

Abstract

This Bachelor Thesis describes the production of three-dimensional animated films to visualize the printing process in the 15. Century. Afterwards the compiled contents were saved on an interactive off-line medium. Special attention during the development of this Multimedia DVD was put on training in Alias Maya and creating a realistic representation of a printing workshop during the Johannes Gutenberg Time as well as showing the working procedures for the production of a printed paper sheet.

Concerning the topic, the approach required the investigation of historical backgrounds and conditions and on the other hand weighing the current technical possibilities. This resulted in a structure with four sections for the written elaboration. On the basic knowledge of the history of Printing a first conception was prepared, regarding the contents that should be demonstrated to the user of the medium. Derived from the research of the beginning of Printing in the second paragraph the history of the Printing handicraft is described. The third and fourth part of the work is occupied with the technical conversion of the animations as well as the DVD Authoring. However, both sections function not as a tutorial, but describe the most important aspects during the implementation. Apart from the modeling and animation of the scenes with Maya, also the rendering and the work with particles, which were merged by means of the software RealFlow by NextLimit, during the production of the short films is described. In the last paragraph the methodology is described for the creation of the DVD, which is rounded off with information to current codecs and formats as well as with the design of the user interface.