3D軟體建模製作

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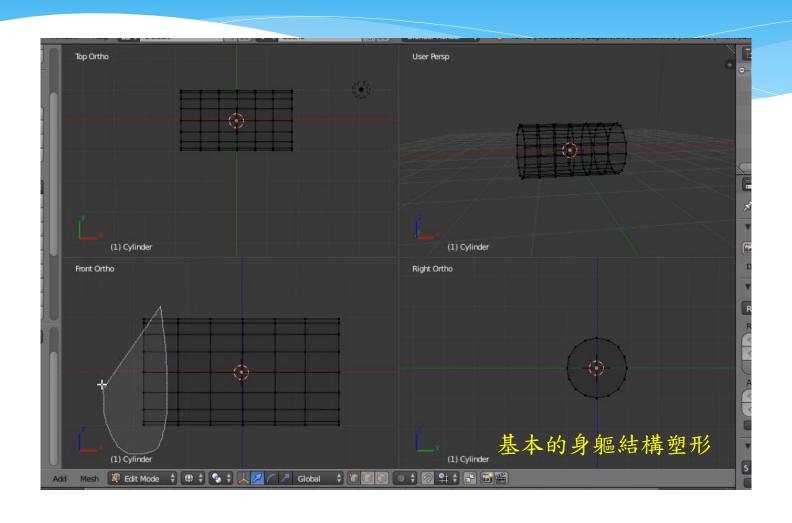
王瑞澤104021114

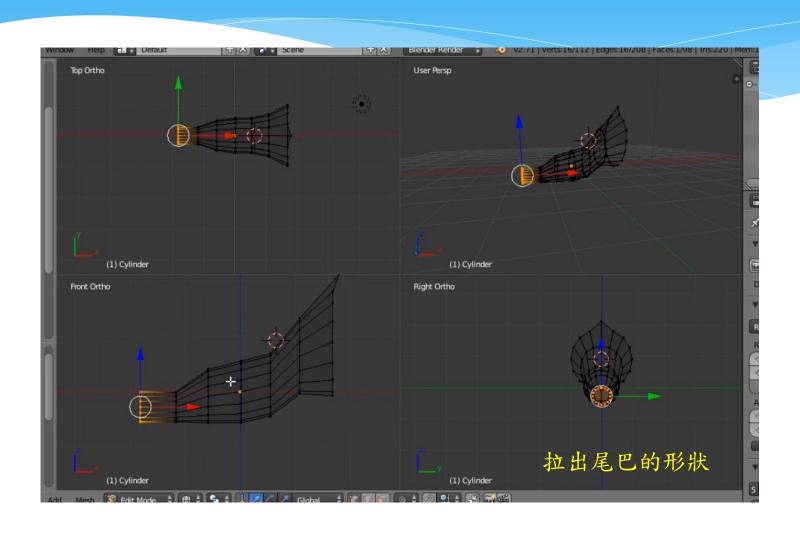
指導老師:莊政宏教授

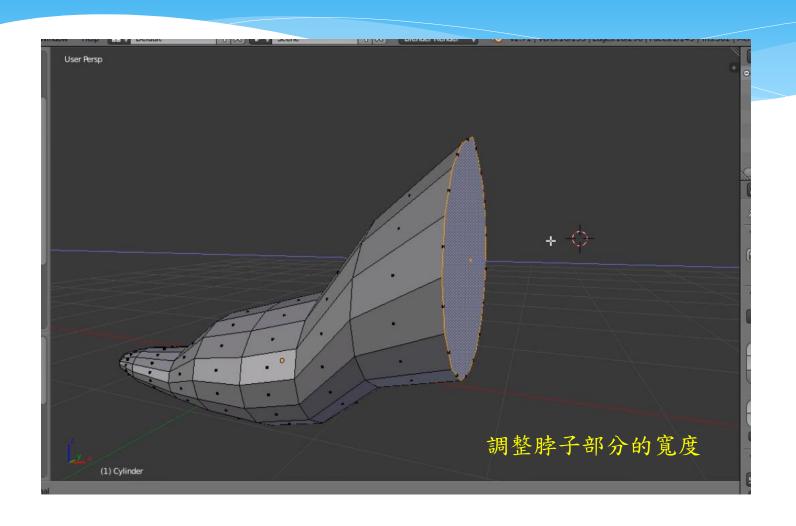
研究動機

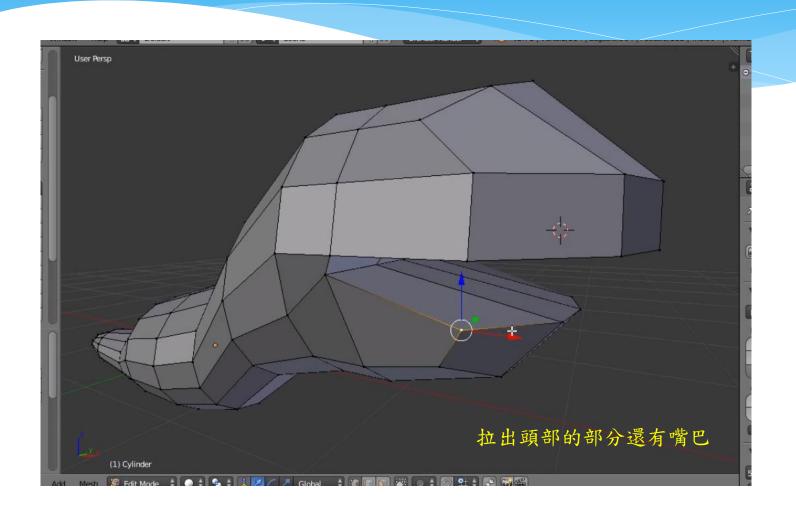
- * 由於在大二的時候上到老師的多媒體導論這堂課,老師上課是用Blender上課,讓我對Blender產生了興趣,可以自己建模還有做出自己想做的的圖案,因此我們想用3D建模作為畢業專題的題目來好好的熟悉這個軟體,並且做出好的作品。
- * Blender是一套專業的,自由及開放原始碼的3D電腦圖形軟體。它支持整個3D管道建模,裝配,動畫,模擬, 渲染,合成和運動跟踪,甚至視頻編輯和遊戲創建。用 Blender 3D內建的 game logic 設計3D遊戲類似scratch以積 木組合方式,不必寫程式碼,簡易方便。

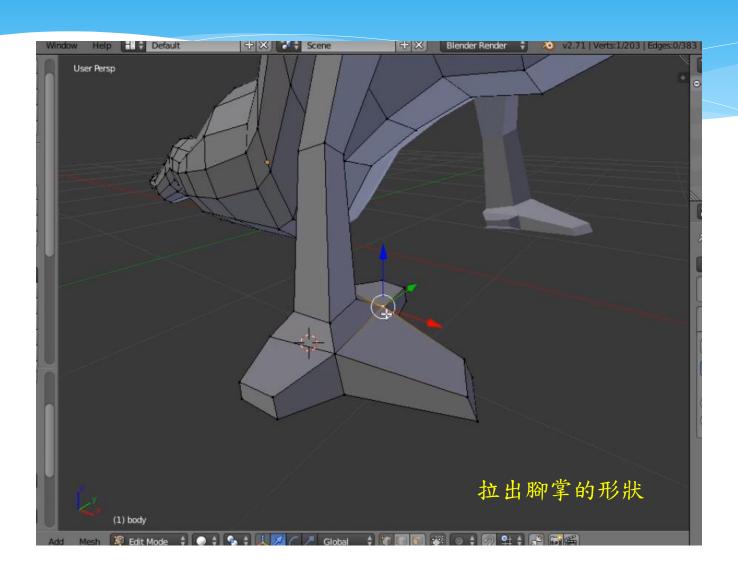
外星生物製作

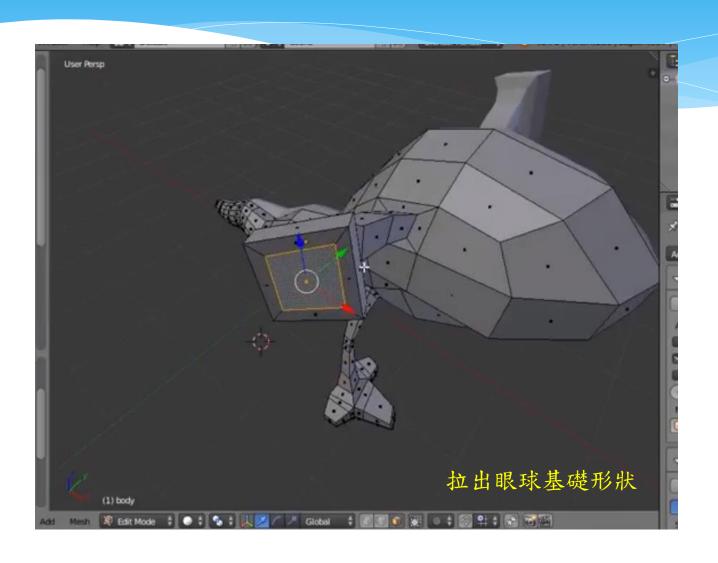


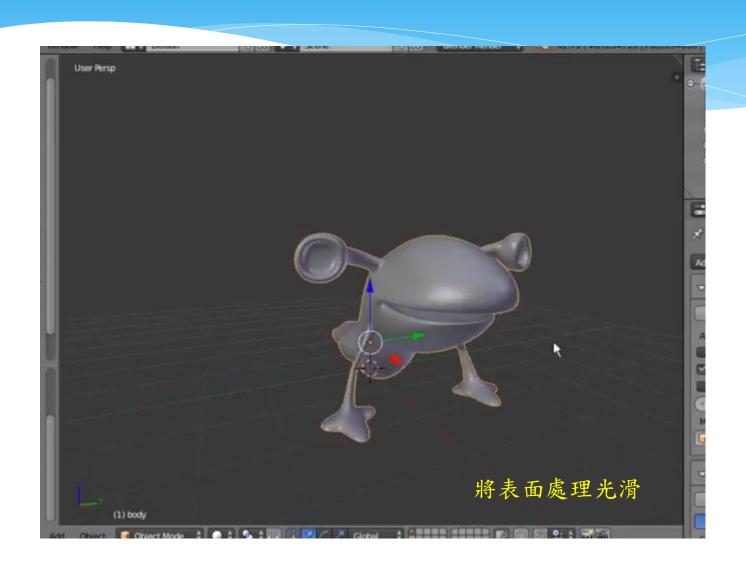


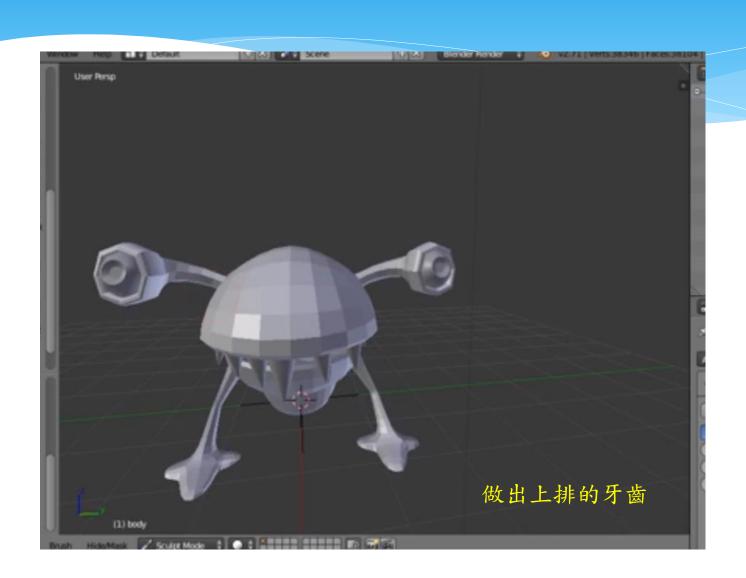


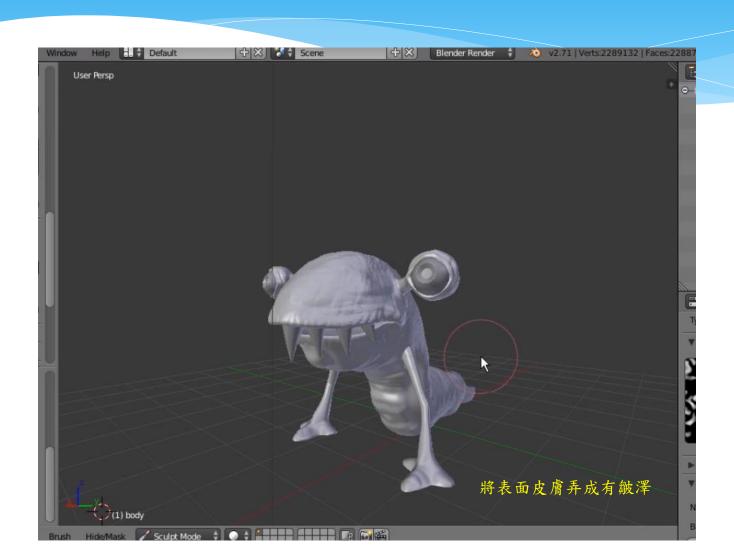


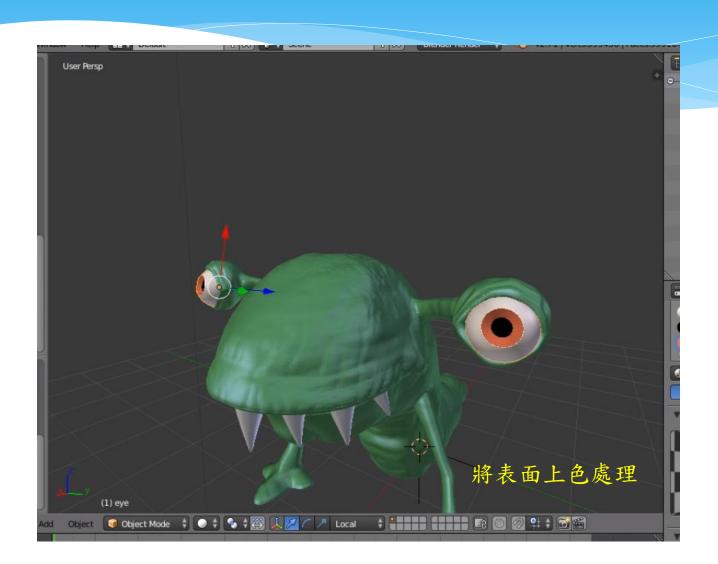


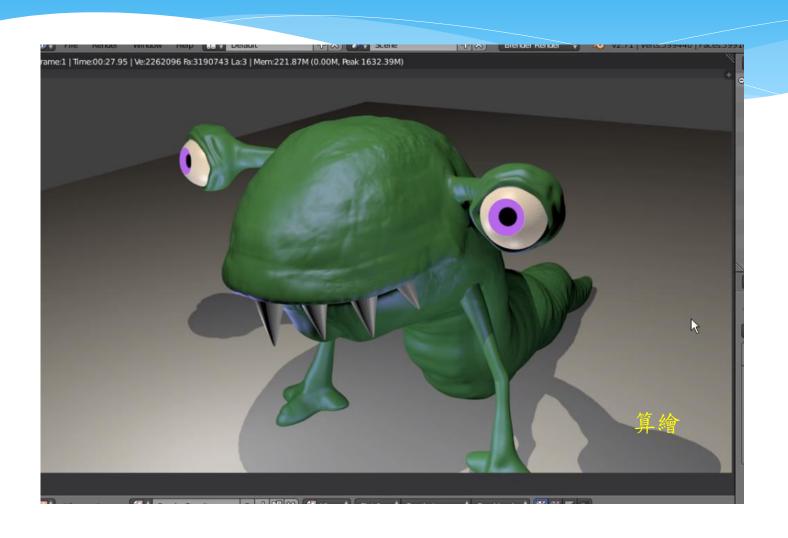


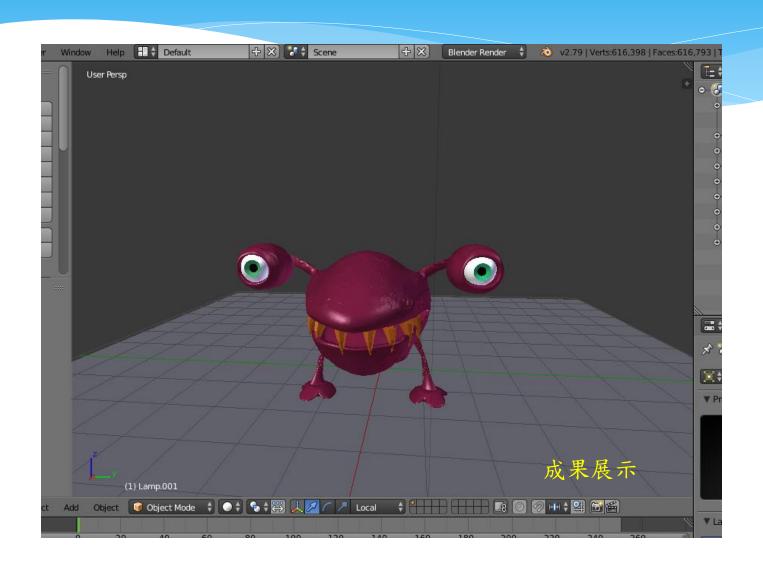


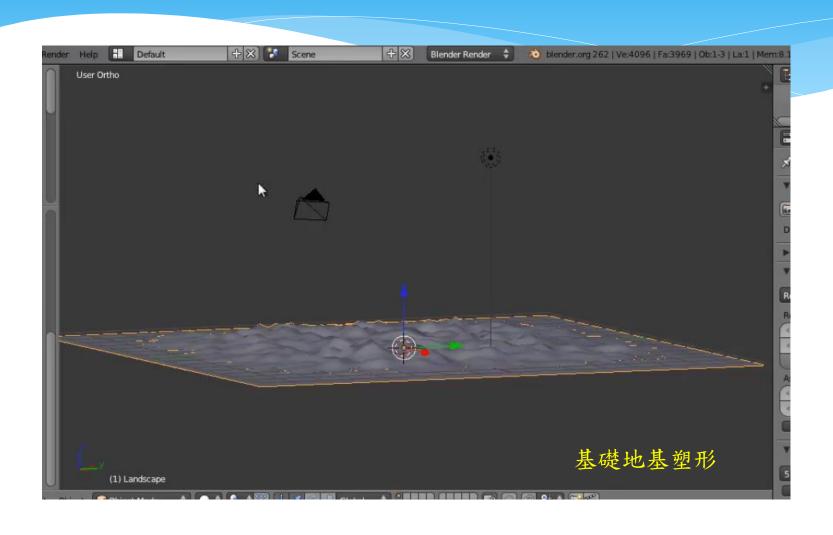


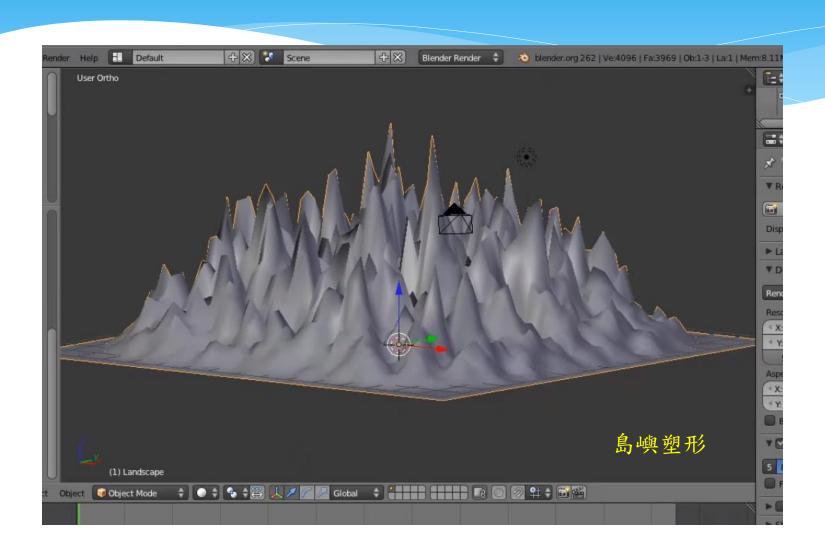


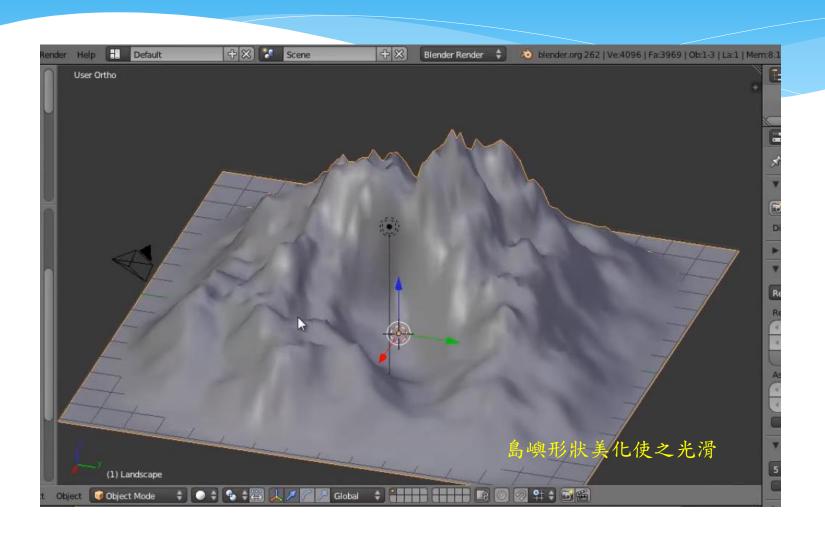


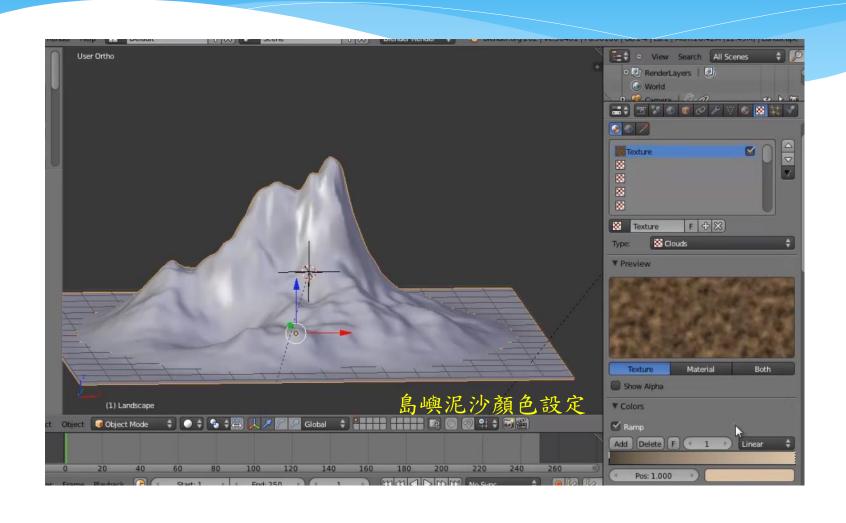


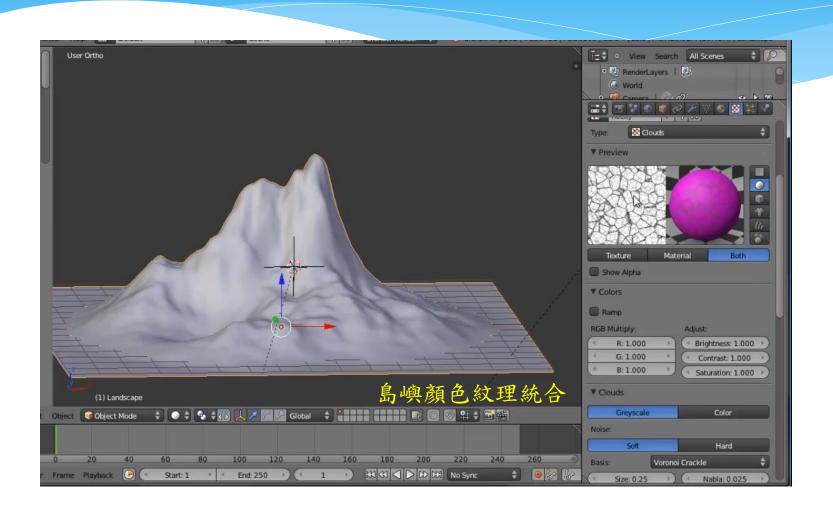


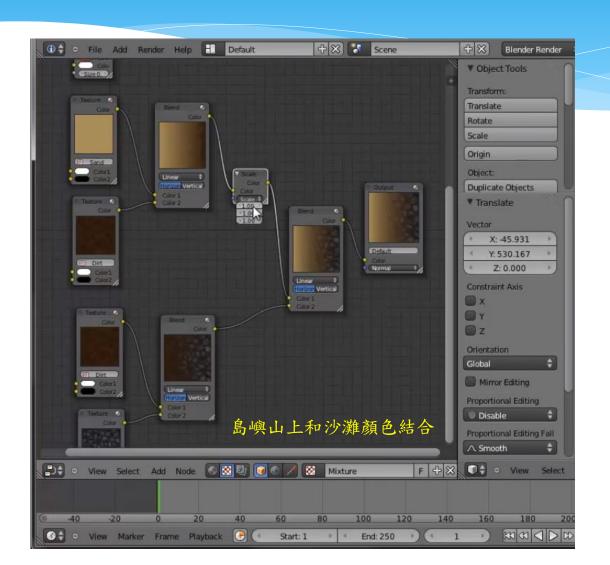


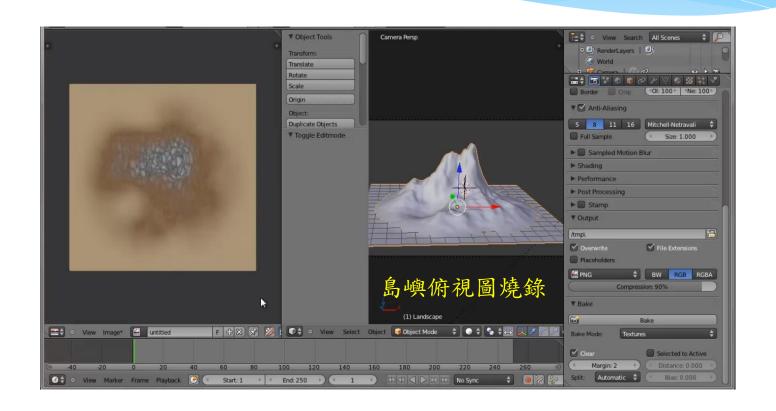


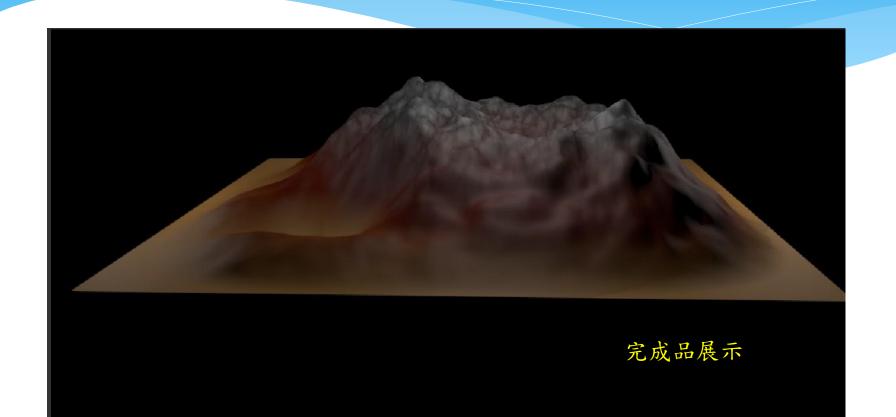












感謝聆聽