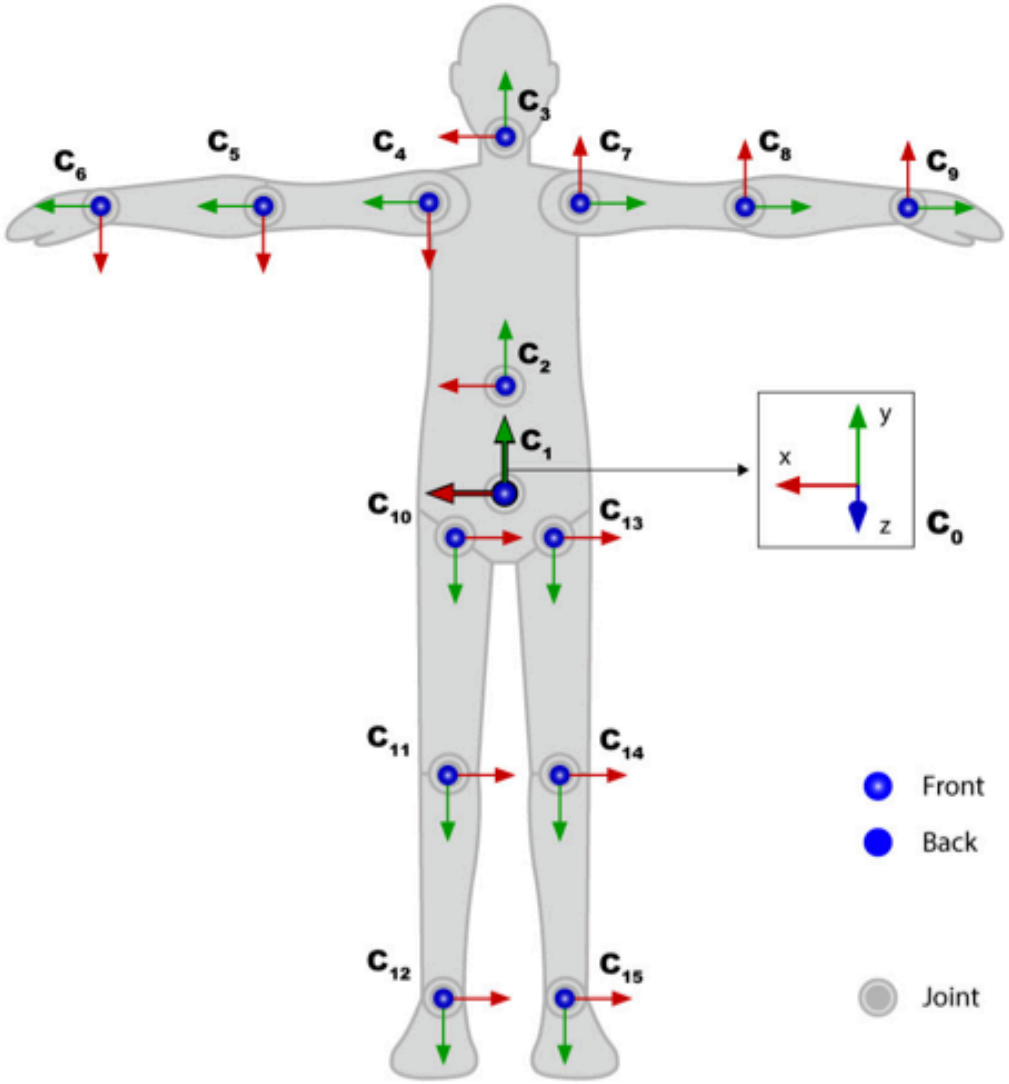
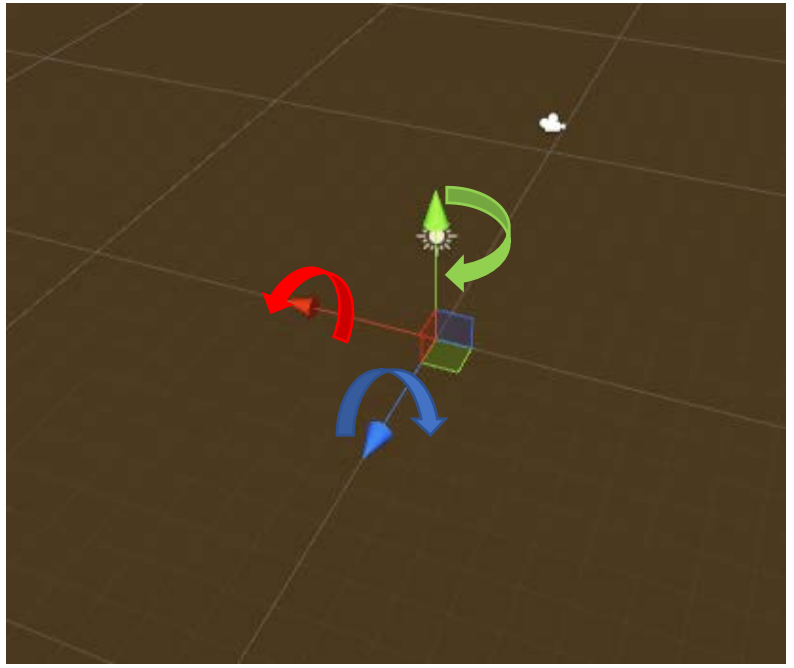
스타랩-MM

180820-김영호, 오나예

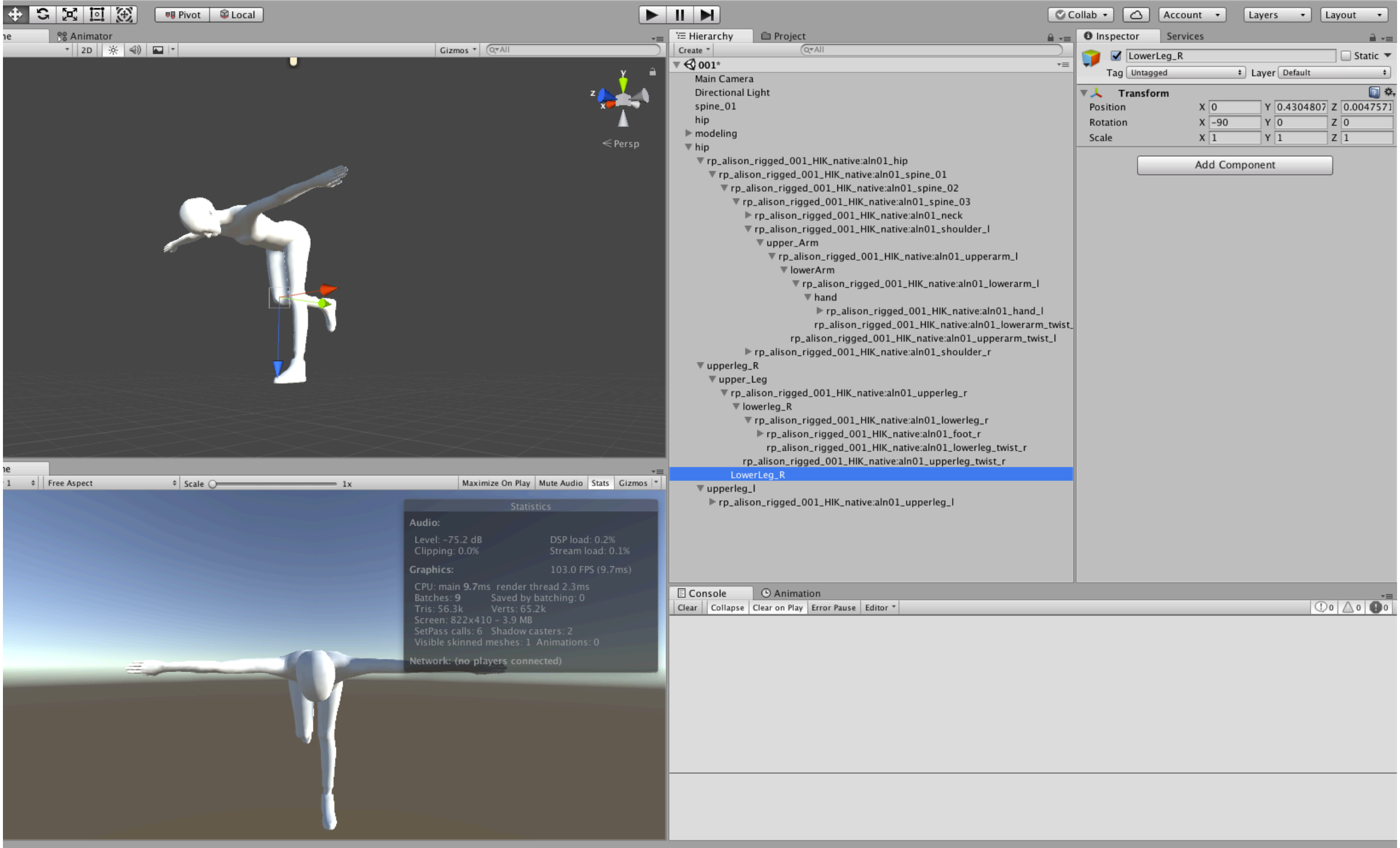


좌표축	부위
C_0	World
C_1	Hips
C_2	Spine
C_3	Head
C_4	Right Upper Arm
C_5	Right Lower Arm
C_6	Right Hand
C_7	Left Upper Arm
C_8	Left Lower Arm
C_9	Left Hand
C_{10}	Right Upper Leg
C_{11}	Right Lower Leg
C_{12}	Right Foot
C_{13}	Left Upper Leg
C_{14}	Left Upper Leg
C_{15}	Left Foot



	전신	허리	왼쪽 팔	왼쪽 아래팔	왼쪽 손	오른쪽 팔	오른쪽 아래팔
Local 회전 값	Q_0	Q_1	Q_2	Q_3	Q_4	Q_5	Q_6
World 회전 값	W_0	W_1	W_2	W_3	W_4	W_5	W_6
World 회전 추적	Q_0	$Q_1 * Q_0$	$Q_2 * Q_1 * Q_0$	$Q_3 * Q_2 * Q_1 * Q_0$	$Q_4 * Q_3 * Q_2 * Q_1 * Q_0$	$Q_5 * Q_1 * Q_0$	$Q_6 * Q_5 * Q_1 * Q_0$

오른쪽 손	머리	왼쪽 허벅지	왼쪽 정강이	왼쪽 발	오른쪽 허벅지	오른쪽 정강이	오른쪽 발
Q_7	Q_8	Q_9	Q_{10}	Q_{11}	Q_{12}	Q_{13}	Q_{14}
W_7	W_8	W_9	W_{10}	W_{11}	W_{12}	W_{13}	W_{14}
$Q_7 * Q_6 * Q_5 * Q_1 * Q_0$	$Q_8 * Q_1 * Q_0$	$Q_9 * Q_0$	$Q_{10} * Q_9 * Q_0$	$Q_{11} * Q_{10} * Q_9 * Q_0$	$Q_{12} * Q_0$	$Q_{13} * Q_{12} * Q_0$	$Q_{14} * Q_{13} * Q_{12} * Q_0$


Pivot
Local
Collab
Account
Layers
Layout
Animator
2D
Gizmos
Persp
Hierarchy
Project
Create
001*
Main Camera
Directional Light
spine_01
hip
modeling
hip
rp_alison_rigged_001_HIK_native:aln01_hip
rp_alison_rigged_001_HIK_native:aln01_spine_01
rp_alison_rigged_001_HIK_native:aln01_spine_02
rp_alison_rigged_001_HIK_native:aln01_spine_03
rp_alison_rigged_001_HIK_native:aln01_neck
rp_alison_rigged_001_HIK_native:aln01_shoulder_l
upper_Arm
rp_alison_rigged_001_HIK_native:aln01_upperarm_l
lowerArm
rp_alison_rigged_001_HIK_native:aln01_lowerarm_l
hand
rp_alison_rigged_001_HIK_native:aln01_hand_l
rp_alison_rigged_001_HIK_native:aln01_lowerarm_twist_
rp_alison_rigged_001_HIK_native:aln01_upperarm_twist_l
rp_alison_rigged_001_HIK_native:aln01_shoulder_r
upperleg_R
upper_Leg
rp_alison_rigged_001_HIK_native:aln01_upperleg_r
lowerleg_R
rp_alison_rigged_001_HIK_native:aln01_lowerleg_r
rp_alison_rigged_001_HIK_native:aln01_foot_r
rp_alison_rigged_001_HIK_native:aln01_lowerleg_twist_r
rp_alison_rigged_001_HIK_native:aln01_upperleg_twist_r
LowerLeg_R
upperleg_l
rp_alison_rigged_001_HIK_native:aln01_upperleg_l
Inspector
Services
LowerLeg_R
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Add Component
Free Aspect
Scale
1x
Maximize On Play
Mute Audio
Stats
Gizmos
Statistics
Audio:
Level: -75.2 dB
Clipping: 0.0%
DSP load: 0.2%
Stream load: 0.1%
Graphics:
103.0 FPS (9.7ms)
CPU: main 9.7ms render thread 2.3ms
Batches: 9
Saved by batching: 0
Tris: 56.3k
Verts: 65.2k
Screen: 822x410 - 3.9 MB
SetPass calls: 6
Shadow casters: 2
Visible skinned meshes: 1
Animations: 0
Network: (no players connected)
Console
Animation
Clear
Collapse
Clear on Play
Error Pause
Editor

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C_{11}	Right Lower Leg
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C_{13}	Left Upper Leg
C_{14}	Left Upper Leg
C_{15}	Left Foot

Euler angle(x,y,z) & Local Rotation

	C1	C7	C8	C10	C11	C13
1 (X,Y,Z)	90,0,0			90,0,0		90,0,0
2 (X,Y,Z)					-90,0,0	
3 (X,Y,Z)		90,0,0				
4 (X,Y,Z)			0,-90,0			
5 (X,Y,Z)		0,0,90				
6 (X,Y,Z)			90,-90,0			

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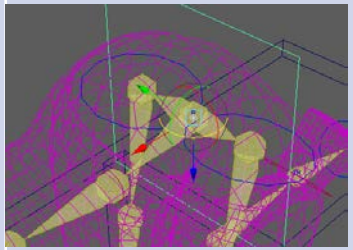
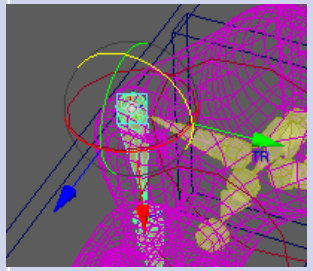
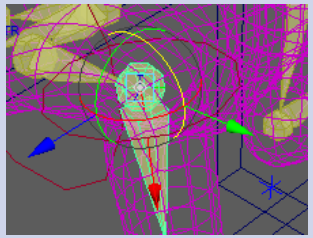
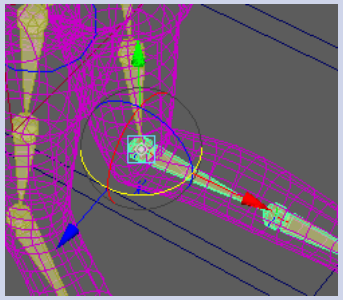
C_{13}	Left Upper Leg
C_{14}	Left Upper Leg
C_{15}	Left Foot

< 준비자세 > / 제작 마야

	1단계	2단계	3단계	4단계
Local 회전 값	(0,0,-90) 	$(0,-40,-100)$ 	$(0,-40,-100)$ 	$(-85,0,-5)$ 
World 회전 값	$(90,0,0)$	$(-40,0,-100)$	$(-40,0,-100)$	$(-5,0,85)$
World 회전 추적	$Q_1 * Q_0$	$Q_5 * Q_1 * Q_0$	$Q_2 * Q_1 * Q_0$	$Q_{13} * Q_{12} * Q_0$

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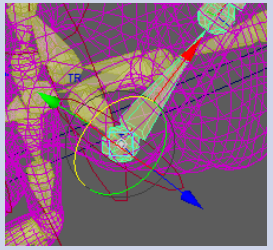
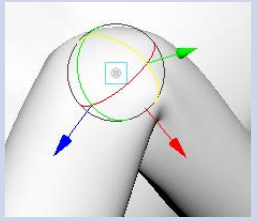
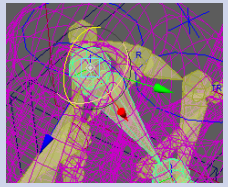
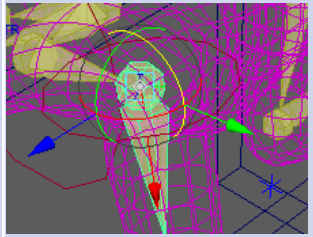
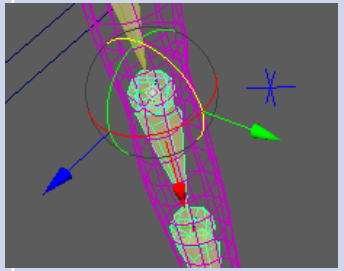
C_{13}	Left Upper Leg
C_{14}	Left Upper Leg
C_{15}	Left Foot

< 동작 > / 제작 마야

	1단계	2단계	3단계	4단계
Local 회전 값	(100,130,-60) 	$(-40,60,120)$  	$(0,-40,-100)$ 	$(0,0,0)$ 
World 회전 값	$(-60,130,-100)$	$(60,40,120)$	$(-40,0,-100)$	$(0,0,0)$
World 회전 추적	$Q_2 * Q_1 * Q_0$	$Q_3 * Q_2 * Q_1 * Q_0$	$Q_2 * Q_1 * Q_0$	$Q_3 * Q_2 * Q_1 * Q_0$