

Interakcja Człowiek – Komputer **materiały pomocnicze**

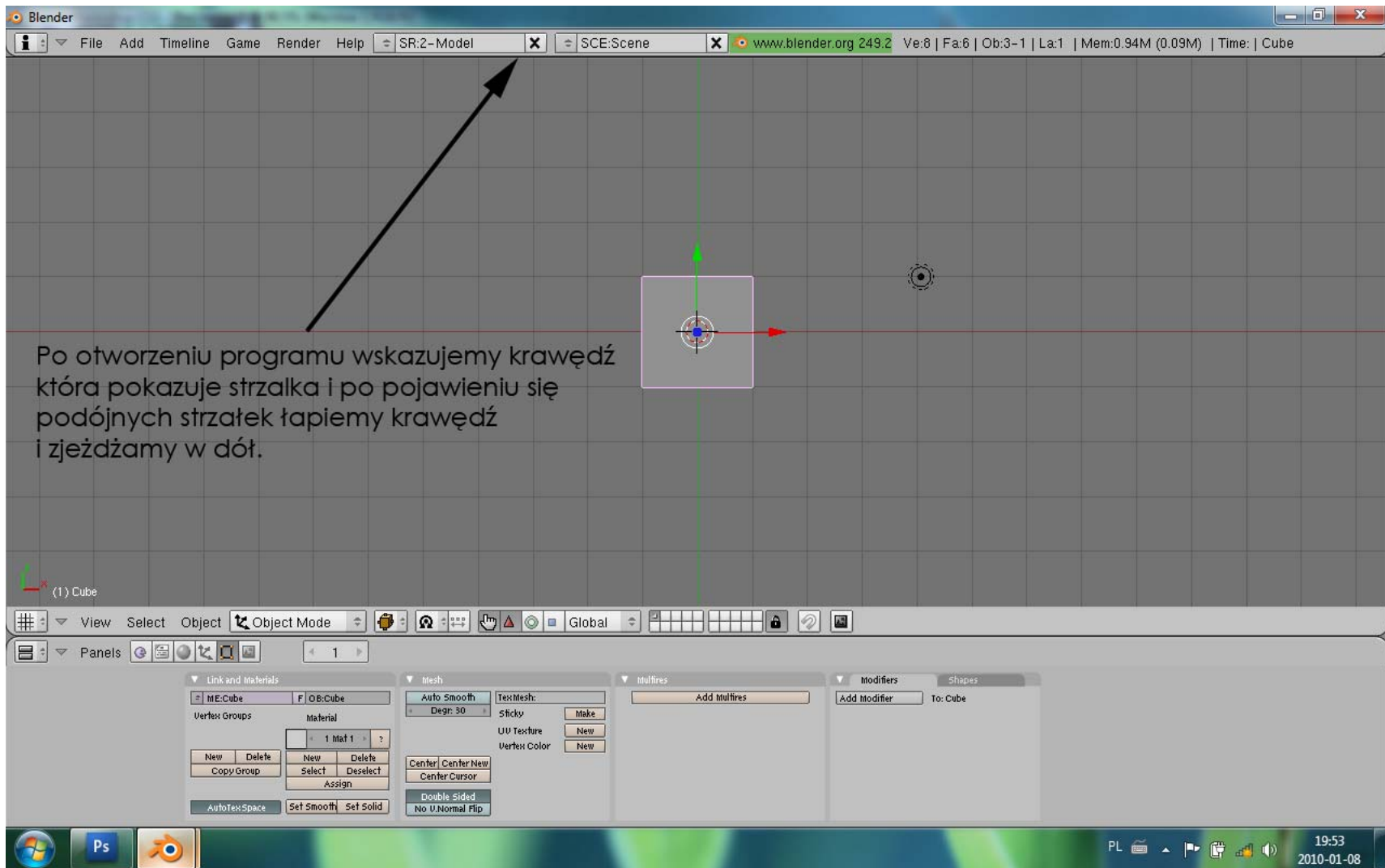
Tworzenie modelu graficznego
postaci w programie Blender

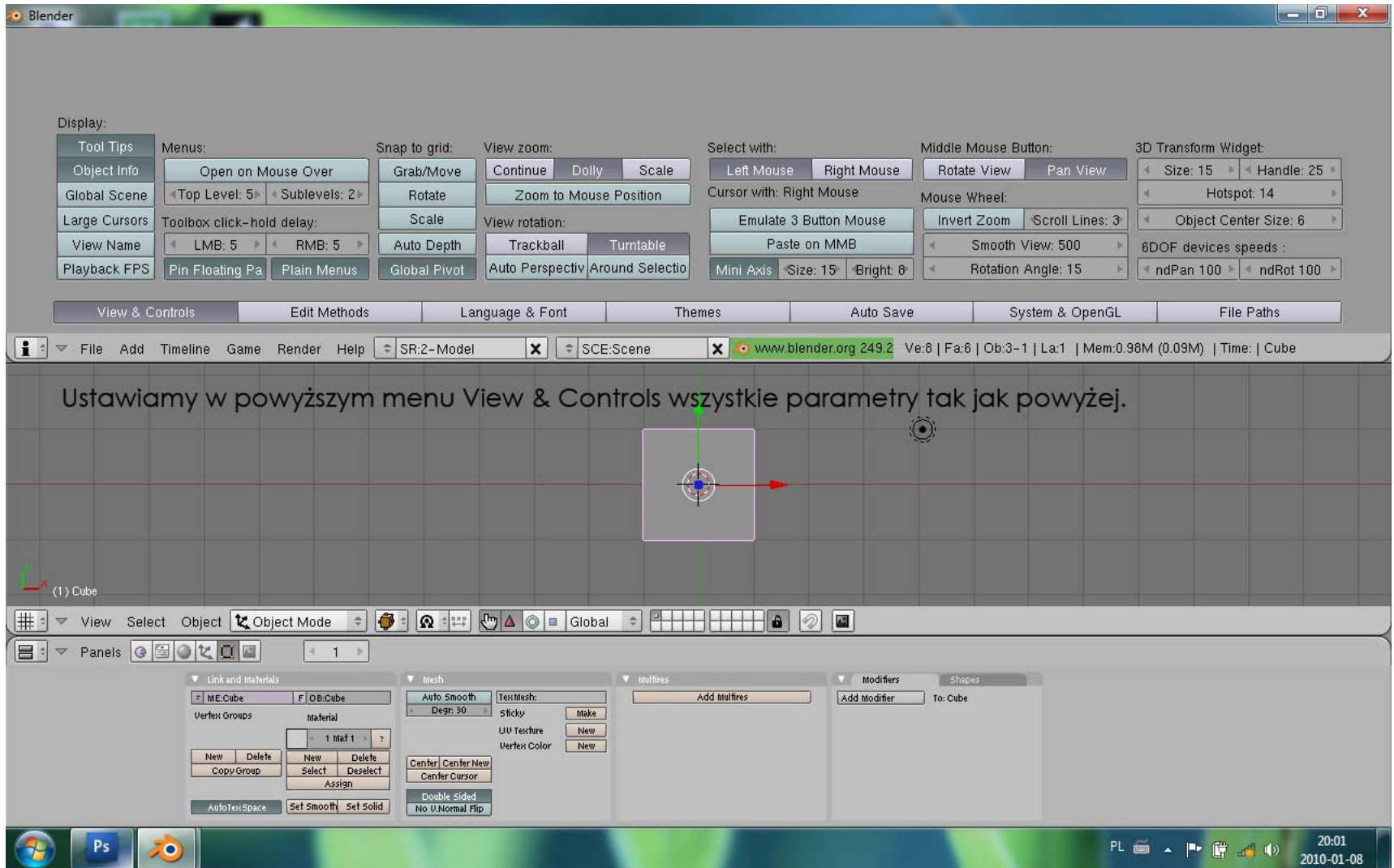
Autor:

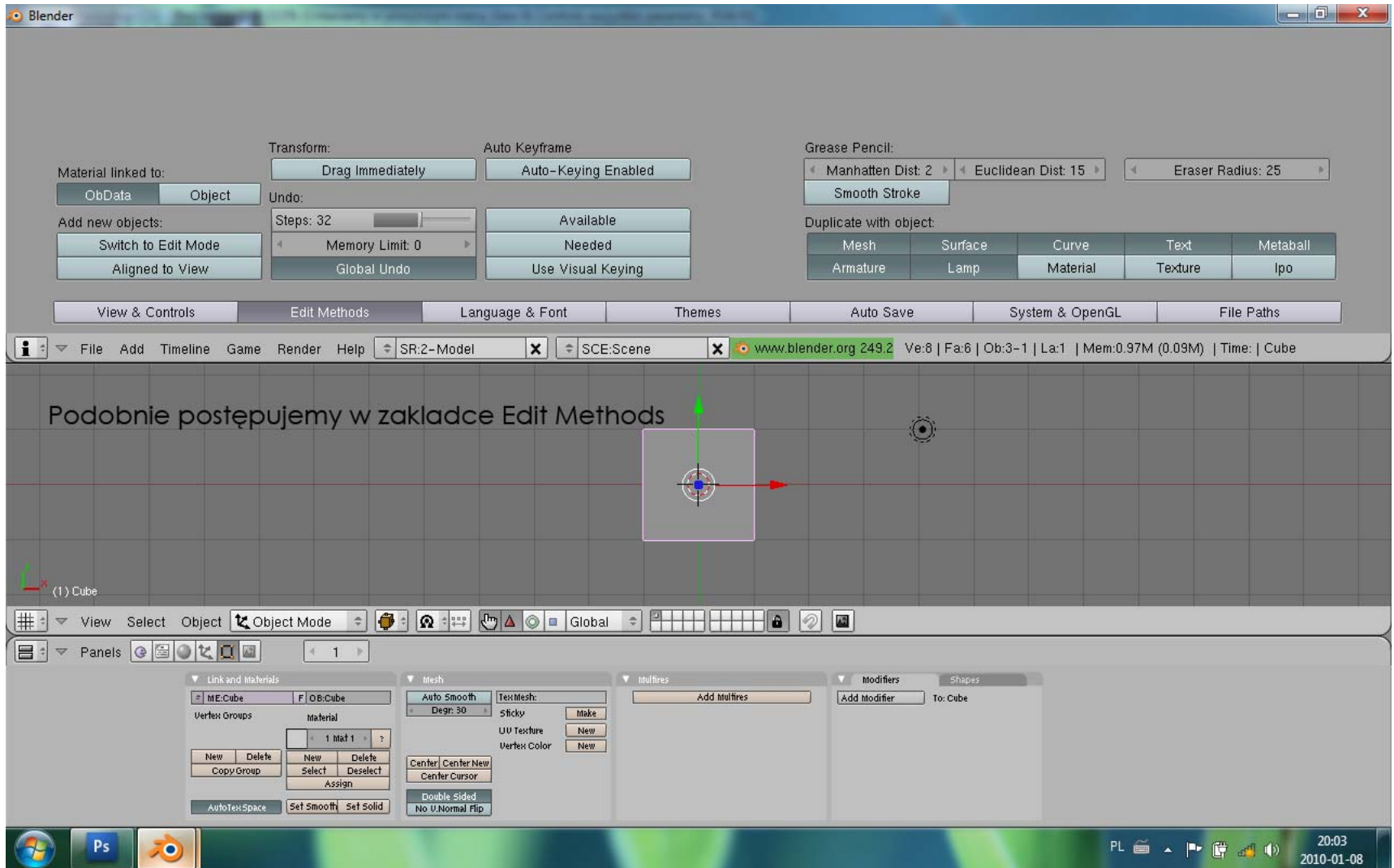
Piotr Szčerba

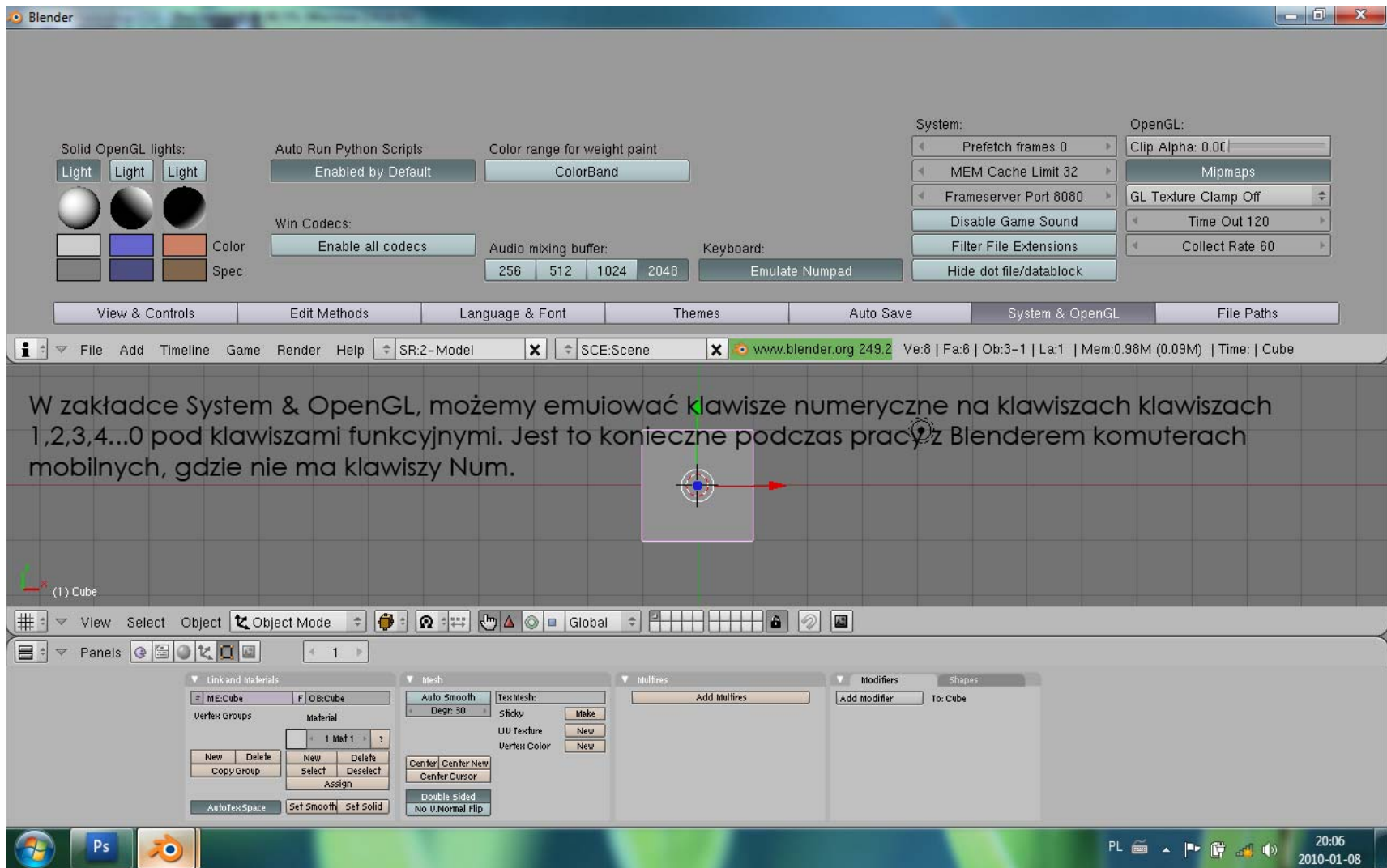
Redakcja:

Sławomir Samolej

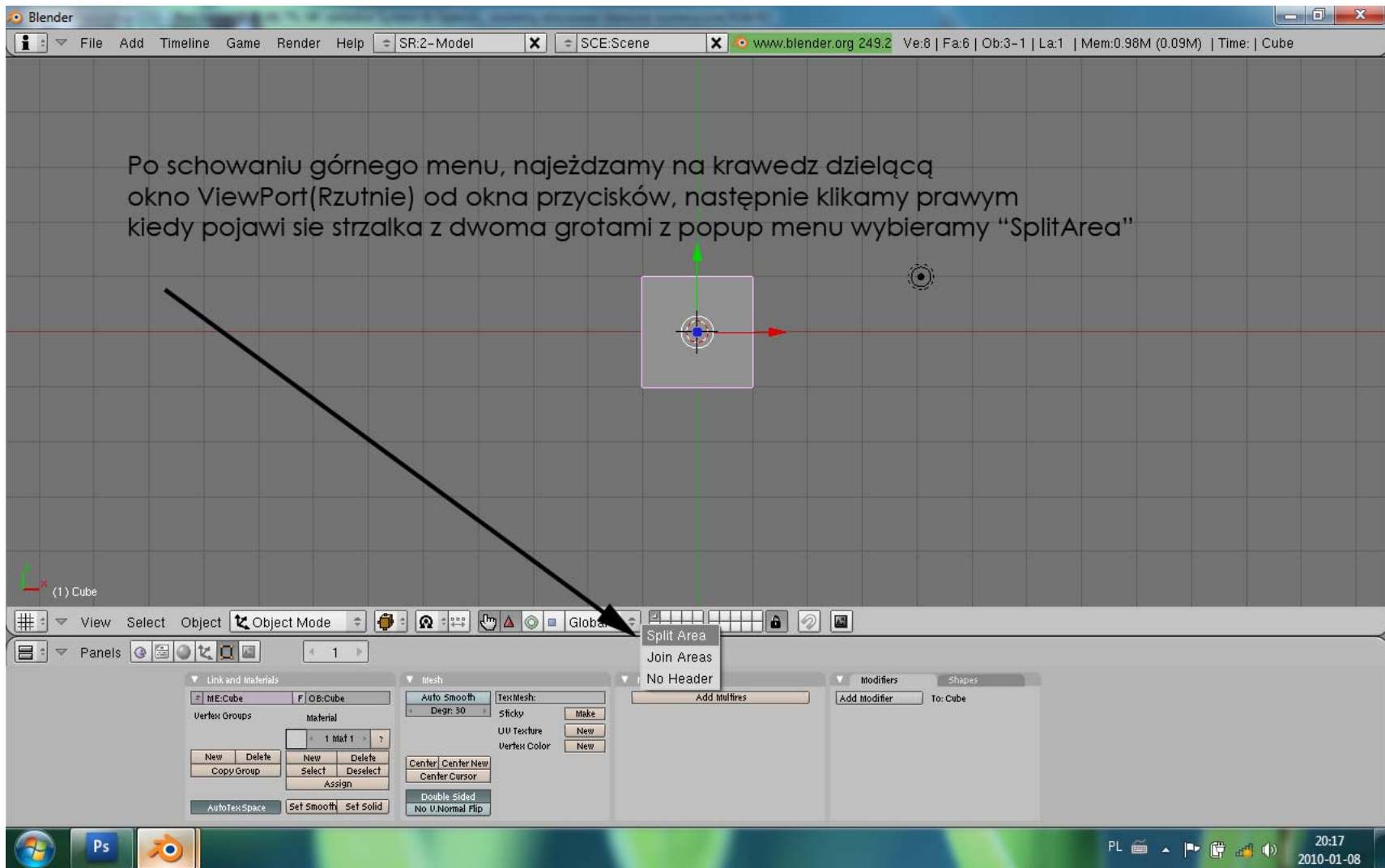


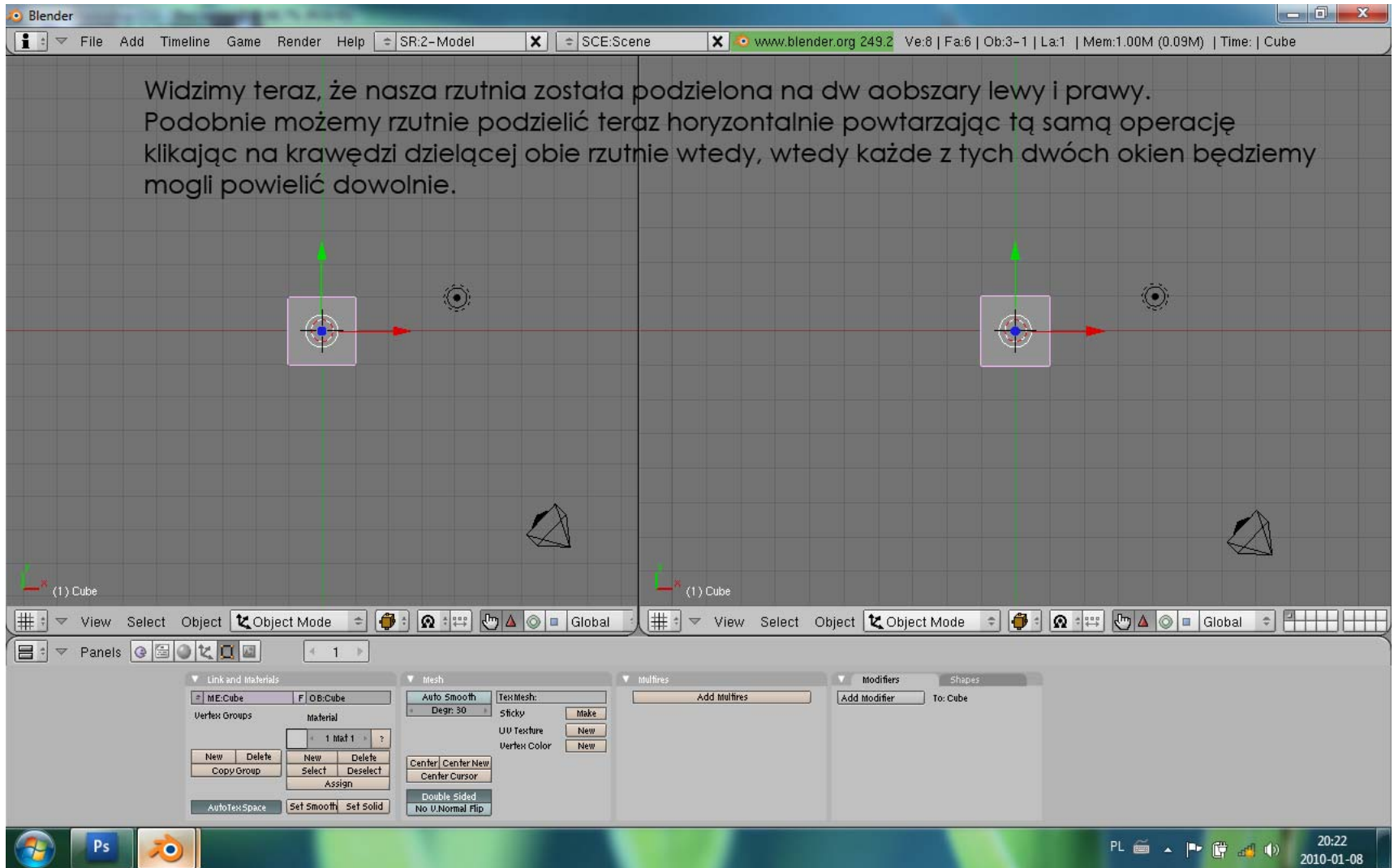






W zakładce System & OpenGL, możemy emulować klawisze numeryczne na klawiszach klawiszach 1,2,3,4...0 pod klawiszami funkcyjnymi. Jest to konieczne podczas pracy z Blenderem komputerach mobilnych, gdzie nie ma klawiszy Num.





Blender

File Add Timeline Game Render Help SR.2-Model SCE:Scene www.blender.org 249.2 Ve:8 | Fa:6 | Ob:3-1 | La:1 | Mem:1.01M (0.09M) | Time: | Cube

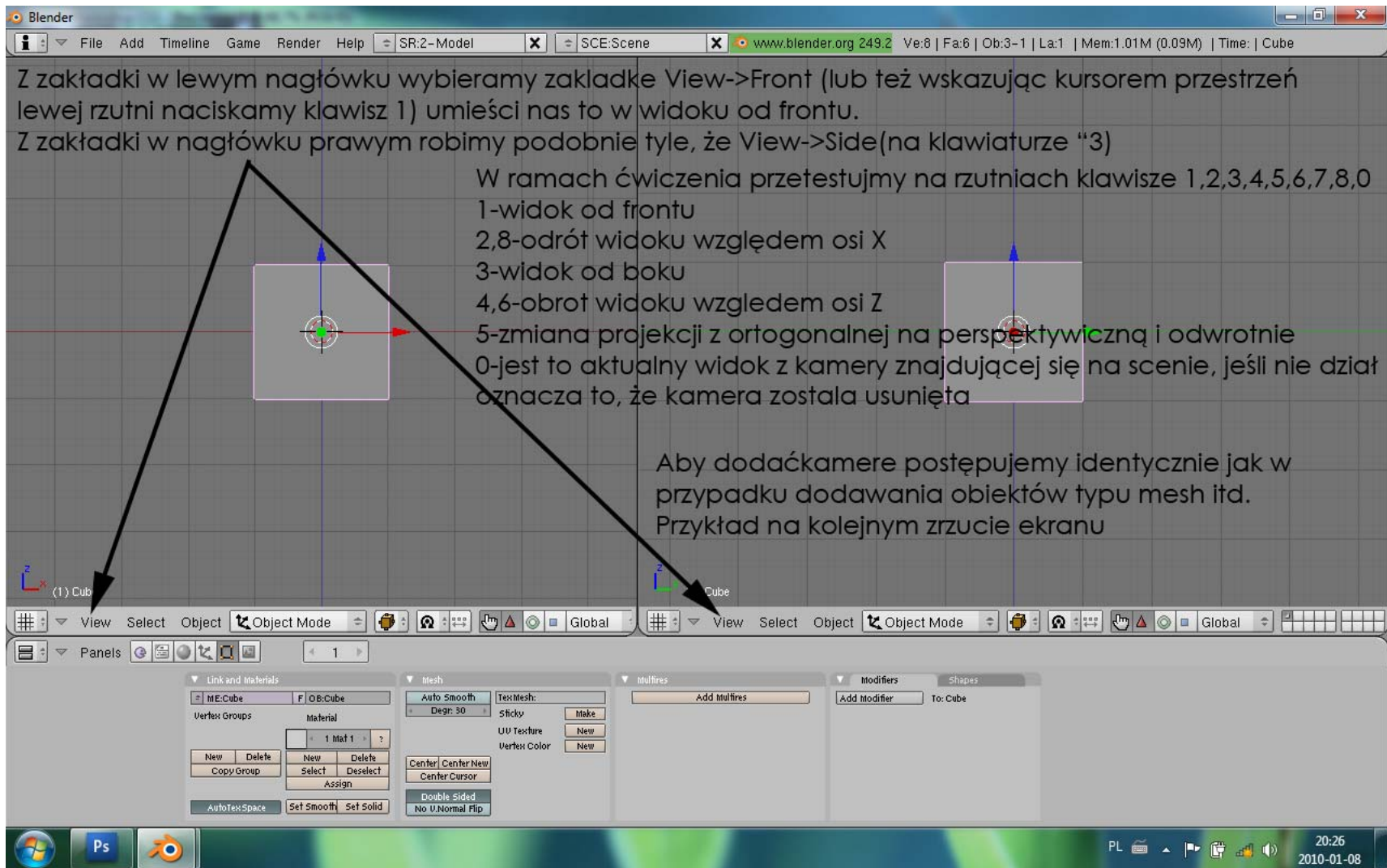
Z zakładki w lewym nagłówku wybieramy zakładkę View->Front (lub też wskazując kursorem przestrzeń lewej rzutni naciskamy klawisz 1) umieści nas to w widoku od frontu.

Z zakładki w nagłówku prawym robimy podobnie tyle, że View->Side (na klawiaturze "3")

W ramach ćwiczenia przetestujemy na rzutniach klawisze 1,2,3,4,5,6,7,8,0

- 1-widok od frontu
- 2,8-odrót widoku względem osi X
- 3-widok od boku
- 4,6-obrot widoku względem osi Z
- 5-zmiana projekcji z ortogonalnej na perspektywiczną i odwrotnie
- 0-jest to aktualny widok z kamery znajdującej się na scenie, jeśli nie działa oznacza to, że kamera została usunięta

Aby dodać kamerę postępujemy identycznie jak w przypadku dodawania obiektów typu mesh itd. Przykład na kolejnym zrzucie ekranu



(1) Cube

Cube

View Select Object Object Mode Global

View Select Object Object Mode Global

Link and Materials

ME:Cube F OB:Cube

Vertex Groups

Material

New Delete

Copy Group

Assign

AutoTexSpace Set Smooth Set Solid

Mesh

Auto Smooth

Degr: 30

Sticky Make

UV Texture New

Vertex Color New

Center Center New

Center Cursor

Double Sided

No U.Normal Flip

Multires

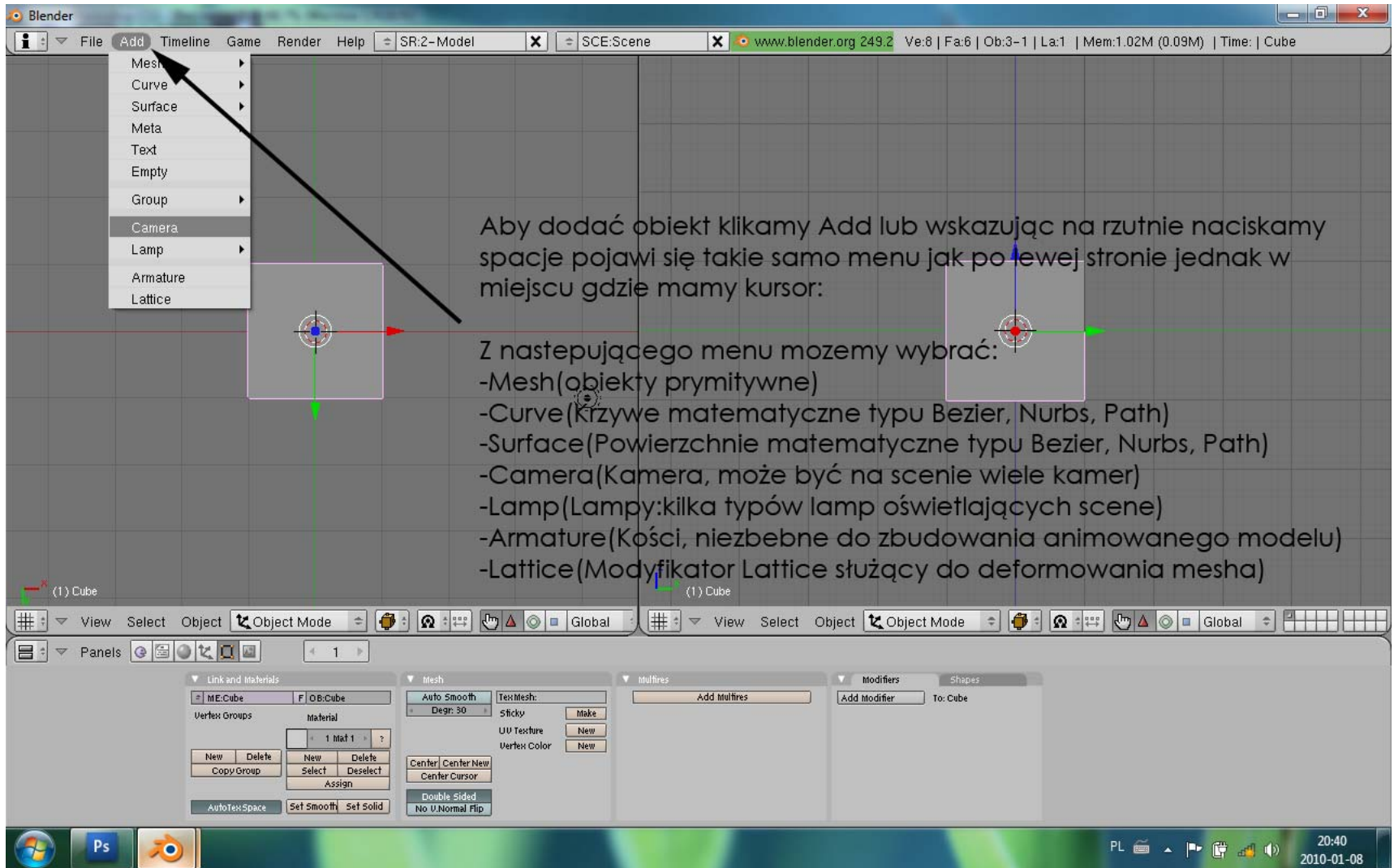
Add Multires

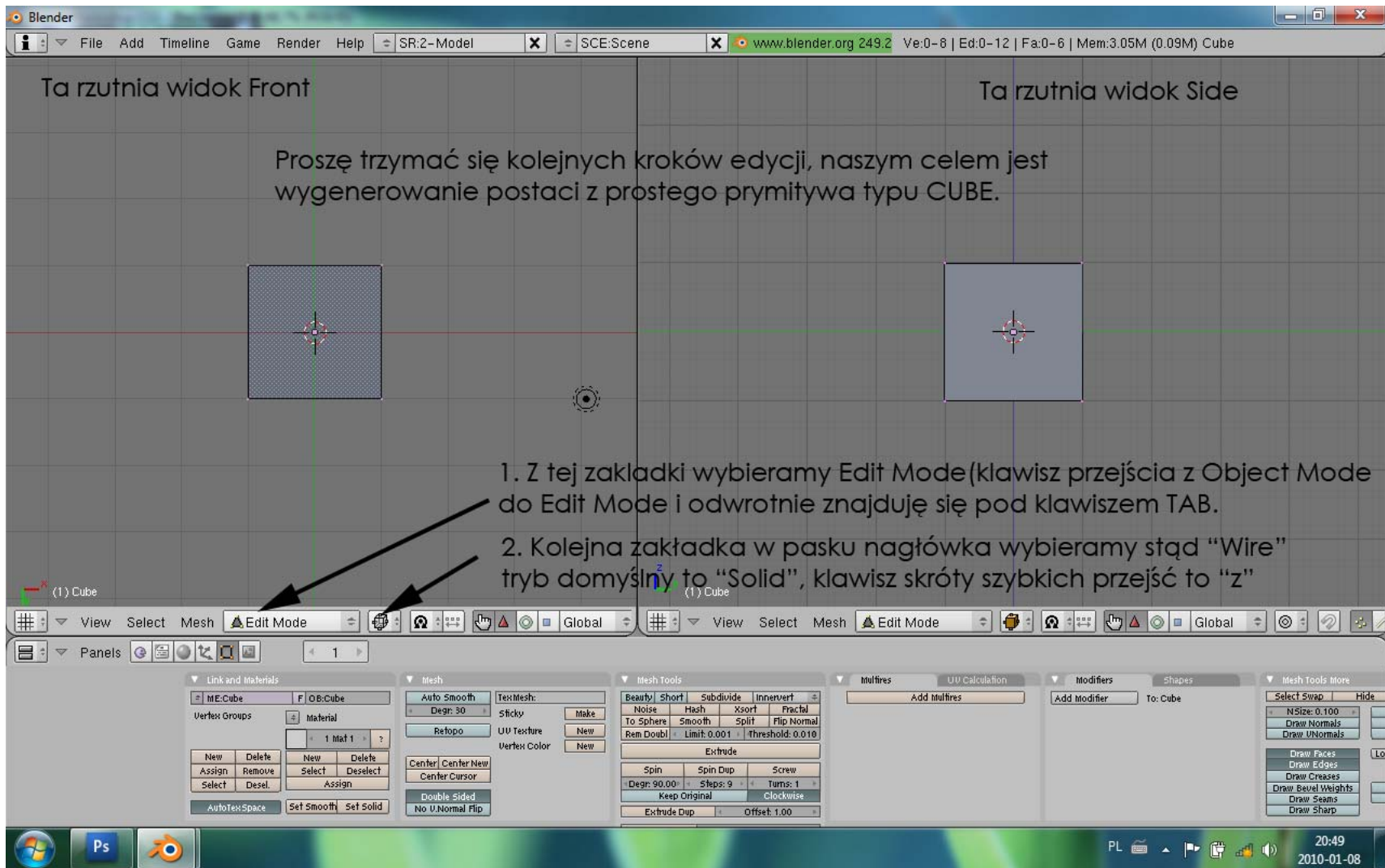
Modifiers

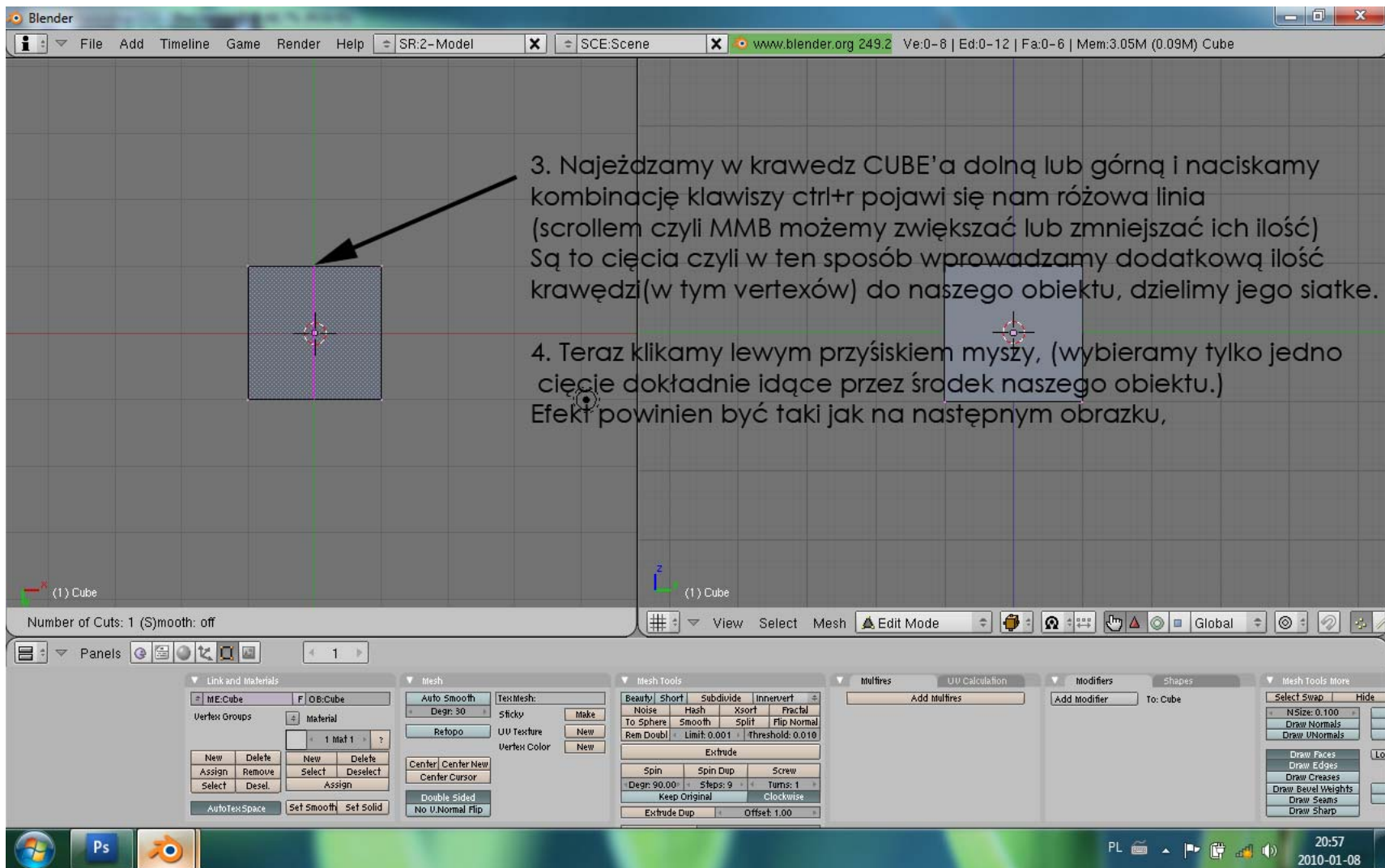
Add Modifier To: Cube

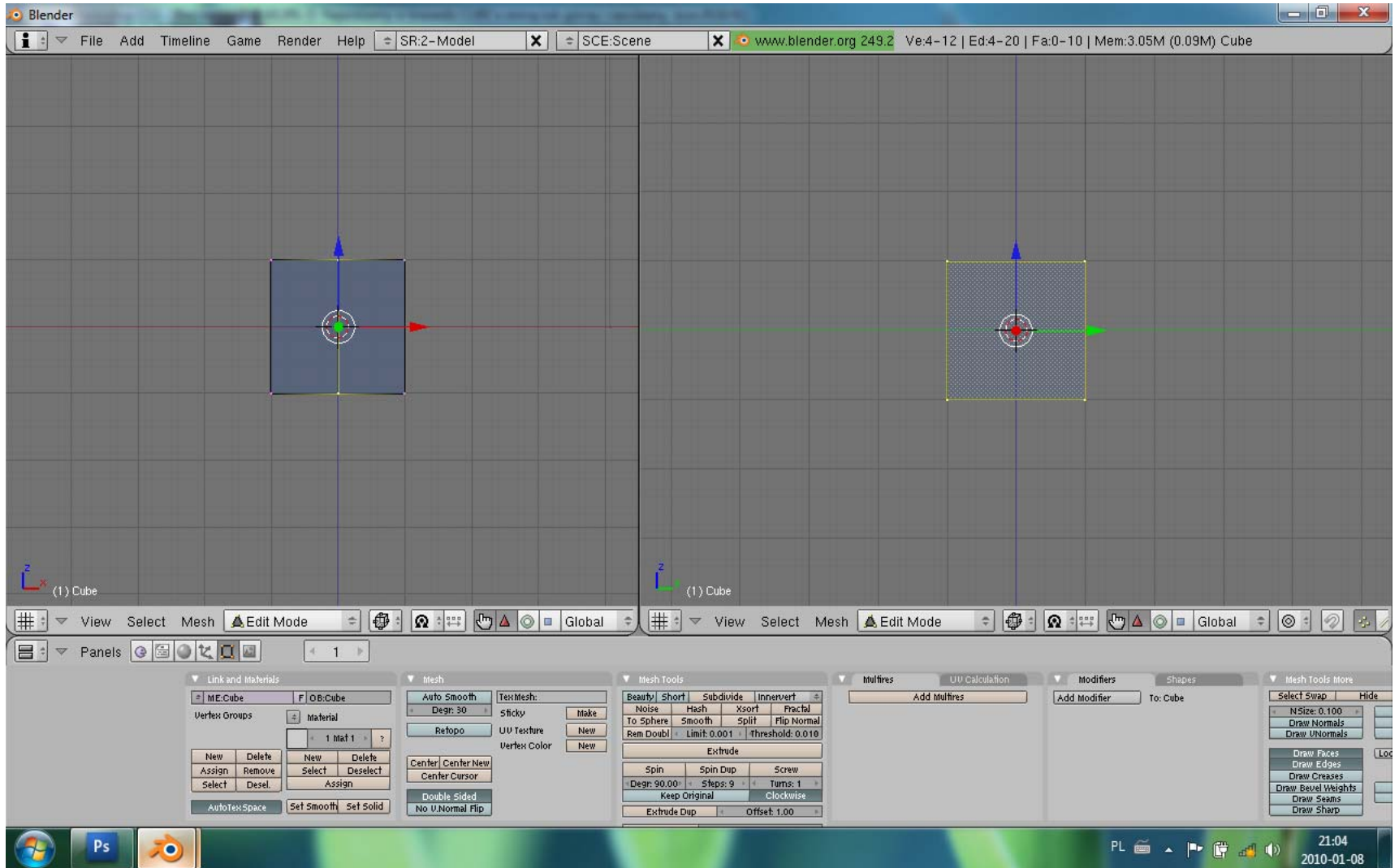
Shapes

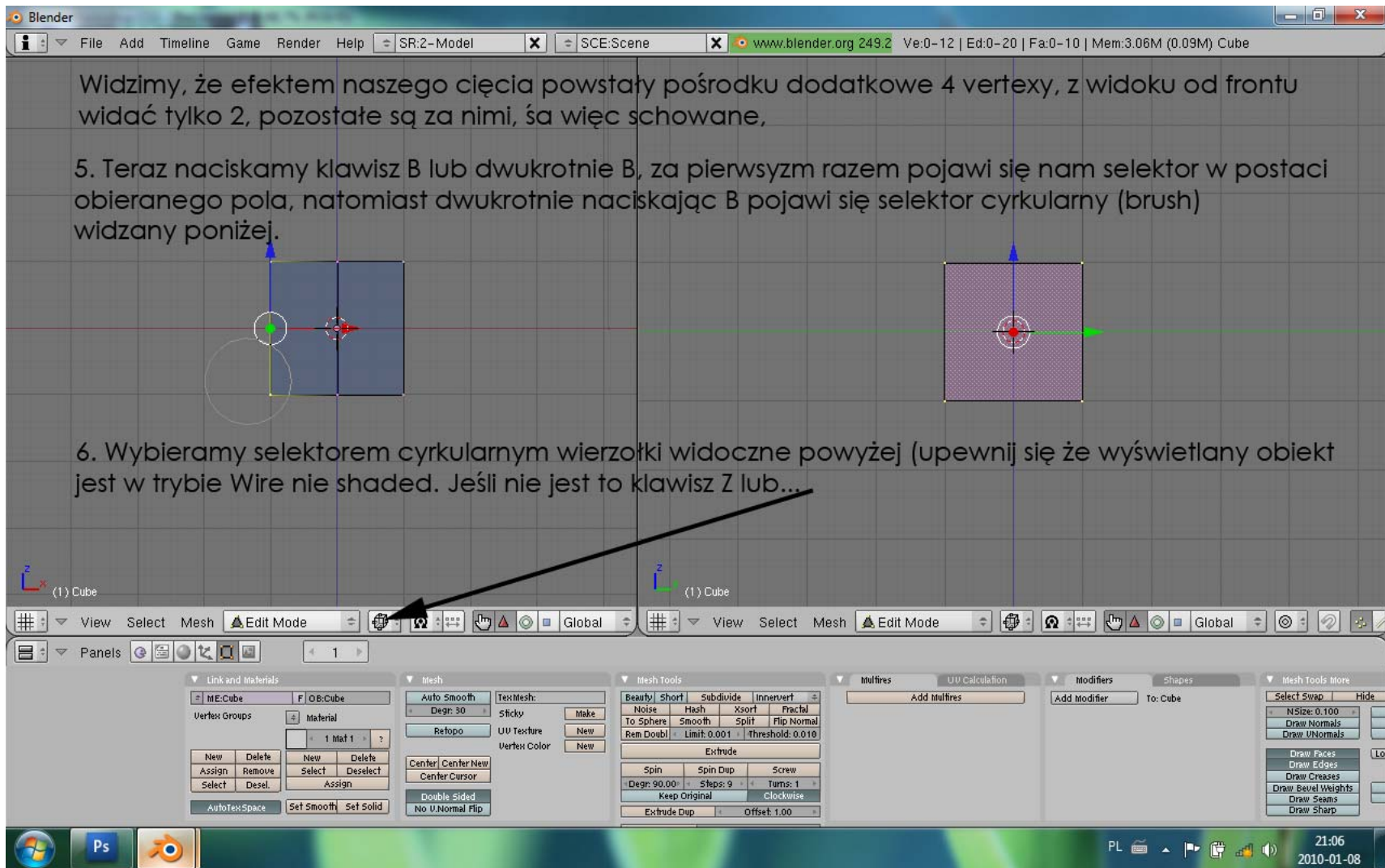
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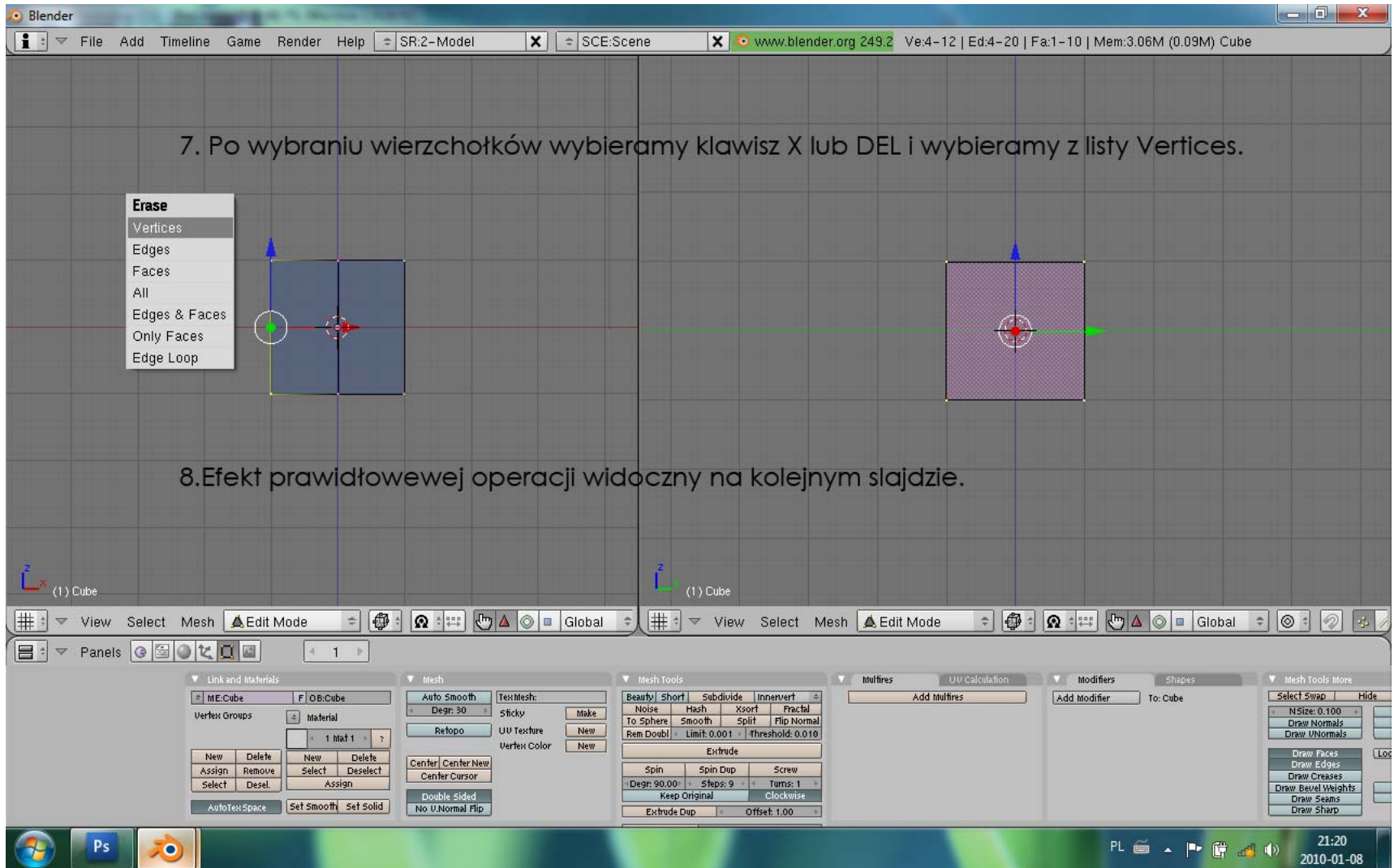


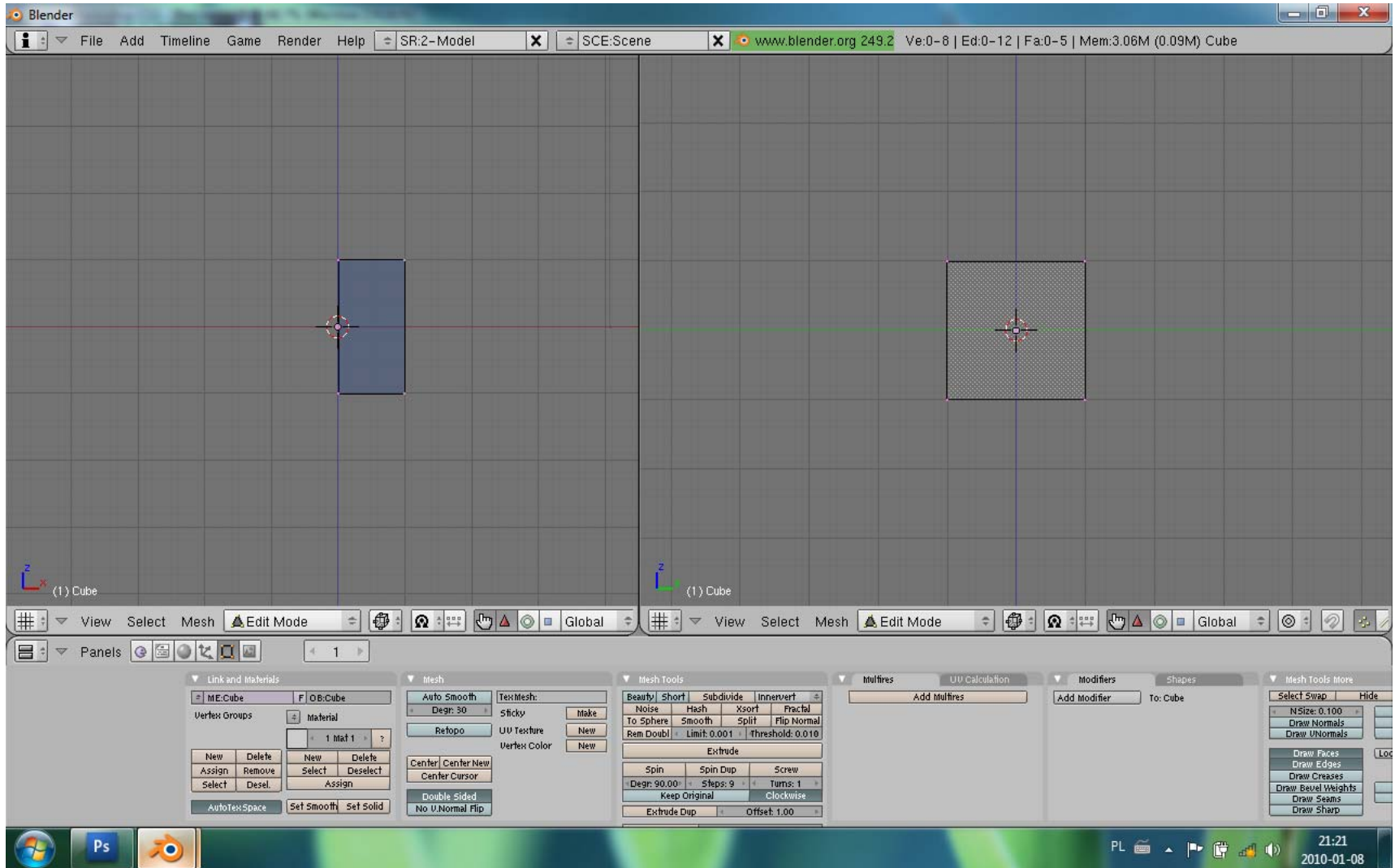


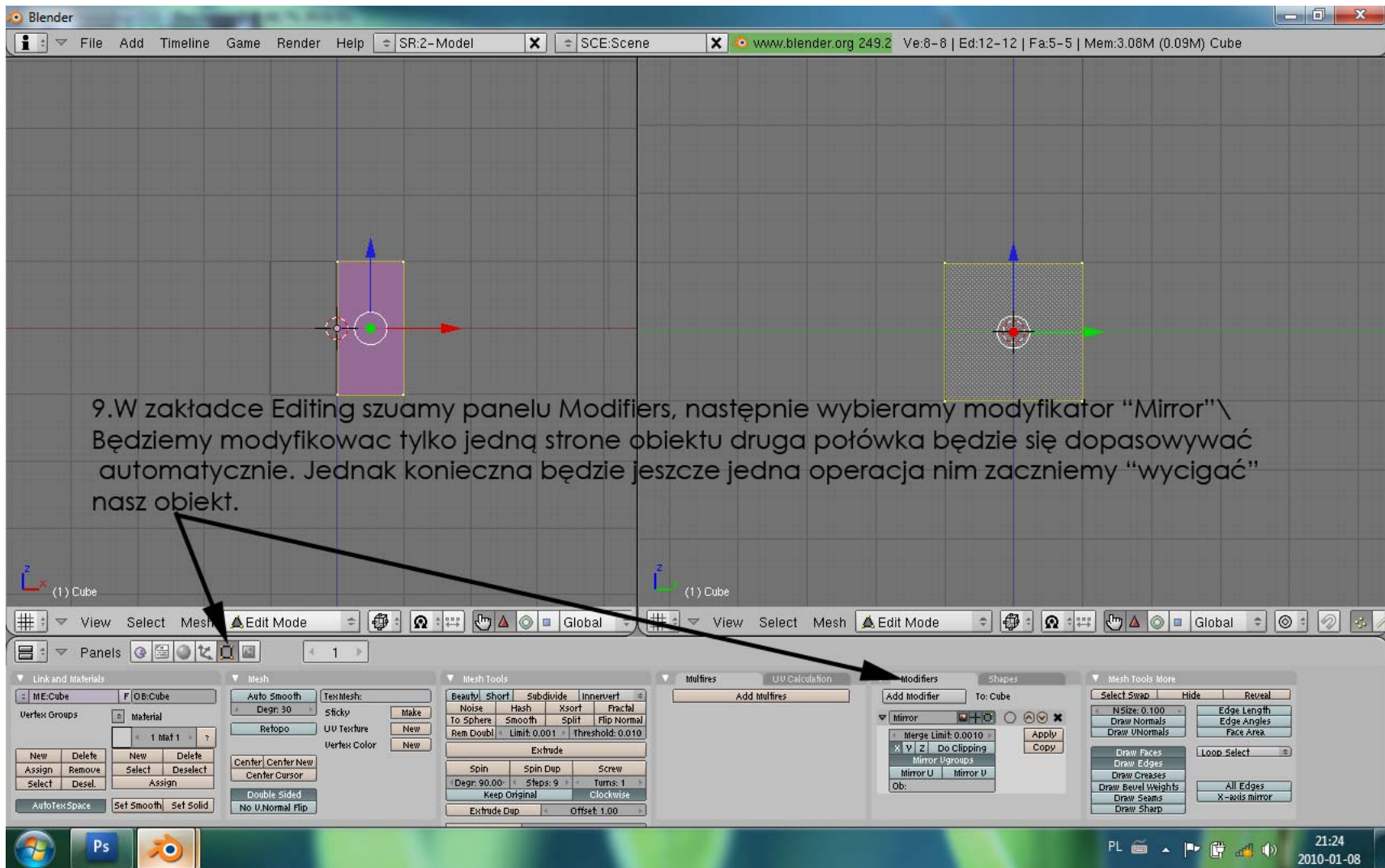


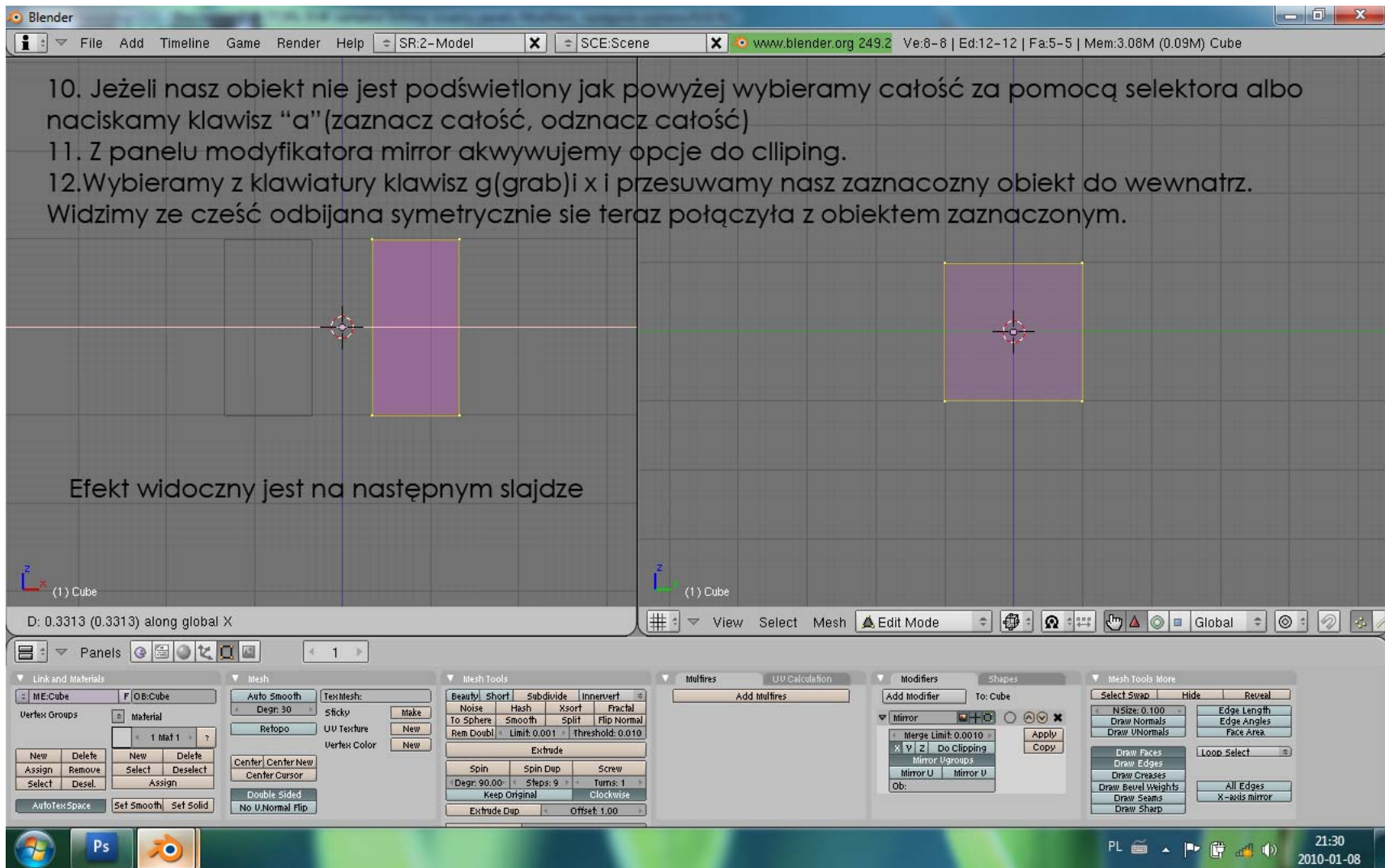


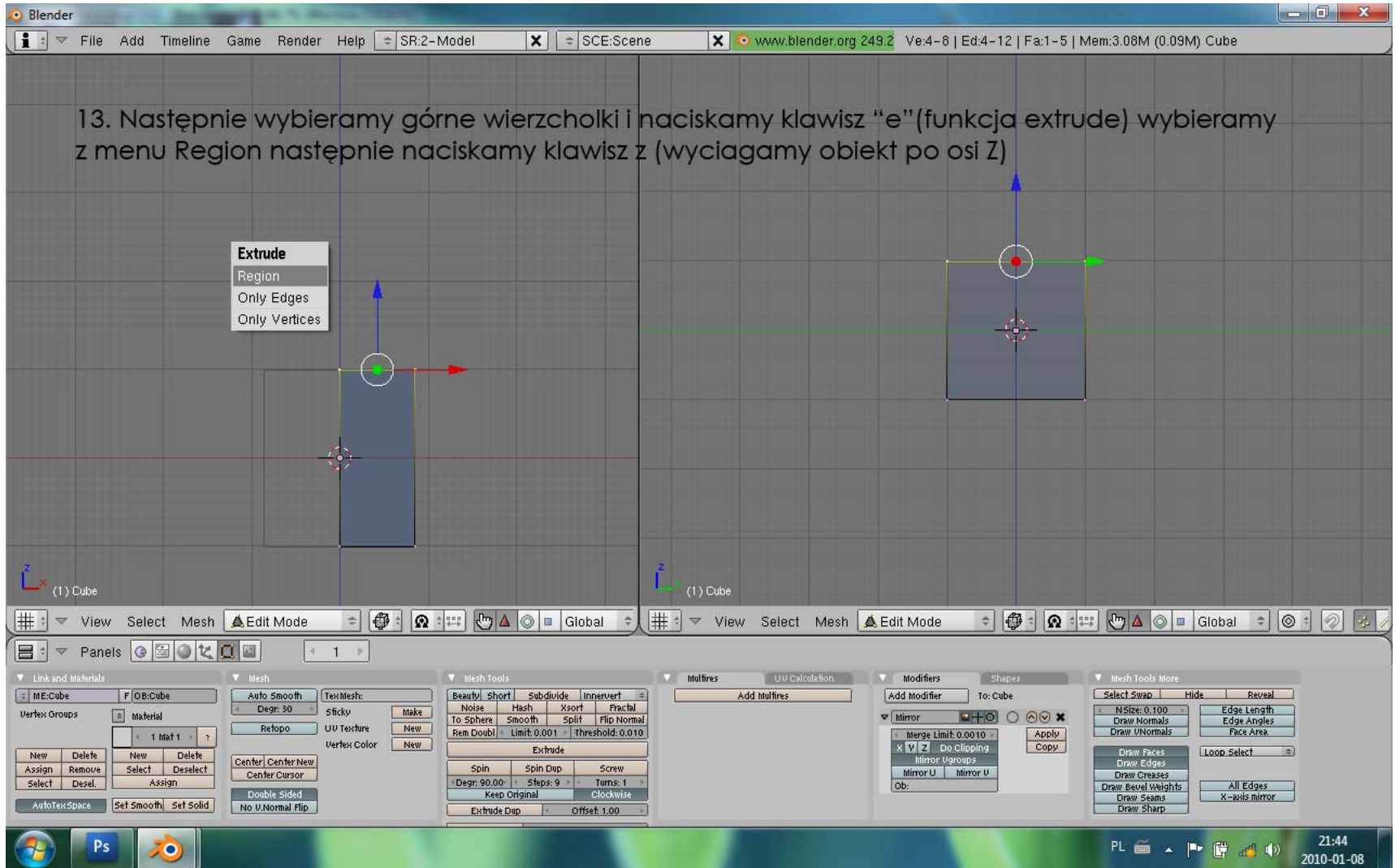


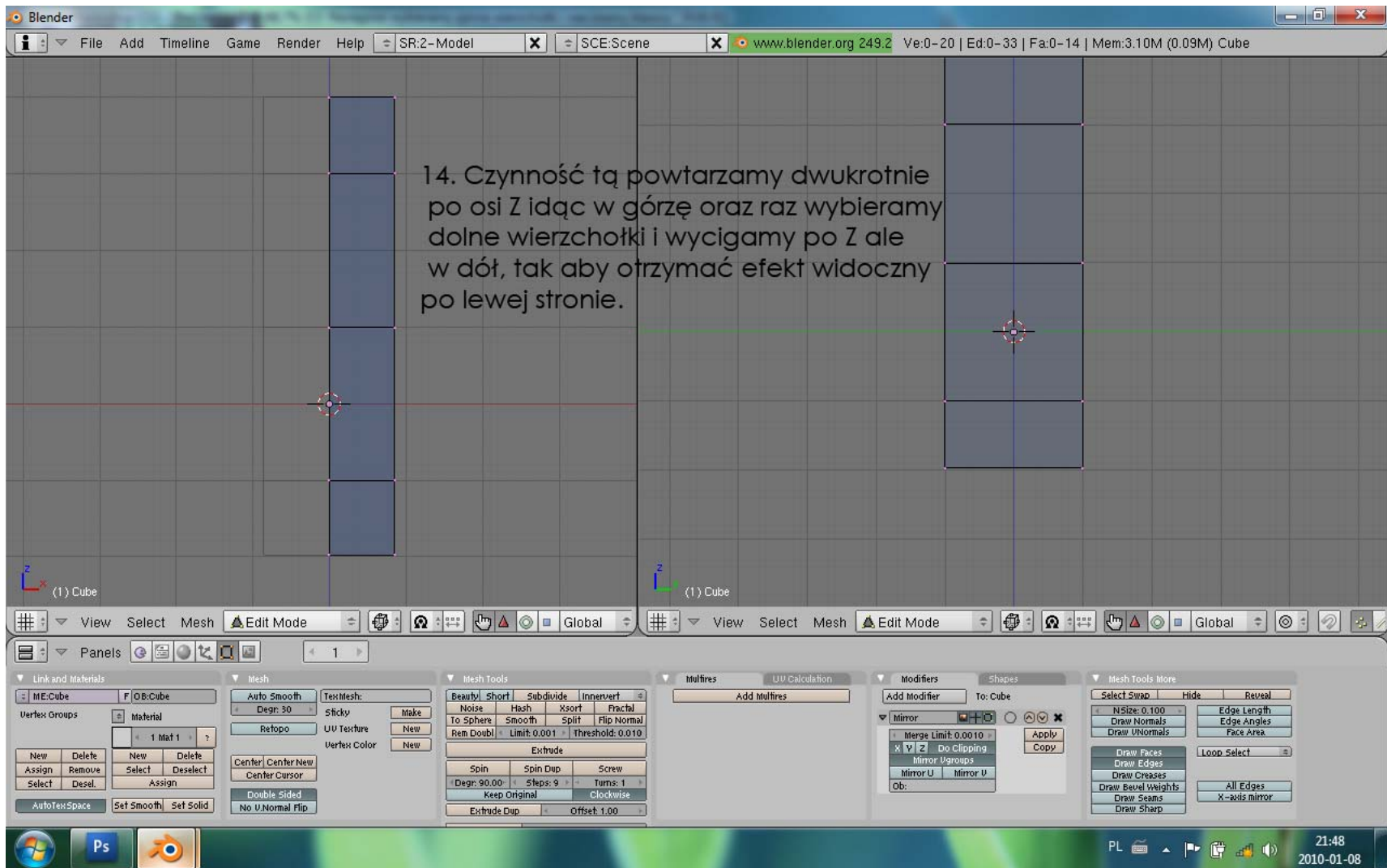


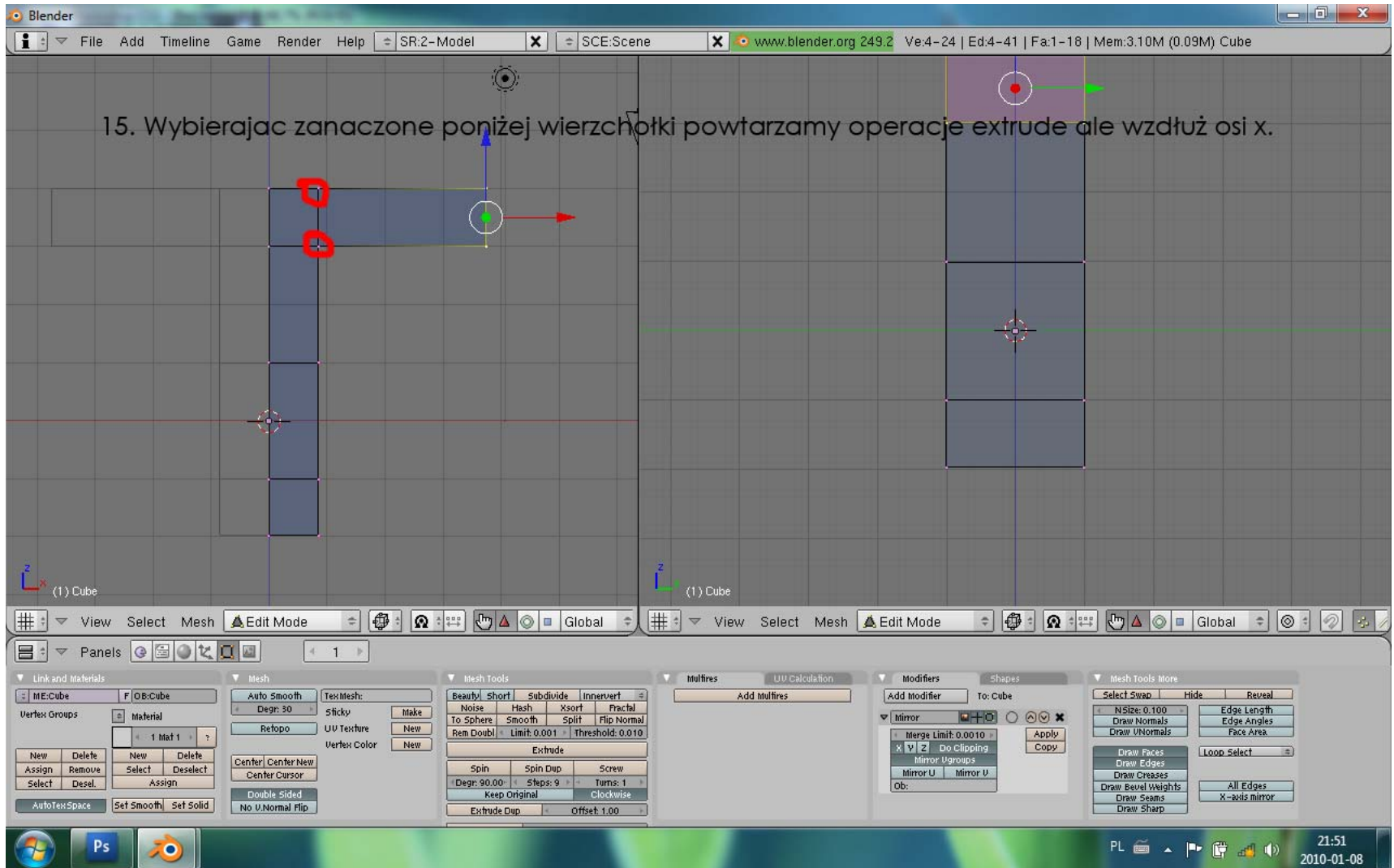


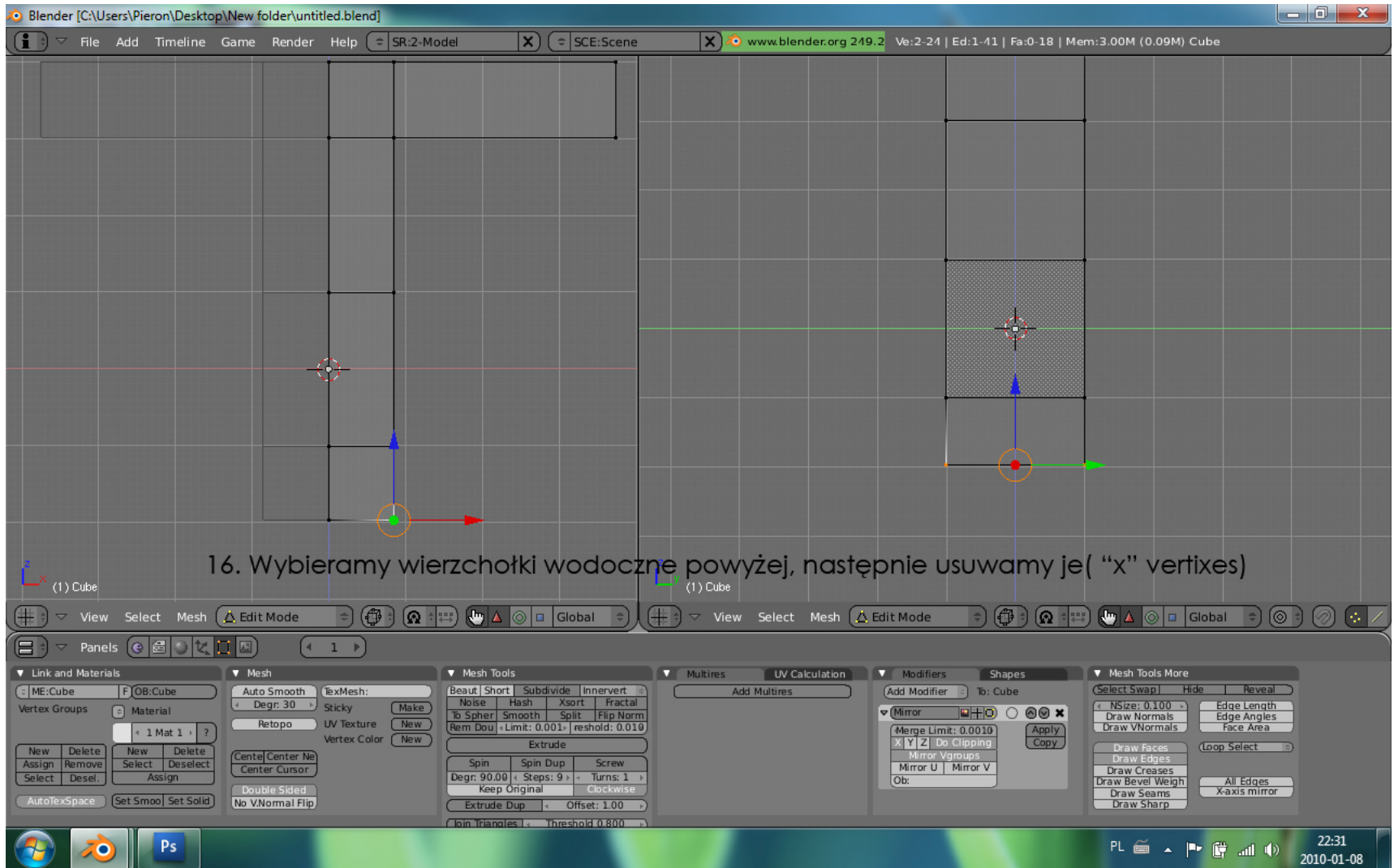


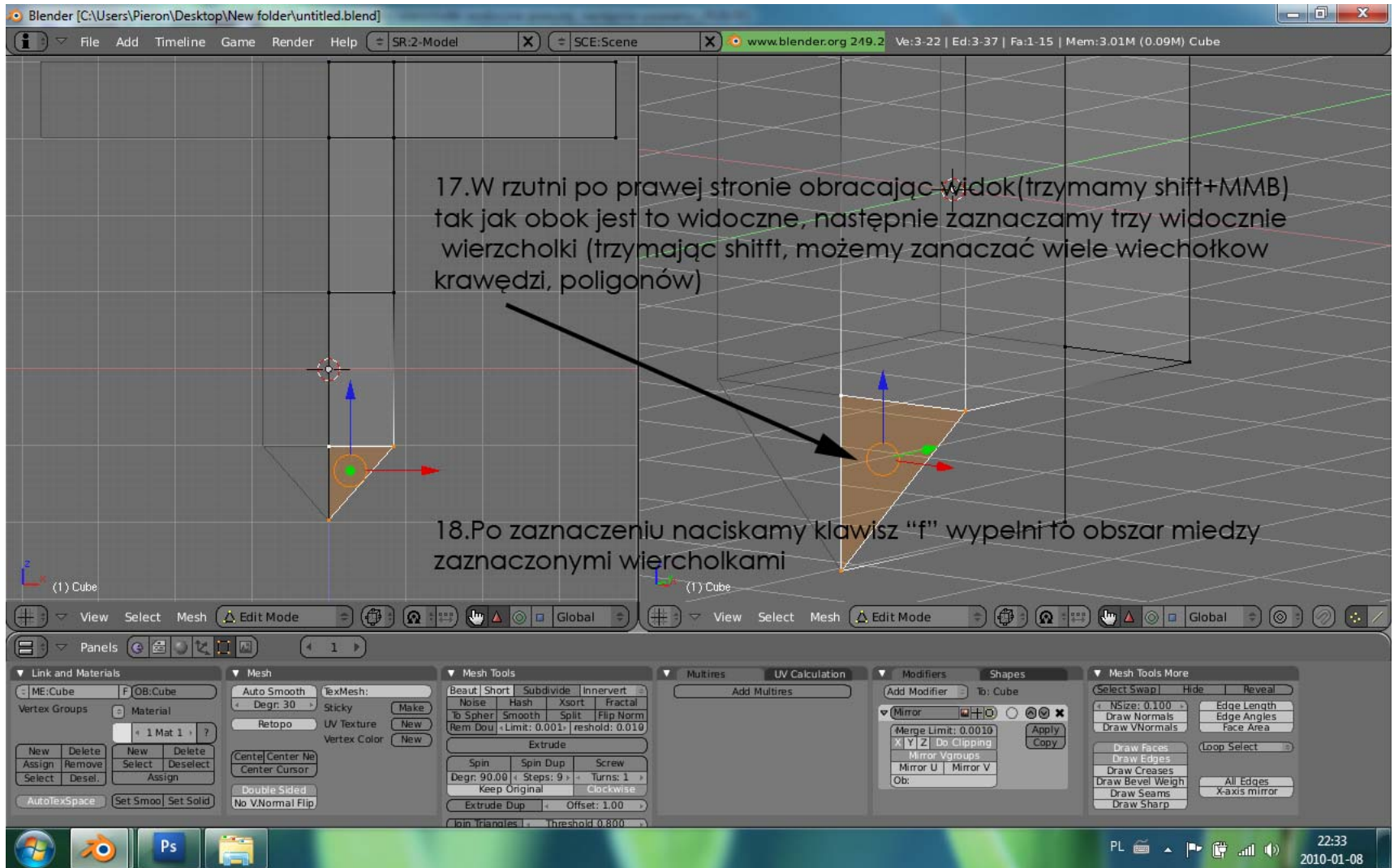


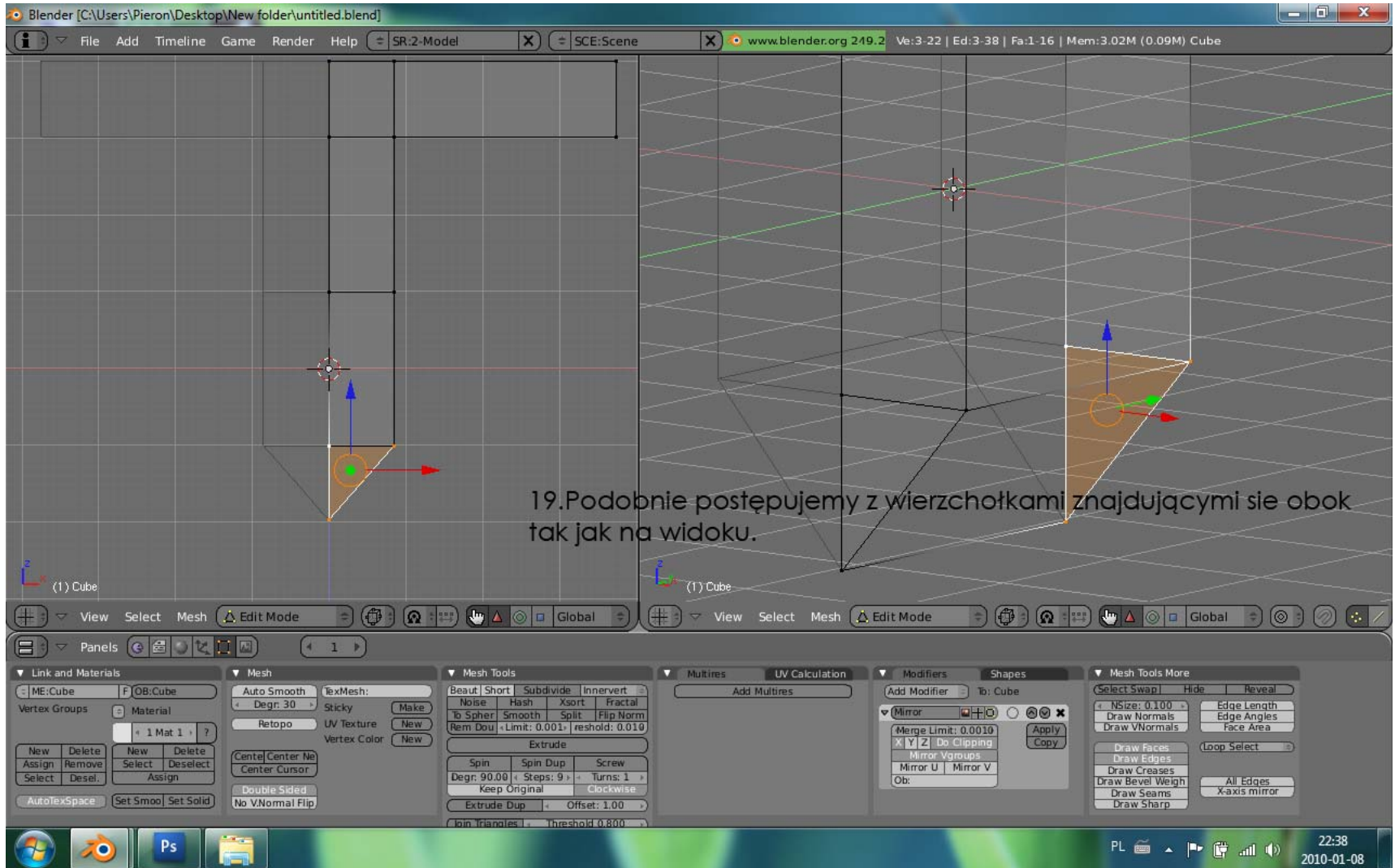


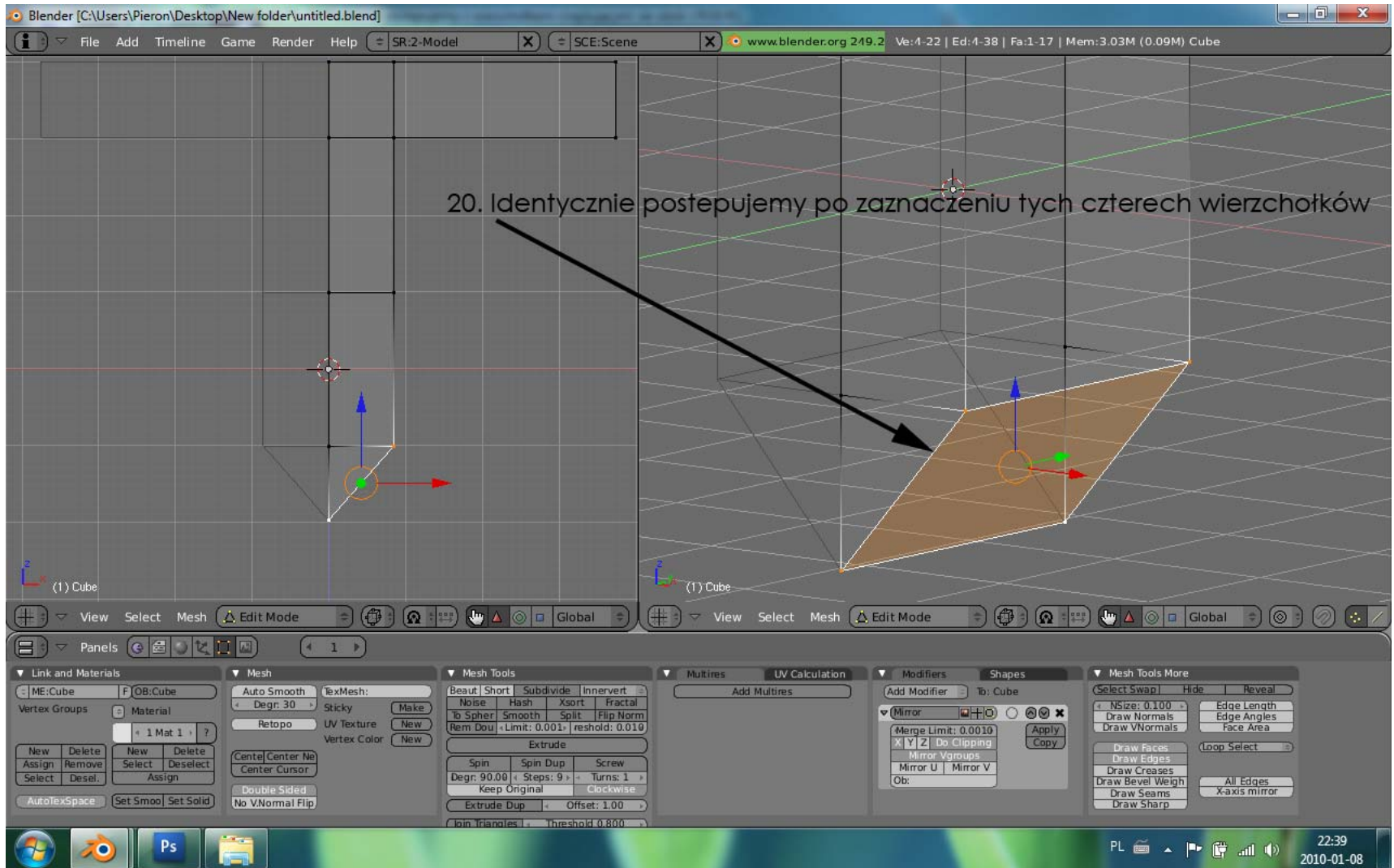


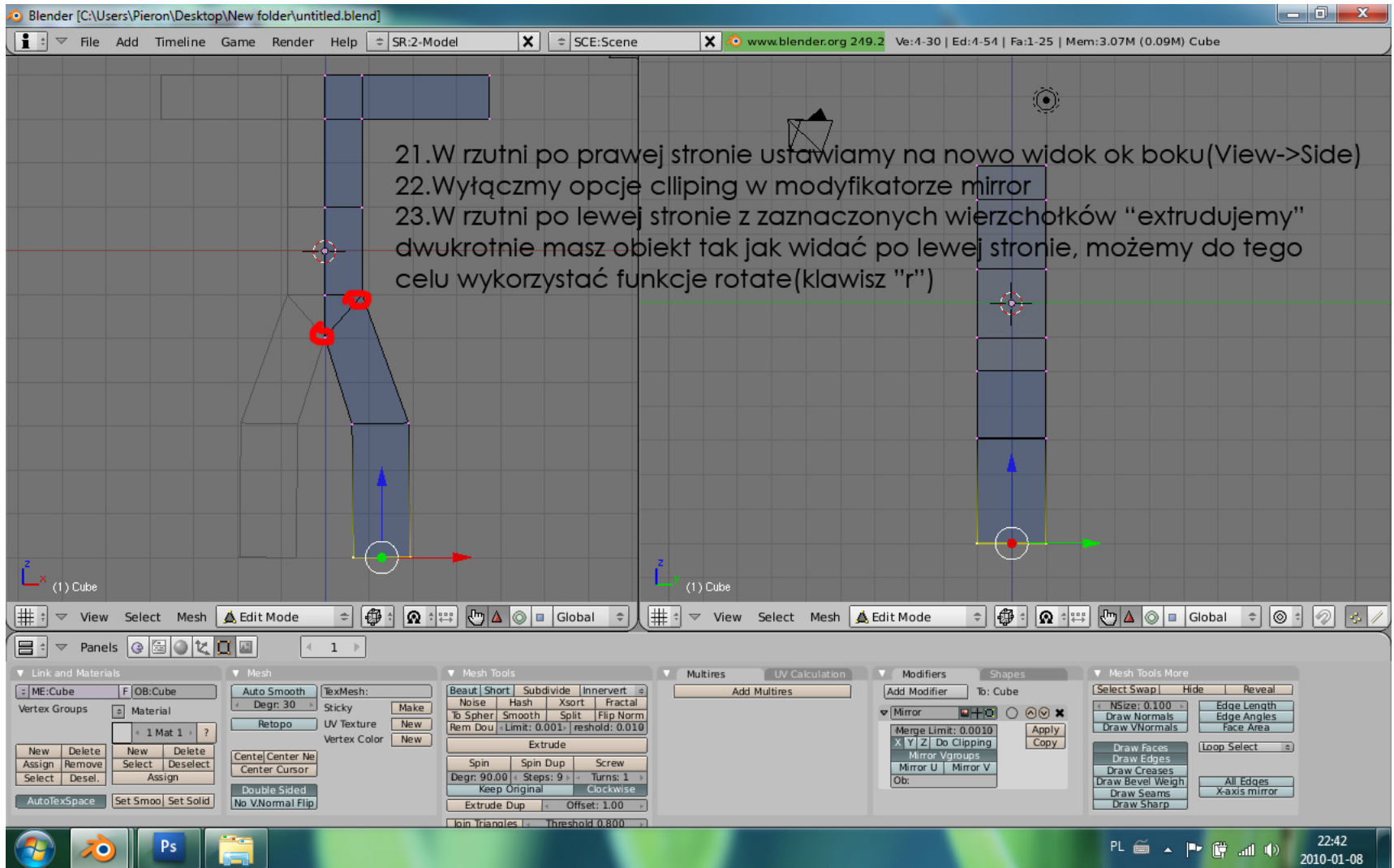


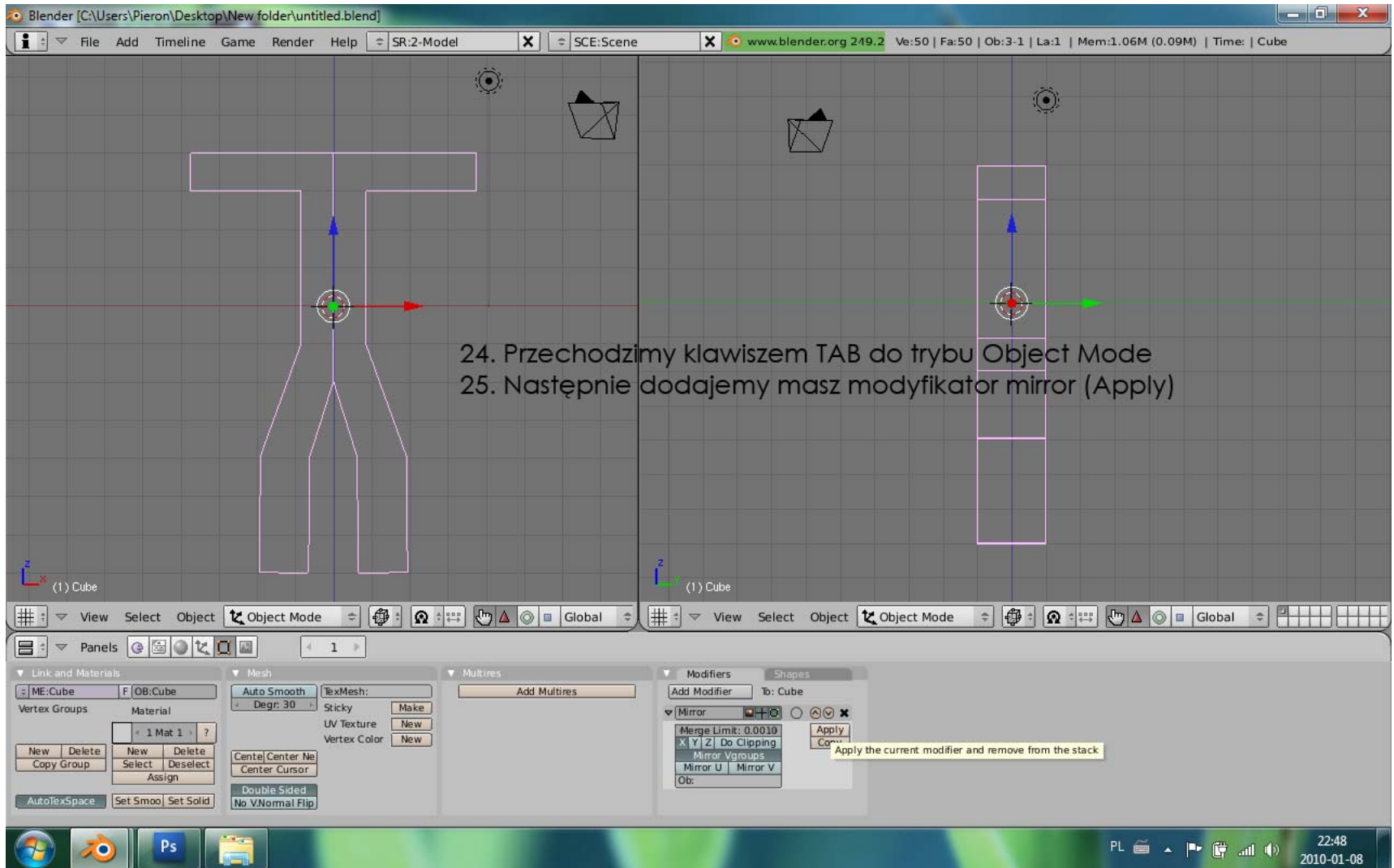


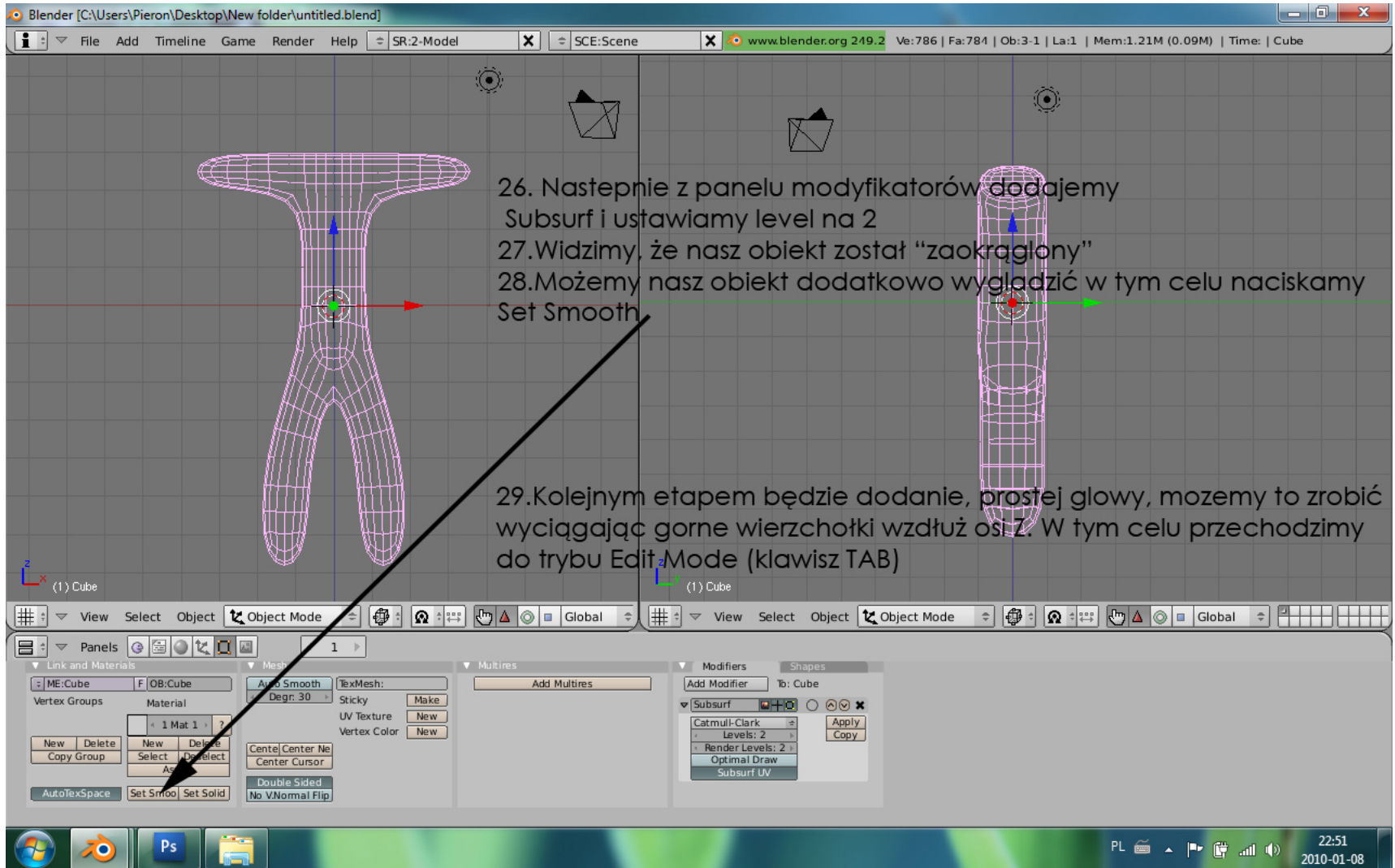


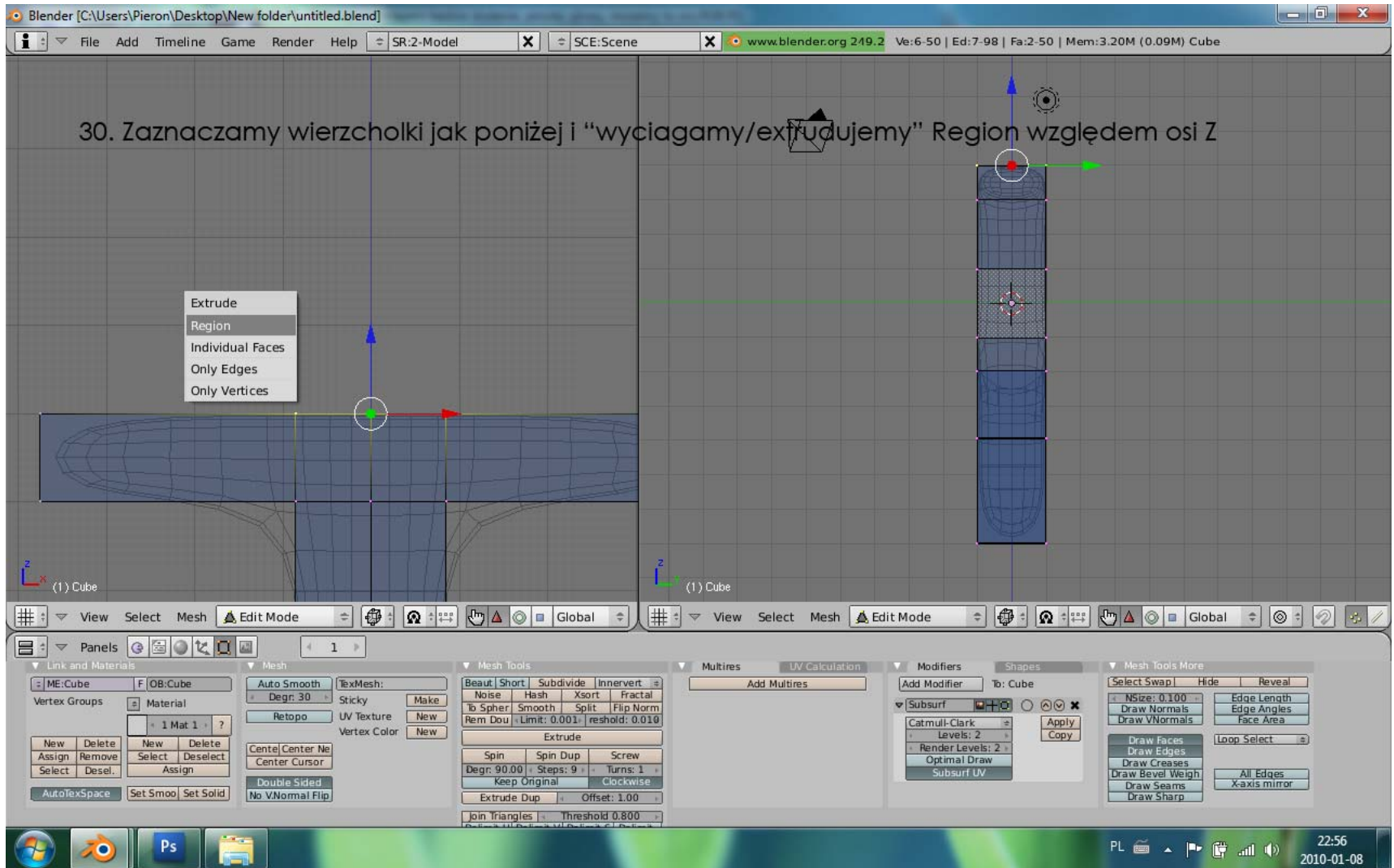


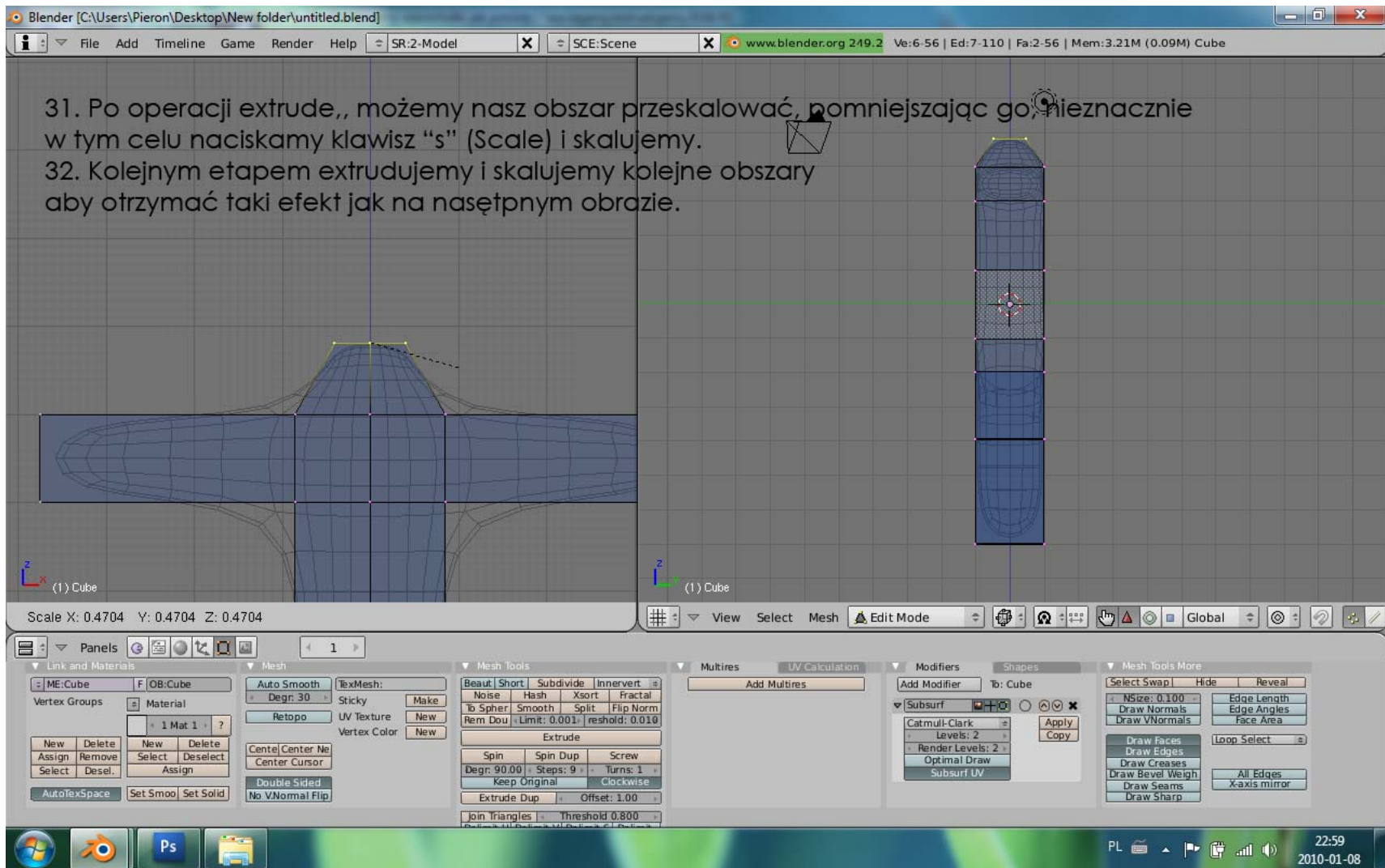


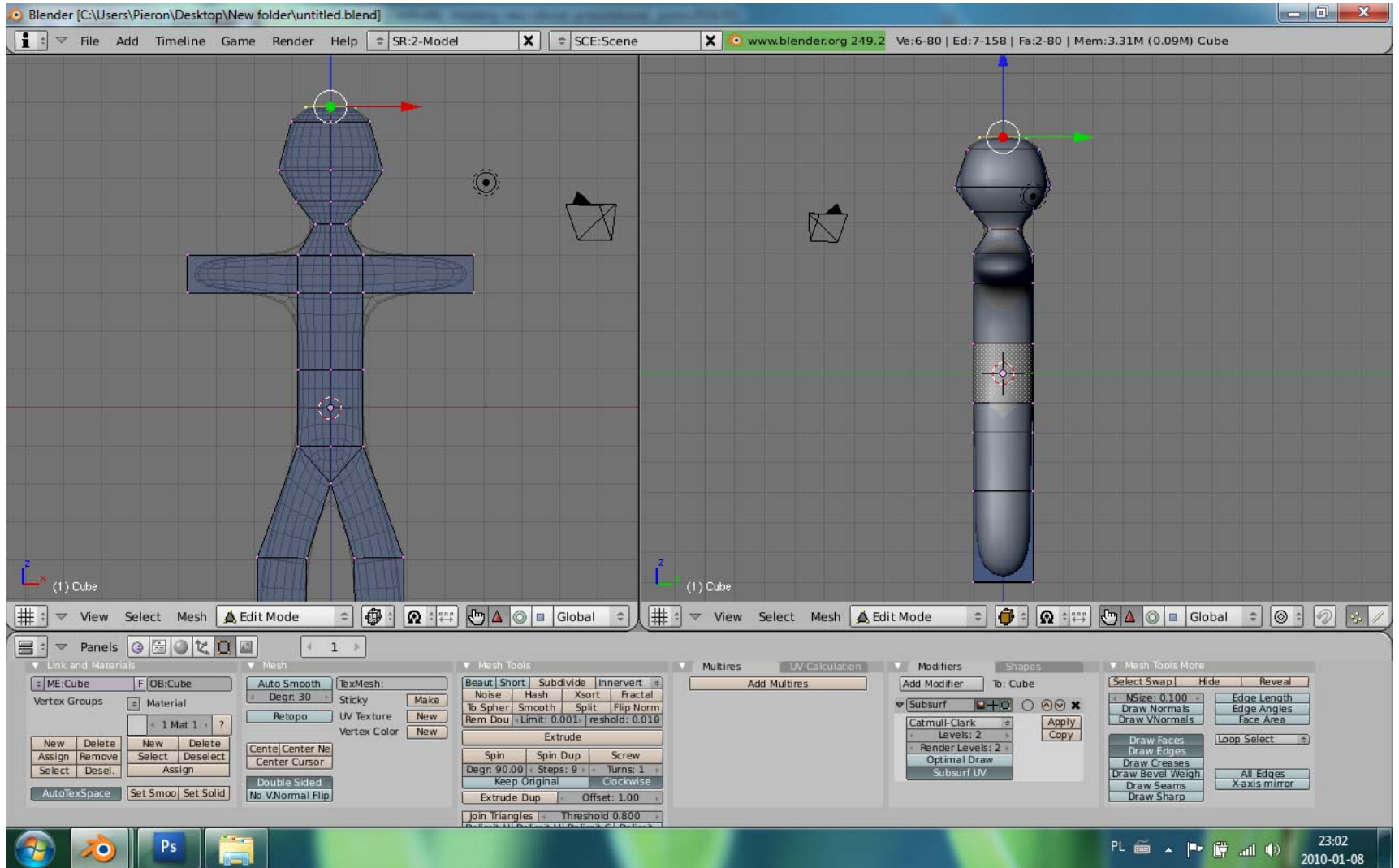


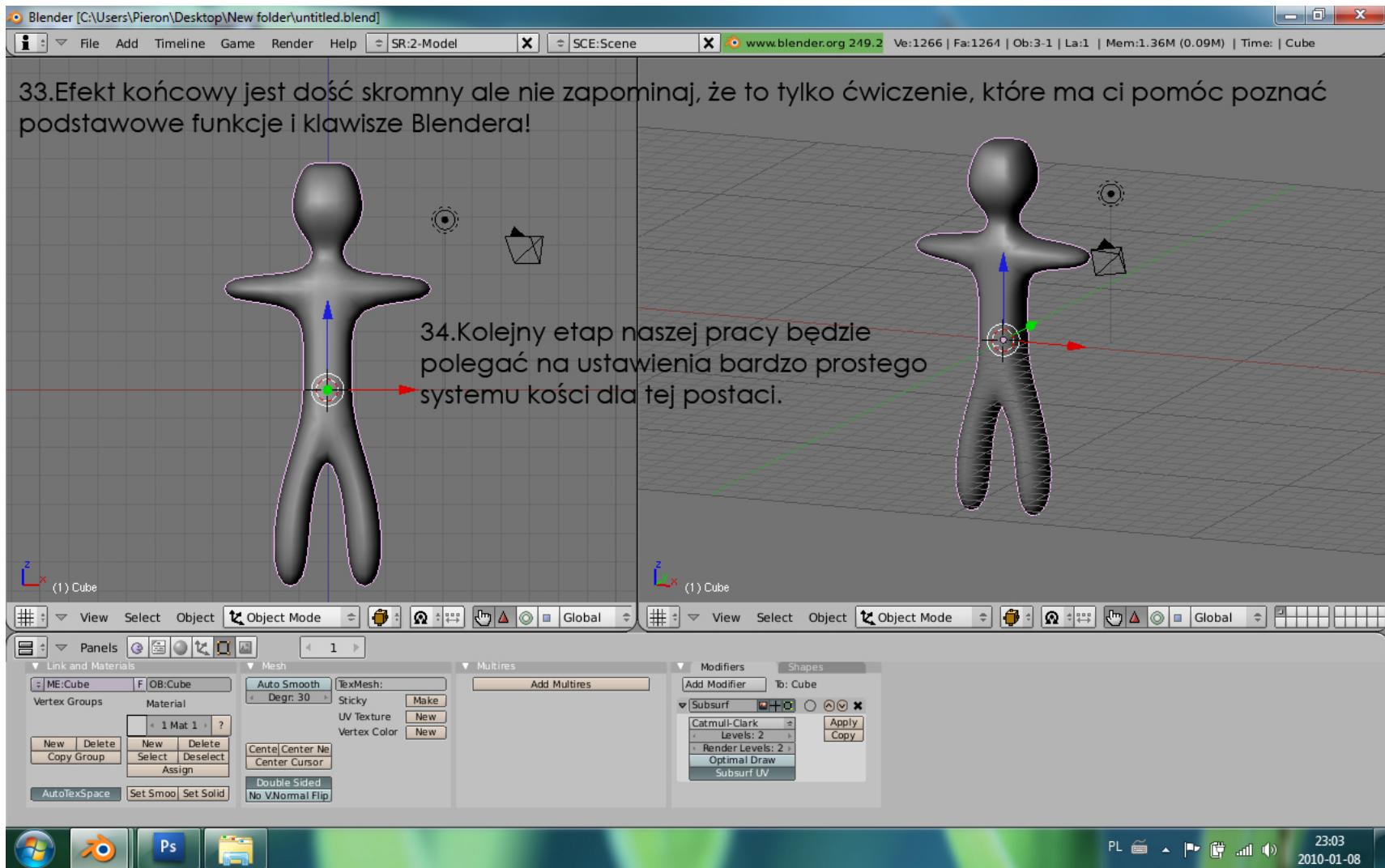


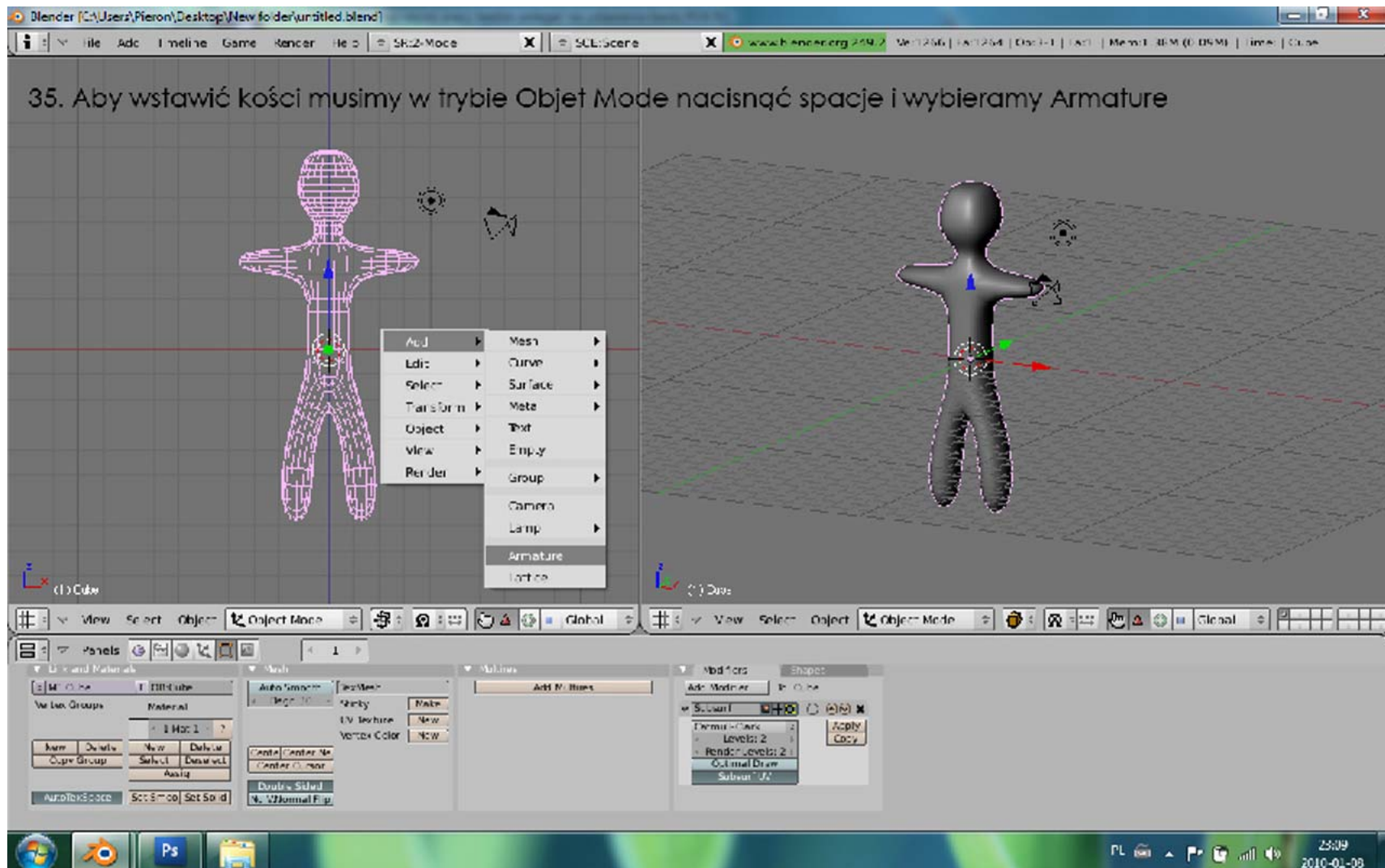


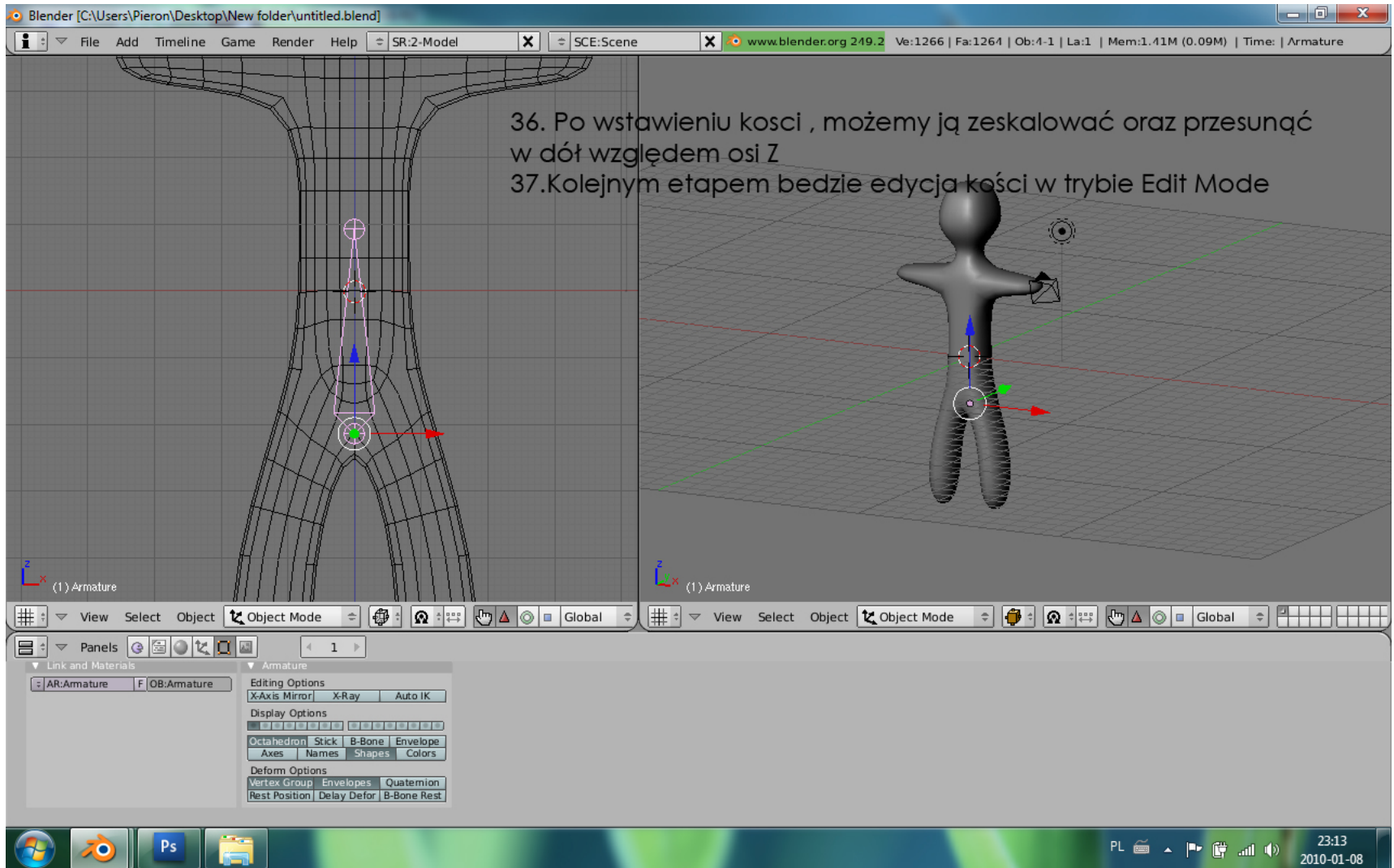


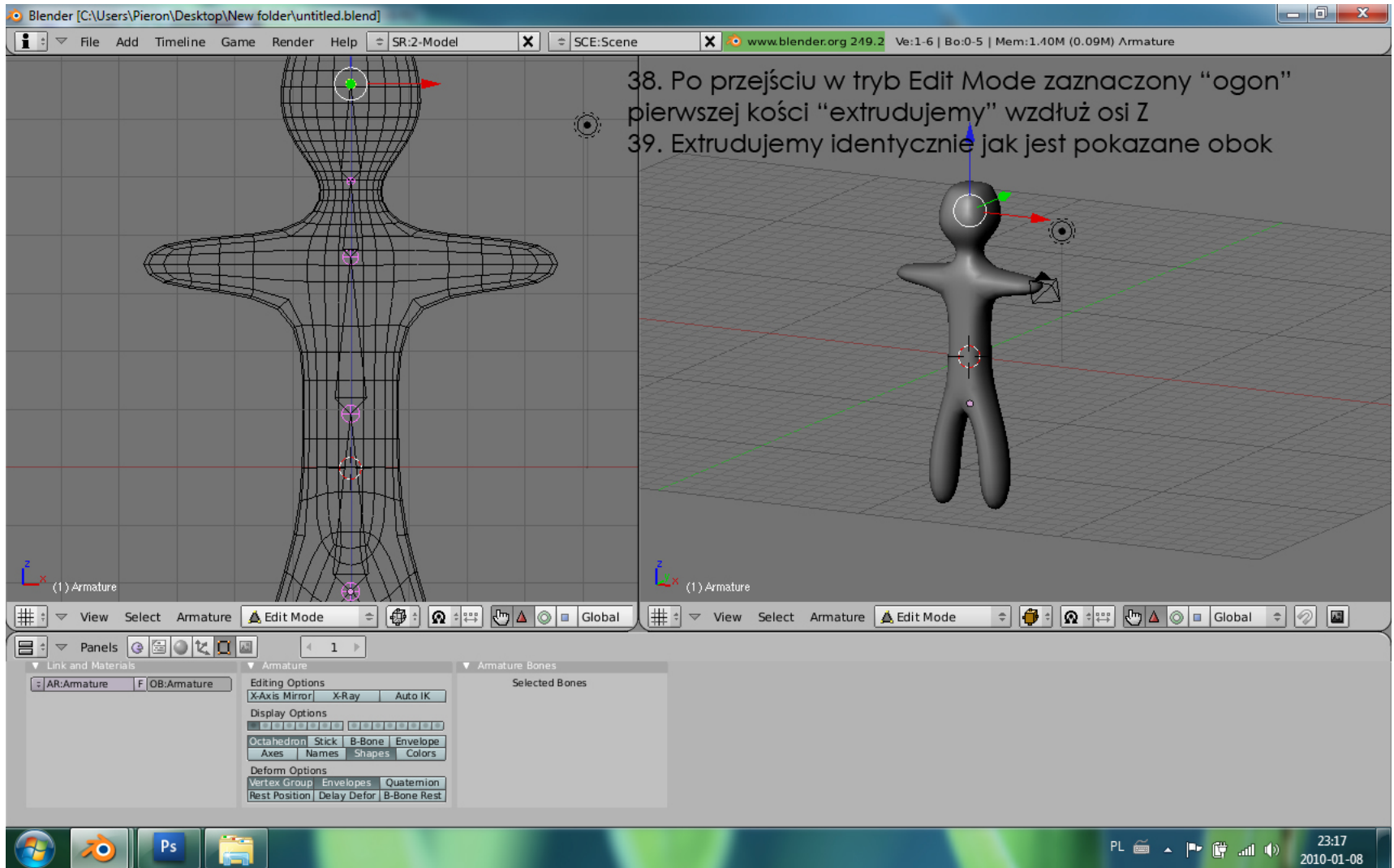


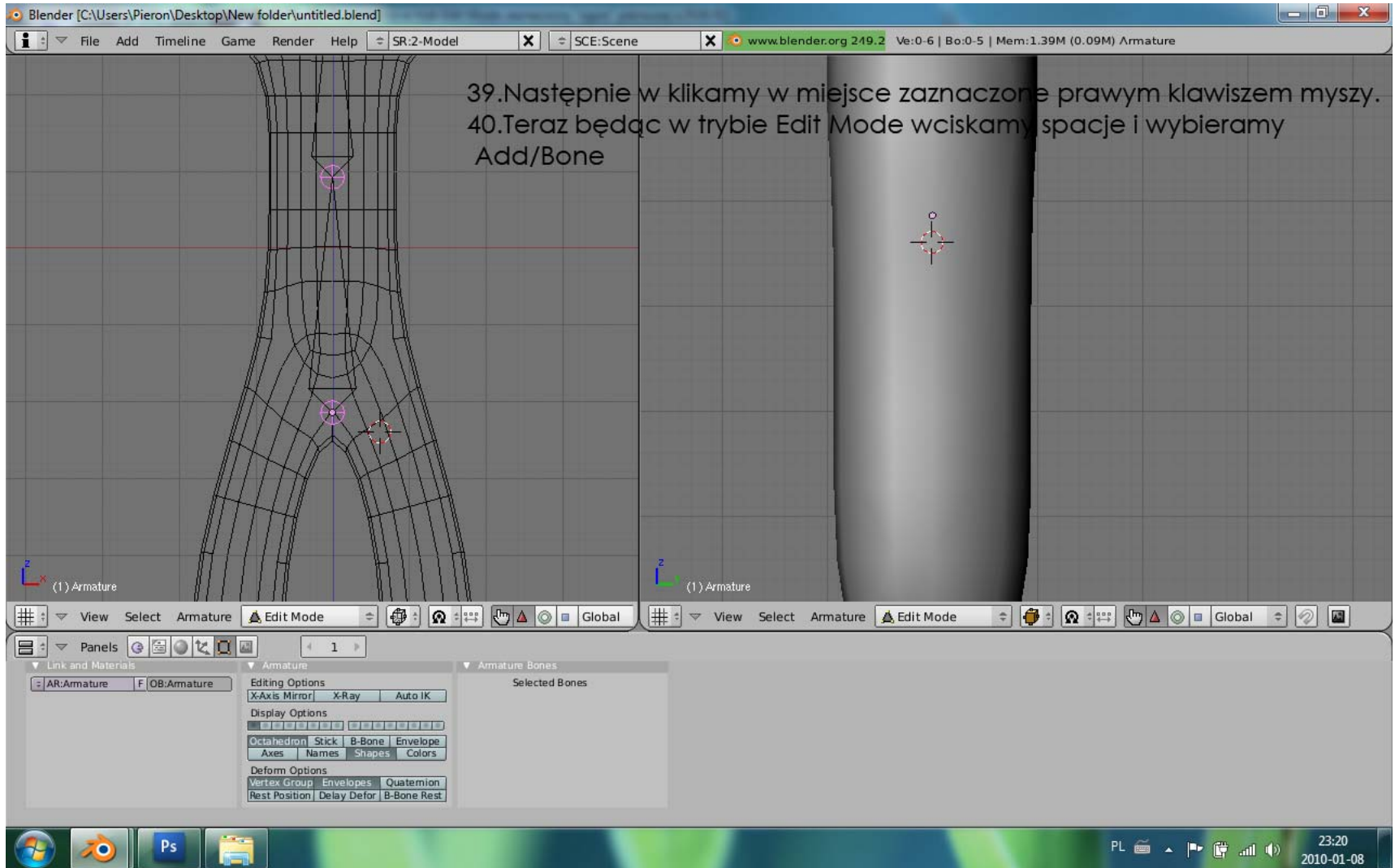


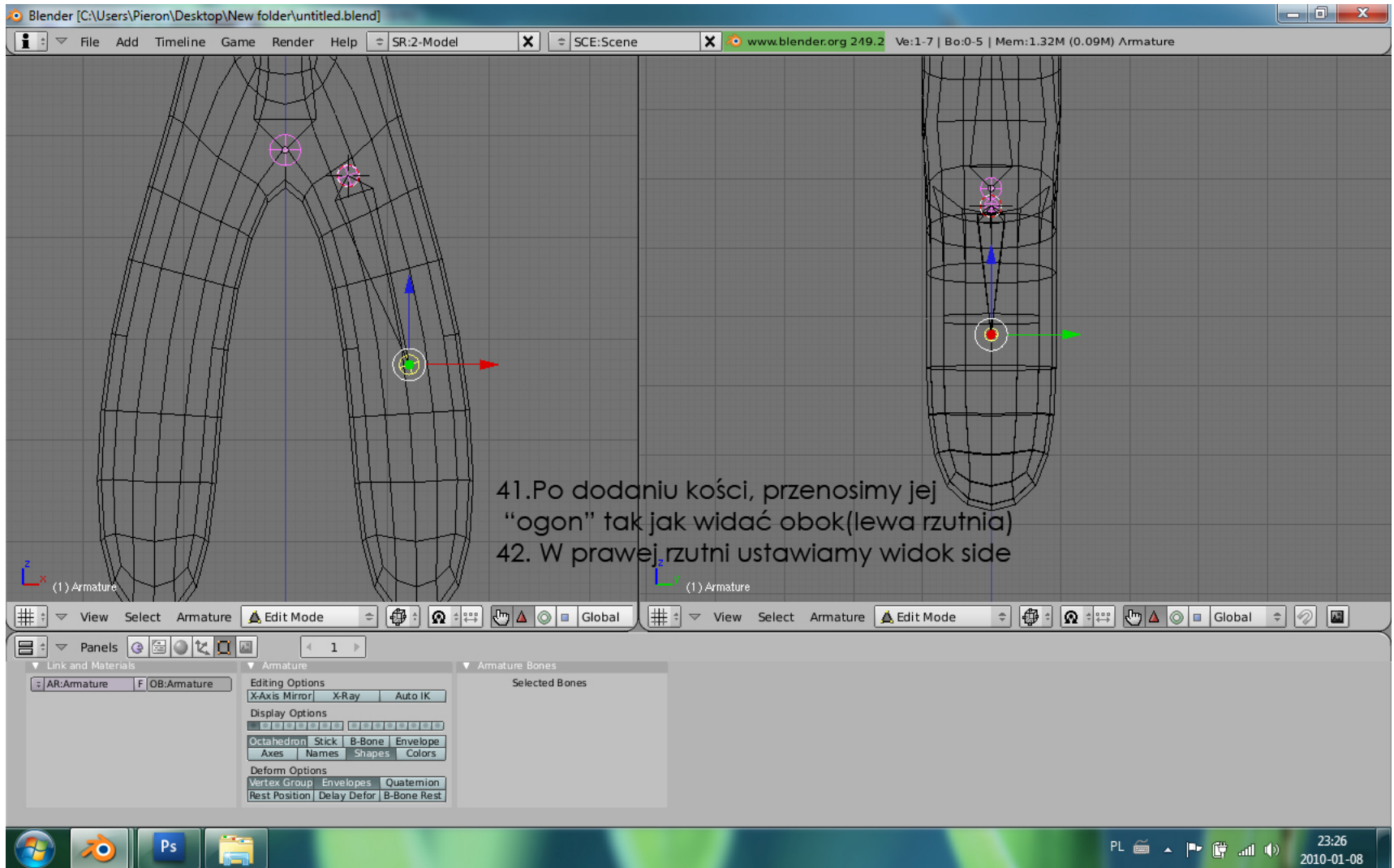


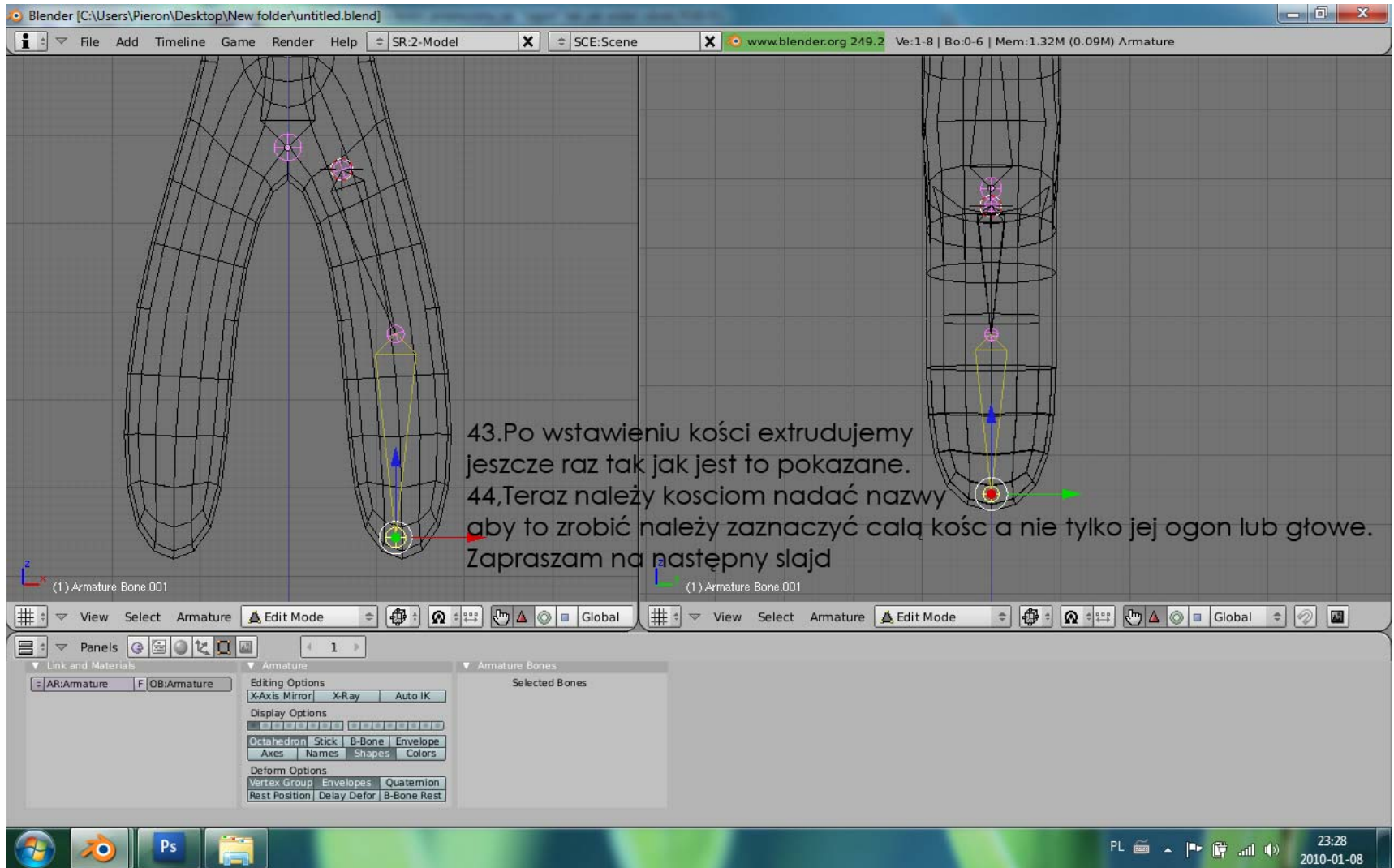


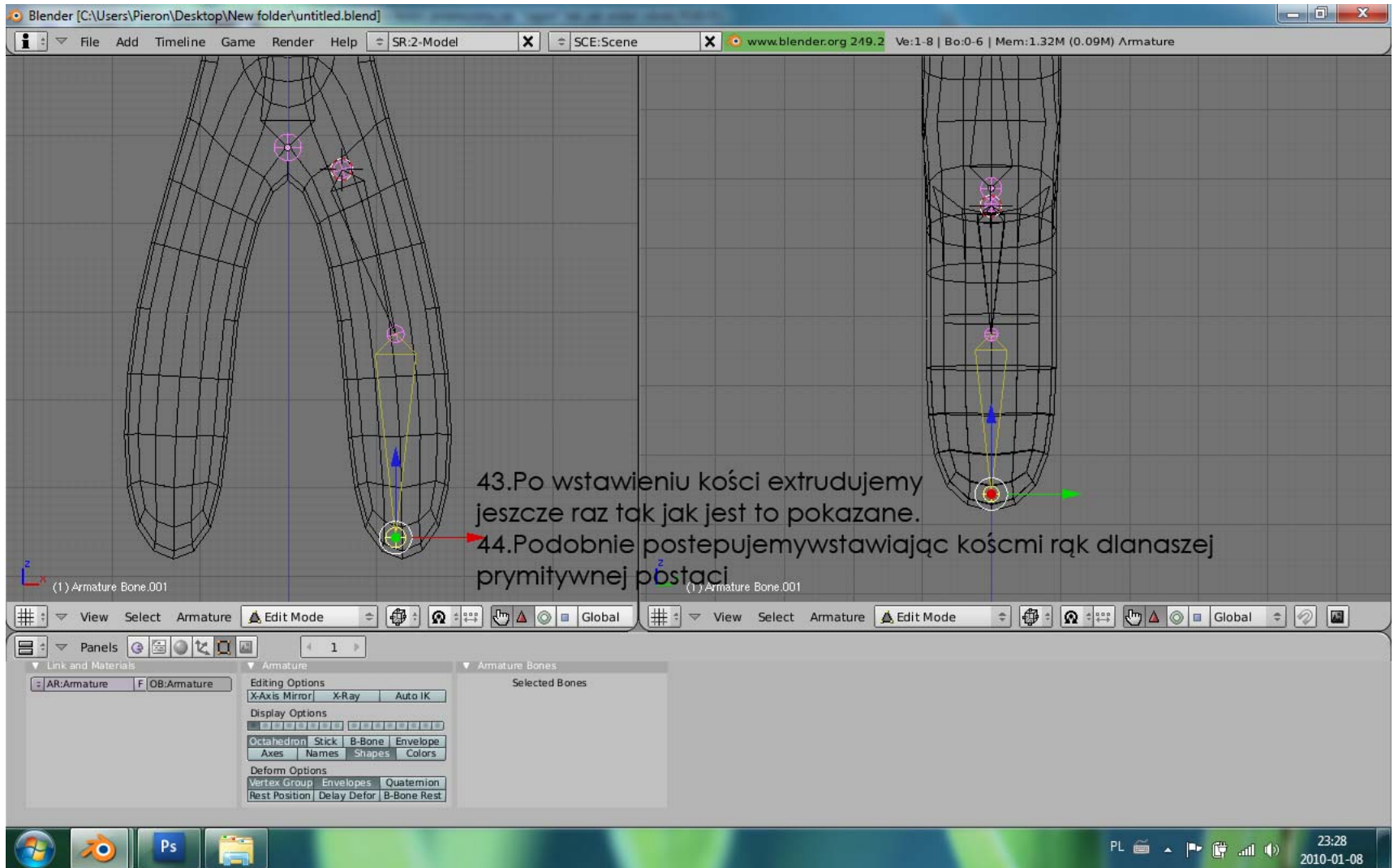


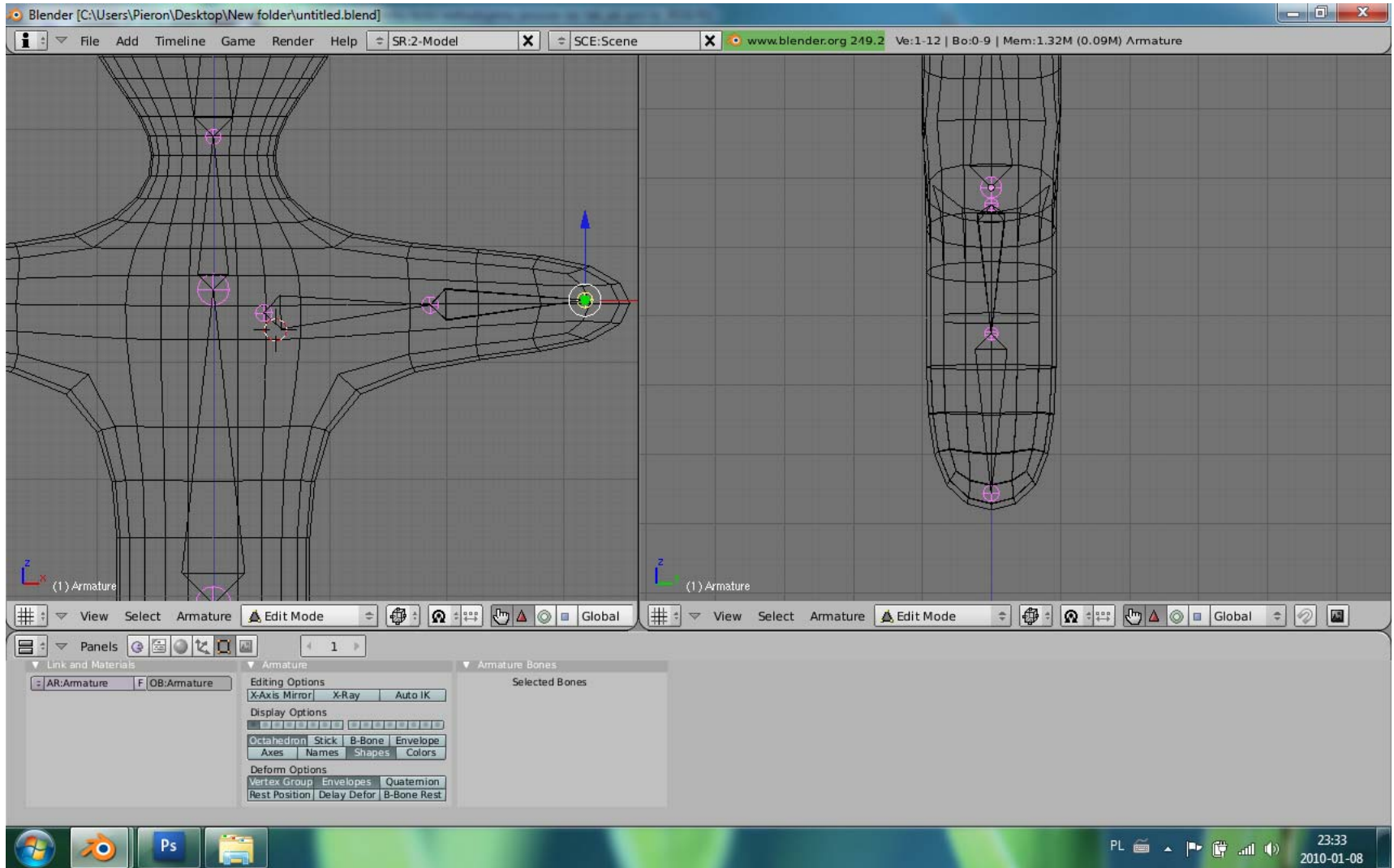










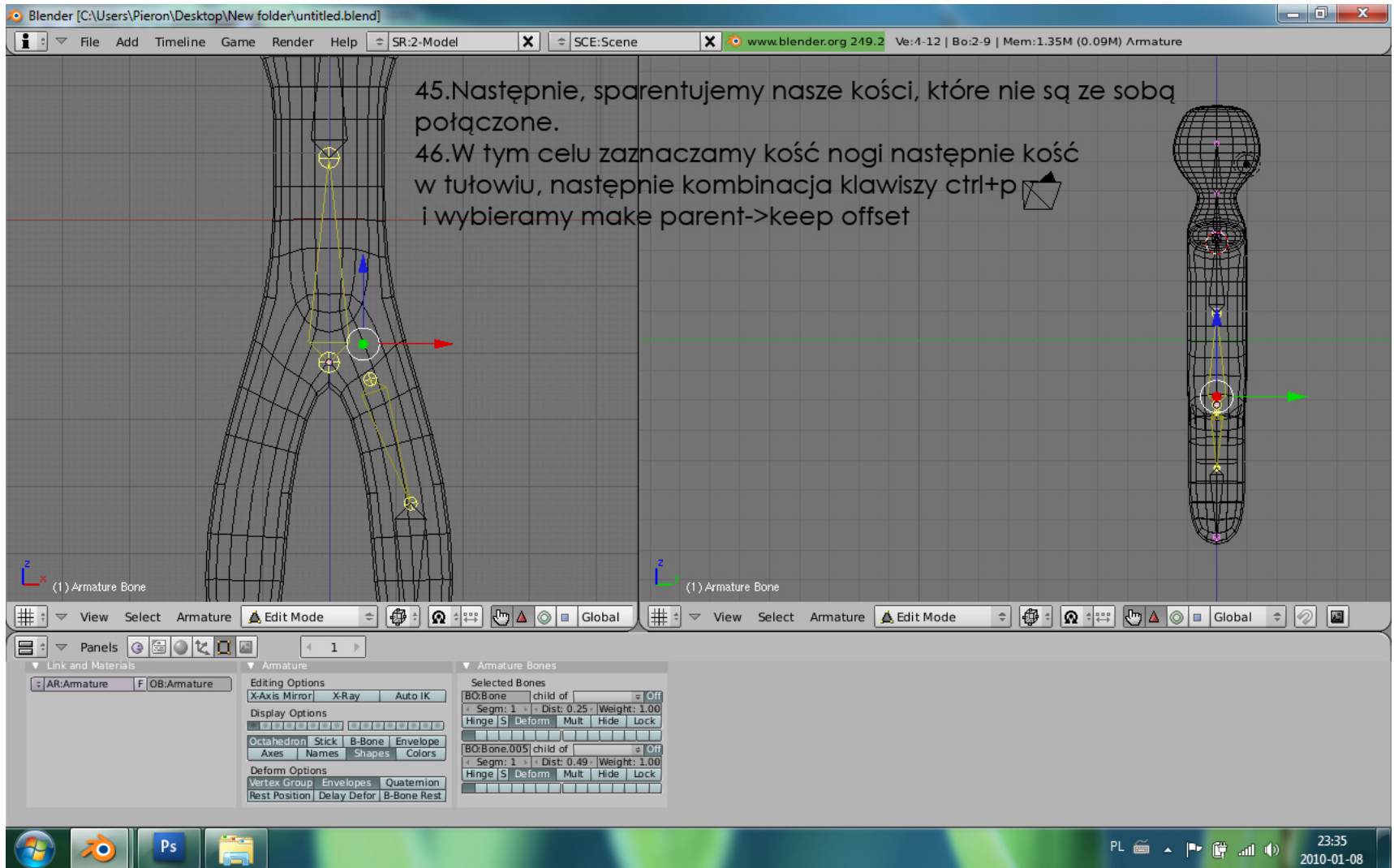


Blender [C:\Users\Pieron\Desktop\New folder\untitled.blend]

File Add Timeline Game Render Help SR:2-Model SCE:Scene www.blender.org 249.2 Ve:4-12 | Bo:2-9 | Mem:1.35M (0.09M) Armature

45. Następnie, sparentujemy nasze kości, które nie są ze sobą połączone.

46. W tym celu zaznaczamy kość nogi następnie kość w tułowie, następnie kombinacja klawiszy ctrl+p i wybieramy make parent->keep offset



The image displays the Blender 2.49.2 interface with two side-by-side 3D views of a character model's armature. The left view shows the leg bones being parented to the torso bone. The right view shows the completed armature structure. The interface includes a menu bar, toolbars, and property panels.

View Select Armature Edit Mode Global

View Select Armature Edit Mode Global

Link and Materials AR:Armature F:OB:Armature

Armature

Editing Options X-Axis Mirror X-Ray Auto IK

Display Options

Octahedron Stick B-Bone Envelope Axes Names Shapes Colors

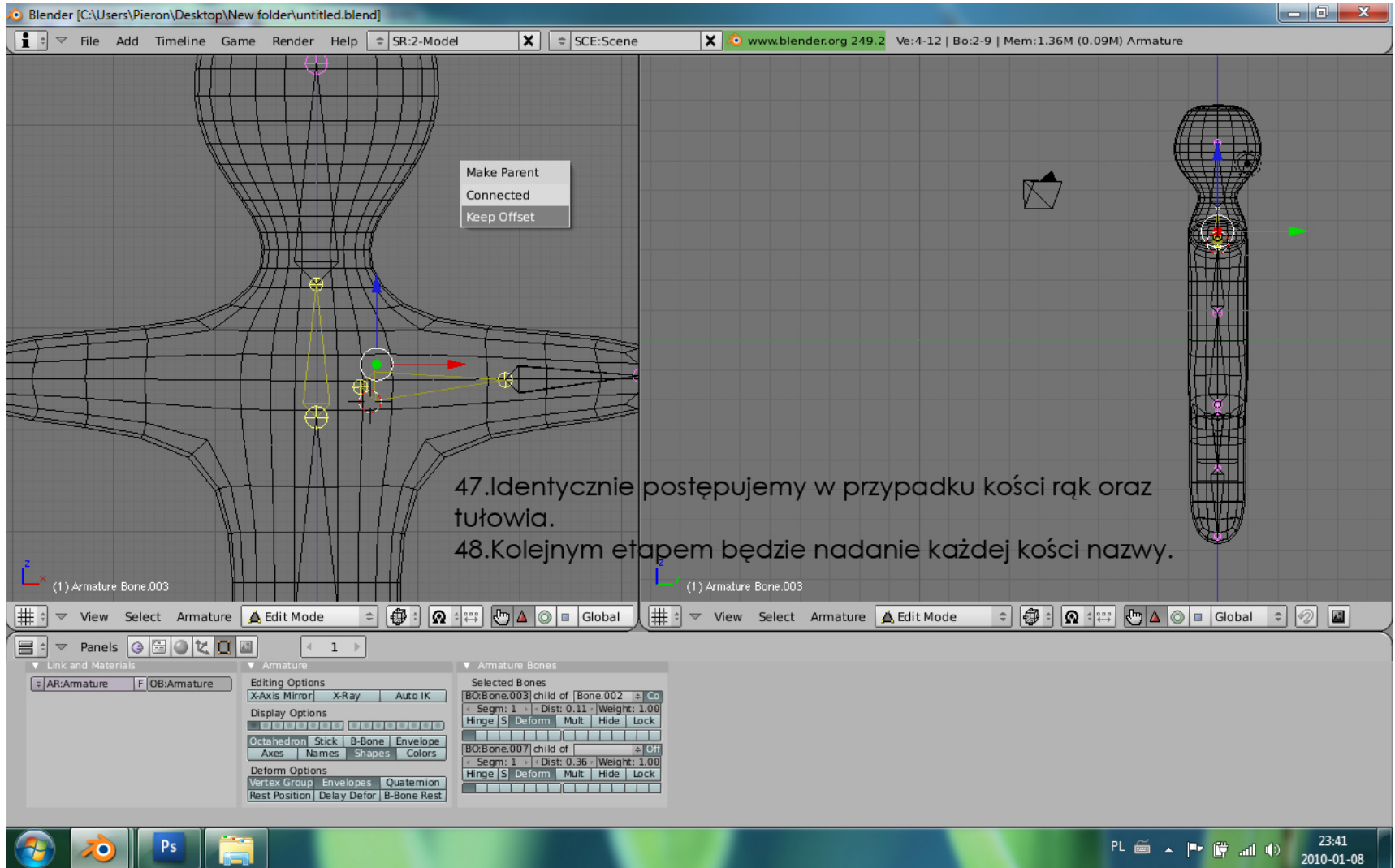
Deform Options Vertex Group Envelopes Quaternion Rest Position Delay Deform B-Bone Rest

Armature Bones

Selected Bones

BO:Bone	child of	Dist	Weight
BO:Bone	child of	0.25	1.00
BO:Bone.005	child of	0.49	1.00

23:35 2010-01-08



Blender [C:\Users\Pieron\Desktop\New folder\untitled.blend]

File Add Timeline Game Render Help SR:2-Model SCE:Scene www.blender.org 249.2 Ve:2-12 | Bo:1-9 | Mem:1.37M (0.09M) Armature

Reka1.L

Reka2.L

49. Niezbędne jest nazwanie kości reki i nogi, będziemy je odbijać symetrycznie, kości tułowia nie musimy koniecznie nazywać

50. Wybieramy kości zaznaczone i dopisujemy im nazwę wskazaną w polu poniżej, obowiązkowo po nazwie musi być .L np Noga1.L

Noga1.L

Noga2.L

(1) Armature reka1.l

View Select Armature Edit Mode Global

Link and Materials AR:Armature OB:Armature

Armature Editing Options X-Axis Mirror X-Ray Auto IK Display Options Octahedro Stick B-Bone Envelope Axes Names Shapes Colors Deform Options Vertex Group Envelopes Quaternion Rest Position Delay Deform B-Bone Rest

Armature Bones Selected Bone BO:reka1.l | End of | Off Segm: 1 | Dist: 0.36 | Height: 1.00 Hinge S Deform Mult Hide Lock

W tym polu edytujemy/wpisujemy nazwę każdej kości, po wcześniejszym jej zaznaczeniu

23:46 2010-01-08

