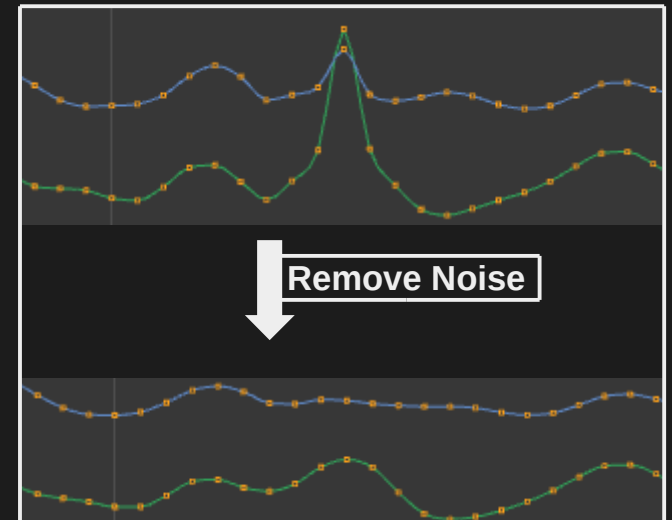
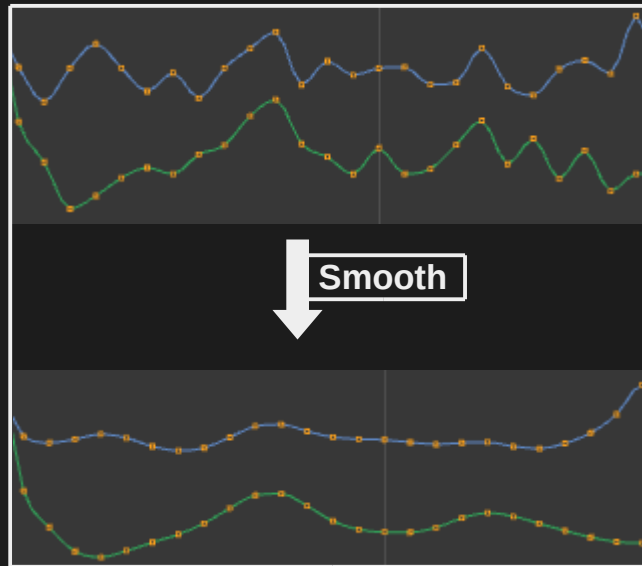
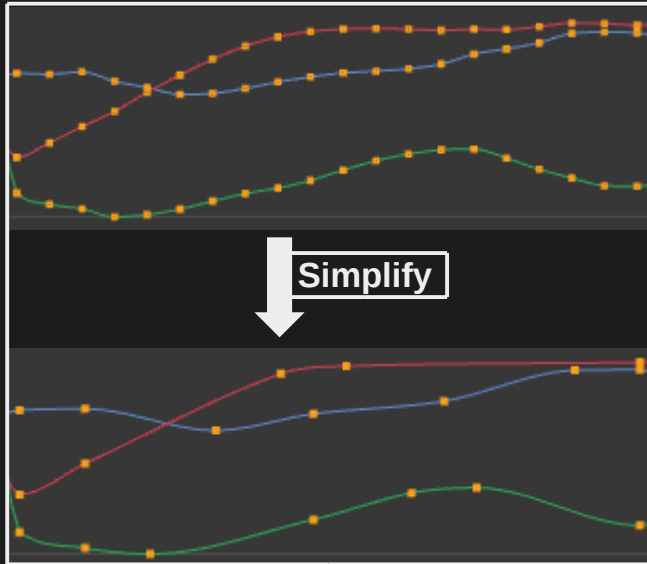


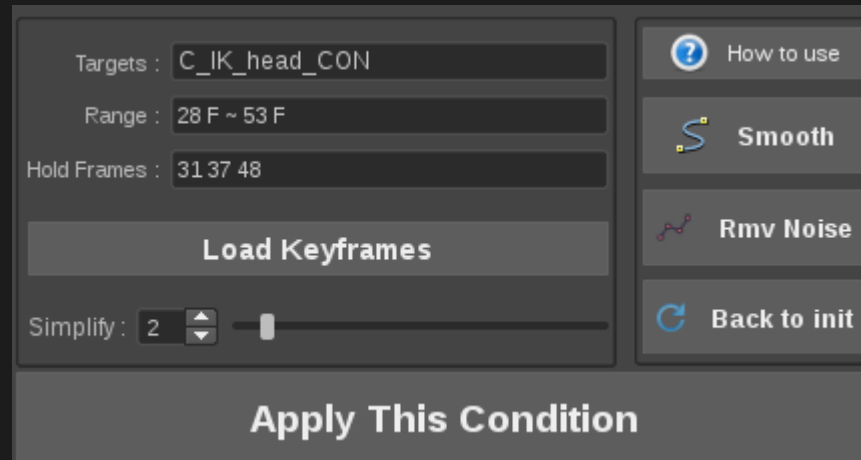
Simplify Curve >>>>

애니메이션 키 프레임 변형 툴



Simplify Curve >>>

사용 시 주의사항



- 대상 오브젝트에는 반드시 **Name Space** 가 **1개**만 있어야 한다 .
- Hold Frames 에 입력할 각 **프레임의 구분**은 **띄어쓰기**로 한다 .
- 반드시 **Apply This Condition** 버튼을 클릭하여 적용한다 .
- 한꺼번에 너무 많은 컨트롤러들을 실행하면 무거워질 수 있다 .

Simplify Curve >>>>

Targets : root_CON L_IK_hand_CON
Range : 51F ~ 106 F
Hold Frames : 56 75 83

Load Keyframes

Simplify : 3

Apply This Condition

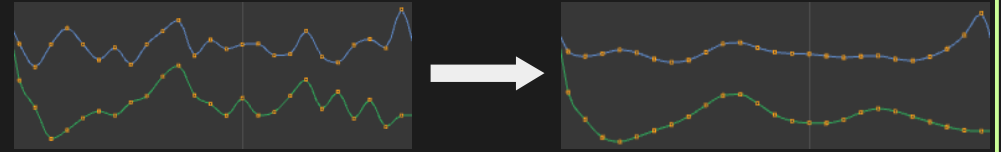
How to use

Smooth

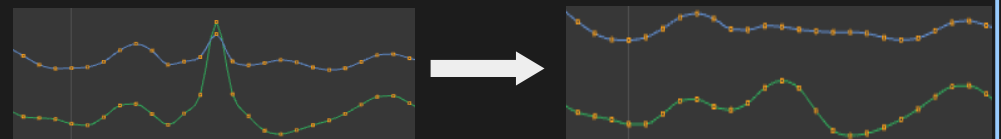
Rmv Noise

Back to init

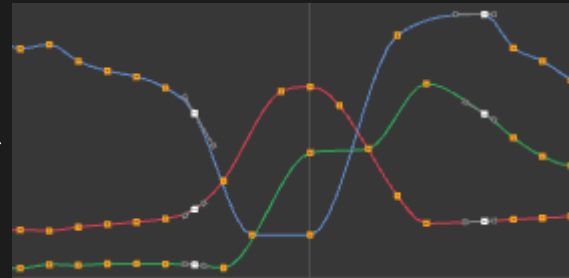
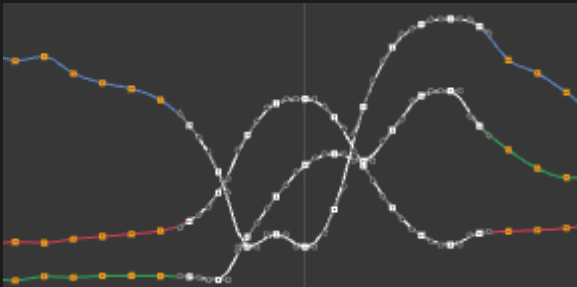
Smooth : Smooth 효과를 준다 .



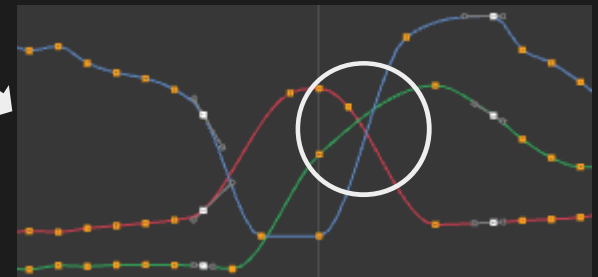
Remove Noise : 튀는 부분을 제거한다 .



Simplify Curve : 키프레임을 선택하고 Load Keyframes 클릭 .



Simplify : 15

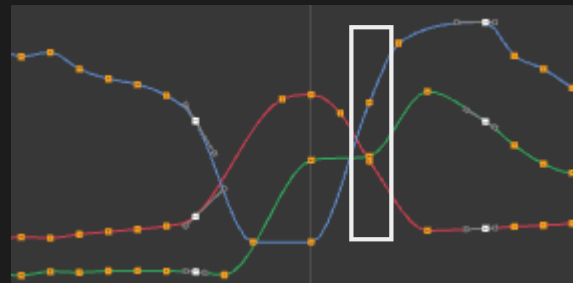


Simplify : 19

Hold Frames : 74 71 76

Hold 할 프레임들을 띄어쓰기로 구분하여 적어주도록 한다 .

정리가 끝났으면 Apply This Condition 버튼을 눌러서 적용한다 .



Simplify 수치를 올리면 그래프의 모양이 크게 변형되어버린다 . 그러므로 Hold Frames 에 해당 프레임을 입력하여 변형되지 않도록 잡아준다 .

Hold Frames : 74