production is either an open call system in which a changing cast and crew collaborate in movie production, a system in which the end result is made available for re-use by others or in which exclusively open source products are used in production.



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community

the Blender Foundation open movie projects. and invite a small team of the best 3D artists and developers in the Blender community to work on the film to develop the software further and then release all the files and the updated software back to the community

What 'Project Orange' brought to Blender was that the core coders were in constant communication with the people who were trying to make a movie. So the coders could see what was working and what wasn't.

Nothing against the development model of other open source packages, but having a user with a problem located across the hallway is an immense boon for any developer.

THE PEACH OPEN MOVIE PROJECT PRESENTS



Big Buck BUNNY

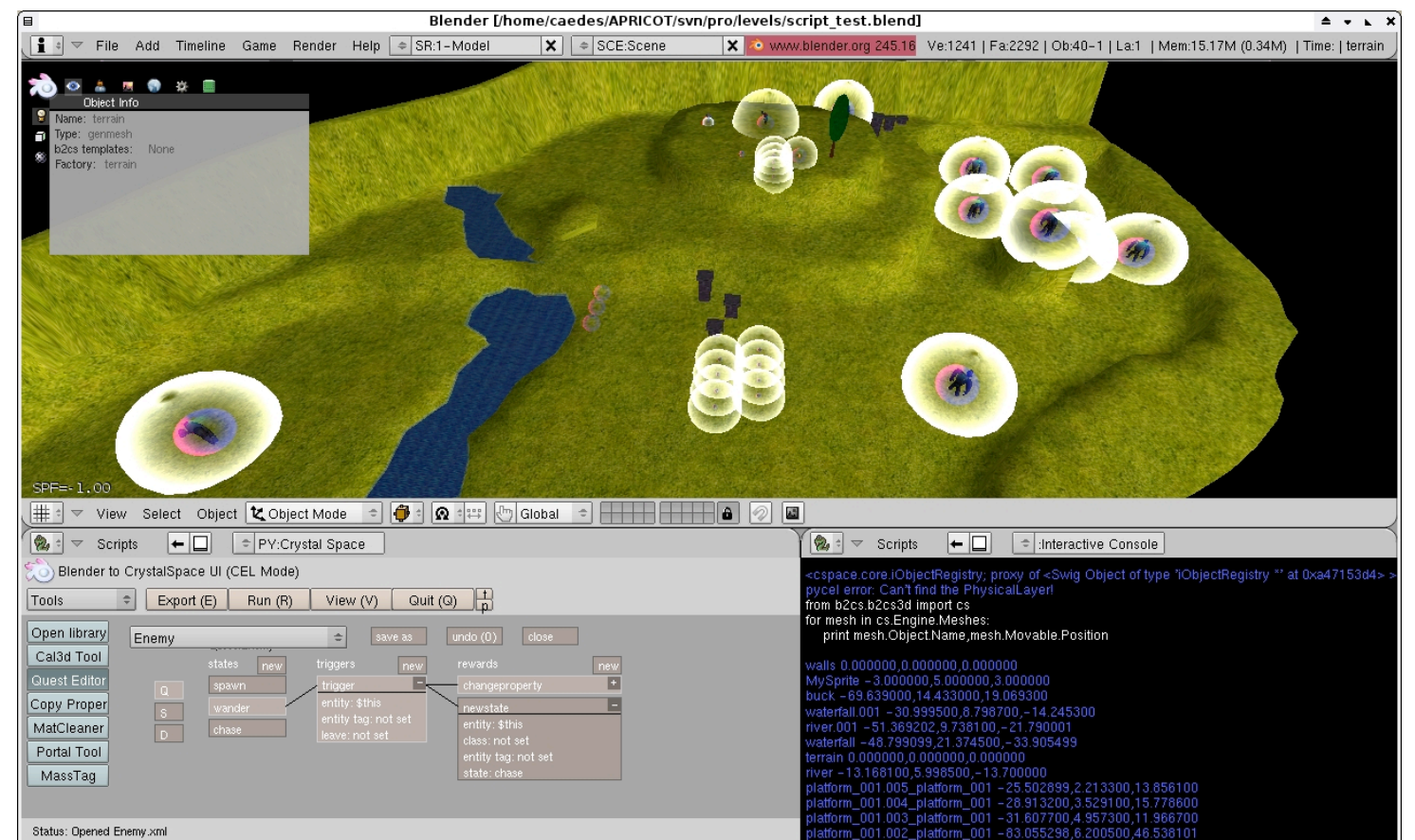
WRITTEN AND DIRECTED BY SACHA GOEDEGEBOURE – ART DIRECTOR: ANDREAS GORALCZYK – LEAD ARTIST: ENRICO VALENZA
ANIMATORS: NATHAN VEGDAHL, WILLIAM REYNISH – TECHNICAL DIRECTORS: CAMPBELL BARTON, BRECHT VAN LOMMEL
MUSIC BY JAN MORGENSTERN – PRODUCED BY TON ROOSENDAL, BLENDER FOUNDATION

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WWW.BIGBUCKBUNNY.ORG

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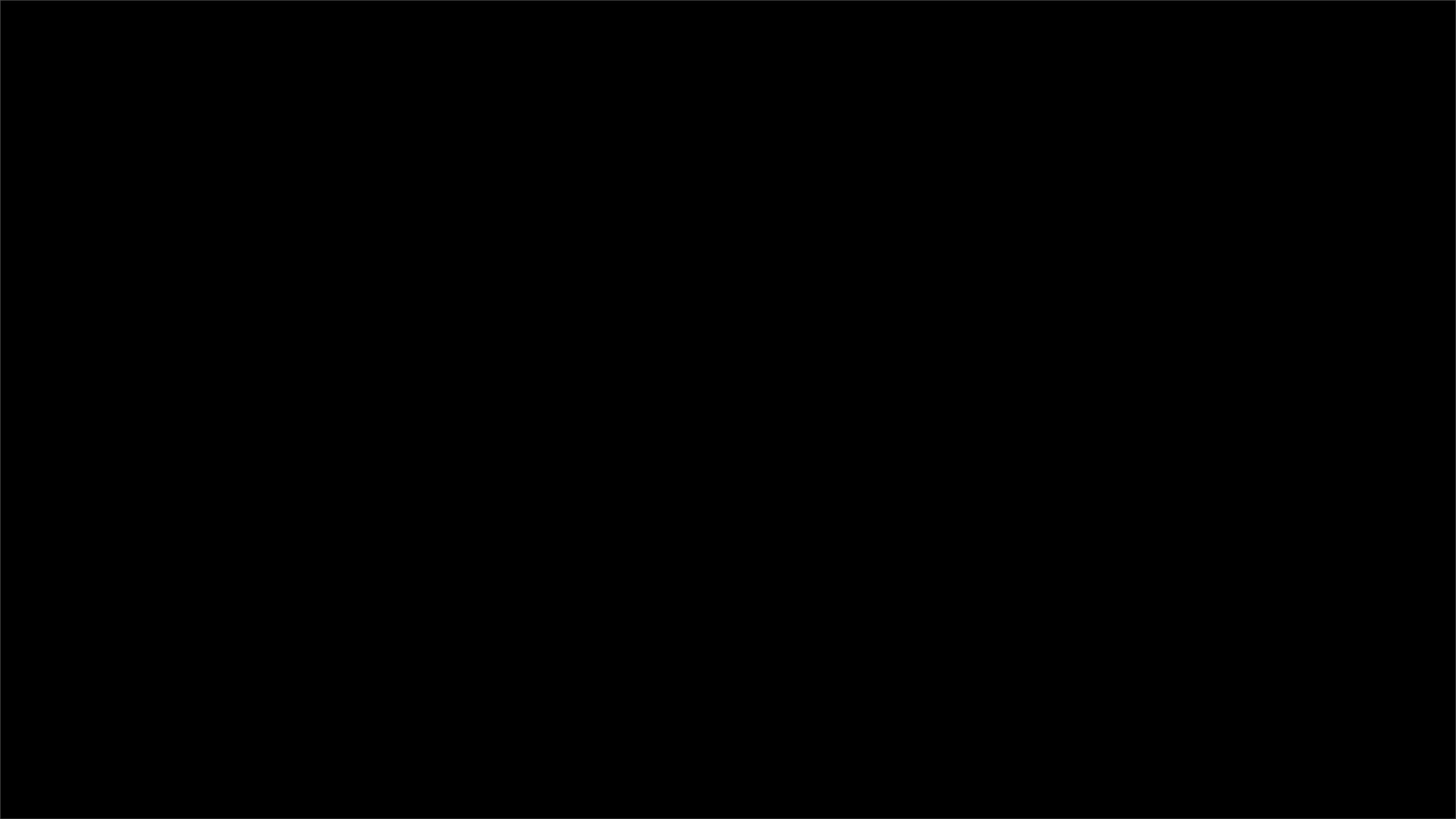
<http://peach.blender.org>
<http://apricot.blender.org/>



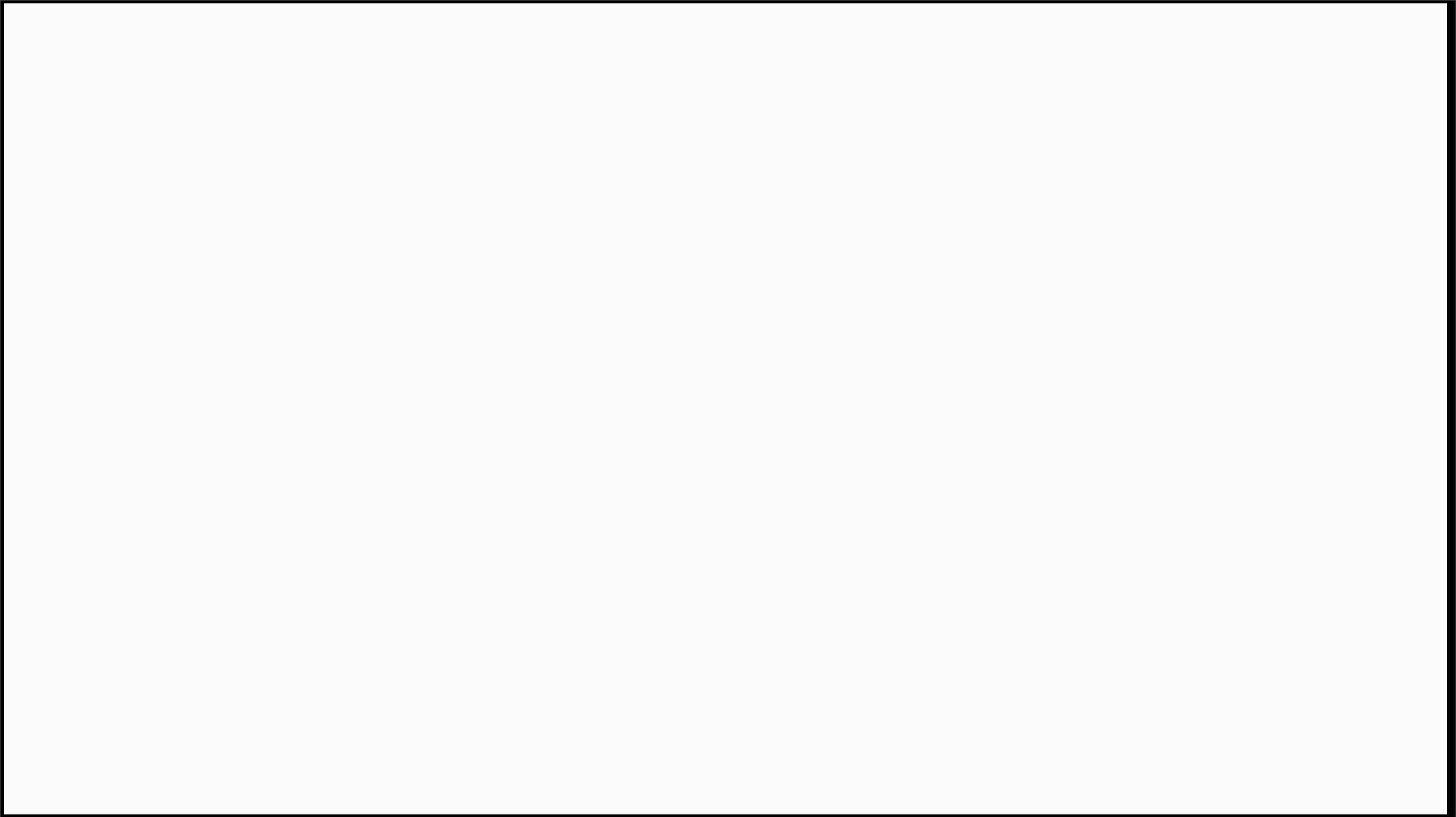
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community

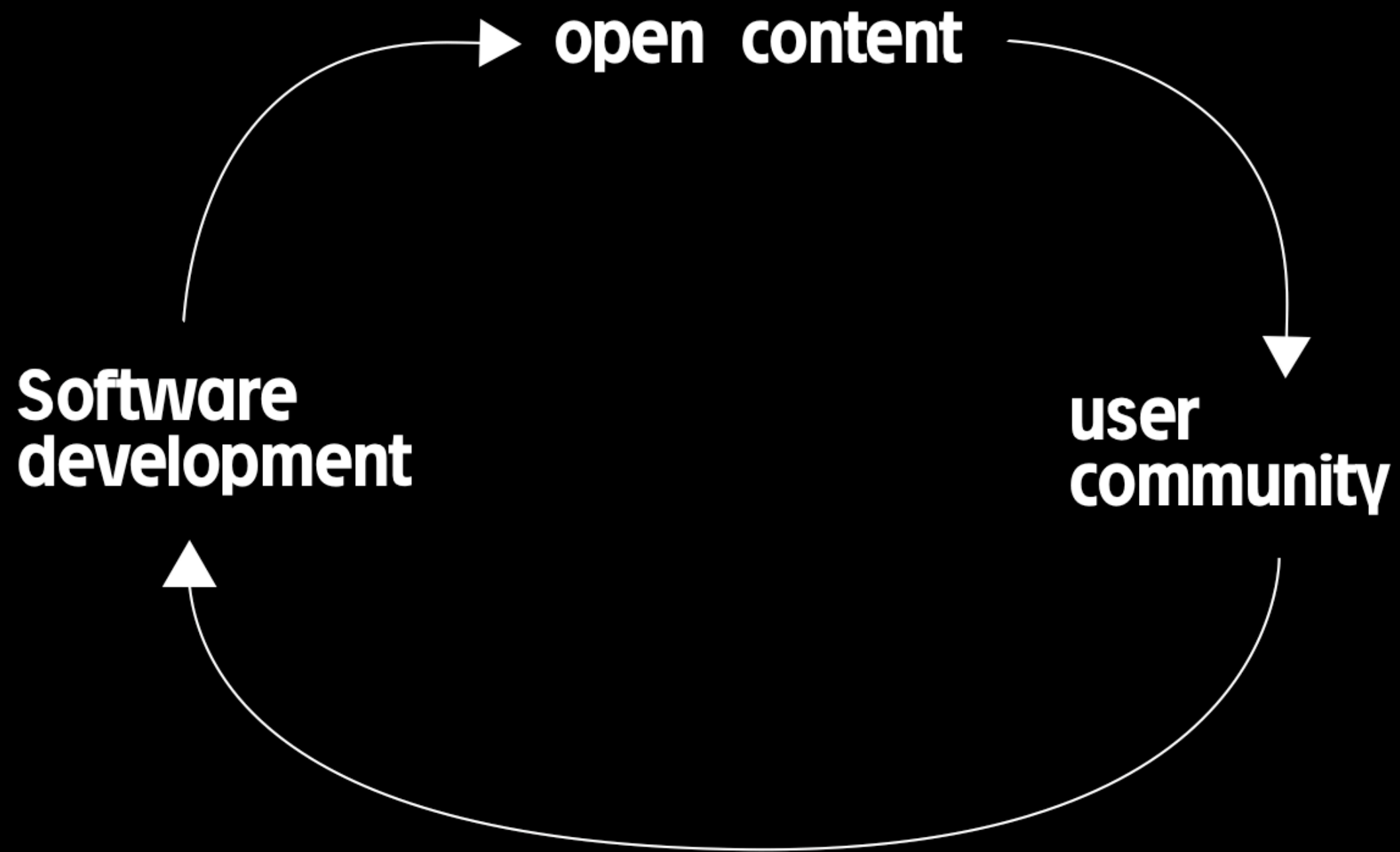
this has just been completed – how is it funded – DVD pre-sales , technology companies that need content,
Sun – rendering (computing power)
film more (digital to film conversion



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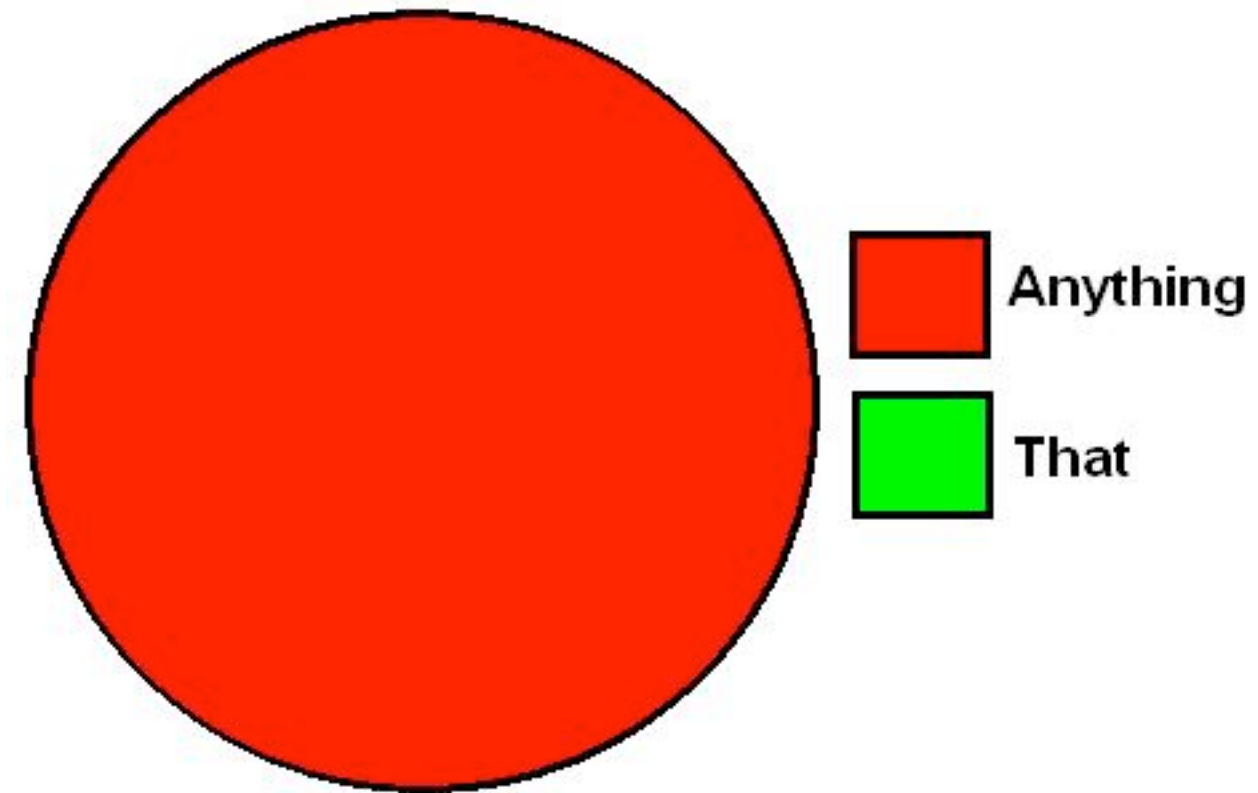
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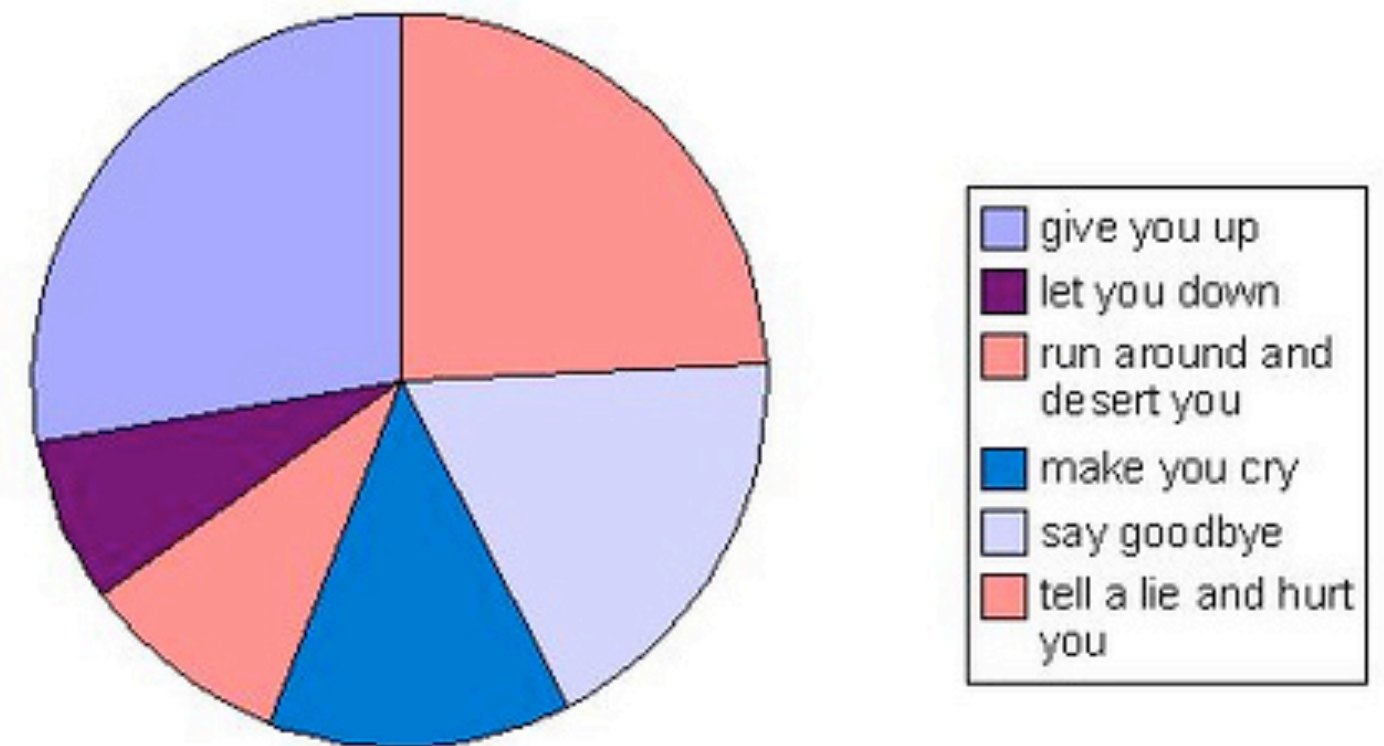
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business models – need to test , need content, sell other services around the product
sustainable businesses models

Things Meat Loaf would do for love



Rick Astley would never:



Doljer

Open source software

Creative commons

Carbon neutral

Online distribution of all files



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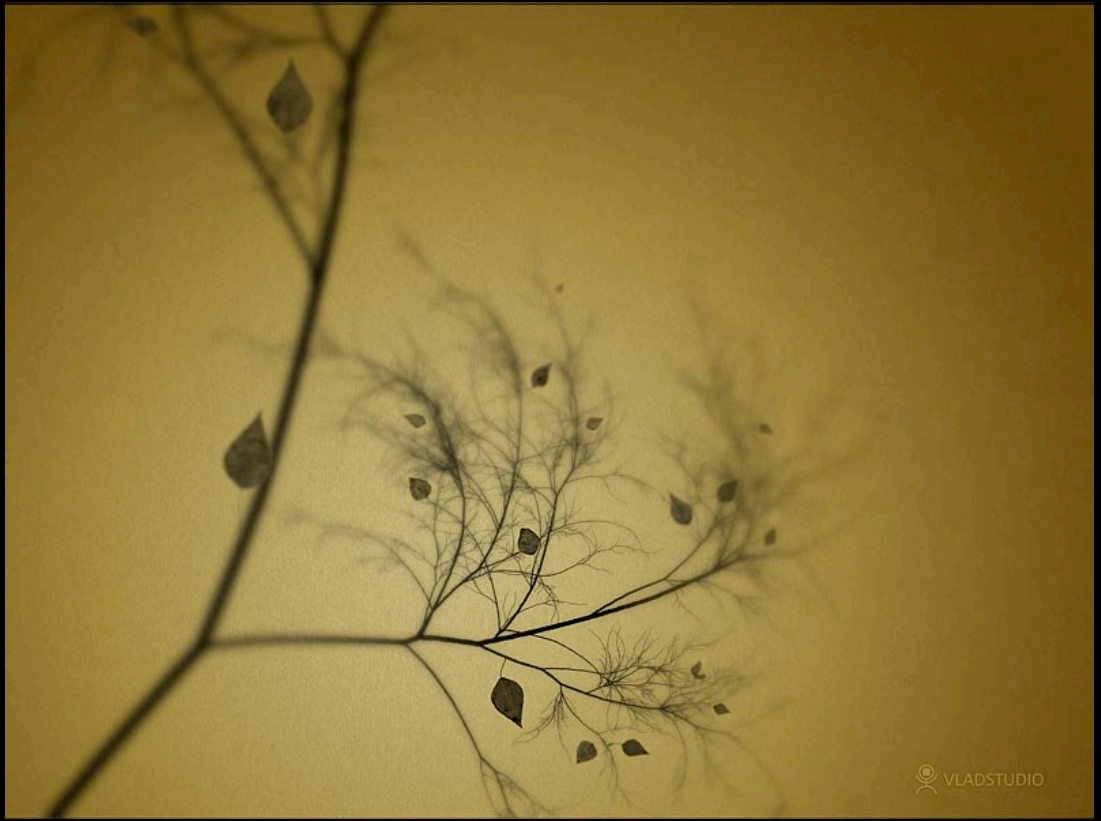
Being carbon neutral, or carbon neutrality, refers to neutral (meaning zero) total carbon release, brought about by balancing the amount of carbon released with the amount sequestered.

All the files released online.

What software was used and why

Unique in being Open source & Carbon Neutral

Play »



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context free – desktop pictures

yuri norstien – russian animation

Celtx – Pre-production tool

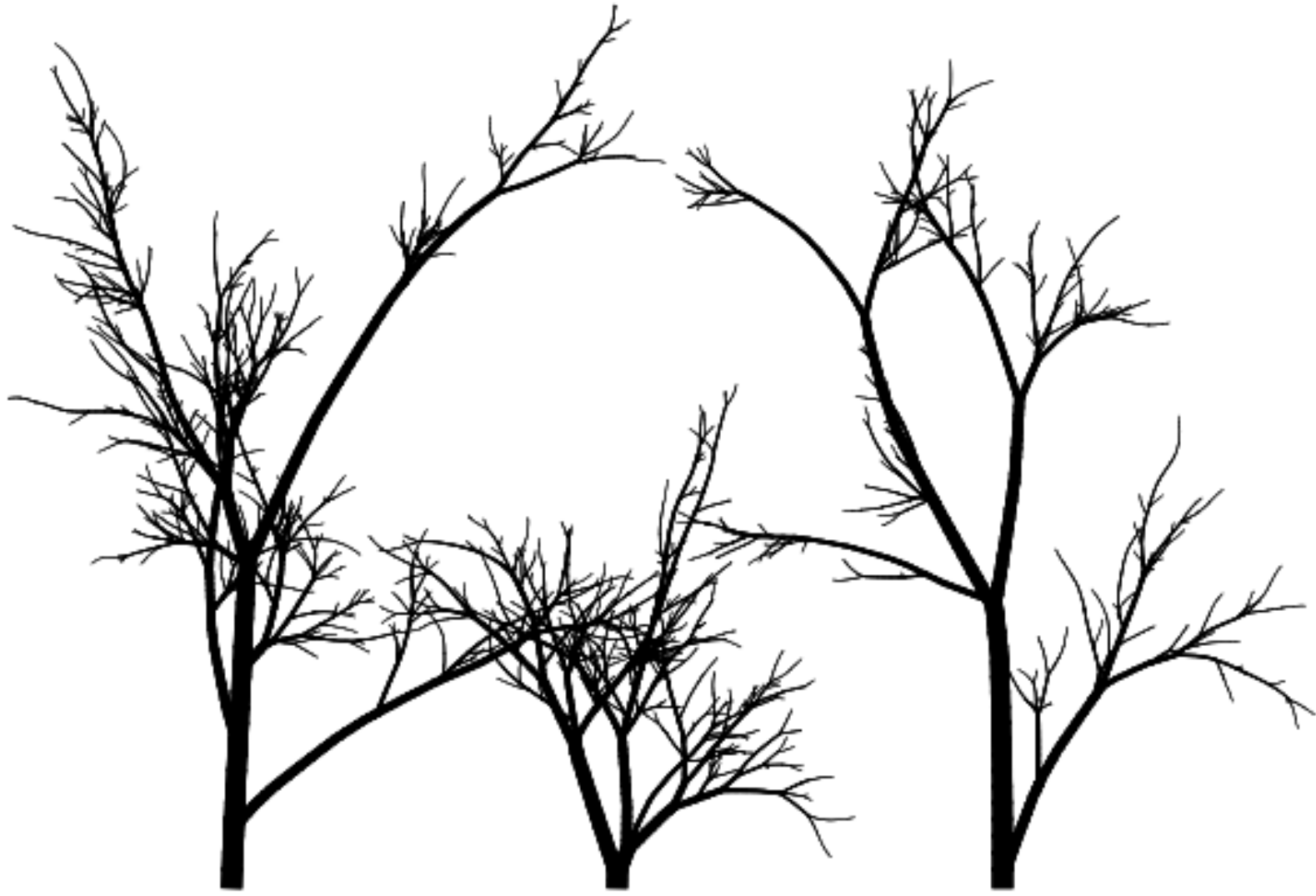
Context free – L-Tree creation tool

Blender 3d – 3d Creation Suite

Gen 3 – 3d L trees

Adobe Illustrator (alternative Inkscape)

Adobe Flash (alternative pencil)



www.contextfreeart.org

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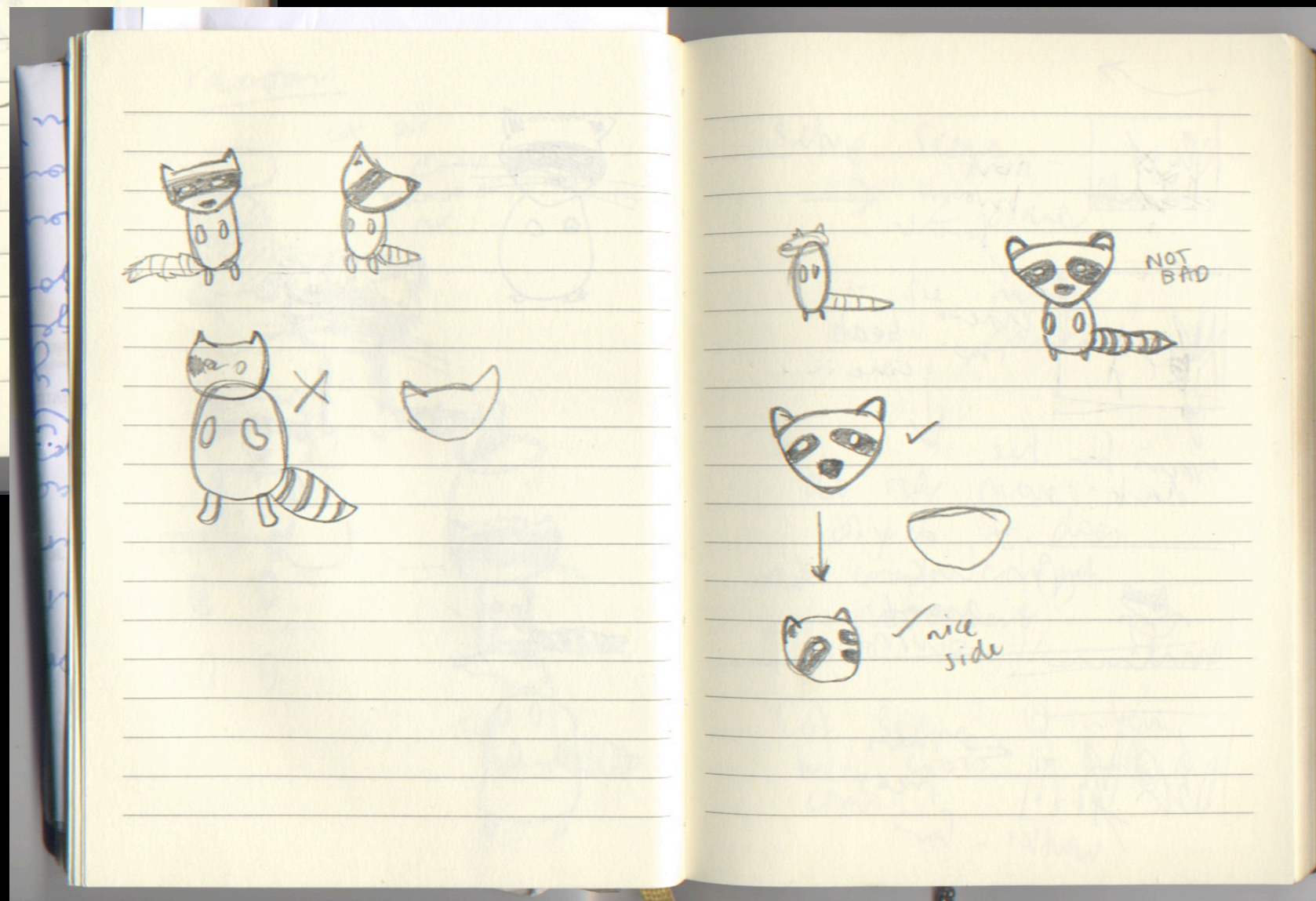
This is where it started.... making trees
context free



Tests and Samples

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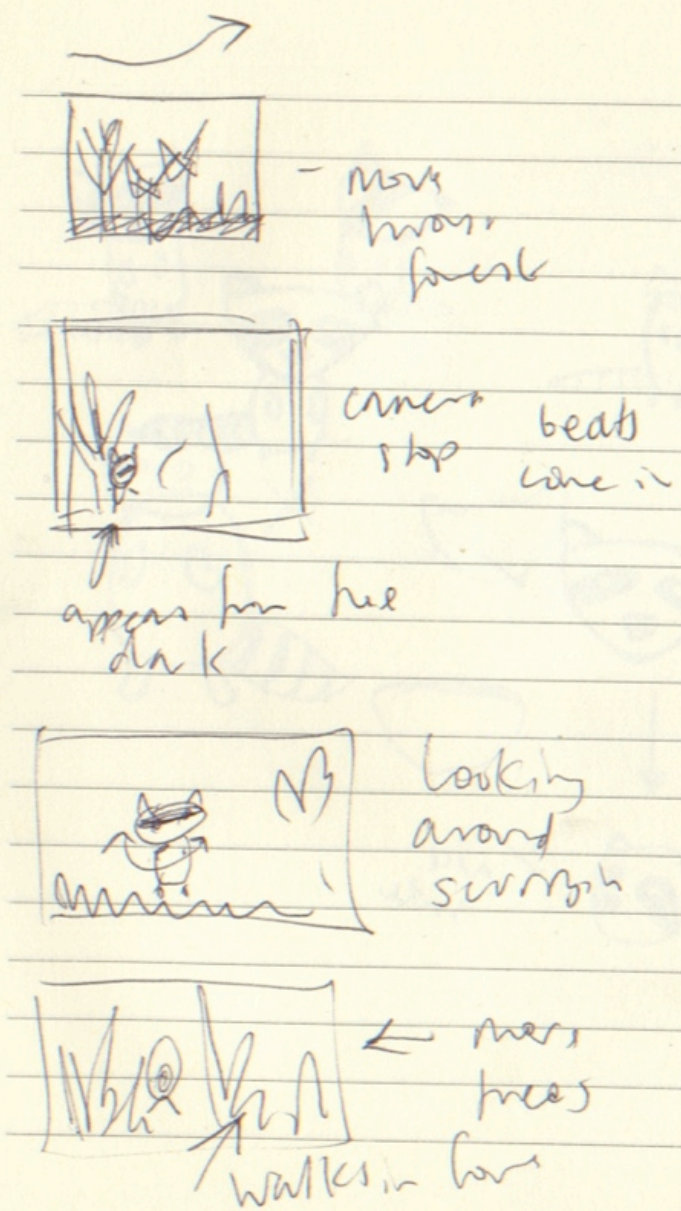
The making some tests and then listening to some records to come up with soundtrack



Character Sketches

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The character was sketched a few times



Setup Scene
→ 2 plane

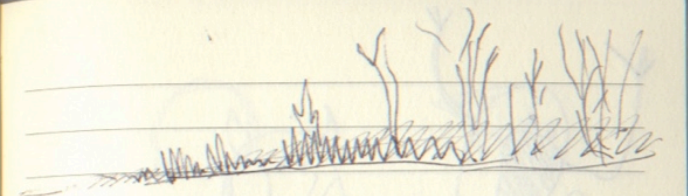
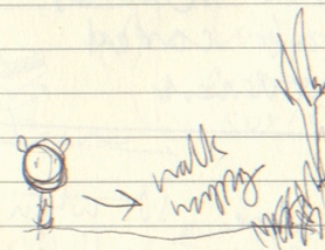
- he move camera

↓
do not move objects it does not create correct movement

Cut Scene is when tree cross in front of cam.



Razoon goes into forest and gets engulfed and lost



camera moves along and in and out

✓ cut at movement for reason

Black → white

no mist
see mist

for floor...

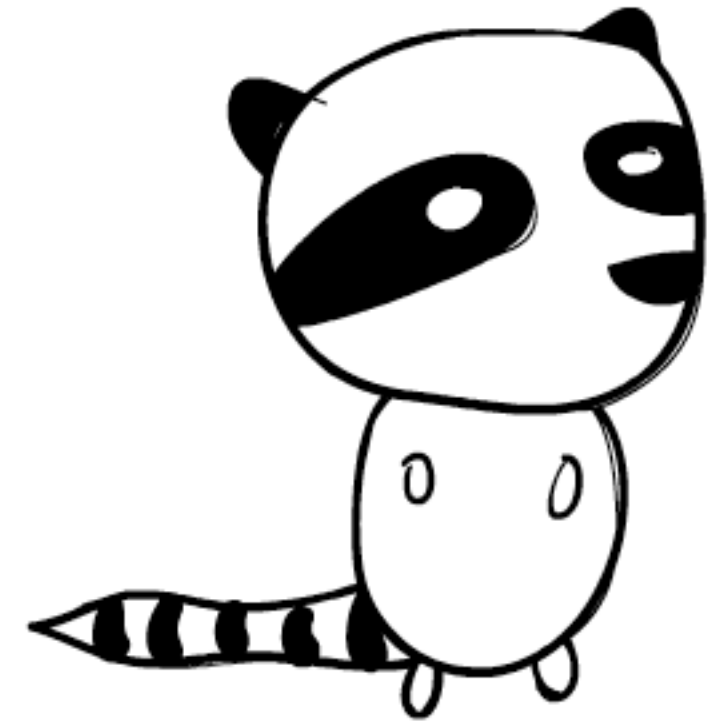
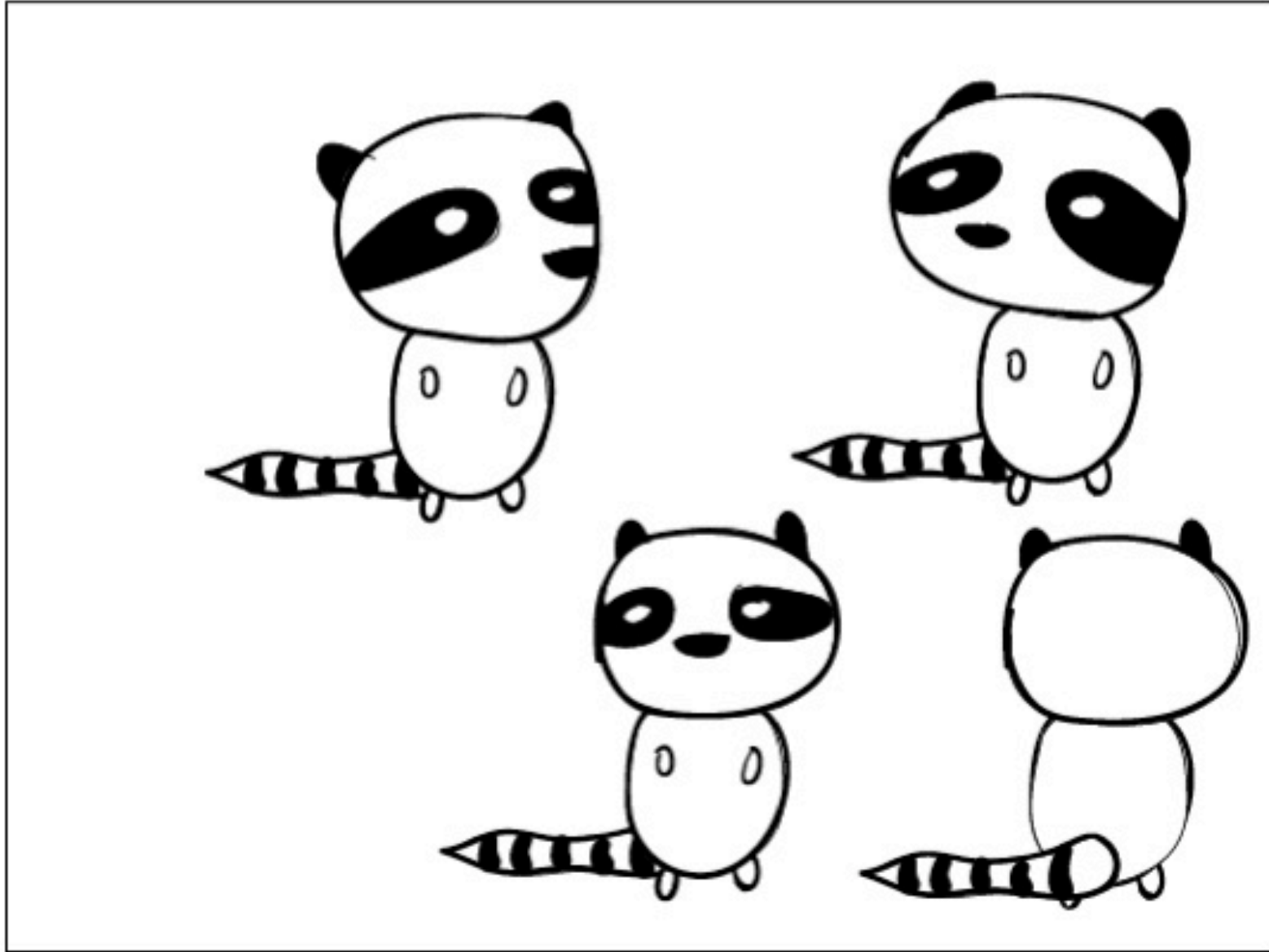
the ground
the trees

as though forest is growing around him

Storyboards

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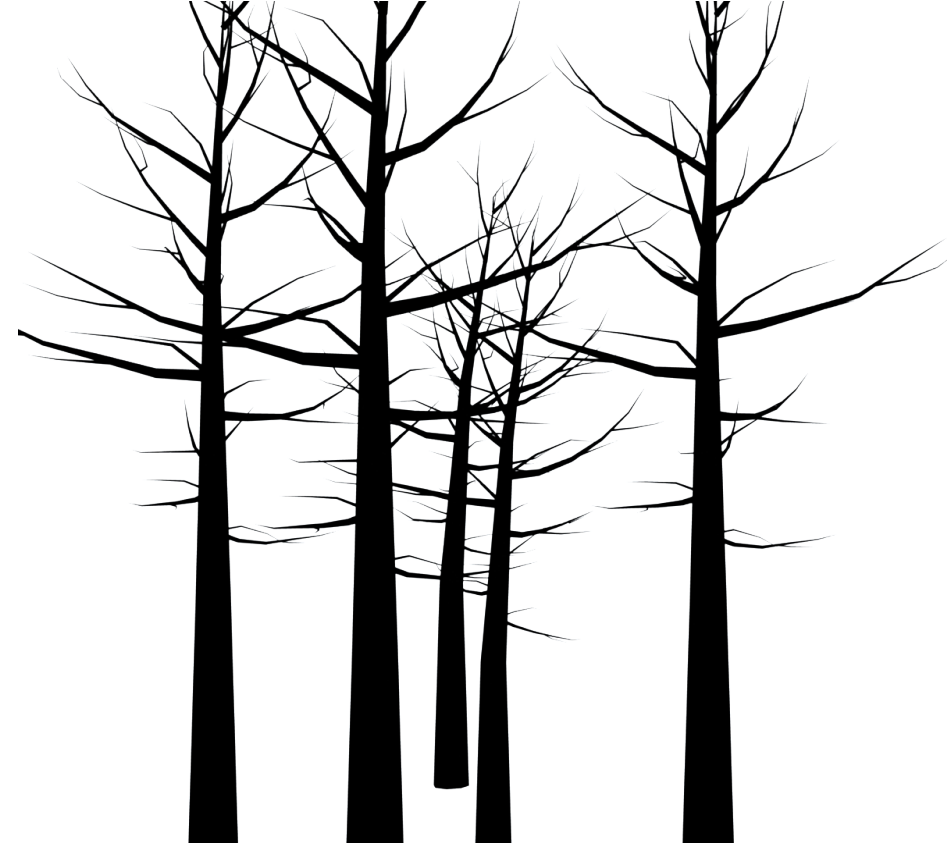
Storyboards.



Tests and Samples

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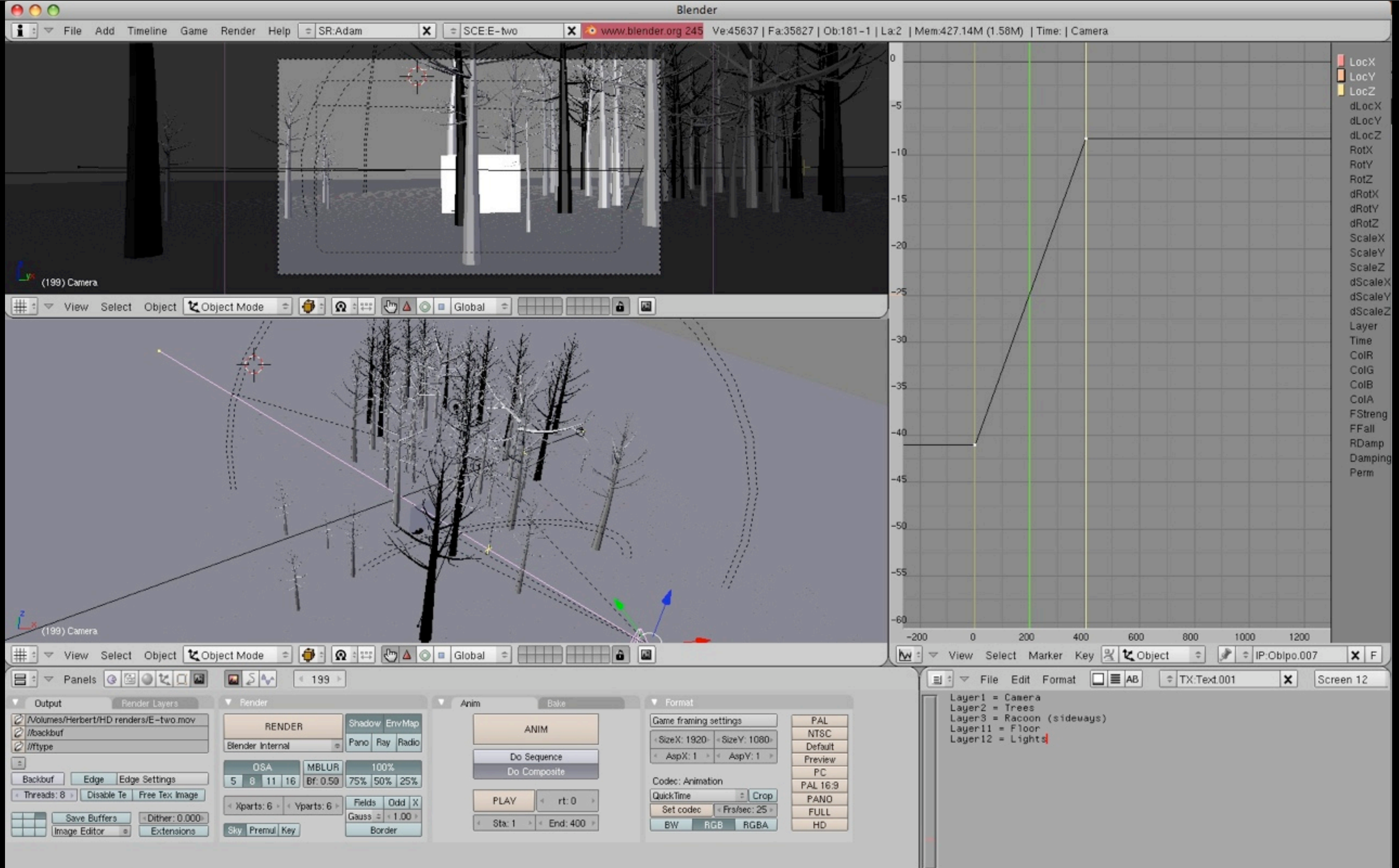
and then refined in Illustrator (inkscape) and animated in Flash (pencil) – so not open source but saved time



Tests and Samples

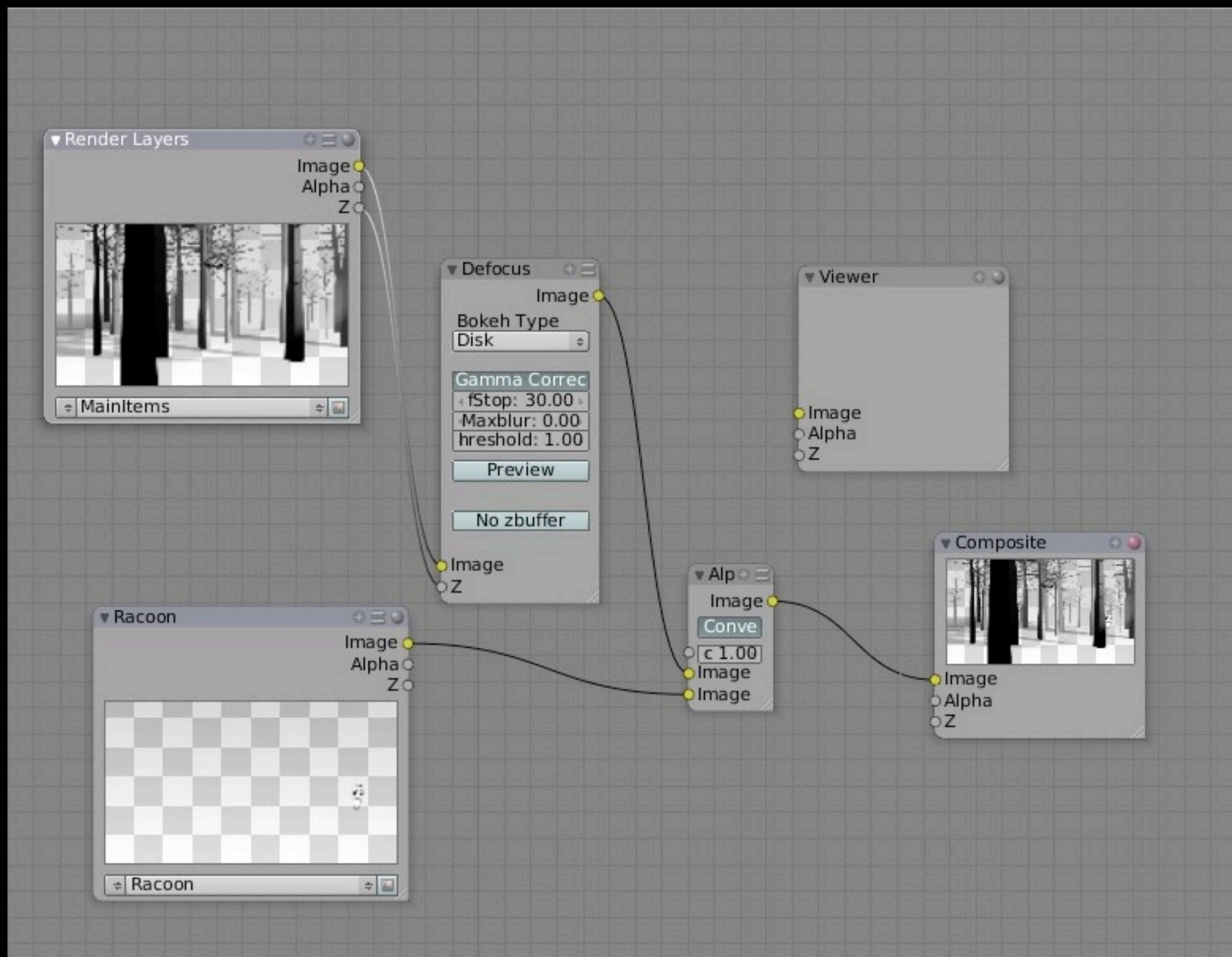
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More testing becomes obvious the best way was to bring in a real 3d world
Blender came in and the community helped with lots of stumblers and that why creative commons came in



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Here is one of the scenes



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node fun :D the nodes for compositing



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final output – edited in blender

explain what is done in blender and why it is an all round tool

Questions ?