

Tehničko veleučilište u Zagrebu
ak. god. 2021./2022.

Prezentacija projekta

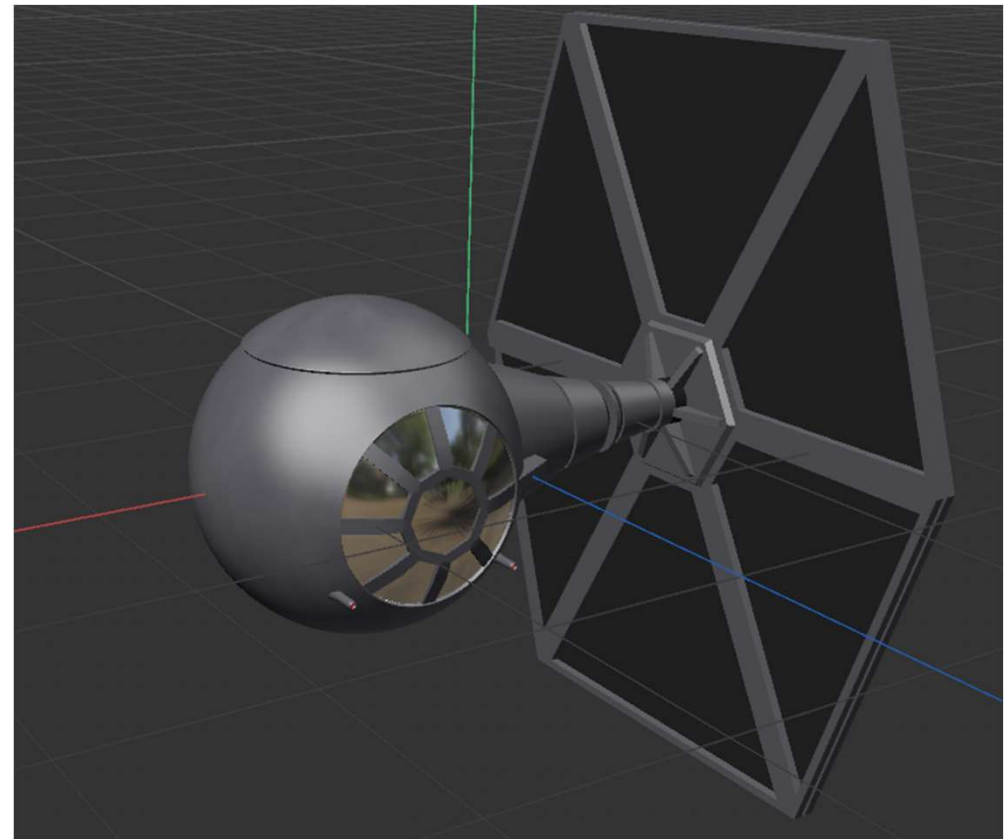
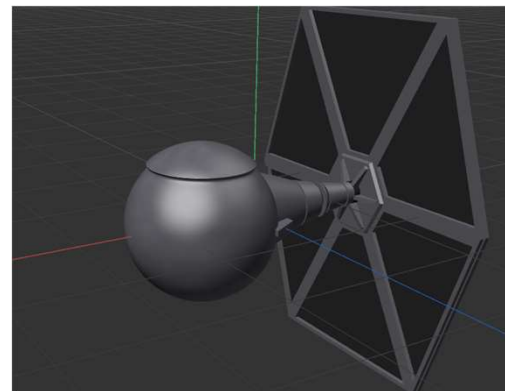
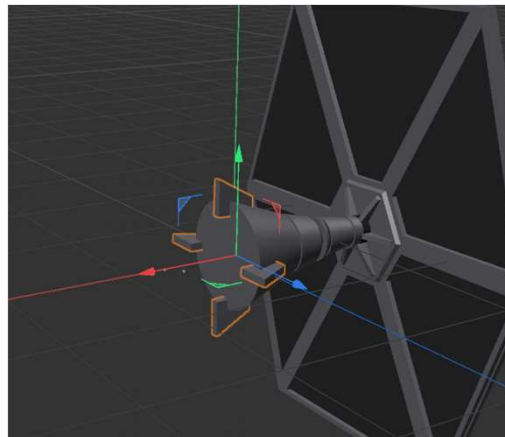
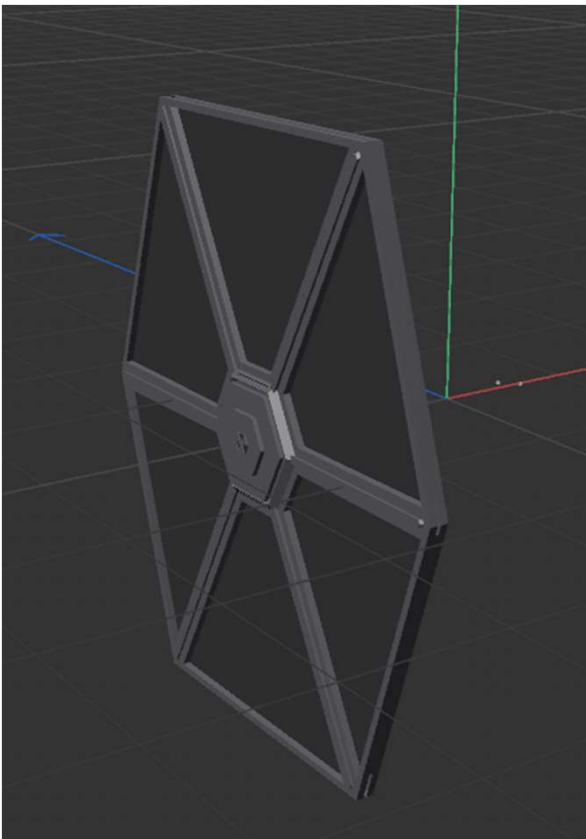
Kolegij: 3D modeliranje

Luka Kečkeš

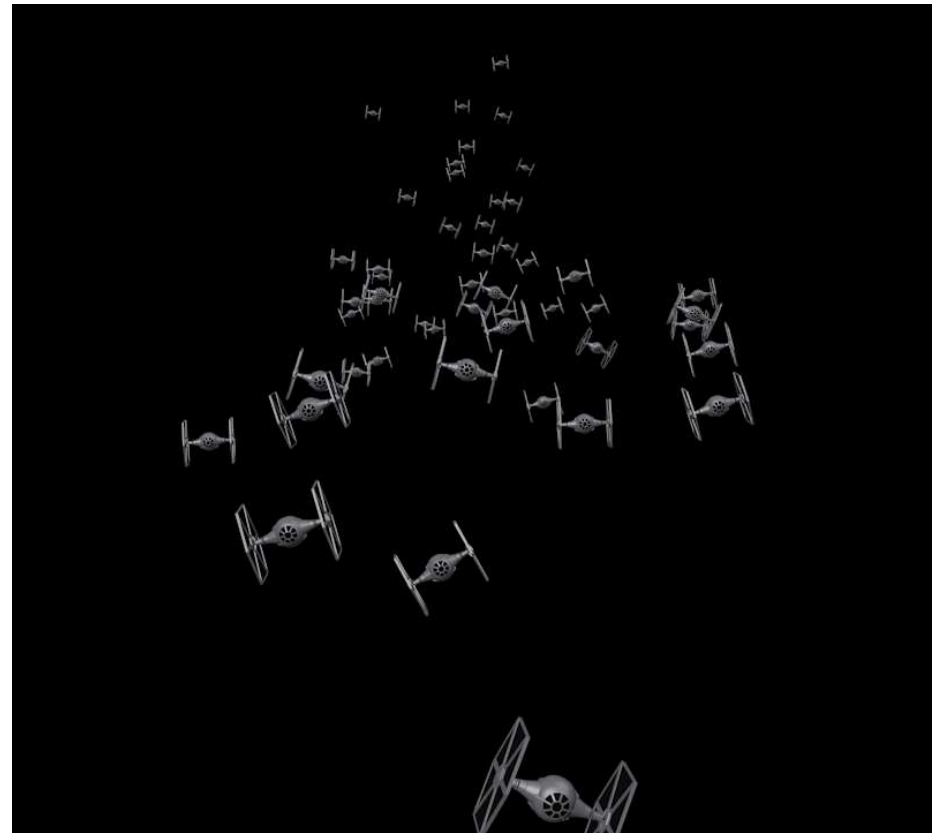
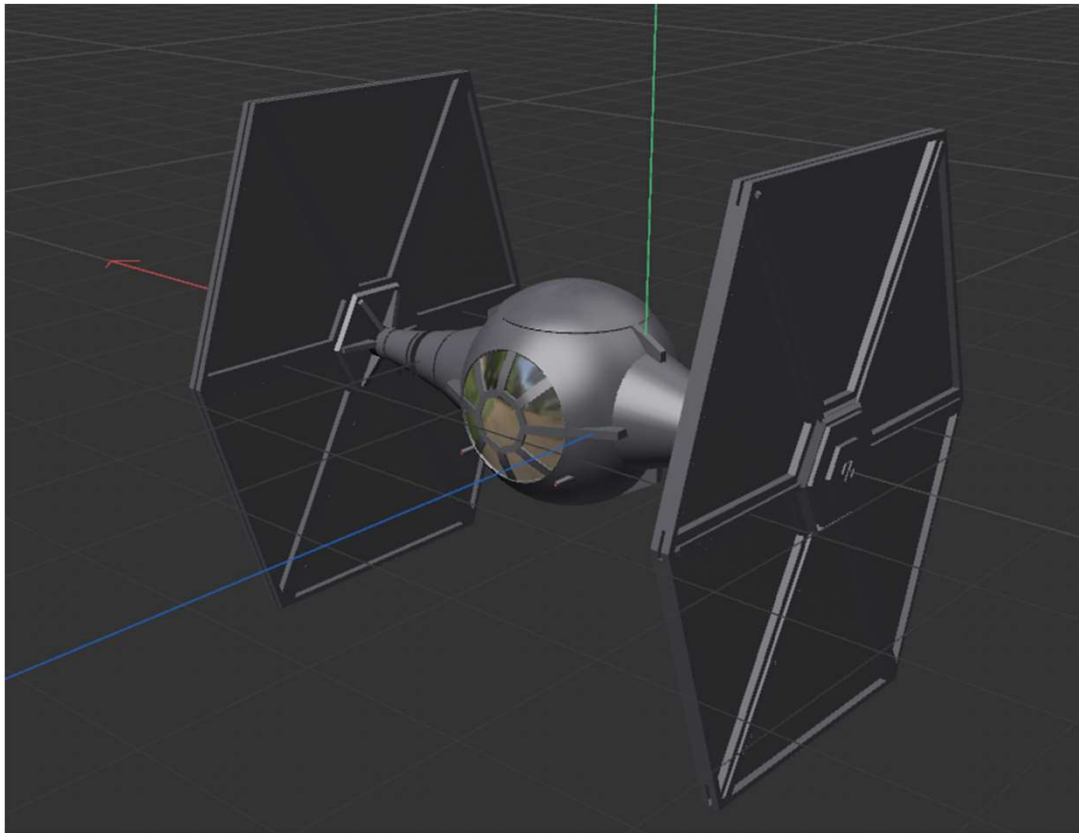


Inspiracija

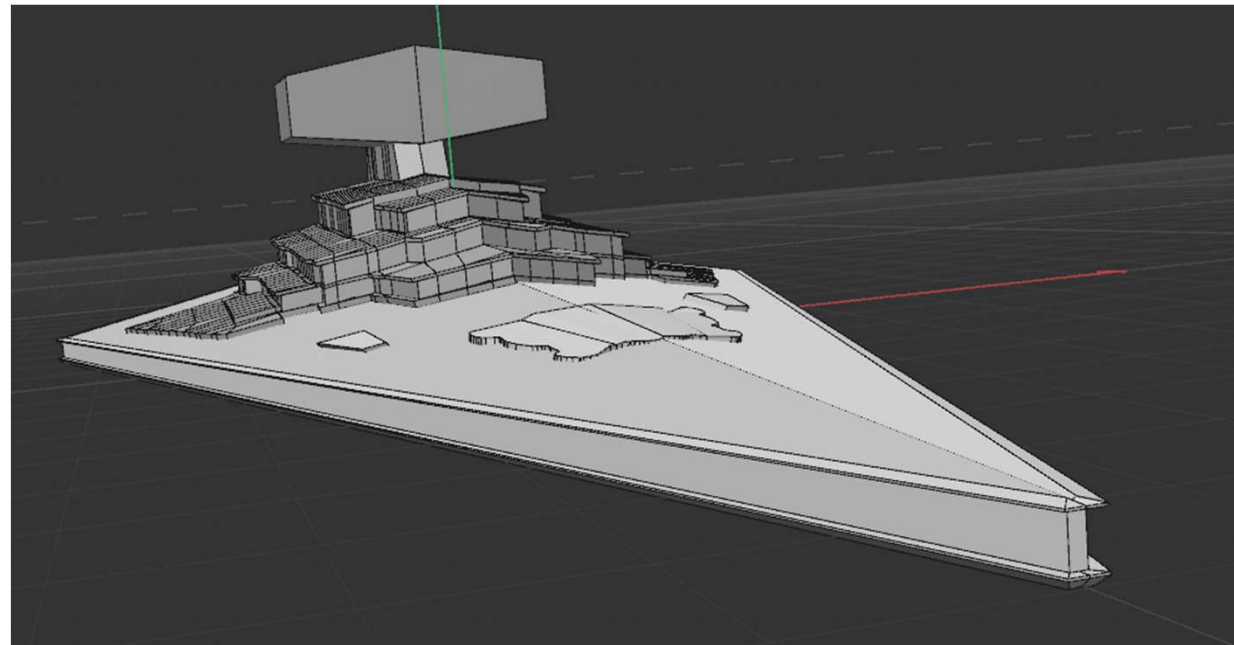
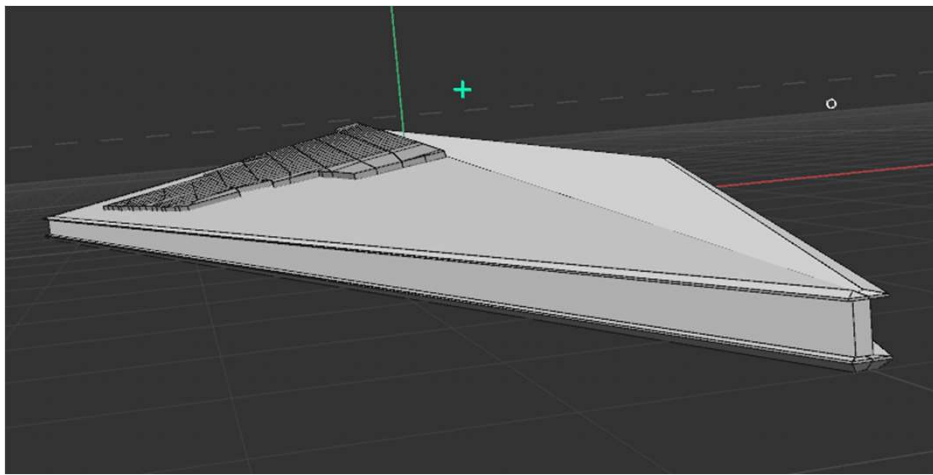
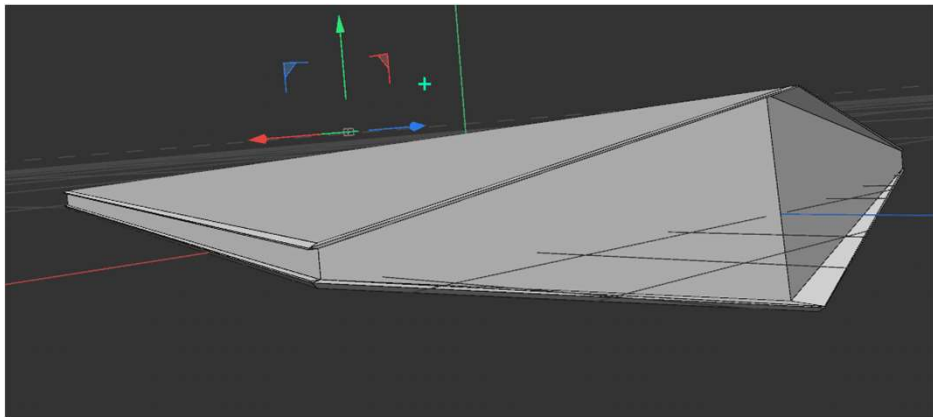
1. Faza: Izrada lovca



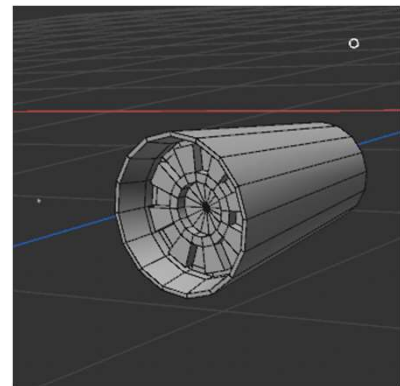
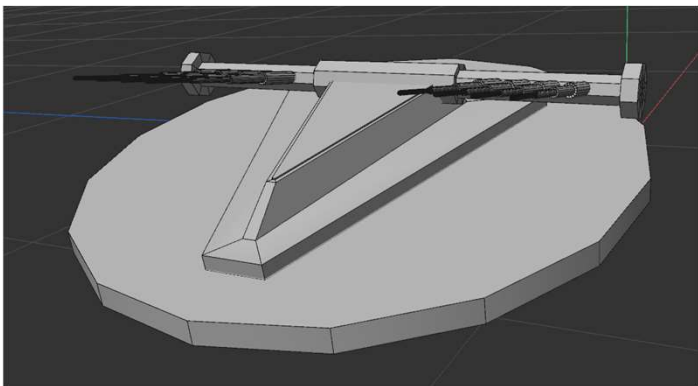
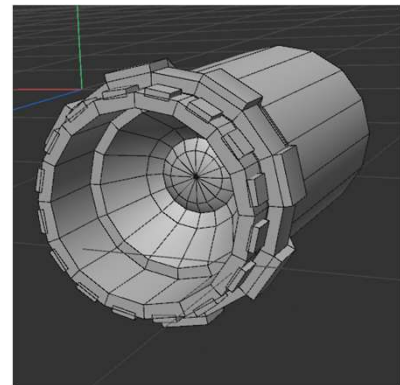
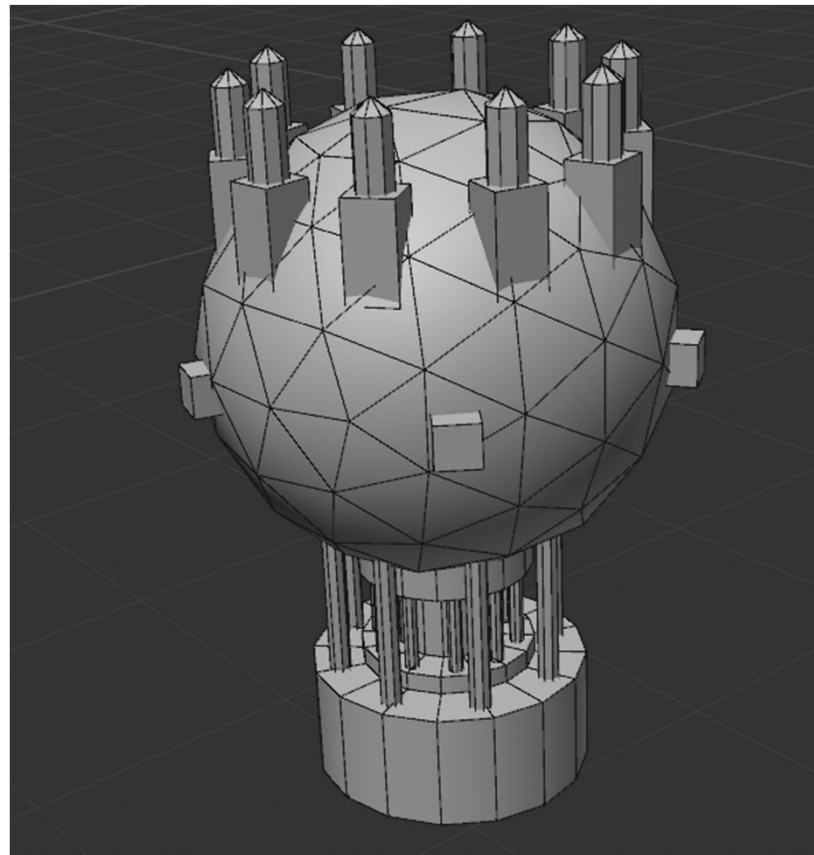
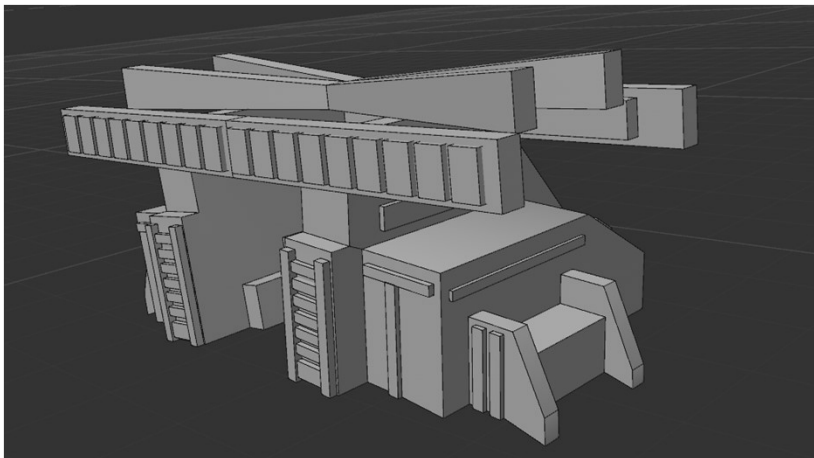
1. Faza: Izrada lovca



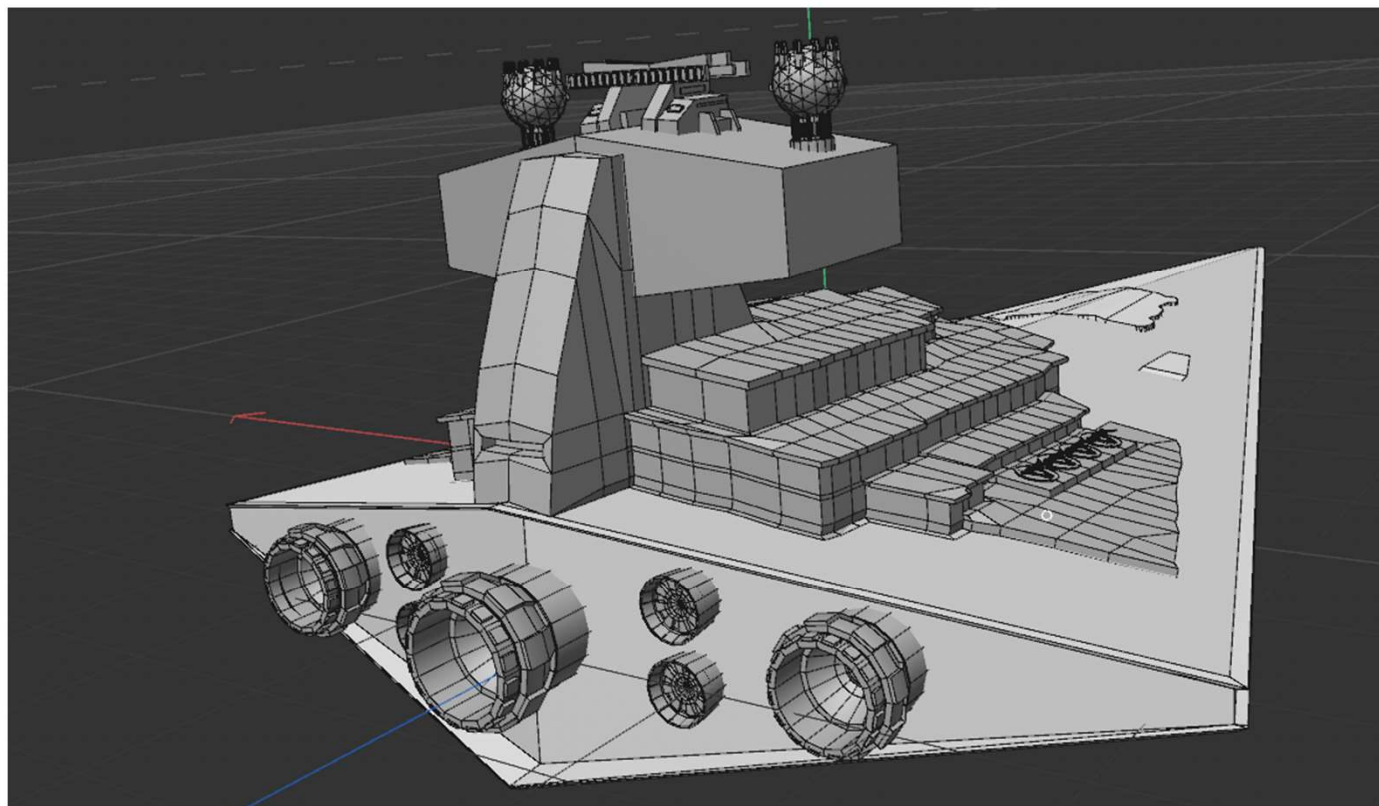
2. Faza: Kreiranje broda



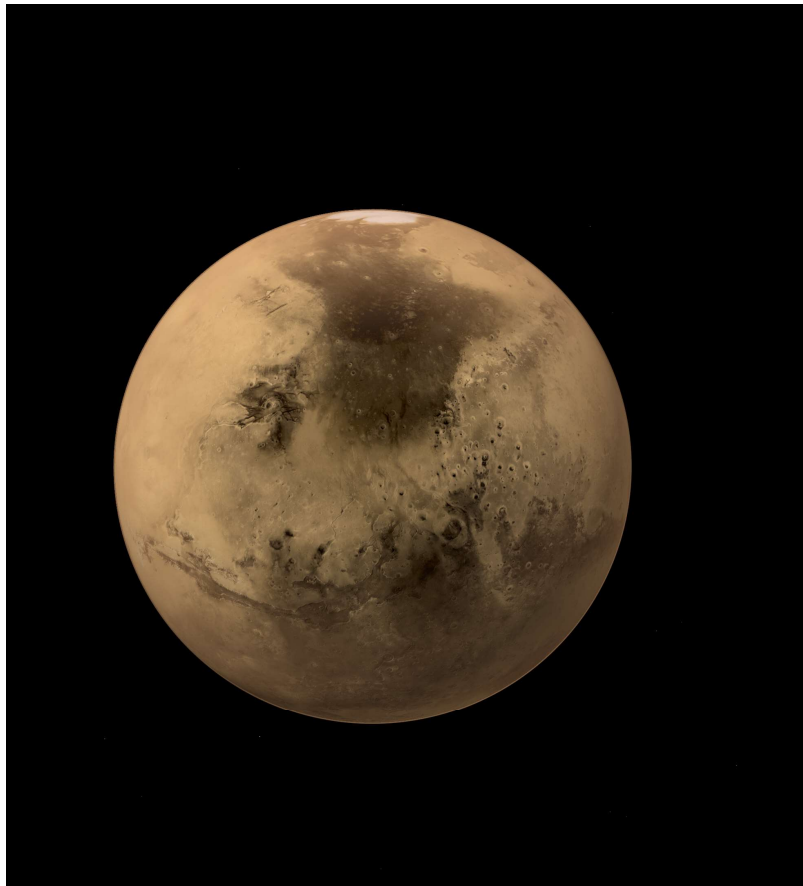
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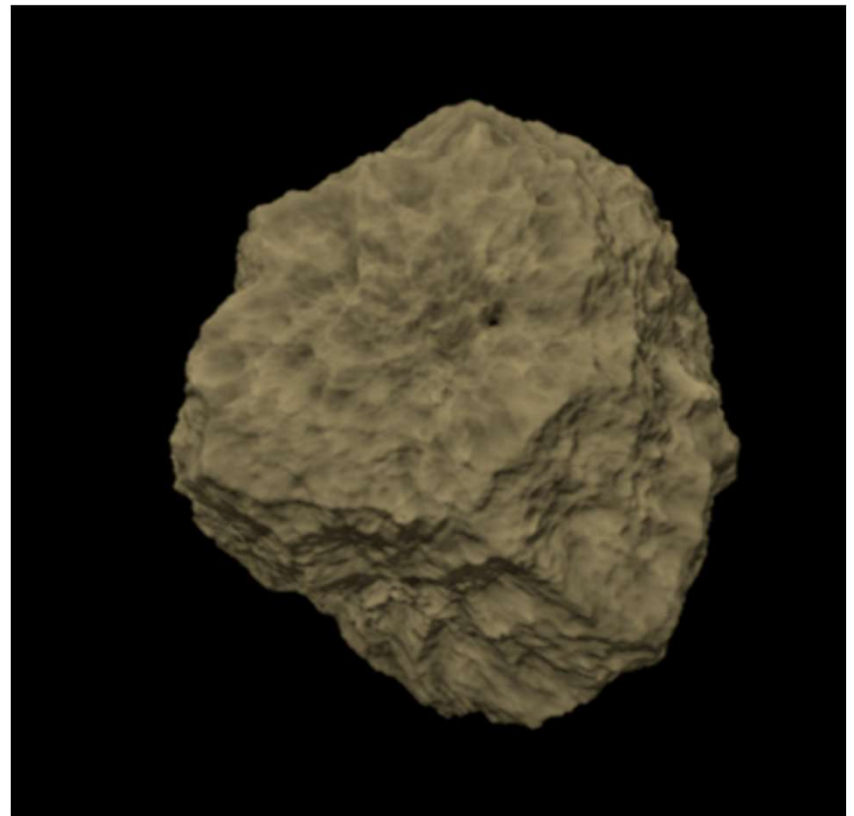
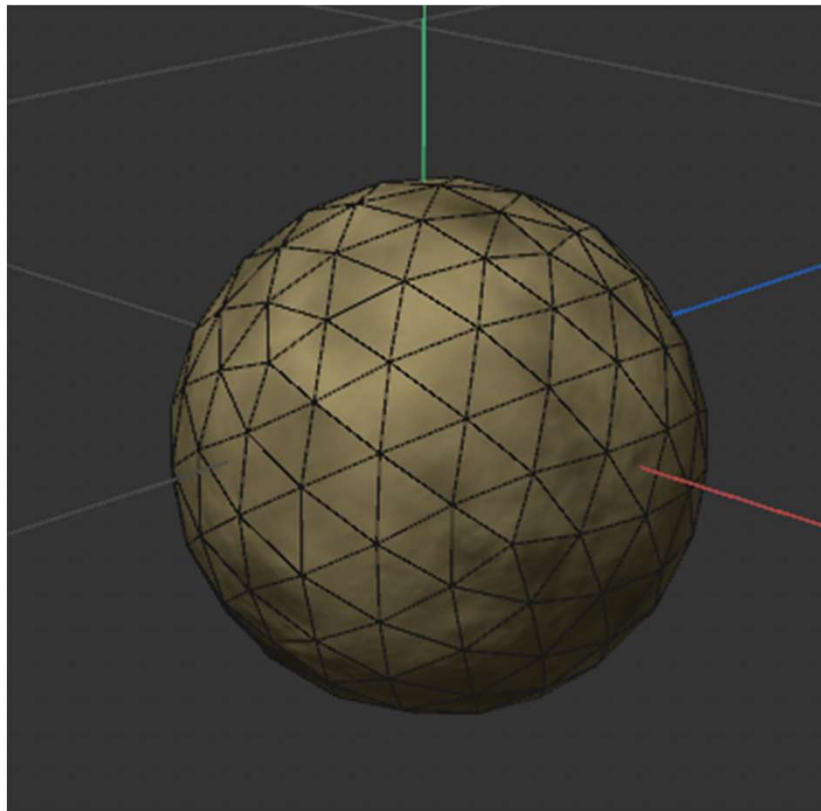
2. Faza: Kreiranje broda



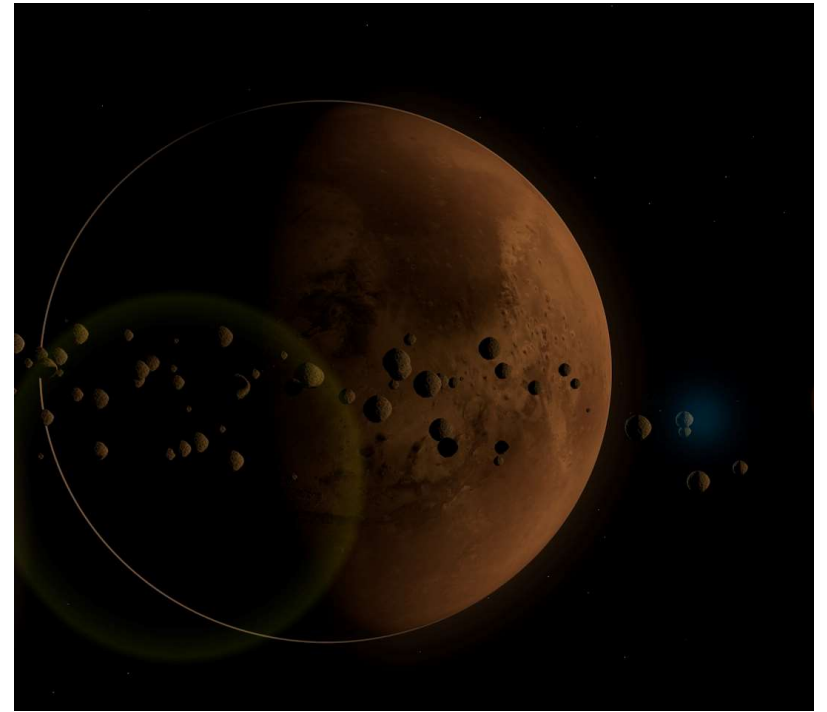
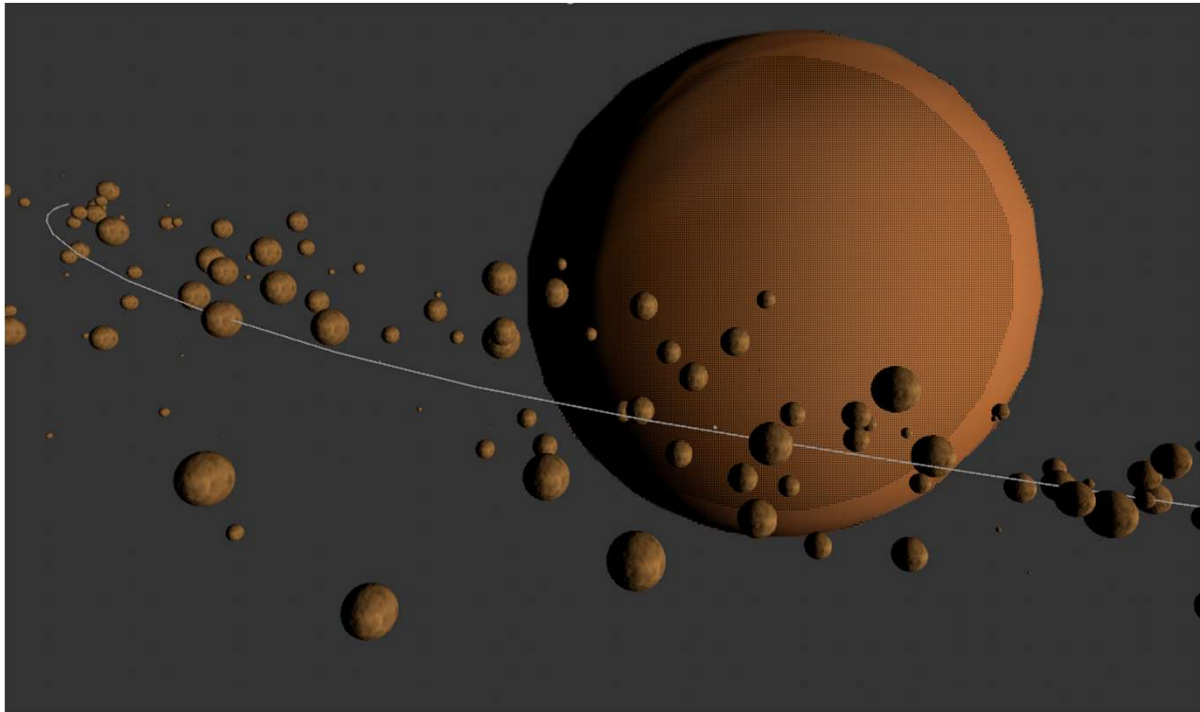
3. Faza: Stvaranje planeta



4. Faza: Asteroidni pojas



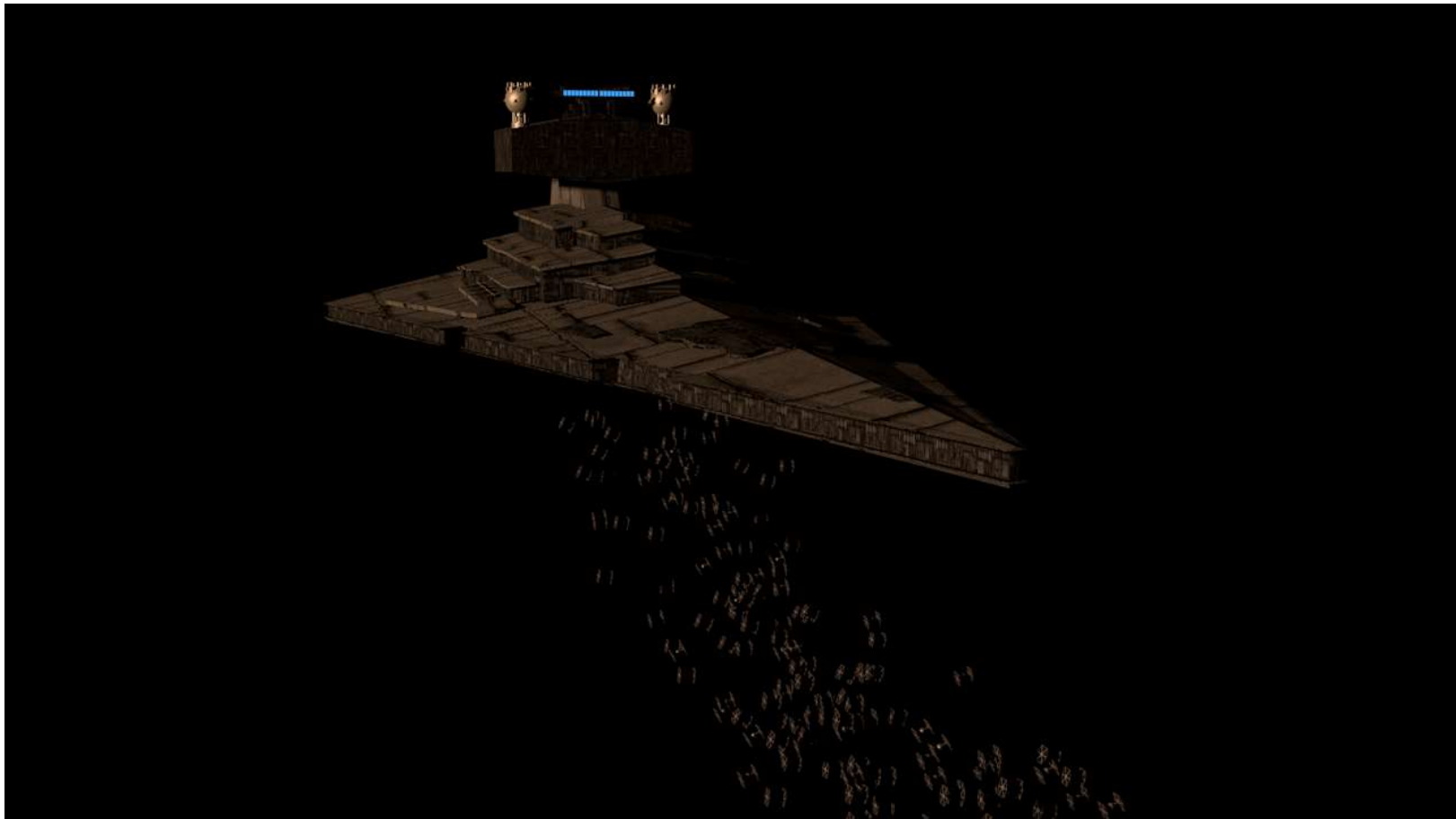
4. Faza: Asteroidni pojas



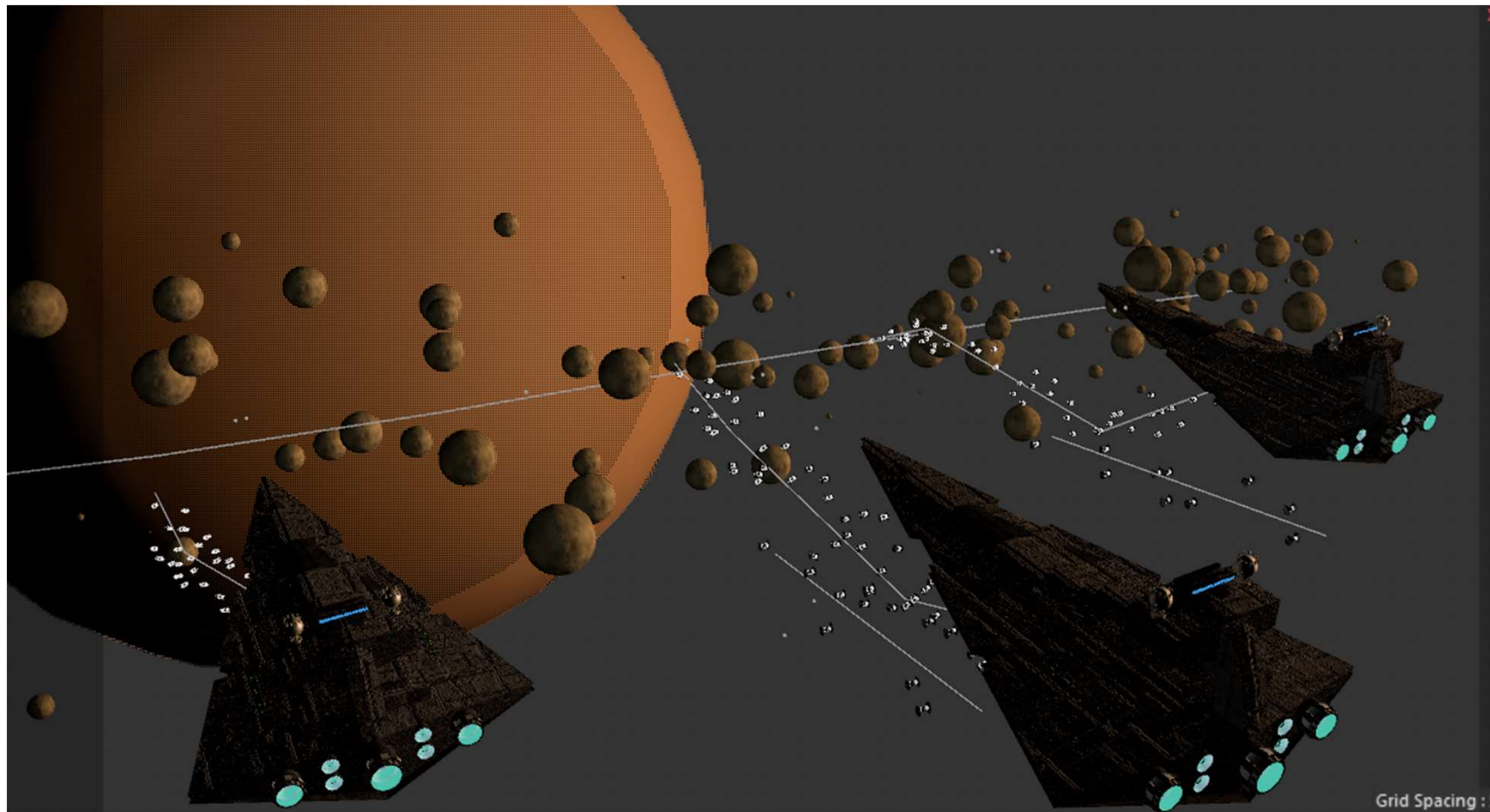
5. Faza: texture broda

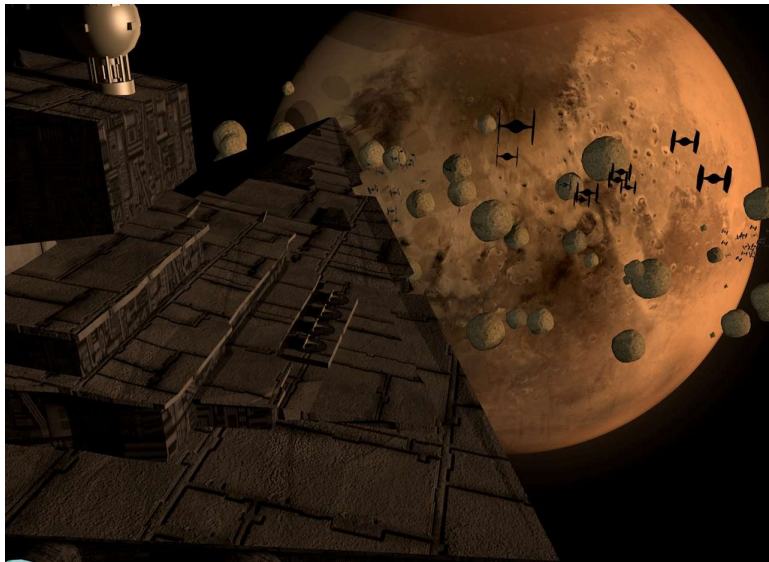
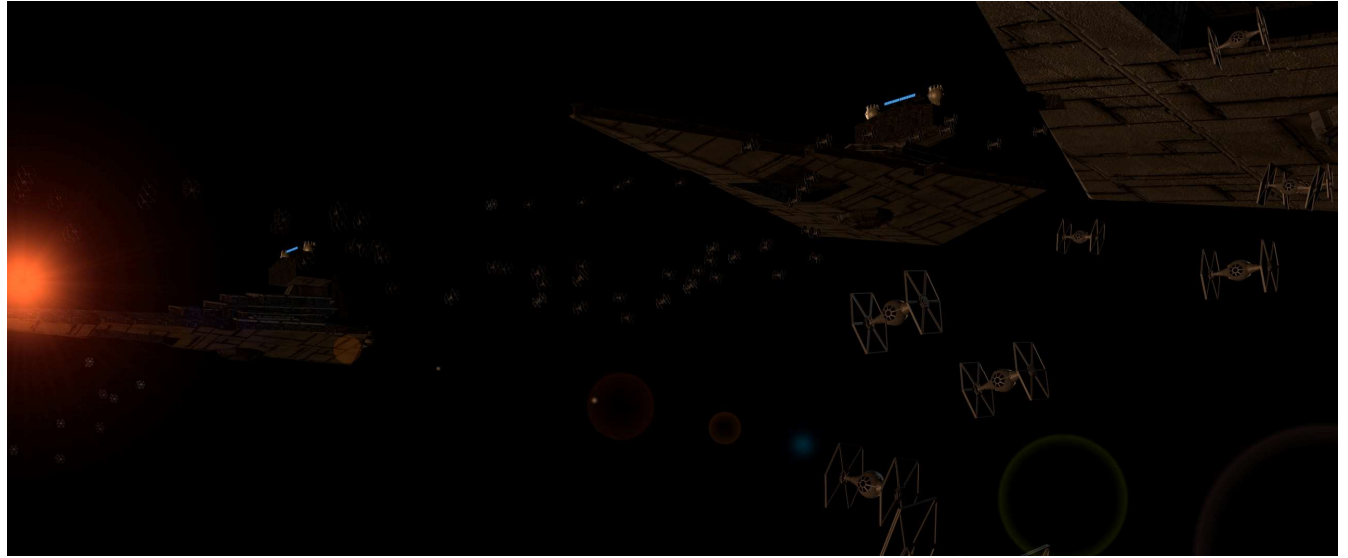
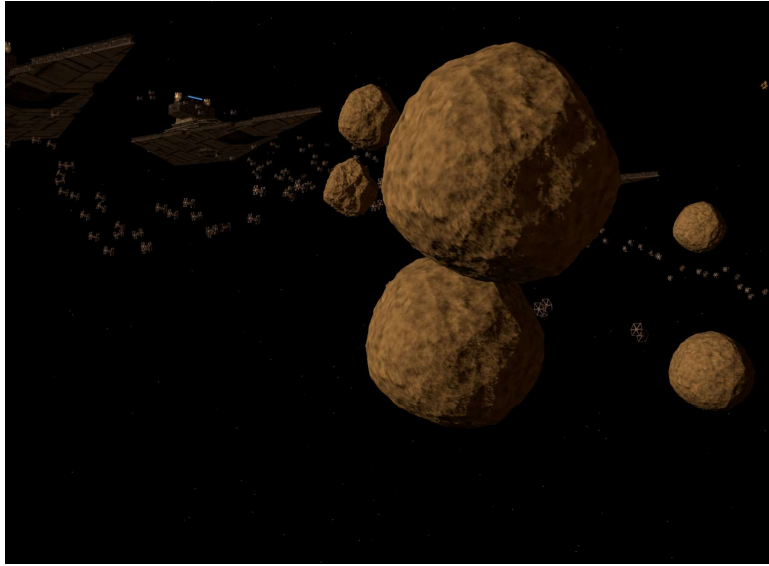


5. Faza: teksture broda

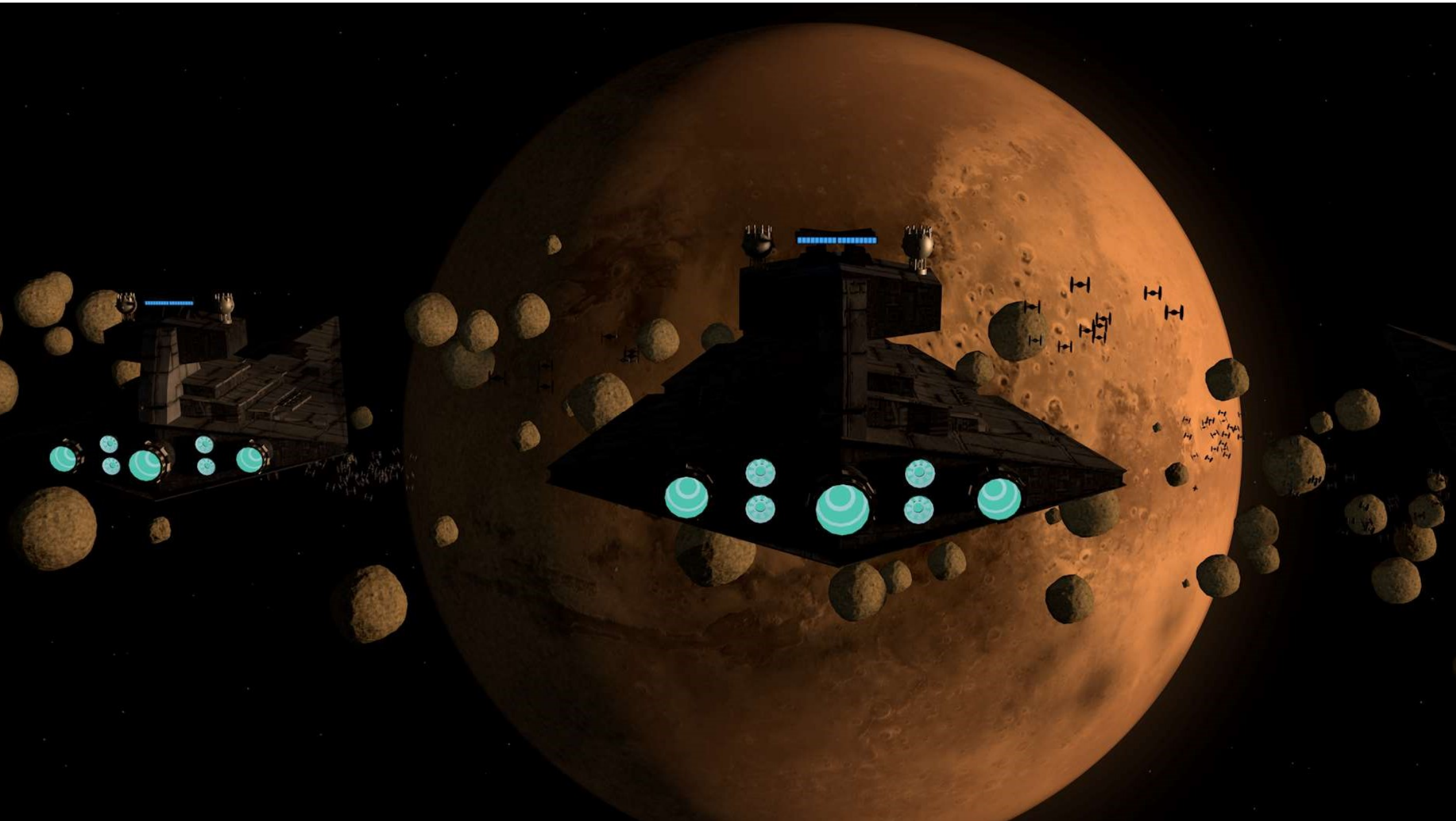


6. Pozicioniranje scene



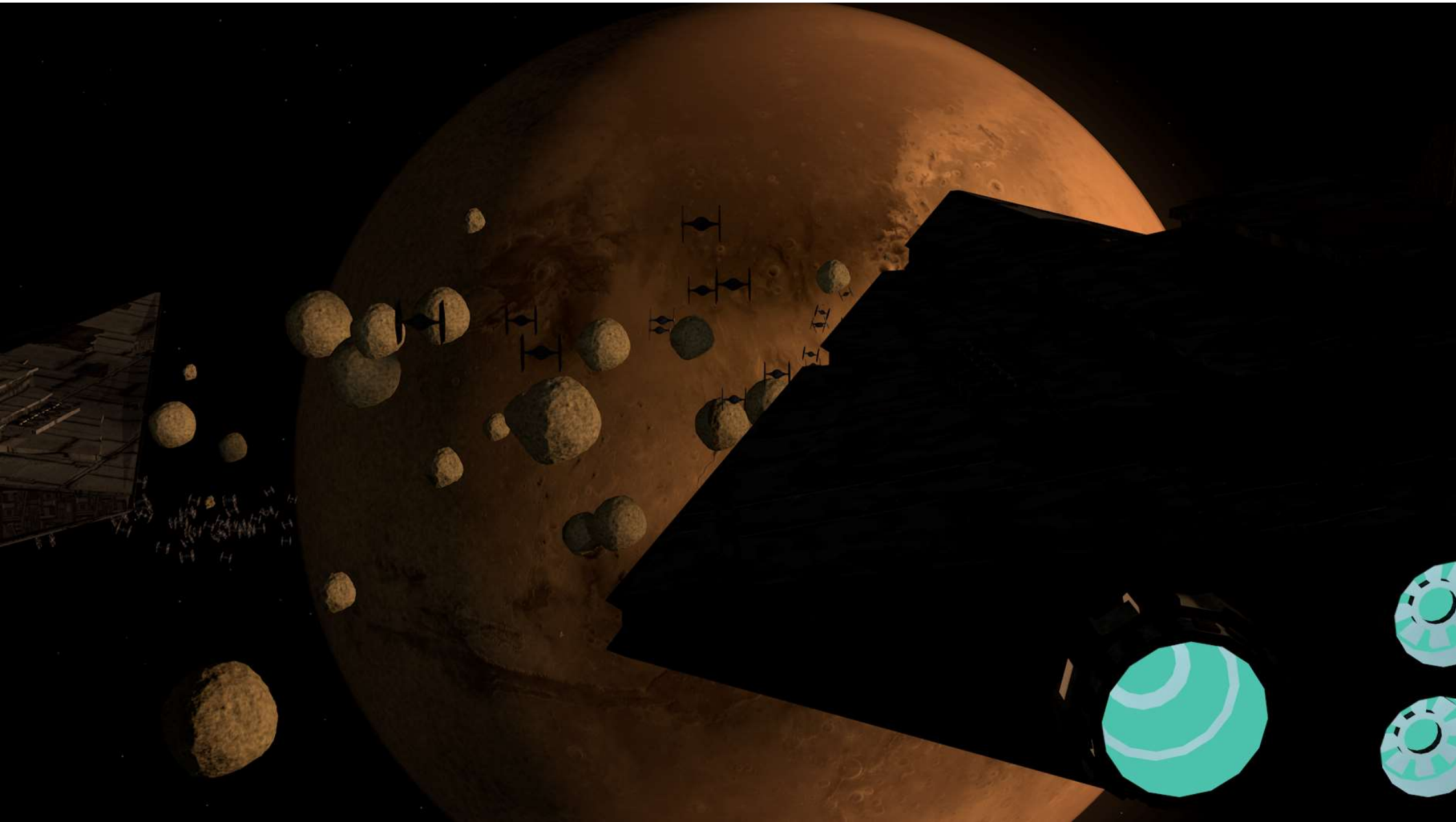


Renderi









Hvala na pažnji

Ima li pitanja?