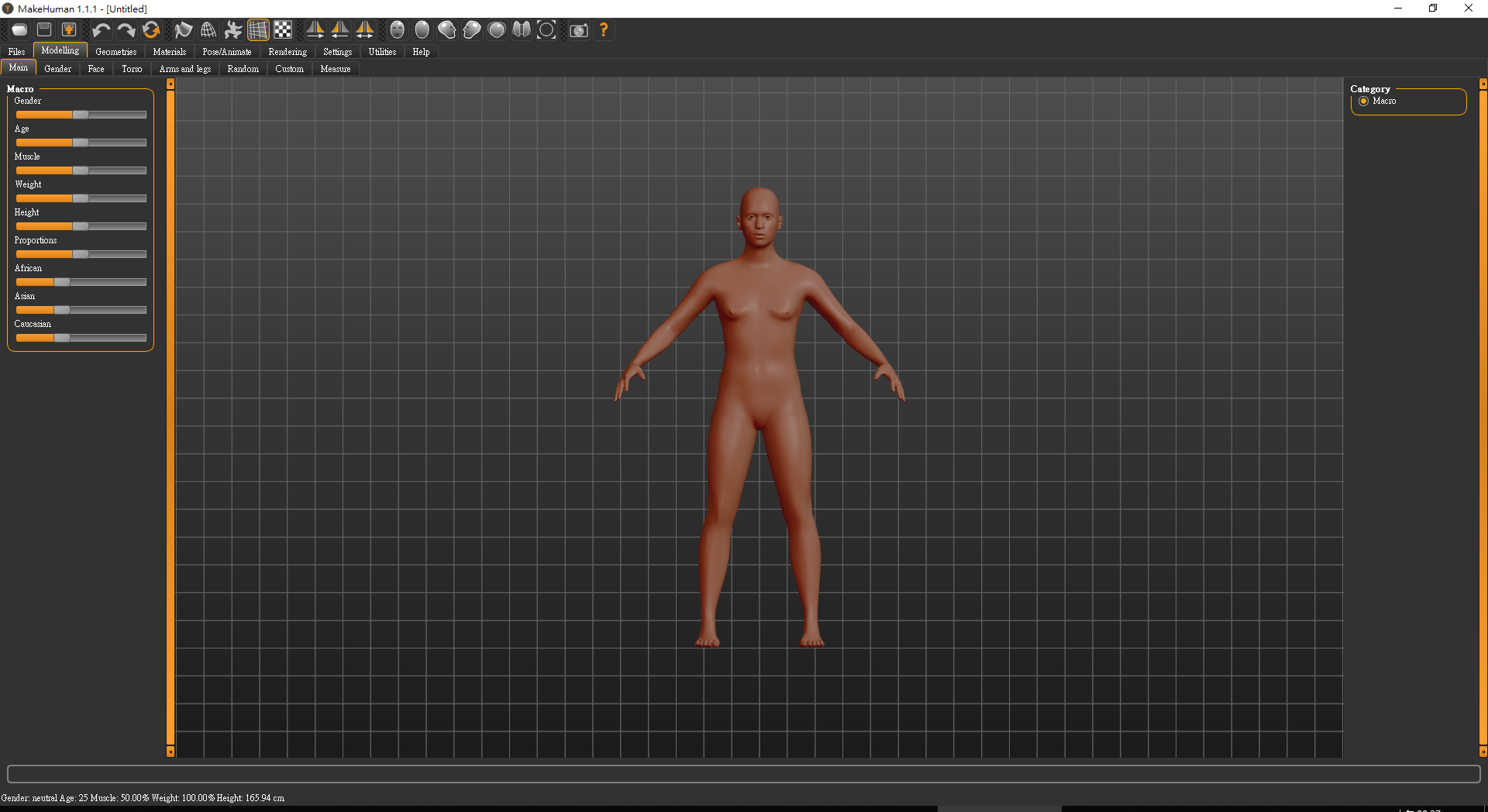
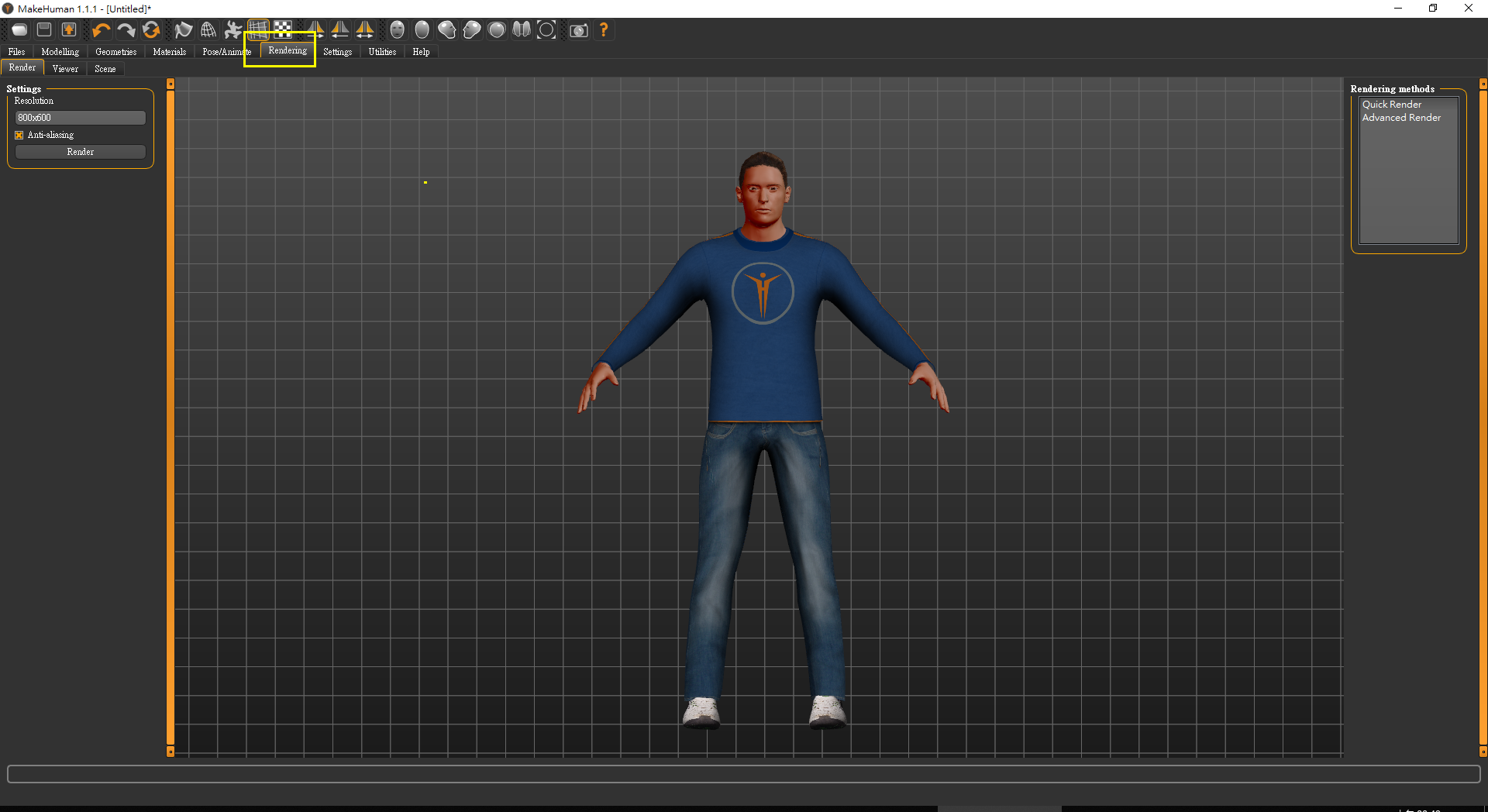
作業七 專業3D人物製作軟體(MakeHuman) 製作標準 探討

姓名 韦定君 學號 S08117017

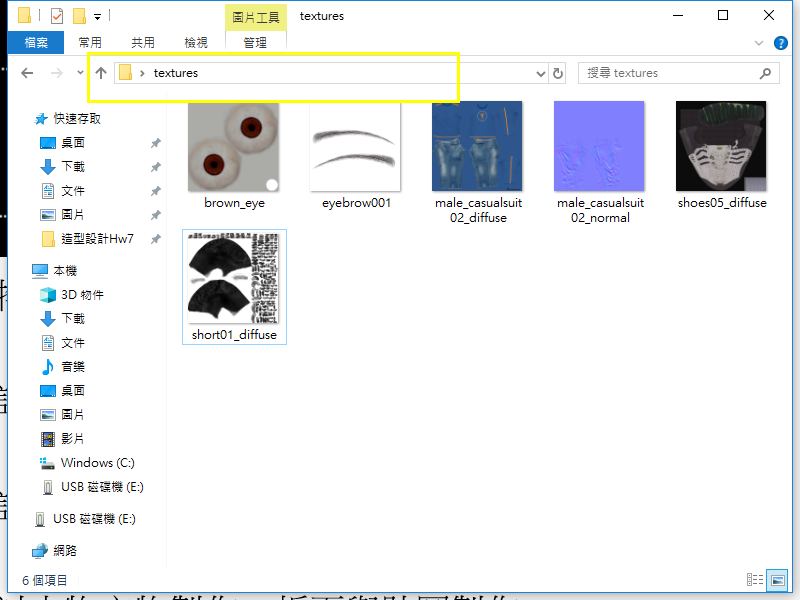
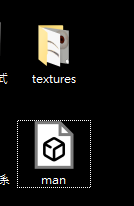
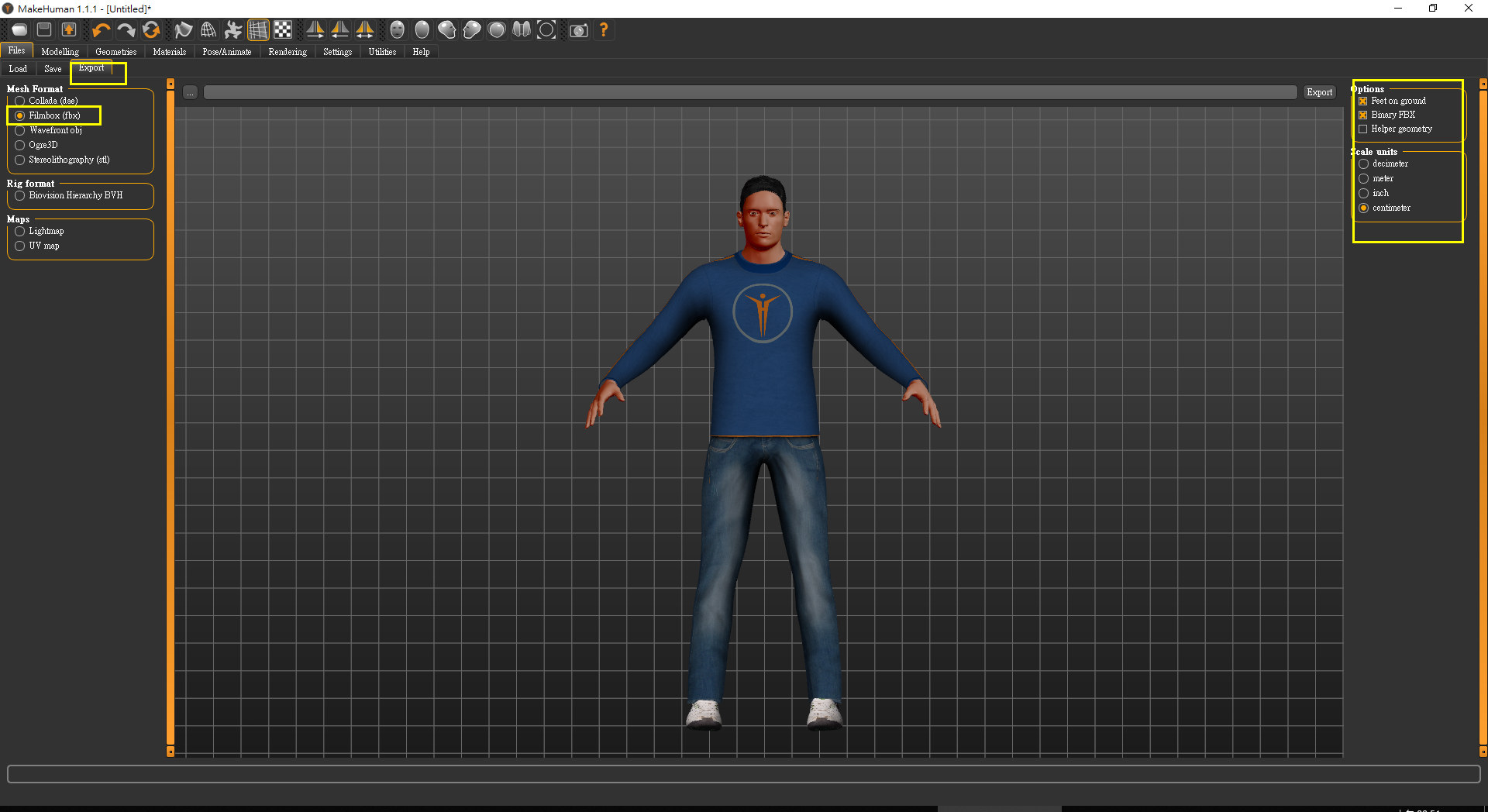
1. 開啟 MakeHuman



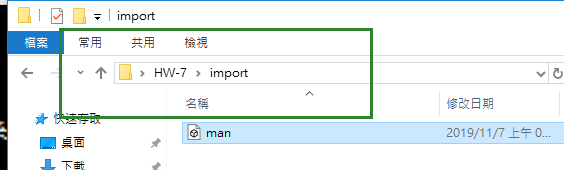
1. 製作人物
2. 加上配飾
3. 加上人物骨架

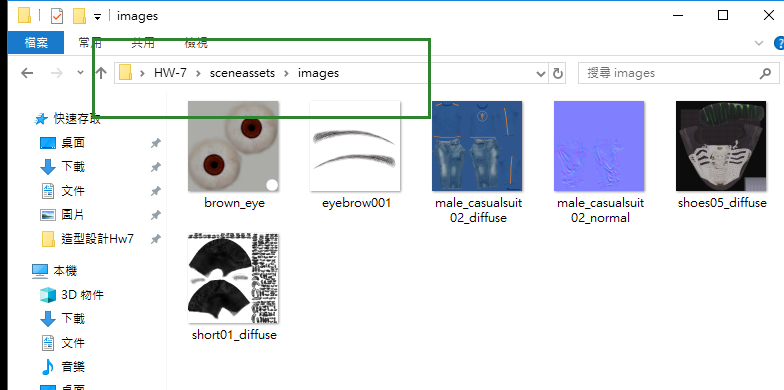


1. 匯出FBX 格式

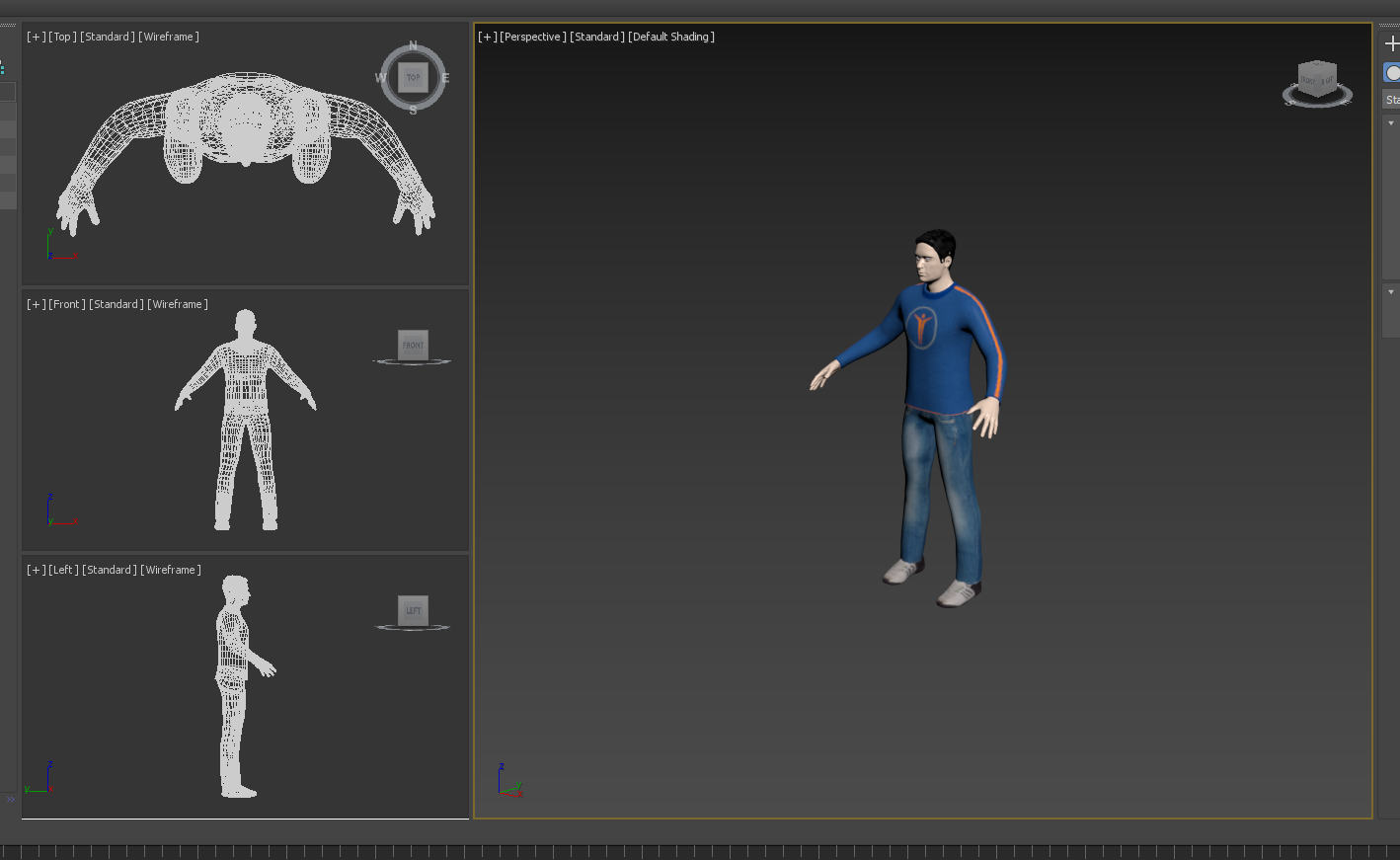
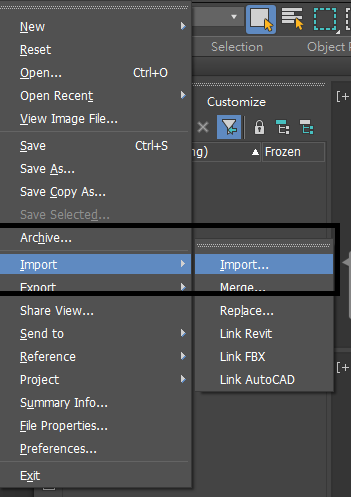


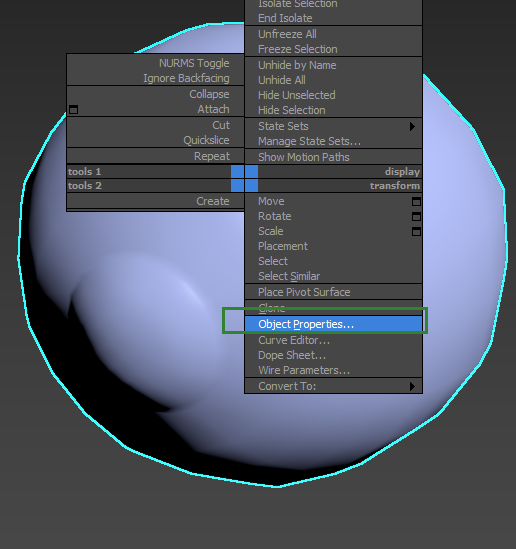
1. 專案製作與設定



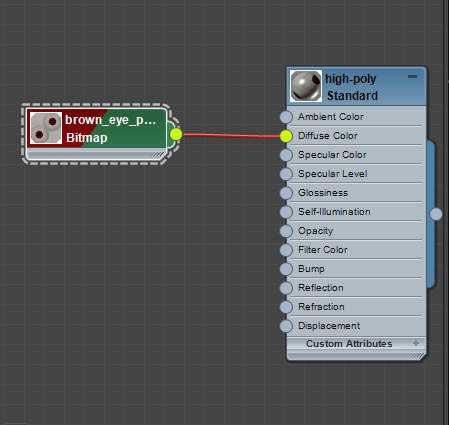


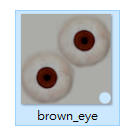
1. 人物匯入流程

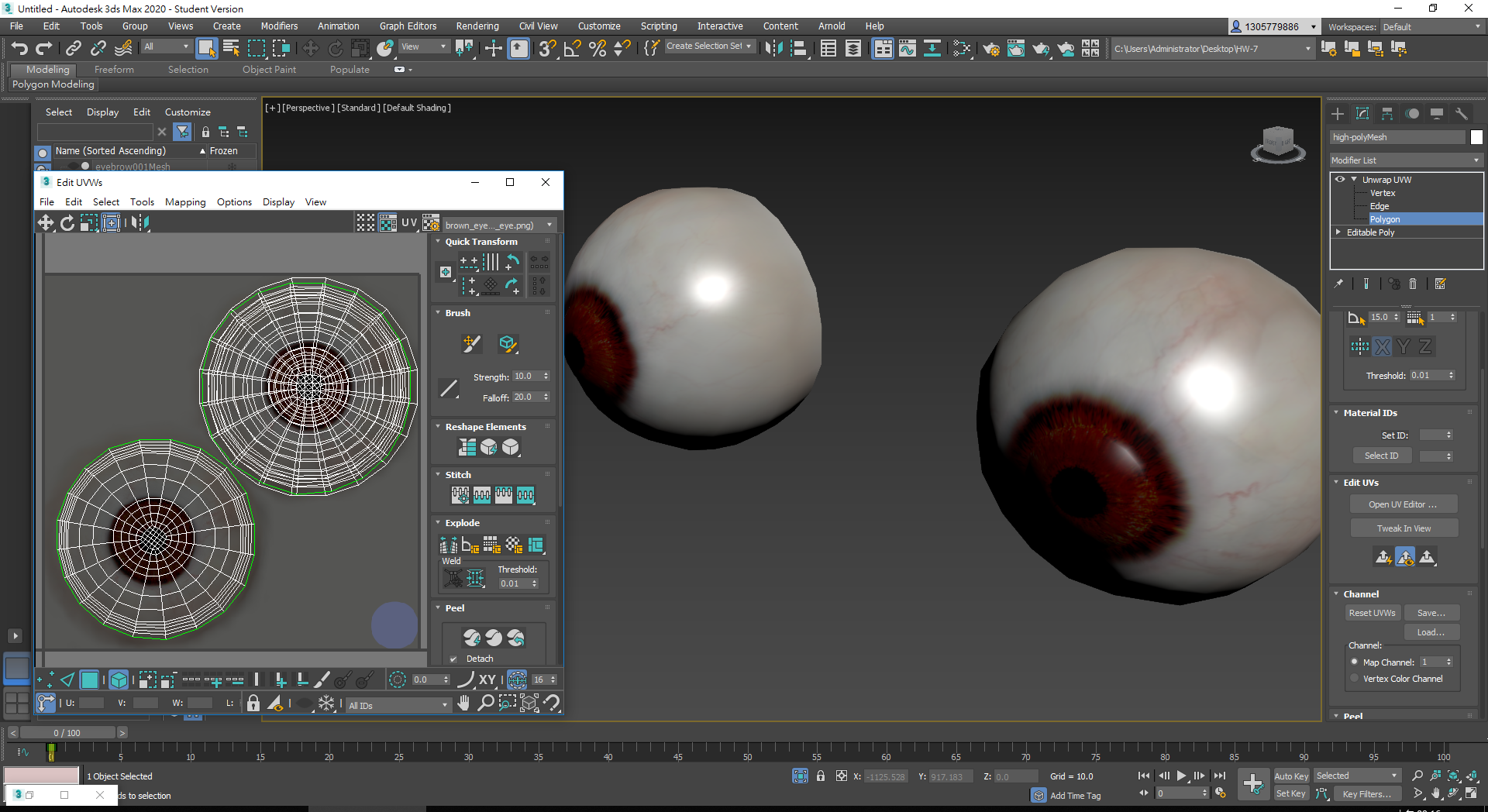




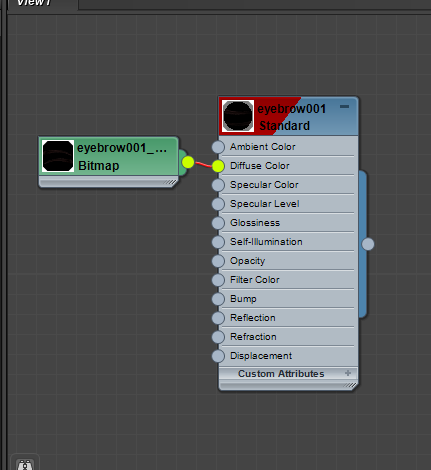
眼球

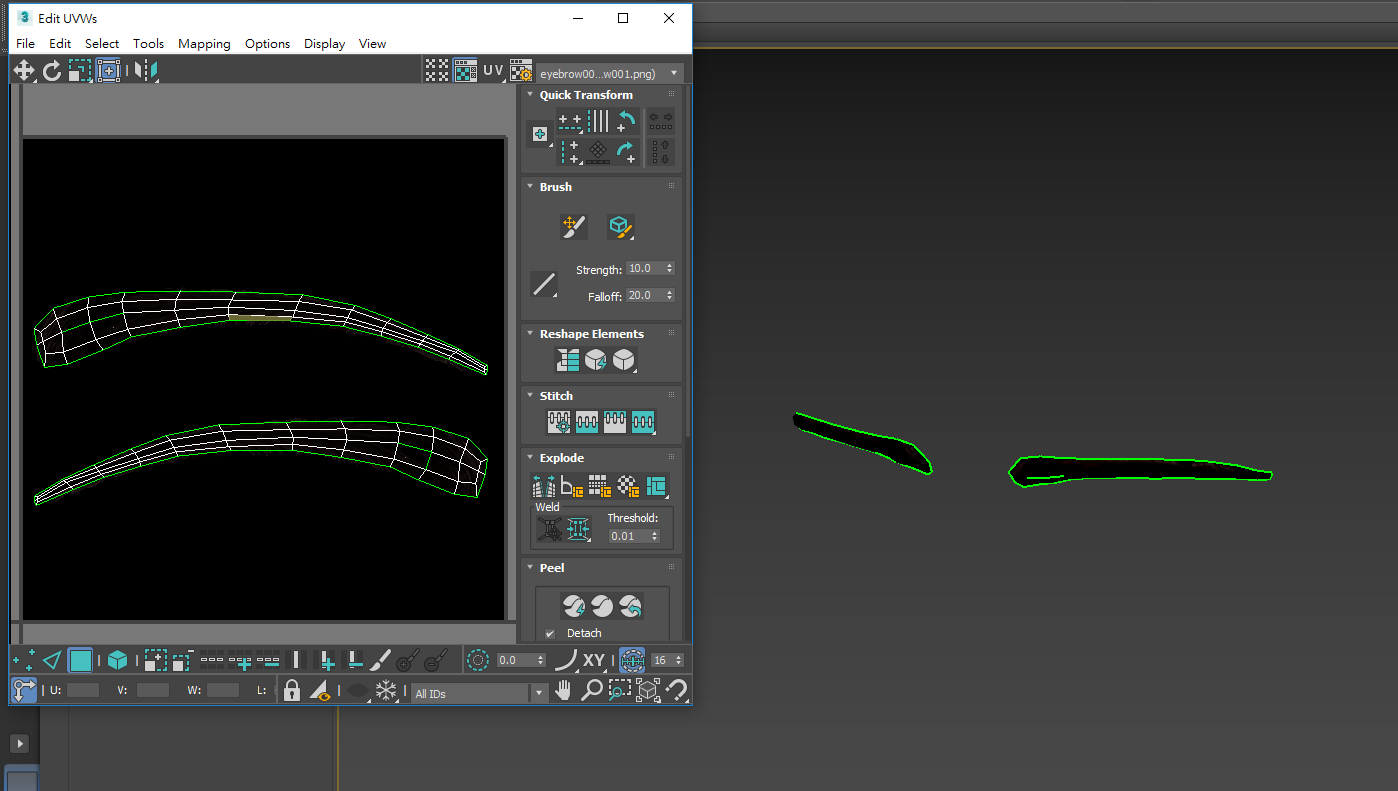






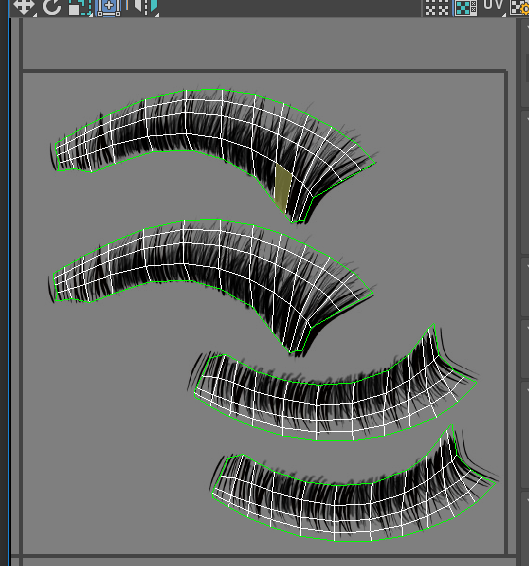
眉毛

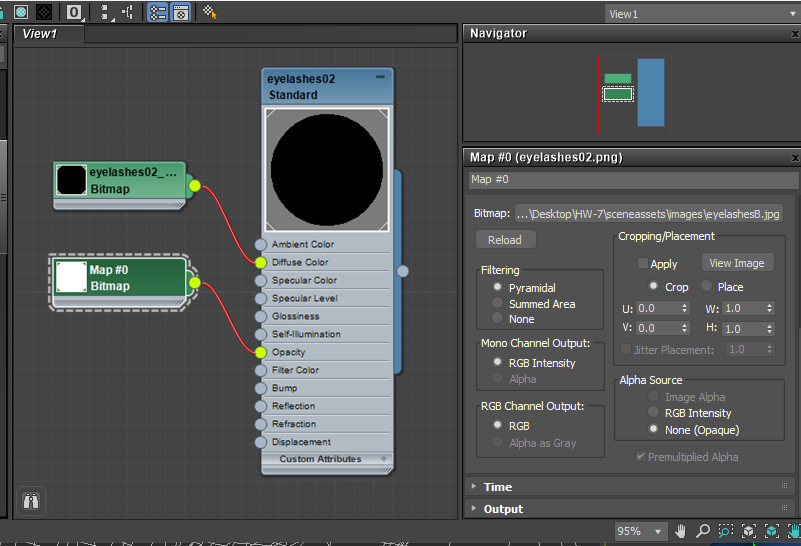




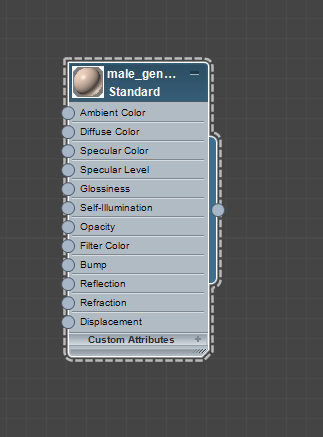
眼睫毛

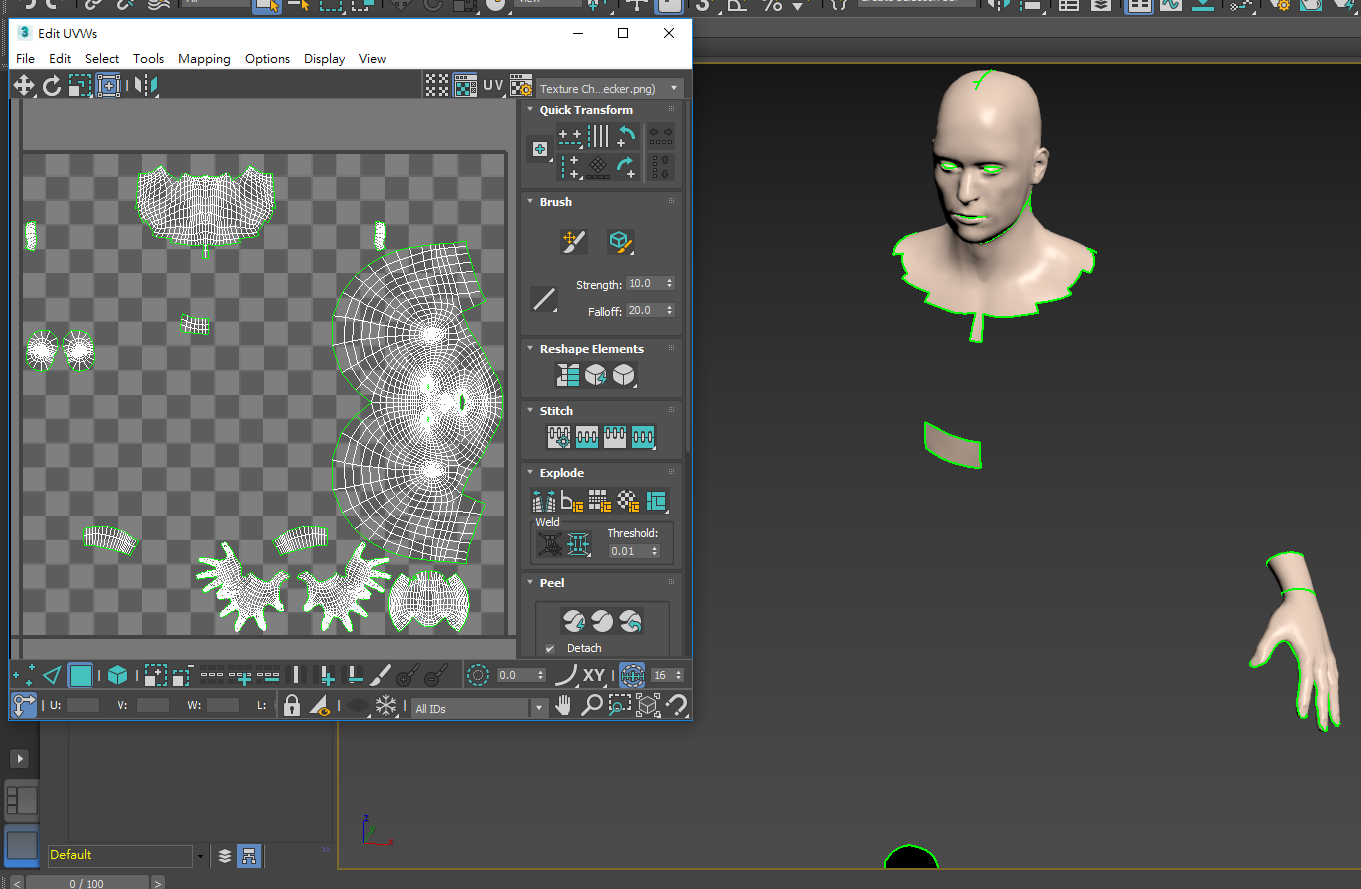




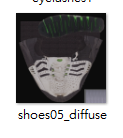
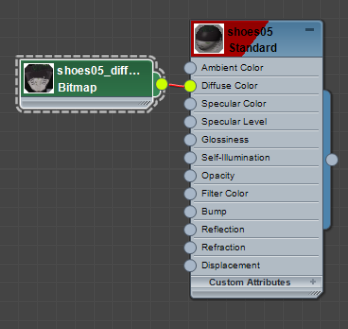


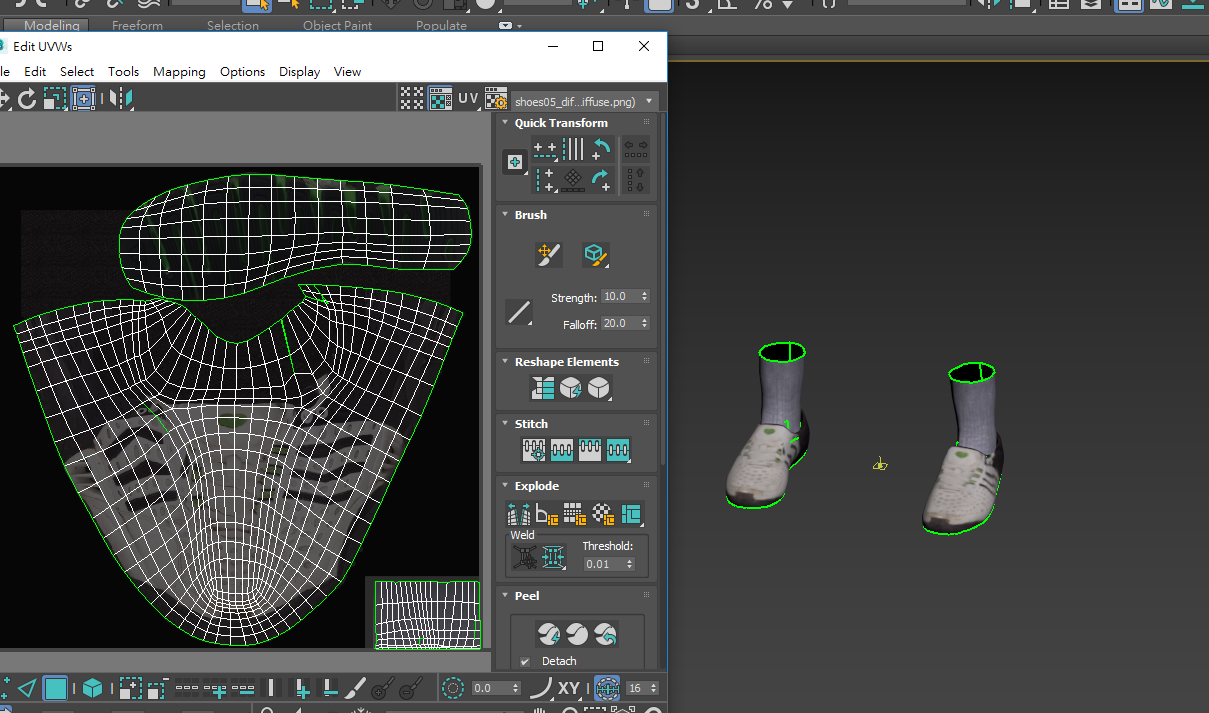
頭加手





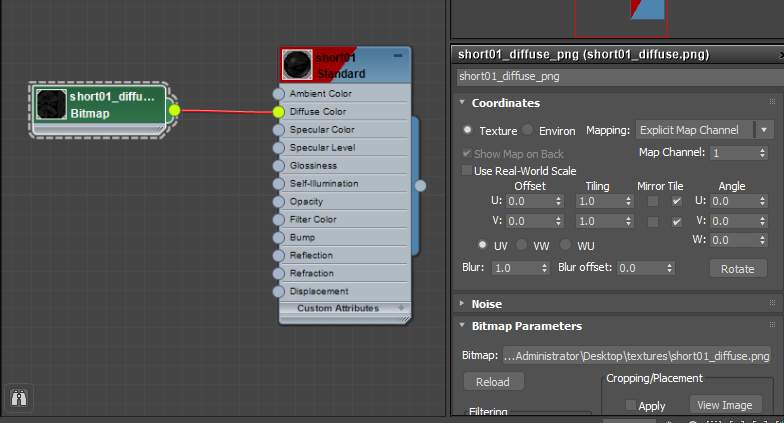
鞋子

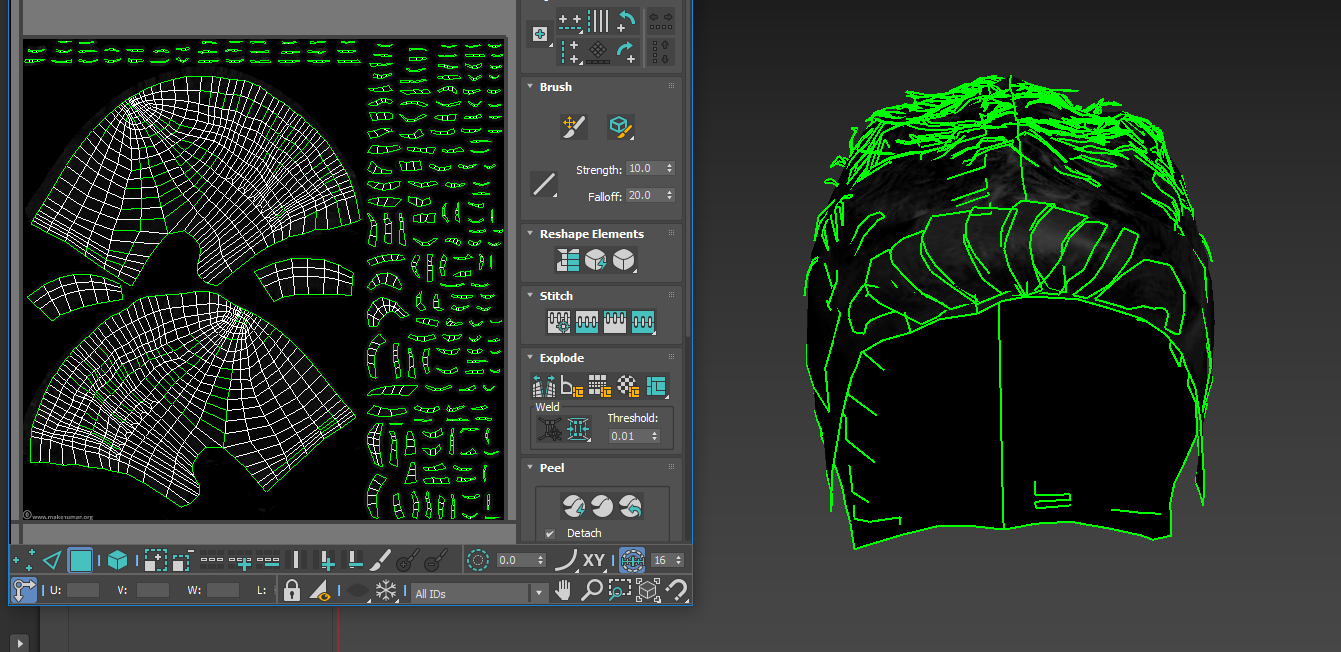




头发







1. 探討人物拆面
2. 探討人物貼圖製作
3. 探討人物衣物製作，拆面與貼圖製作

