

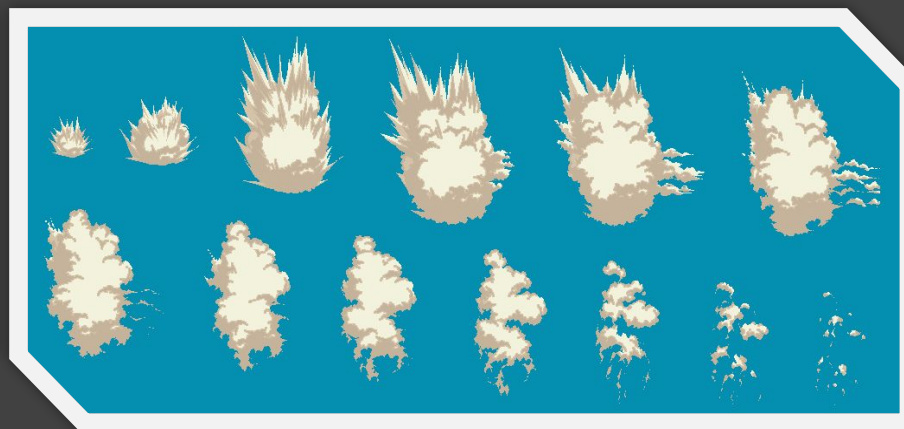
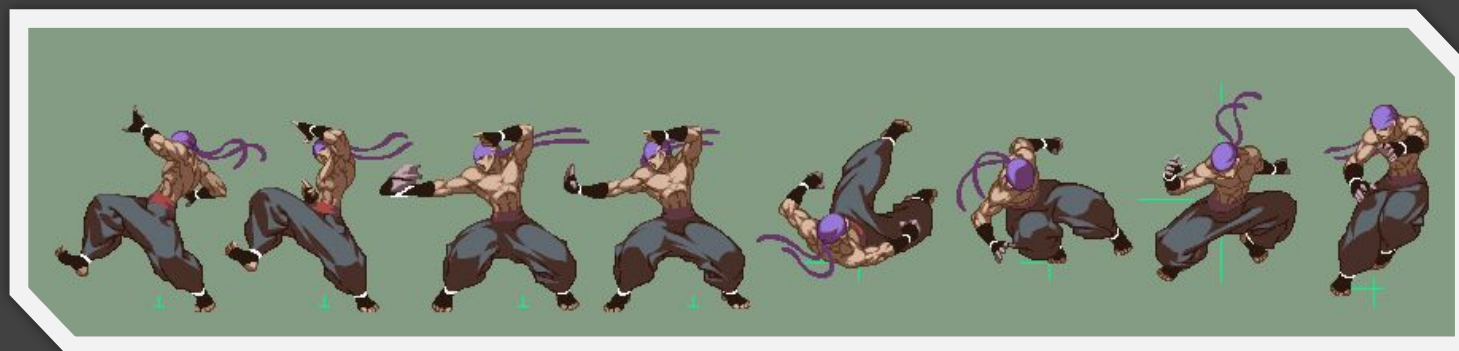
The background features a complex network of thin, light-colored lines connecting various blue and black 3D cubes of different sizes and orientations. The cubes are scattered across the frame, creating a sense of depth and connectivity. The overall color palette is dark, with the blue cubes providing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



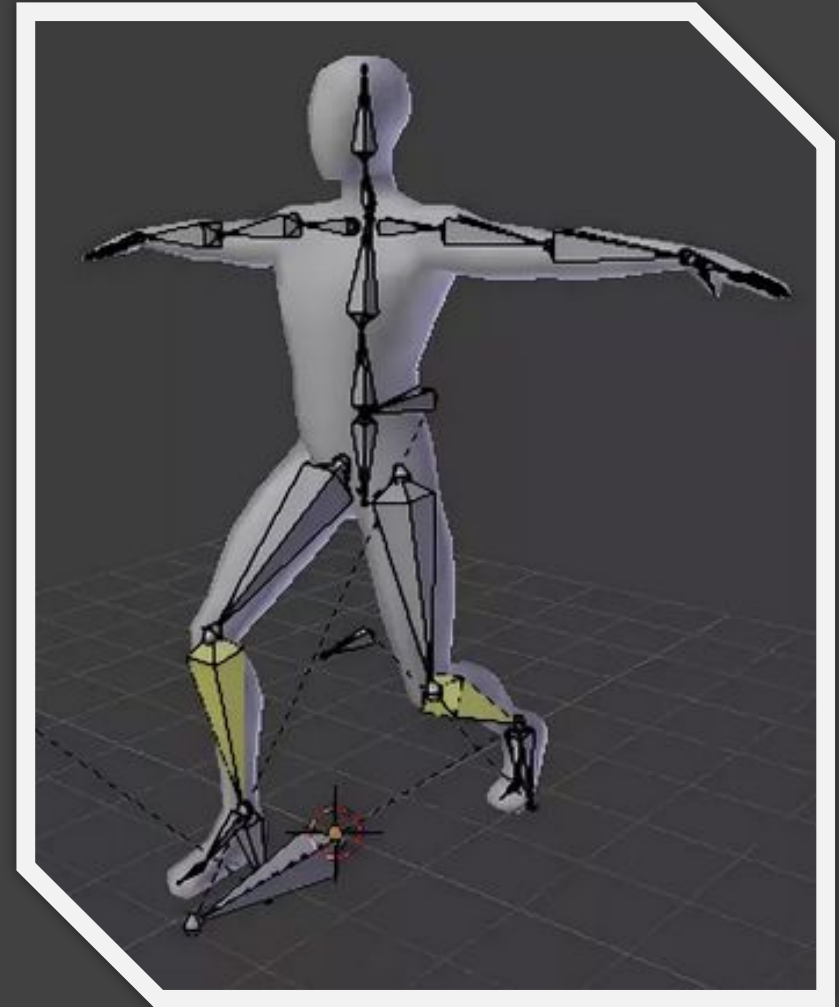
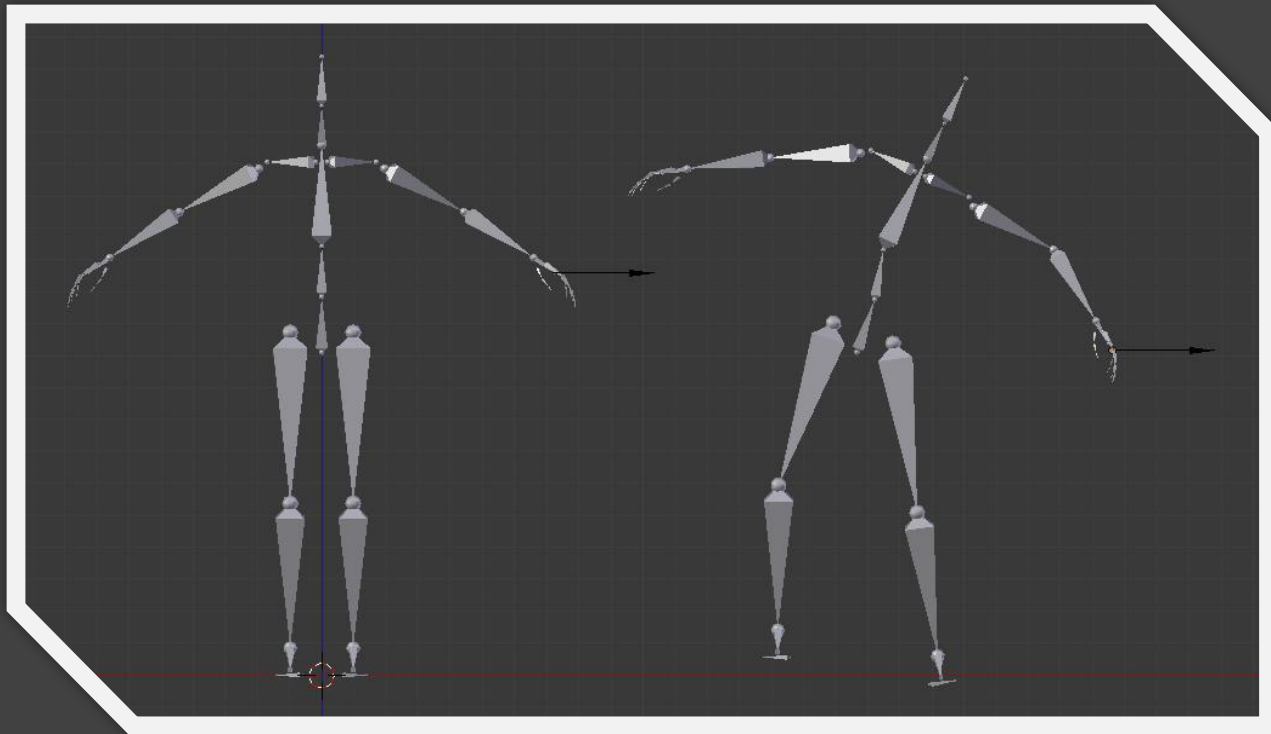


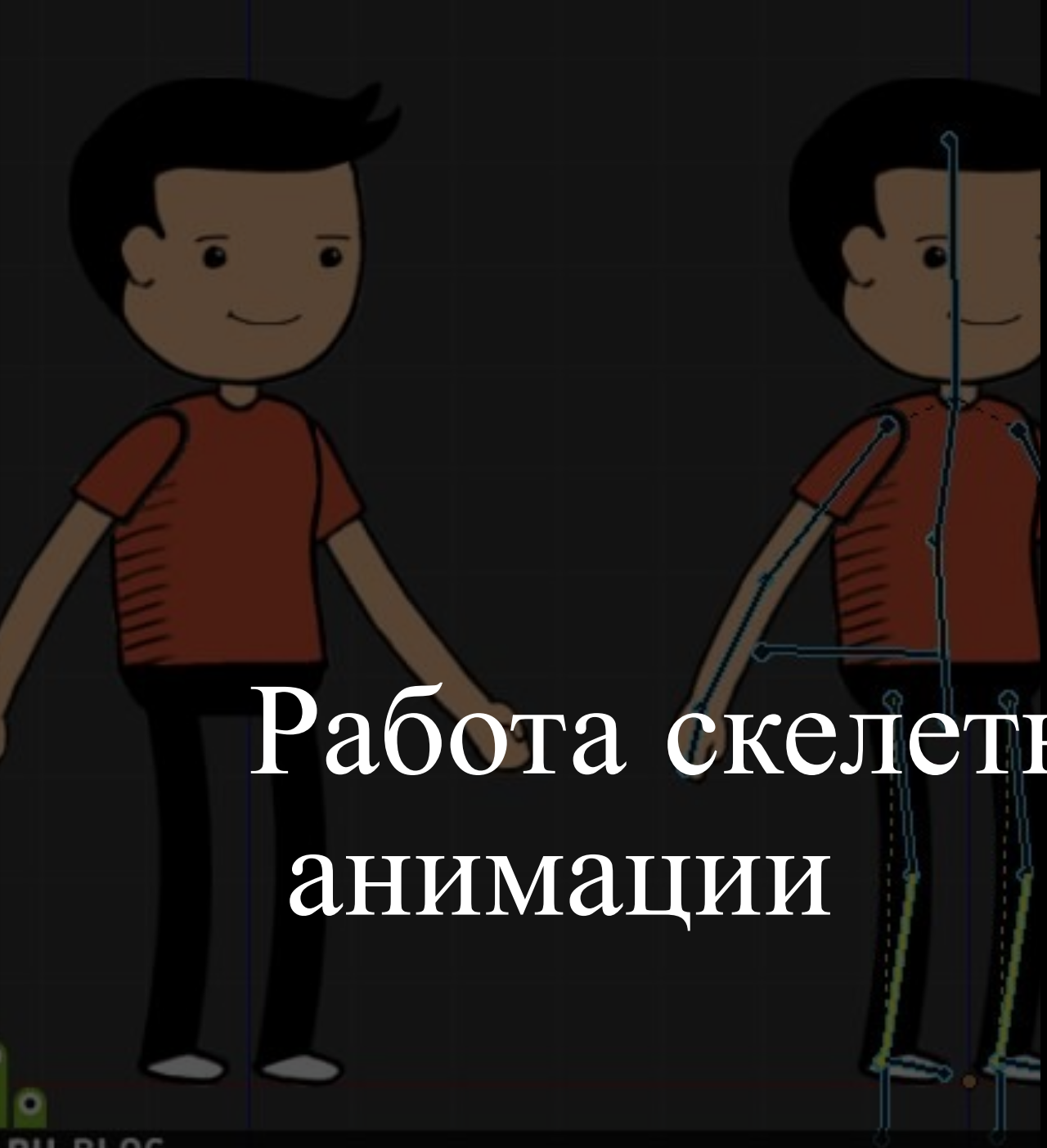
Работа покадровой 2D анимации

Скелетная 2D анимация

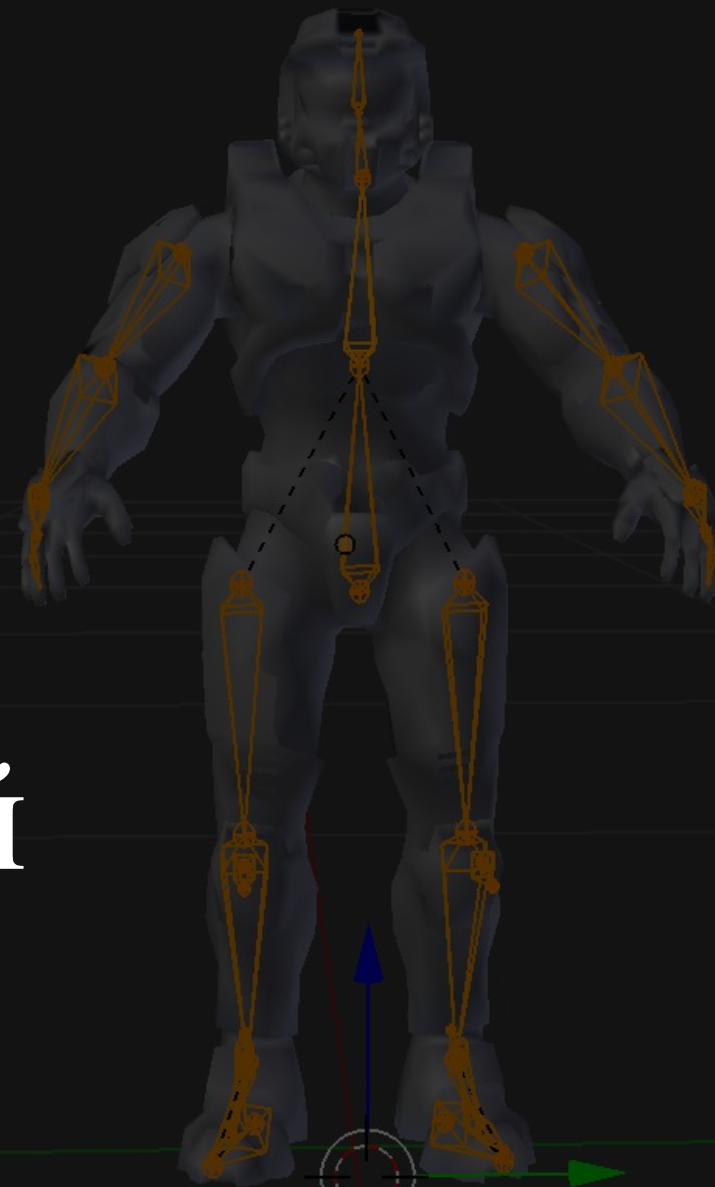


Скелетная 3D анимация

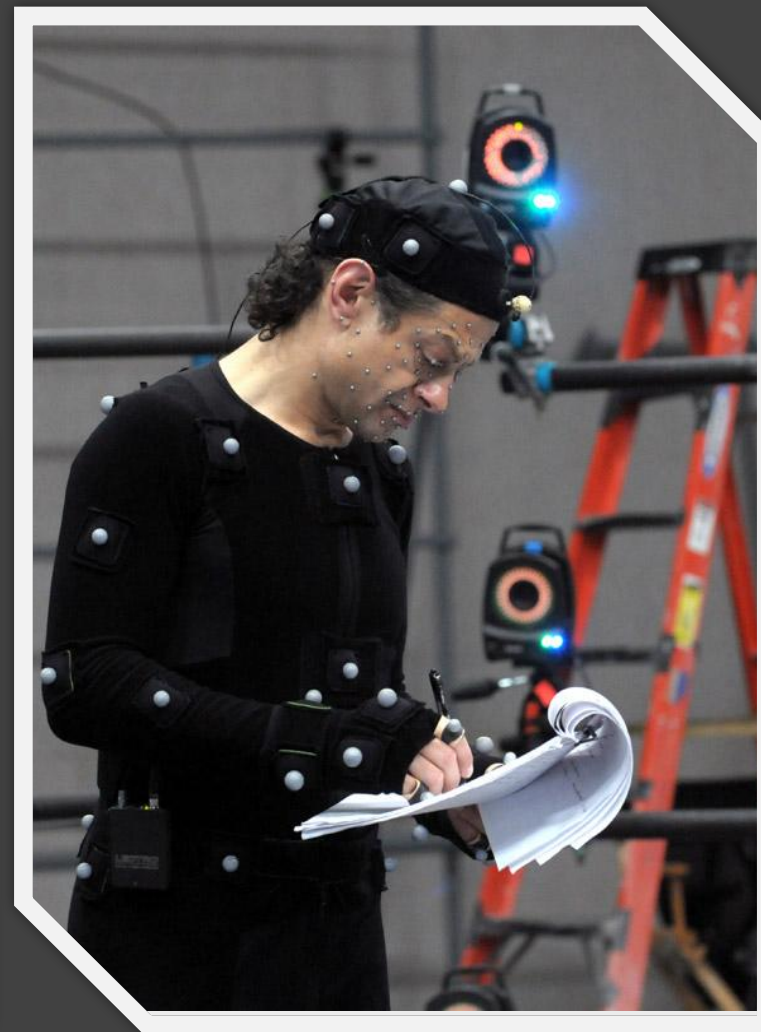


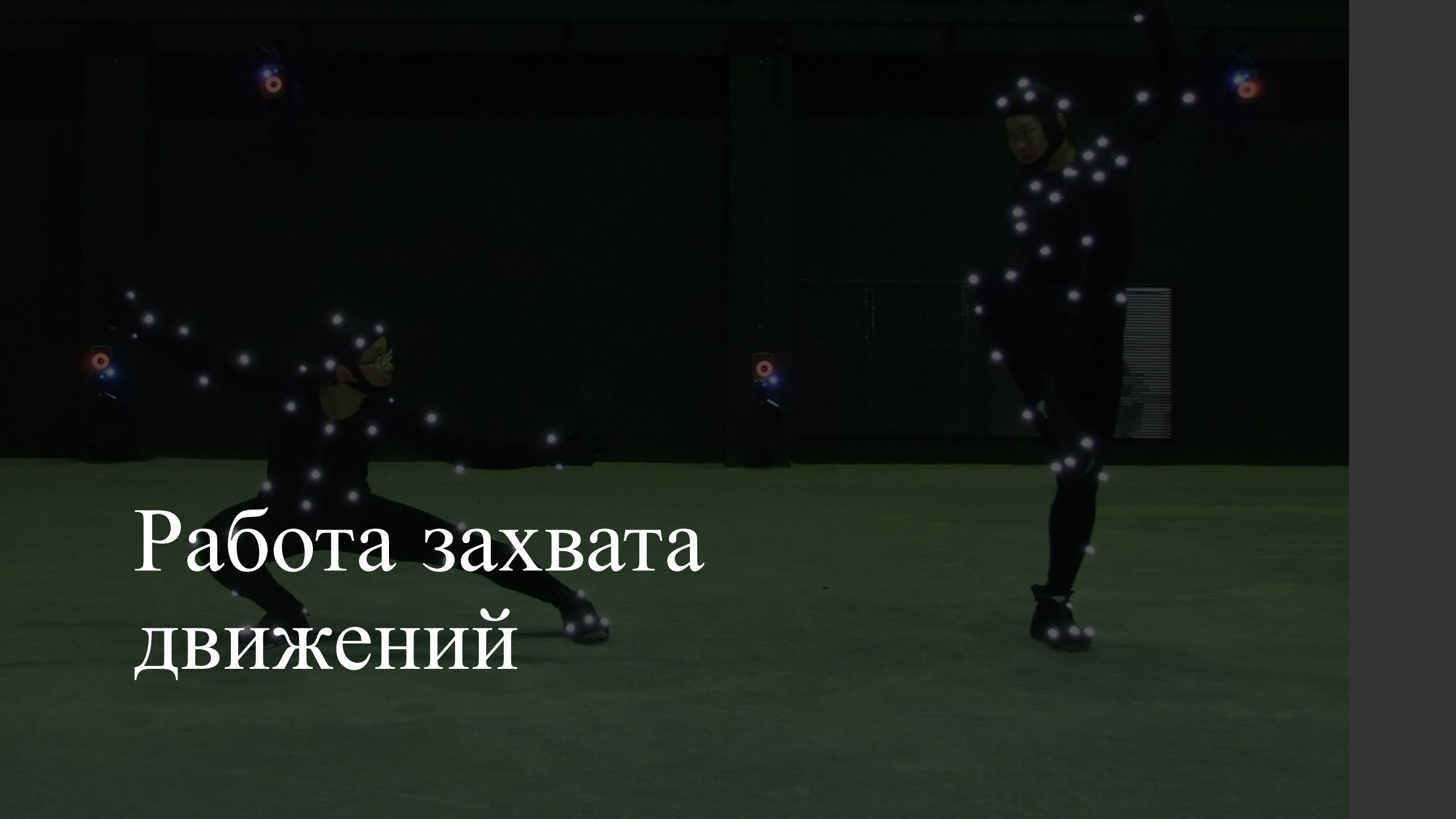


Работа скелетной анимации

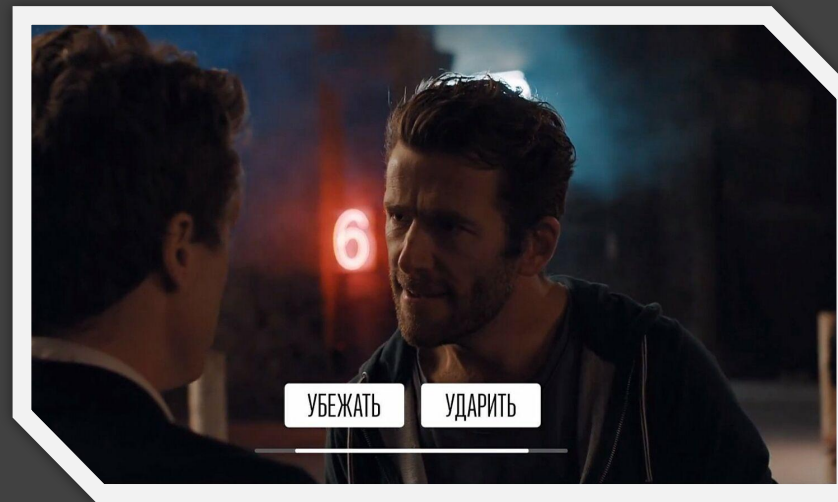
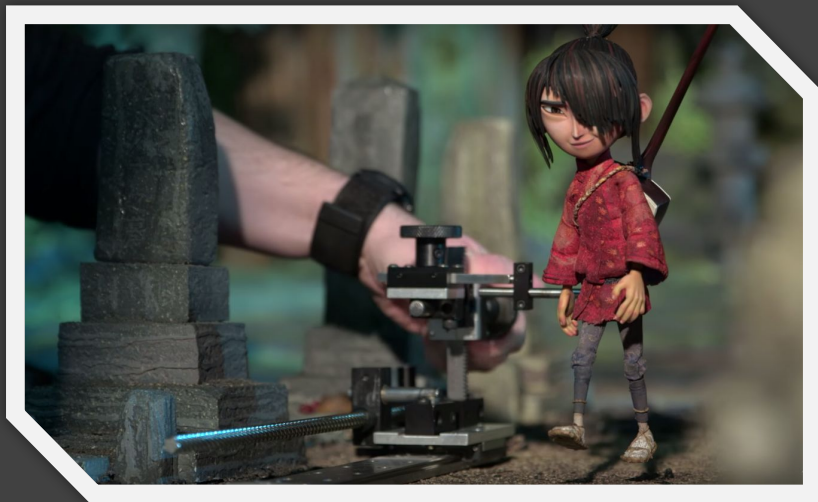


Захват движений

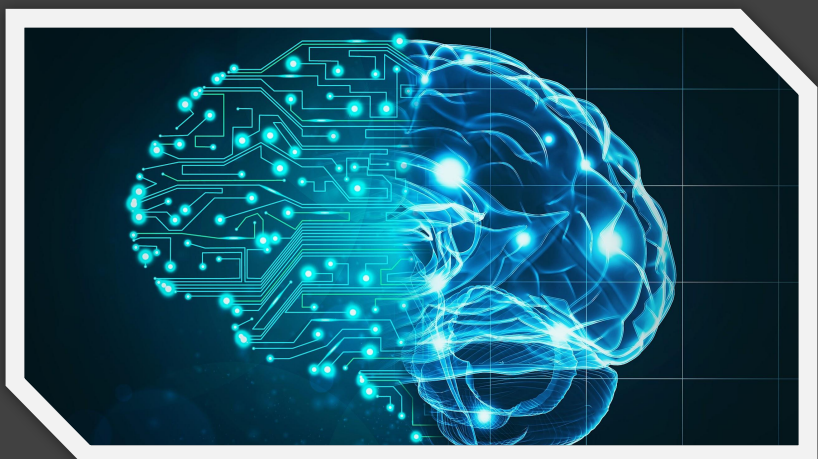


The image shows two individuals in a dark studio environment, wearing black motion capture suits with numerous reflective white markers. They are captured in dynamic poses, suggesting movement analysis. The person on the left is in a low, lunging position, while the person on the right is standing upright with arms slightly raised. The background is dark with some faint lights and a grid-like structure. The text is overlaid in the lower-left quadrant.

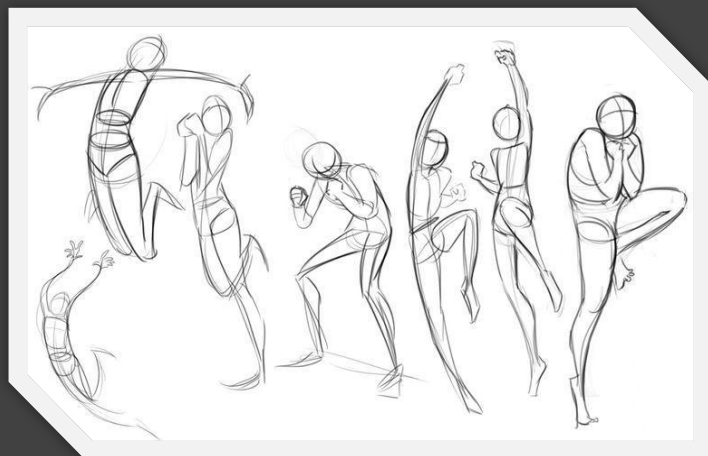
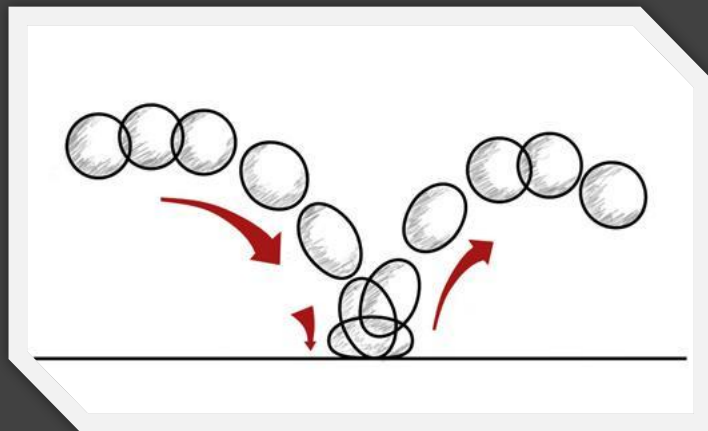
Работа захвата движений



Другие способы анимирования персонажа

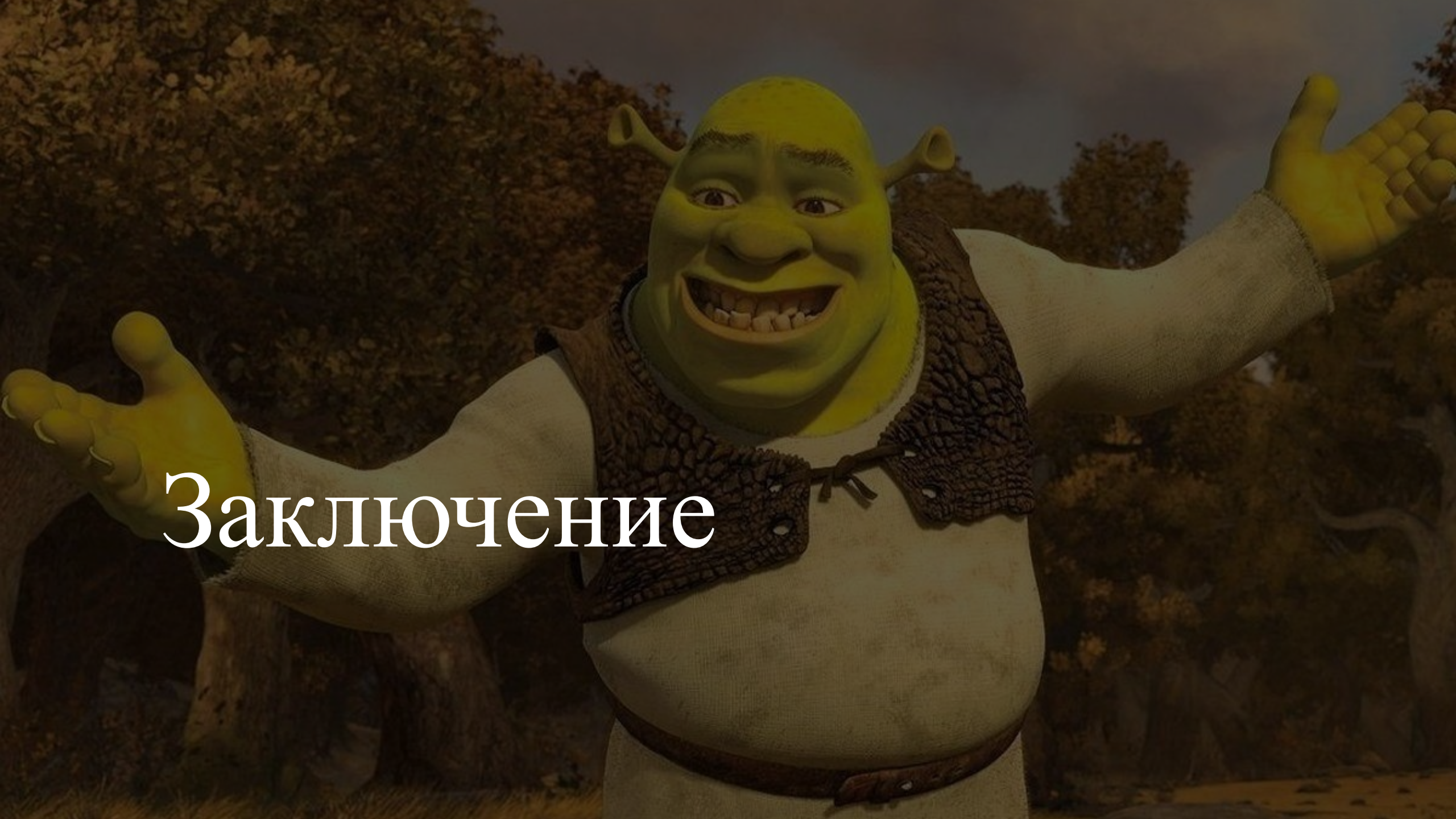


Особенности анимирования персонажа





Распространенные ошибки



Заключение