

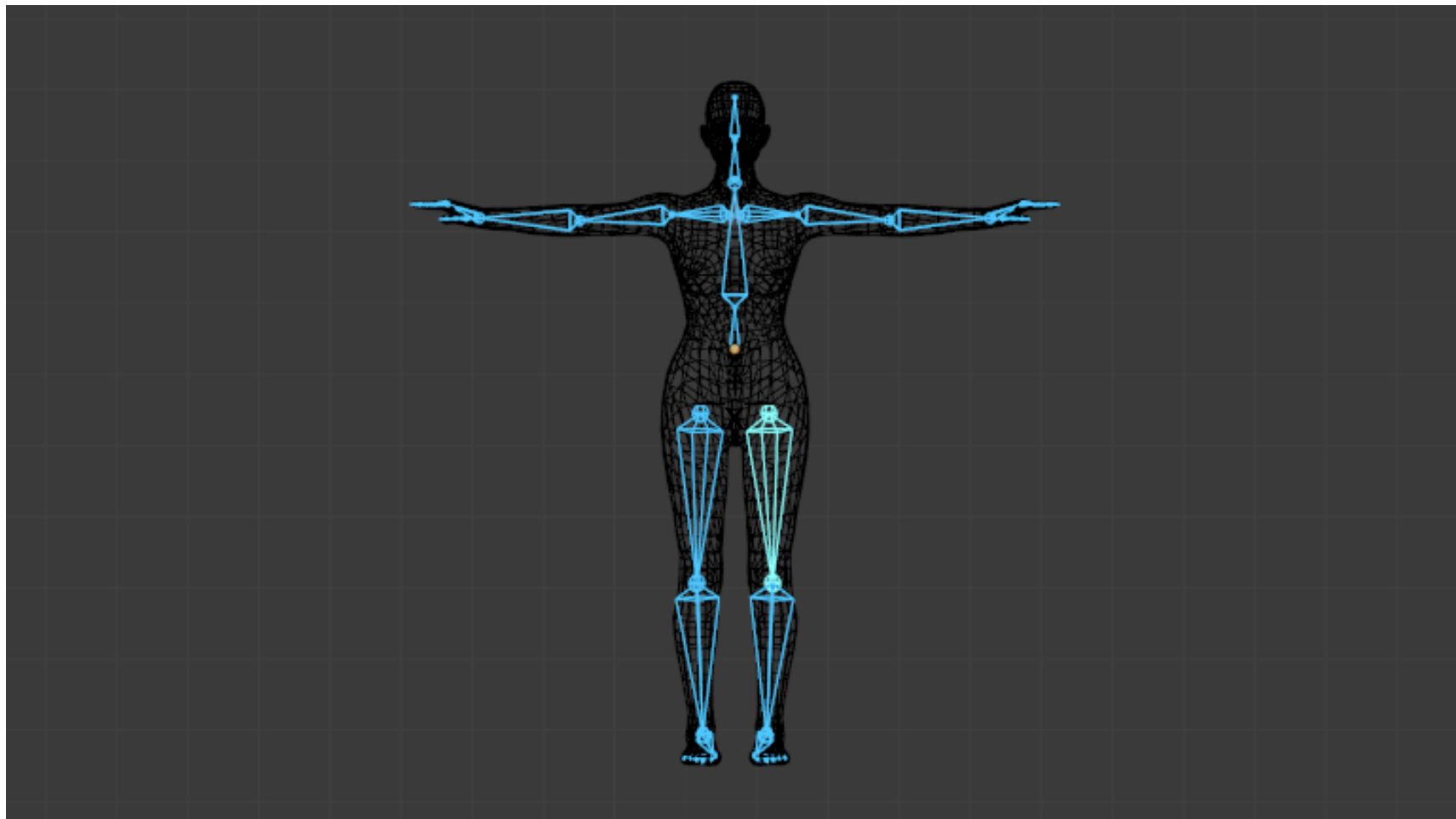


Дизайн на 3D модели

Анимиране на 3D модели.
Скелетна анимация. Пози

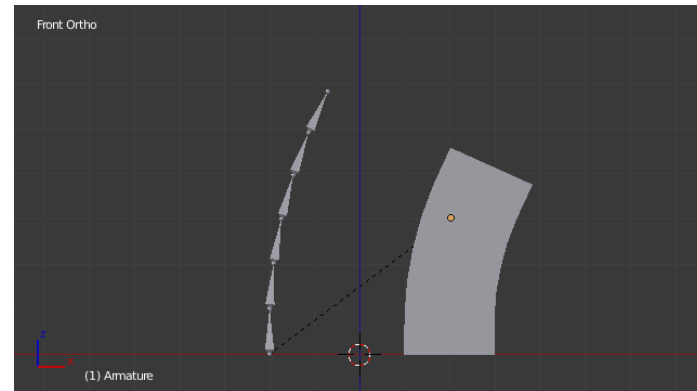
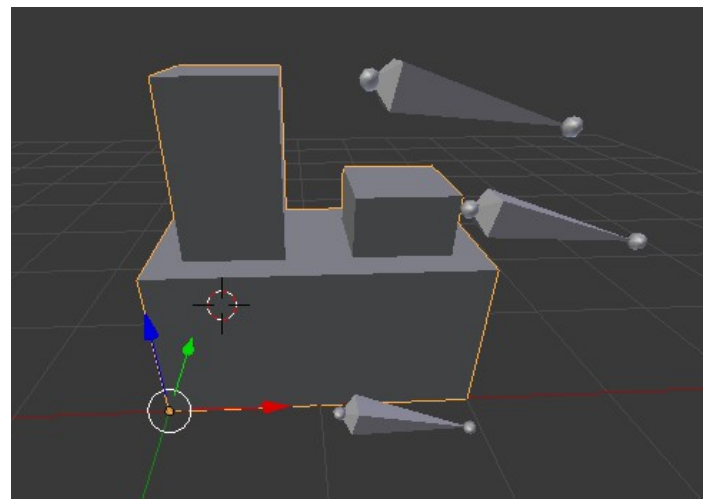
Скелет на модела

Скелет (*Armature, Skeleton, ...*)

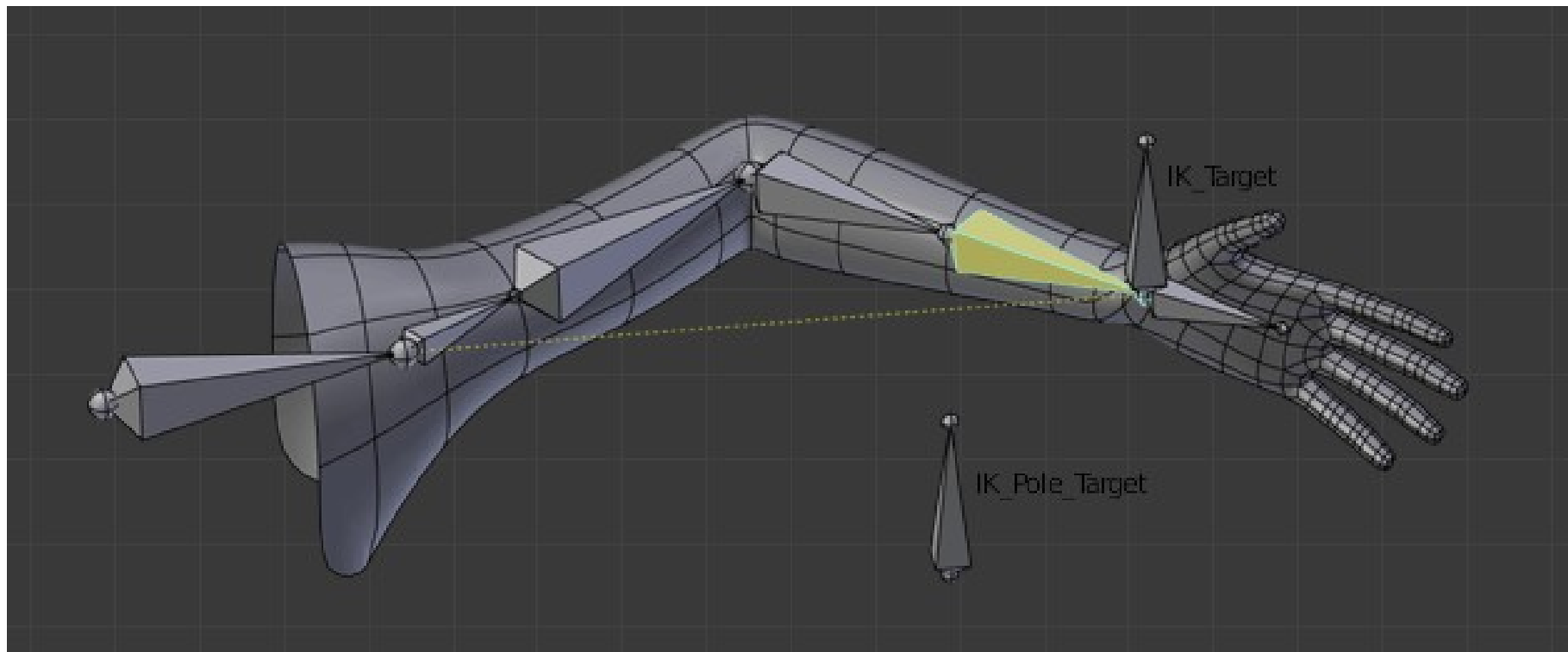


Видове Кости

- ❖ Деформиращи;
- ❖ Контролиращи;
- ❖ Други.



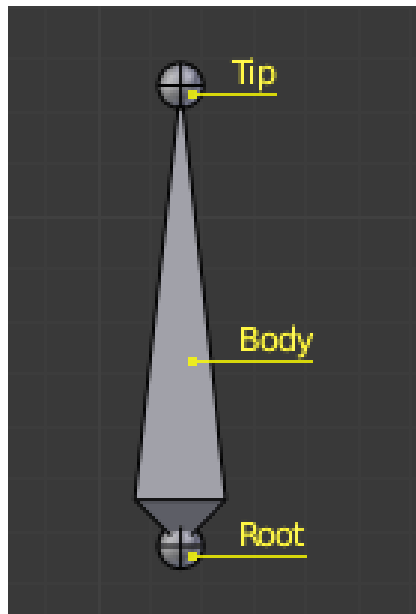
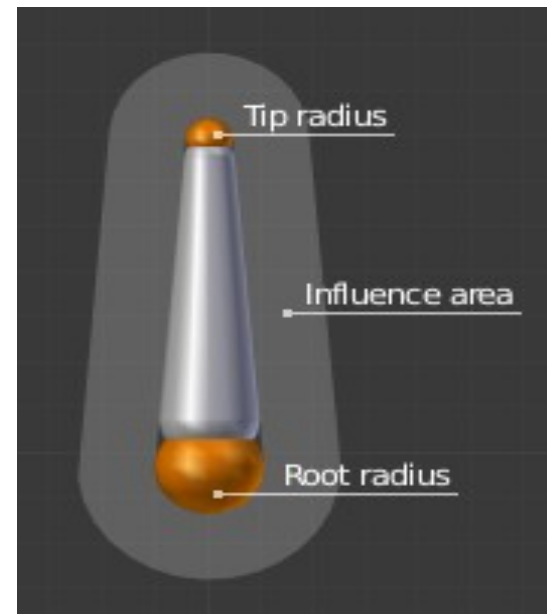
Пример: Деформации и Контролиращи



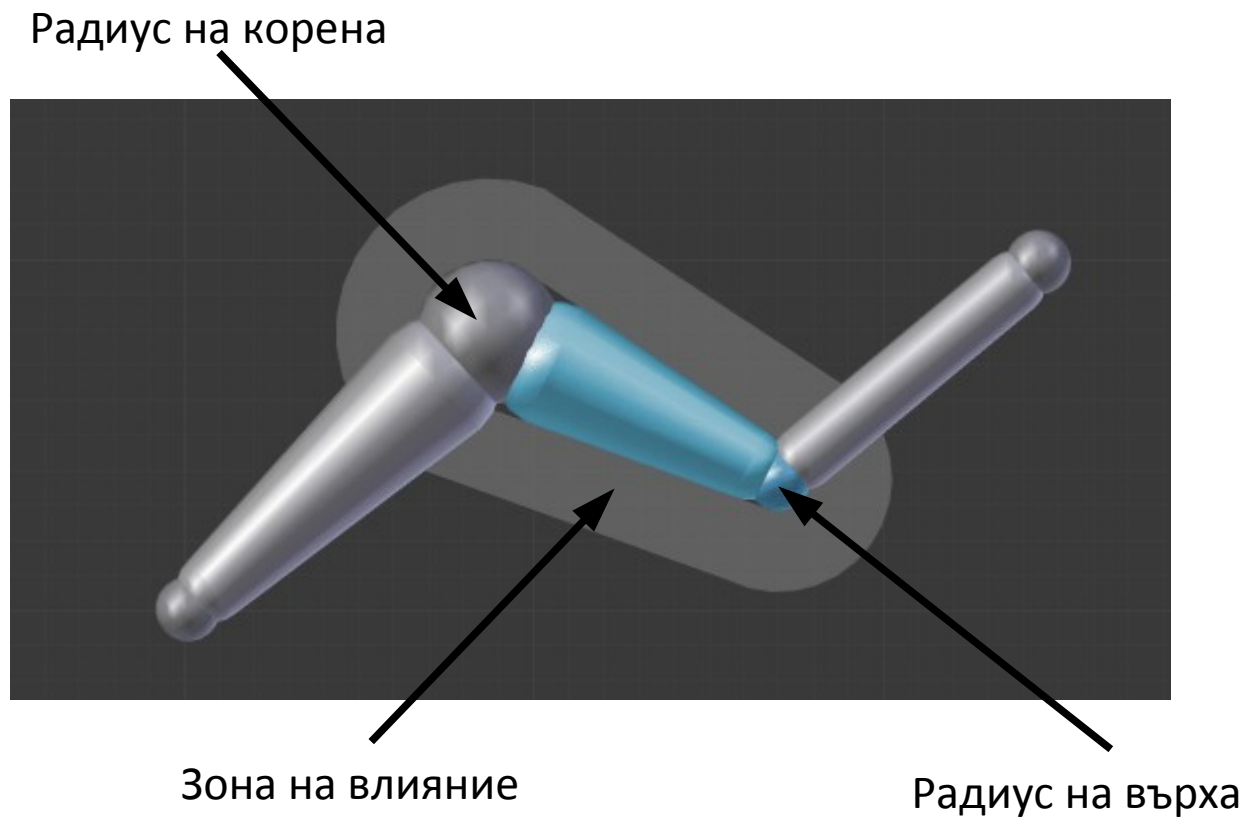
Характеристики

Частите на Скелета и Костите

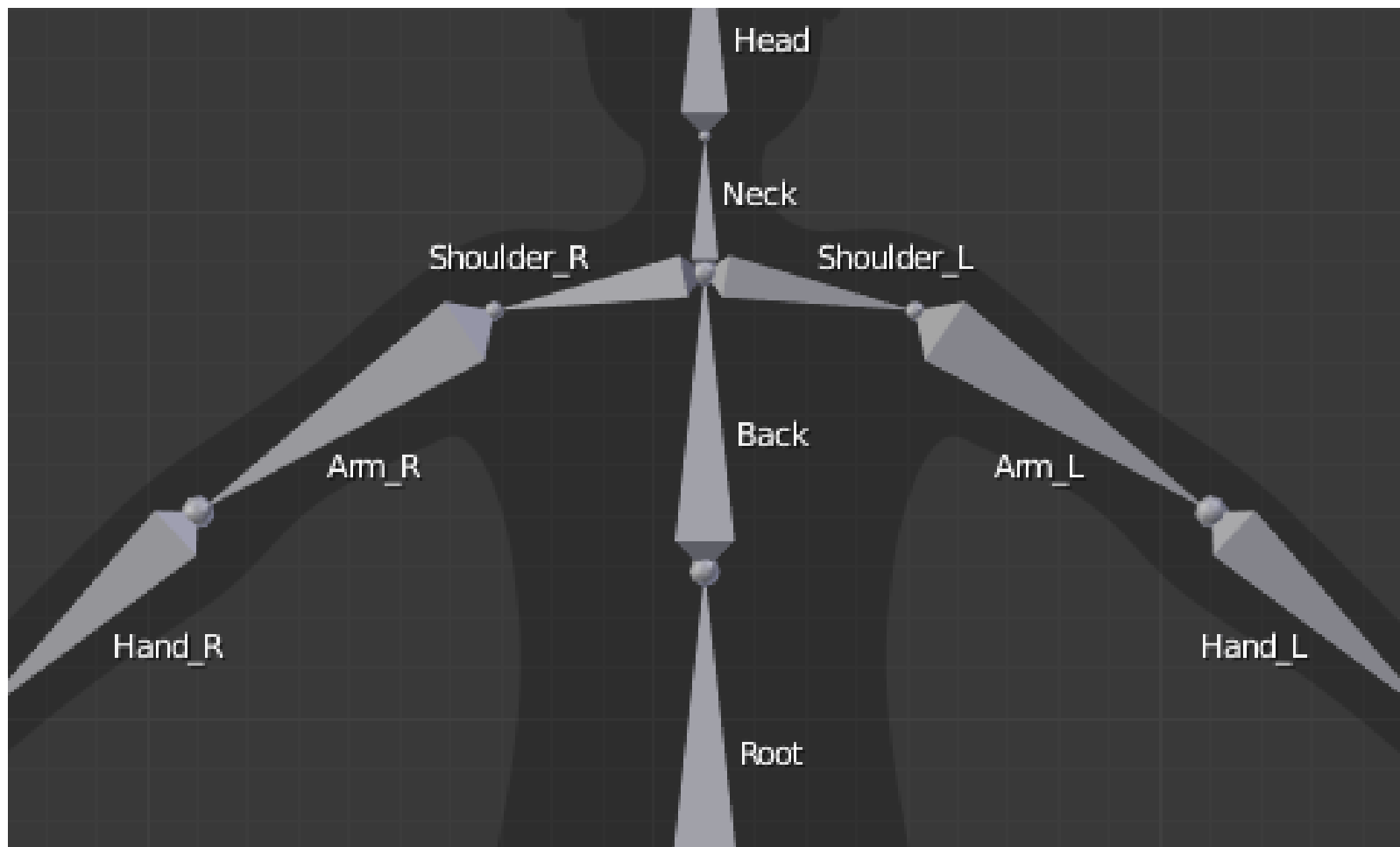
- ❖ Връх;
- ❖ Тяло;
- ❖ Корен.



Радиуси на Влияние

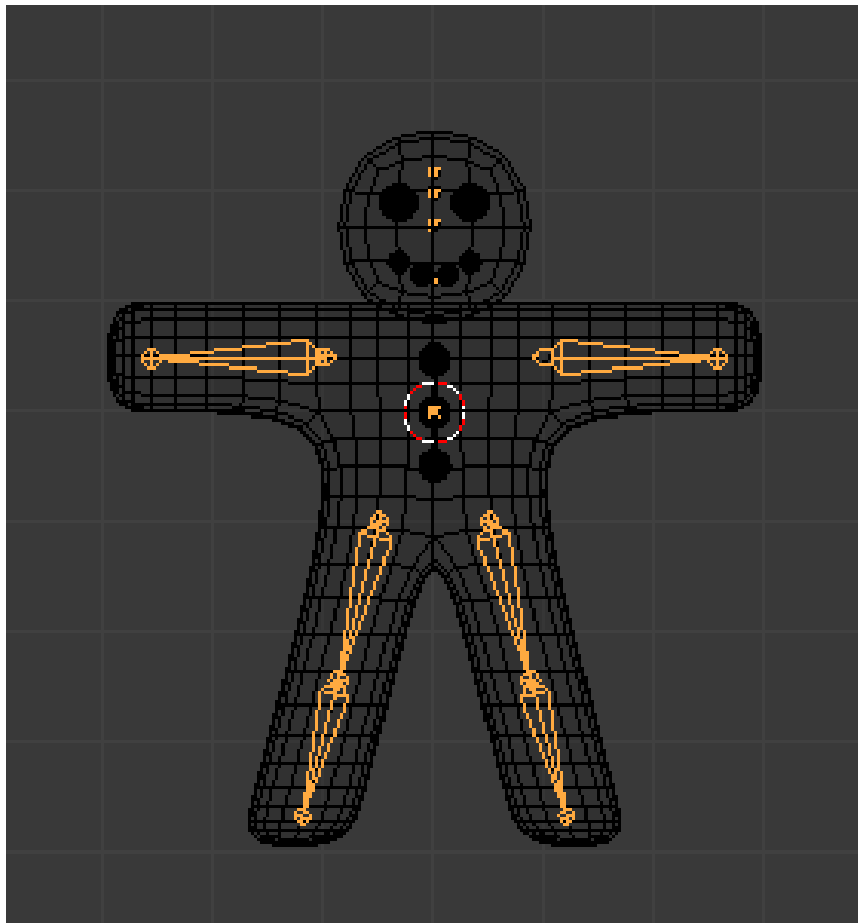
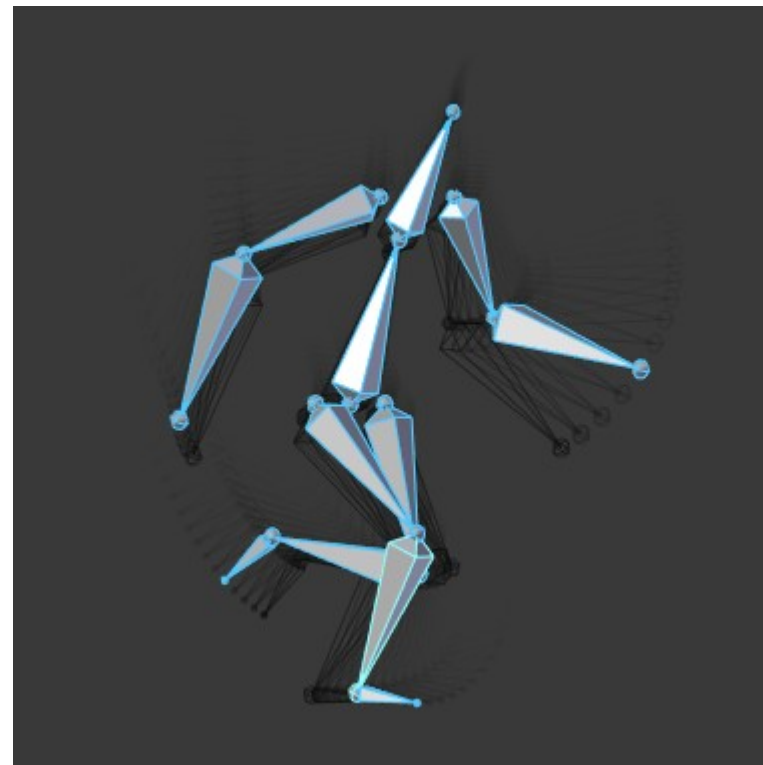


Имена



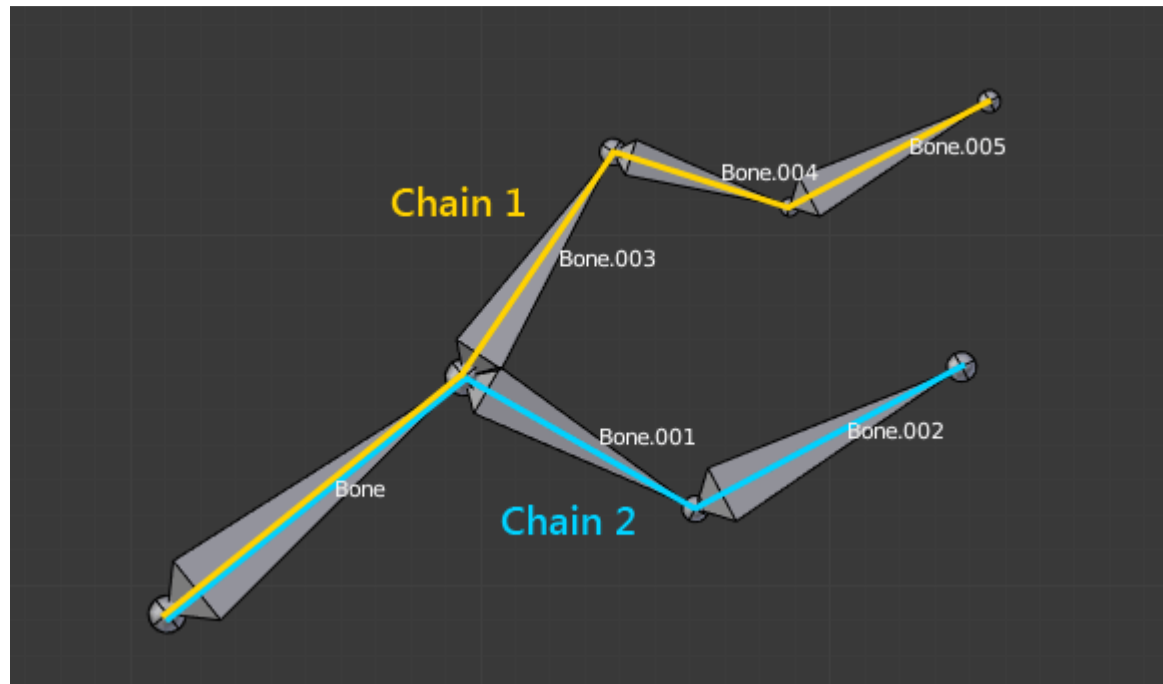
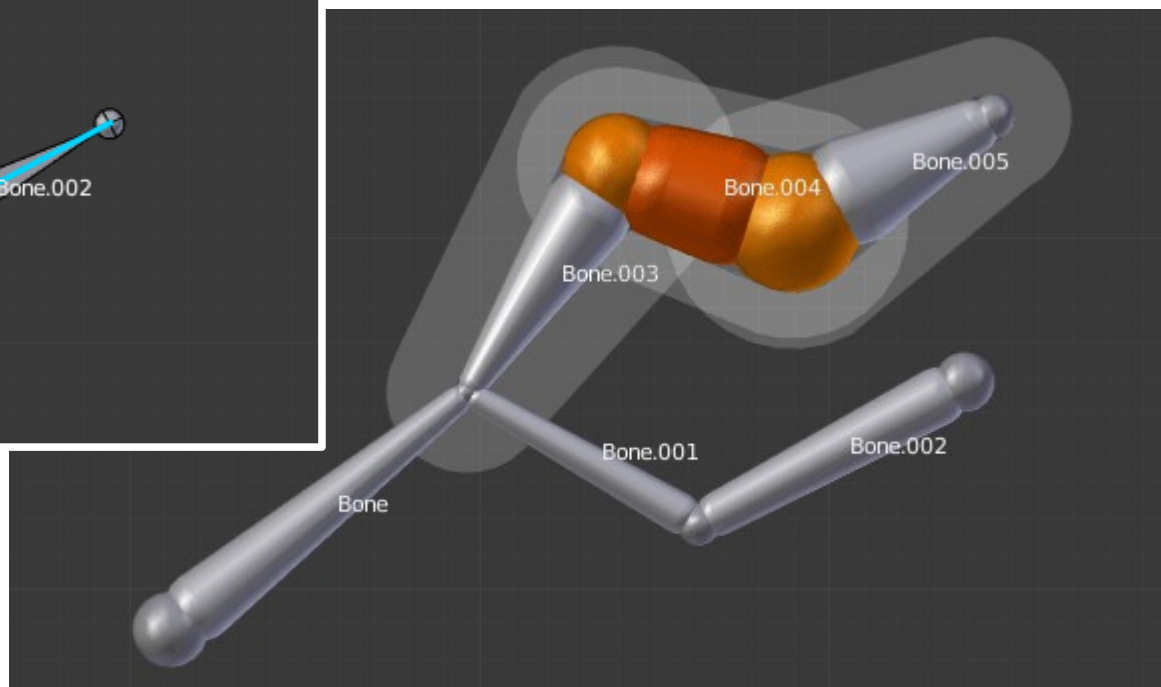
Структура

Структура

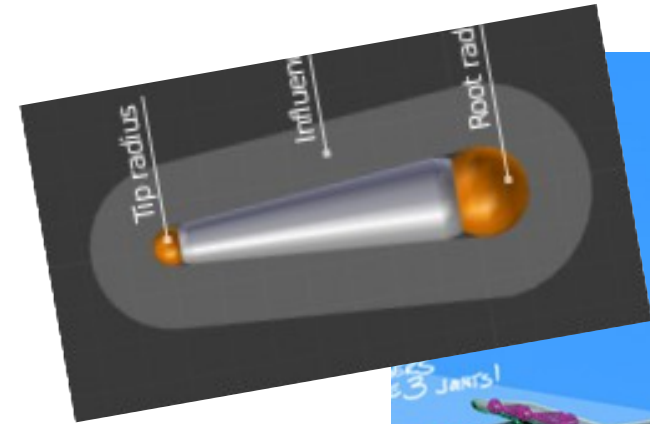
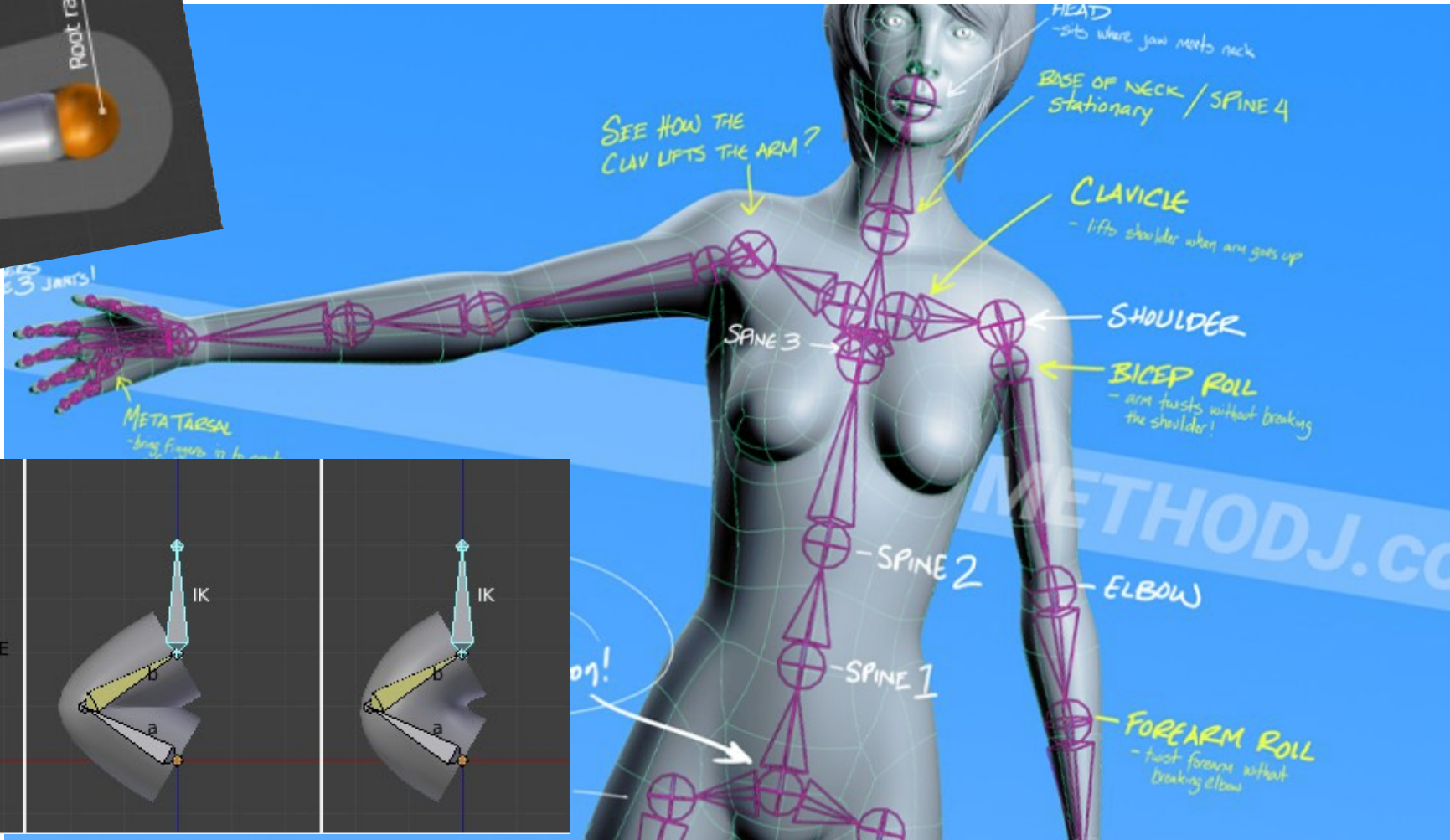
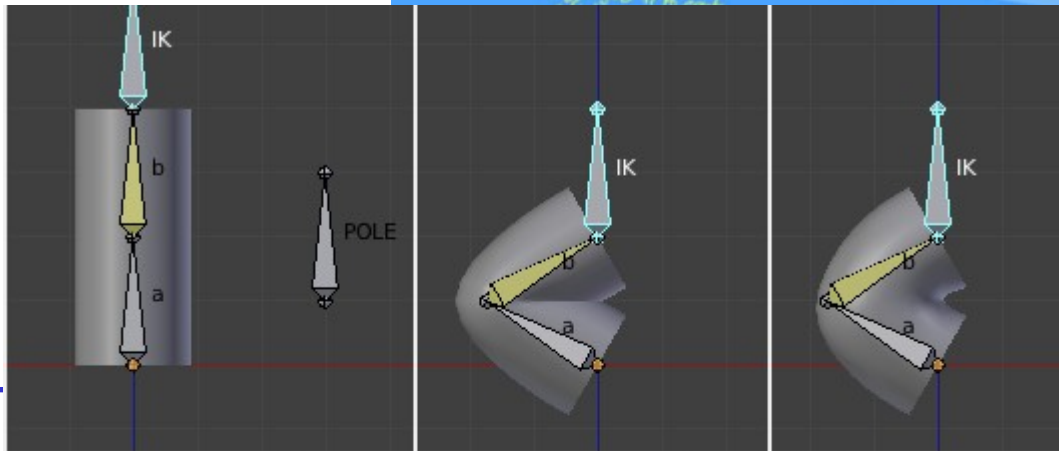


Не е задължително да има
цялостно свързване на
костите в скелета

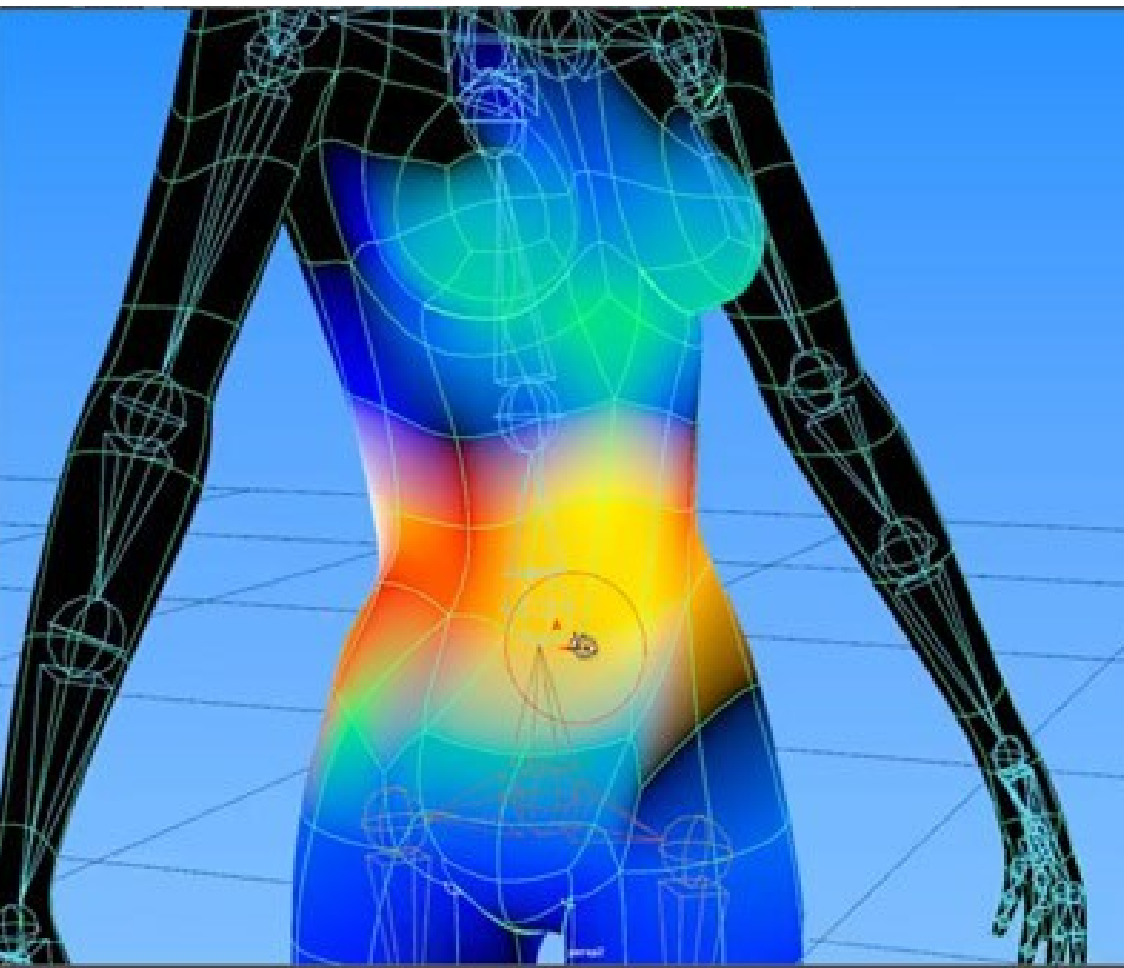
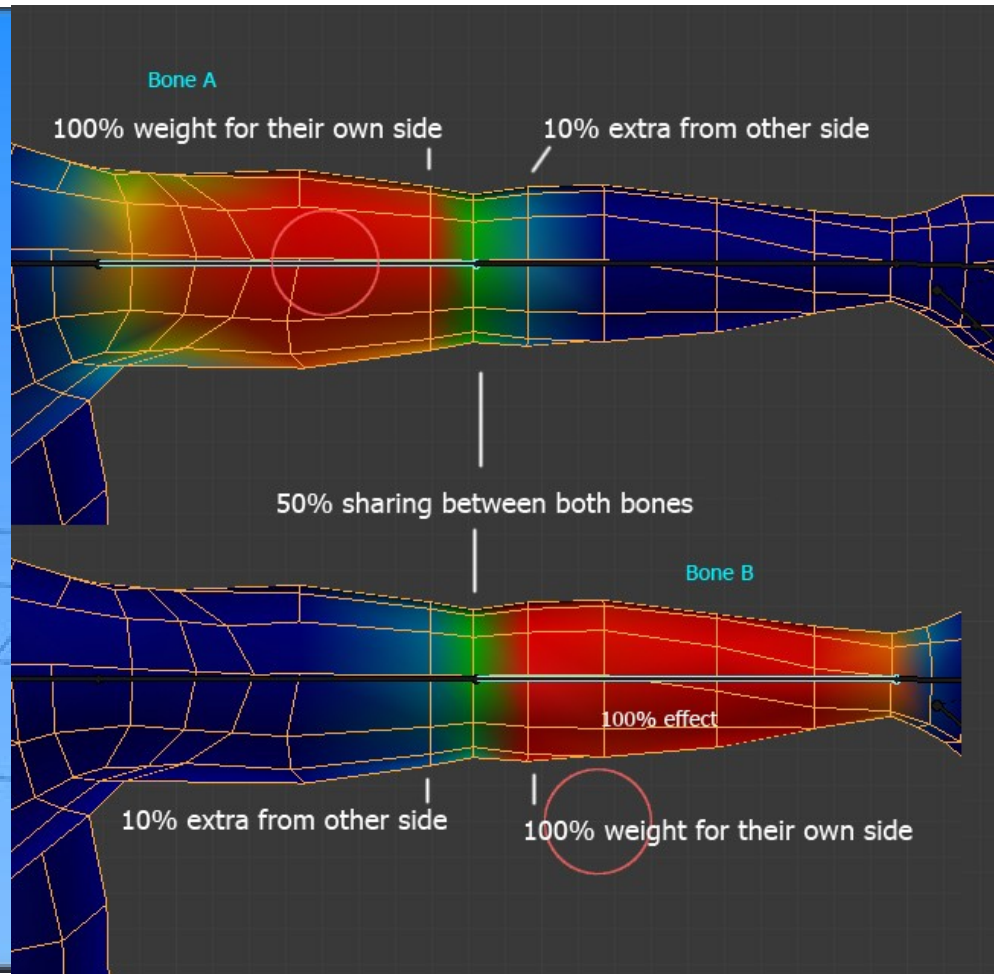
Структура



Свързване с геометрията (Skinning)

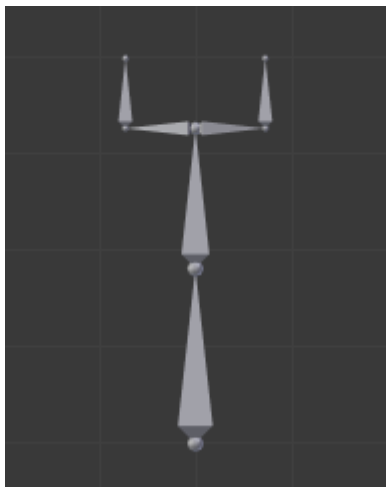
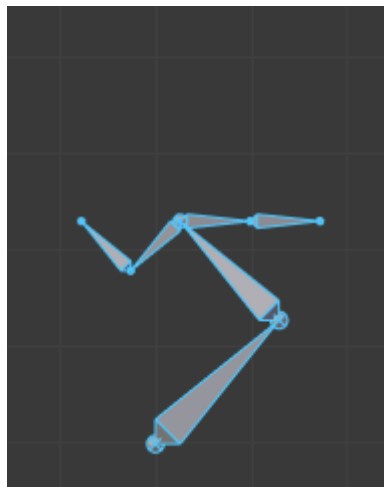
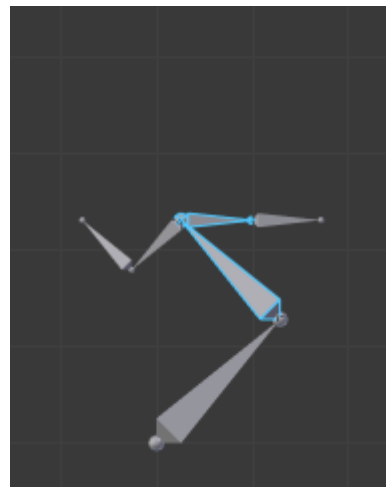
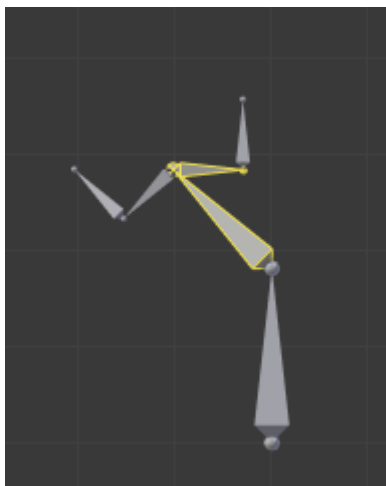
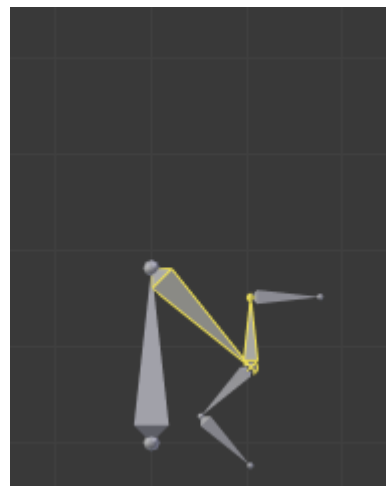


Тегла на влияние

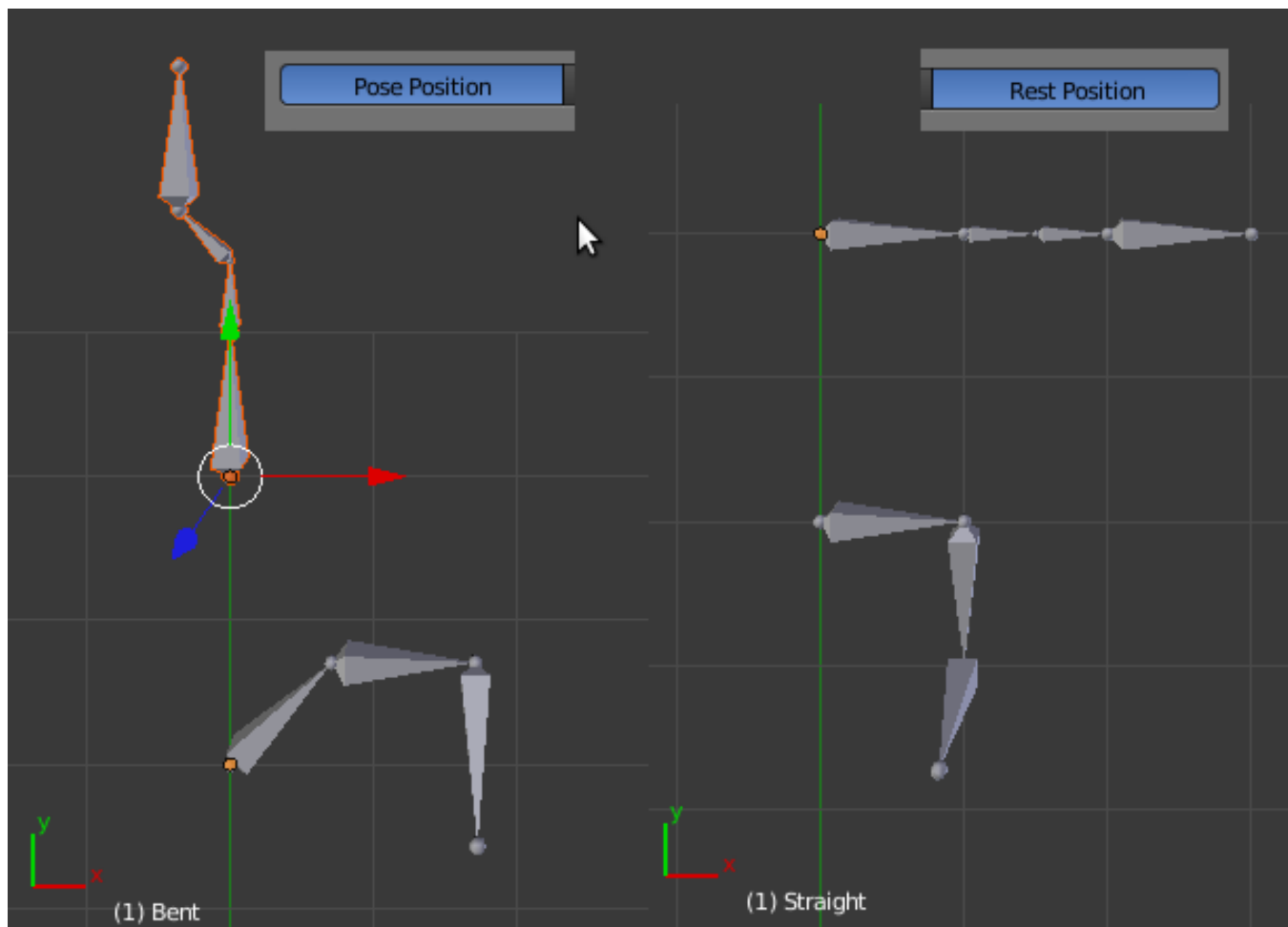


Пози

Пози



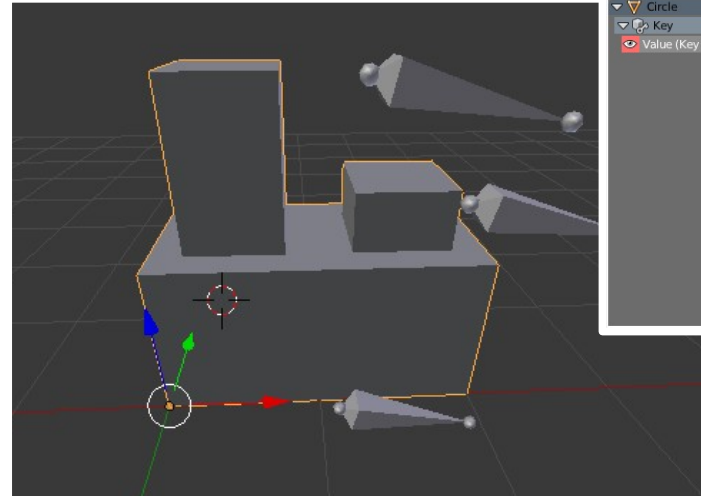
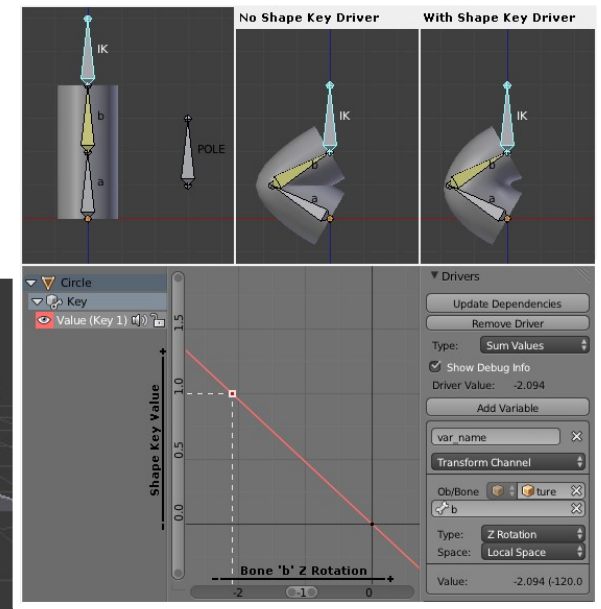
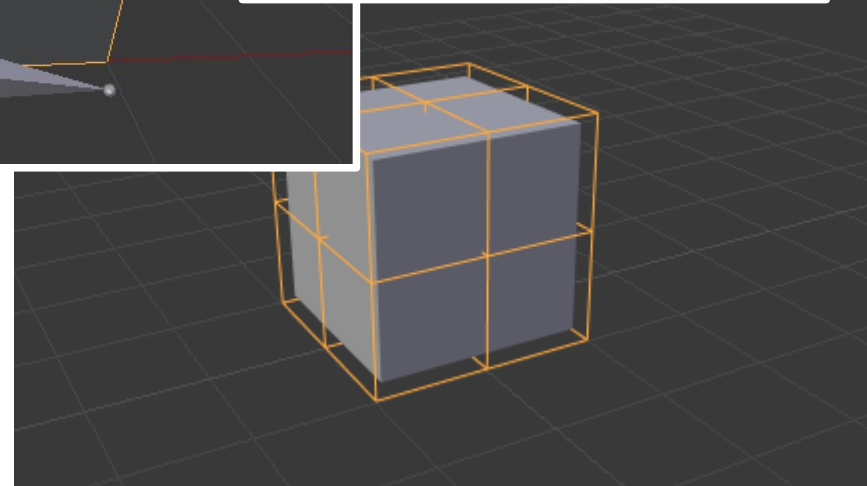
Пози



Други

Други

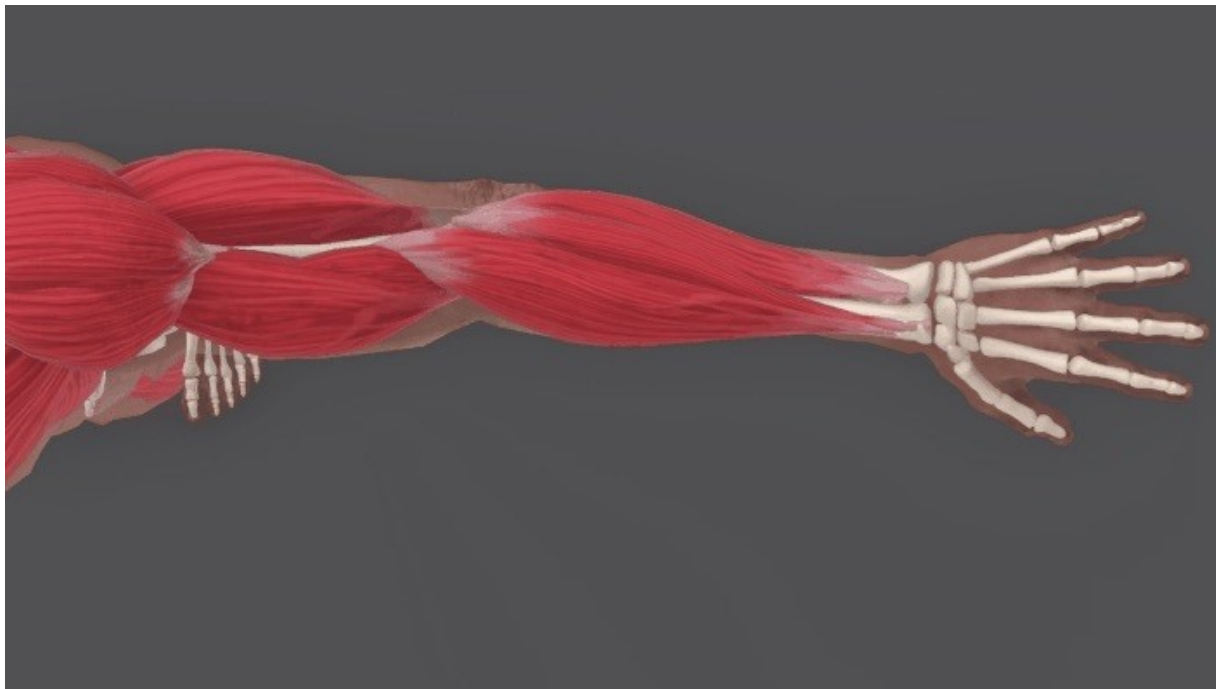
- ❖ Драйвери (Drivers);
- ❖ Обвивки (Lattice);
- ❖ Ограничения;
- ❖ Обратна кинематика;
- ❖ Мускули;
- ❖ ...



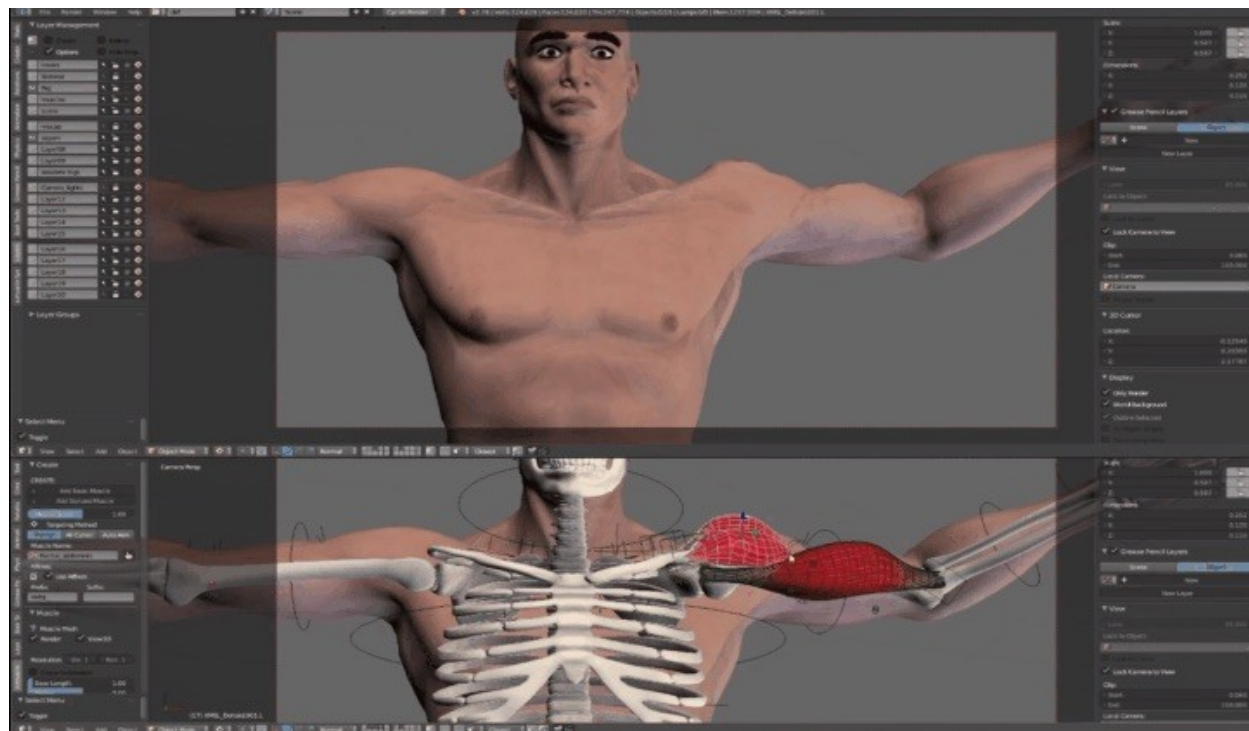
Моделиране на Мускули



Моделиране на Мускули



Моделиране на Мускули



Въпроси?

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