

Modelos, Materiais e Texturas

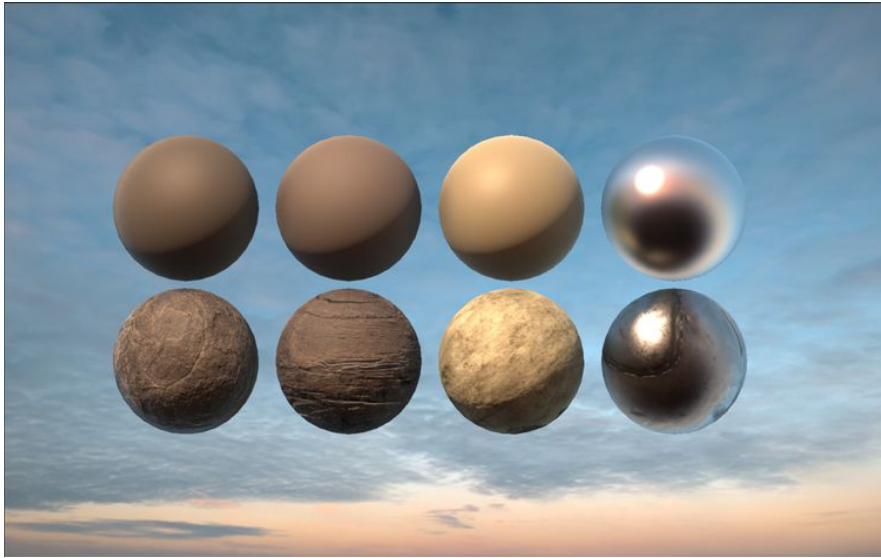
Como se virar sem um modelador por perto

Topicos

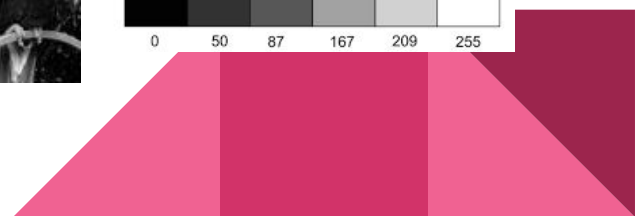
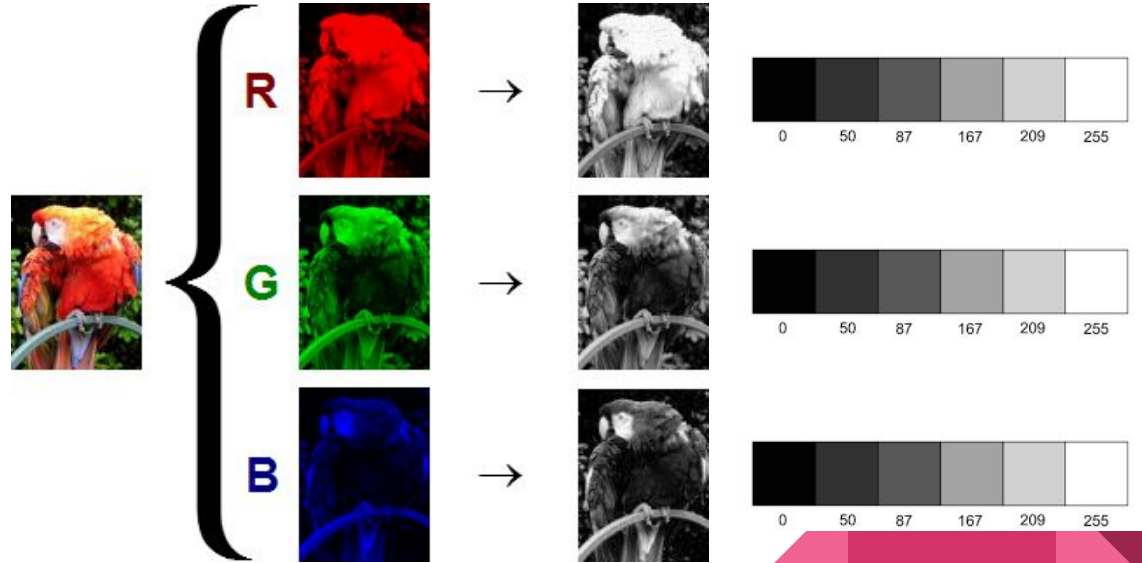
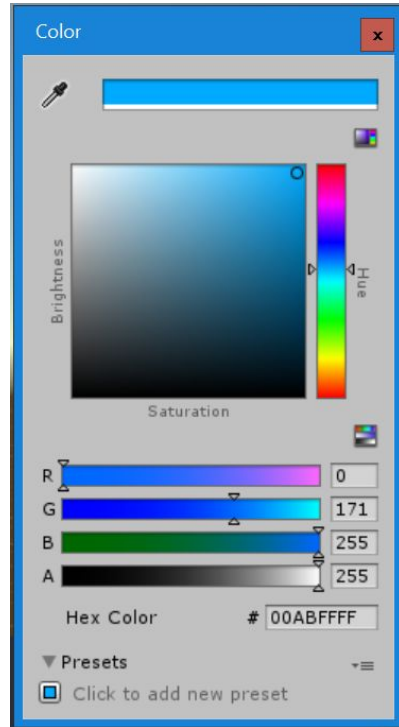
- Physics Based Render, Shaders e Texturas
- Asset Store e Packages
- Repositórios de modelos
- Workflow de importação



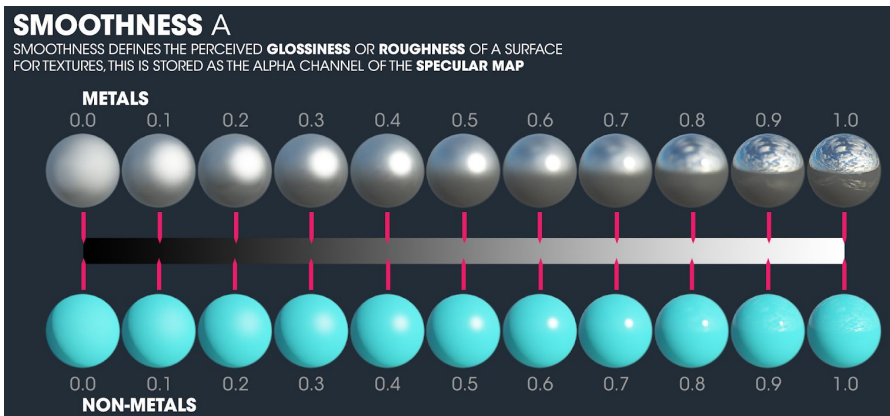
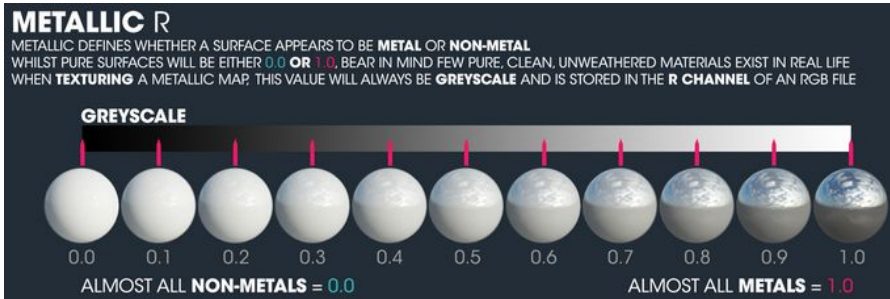
Physics Based Render : Standard shader



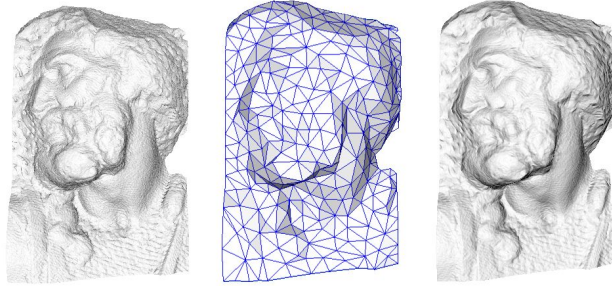
Albedo (RGB channels)



Metalness



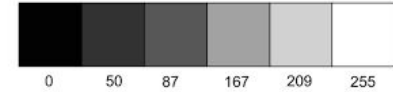
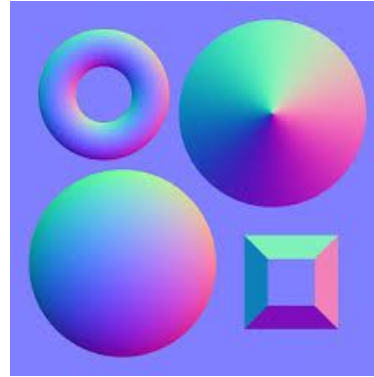
Normal Map



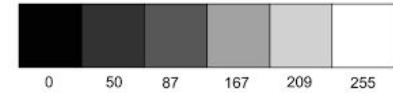
original mesh
4M triangles

simplified mesh
500 triangles

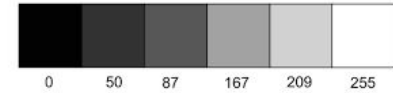
simplified mesh
and normal mapping
500 triangles



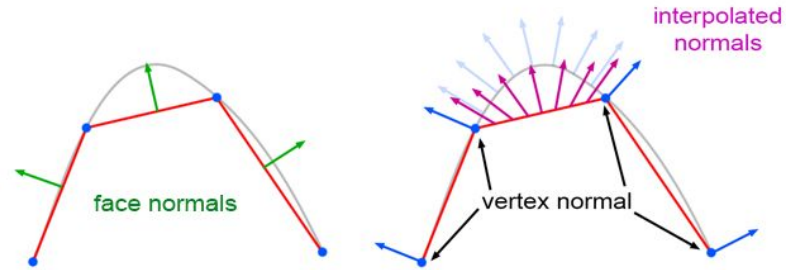
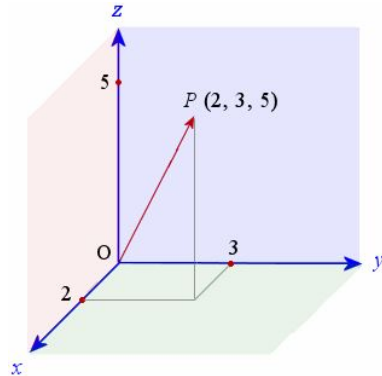
X(r)



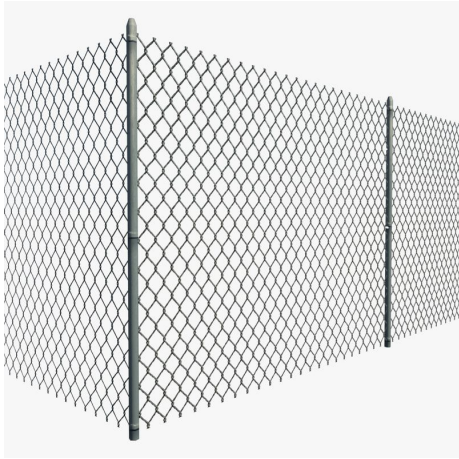
Y(g)



Z(b)

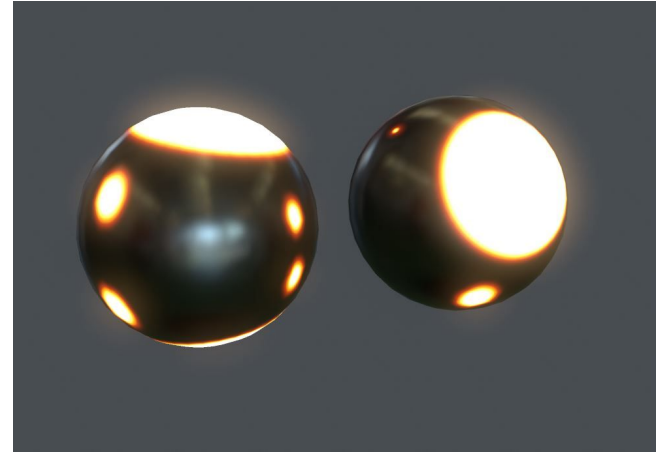


Outras propriedades



Alpha (transparência) : Geralmente no canal (A) do Albedo ou Metalness.

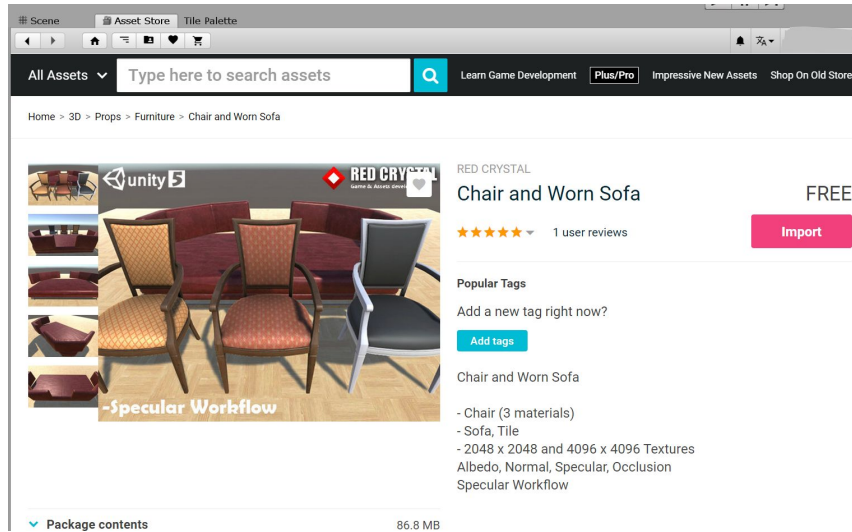
Necessário trocar o Rendering mode para Transparent/ Fade/ Cutout



Emission (emissividade)



Asset Store & Packages



Internet!

- TurboSquid
- CG Trader
- SketchFab
- Etc, etc...

Formatos genéricos:

.FBX, .OBJ, .3DS, .DXF, .DAE, ~~.SKP~~

Proprietários:

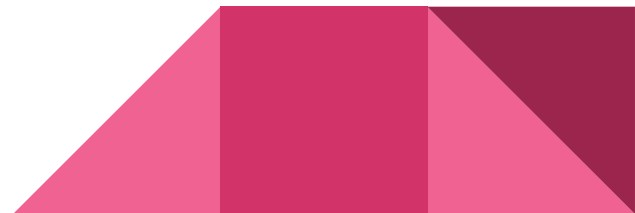
3D Max (.max)

Maya (.mb, .ma)

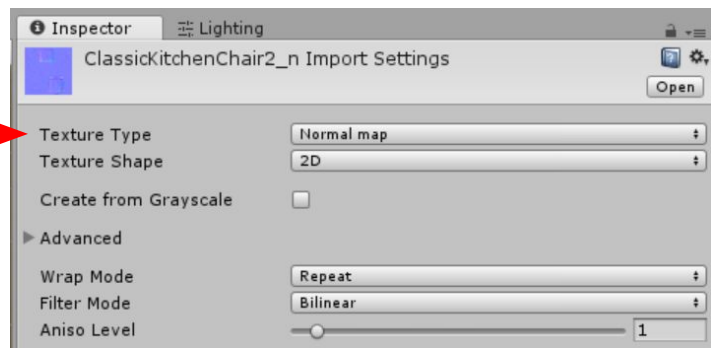
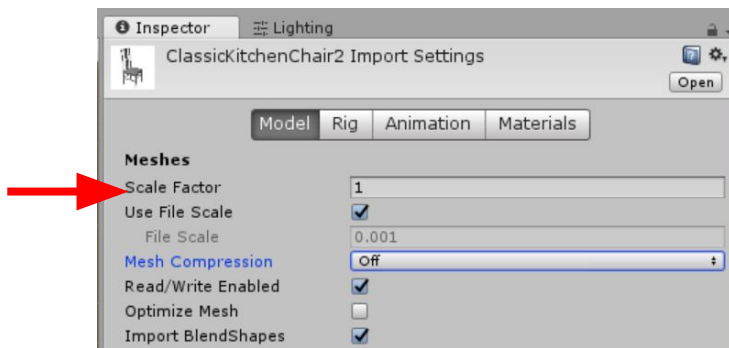
Blender (.blend)

Cinema4D (.c4d)

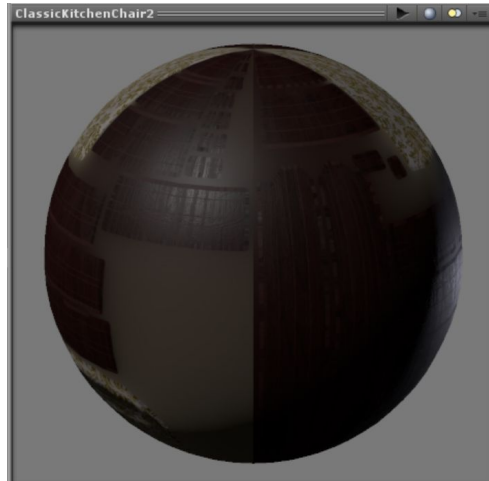
+Modo, Lightwave, Cheetah3D



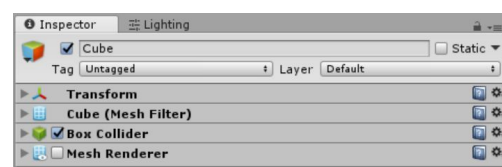
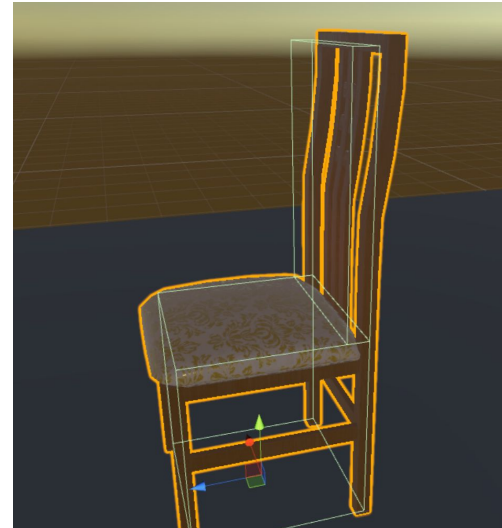
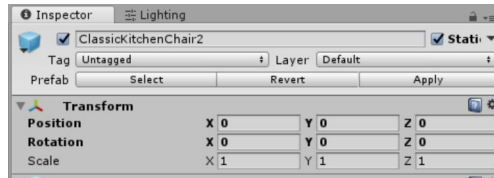
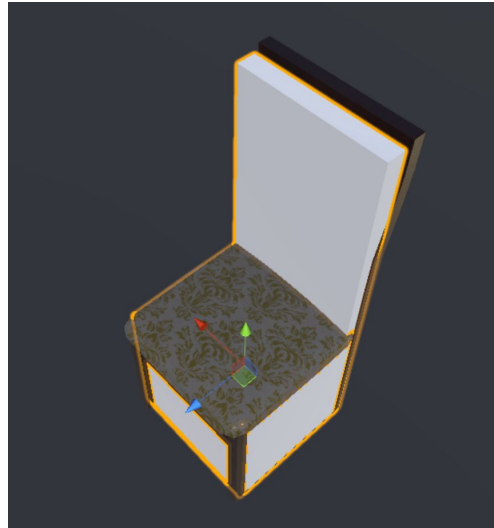
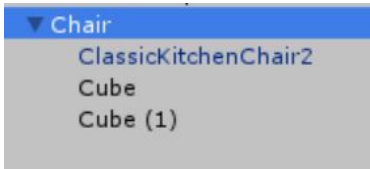
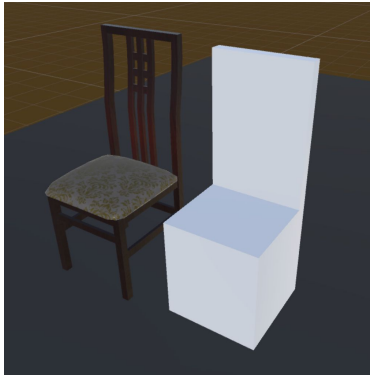
Parâmetros de Importação



Conferir os materiais e adicionar as texturas



Trocar os prefabs



Projeto - planejamento

- Para semana que vem (entrega pelo representante no e-disciplinas):
 - Setup do projeto Unity:
 - Organização: nomenclatura dos prefabs, pastas e cenas,
 - Prefabs “placeholders”: aplicar empities e hierarquias
 - Planejamento:
 - Elencar um ou mais métodos de locomoção apropriados à aplicação. Justificar.
 - Listar interações previstas (interactables).
 - Listar animações previstas



Próxima aula

Fotogrametria

Mais uma opção para quem não sabe modelar



Exercícios para casa

- Devolver anaglifo
 - Clarissa Alves Barreto da Rocha
 - Eric Nozomi Tatsuta
 - Rafael Szylewicz Levy
 - Rodrigo Rodrigues Gesuatto
 - Sungwon Yoon
 - Vitor Augusto Martin
 - Leonardo Gushiken Yoshitake
 - **Quem esqueceu em casa trazer na próxima aula sem falta**

- **Quem não fez versão anaglifo (falta ou outros motivos) e deseja completar os exercícios, dar o nome p/ monitor André no fim da aula**