



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 design and production of goods and knowledge.

It normally refers to software that makes the code available to the general public with little to no IP restrictions. This allows developers and users to add to the software individually or through collaboration. 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.freesmug.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

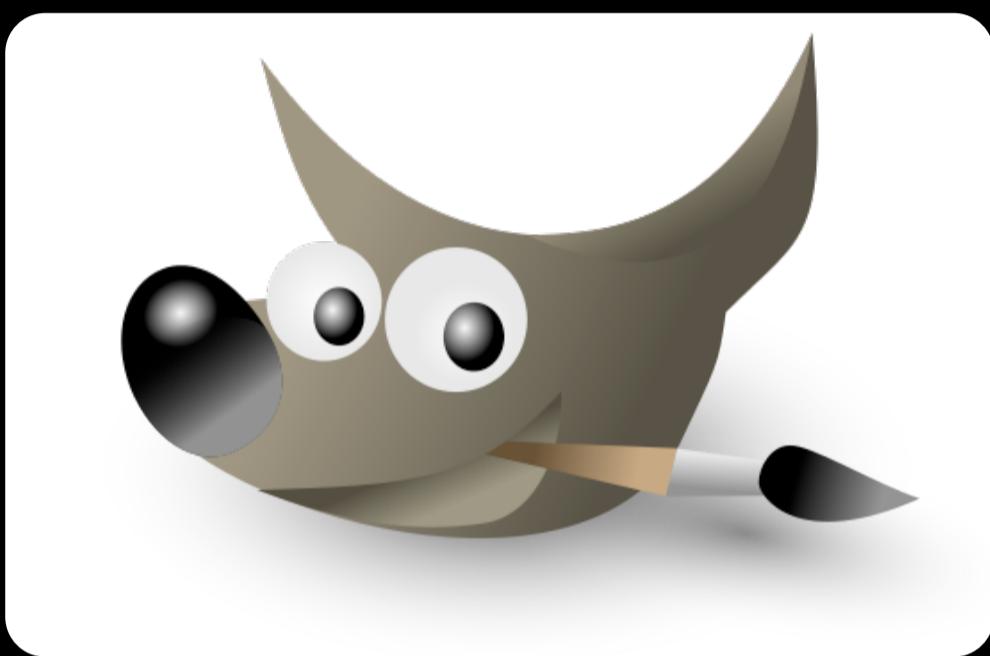
Blender



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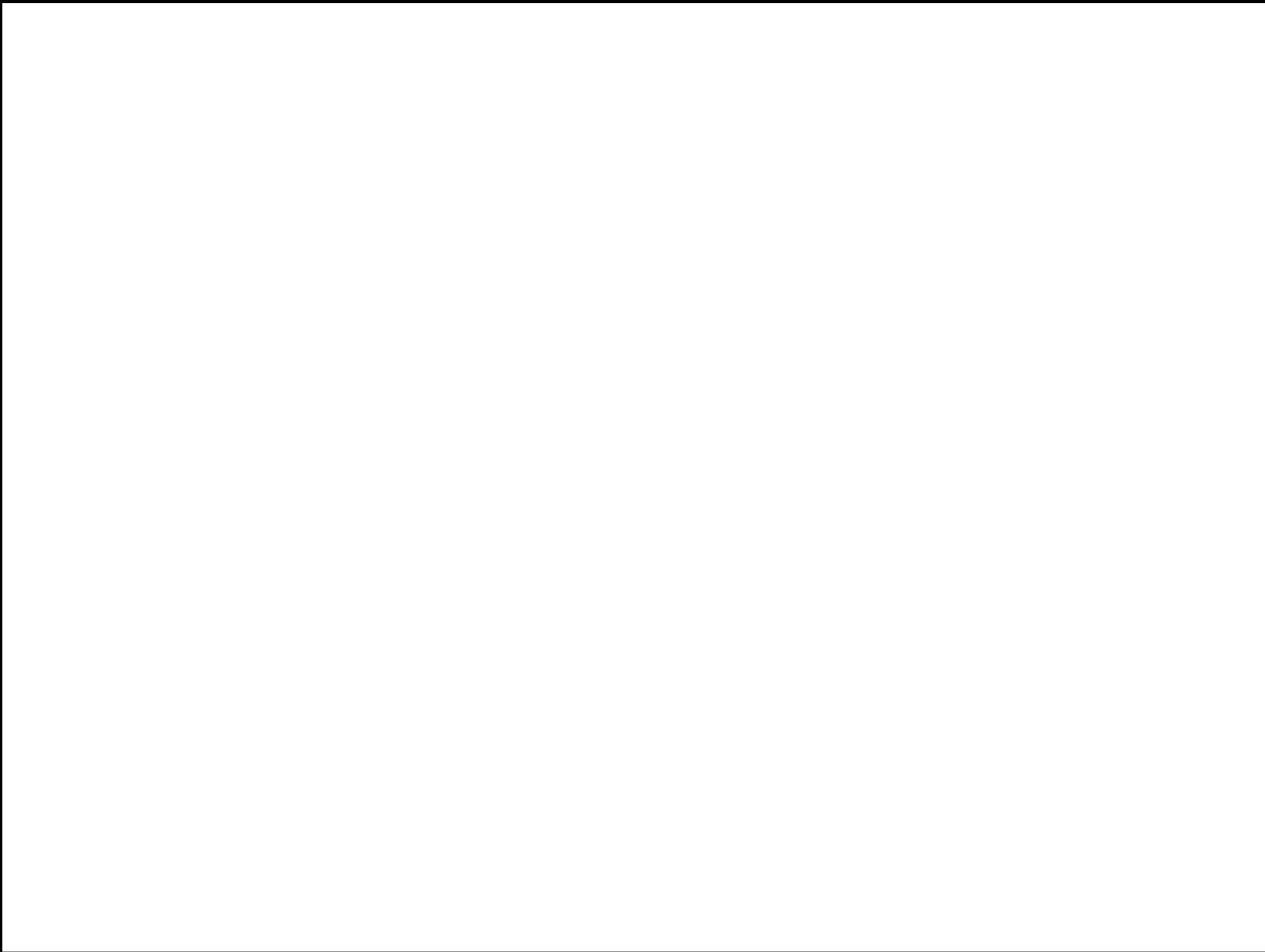
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Creative Commons

Wednesday, 31 March 2010

**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/>



Wednesday, 31 March 2010

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'



NINE INCH NAILS: GHOSTS I-IV

"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



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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.



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

Wednesday, 31 March 2010

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.



WRITTEN AND DIRECTED BY SACHA GOEDEGEBURE – 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 ROOSENDAAL, BLENDER FOUNDATION

CC LICENSED AS CREATIVE COMMONS 3.0 ATTRIBUTION

WWW.BIGBUCKBUNNY.ORG

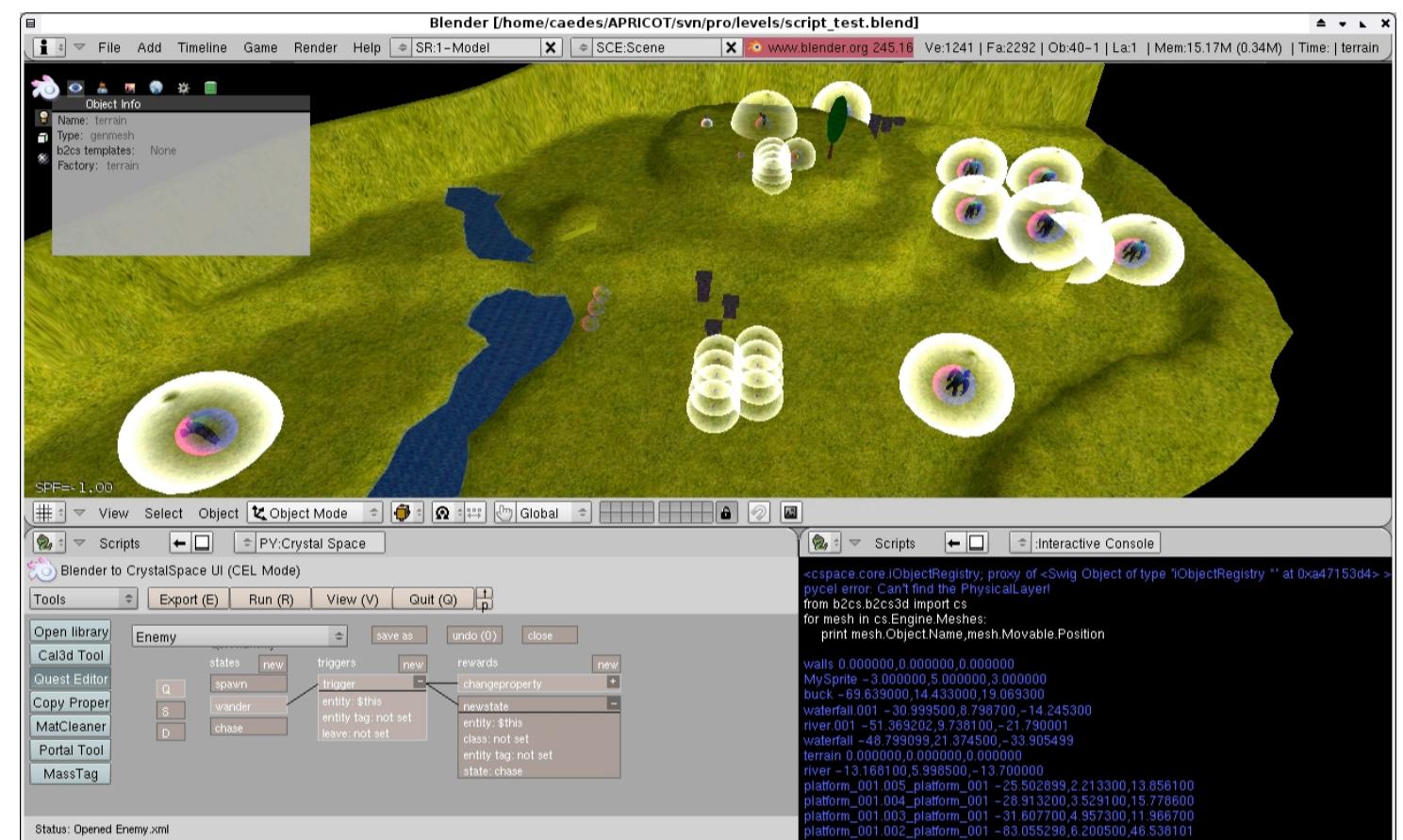
SPONSORS:

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community

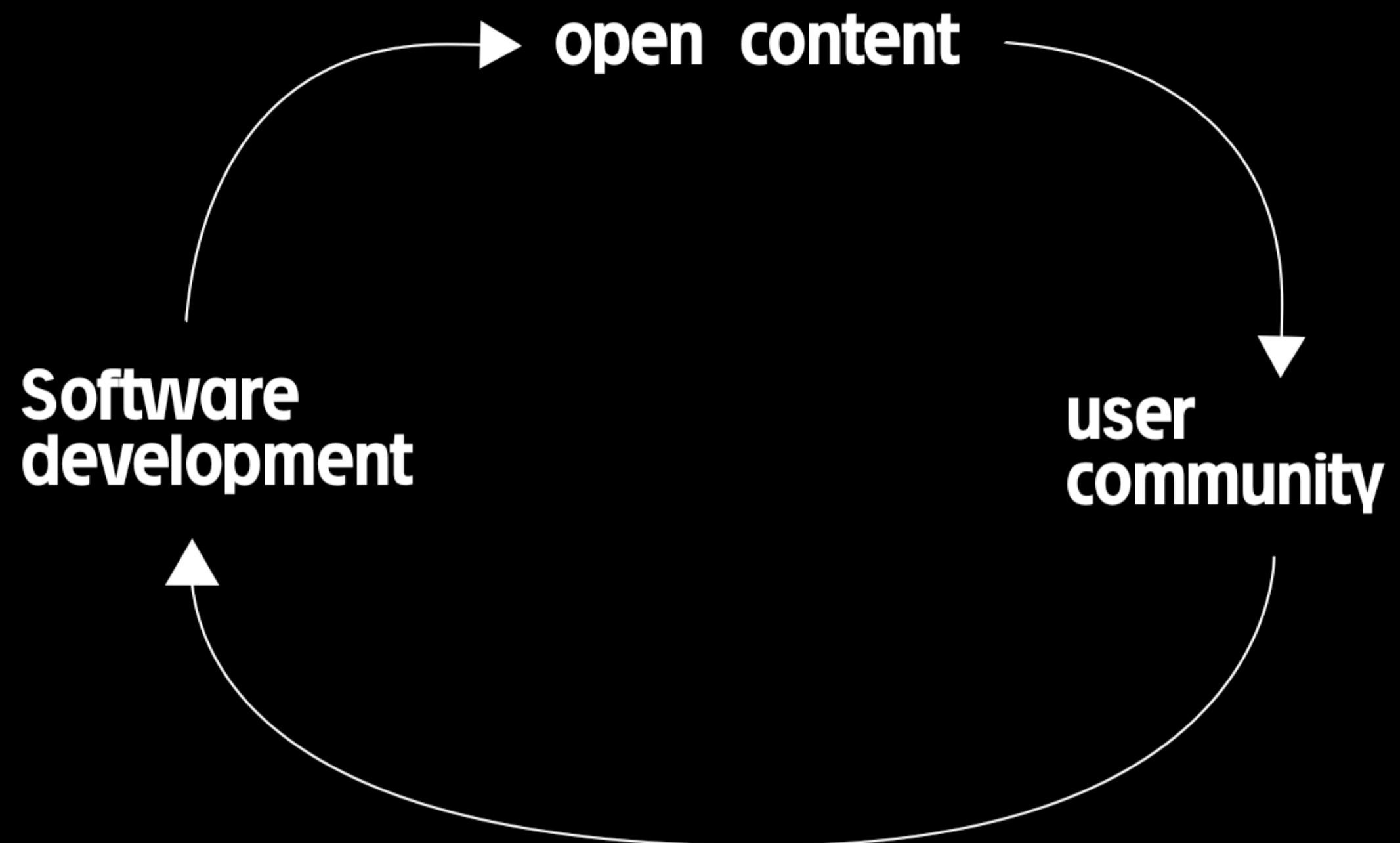
this has just been completed – how is it funded – DVD pre-sales , technology companies that need content,
Sun – rendering (computing power)
film more (digital to film conversion

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



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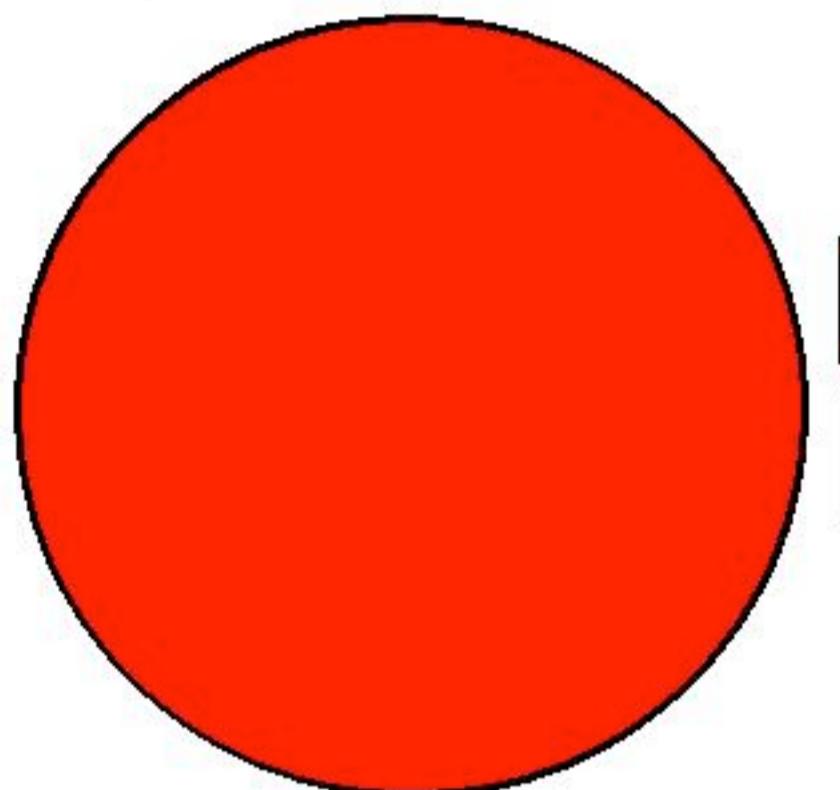


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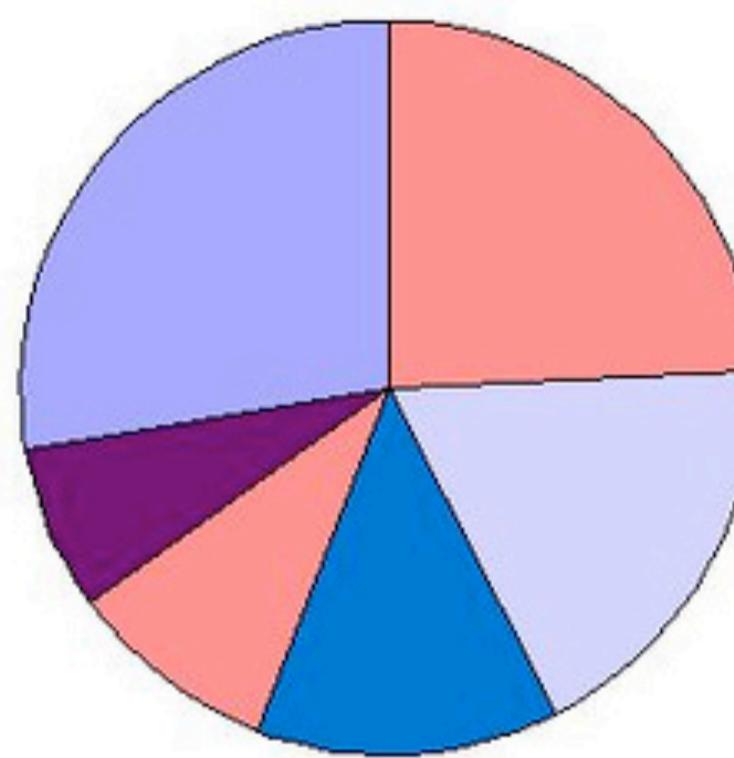
business models – need to test , need content, sell other services around the product
sustainable businesses models

Rick Astley would never:

Things Meat Loaf would do for love



- Anything
- That



- give you up
- let you down
- run around and desert you
- make you cry
- say goodbye
- tell a lie and hurt you

Dolier

Open source software

Creative commons

Carbon neutral

Online distribution of all files



Wednesday, 31 March 2010

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 »

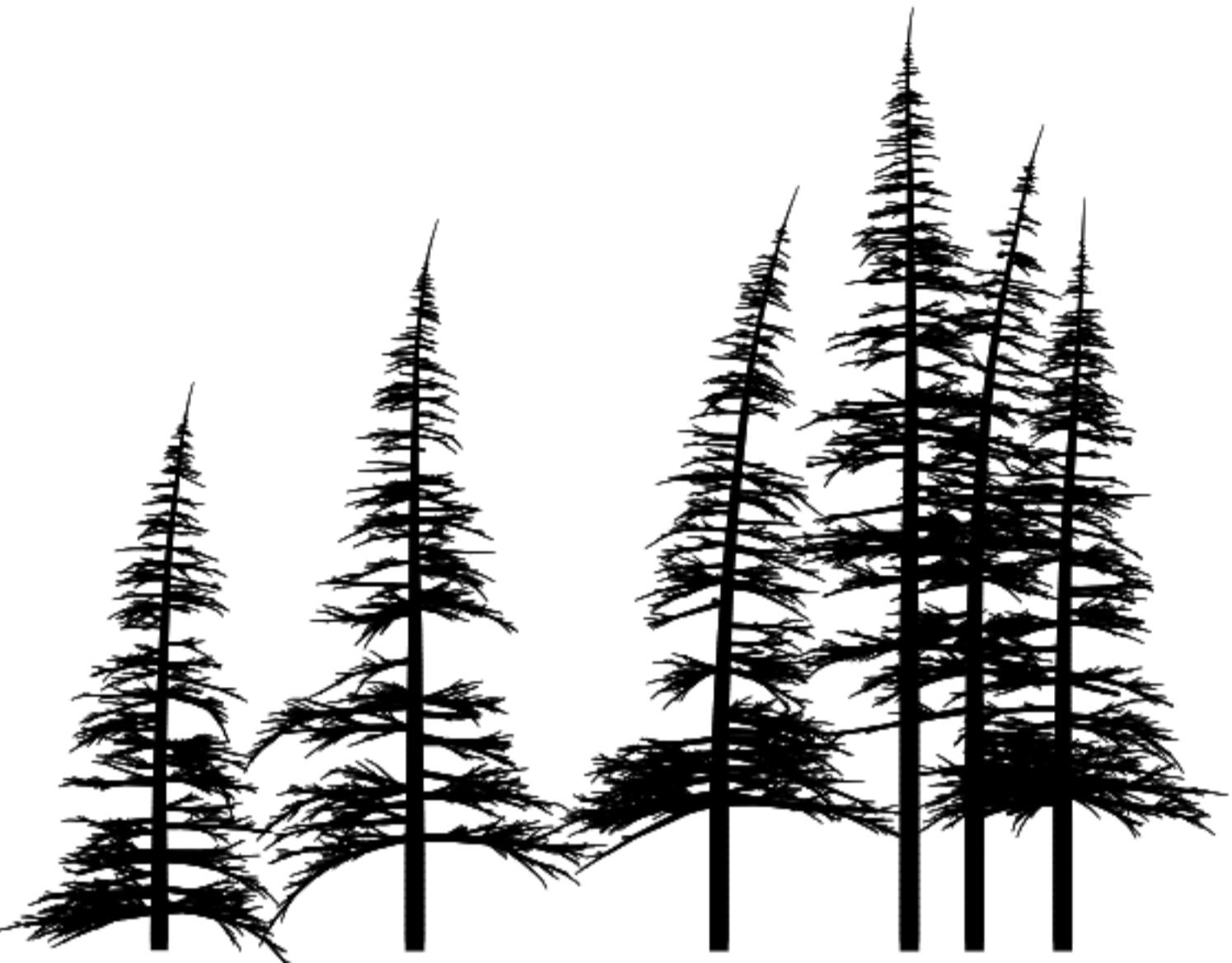
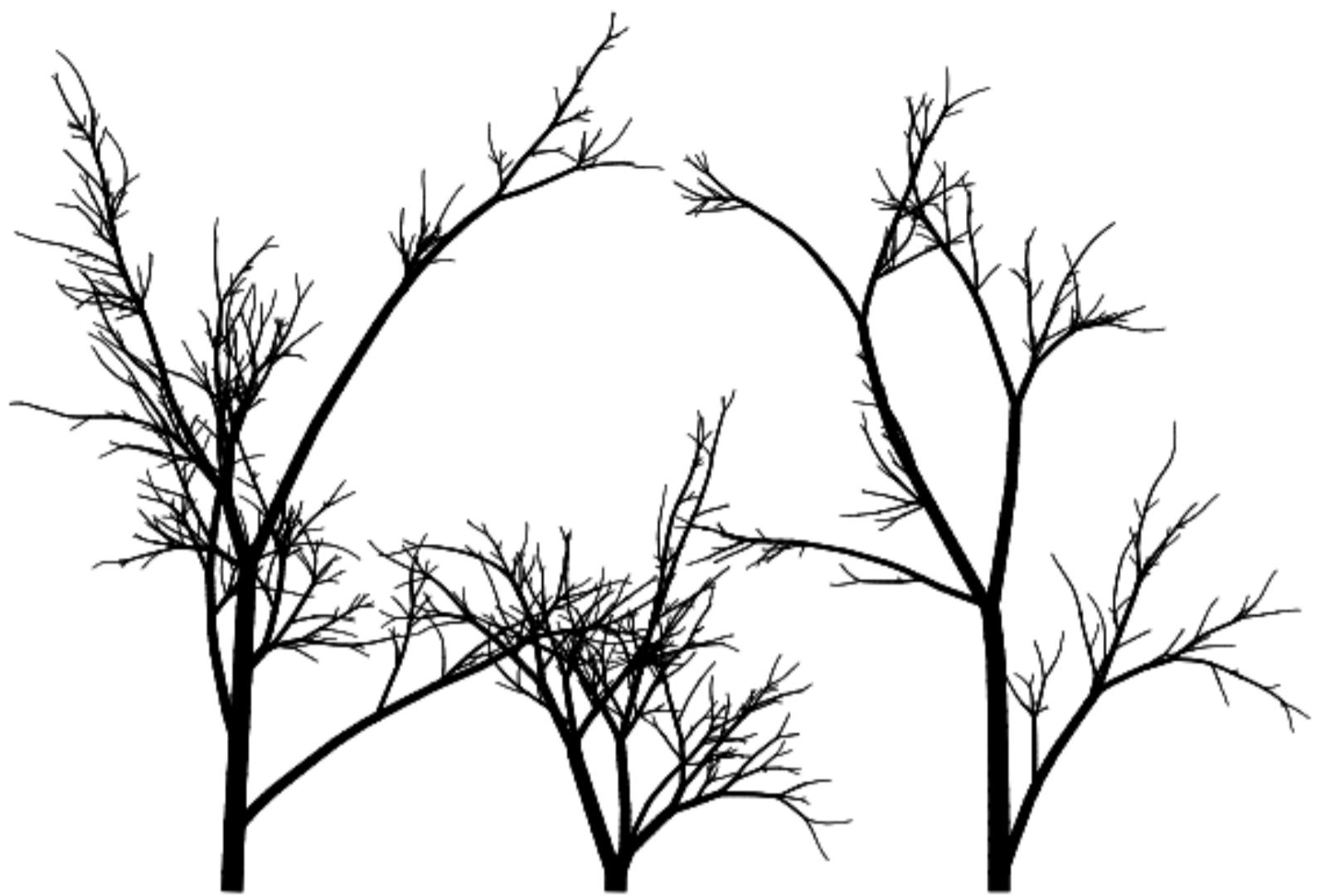


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context free – desktop pictures
yuri norstien – russian animation

Celtx – Pre-production tool
Context free – L-Tree creation tool
Blender 3d – 3d Creation Suite
Gen 3 – 3d L trees

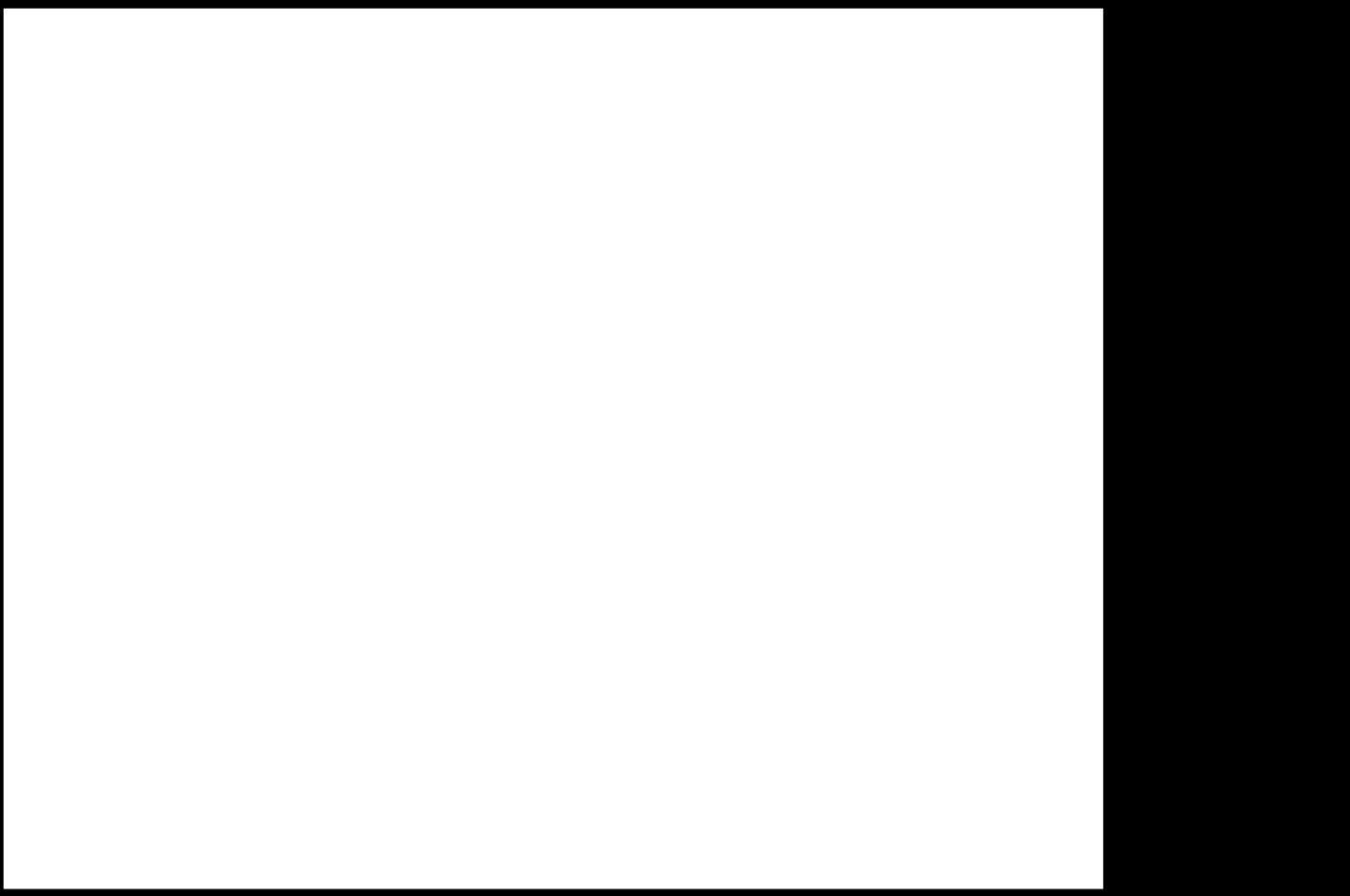
Adobe Illustrator (alternative Inkscape)
Adobe Flash (alternative pencil)



www.contextfreeart.org

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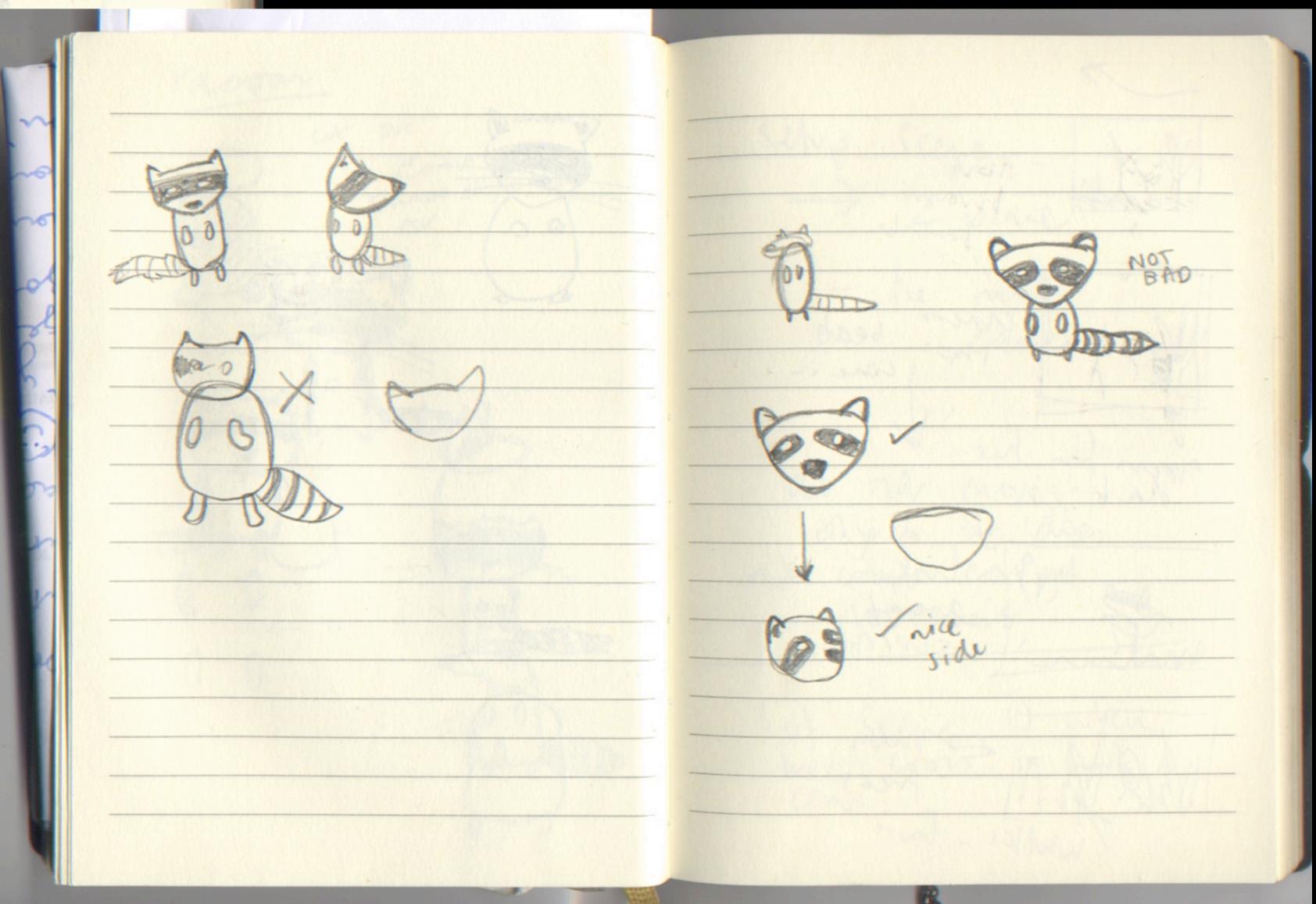
This is where it started.... making trees
context free



Tests and Samples

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



Character Sketches

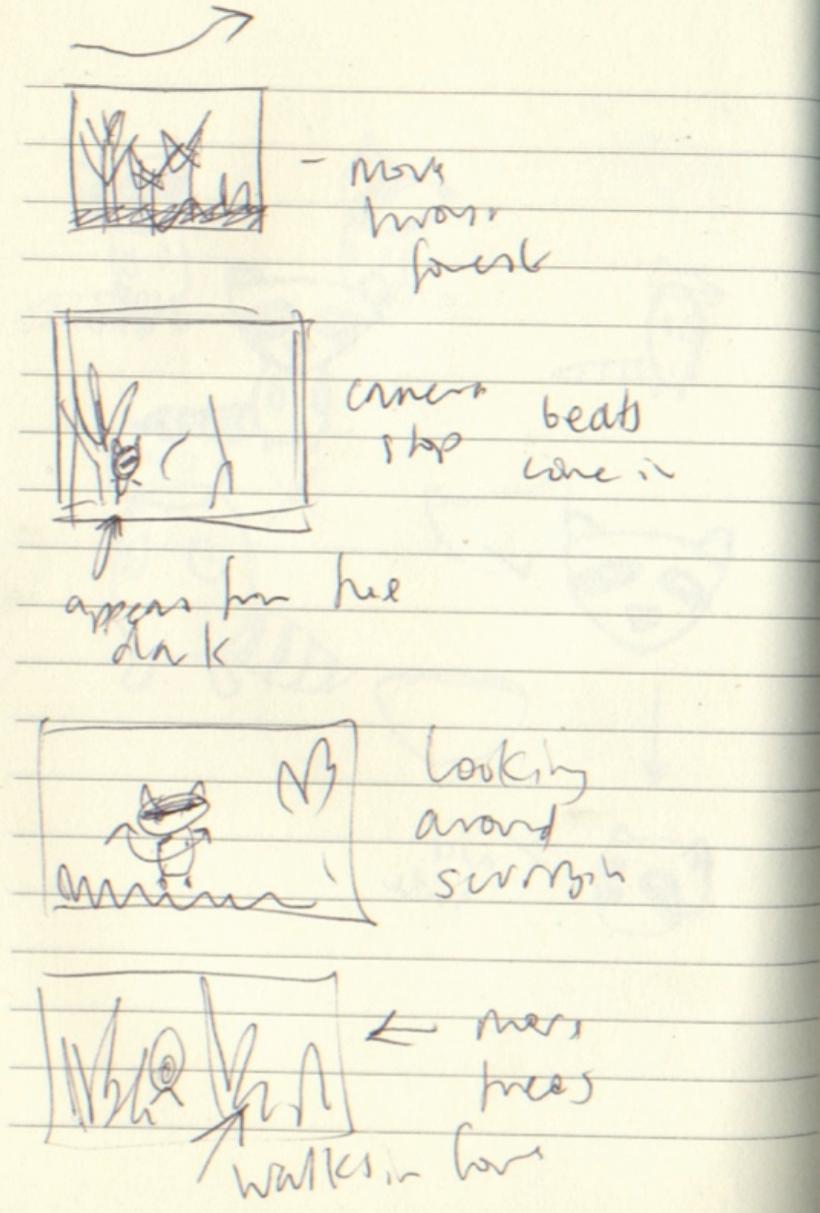
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The character was sketched a few times

Storyboards

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Storyboards.



Setup Scene

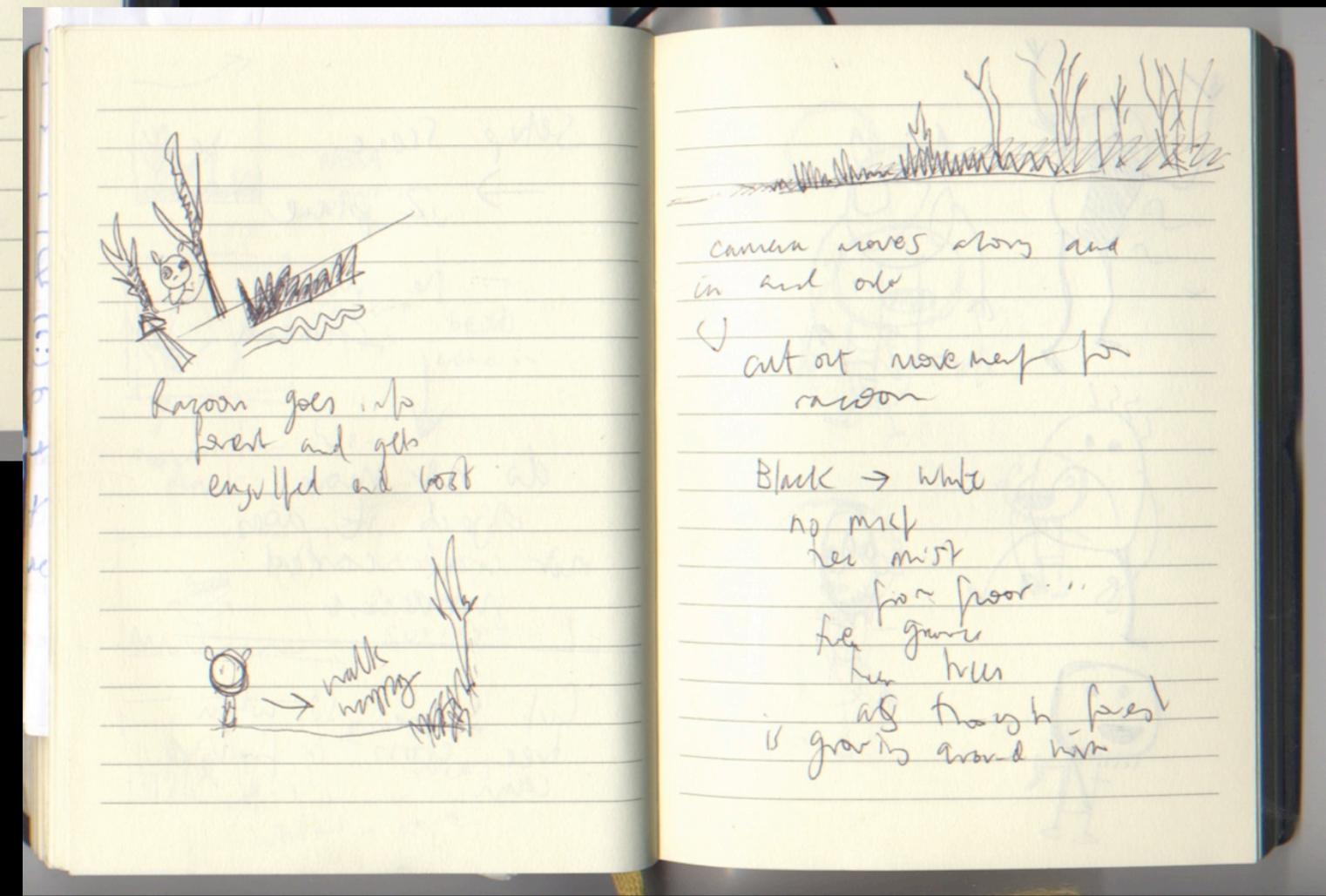
→ 2 plane

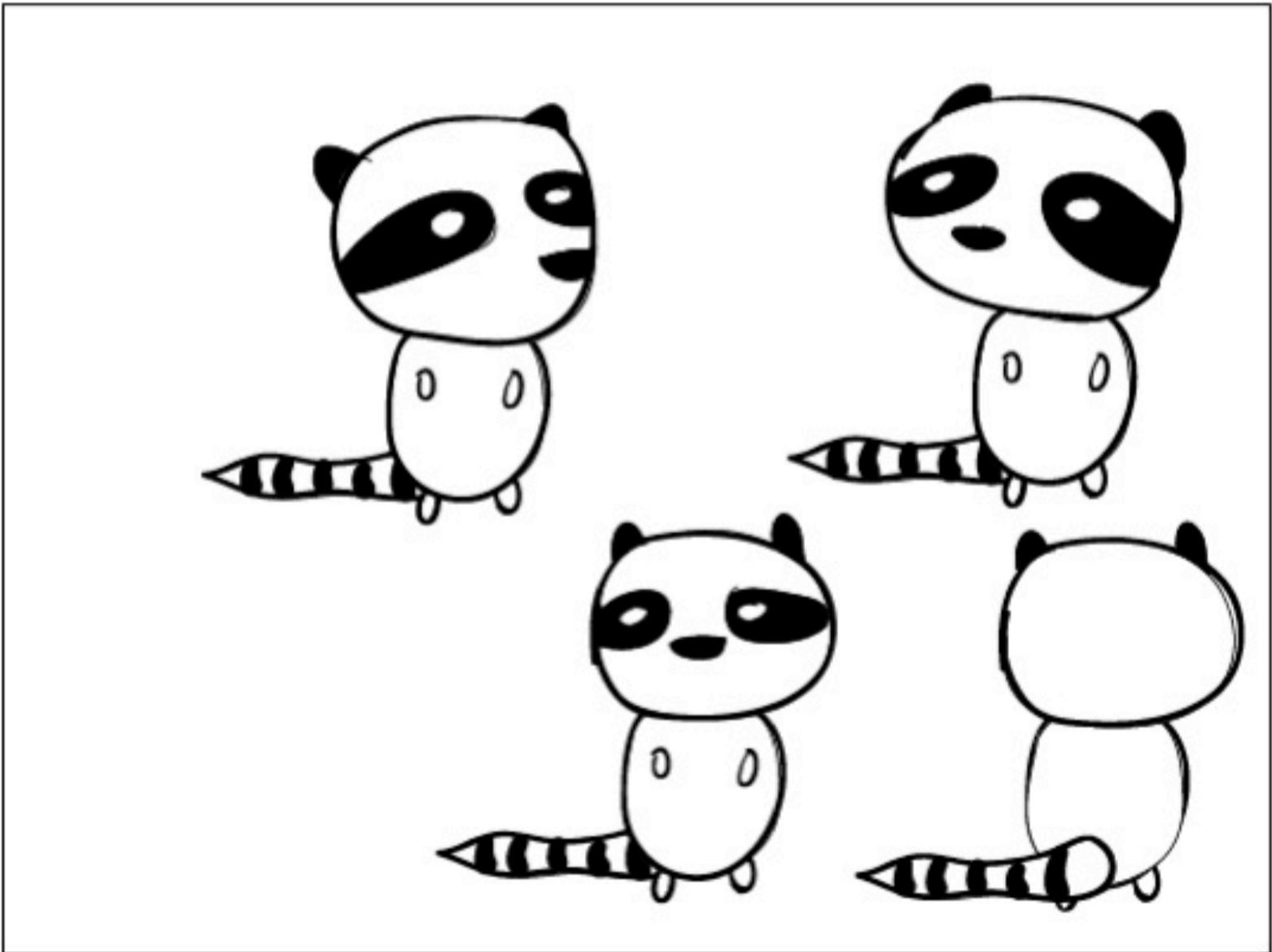
- he move camera

↓

do not move object it does not create correct movement

Cut Scene is when tree cross in front of cam.

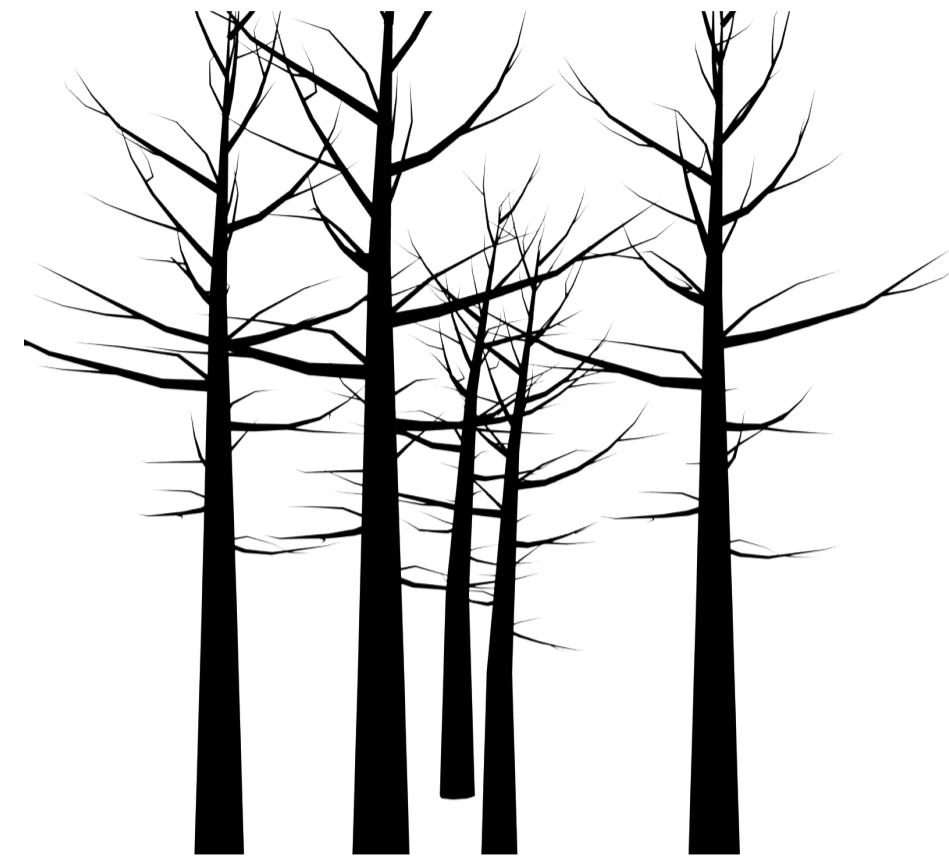




Tests and Samples

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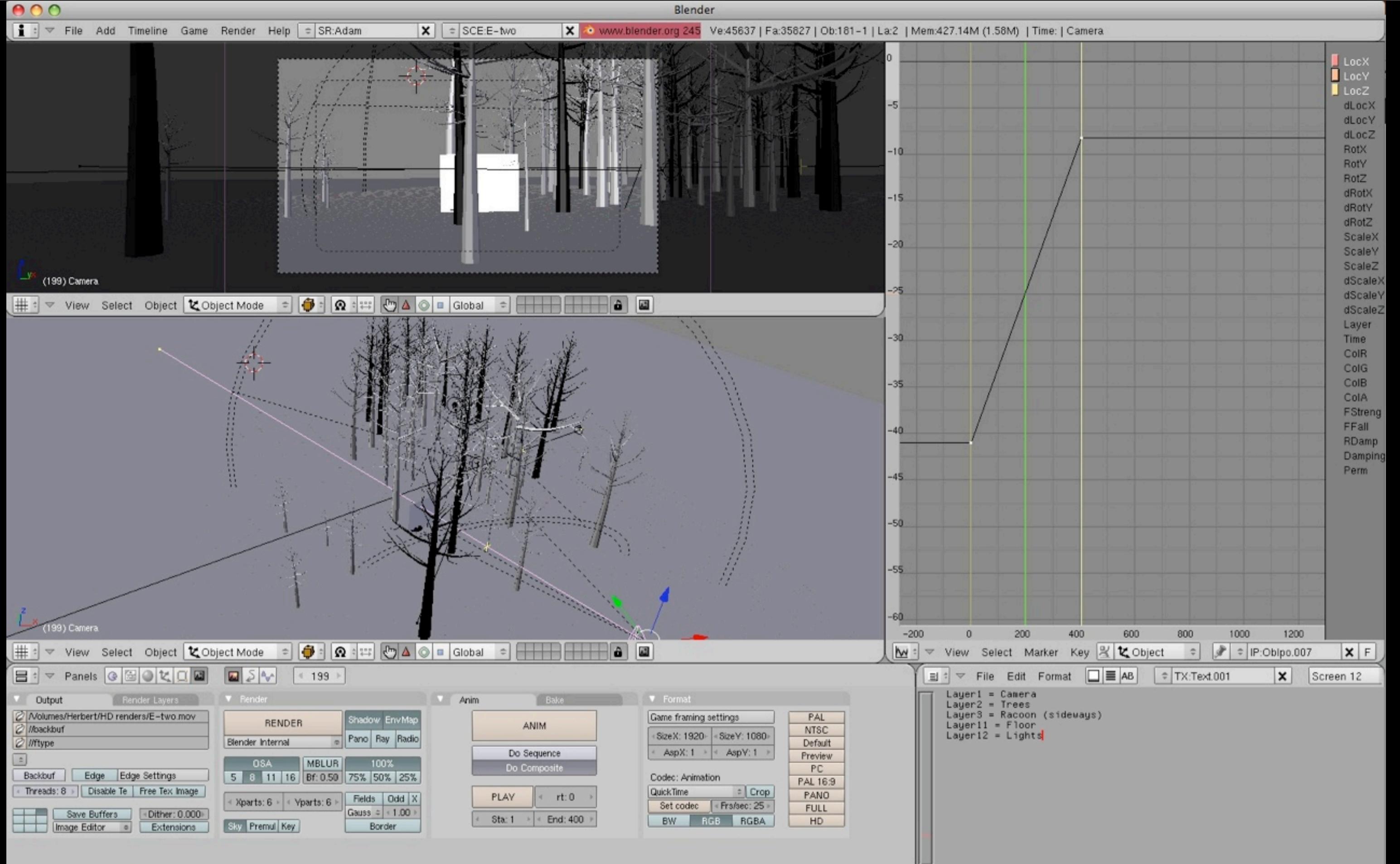
and then refined in Illustrator (inkscape) and animated in Flash (pencil) – so not open source but saved time



Tests and Samples

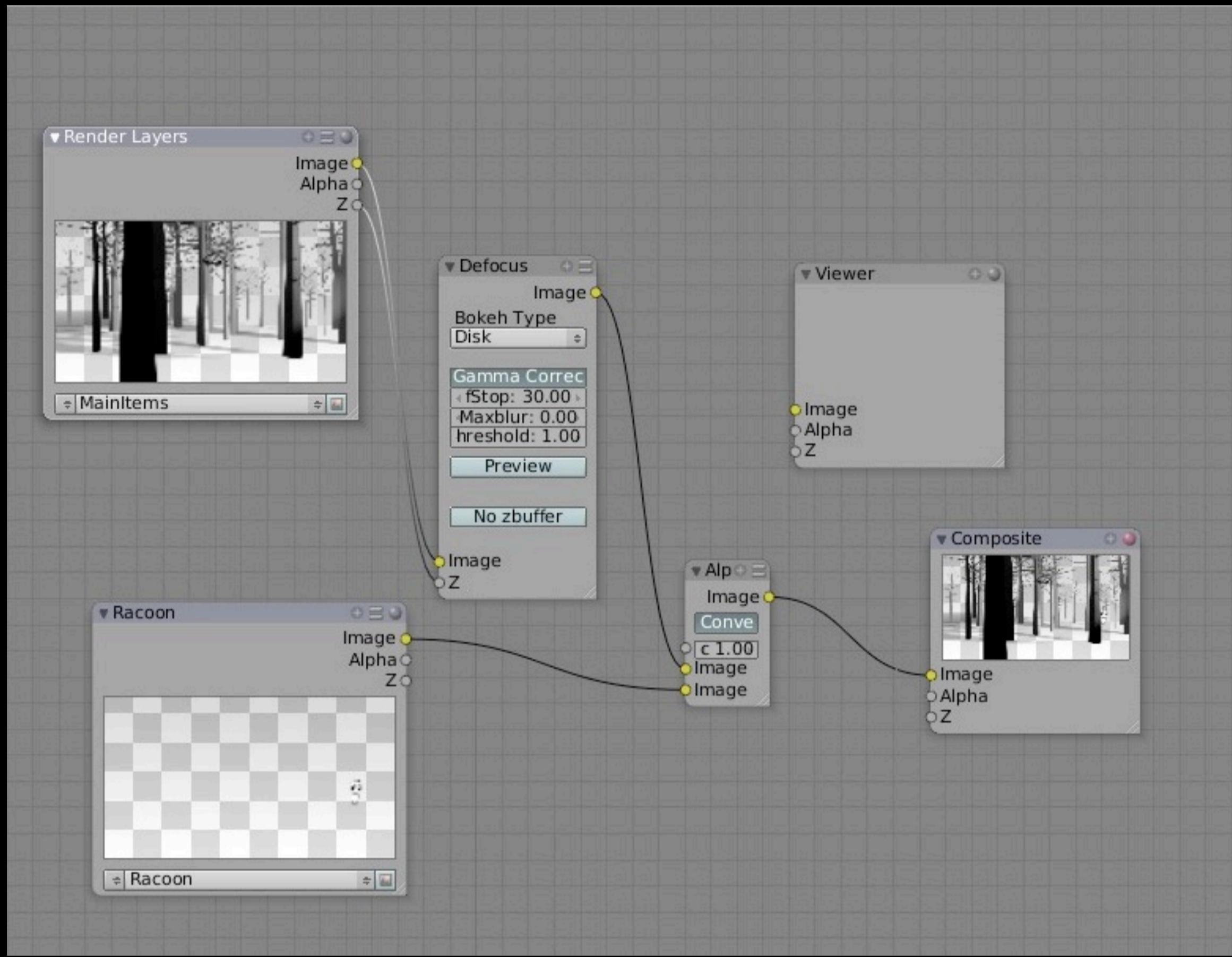
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More testing becomes obvious the best way was to bring in a real 3d world
Blender came in and the community helped with lots of stumblers and that why creative commons came in



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Here is one of the scenes





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final output – edited in blender
explain what is done in blender and why it is an all round tool

Questions ?