

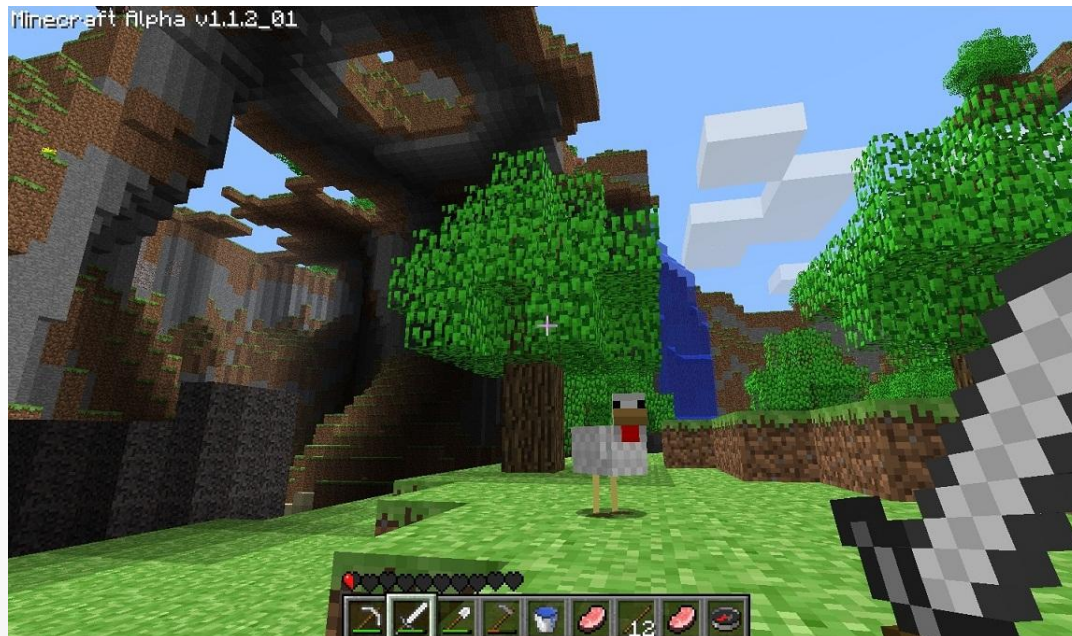
MIMELCRAFT

3D DESIGN START – 2012

Pálfi Jakub 3.E (palfi110)

MINECRAFT

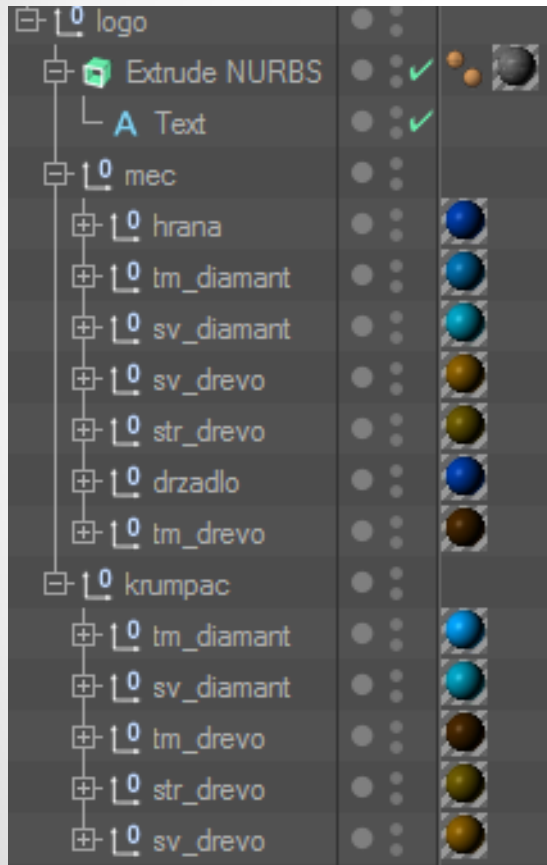
- Minecraft je nezávislá PC hra
- Naspaná v Java Markusem Perssonem
- Vyvíjená firmou Mojang AB
- Jedná se o krychlový 3D svět
- Hráč jedná na vlastní nebezpečí, staví úkryty, sbírá materiál, vyvíjí zbraně a bojuje s monstry



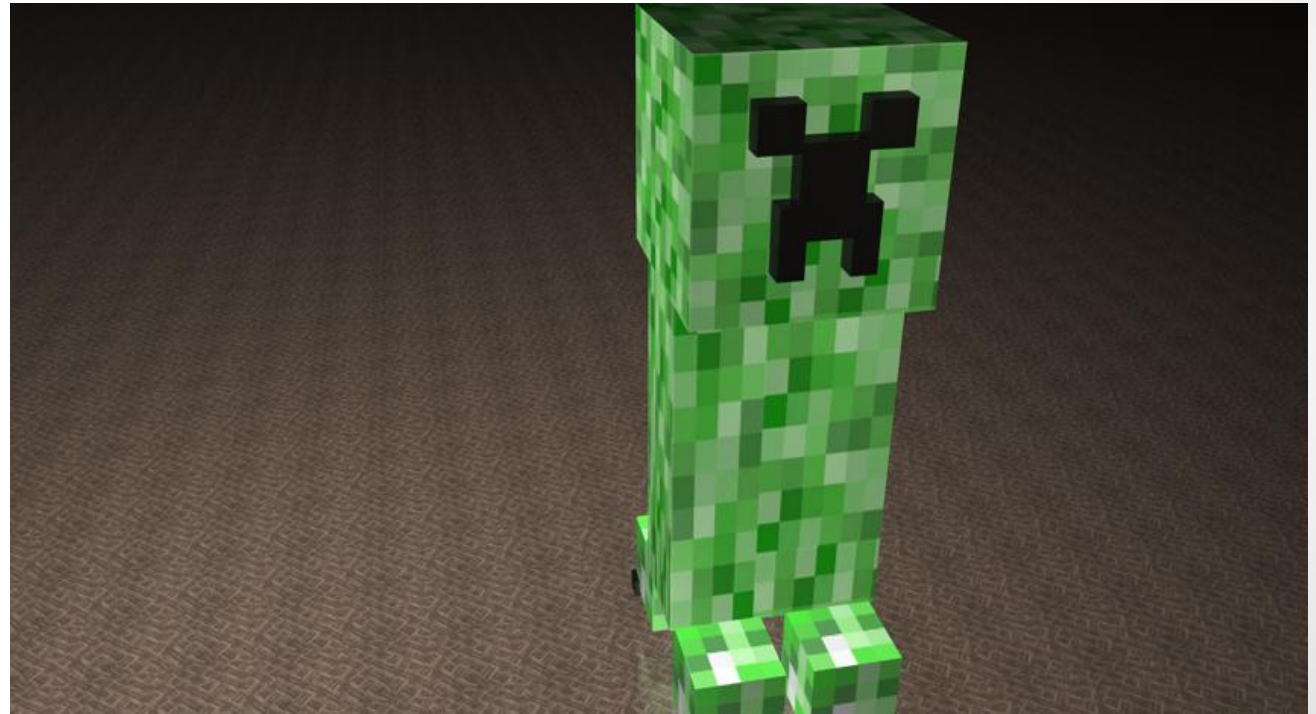
Obsah

- Tvorba Loga
- Tvorba (monstra) Creepra
 - Tělo
- Tvorba (postavy) Steva
 - Tělo
 - Kostra
 - Cil a Poloha
- Tvorba náčiní
 - Krumpáč
 - Meč
- Tvorba scény
 - Pochodně
 - Kostky
 - Diamanty
- Animace
 - Výbuch (Emitter)

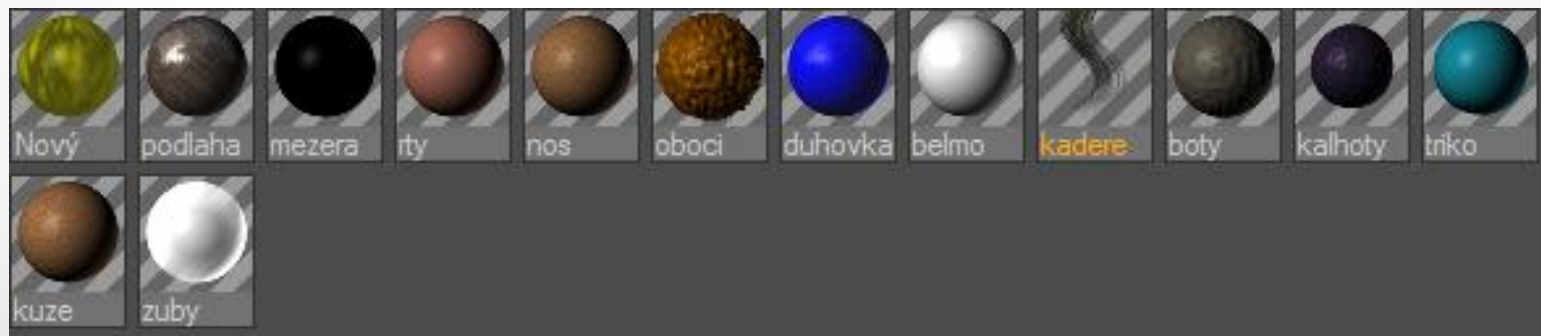
Tvorba Loga



Tvorba (monstra) Creepra



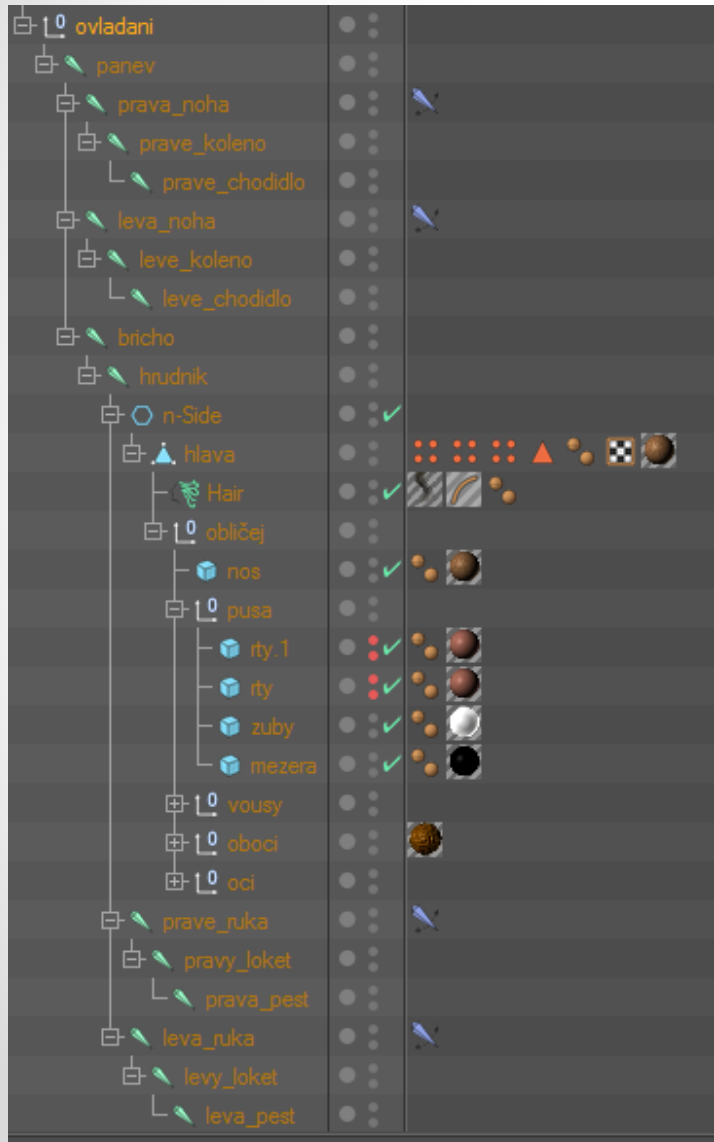
Tvorba (postavy) Steva - tělo



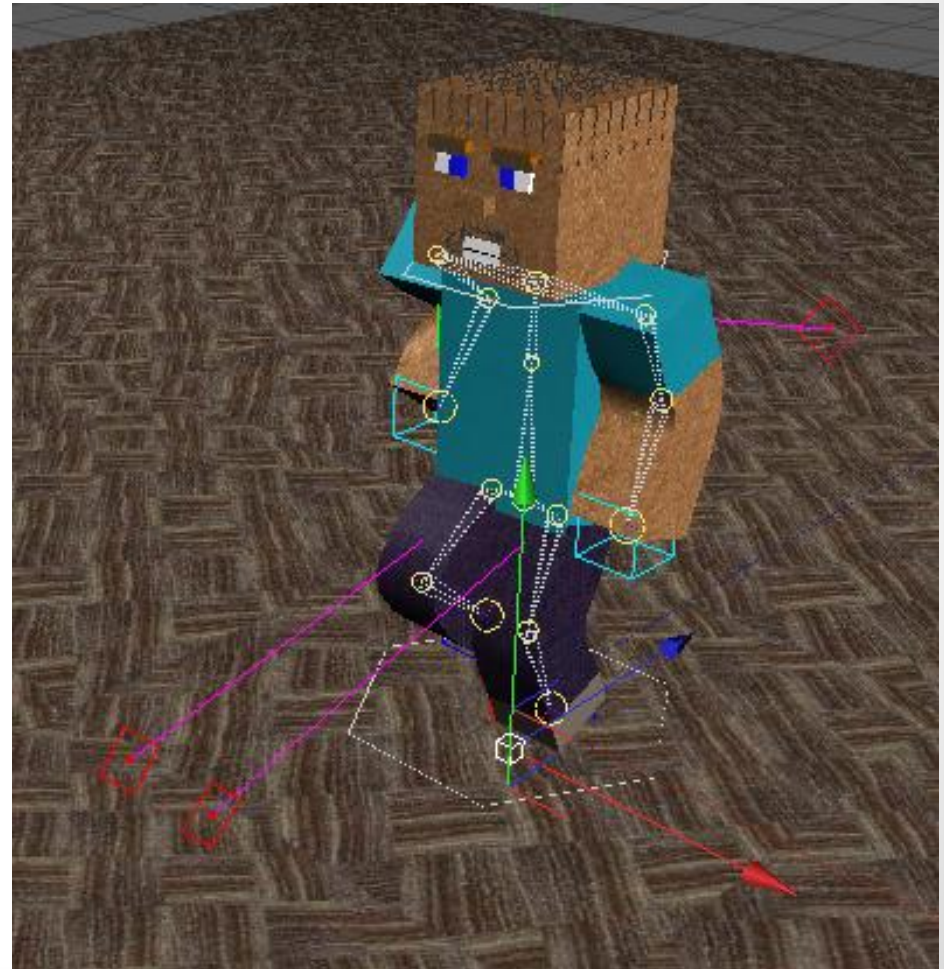
Tvorba (postavy) Steva - tělo



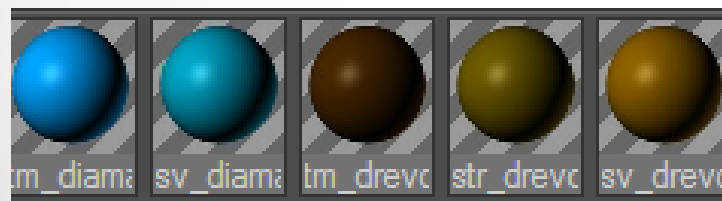
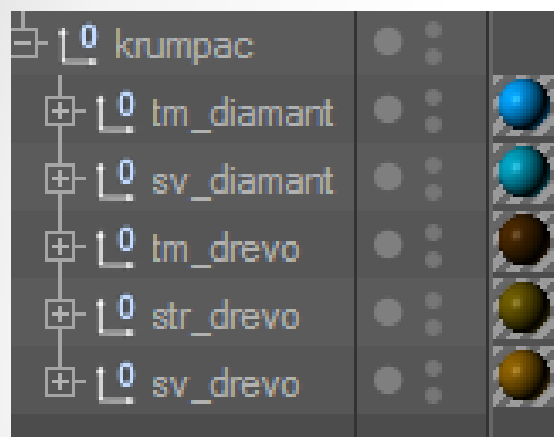
Tvorba (postavy) Steva - kostra



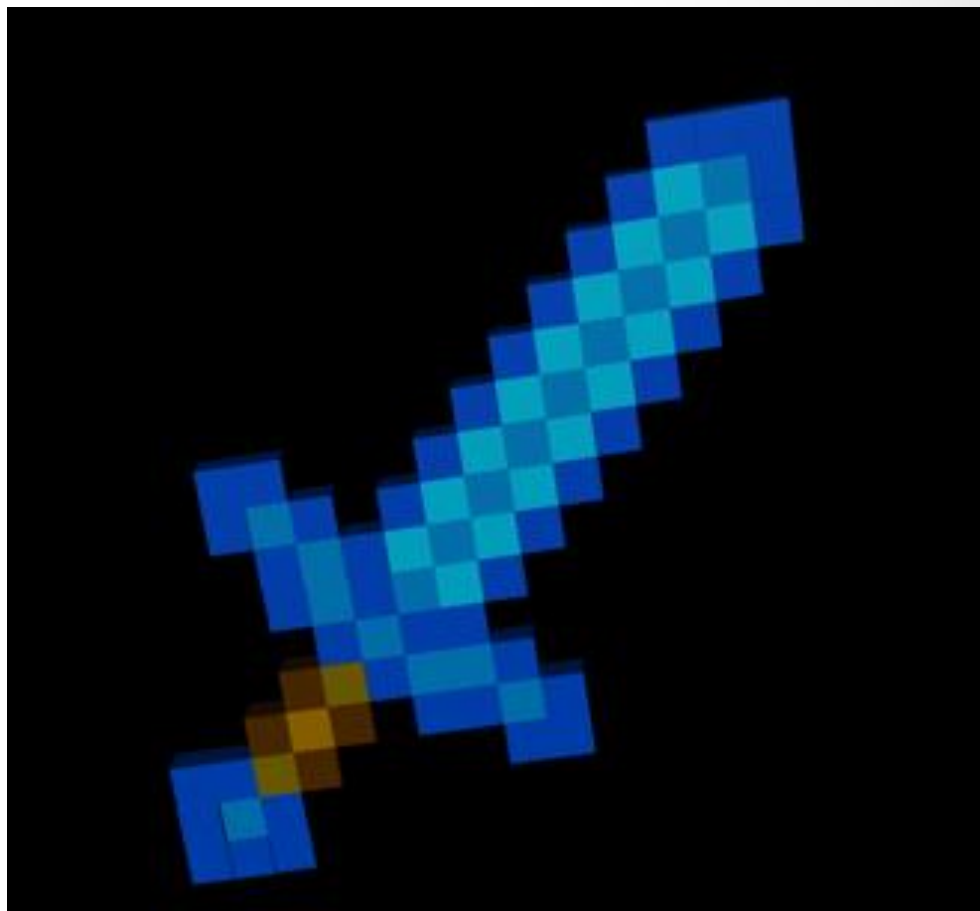
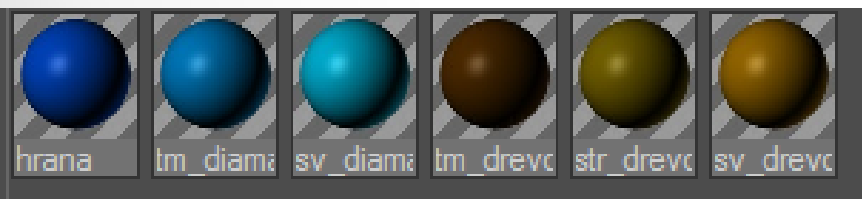
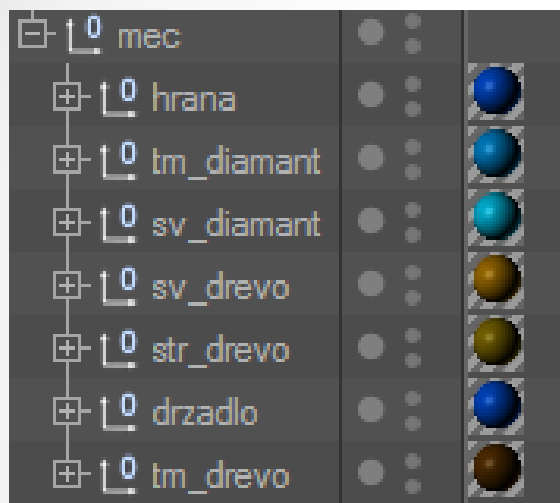
Tvorba (postavy) Steva – cíl a poloha



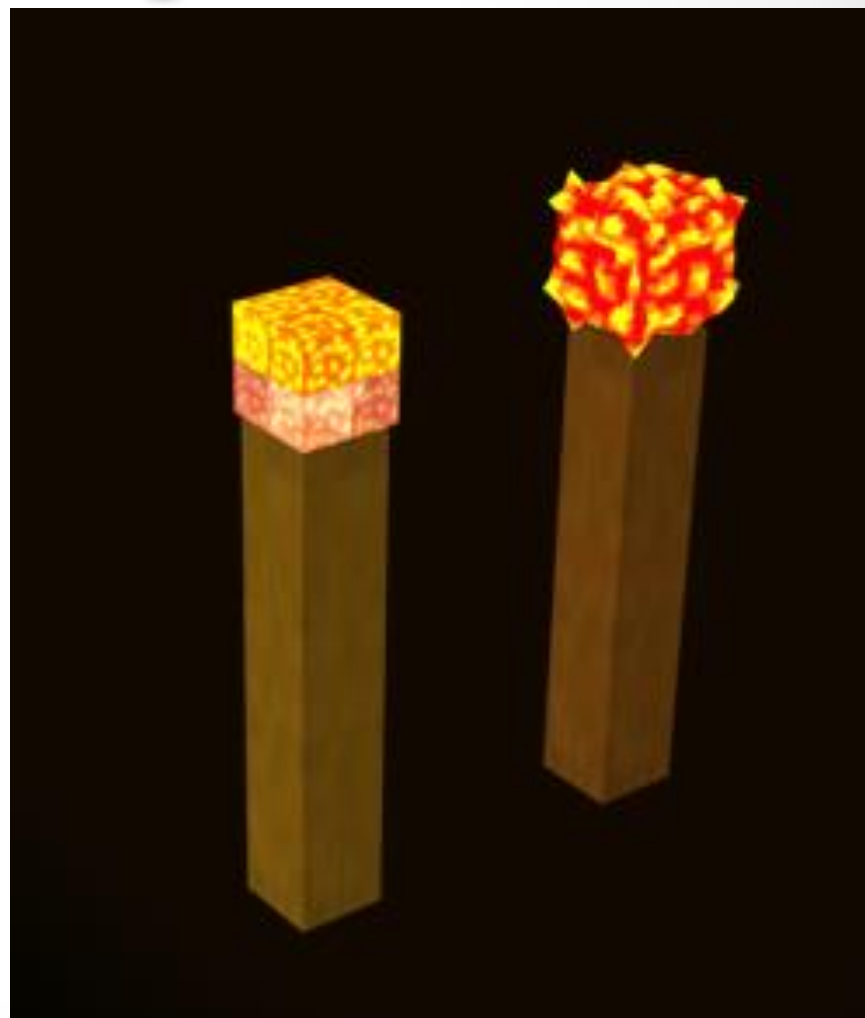
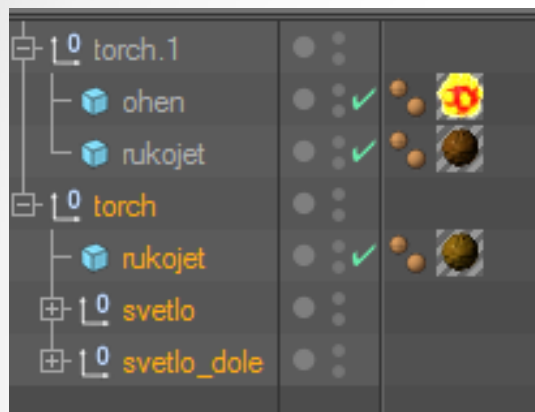
Tvorba náčiní - krumpáč



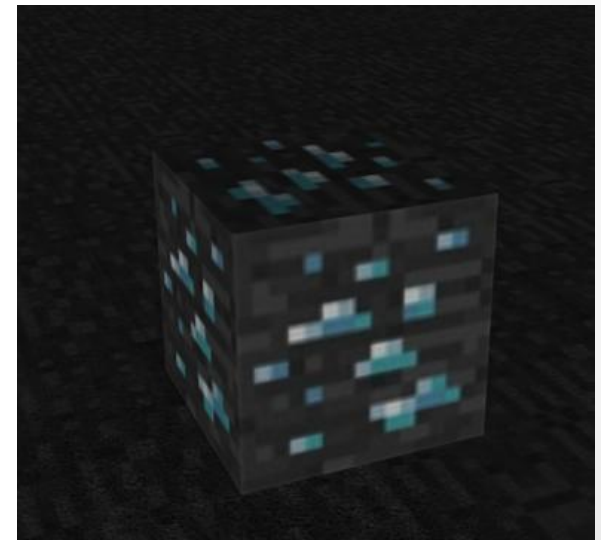
Tvorba náčiní - meč



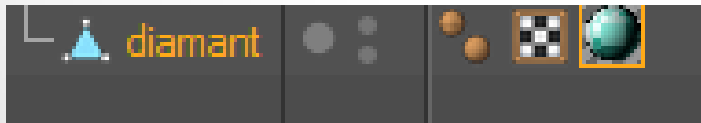
Tvorba scény - pochodně



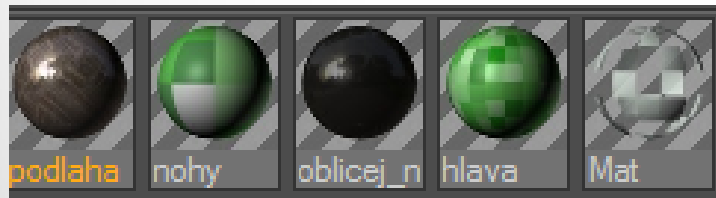
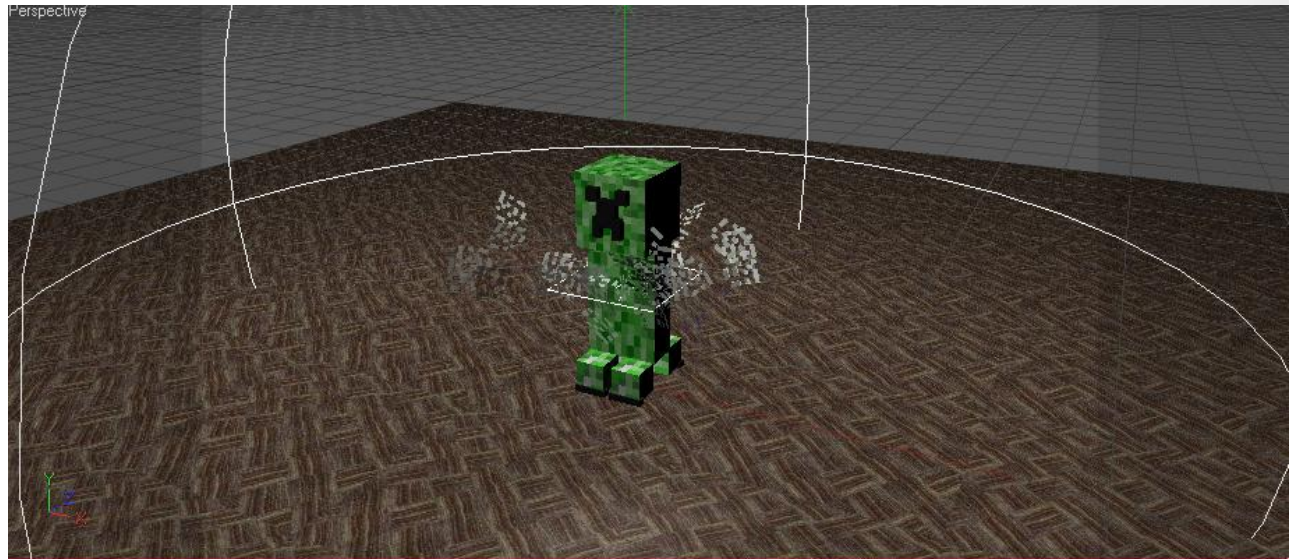
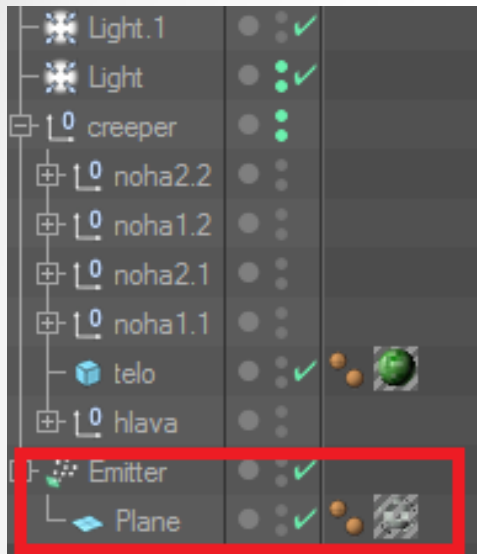
Tvorba scény – kostka kámen a diamant



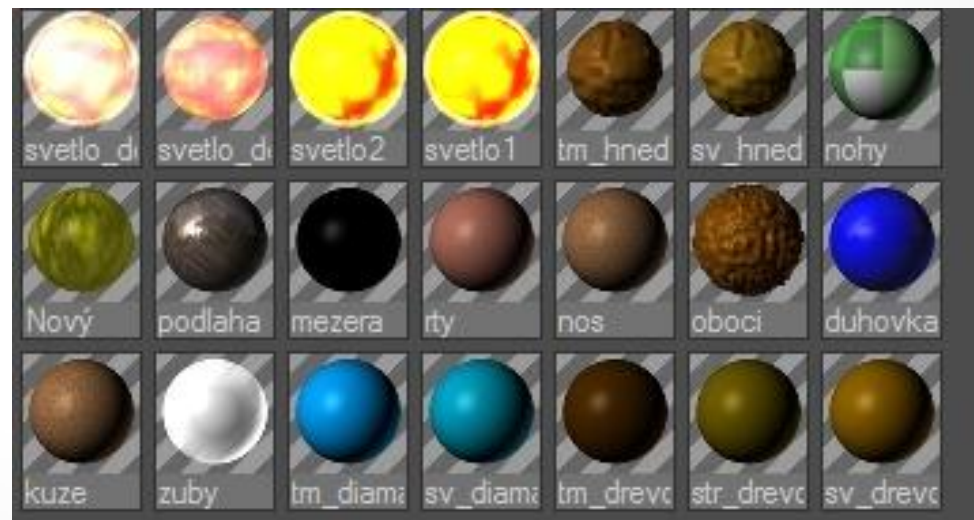
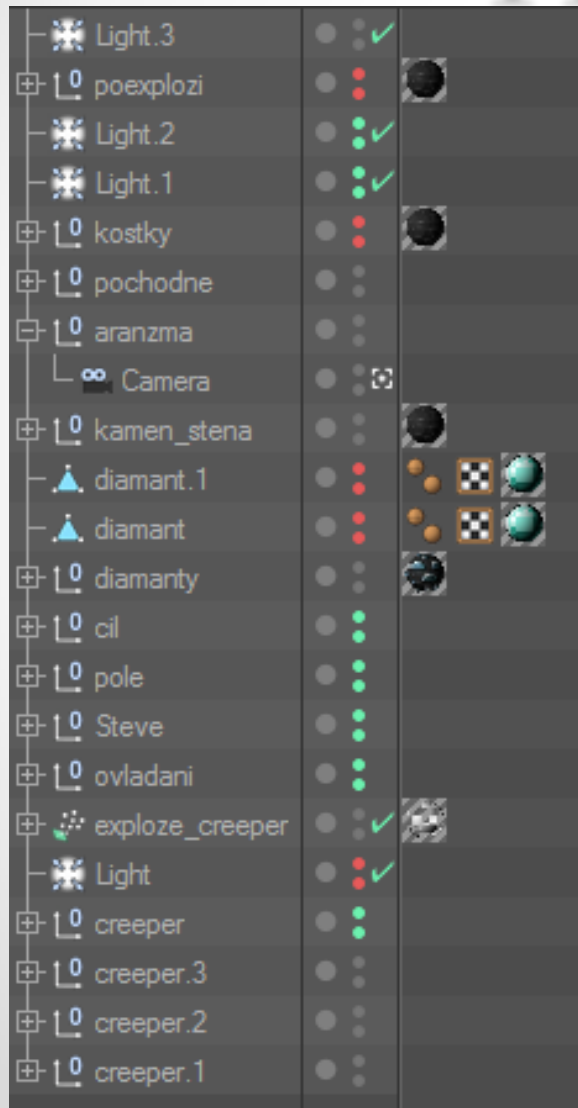
Tvorba scény – diamant



Animace – výbuch (emitter)



Hlavní scéna



Hlavní scéna



Místo pro dotazy

Děkuji za pozornost!