

PRÍKLAD PREDLOŽENIA ÚDAJŇV TÝKAJÚCICH SA ZADANIA BAKALÁRSKÝCH A MAGISTERSKÝCH PRÁC ŠTUDENTOV VFX DO INFORMAČNÉHO SYSTÉMU AIS FTF VŠMU.

1. Názov sk: Diplomová práca: Vikend so synom.
2. Názov en: Graduate thesis: Weekend with my son.
3. Podnázov sk: Vizualne efekty a použitie 3D tlače pri výrobe efektov do filmu "Vikend so synom".
4. Podnázov en: Graduate Thesis VFX about Production Effects of Four Elements and the Use of 3D Printing in the Film.
5. Cieľ sk: Realizovať vizualne efekty štyroch živlov vo vlastnom autorskom filmovom diele.
6. Cieľ en: Implement visual effects of four elements in the own author's cinematographic work.
- 7: Anotácia sk: Diplomová práca prezentuje tvorbu filmu "Vikend so synom" so zvláštnym zameraním na tvorbu vizualných efektov v tomto filme. Teoretická práca analyzuje teoretické postuláty použitých VFX trikov a ďalej sa zaoberá popisom použitia vizualných efektov so zvláštnym zameraním na využitie 3D tlače.
- 8: Anotácia en: Graduate thesis presents forming of the film "Weekend with my son" with a special focus on the creation of visual effects in this film. Theoretical thesis describe theory of used VFX and deals with how to apply visual effects with special focus on the use of 3D printing.
- 9: Literatúra: 3D – Drucken: Petra Fastermann vydavateľstvo Springer
Computational Design of Mechanical Characters: Disney Research Zurich
Disney Research Boston
MIT CSAI
Thinking like Archimedes with a 3D printer: Oliver Knill
Elizabeth Slavkovsky
The tools that make tools: George Scullin
The free beginners guide to 3D Printing: 3dprintingindustry.com
Adventures in 3D printing: Christopher D. Winnan
3 Steps For Licensing Your 3D Printed Stuff: Michael Weinberg
3D printingand the future of manufacturing: Nigel Brockbank, RMIT University
Bob Hayward, CSC
Bruce Jackson, 3D Printing Systems
Steven Keating, MIT Media Lab
Jim Kor, KOR EcoLogic
Jennifer Lewis, University of Illinois
at Urbana-Champaign
Dermid McKinley, Tasman Machinery
David Moschella, CSC
Dominic Parsonson, Tasman Machinery
Gabriel Rangel, NASA Jet Propulsion Laboratory
Jon Schreiber, CSC
Howard Smith, CSC
Tom Soderstrom, NASA Jet Propulsion Laboratory
Simon Wardley, CSC
Terry Wohlers, Wohlers Associates, Inc
Making Machines That Make: Ilan E. Moyer
On the viability of the Open Source Development model for the design of physical objects. Lessons learned from the RepRap project. Thesis for the degree of Master of Science: Erik de Bruij
Rapid Prototyping of Green Composites: Nadya Peek
Reprap Colour Mixing Project: James Corbett
InfraStructs: Fabricating Information Inside Physical Objects for Imaging in the Terahertz Region: Karl D.D. Willis
Andrew D. Wilson
Carnegie Mellon University
Microsoft Research

THE INTELLECTUAL PROPERTY IMPLICATIONS OF LOW-COST 3D PRINTING: Simon Bradshaw
Adrian Bowyer
Patrick Haufe

The Art and Science of Digital Compositing, Second Edition: Ron Brinkmann
Digital Compositing for Film and Video: Steve Wright
The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures 1st Edition: Susan Zwerman
Jeffrey A. Okun

[digital] Visual Effects and Compositing: Jon Gress
Digital Lighting and Rendering (3rd Edition) (Voices That Matter): Jeremy Birn
The Visual Story: Creating the Visual Structure of Film, TV and Digital Media: Bruce Block
Compositing Visual Effects: Essentials for the Aspiring Artist: Steve Wright
Special Effects: The History and Technique: Richard Rickitt
Rotoscoping: Techniques and Tools for the Aspiring Artist: Benjamin Bratt
Nuke 101: Professional Compositing and Visual Effects (2nd Edition): Ron Ganbar
Matchmoving: The Invisible Art of Camera Tracking: Tim Dobbert
Greenscreen Made Easy: Keying and Compositing Techniques for Indie Filmmakers 2nd ed. Edition: Jeremy Hanke