

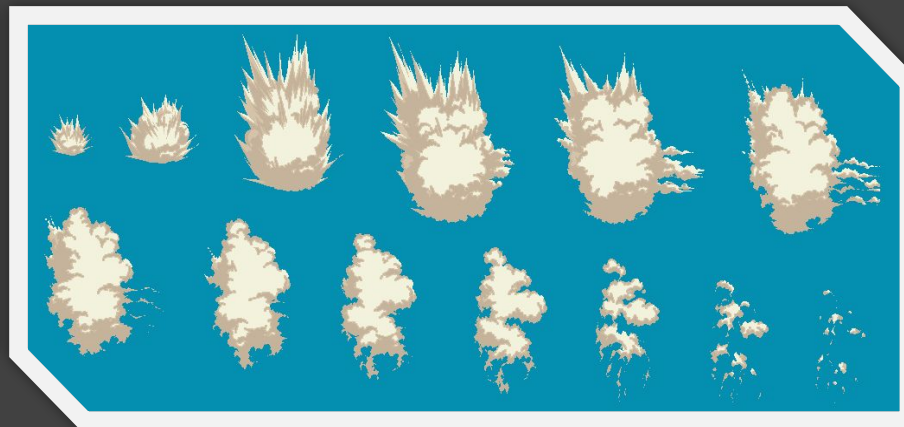
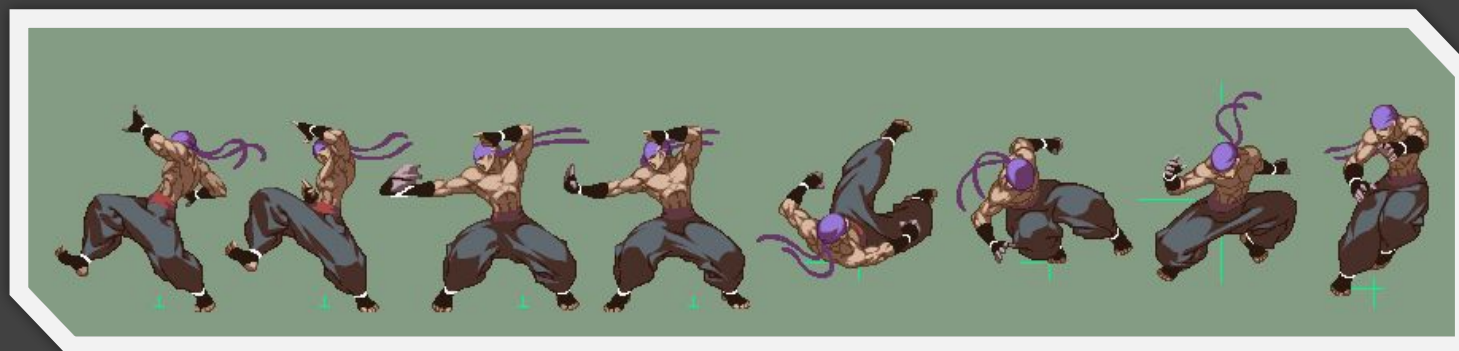
The background features a complex network of thin, light-colored lines connecting various blue and black 3D cubes of different sizes and orientations. The cubes are scattered across the frame, creating a sense of depth and connectivity. The overall color palette is dark and muted, with the blue cubes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

Анимация игрового персонажа

Основные способы анимирования

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

Покадровая 2D анимация



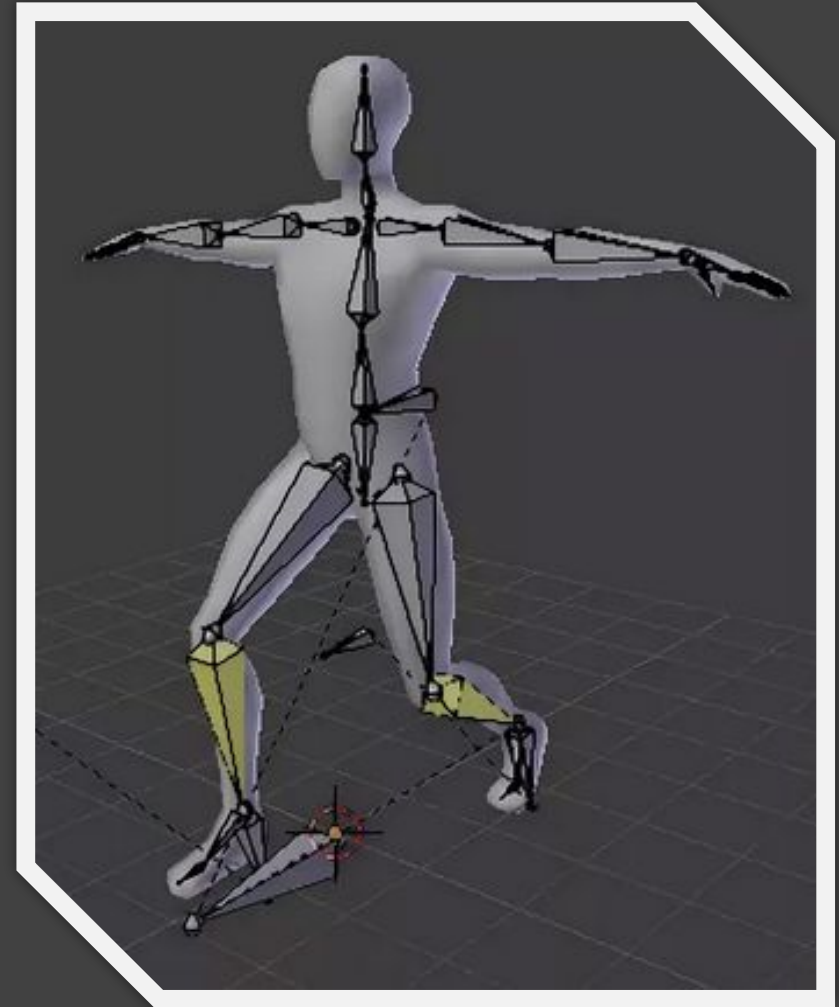
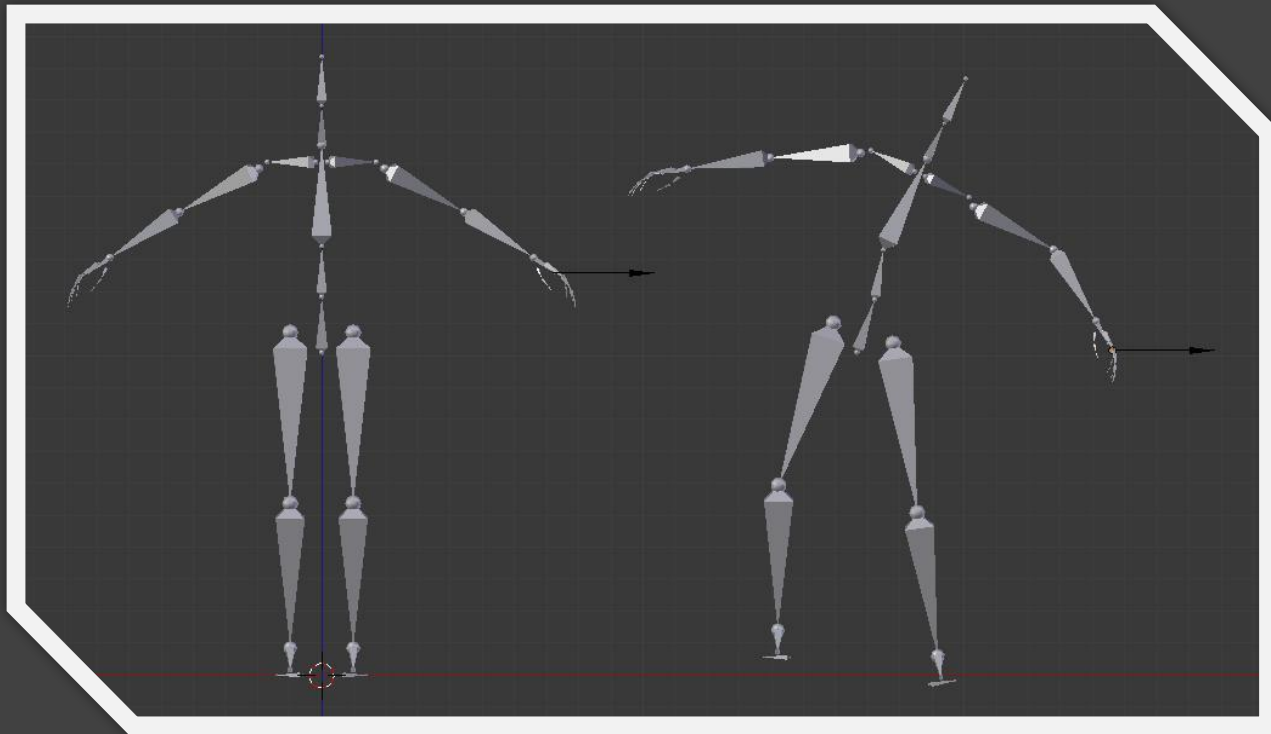


Работа покадровой
2D анимации

Скелетная 2D анимация

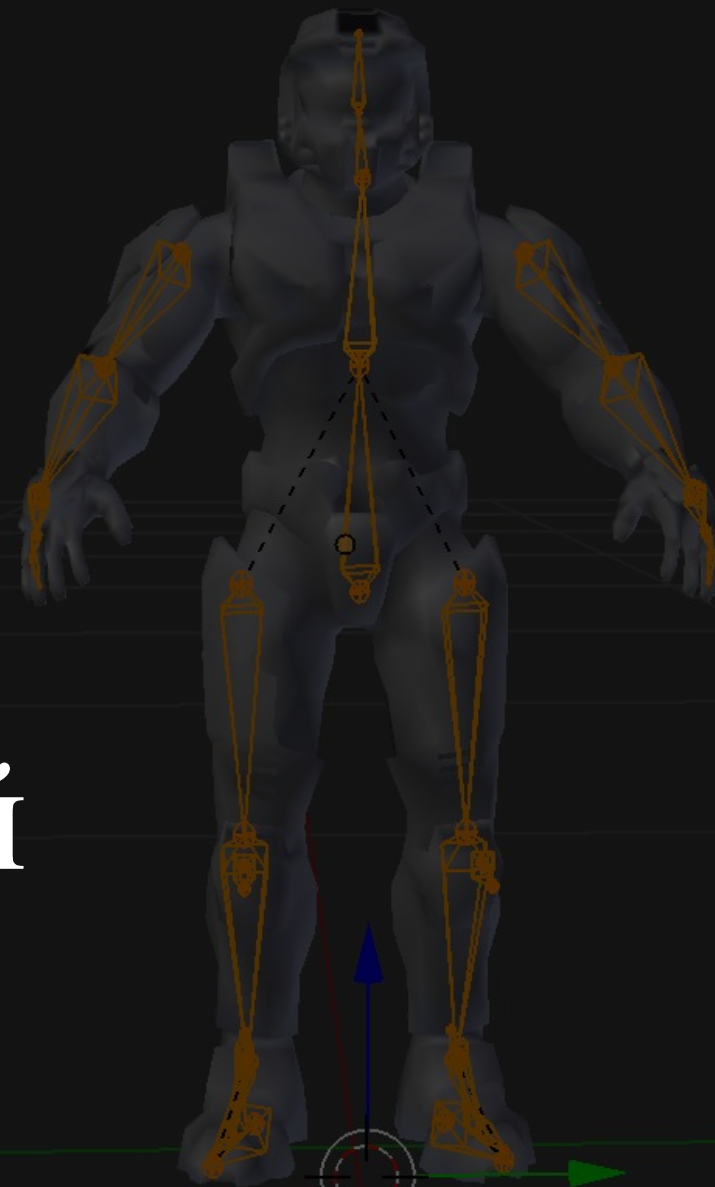


Скелетная 3D анимация

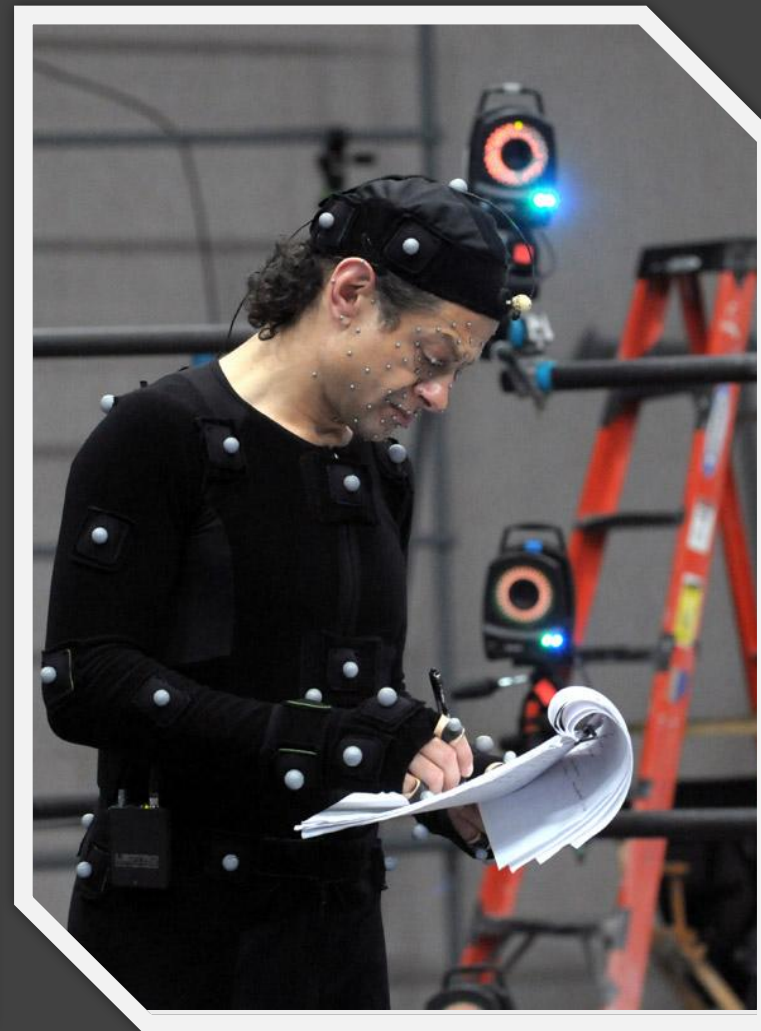


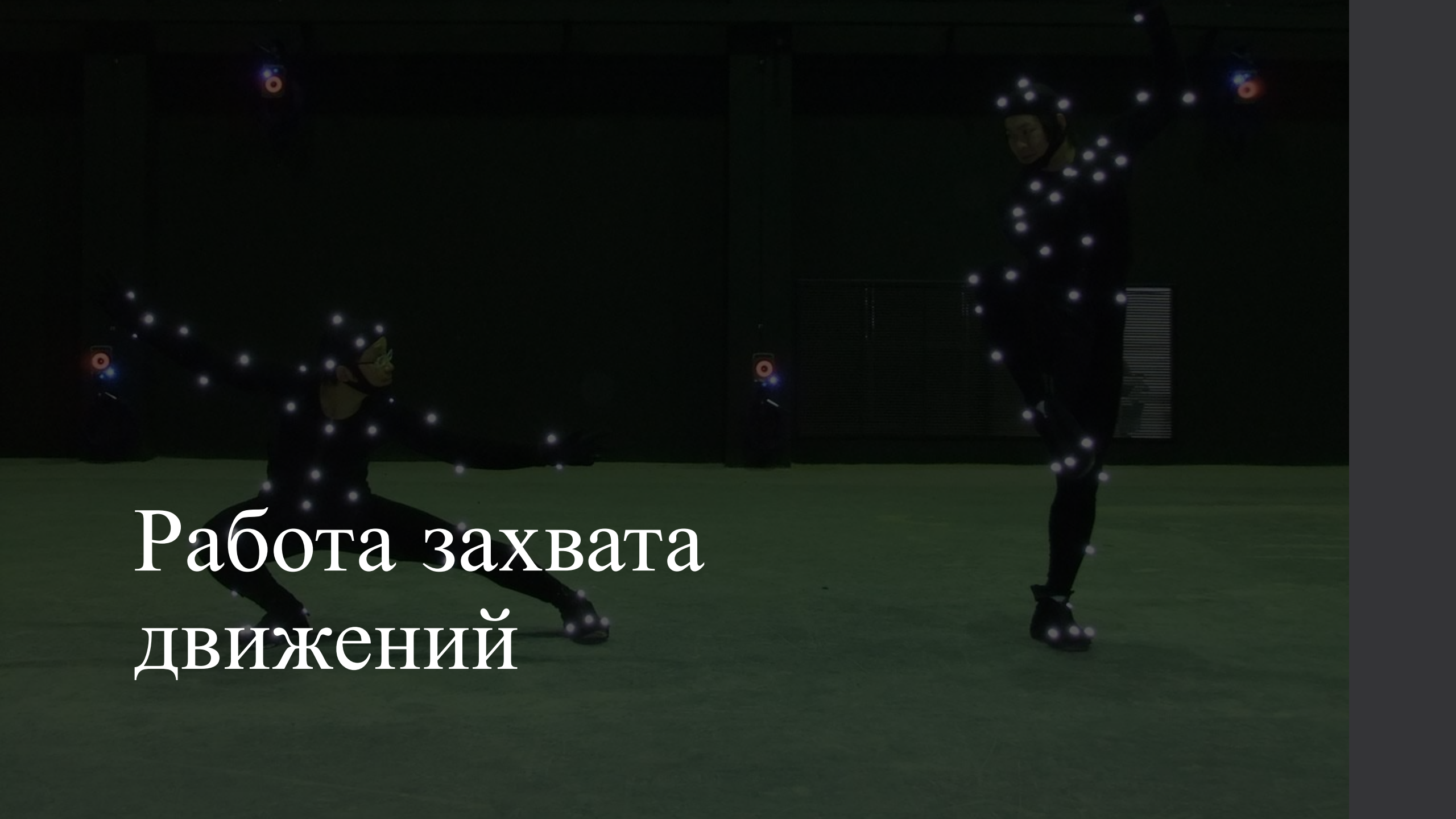


Работа скелетной анимации

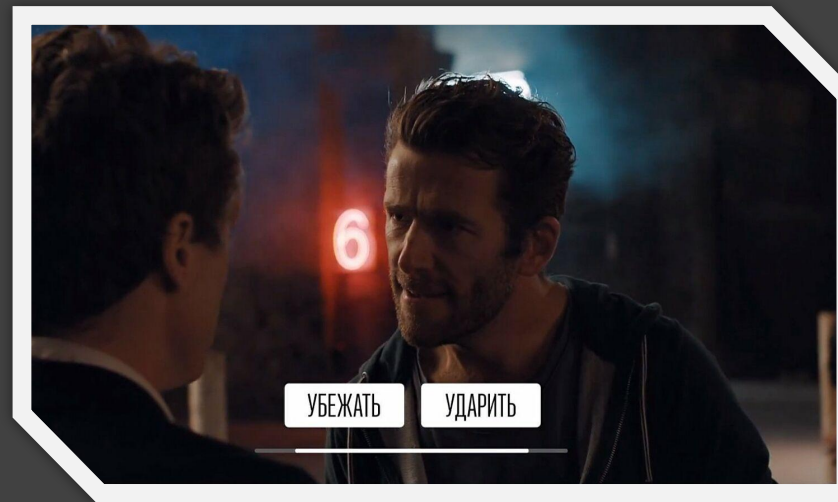
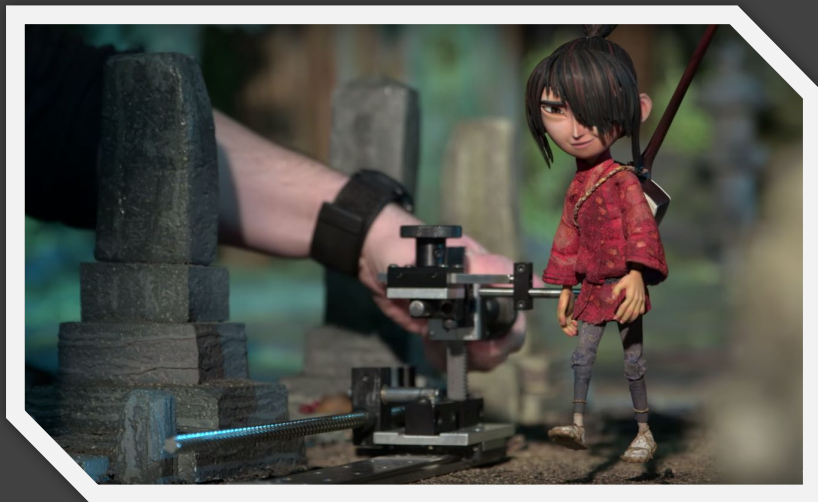


Захват движений

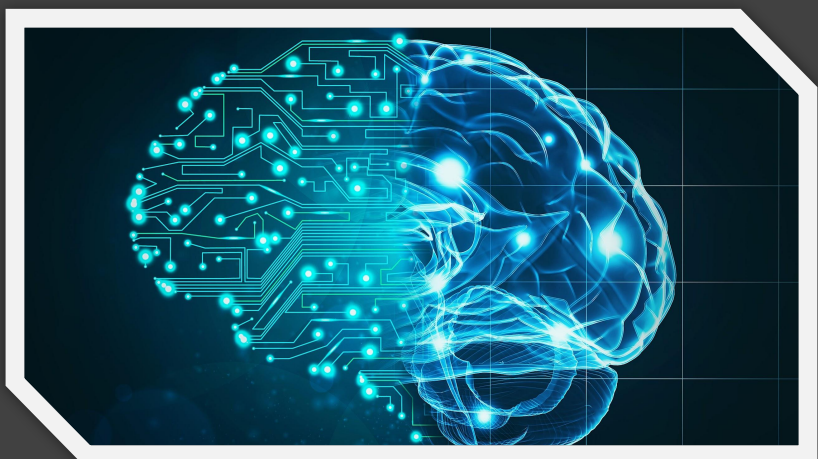


The image shows two individuals in a dark studio environment, wearing black motion capture suits with numerous reflective white markers. They are captured in dynamic poses, suggesting movement analysis. The person on the left is in a low, lunging position, while the person on the right is standing upright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

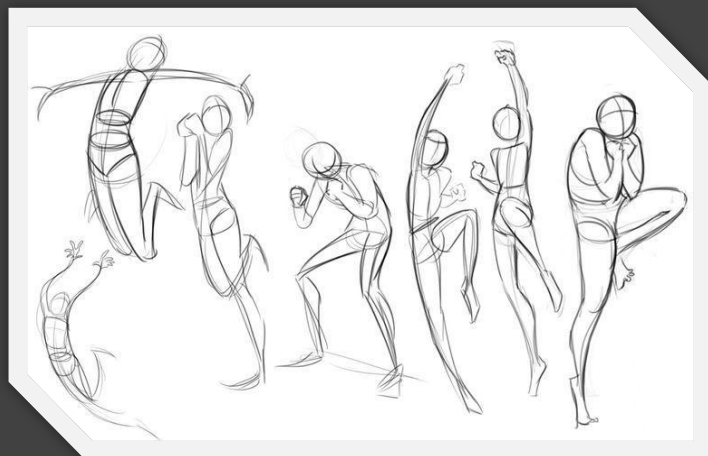
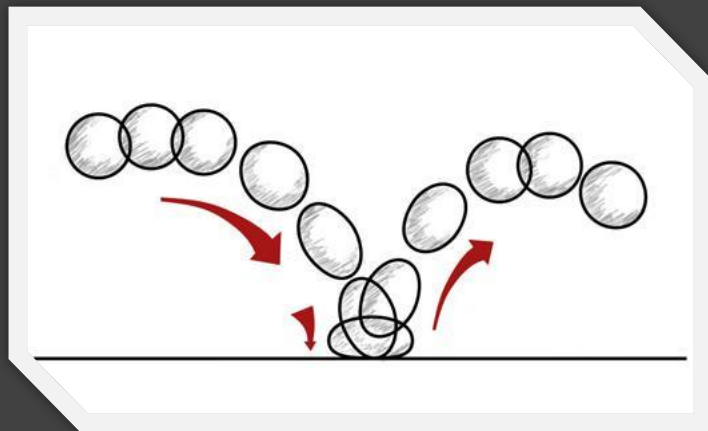
Работа захвата
движений



Другие способы анимирования персонажа

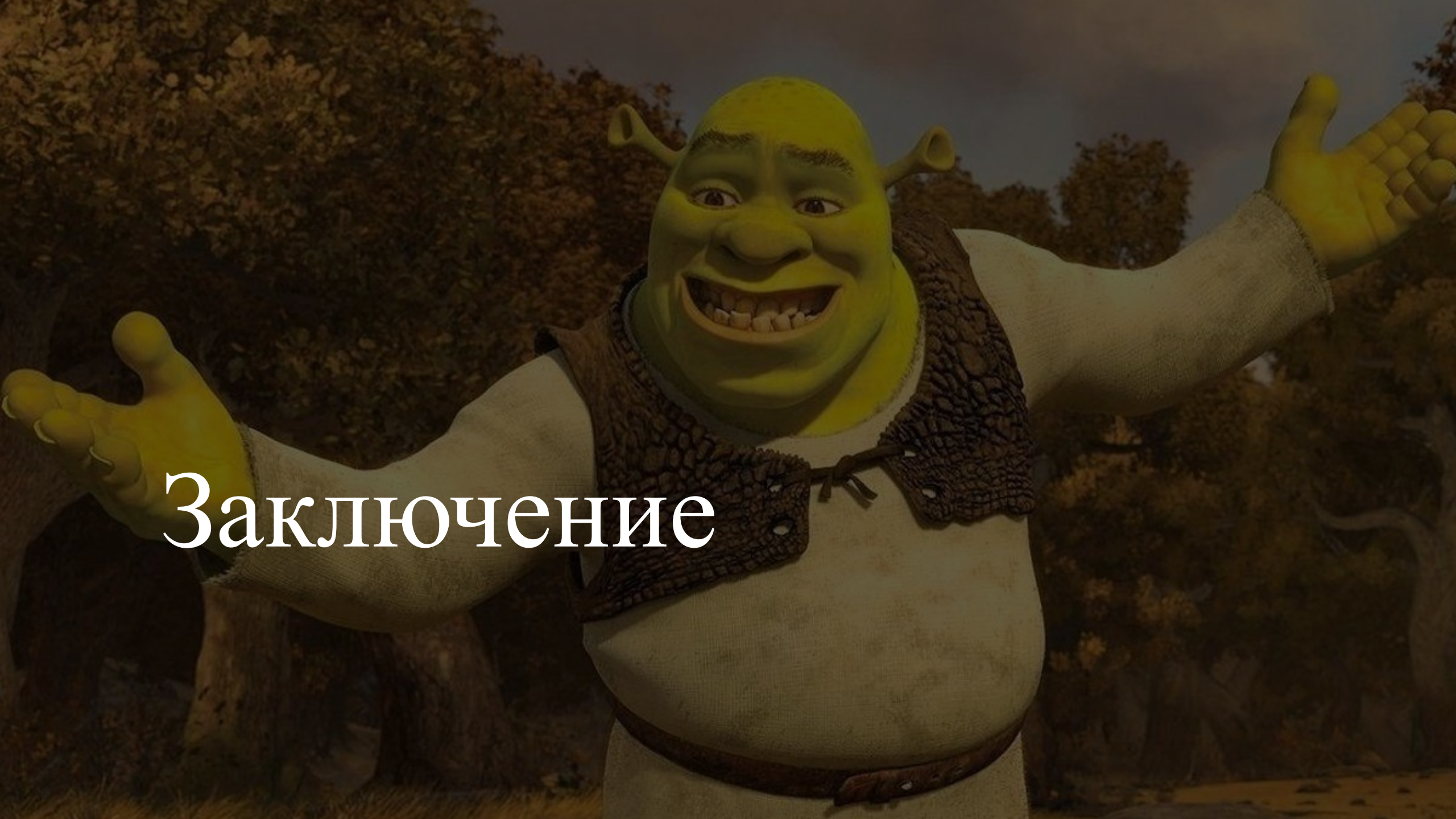


Особенности анимирования персонажа





Распространенные ошибки



Заключение