

Modelování hlavy v Cinema 4D

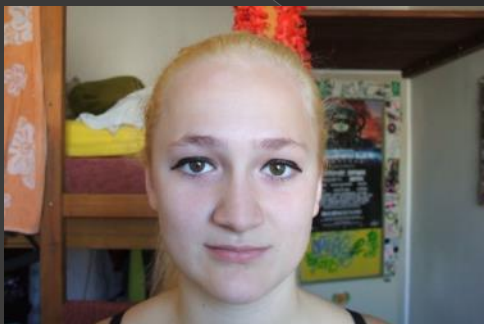
Effenberger Lukáš 4.F

Proč jsem si vybral tuto práci?

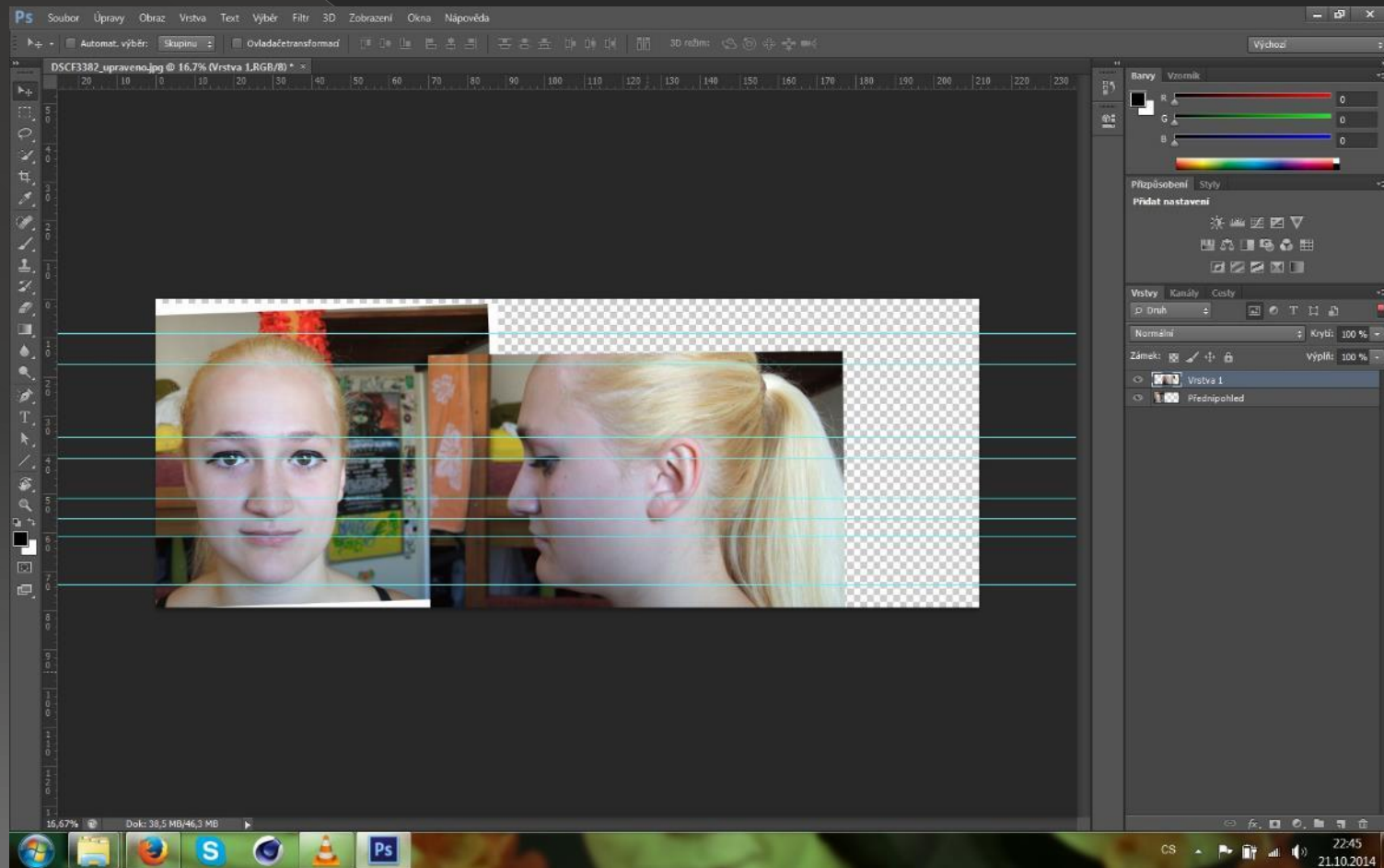
- Rád pracuji v programu Cinema 4D
- Maturitní téma mě oslovilo
- Modelování hlavy je pro mě úplná novinka

Podklady pro modelování

- Nafočení podkladů

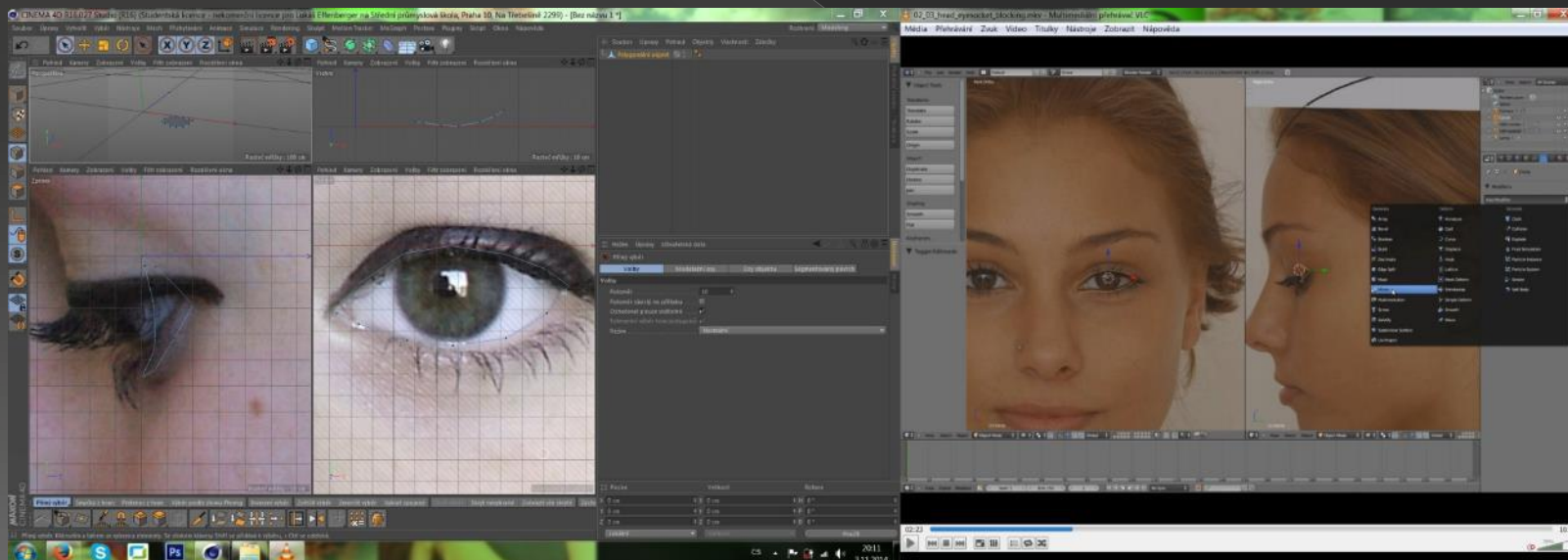
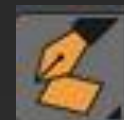


Příprava fotografií v Adobe Photoshop CS6

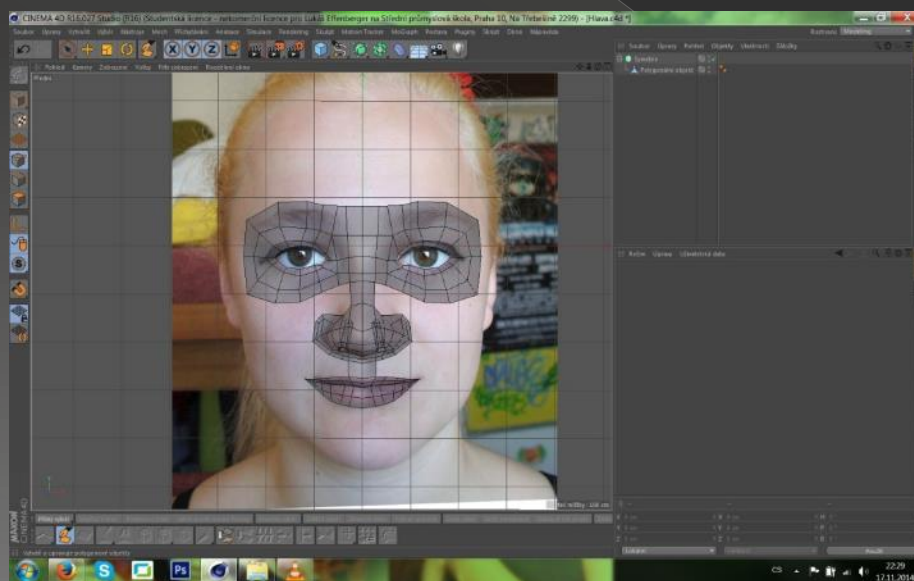
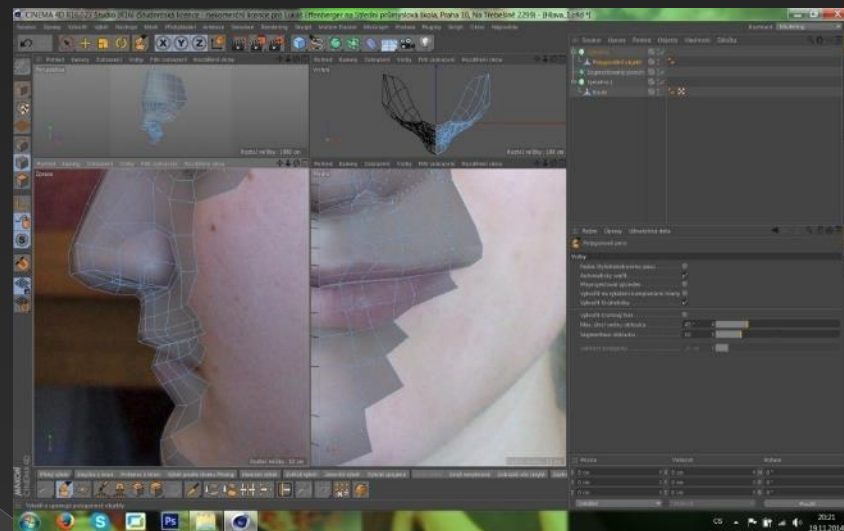
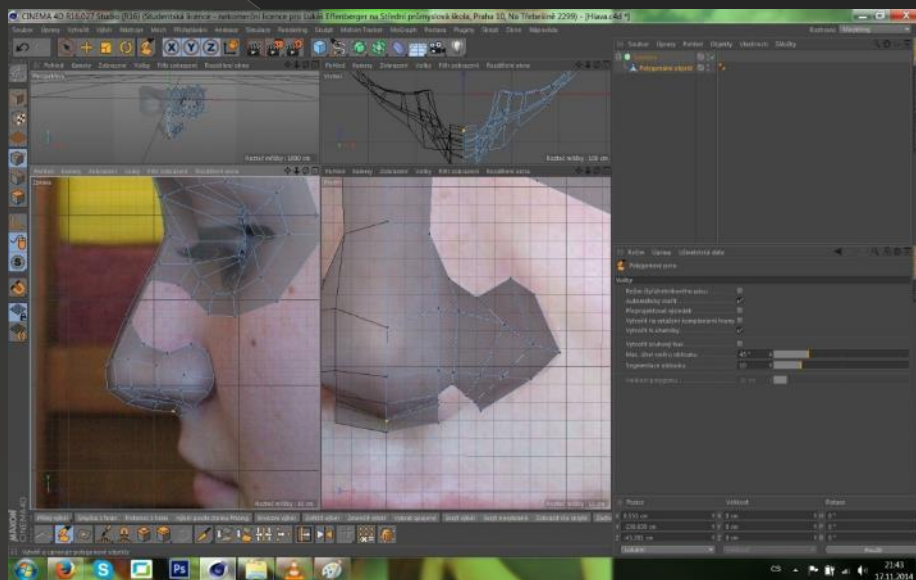


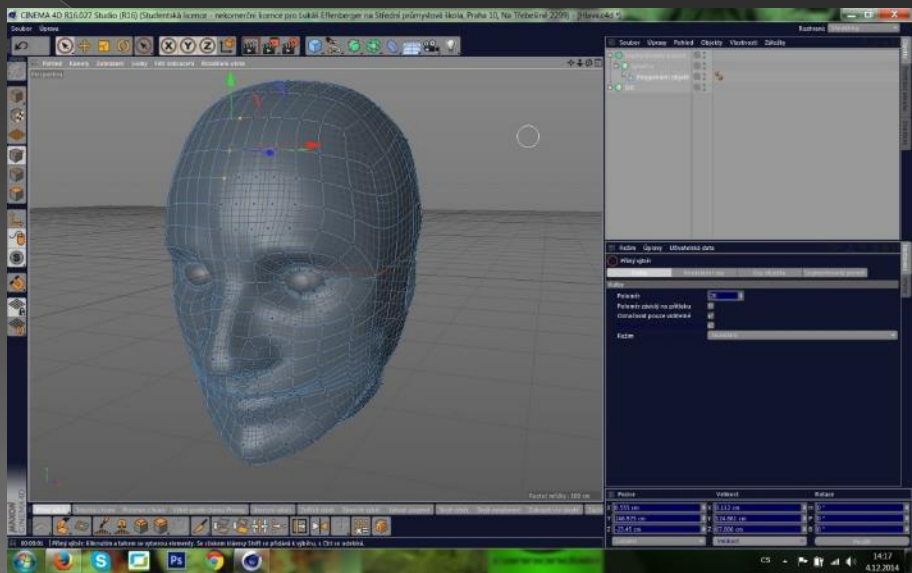
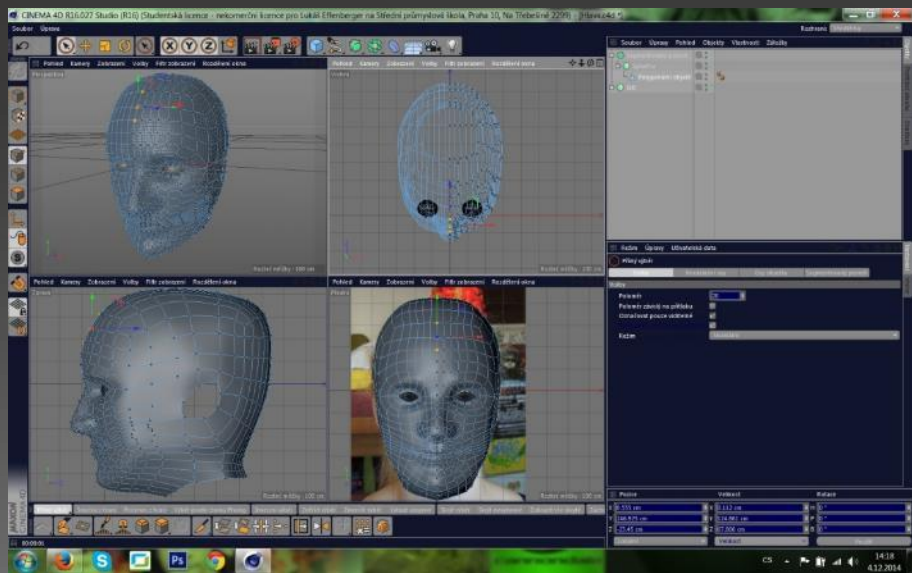
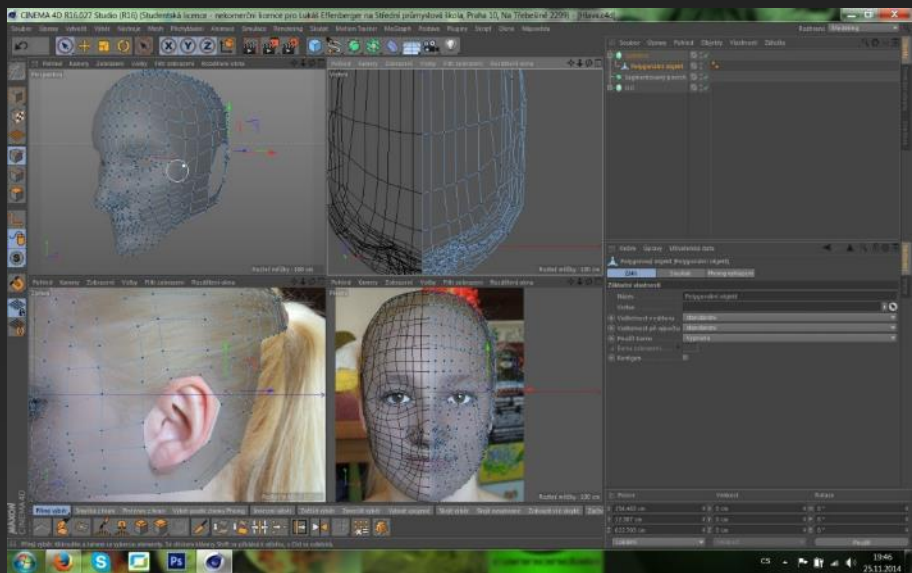
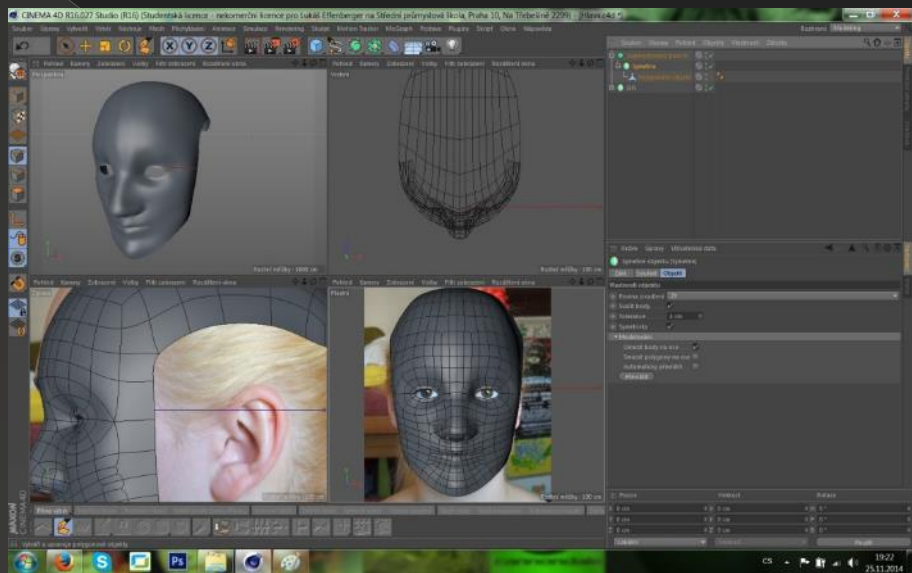
Začátek modelování

- Použití nástroje „Polygonové pero“ – novinka R16

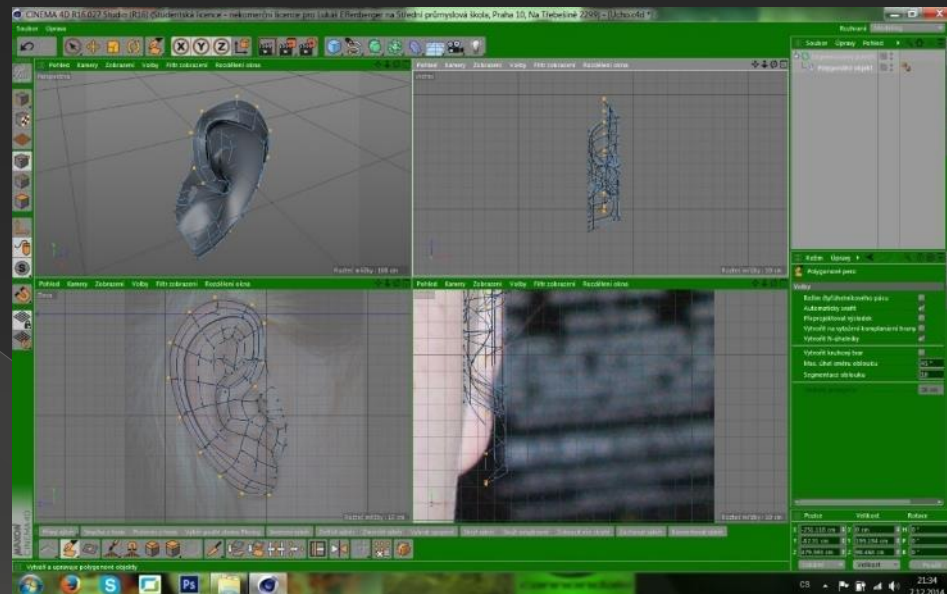
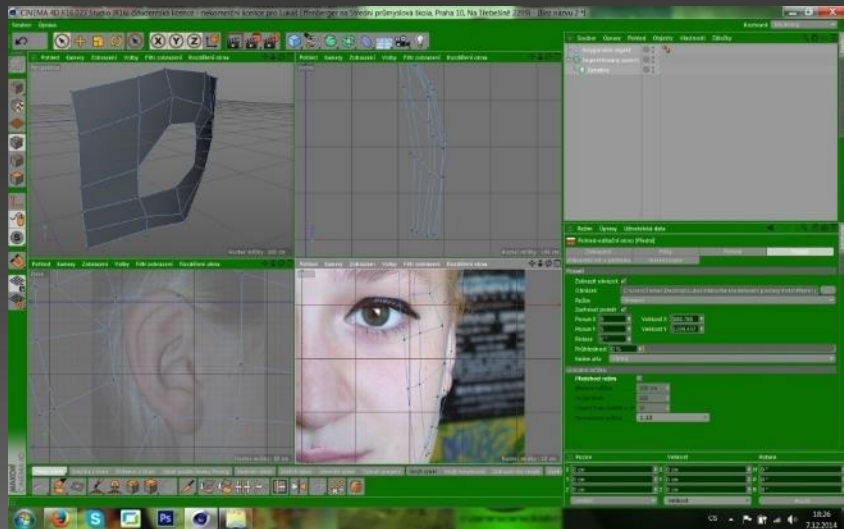


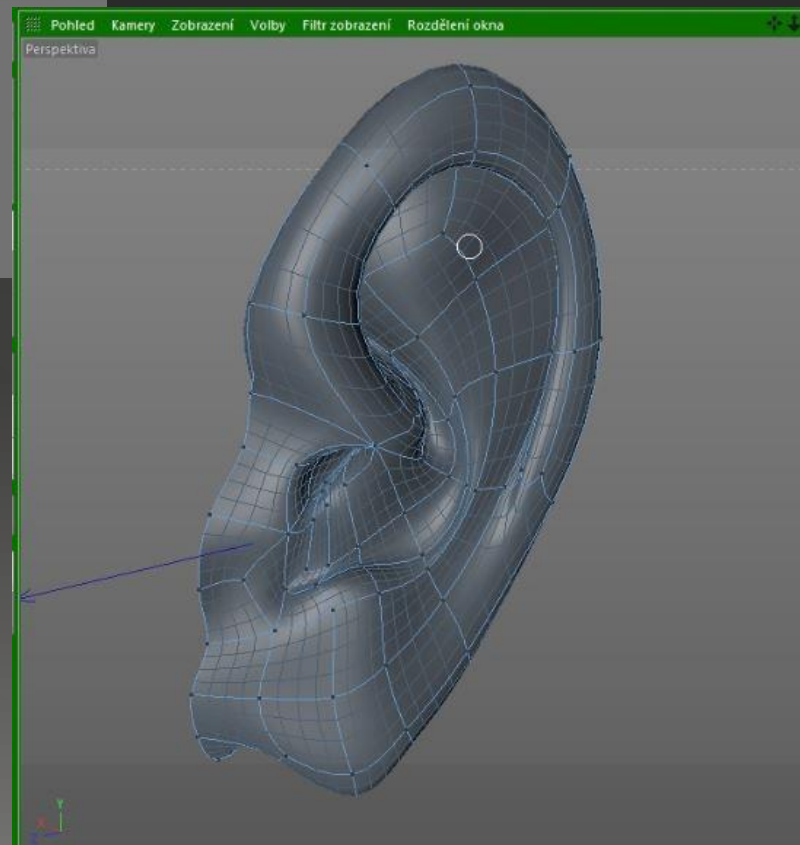
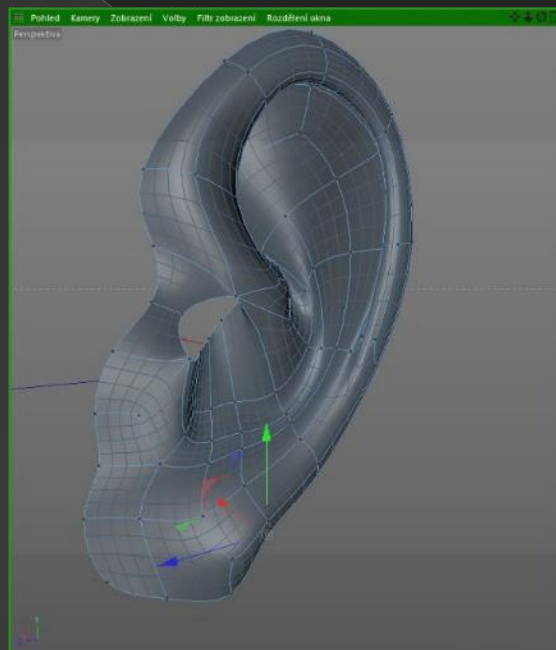
Průběžné fotografie z modelování hlavy



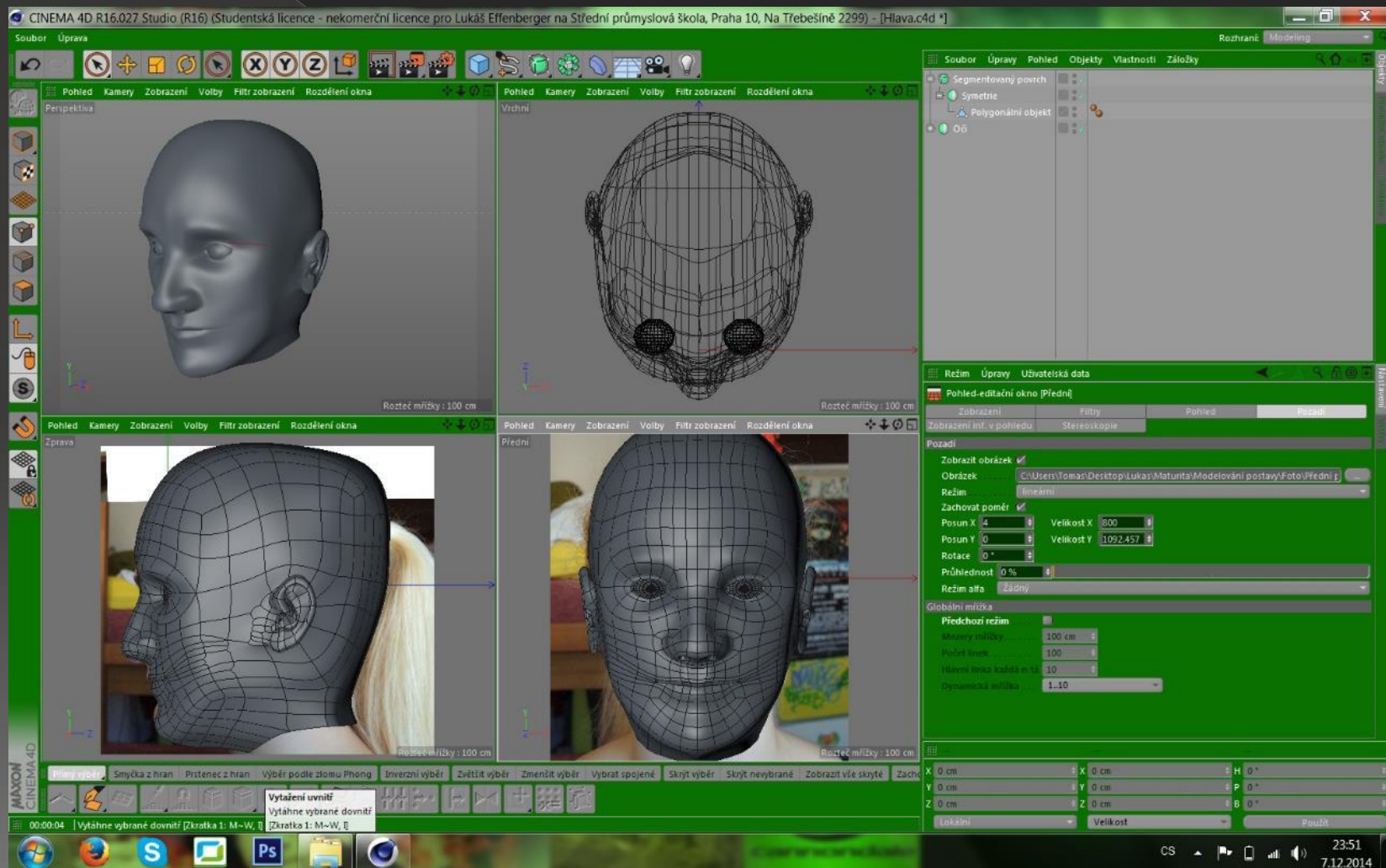


Modelování uší

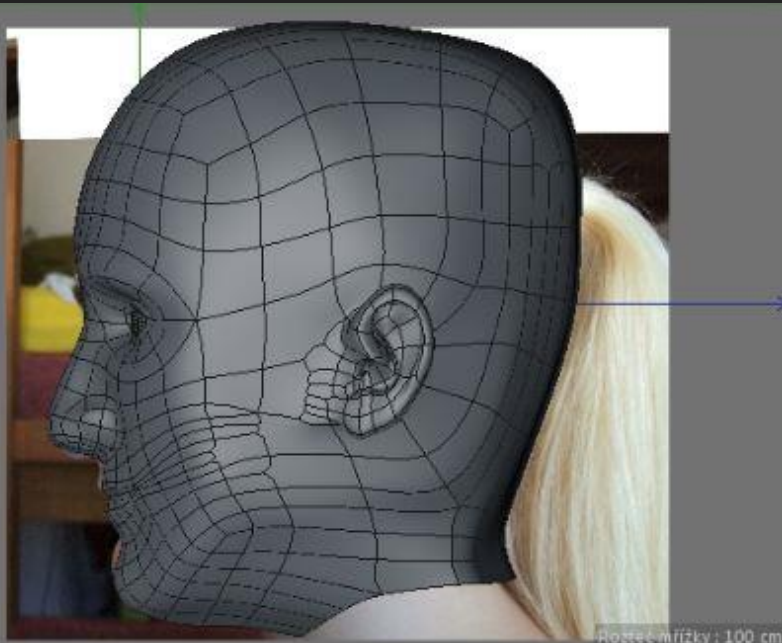




Řešení problémů

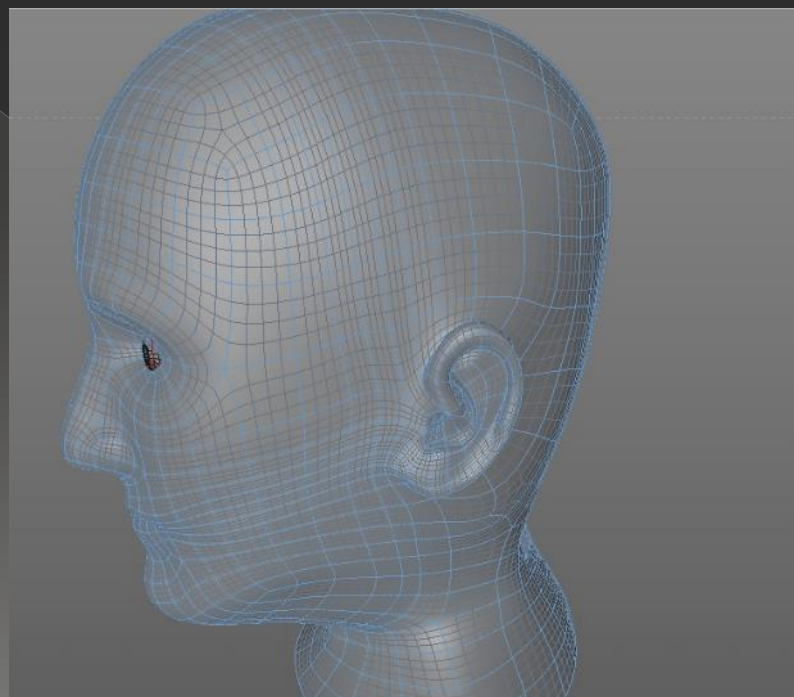


Zprava

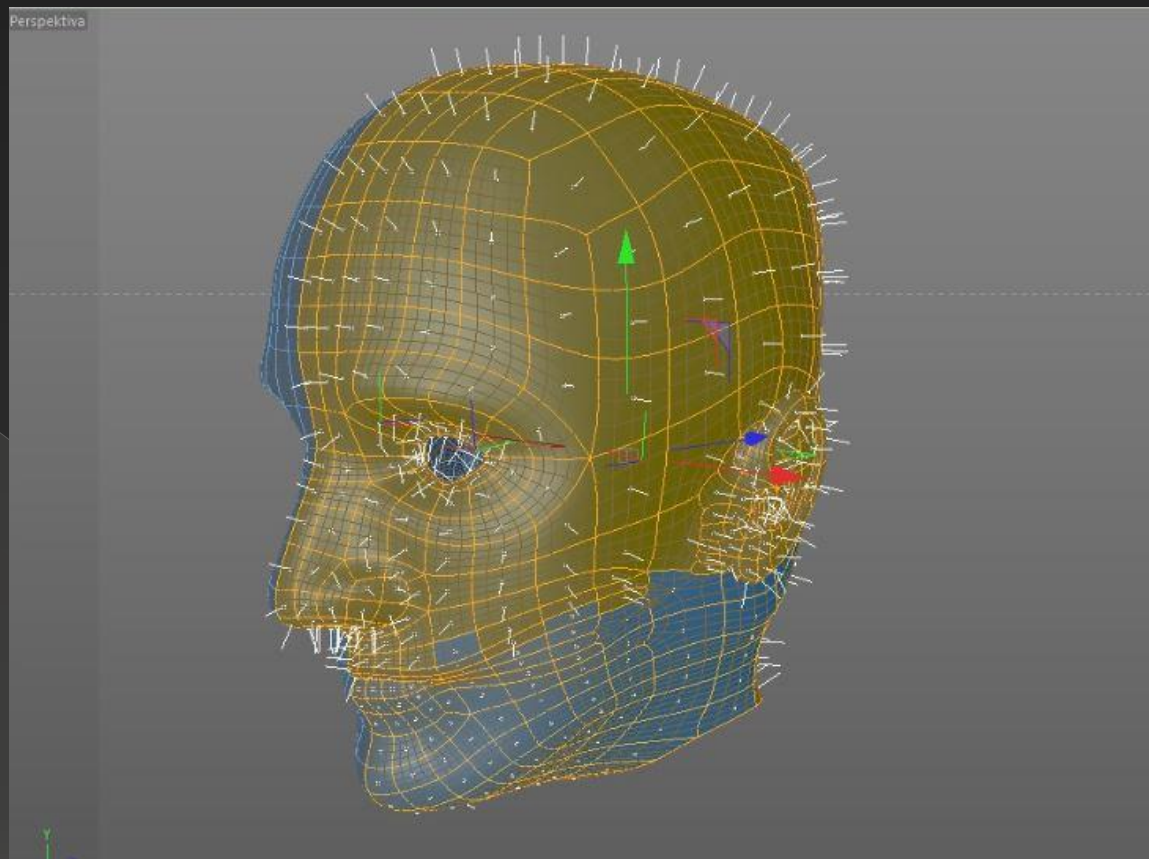


1. problém

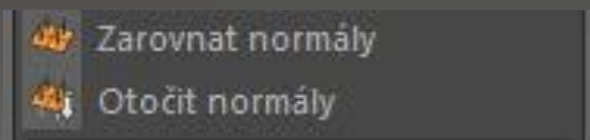
řešení



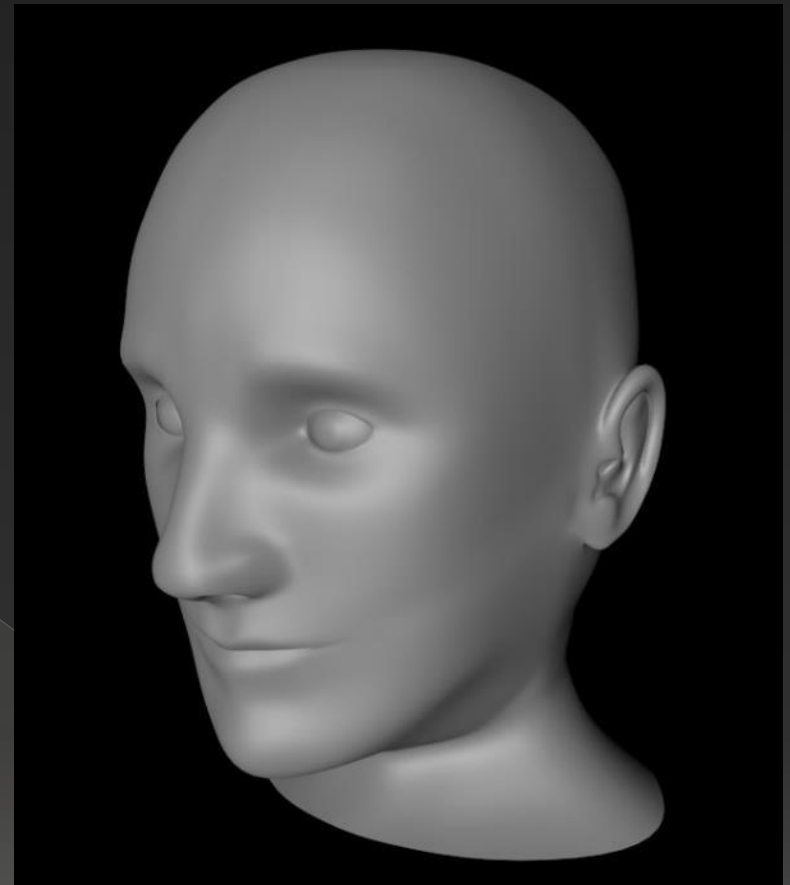
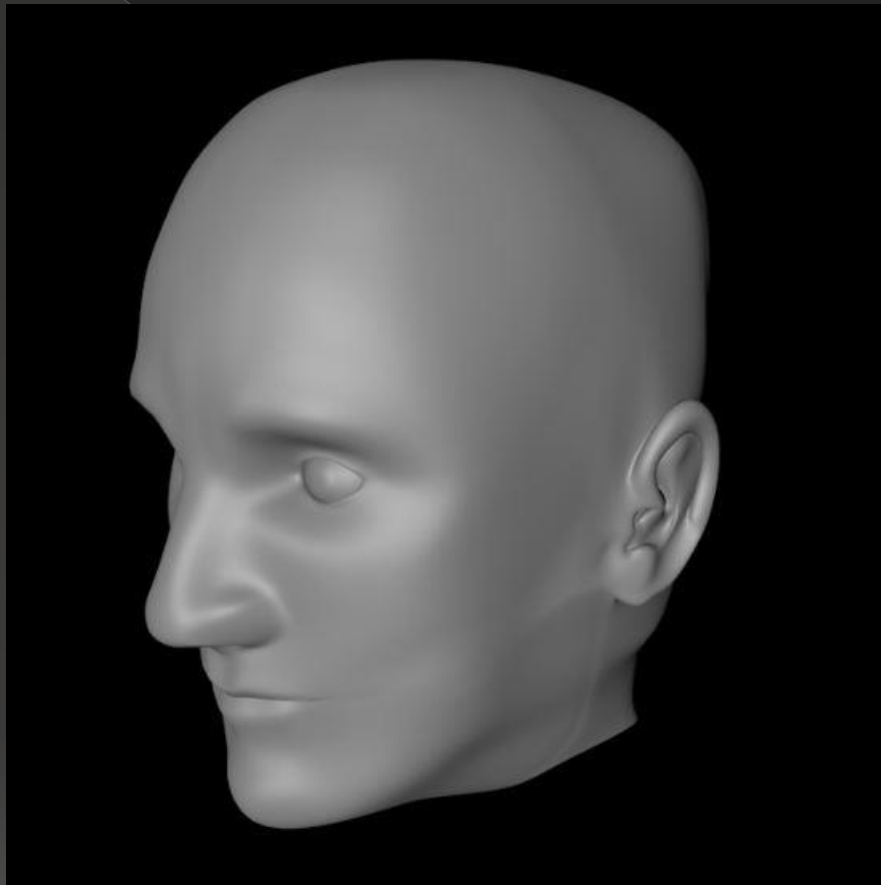
2. problém



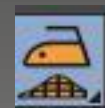
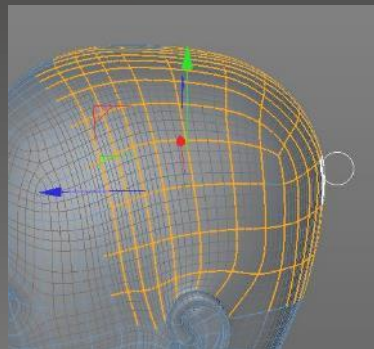
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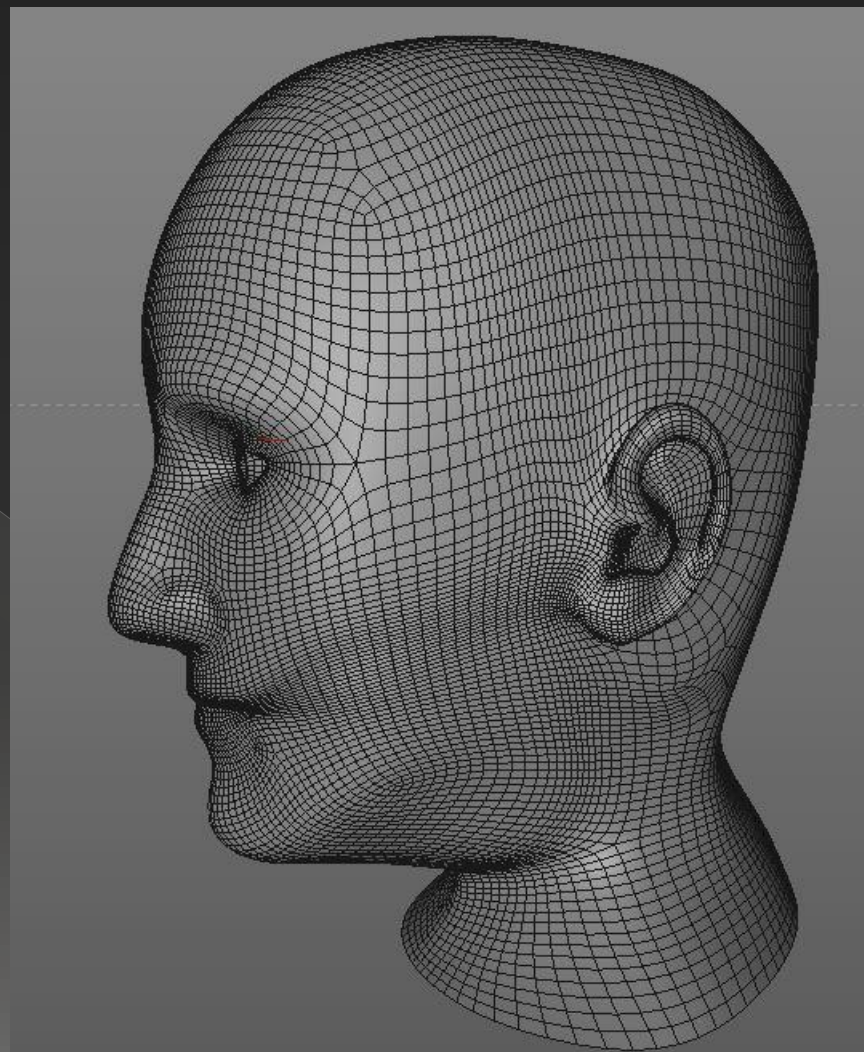
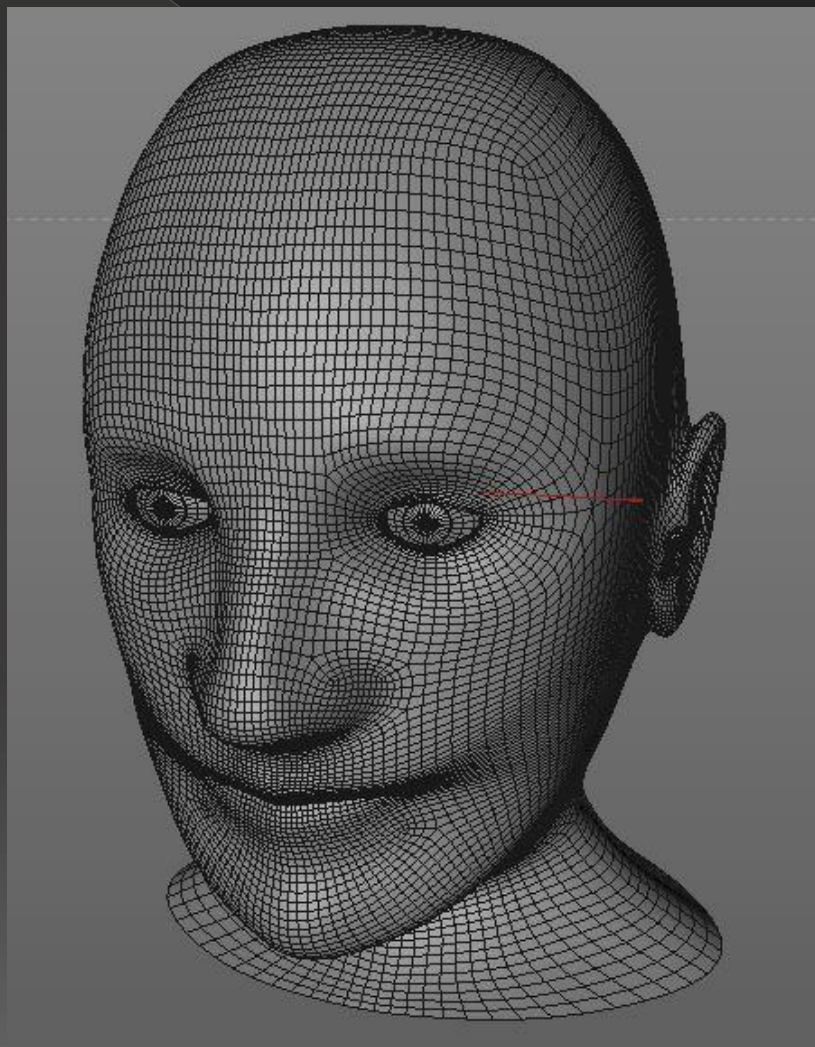


3. problém

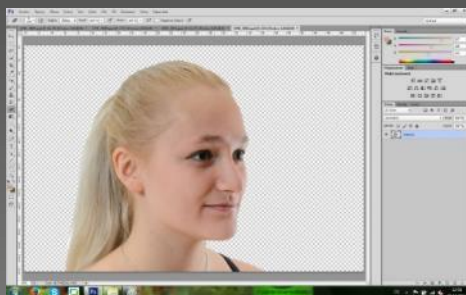
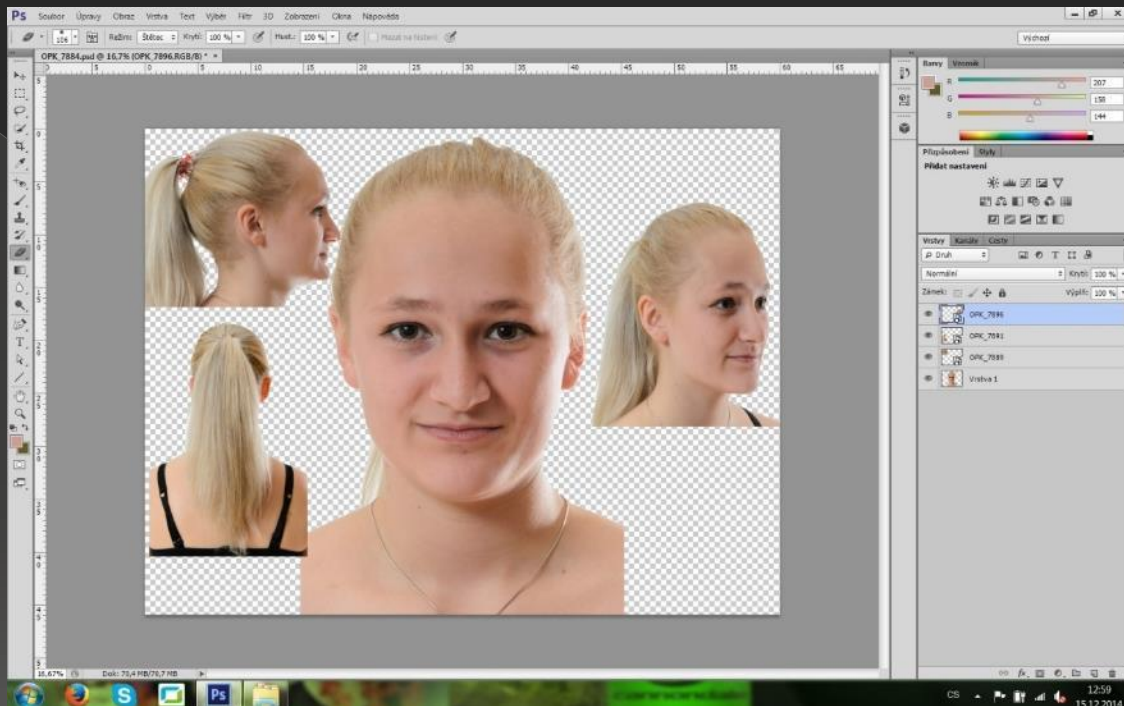
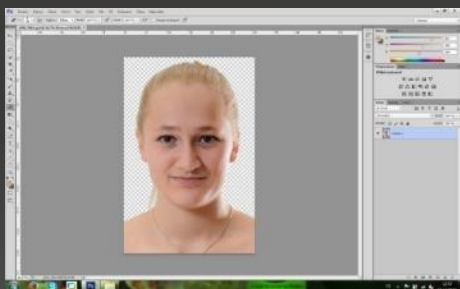
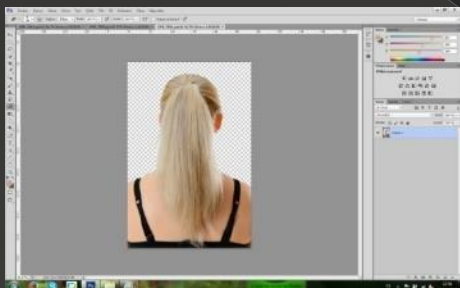


řešení

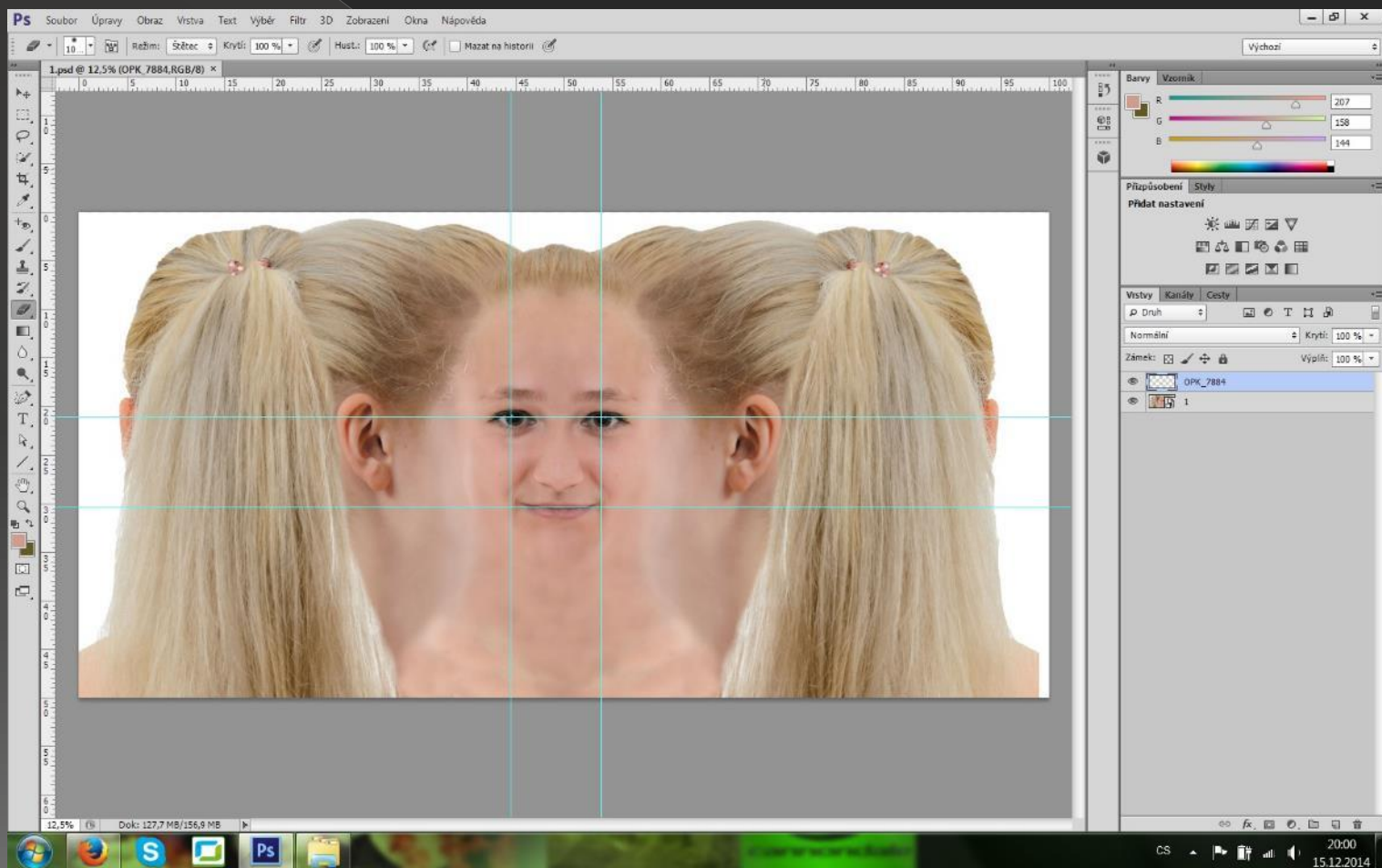




UV mapování (nanášení textury na model)



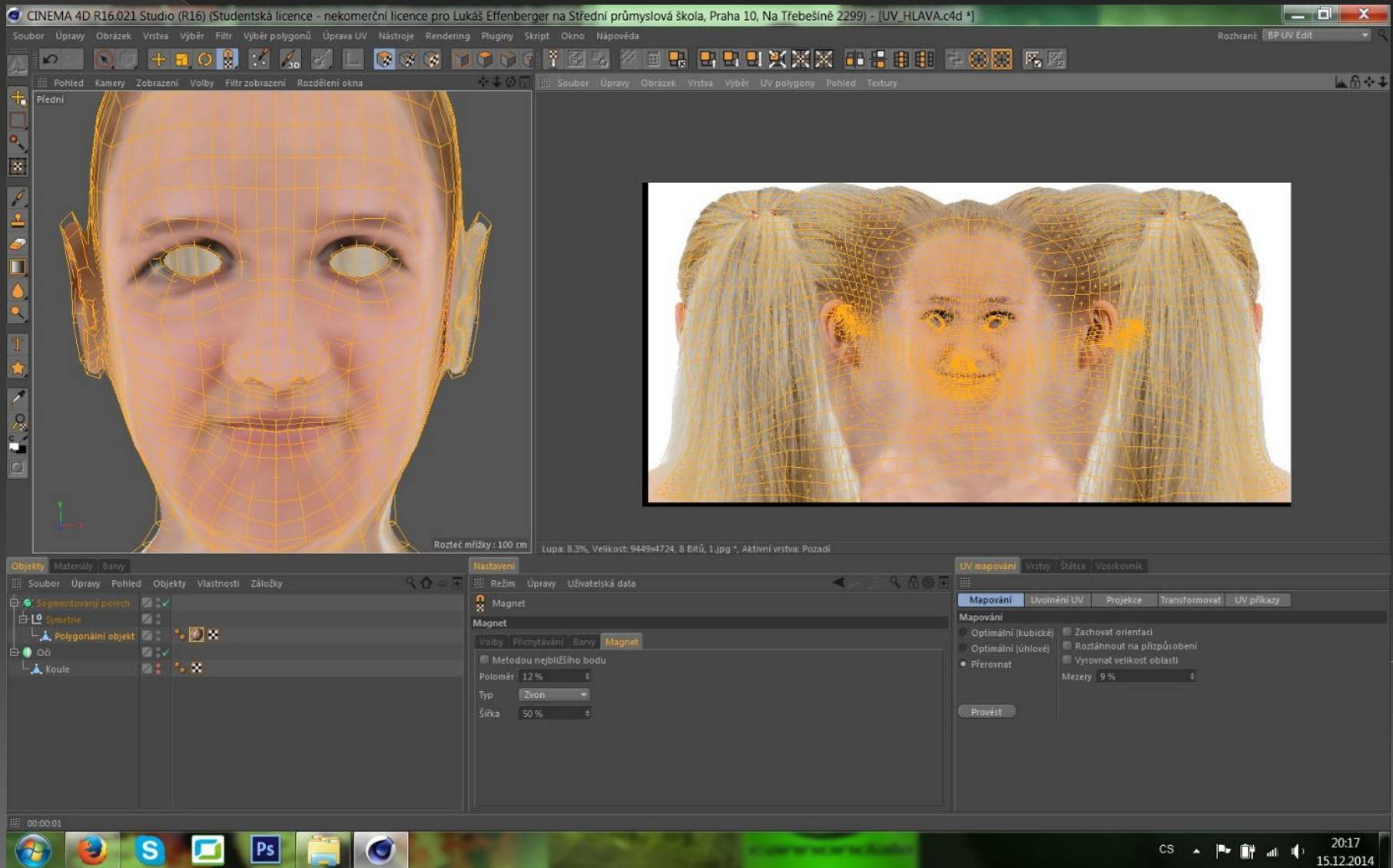
- Zpracování v Adobe Photoshop
- Použití nástroje „klonovací razítko“ a „guma“



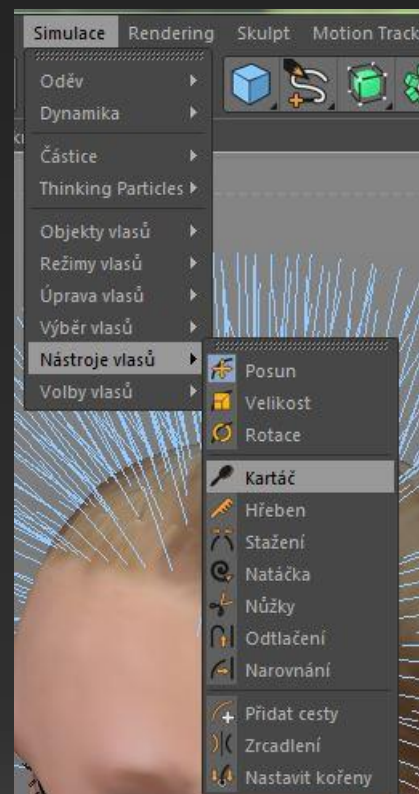
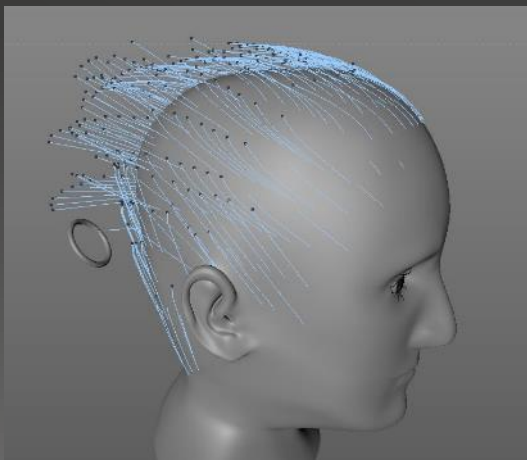
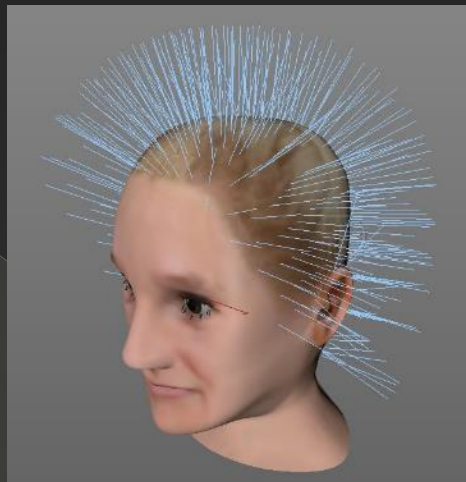
- Finální výsledek UV mapy



○ Nanášení UV mapy na model hlavy



- Nanosení řas, vlasů a učesání
- Použitý nástroj: „kartáč“



Použití SSS - Subsurface scattering

- Co to je SSS?
- K čemu se používá



◉ Srovnání bez SSS a s ním

bez SSS

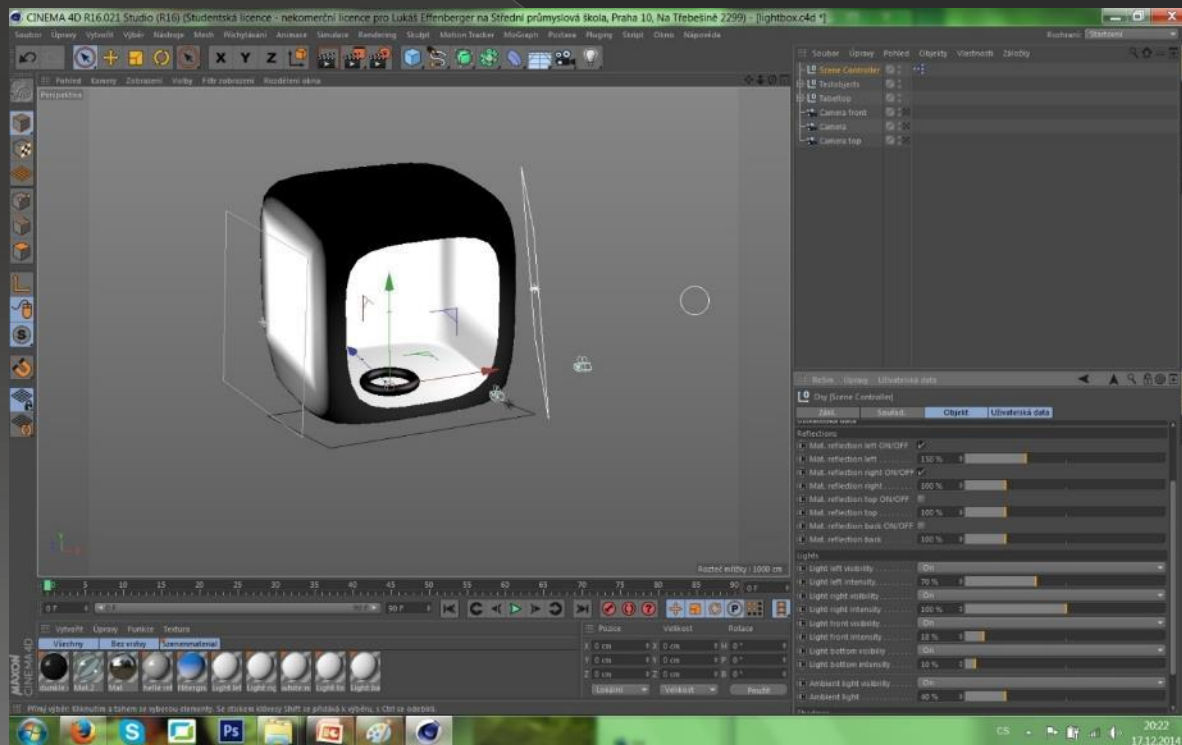


s SSS



Renderovací box (lightbox)

- Co to je?
- K čemu se používá



Výsledné rendery









Zdroje:

- ◉ <http://www.youtube.com/watch?v=kGE2AVqj4ug>
- ◉ file:///F:/Maturita/Modelov%C3%A1n%C3%AD%20postavy/N%C3%A1vod/index.html

Prostor pro dotazy



Děkuji za pozornost.