

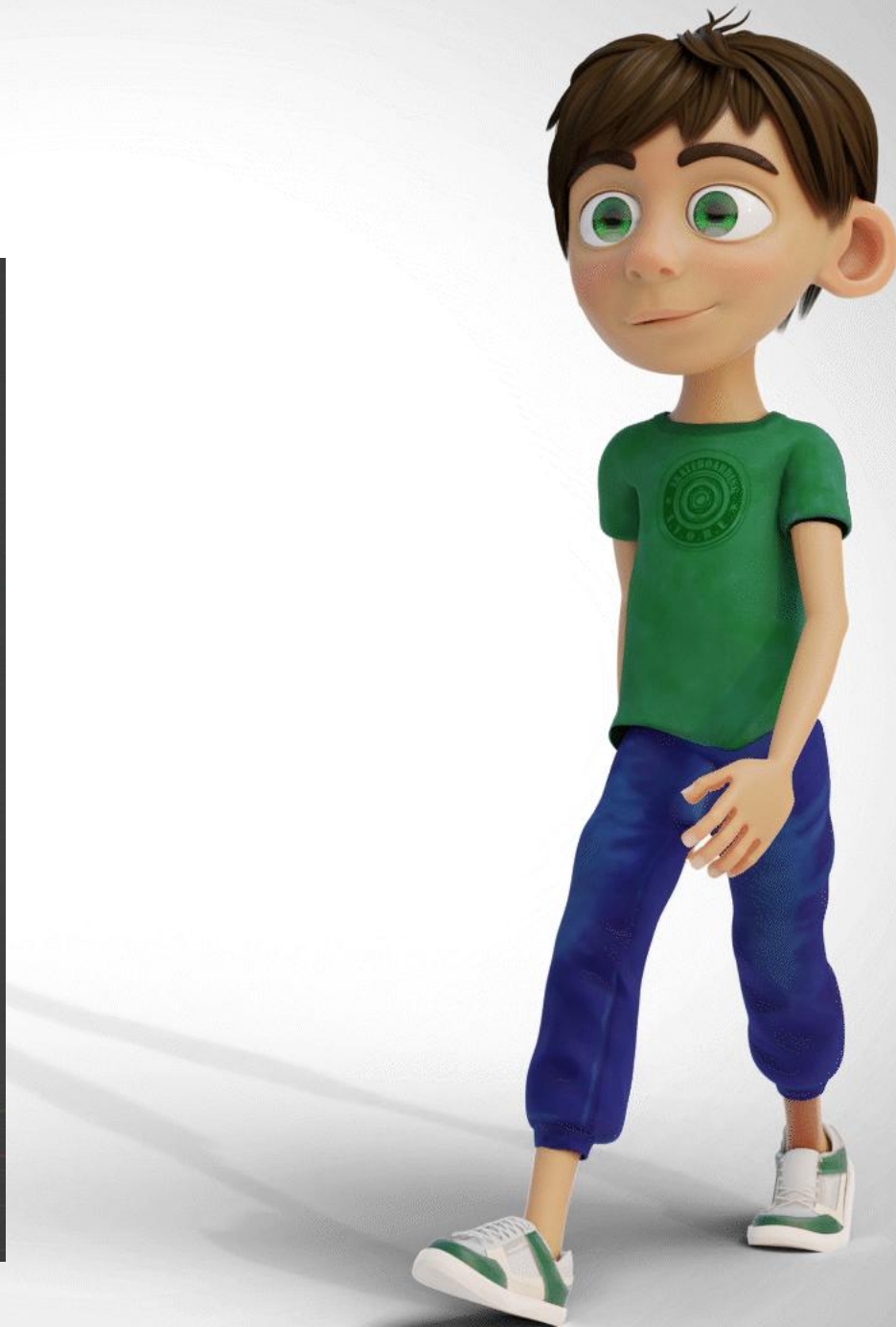
ANIMAÇÃO 3D

ANIMAÇÃO 3D

Armature

ANIMAÇÃO 3D

Armature IK/ FK



ANIMAÇÃO 3D

Armature IK/ FK

FK – É utilizado para membros que precisam permanecer livres e acompanhar o movimento do corpo.

IK – Preserva a posição da extremidade do membro, independentemente da animação do restante do corpo.

É possível alternar entre IK e FK, e vice-versa, a qualquer momento da animação. Para isso, basta criar um quadro-chave para a propriedade no osso Prop.



FK – animação nos canais de rotação dos ossos.

IK – animação nos canais de posição dos ossos.

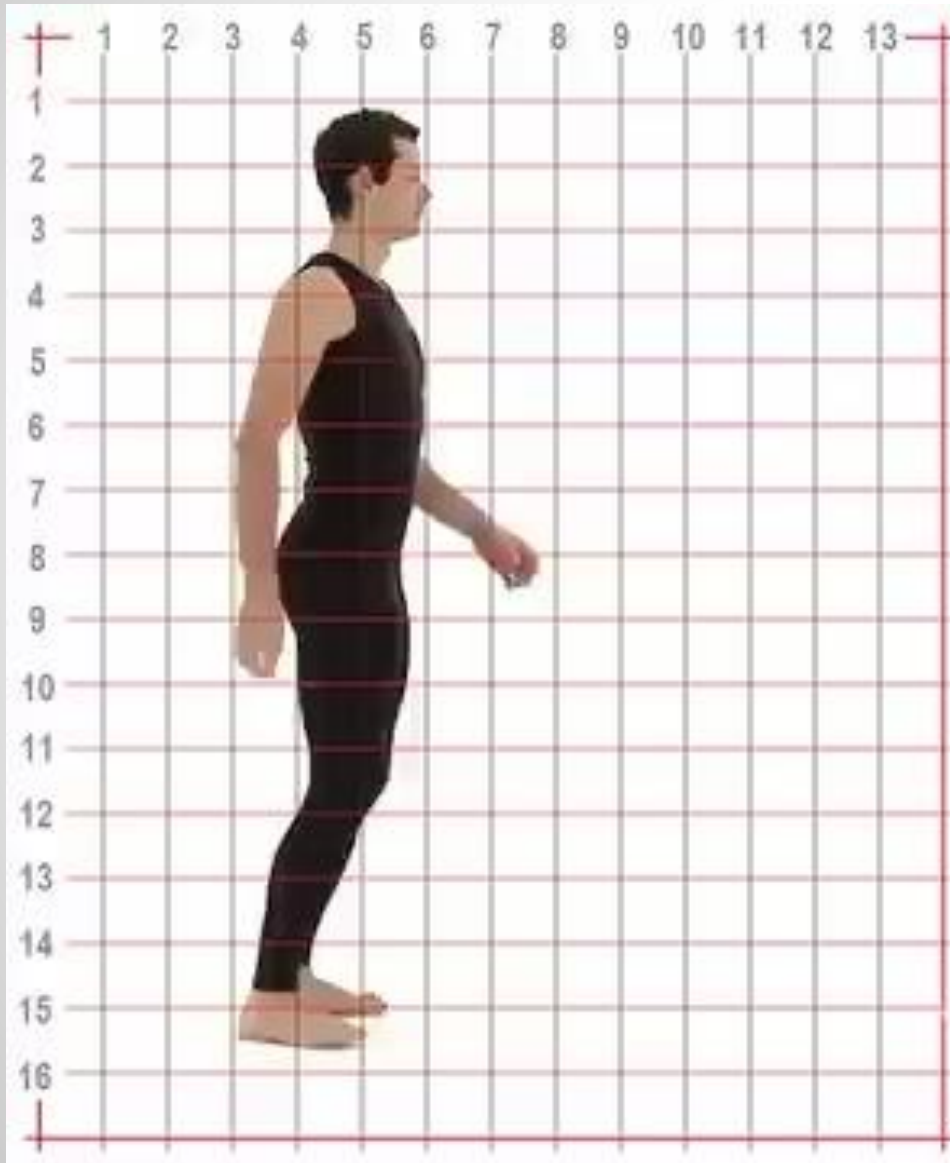
ANIMAÇÃO 3D

Ciclo de Caminhada

ANIMAÇÃO 3D

Ciclo de Caminhada

Referências



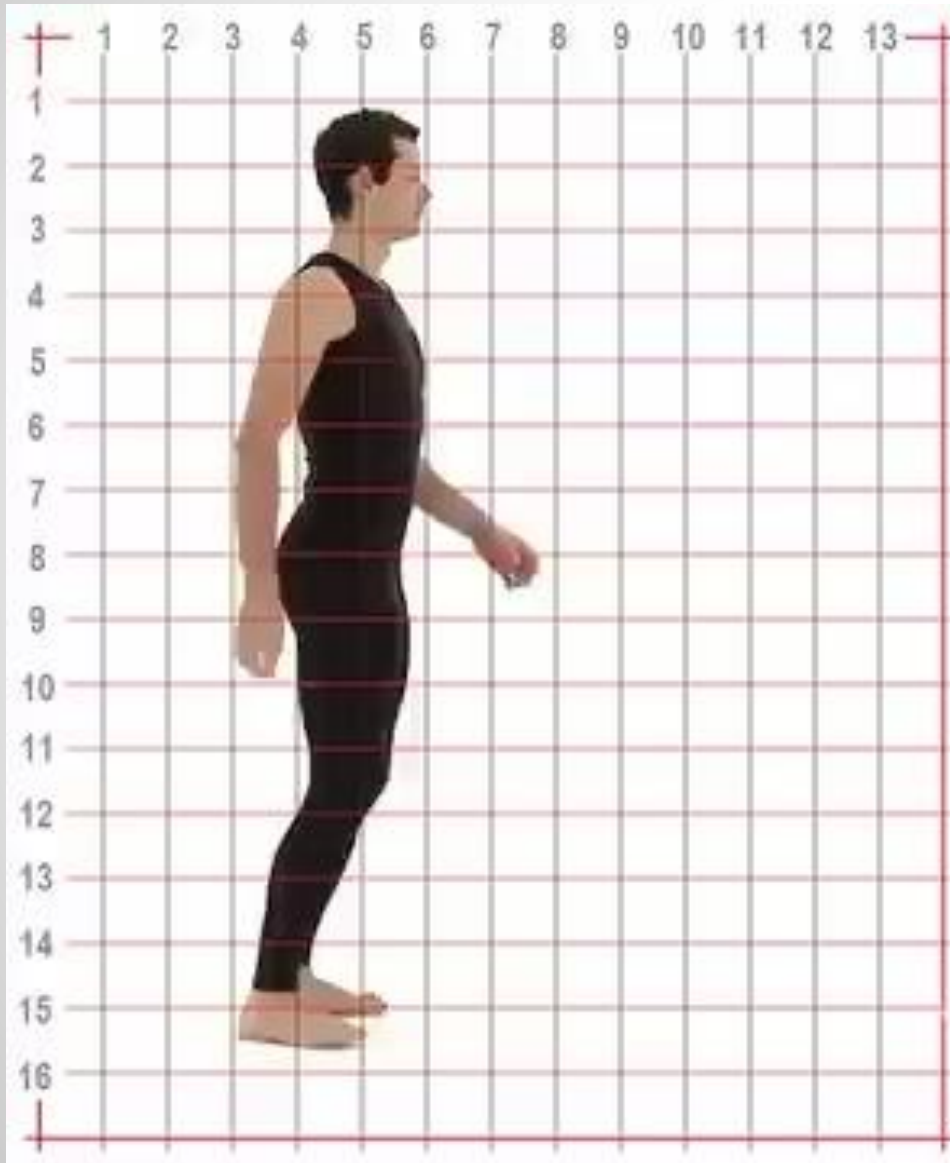
+0



ANIMAÇÃO 3D

Ciclo de Caminhada

Referências



+0

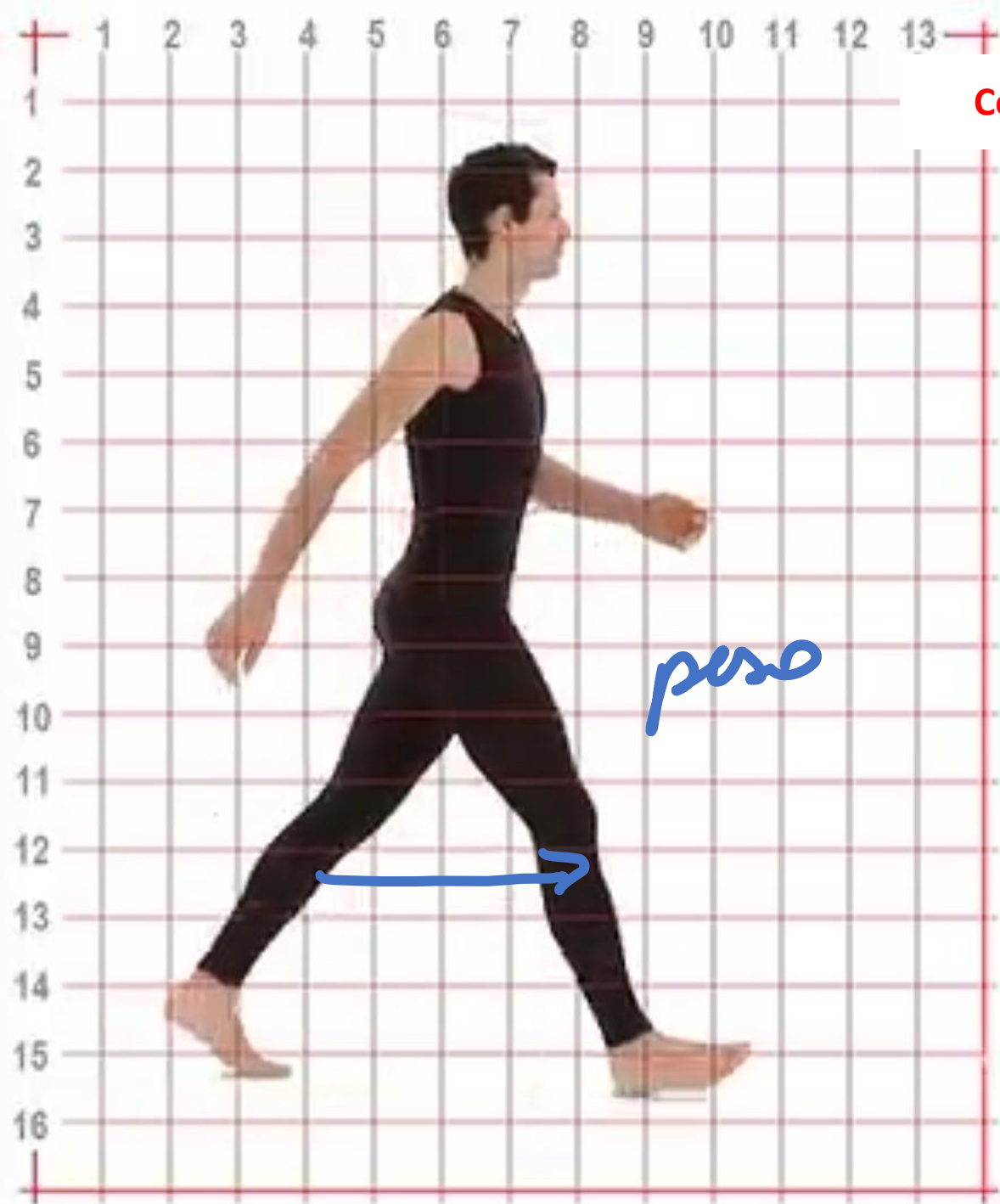




Contact pose

+97



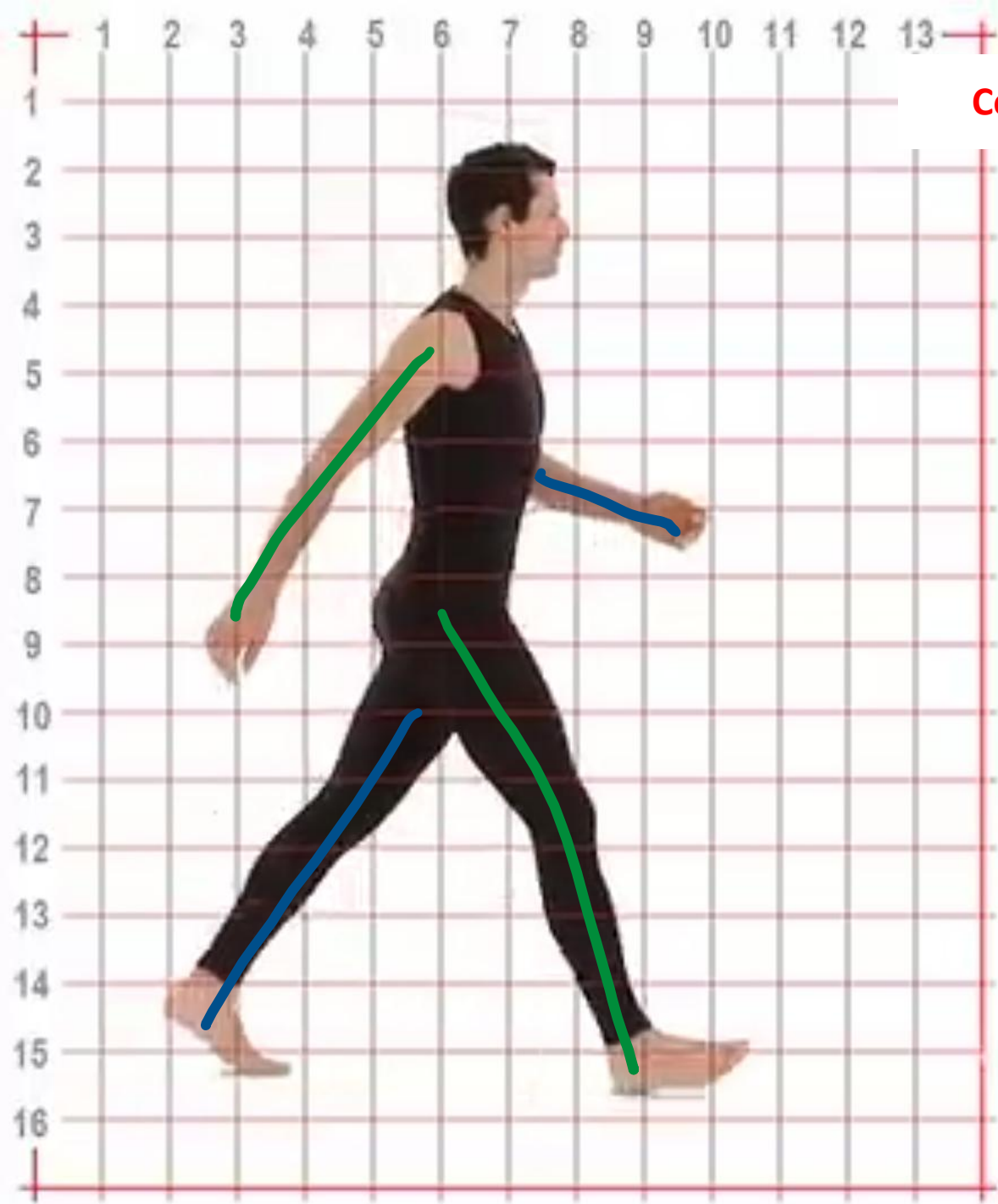


Contact pose

peso

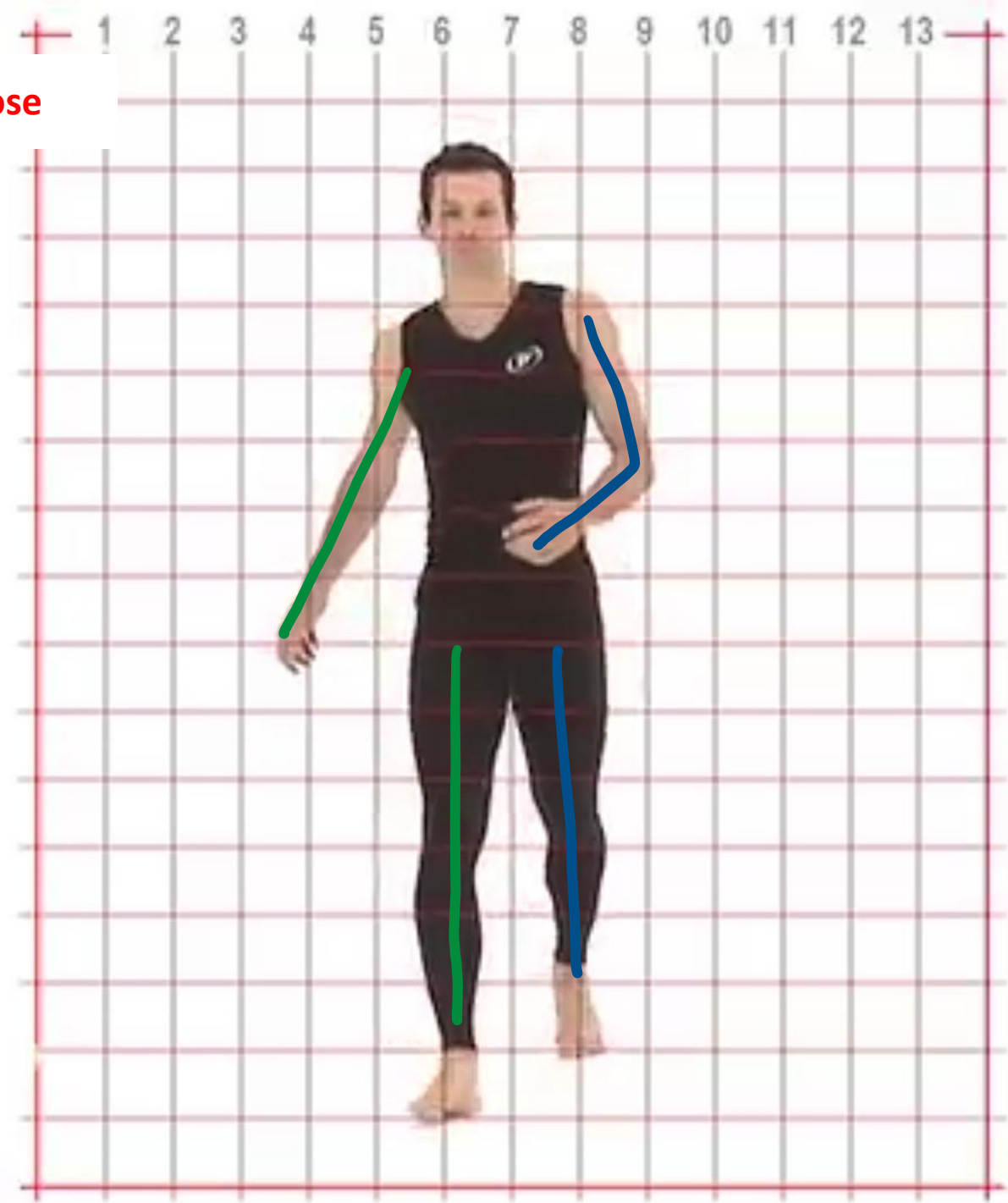
+97

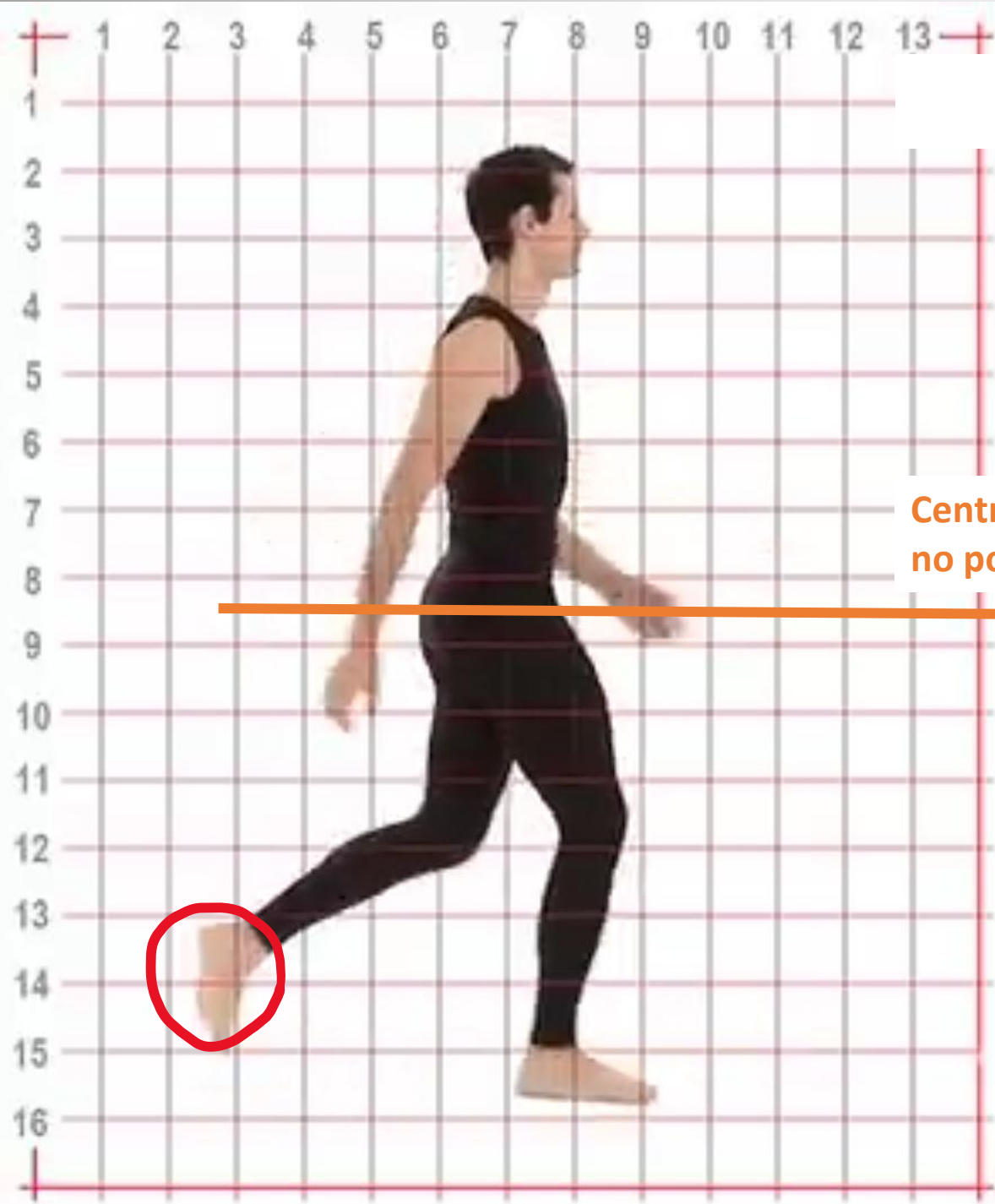




Contact pose

+97

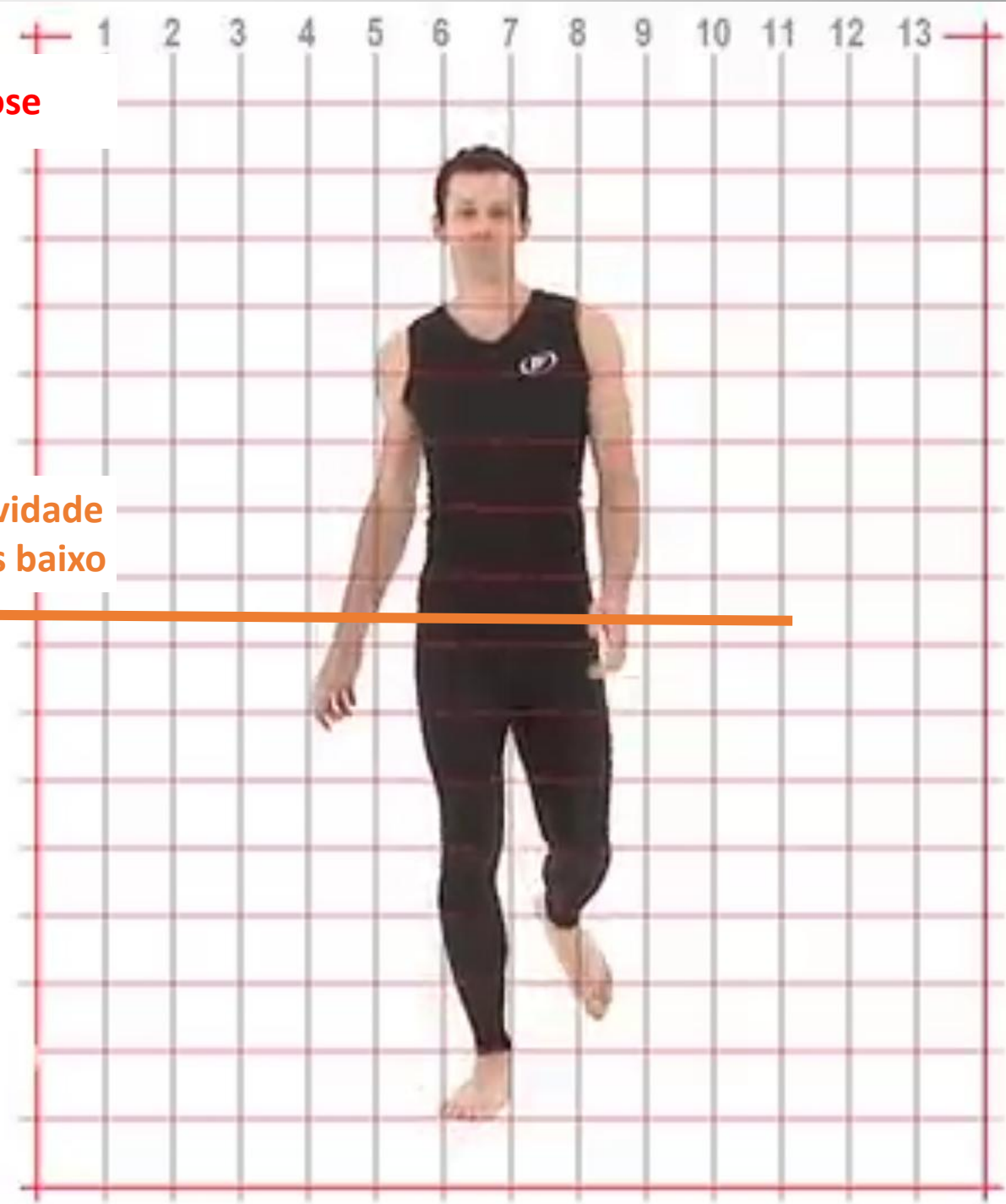


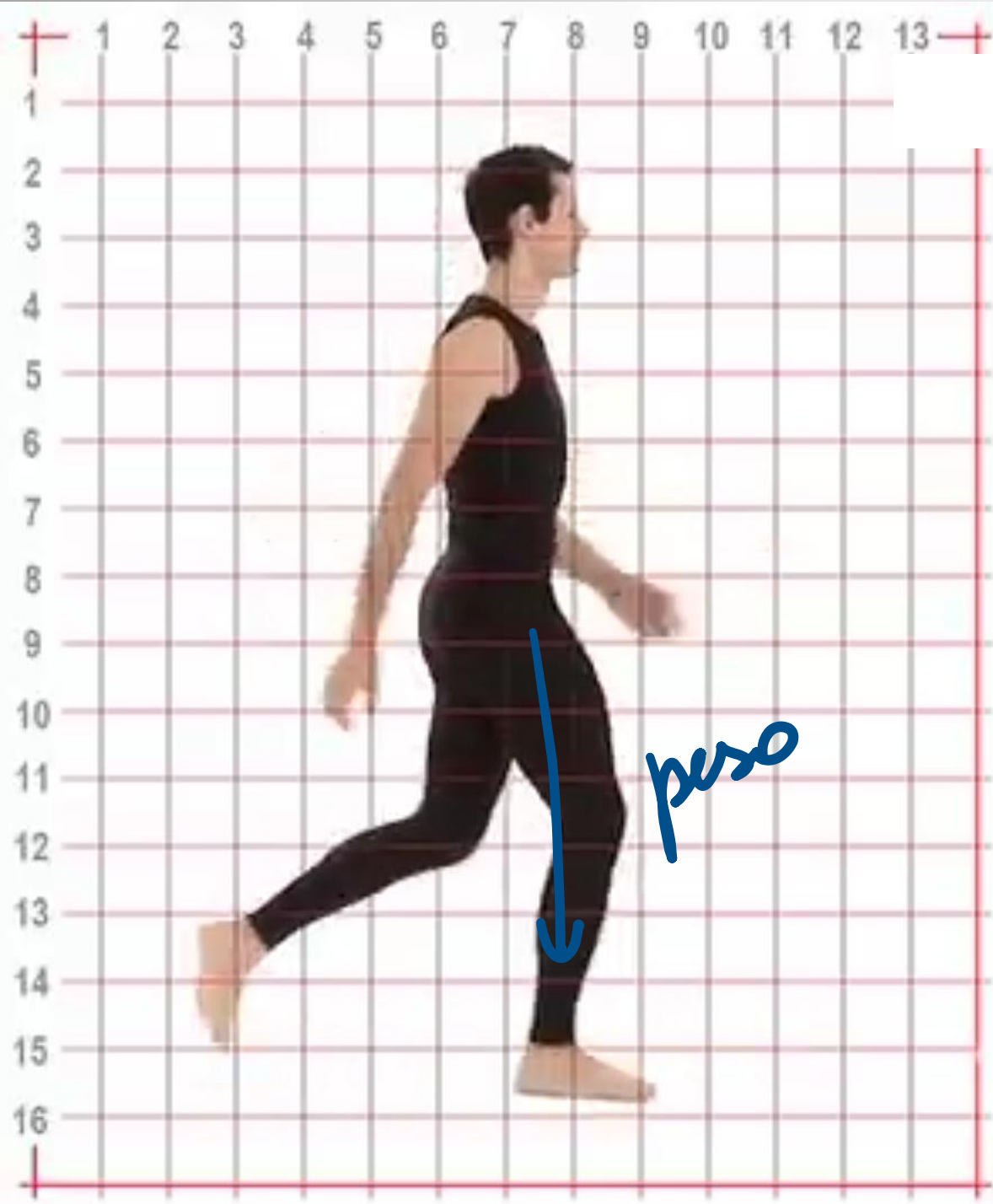


Down pose

Centro de gravidade
no ponto mais baixo

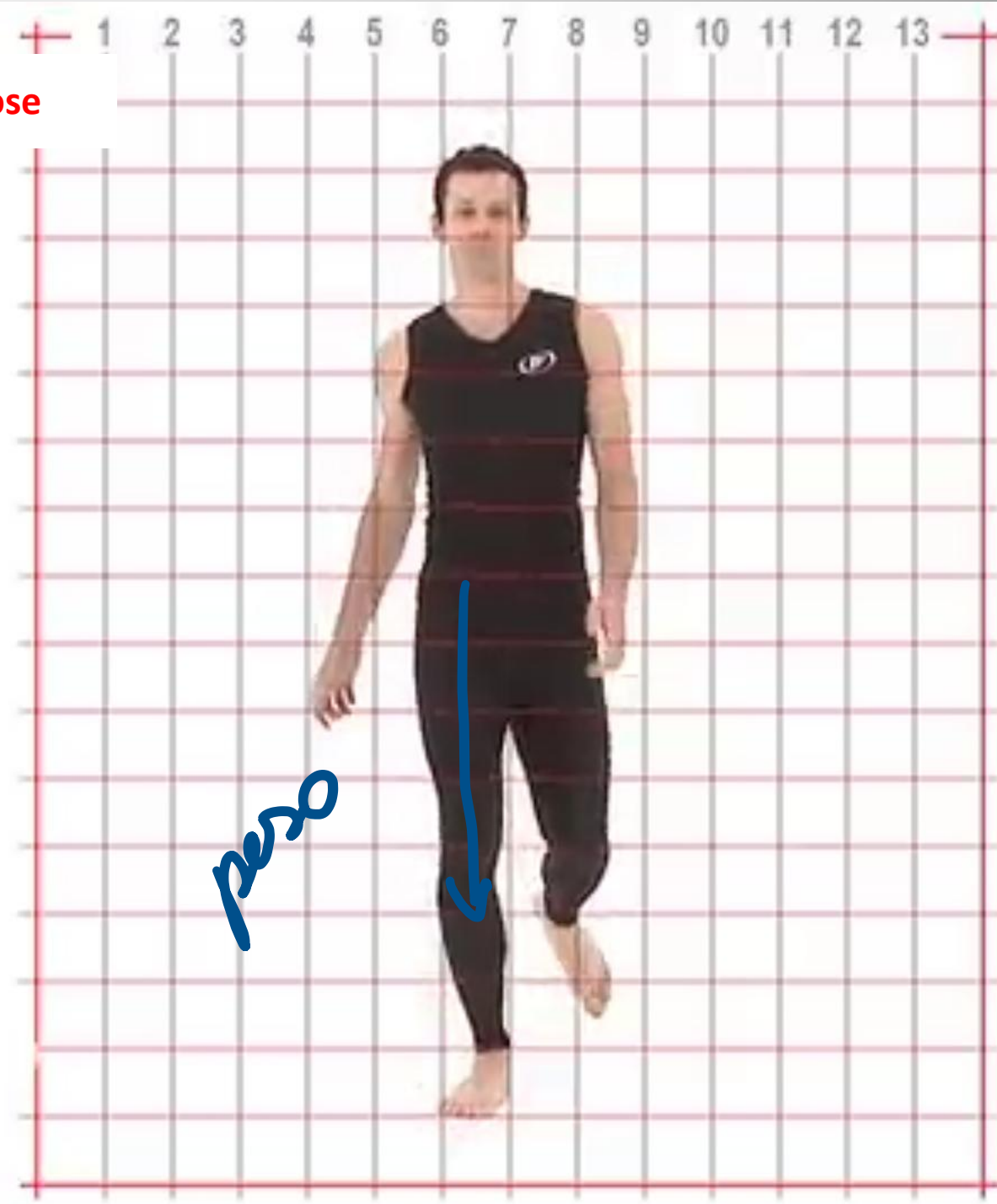
+215

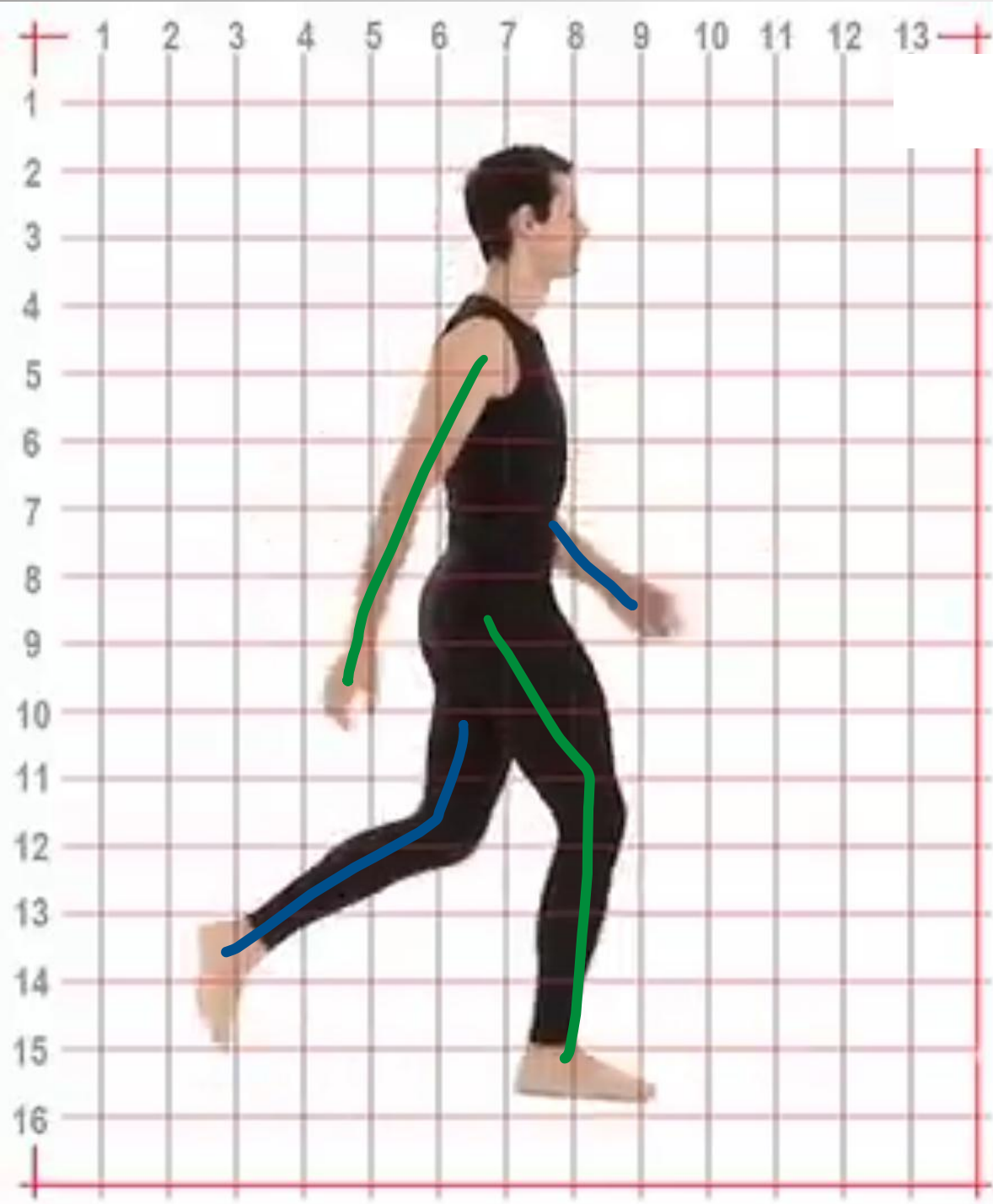




Down pose

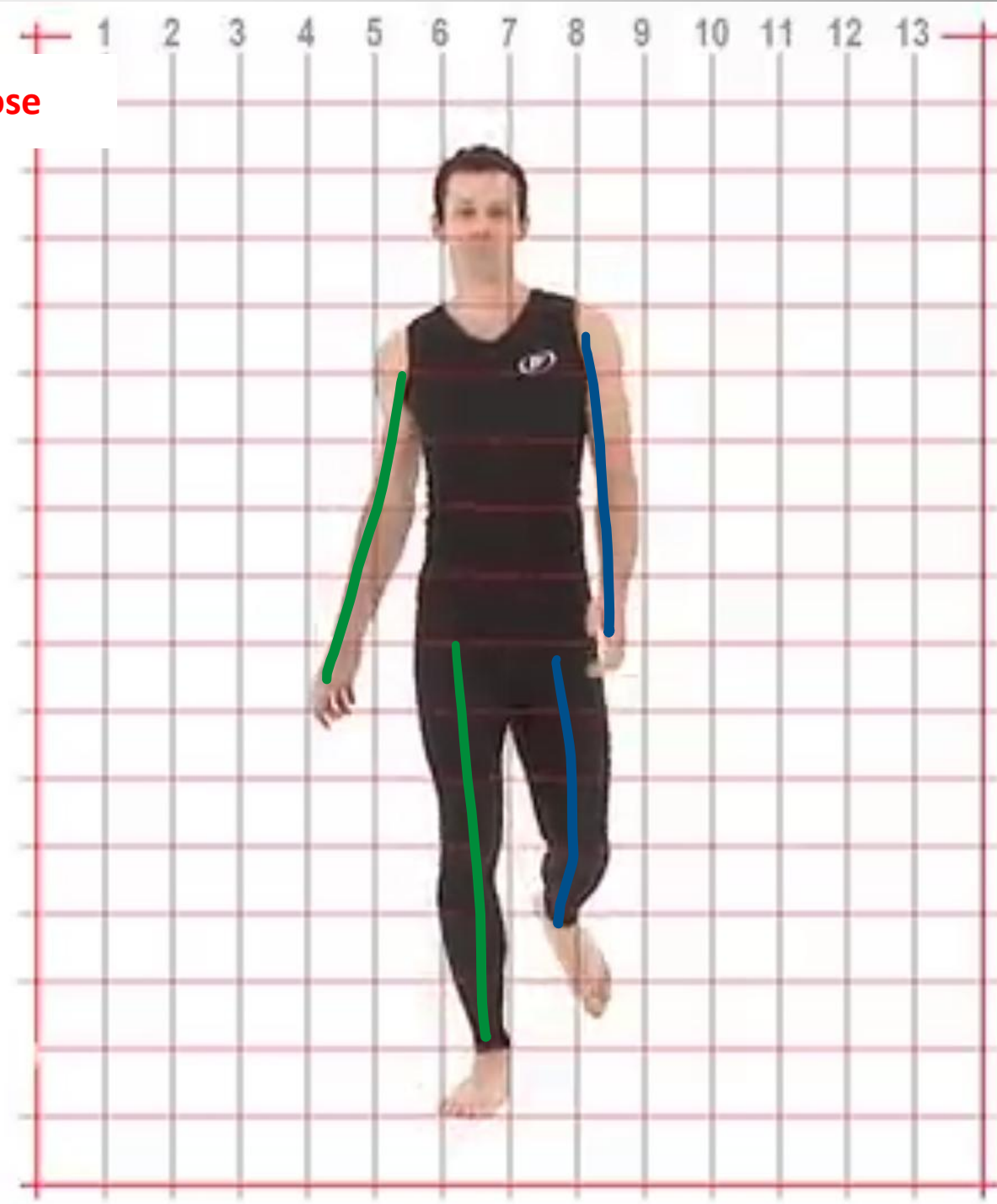
+215





Down pose

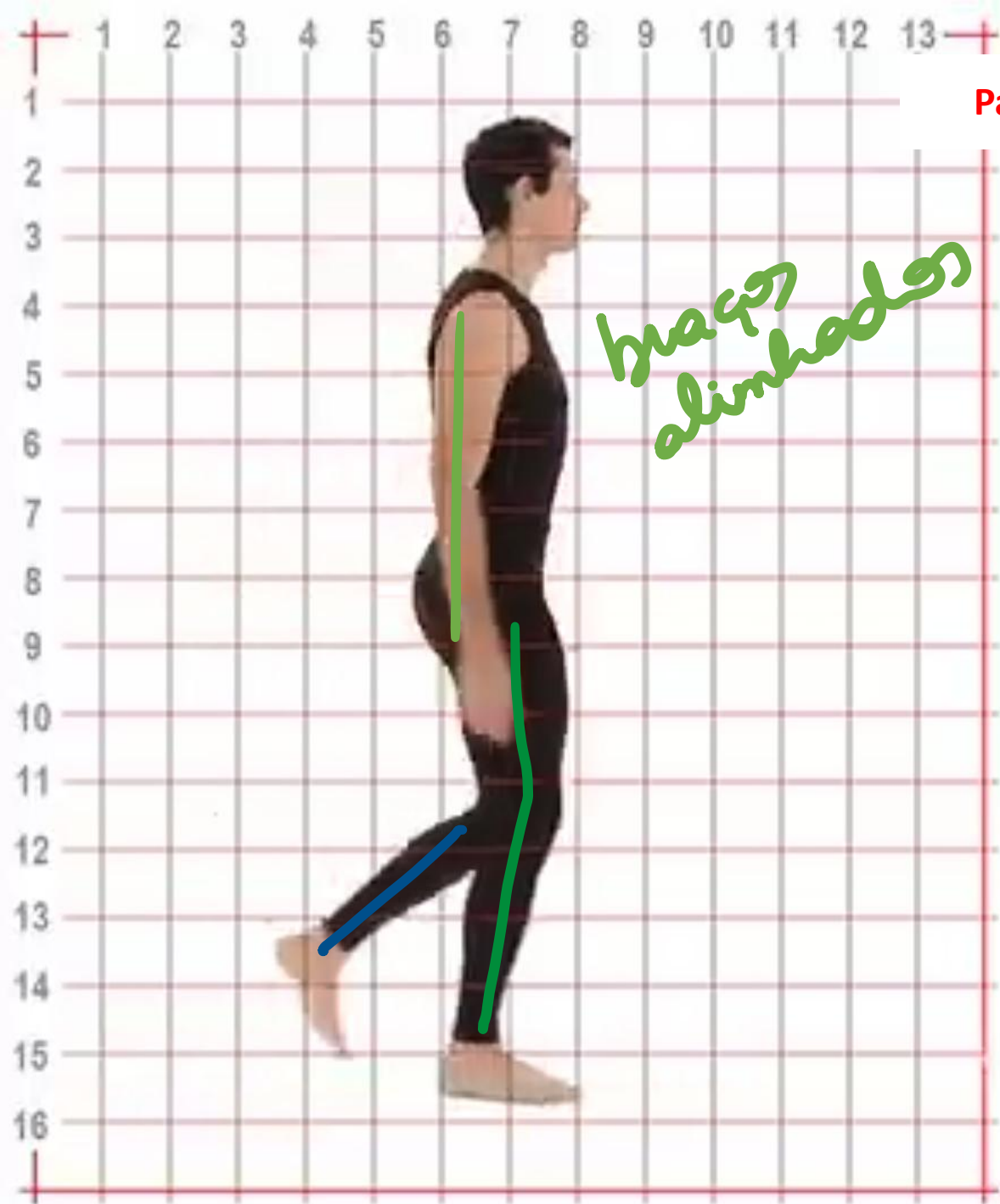
+215





+120

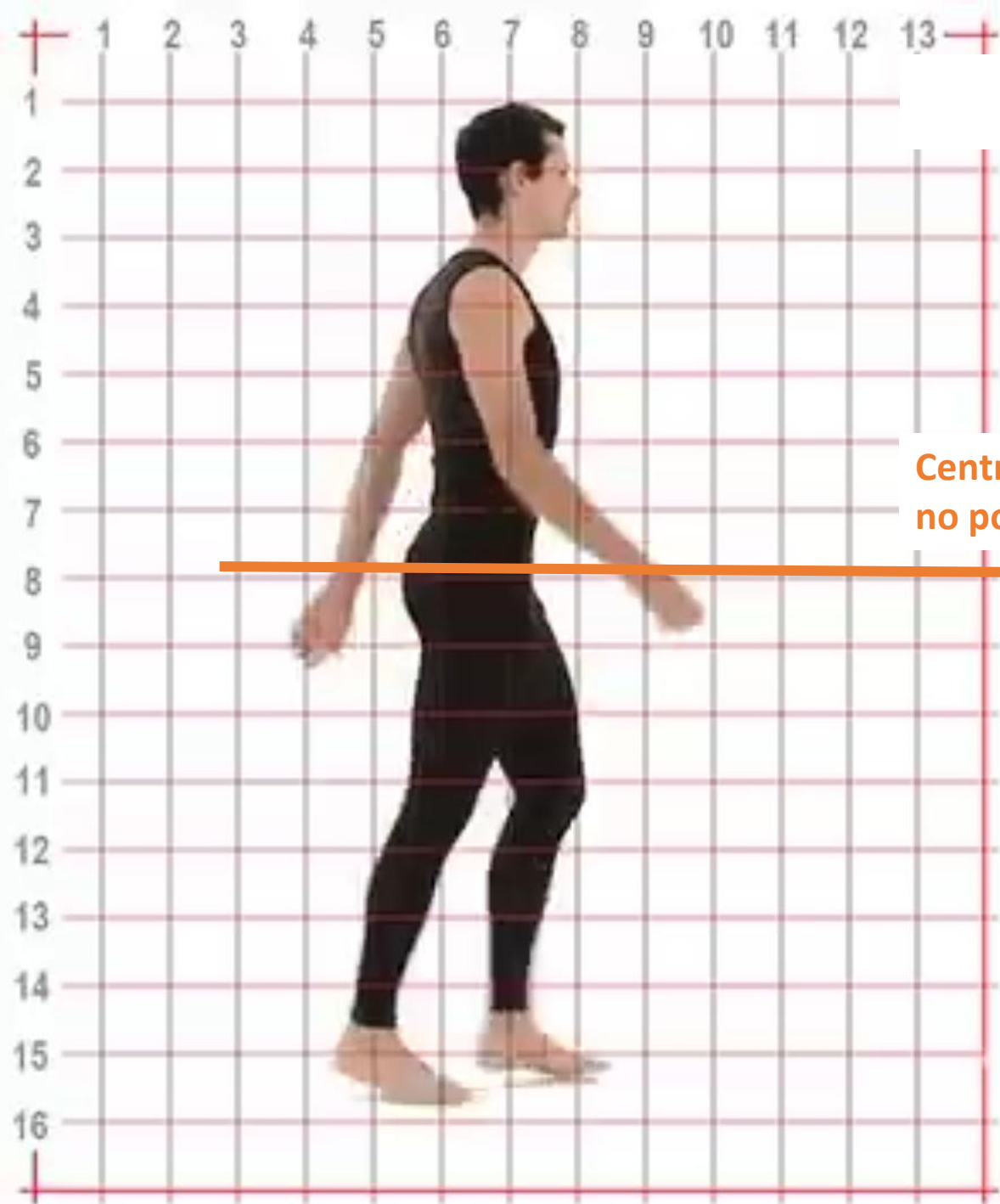




Passing pose

+120



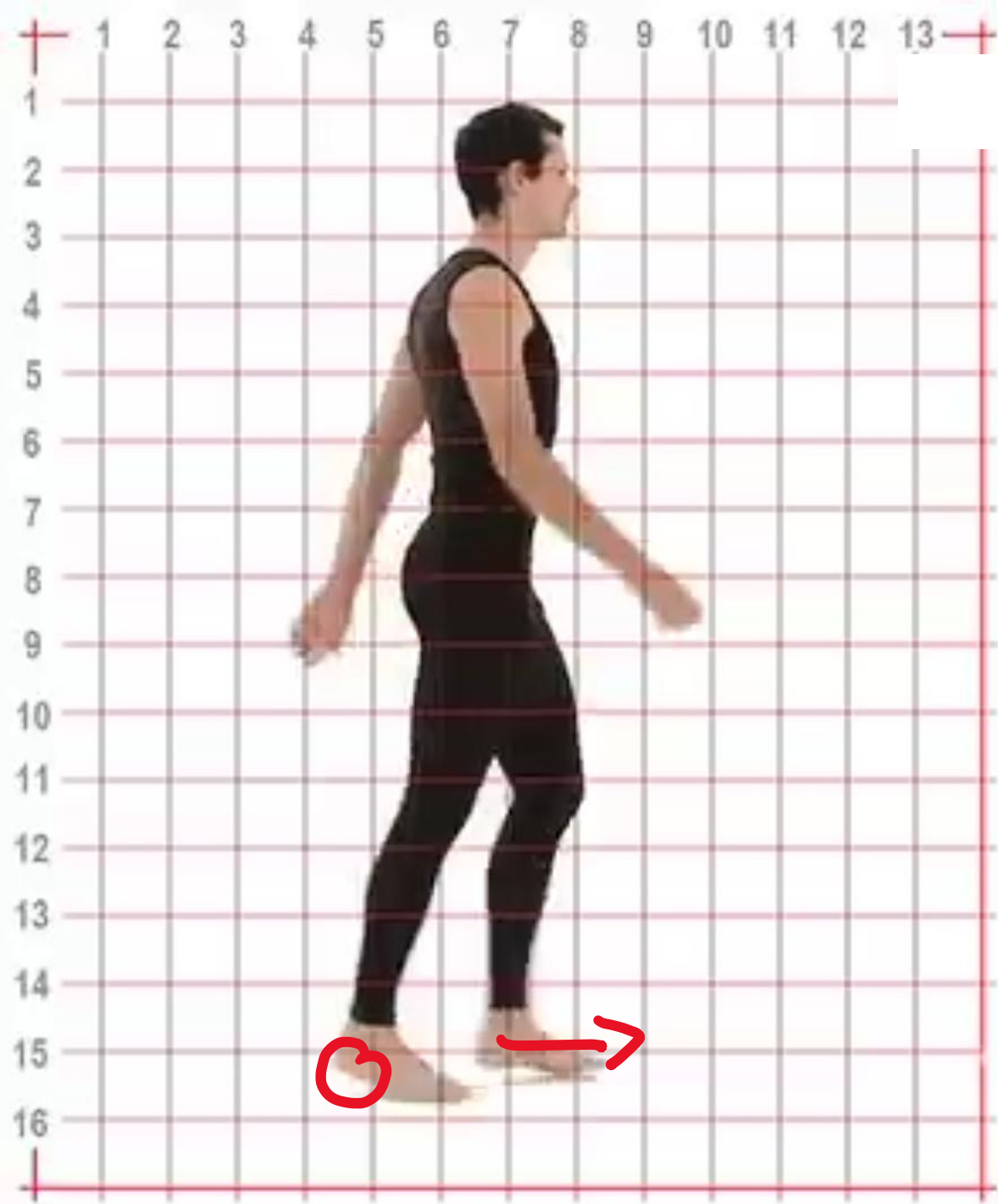


Up pose

Centro de gravidade
no ponto mais alto

+132

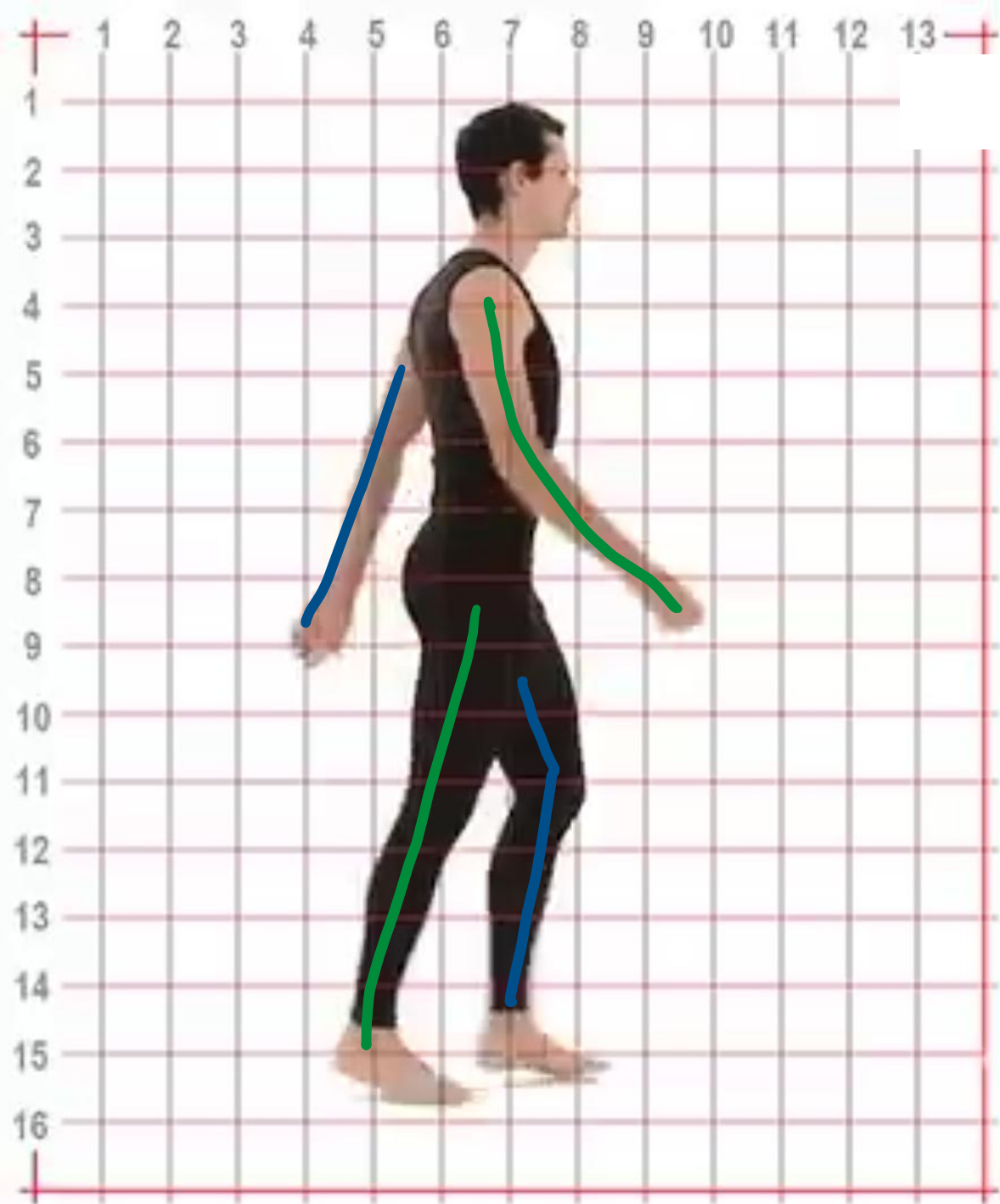




Up pose

+132

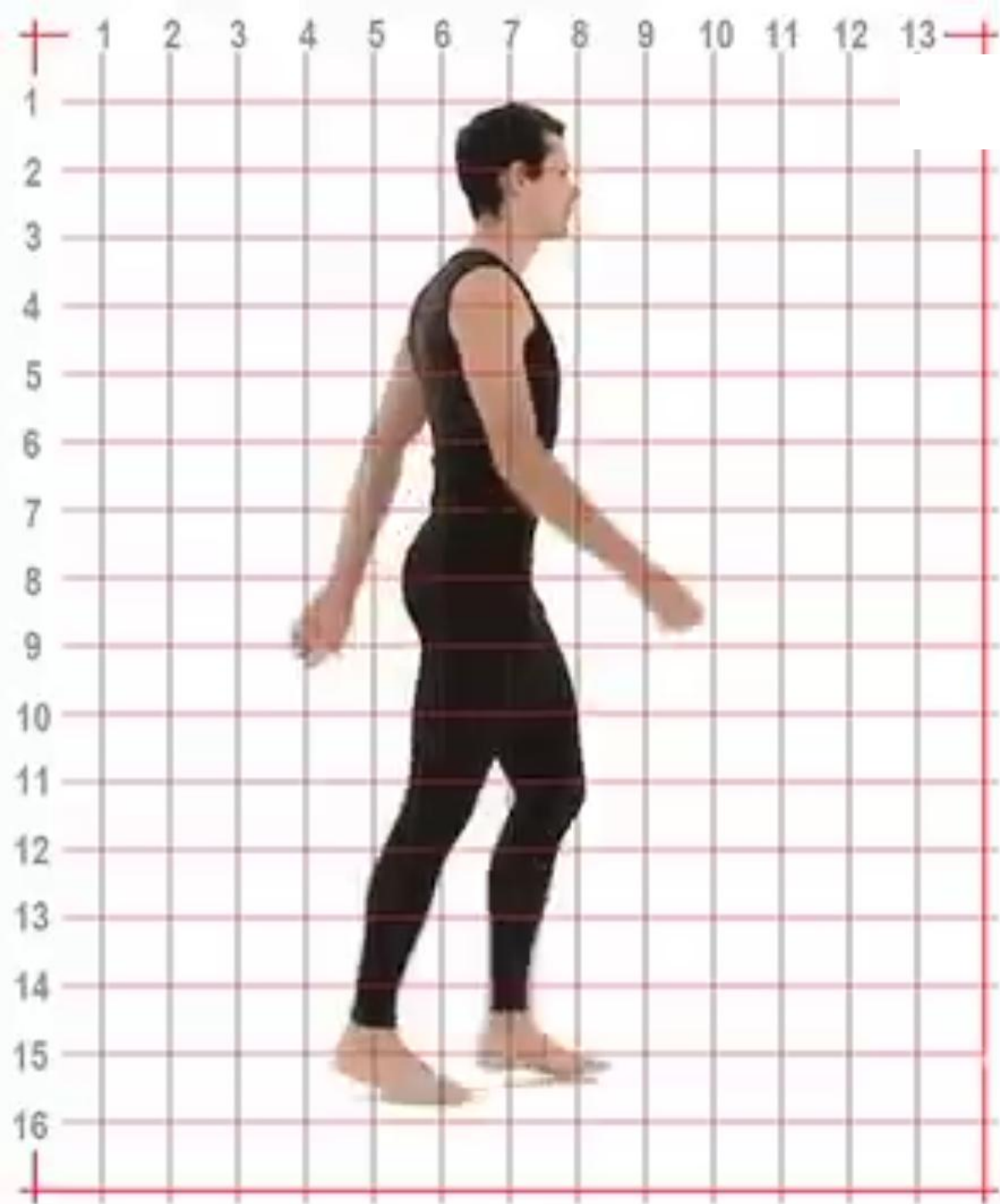




Up pose

+132



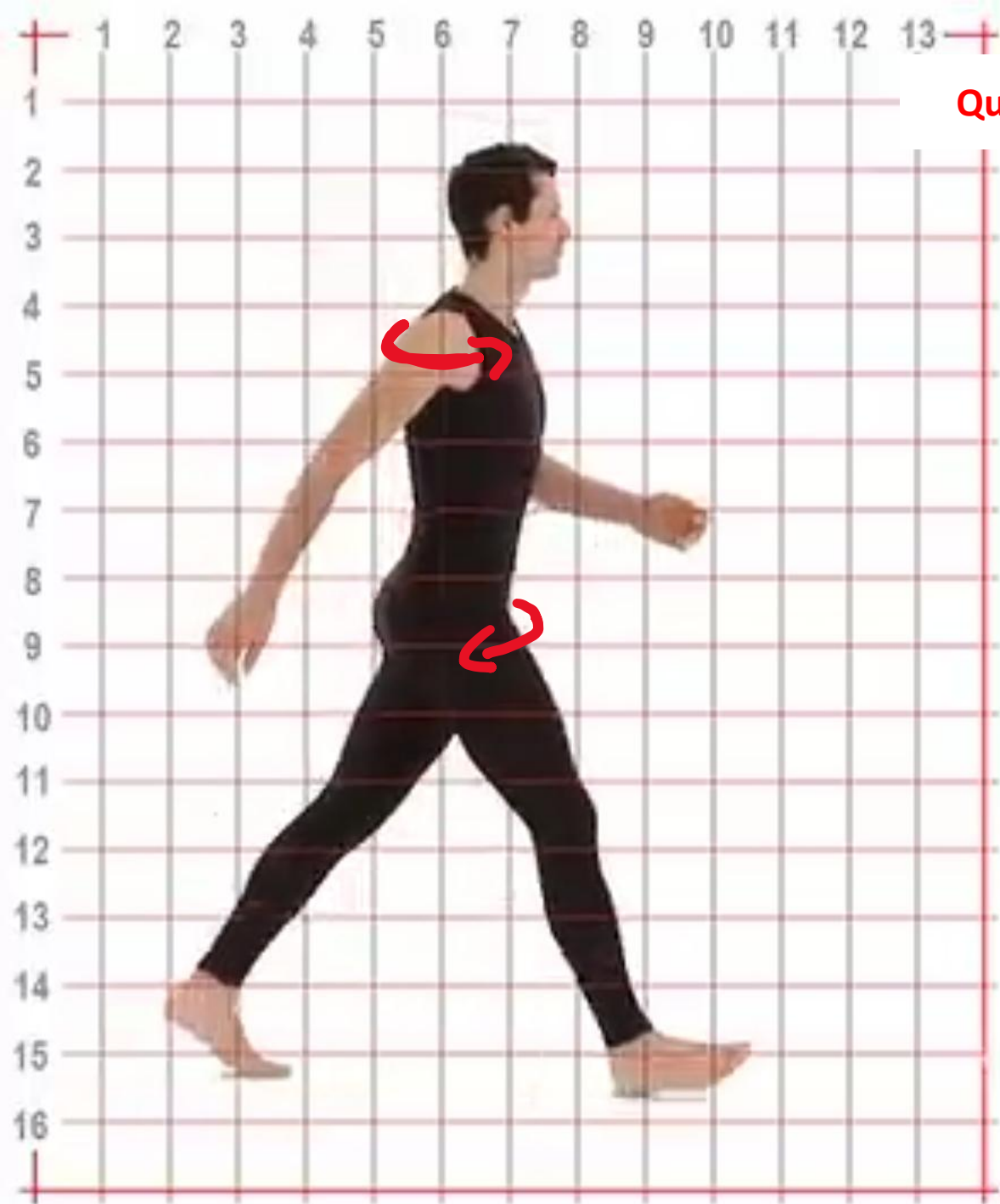


Up pose

+132

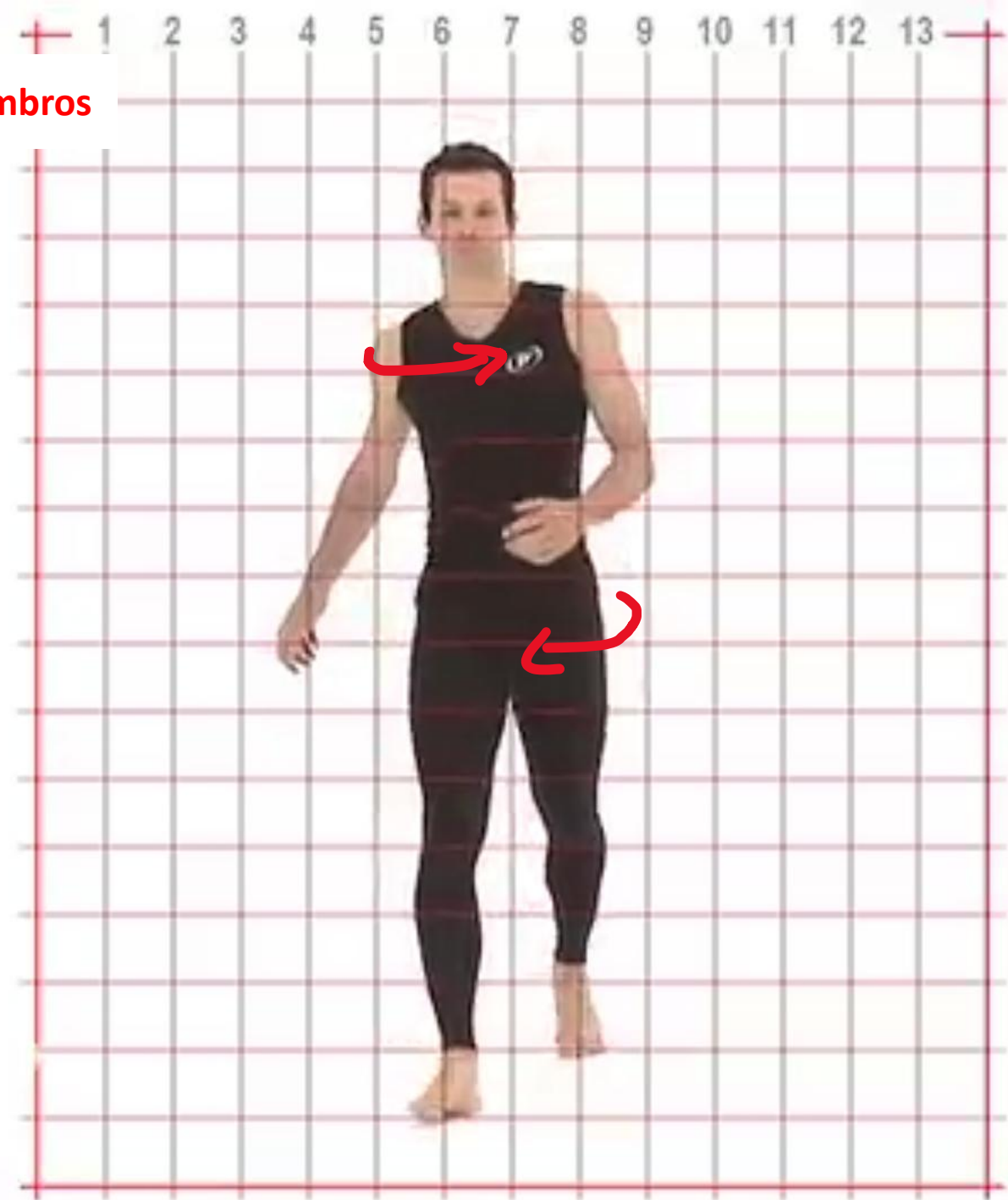


Centro de gravidade
Início da mudança



Quadril/ Ombros

+97

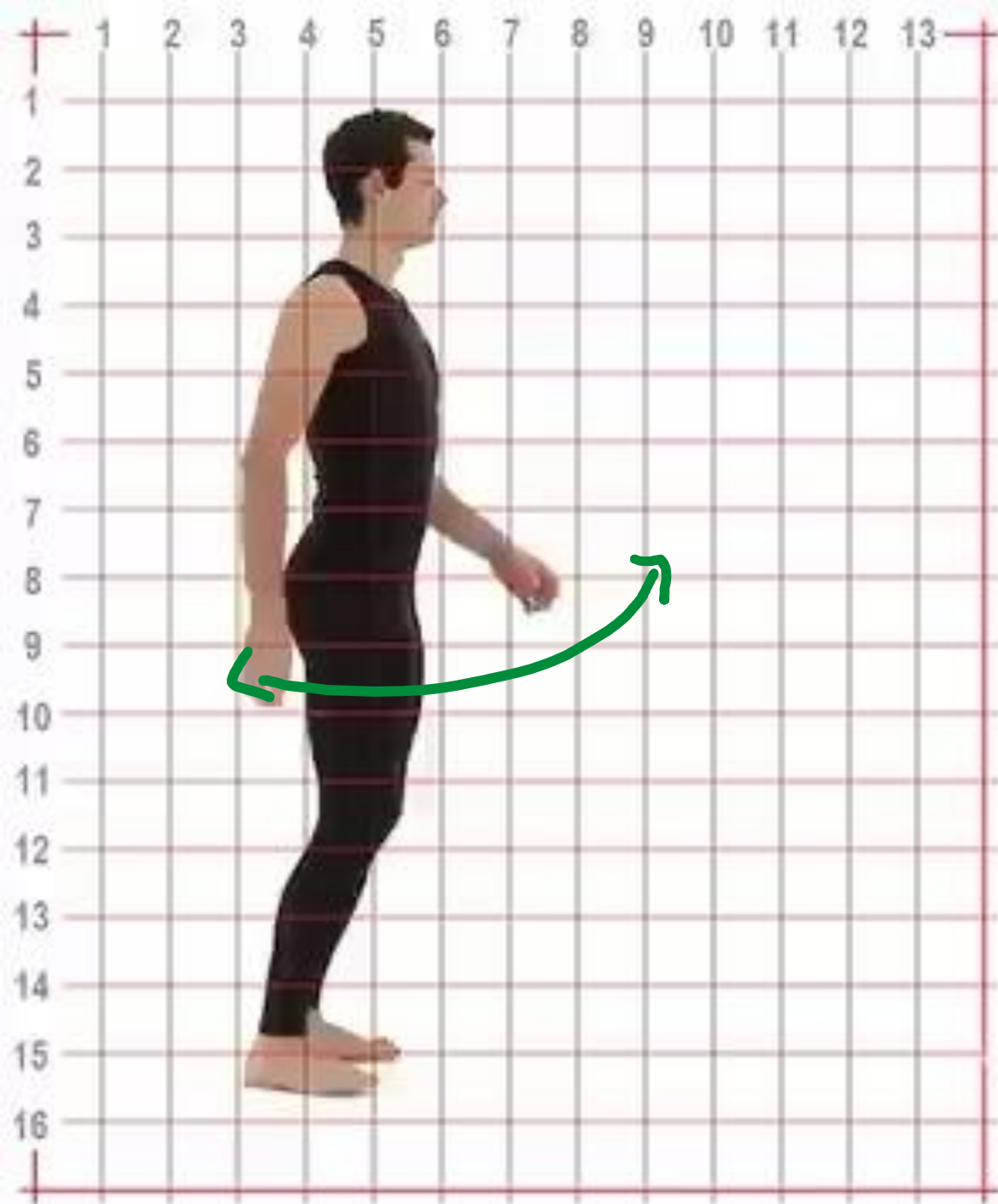




Quadril/ Ombros

+215





+0



ANIMAÇÃO 3D

Ciclo de Caminhada

