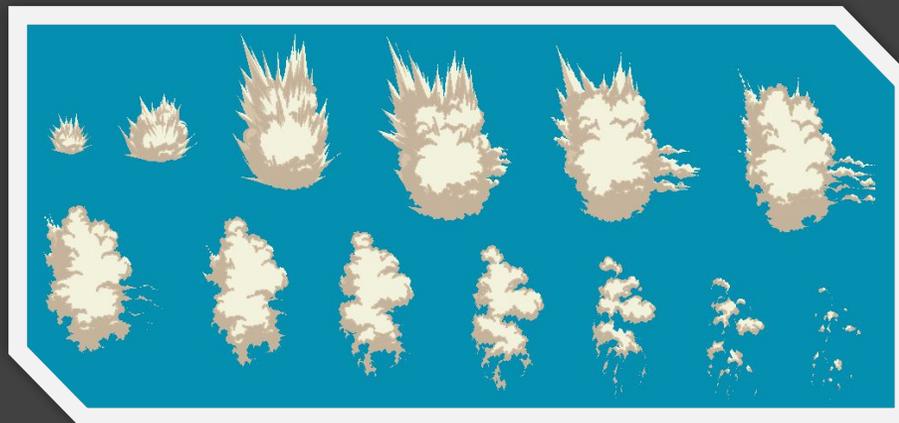
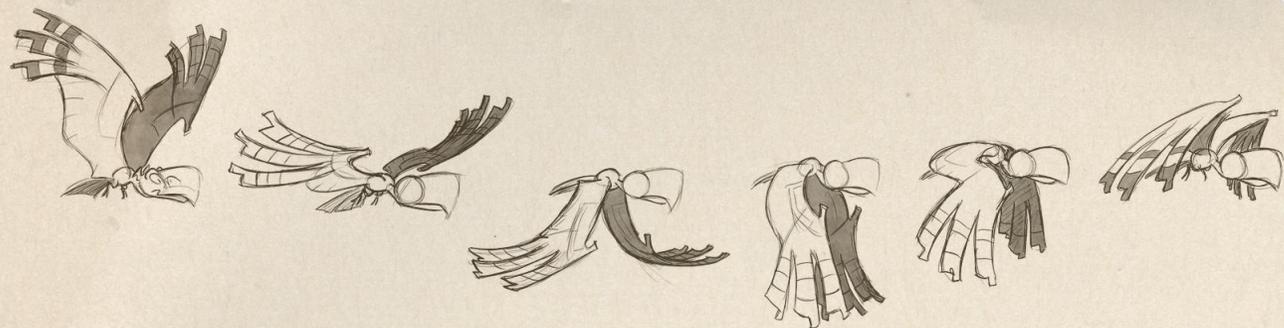
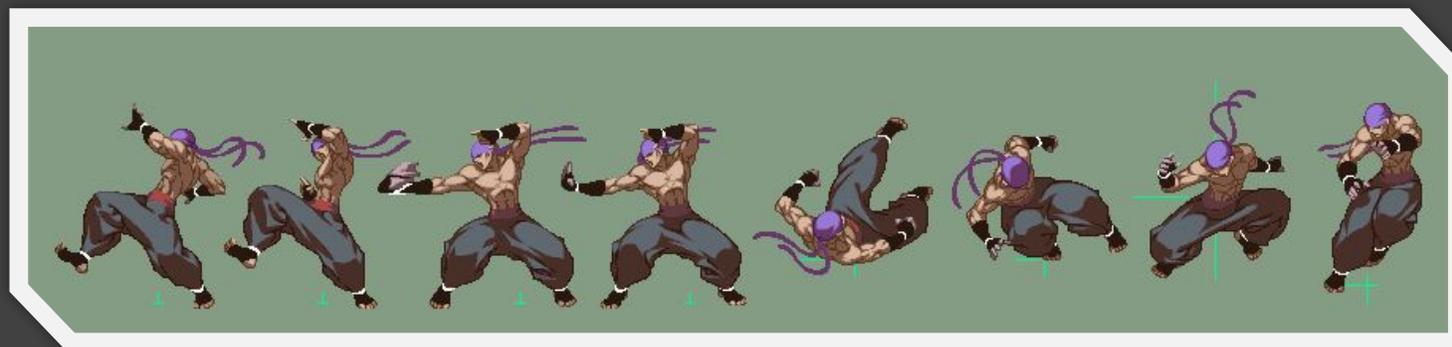
The background features a complex network of thin, light-colored lines connecting various blue and black 3D cubes of different sizes and orientations. The cubes are scattered across the frame, creating a sense of depth and connectivity. The overall color palette is dark, with the blue cubes providing a focal point against the grey and black background.

# Анимация игрового персонажа

# Основные способы анимирования

- Покадровая 2D анимация
- Скелетная 2D и 3D анимация
- Захват движений

# Покадровая 2D анимация



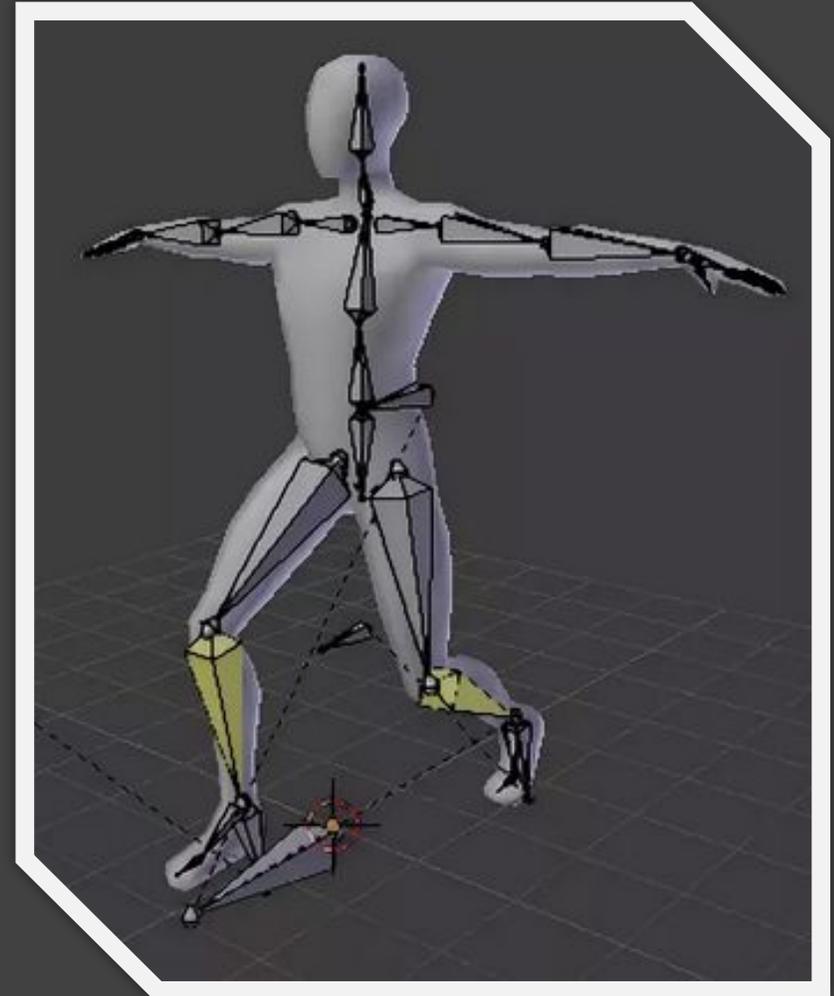
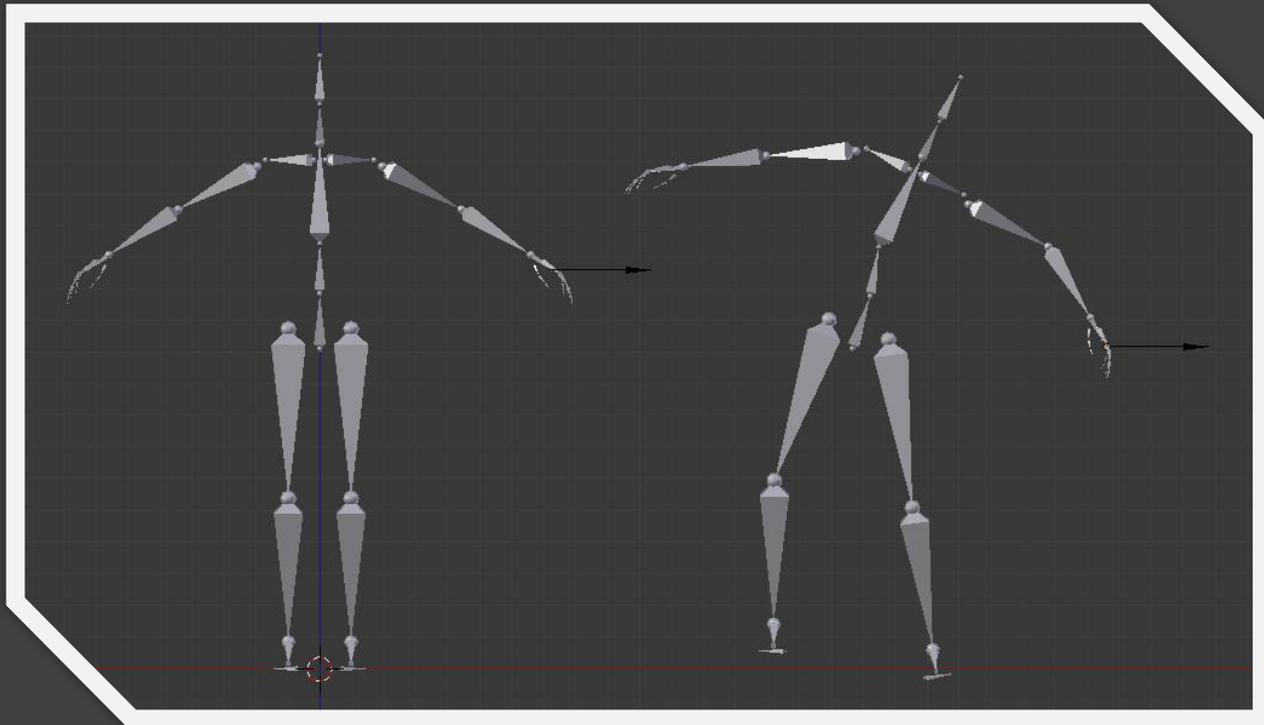


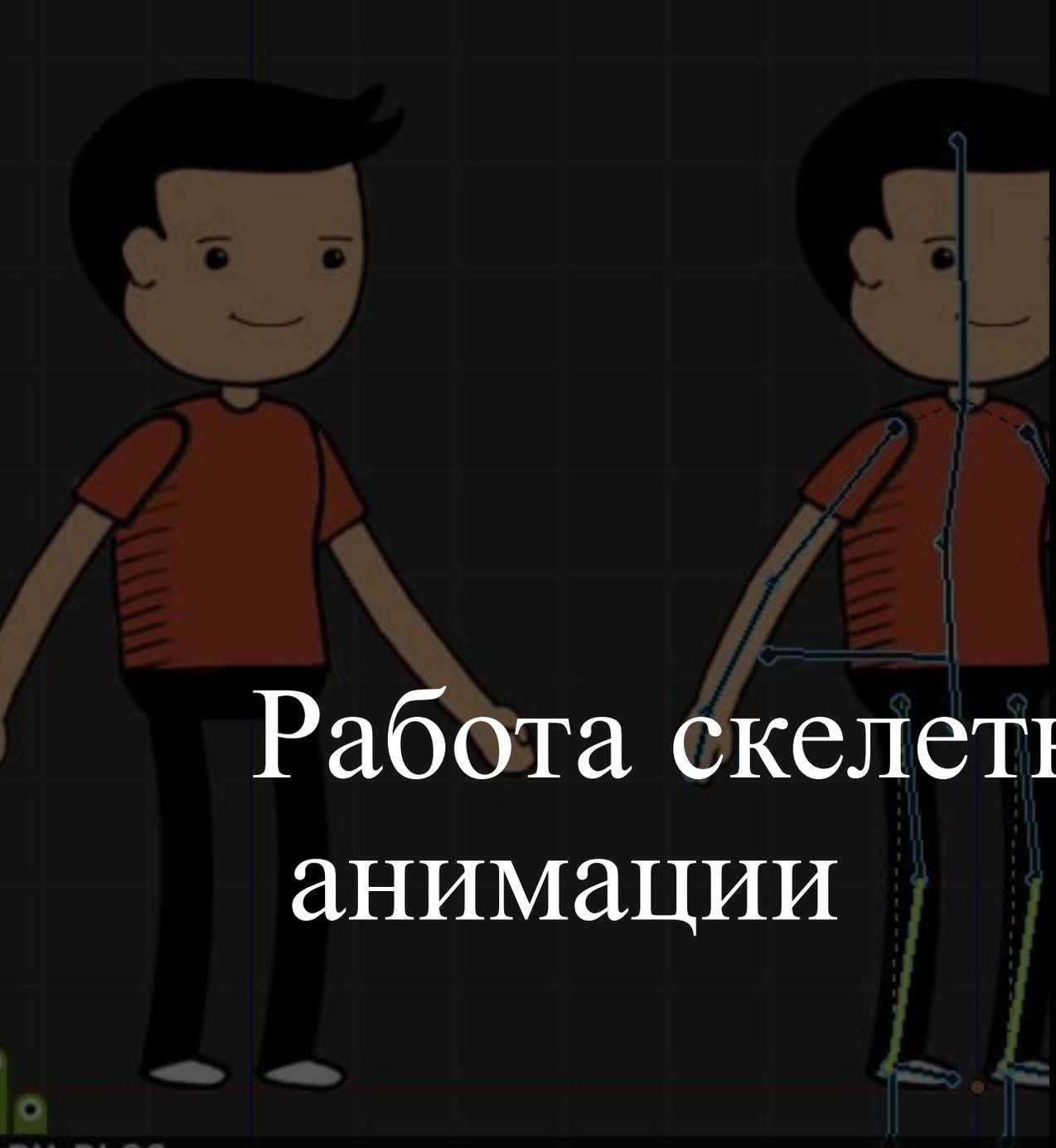
# Работа покадровой 2D анимации

# Скелетная 2D анимация

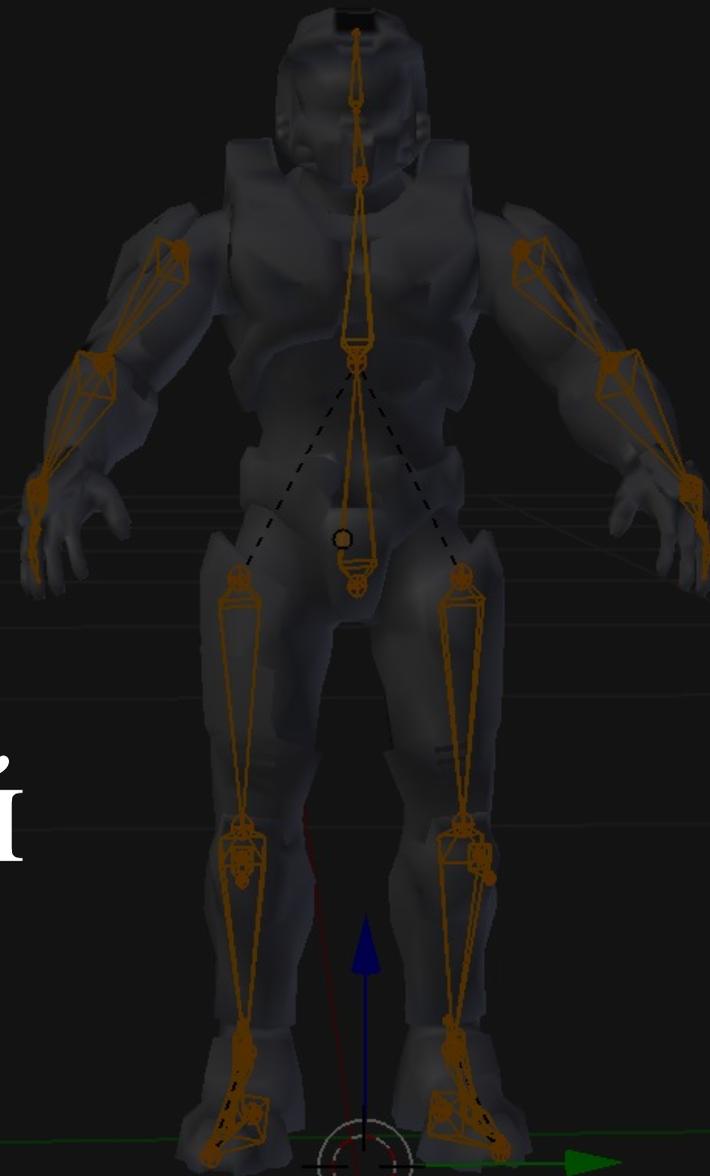


# Скелетная 3D анимация

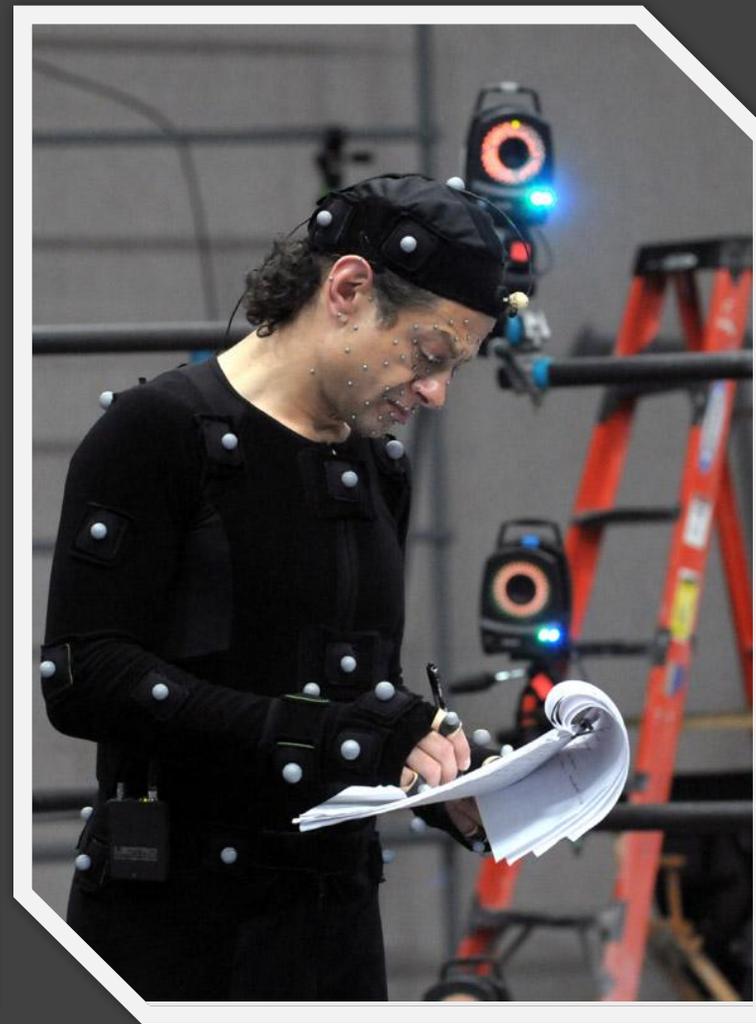
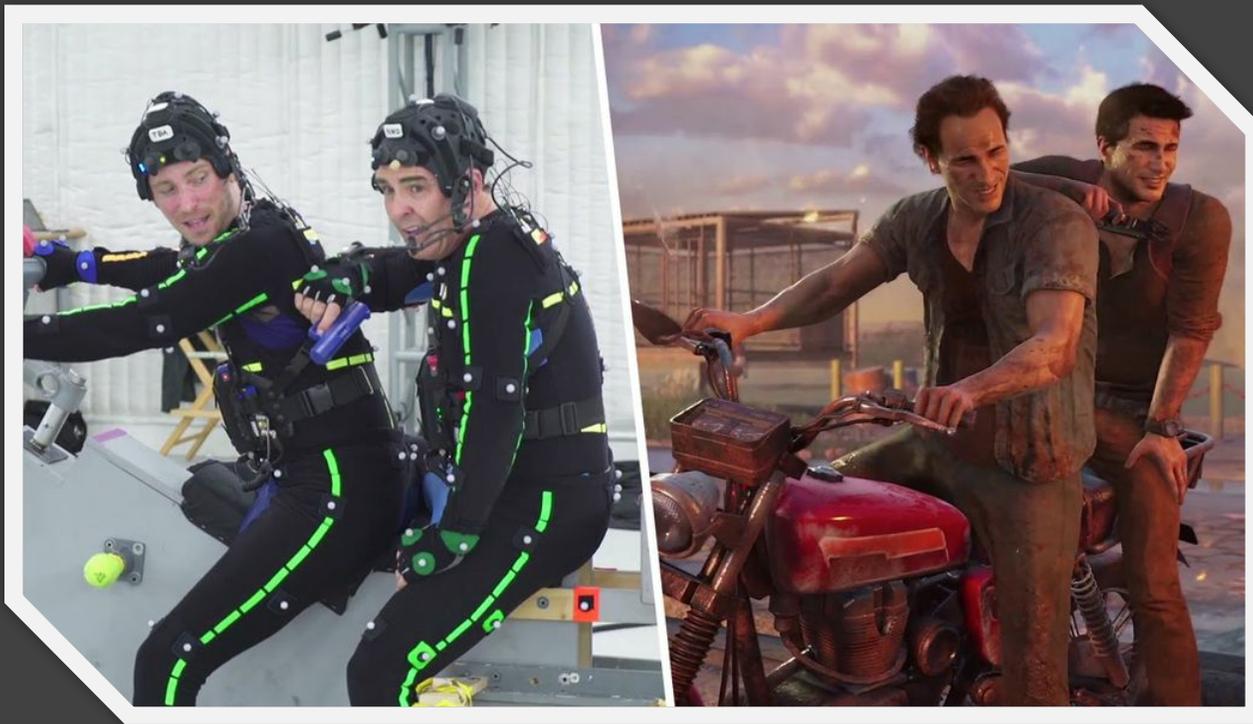




# Работа скелетной анимации



# Захват движений



The image shows two individuals in a dark studio environment, wearing black motion capture suits with numerous small, glowing white LED markers. The person on the left is in a dynamic, low-to-the-ground pose, possibly a crouch or a starting position for a movement. The person on the right is standing upright, with their arms slightly raised. The background is dark, with some faint lights and a grid-like structure visible. The overall scene is focused on capturing human movement for digital animation or analysis.

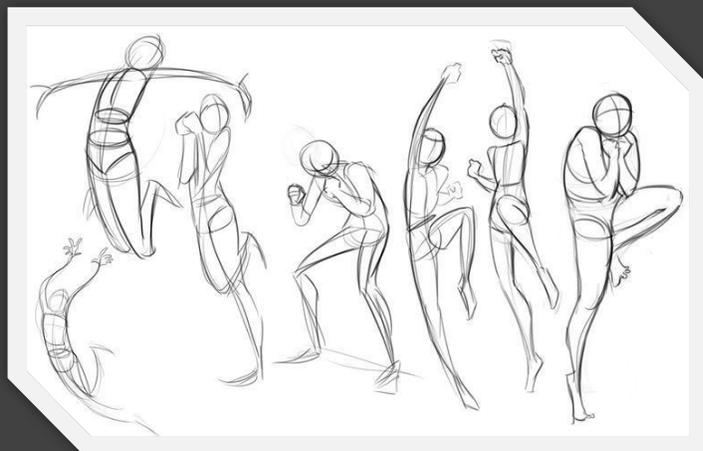
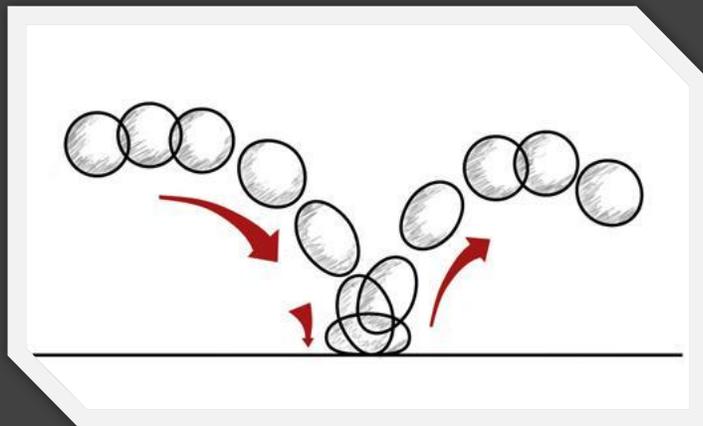
# Работа захвата движений

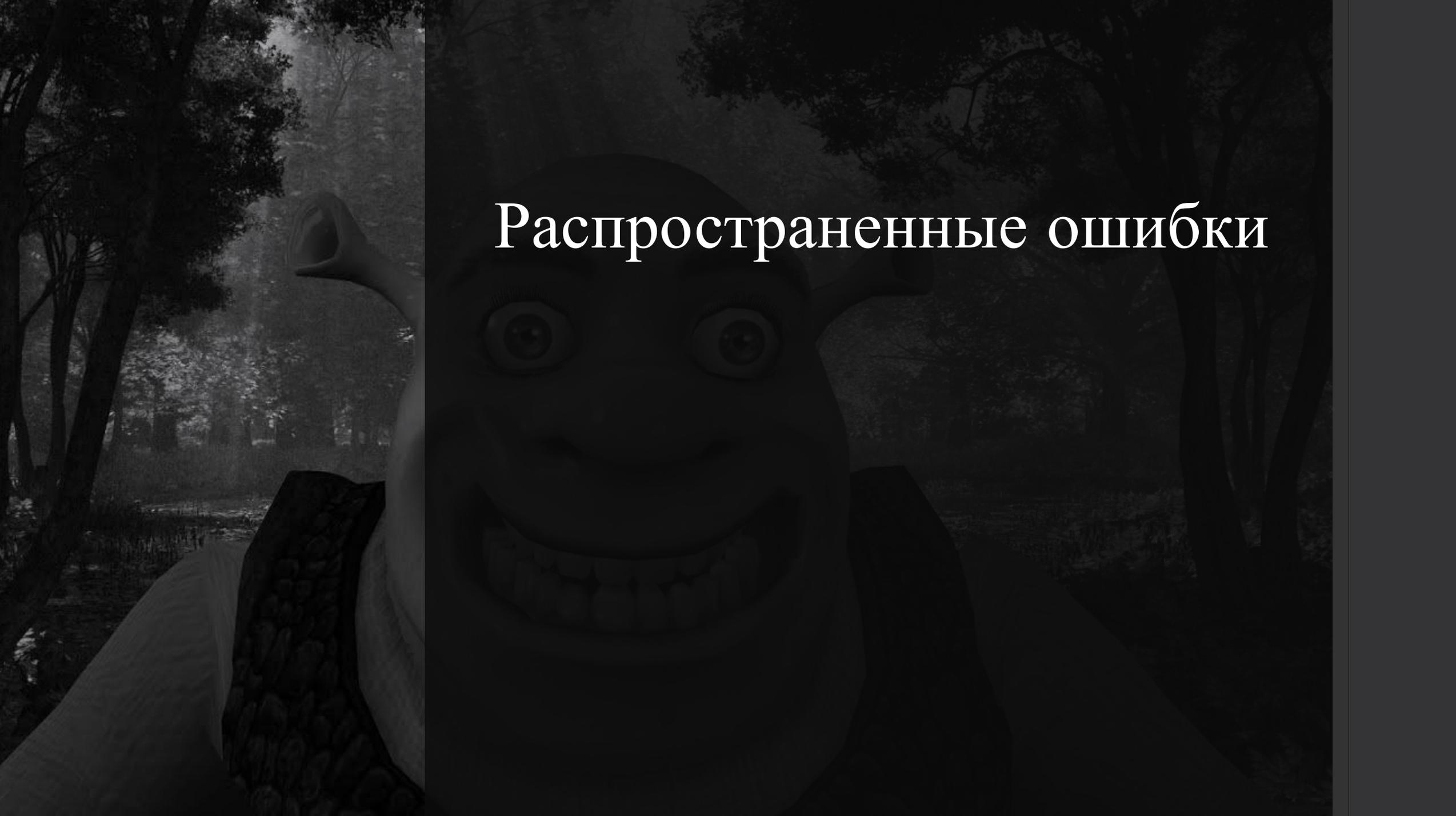


## Другие способы анимирования персонажа

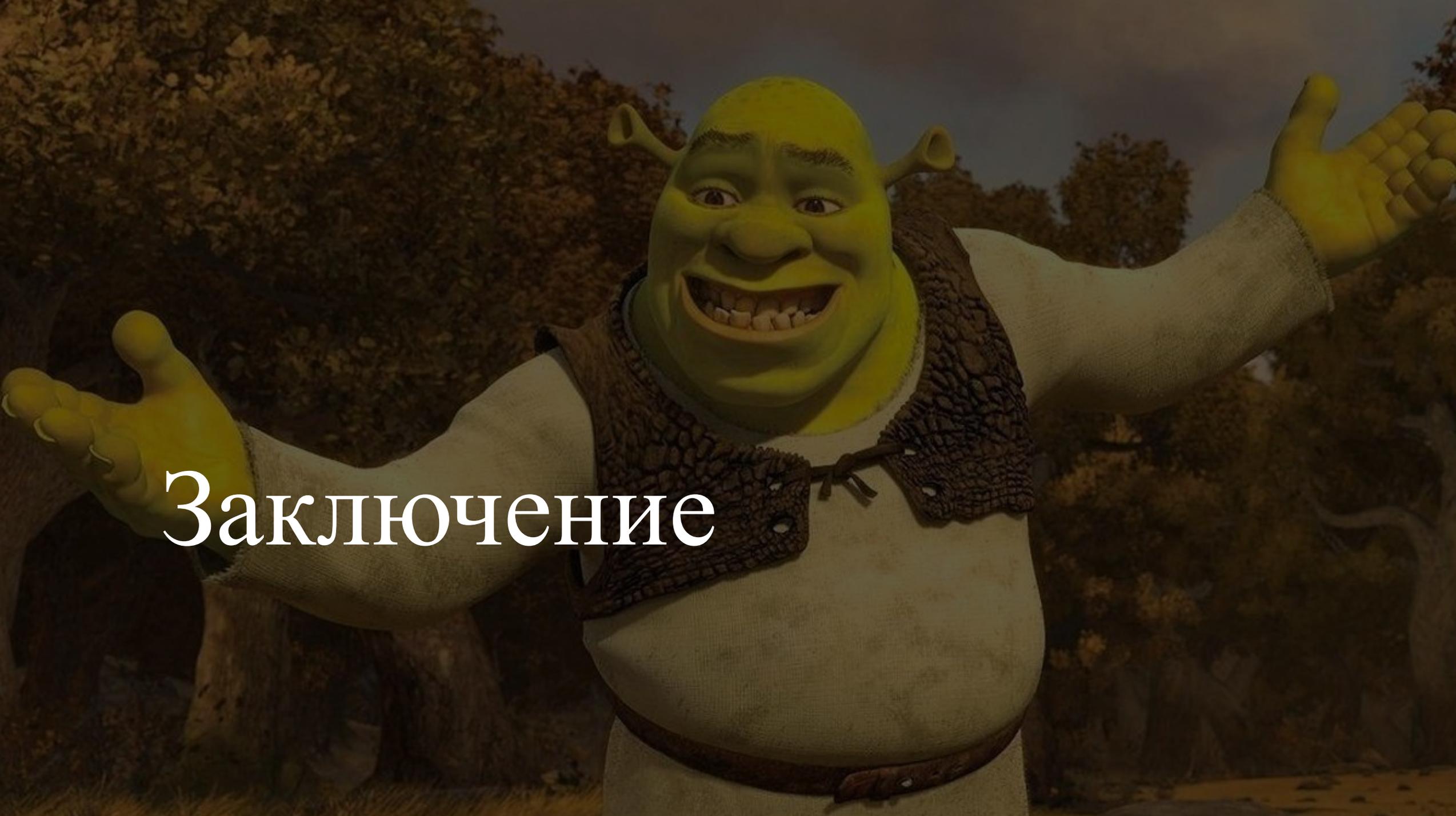


# Особенности анимирования персонажа





# Распространенные ошибки



# Заключение