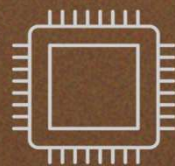
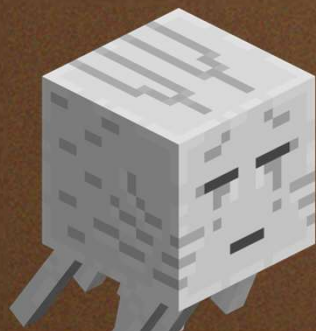


MINECRAFT

Minecraft Blockbench 3D建模

模型免费下载: <https://teacher-ma.de/minecraft-model-bulbasaur.php>



TEACHER MA



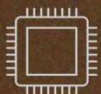
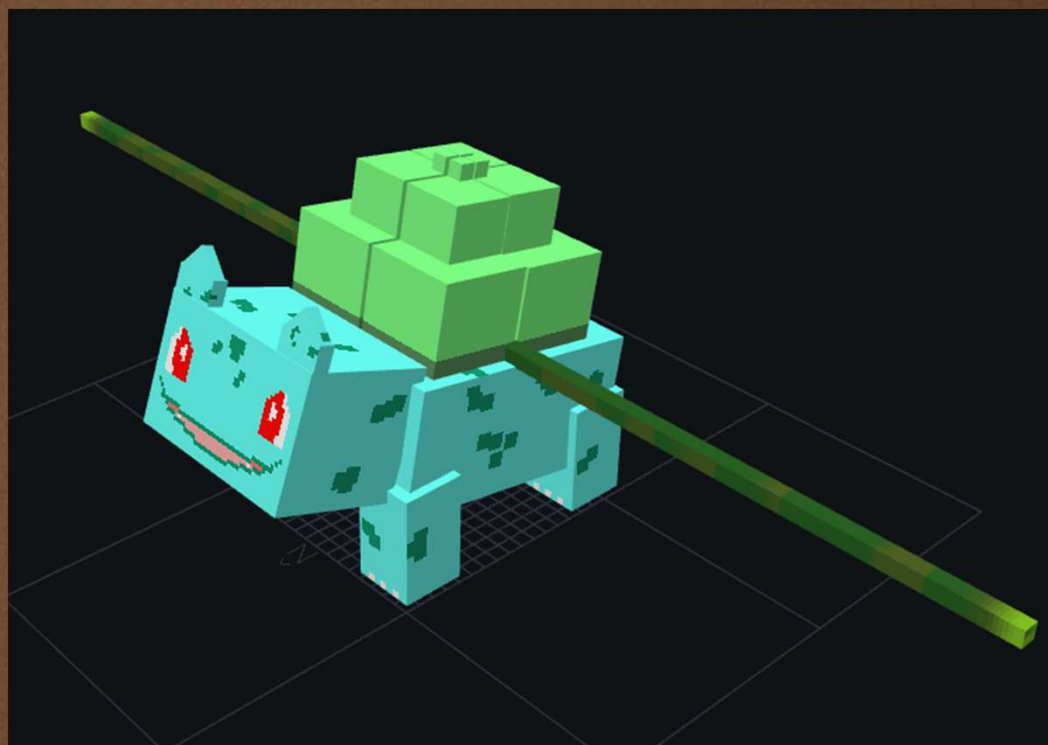
MINECRAFT



Loading.....

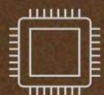
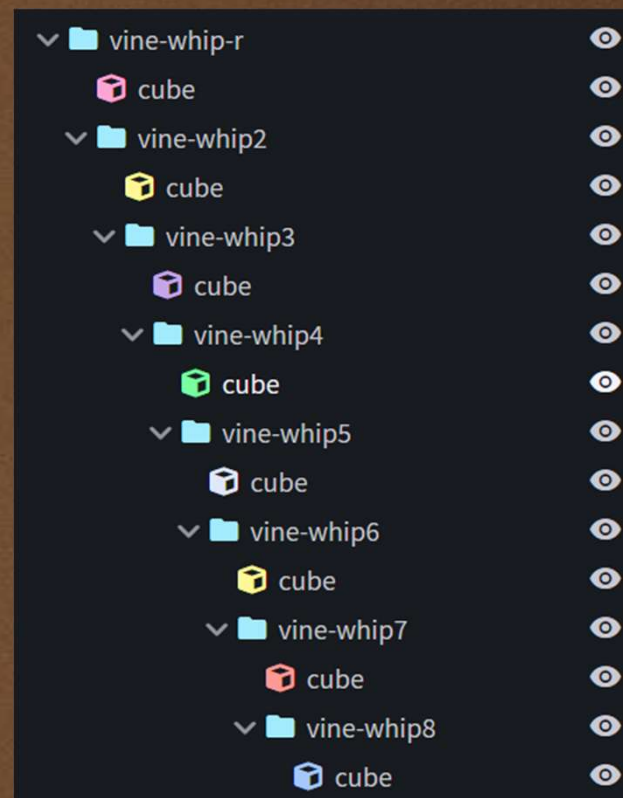
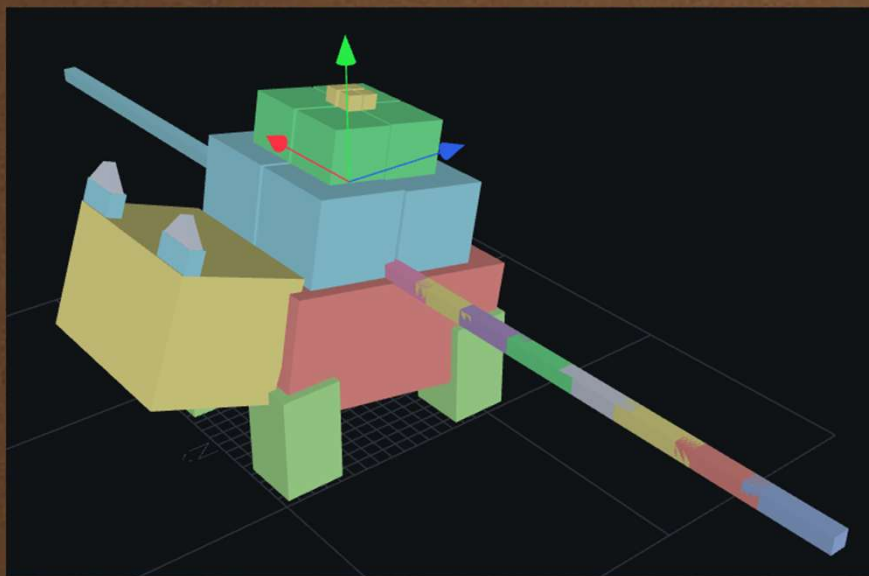
妙蛙种子模型藤鞭动画

- 用方块元素组合生成模型框架。
- 创建纹理，绘制妙蛙皮肤
- 添加藤鞭动画



生成模型框架

- 种子包分为三层，身体和头部有角度转
- 藤编分为8块，分组为嵌套式



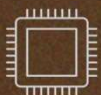
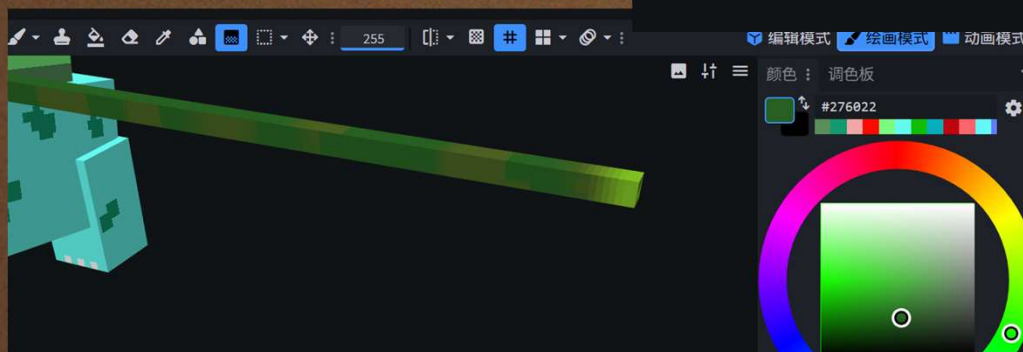
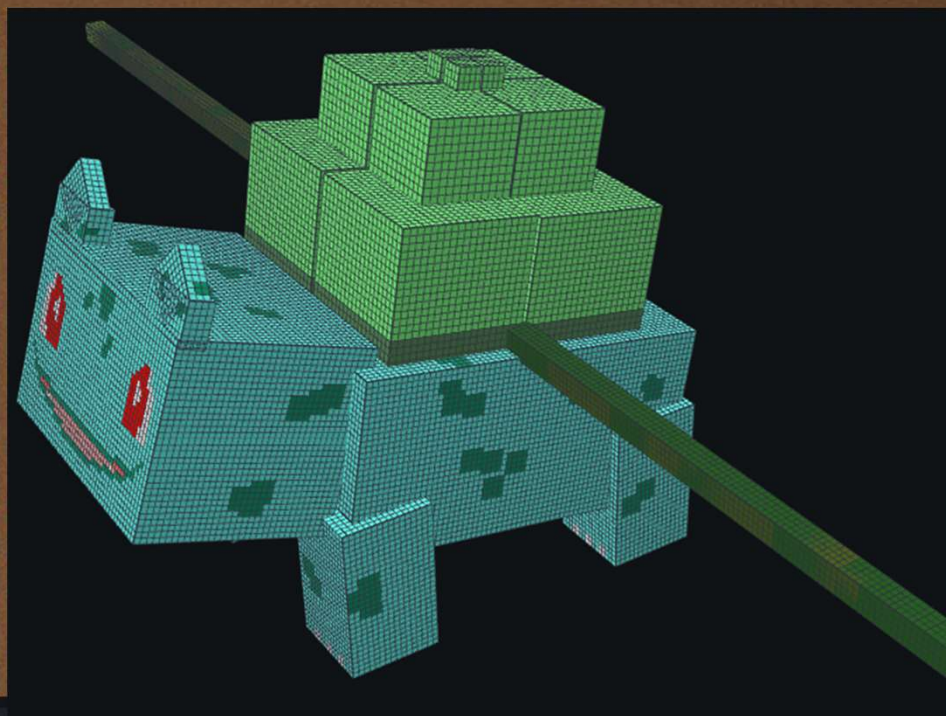
绘制主体皮肤

- 藤编用到渐变工具
- 注意不同色块表达明暗及纹理

• #65fbf0  #7cfd82 

• #ff0902  #f1a8a6 

• #129b6f  #5a8f5d 

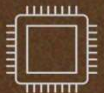
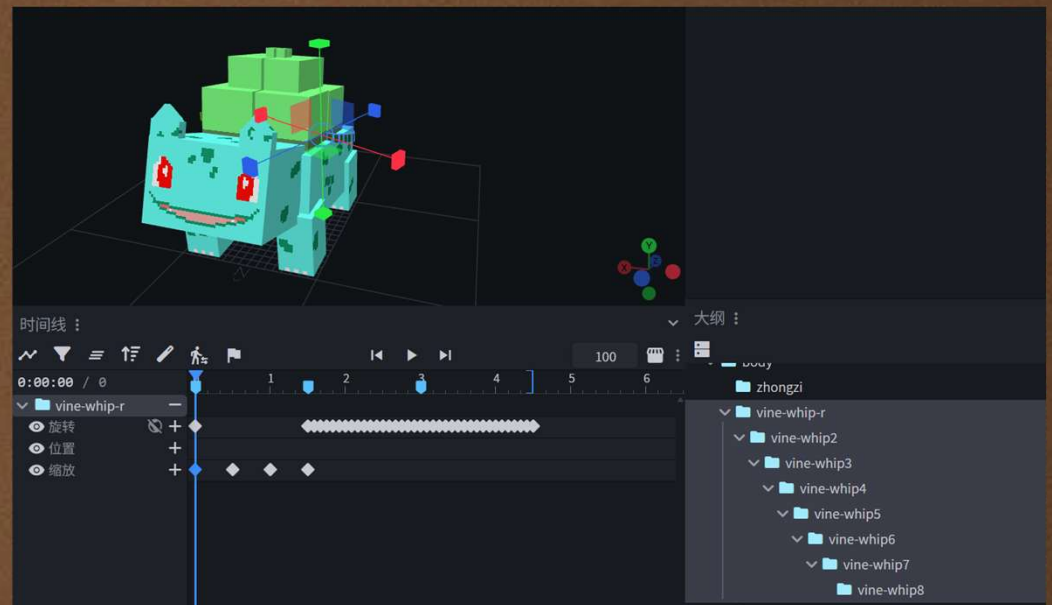
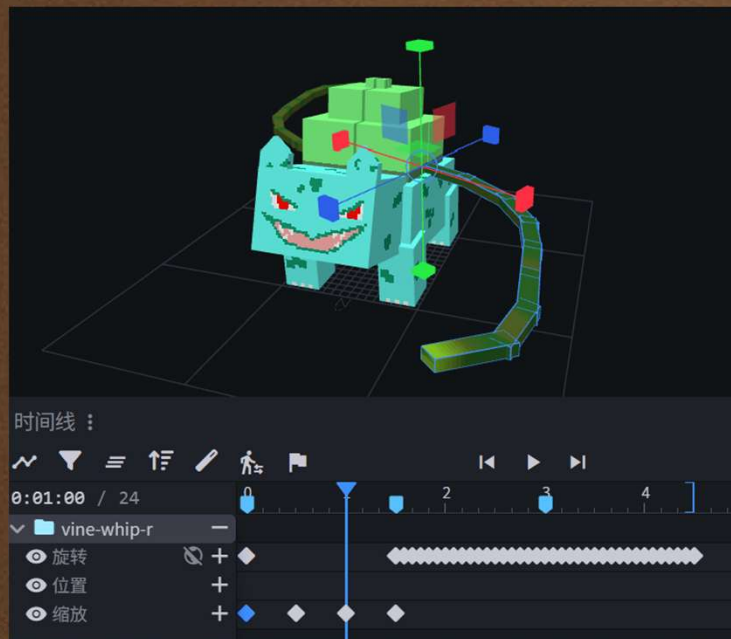


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模型免费下载: <https://teacher-ma.de/minecraft-model-bulbasaur.php> 5

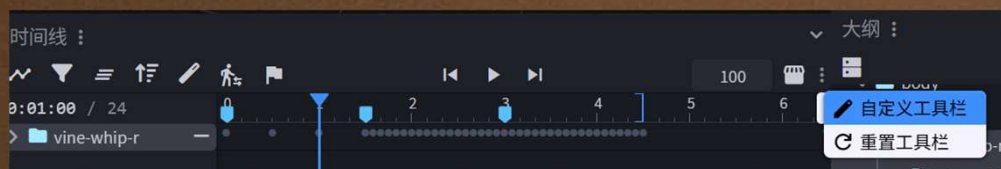
创建妙蛙藤鞭动画

- 0秒关键帧做收回藤鞭的缩放变换
- 后续添加过渡帧



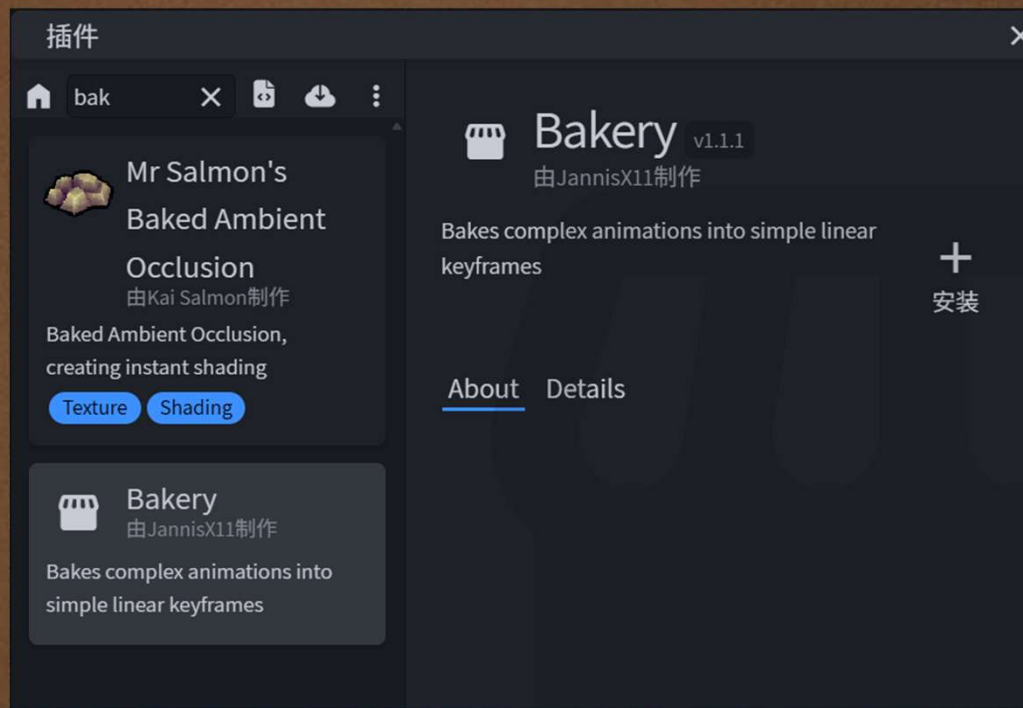
藤鞭动画用到的新动画工具

- 翻转动画功能：如果没有显示，请根据图片添加到关键帧窗口



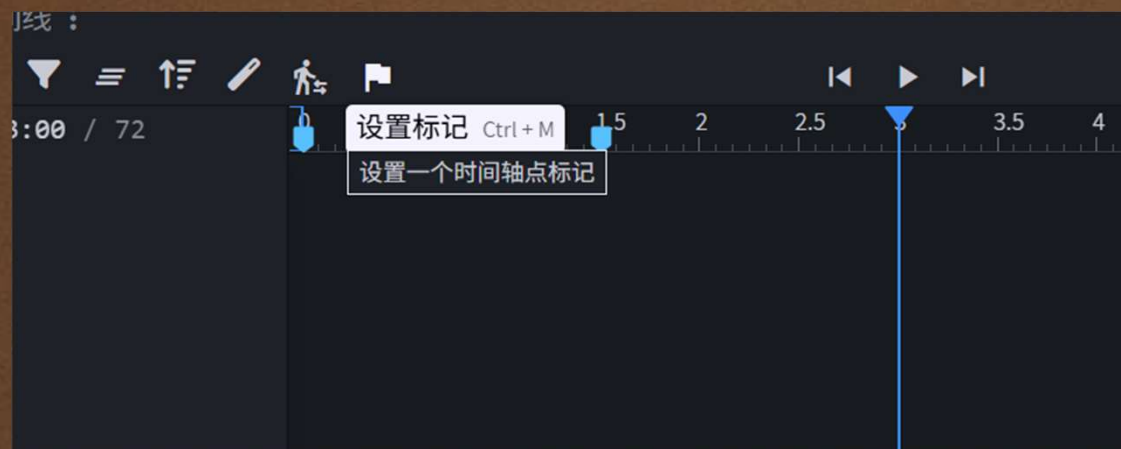
藤鞭动画用到的插件

- 添加Bakery插件
- 功能：把复杂动画转换成简单的线性关键帧，让动画更加平滑



藤鞭动画

- 在0, 1.5, 3秒位置添加标记

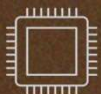
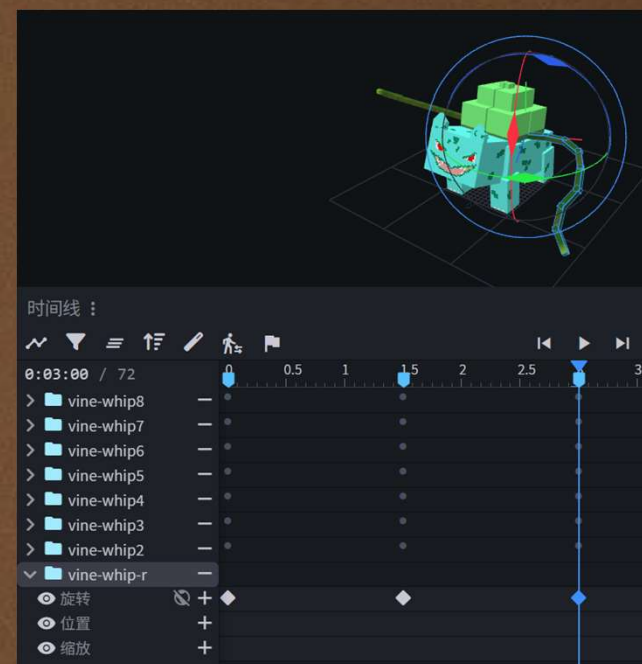
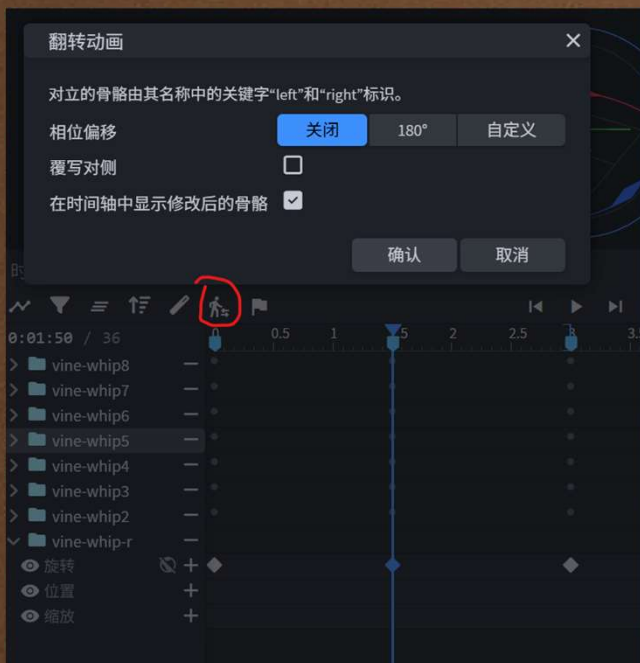


藤鞭动画举例

1. 在第一帧分别旋转每一节藤鞭到希望的位置

2. 复制所有第一个关键帧到标记2和3位置

3. 选择标记2处的所有关键帧，进行翻转动画



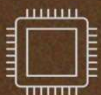
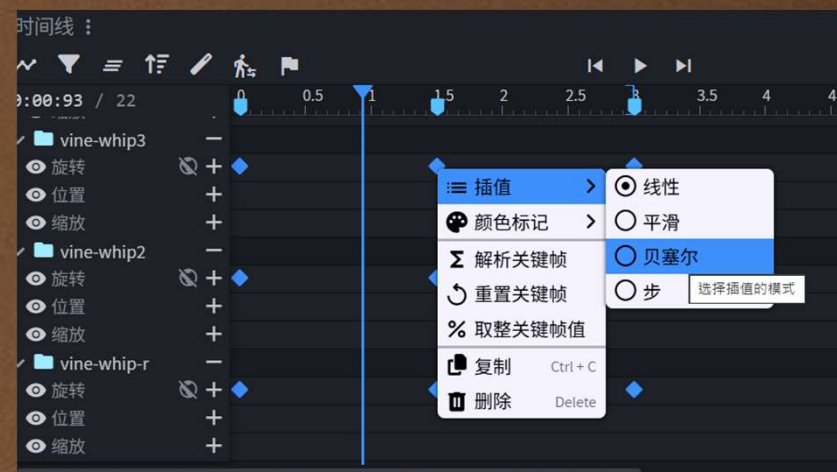
藤鞭动画举例

2. 切换图像编辑器，调整X, Y, Z轴的曲线，播放动画，随时调整



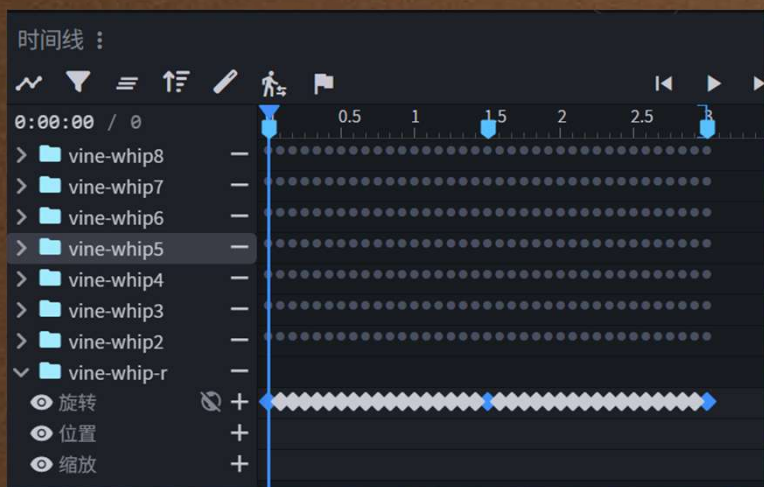
1. 选择所有关键帧改变插值为贝塞尔

原理：让动画在两个关键帧之间按照一条可以控制的曲线运动，而不是简单地匀速移动。会比单纯 Linear 更有“动作感”！



藤鞭动画举例

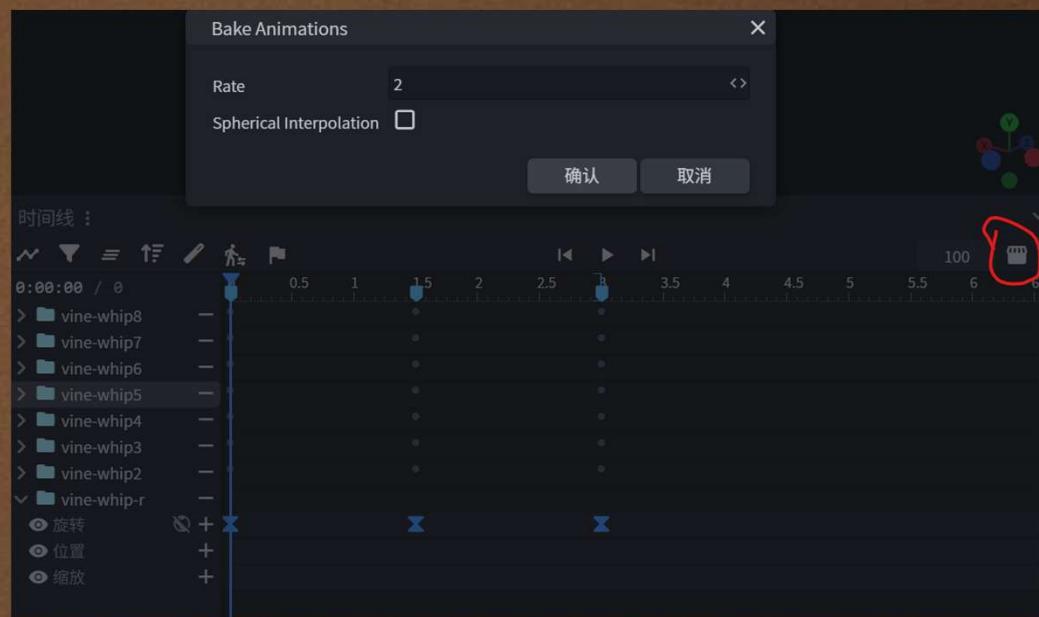
渲染完后会看到添加了很多关键帧



1. 取消图像编辑器，选择所有关键帧

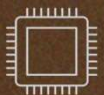
2. 选择Bake插件进行渲染

3. Rate填写2：每两帧渲染一次



藤鞭动画举例

- 相同方法编辑另一边的藤鞭



THANK YOU

