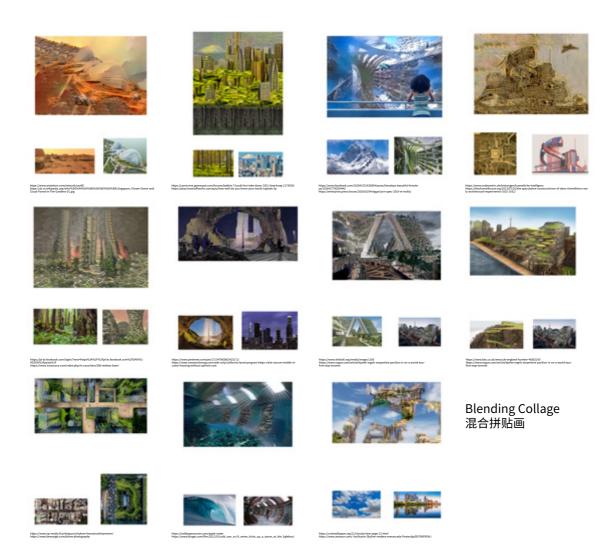
Representation Works

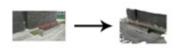
Works by:

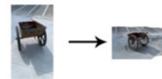
Alex Ted In the representation course of this semester, we mainly learned a series of interesting software, such as how to make videos, turn boring pictures into movable videos, for example, use some functional software to directly turn real objects into three-dimensional models, for example, put the produced model into the AR or VR engine to make people immersive, even input the code into the Unreal engine to make a game of your own.

这个学期的representation课程我们主要学习了一系列有趣的软件,比 如说如何制作视频,将枯燥的图片变成可动的视频,比如说运用一些功能 性软件直接将实物变成立体模型,比如说将制作的模型放入AR或者VR引

擎使人身临其境,甚至将代码输入Unreal引擎,制作一款属于自己的游戏。

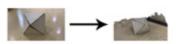






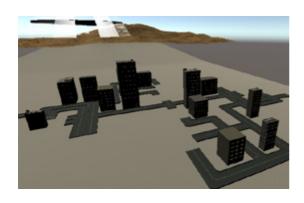


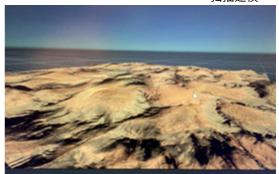




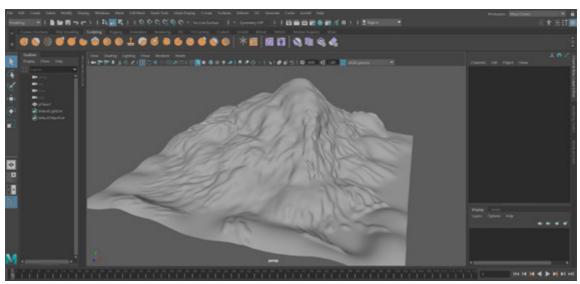


Meshroom 扫描建模

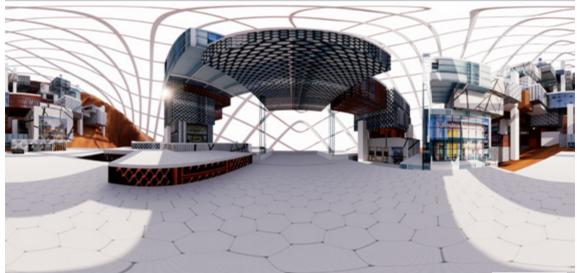




Unity Engine 扫描建模



Maya Engine 玛雅建模



AR Experience AR 体验

QR Code for AR Experience

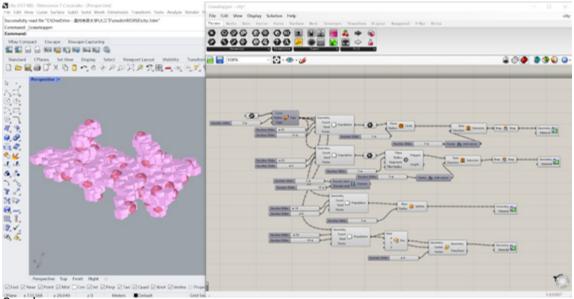




VR/AR Experience VR/AR 体验







Grasshopper 参数化建模

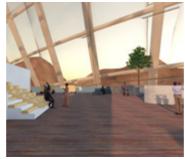
After Effects 后期效果























































Unreal Engine Action and Code Unreal引擎动作和代码





YouTube



Bilibili