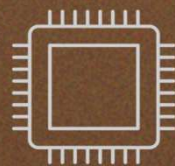
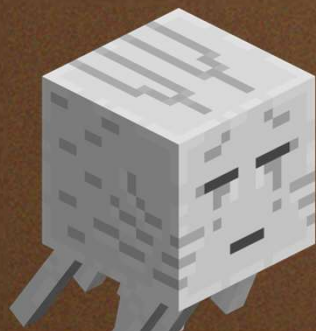


MINECRAFT

Minecraft Blockbench 3D建模



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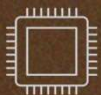
MINECRAFT



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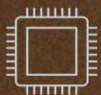
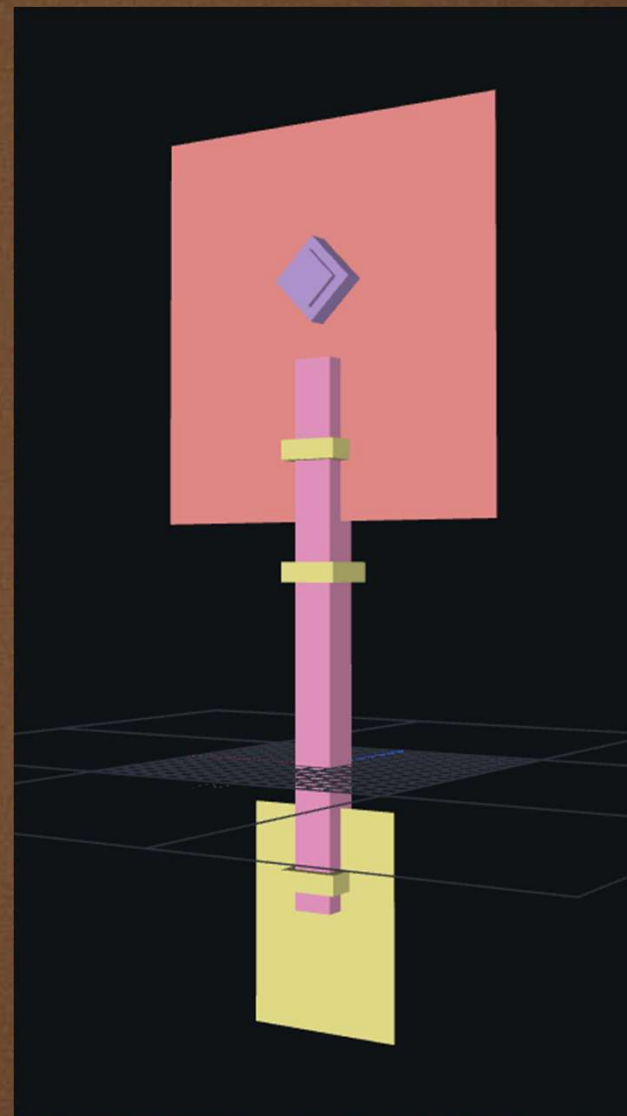
能量球魔法棒

- 用方块元素组合生成模型框架。
- 创建纹理，绘制魔法棒皮肤
- 添加能量球动画

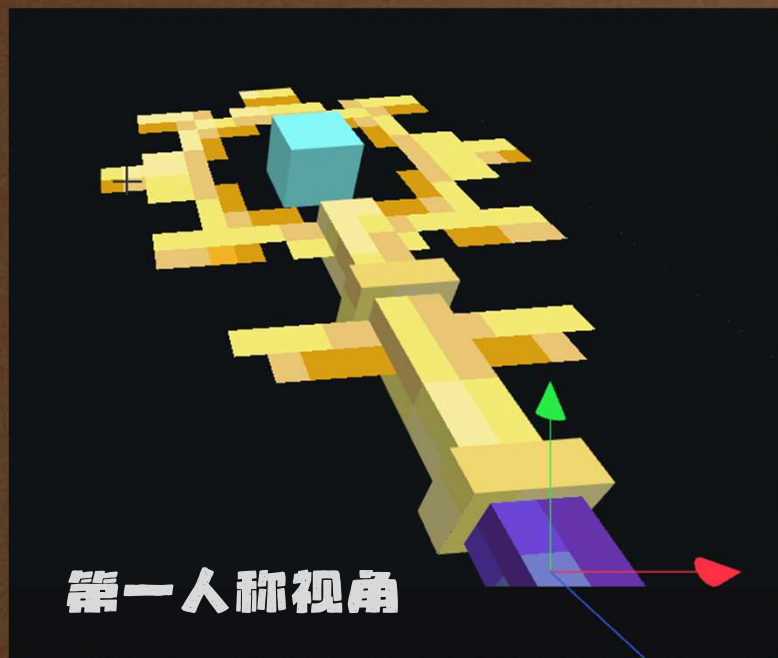


生成模型框架

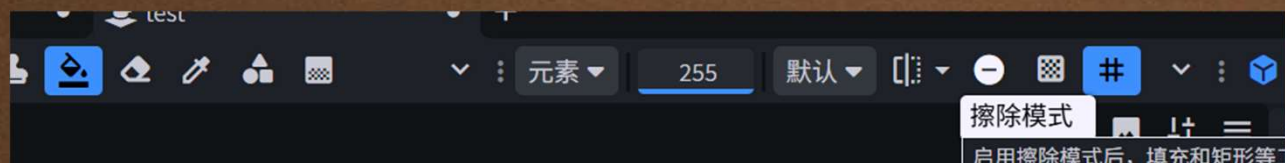
- 注意魔法棒尺寸，显示调整查看比例
- 注意重叠的元素：魔法球光束元素
- 大图案：19x20x0
- 小图案：8x11x0
- 主体：2x27x2



根据不同视角查看效果

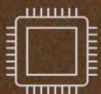
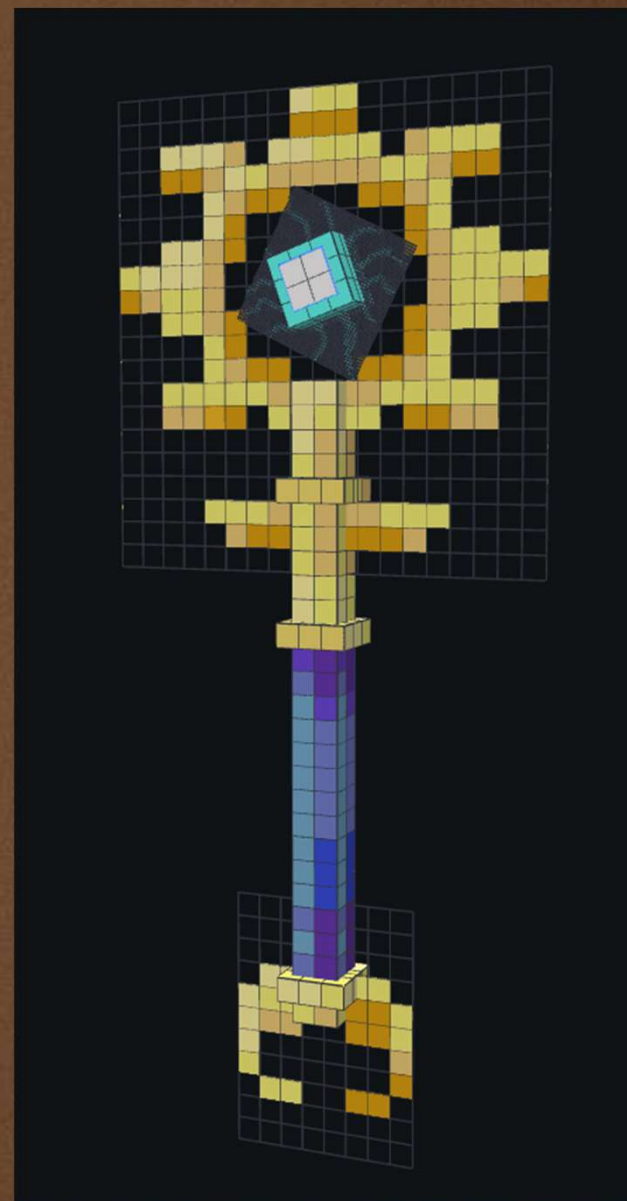


绘制主体皮肤



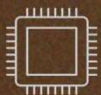
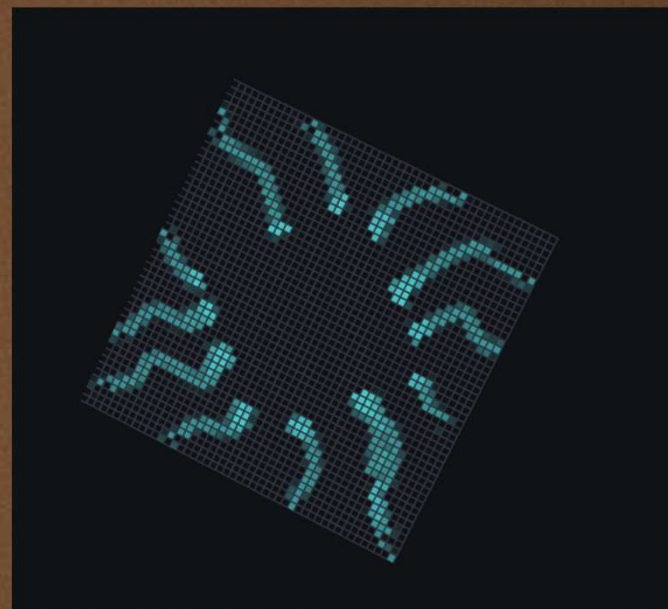
- 对图案的元素进行擦除
- 注意图案的对称
- 注意不同色块表达明暗及纹理

- #fff4a3  #faf178 
- #f0cc77  #dfa211 
- #76acd0  #7681d0 
- #394ddb  #6937b0 



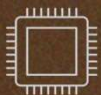
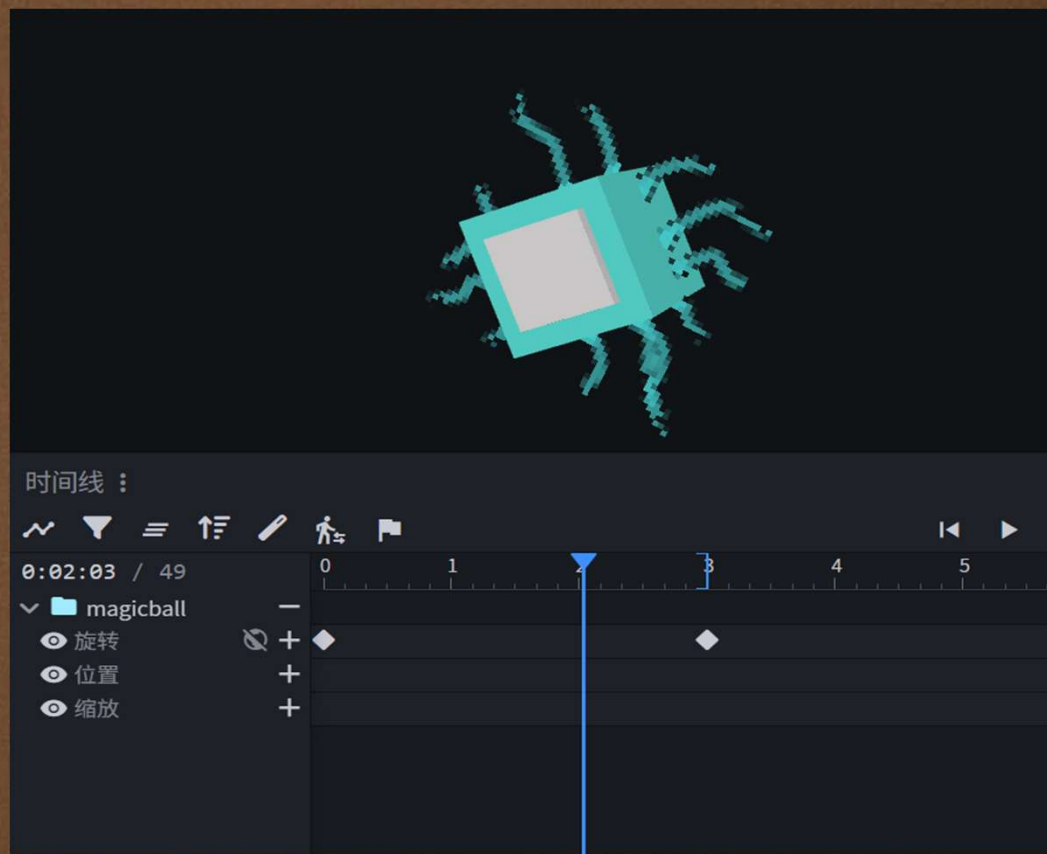
绘制能量球光束

- 注意画笔参数调节：
- 笔尺寸，透明度，羽化边缘 2, 100, 30
- 实现光束离球近的地方更亮，逐渐消散的效果
- #65fbf0 



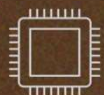
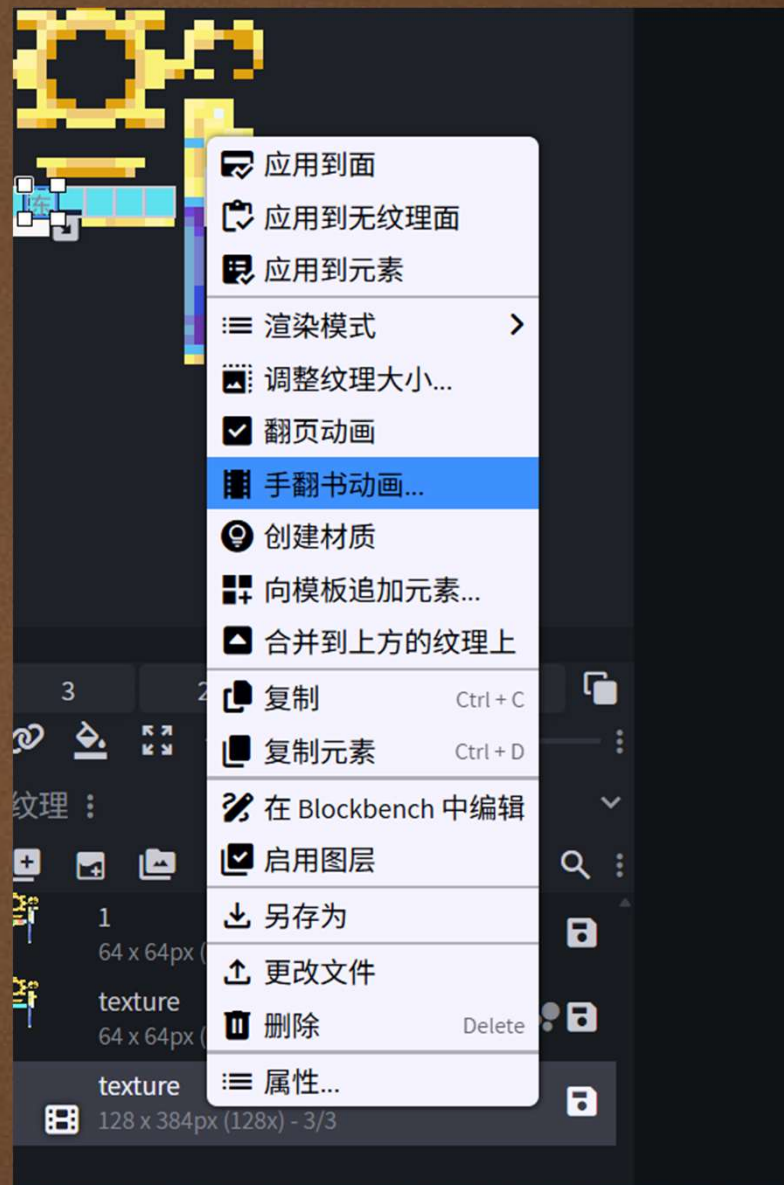
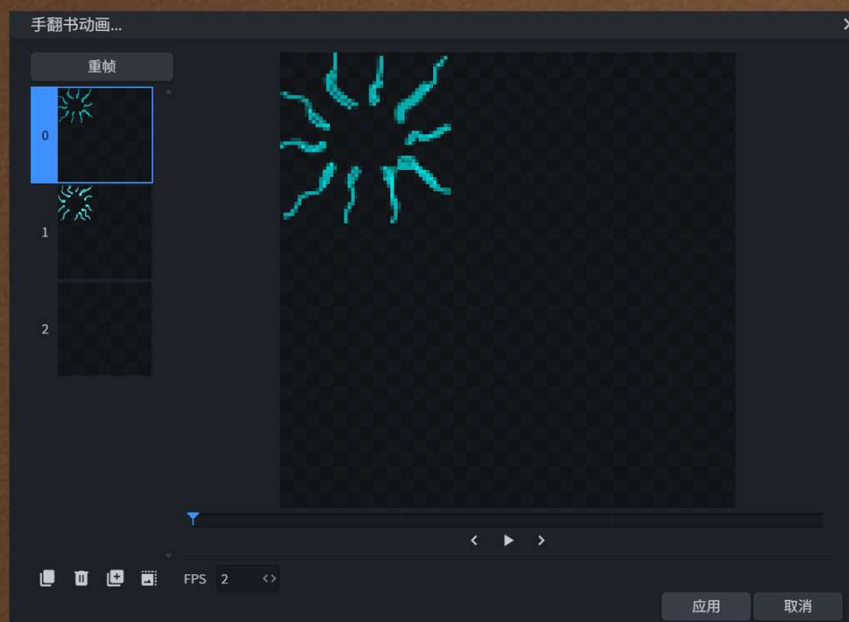
创建能量球旋转动画

- 创建两个关键帧
- Z 轴360度旋转



创建光束旋转动画

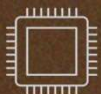
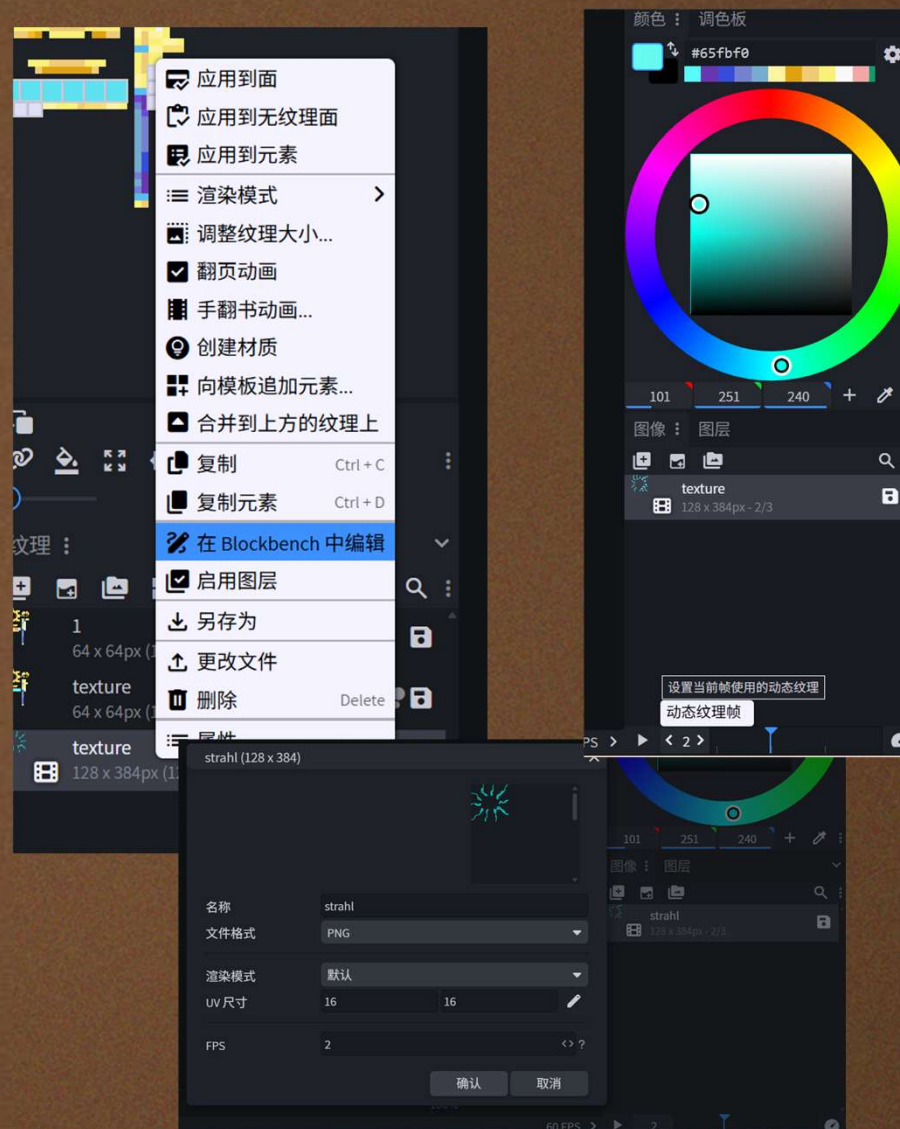
- 皮肤动画实现光束旋转效果
- 创建动画纹理关键帧



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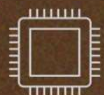
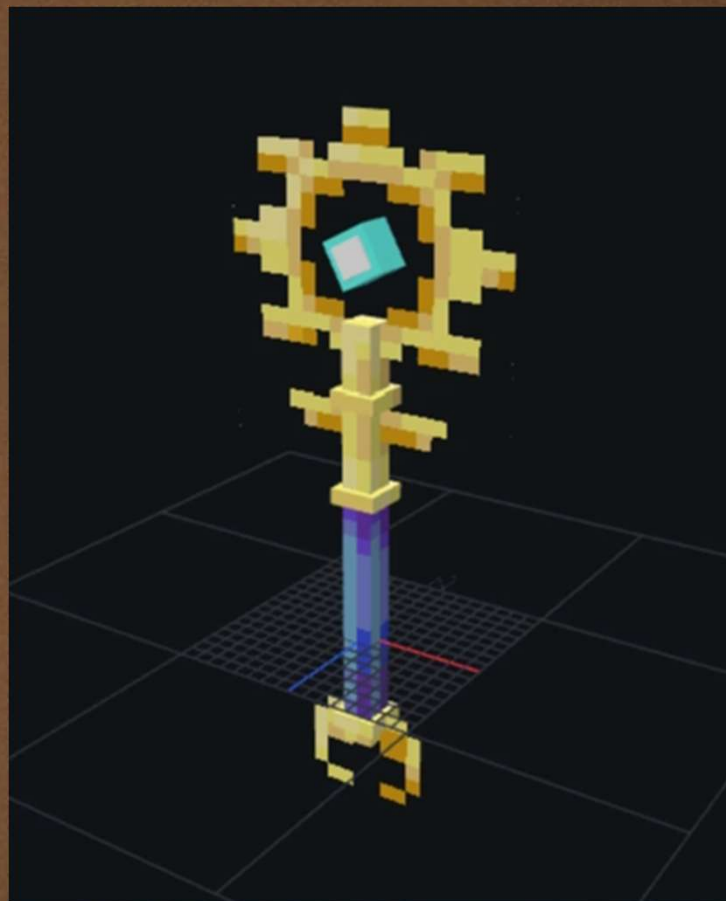
创建光束旋转动画

- 编辑手动翻书动画关键帧
- 换到需要编辑的关键帧
- 绘制关键帧
- 调整帧与帧之间的播放速度FPS



能量球魔法棒

• 旋转能量球魔法棒视频播放



THANK YOU

