

The background features abstract green geometric shapes. On the left, a solid green trapezoid points upwards. On the right, a complex arrangement of overlapping translucent green triangles and polygons creates a dynamic, layered effect. The central text is positioned on a white background between these green elements.

GB - Animação Computadorizada

RETARGETING

Bruna Marchis de Paula

Retargeting



Base Character



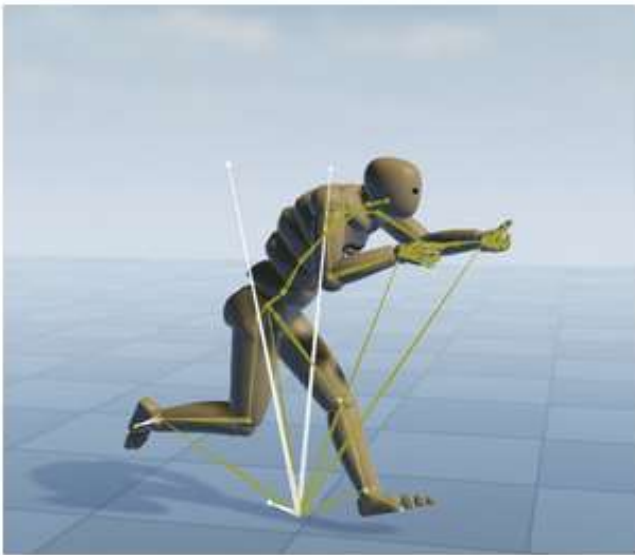
Short Stocky Character



Tall Skinny Character

Fonte: Unreal Engine Documentation

Retargeting



Base Character



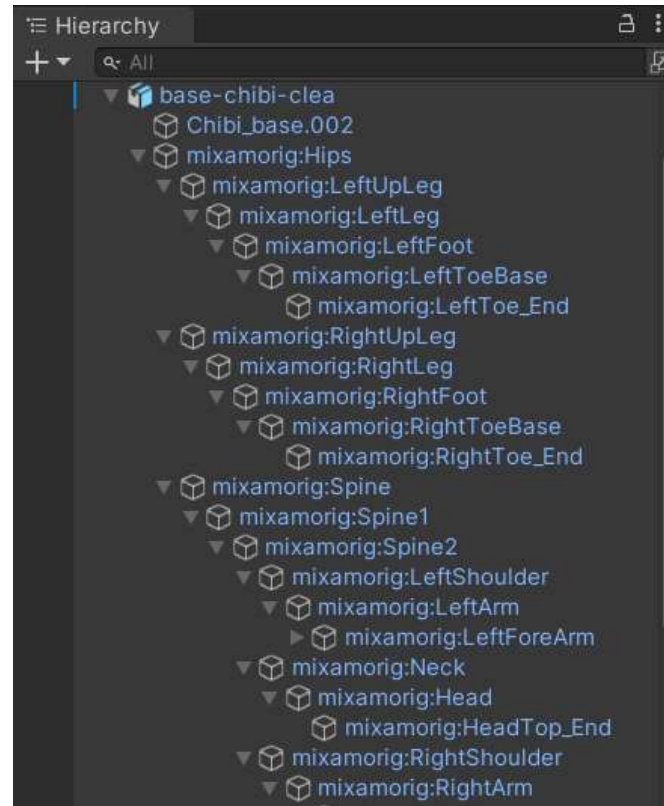
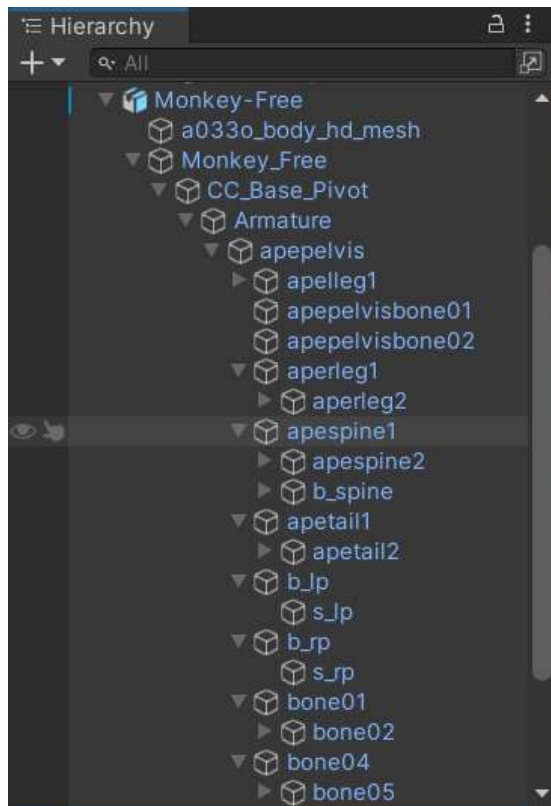
Short Stocky Character



Tall Skinny Character

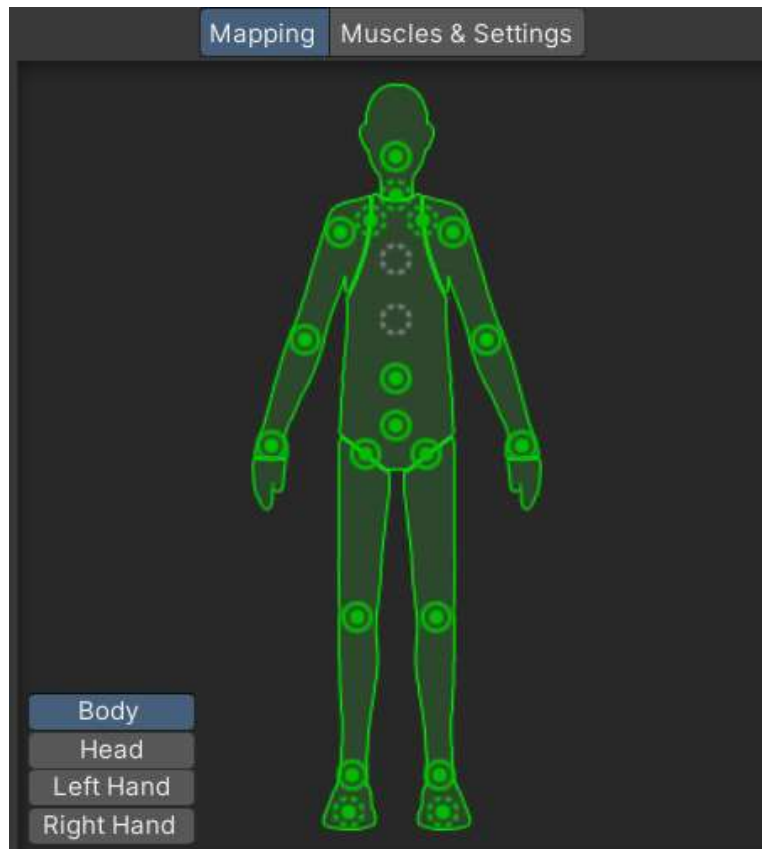
Fonte: Unreal Engine Documentation

Retargeting



Fonte: Unity

Retargeting



Fonte: Unity

Retargeting

Pesquisa:

▶ Documentação:

- ▶ [Unreal](#)

- ▶ [Unity](#)

▶ Vídeos:

- ▶ [Youtube](#)

- ▶ [Unity Learn](#)



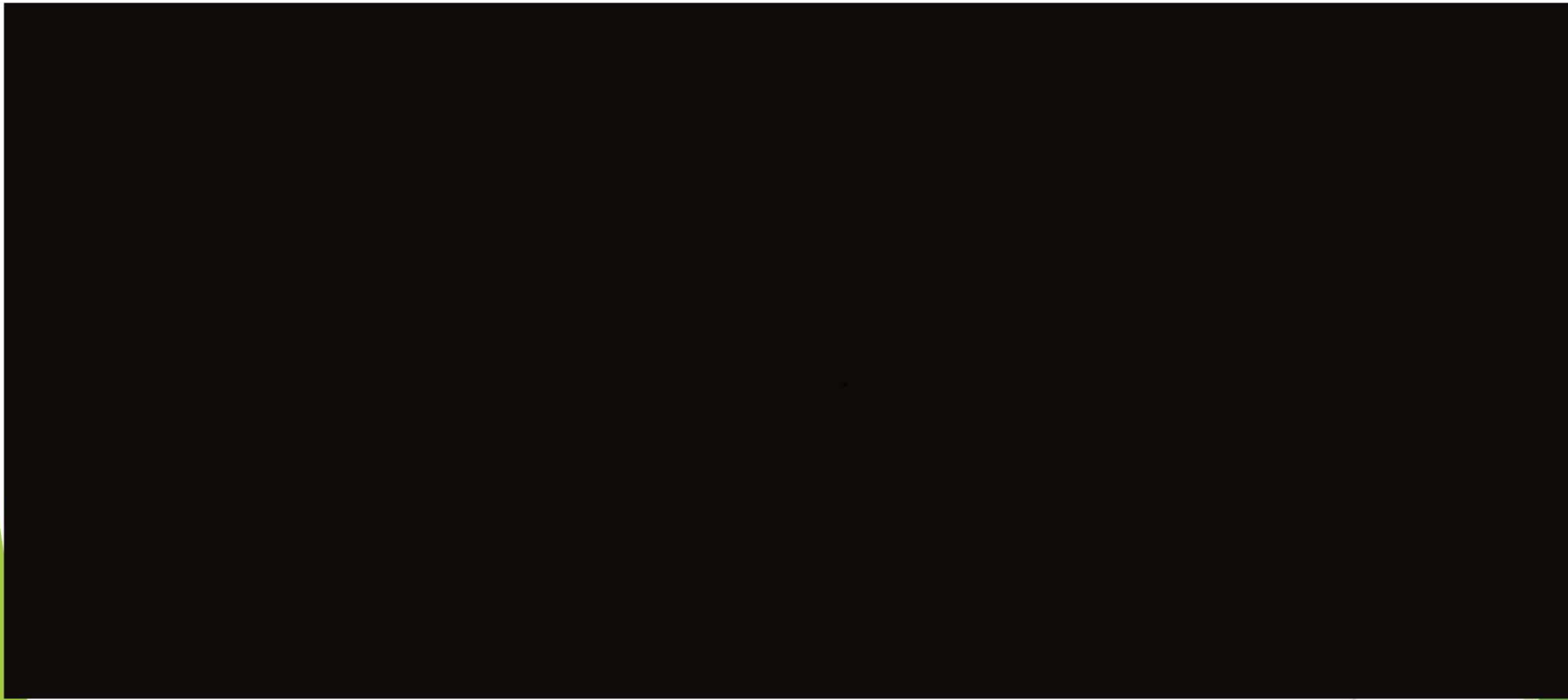
Retargeting

Metodologia:

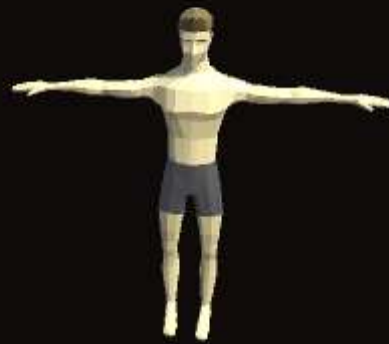
- ▶ Modelos e rigging:
 - ▶ Sketchfab
- ▶ Animações e auto- rigging:
 - ▶ mixamo
- ▶ Retargeting e testes:
 - ▶ Unit



Retargeting



Retargeting



[\[Link\]](#)

Retargeting



Retargeting



[\[Link\]](#)

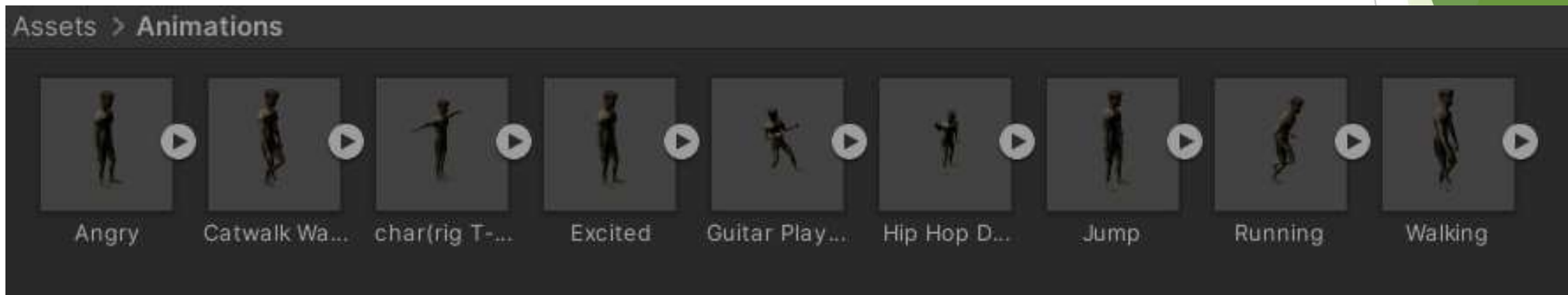


[\[Link\]](#)



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Retargeting



Considerações finais

- ▶ Retargeting é uma técnica muito interessante, apesar de ser limitado ao mesmo tipo de esqueleto.
- ▶ Os modelos treinados se adaptaram relativamente bem às animações testadas, apenas o modelo do macaco ficou estranho, pois não havia retarget para o rabo e os dedos foram marcados errados.

