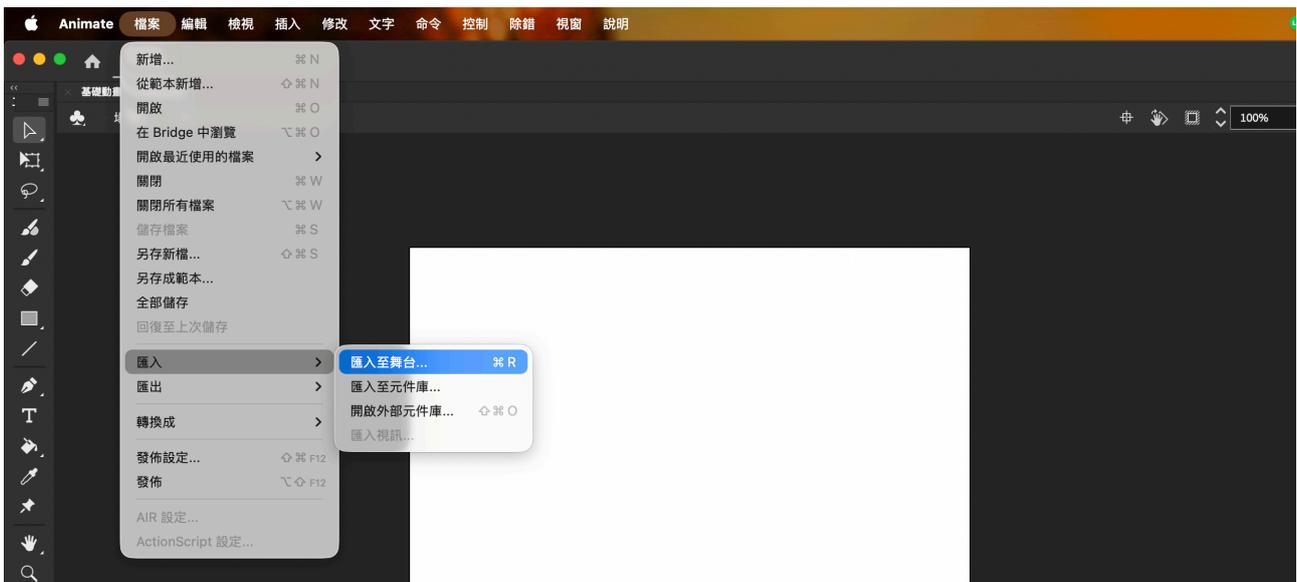


基礎動畫 – 建模技巧

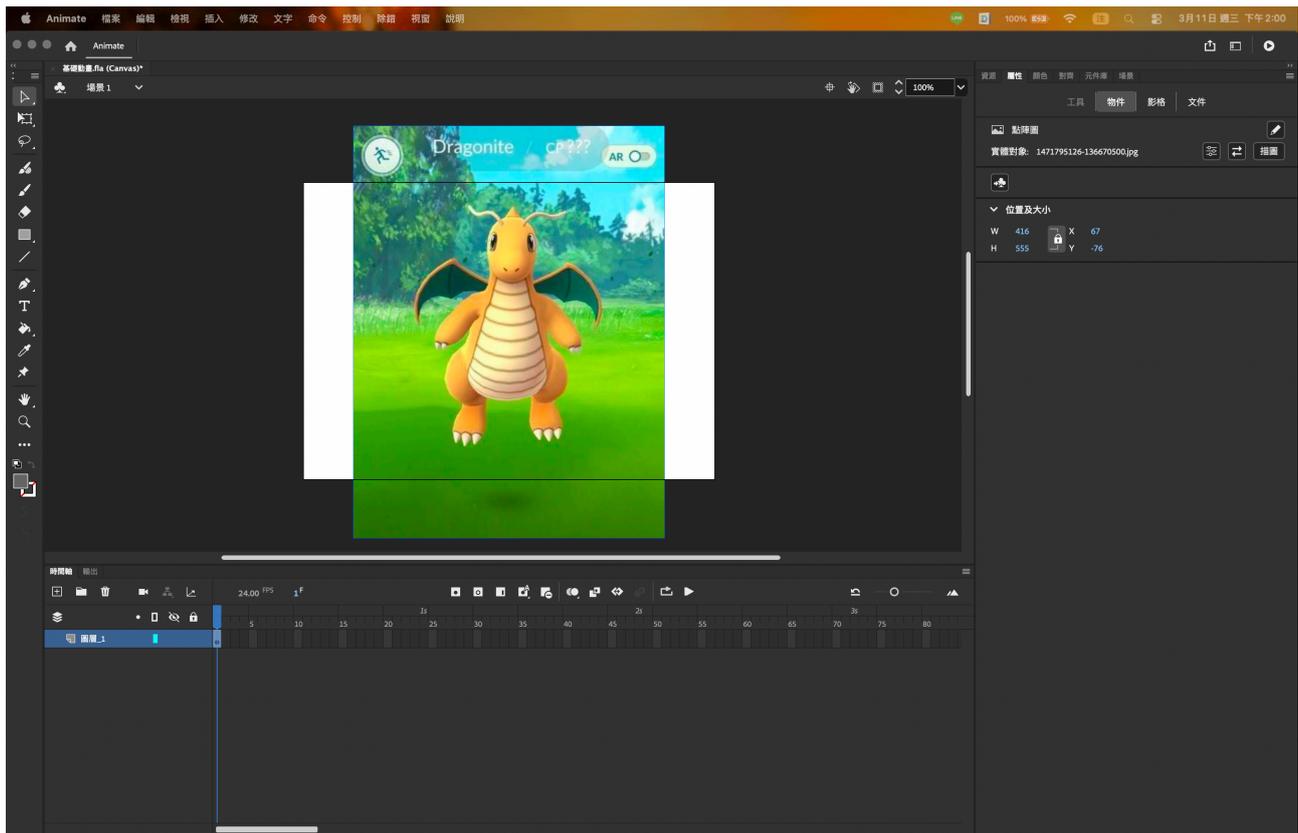
一.基本形狀繪製技巧

1.匯入範例圖片

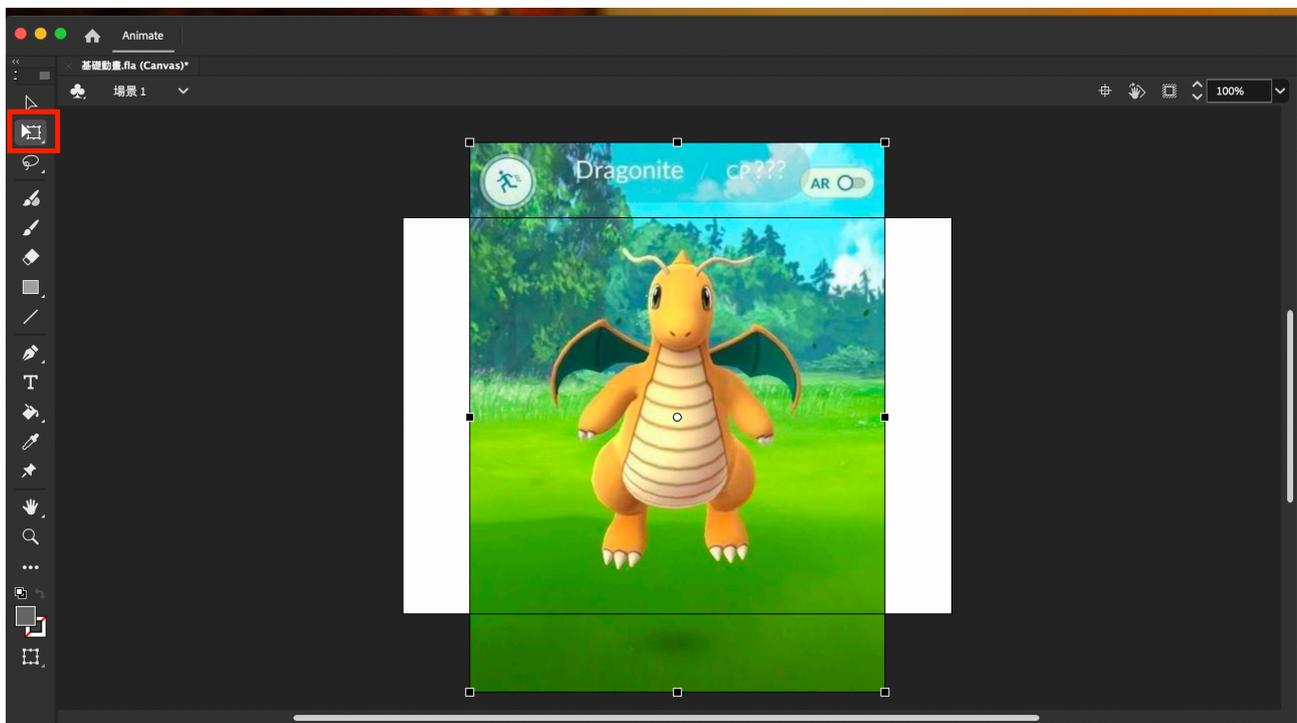
A.點選檔案>匯入>匯入至舞台>選擇要下入檔案

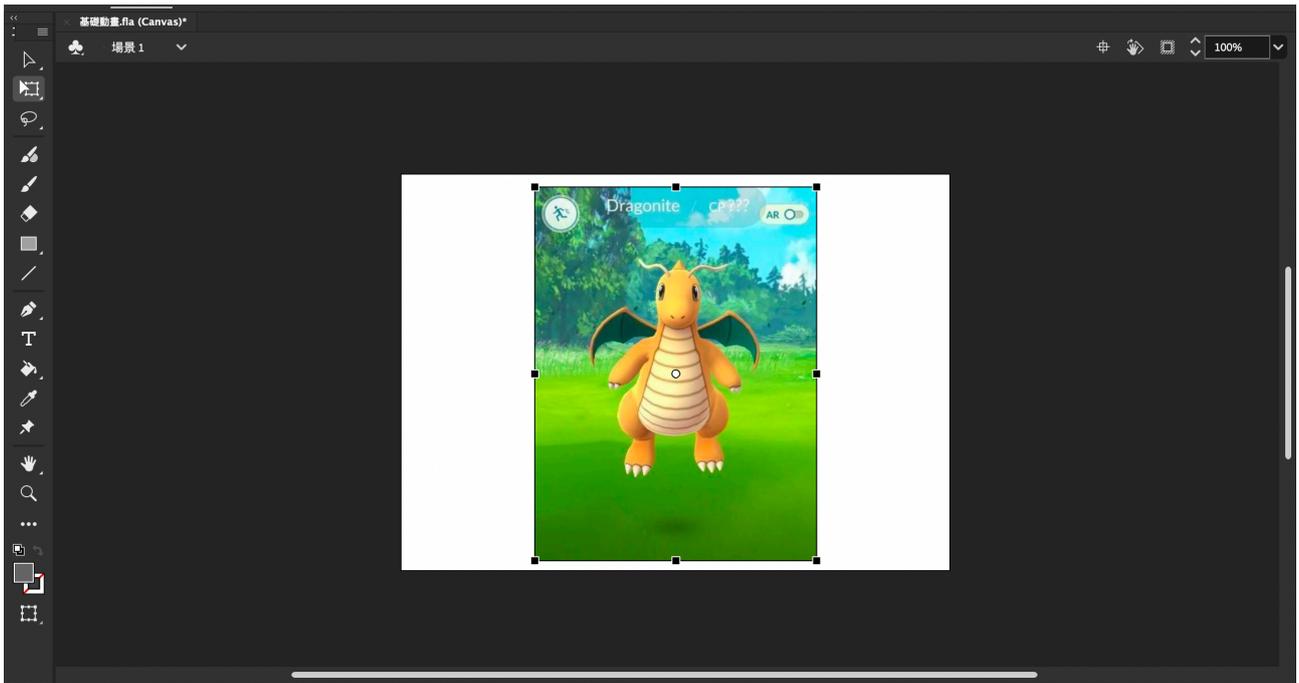


基礎動畫 – 建模技巧

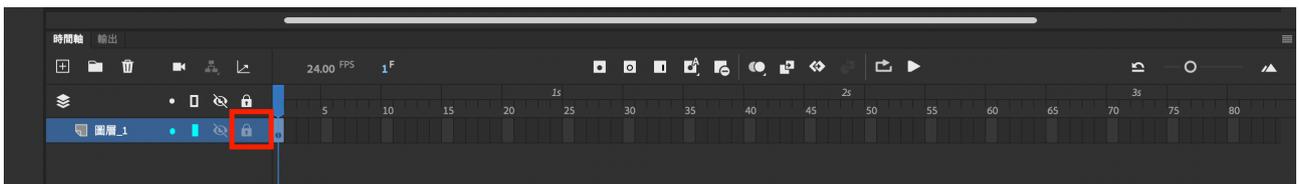


B. 選擇變形工具調整大小

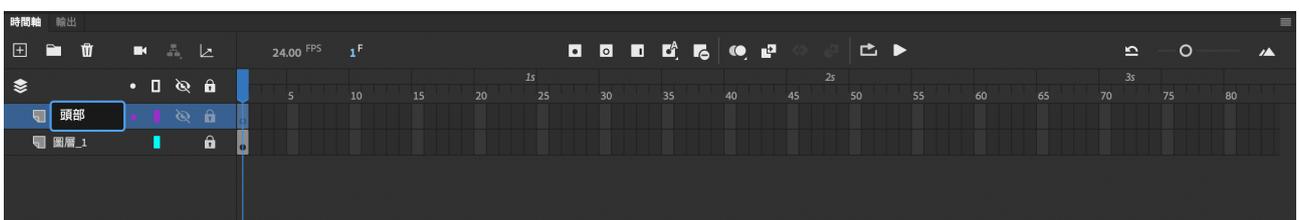
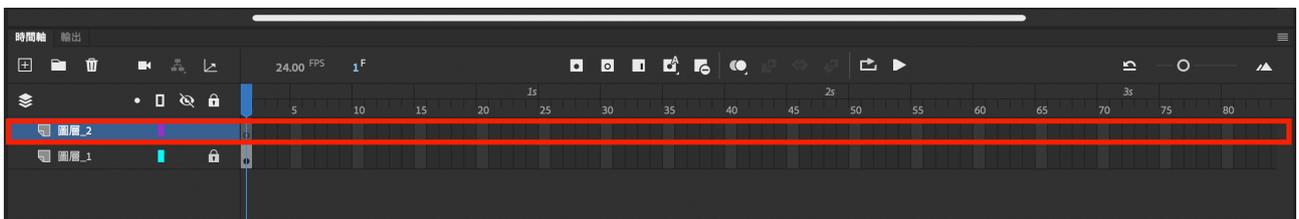
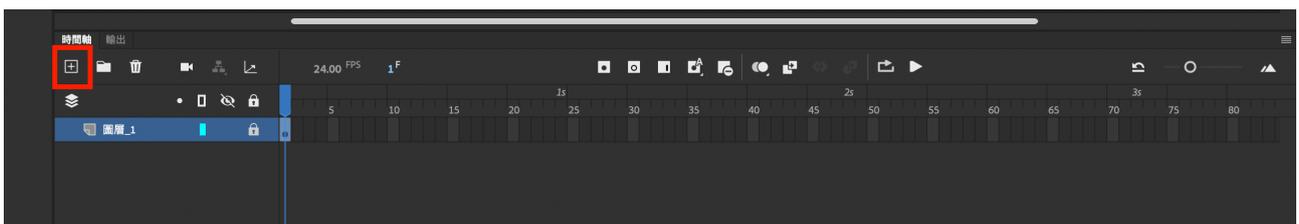




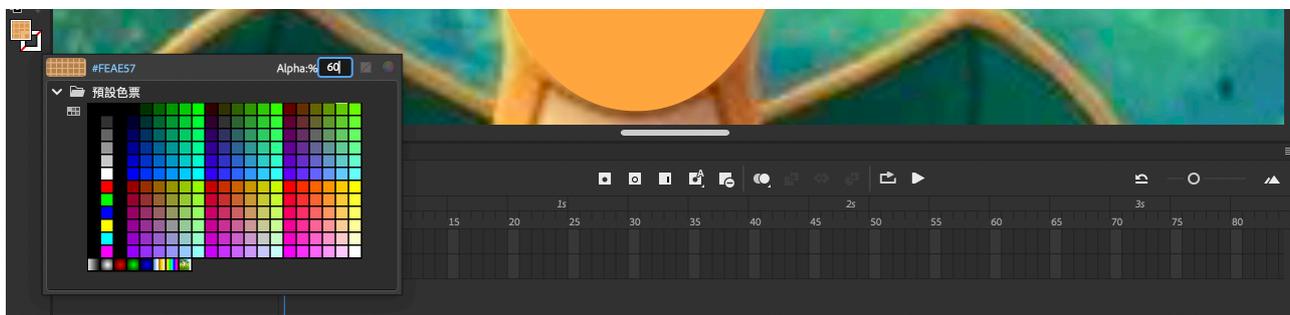
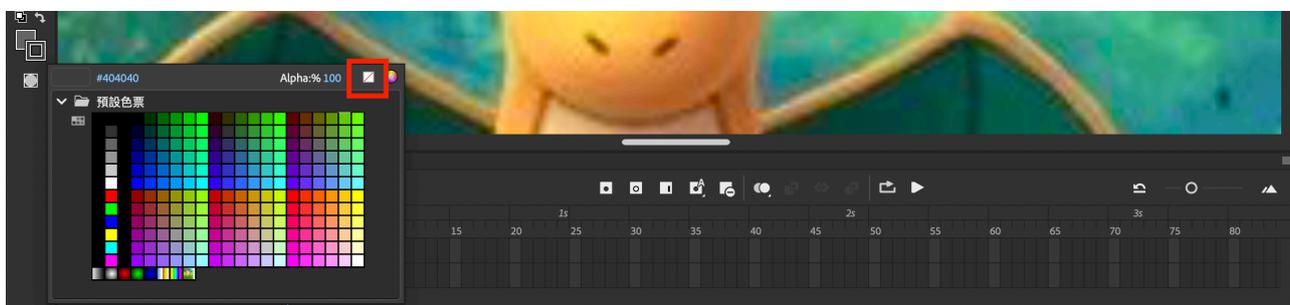
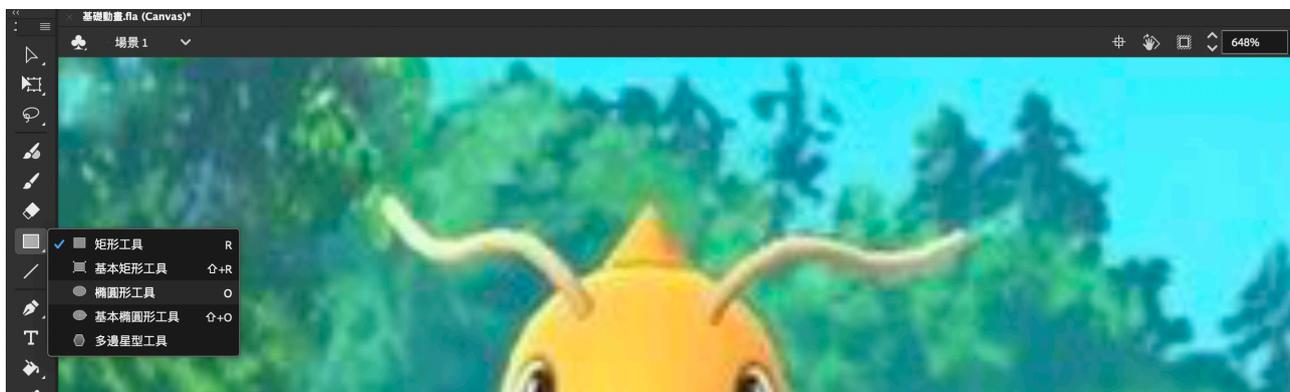
C.在時間軸層城吃右方按下鎖頭，鎖定範例圖片以免繪製時移動



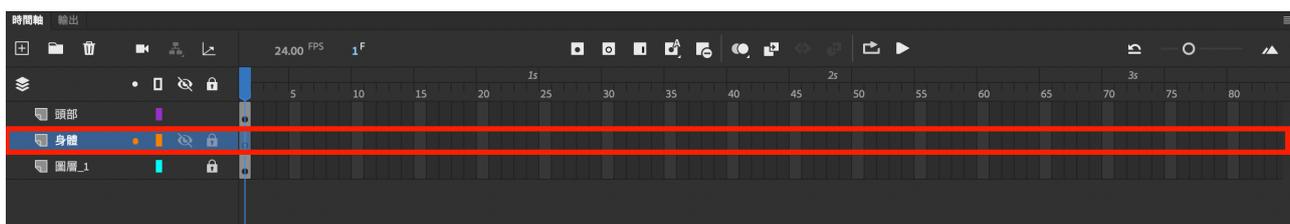
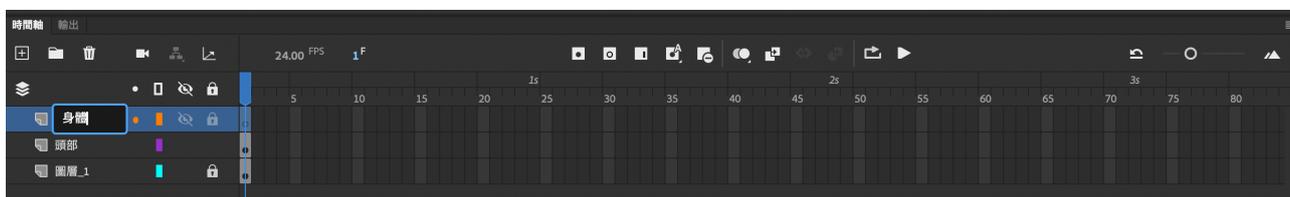
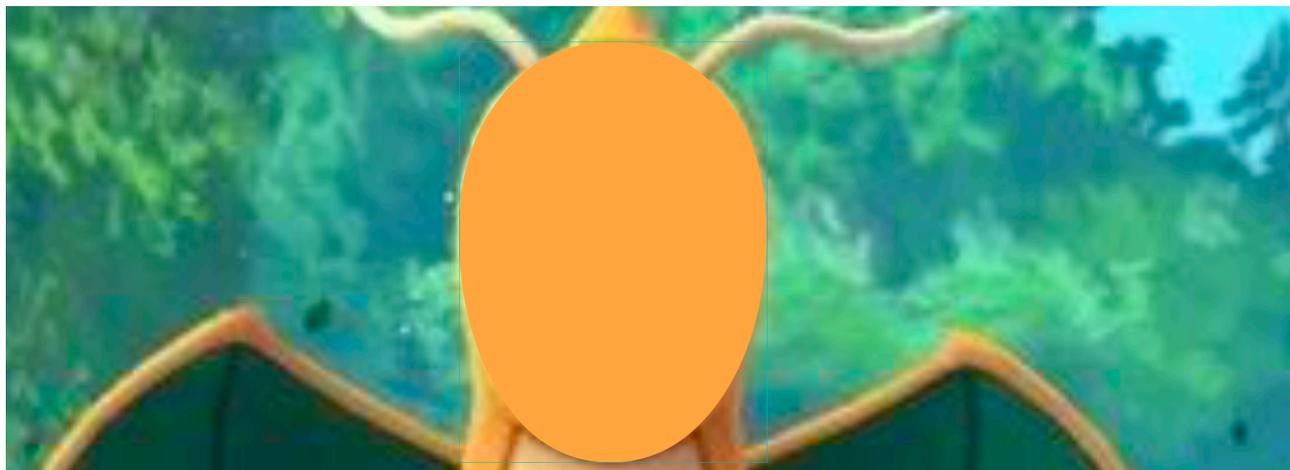
D.新增繪製圖層，並在圖層名稱上雙擊將圖層名稱改成頭部

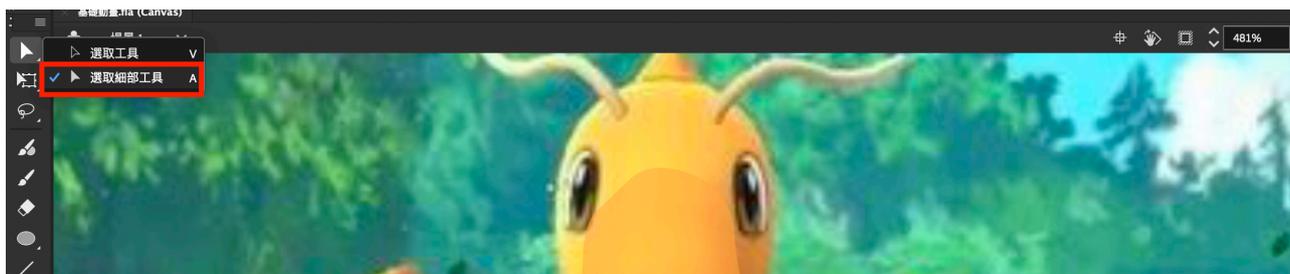


E.使用橢圓工具繪製頭部，並利用節點與選取工具弧形變形特性繪製頭部輪廓，繪製時請將外匡線設定為不填色，點選繪製出的頭部橢圓形填上所需顏色，並設定透明度以方便調整輪廓，輪廓調整完成後需將透明度設定回100%

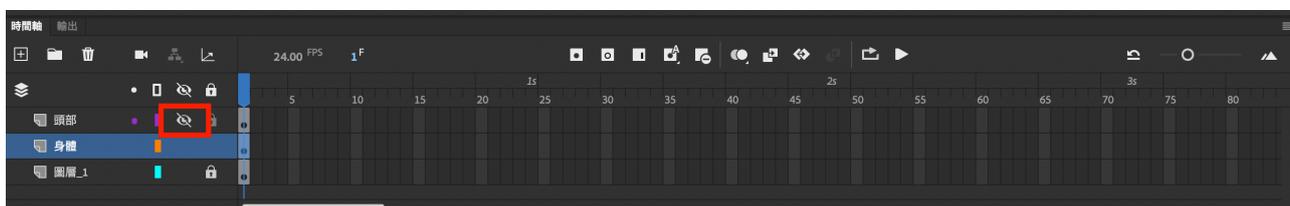


F. 頭部輪廓繪製完成後選取該物件control+G群組，新增圖層將圖層名稱改為身體，並將身體圖層拖曳到頭部下方，使用橢圓工具繪製身體且調整輪廓，繪製完成後將身體輪廓群組



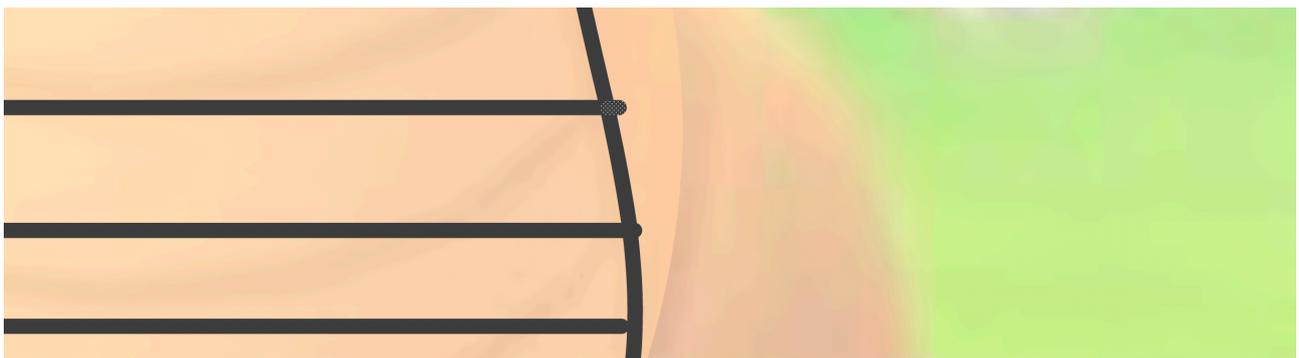


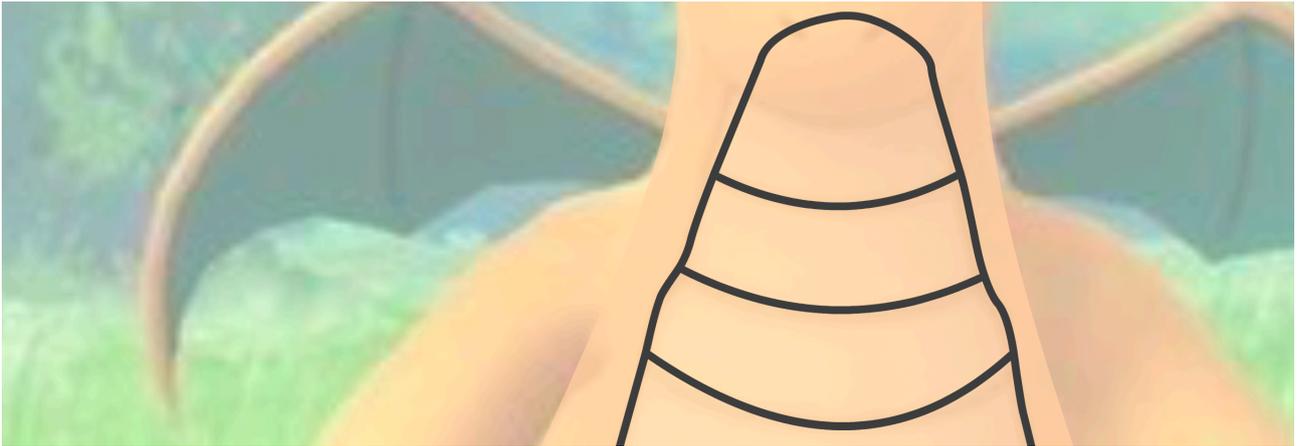
G.使用鋼筆工具繪製肚子輪廓，繪製肚子時可將頭部圖層關閉，繪製完成肚子輪廓後請將輪廓先群組

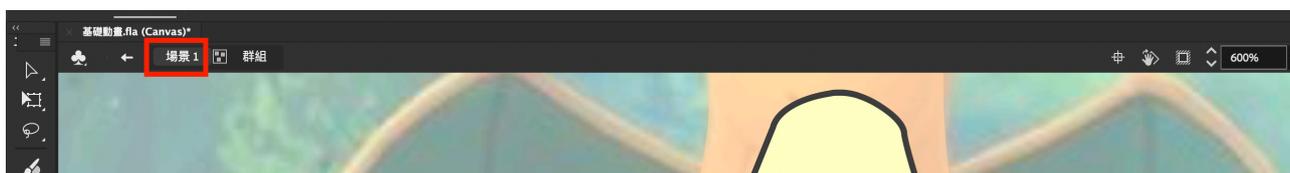




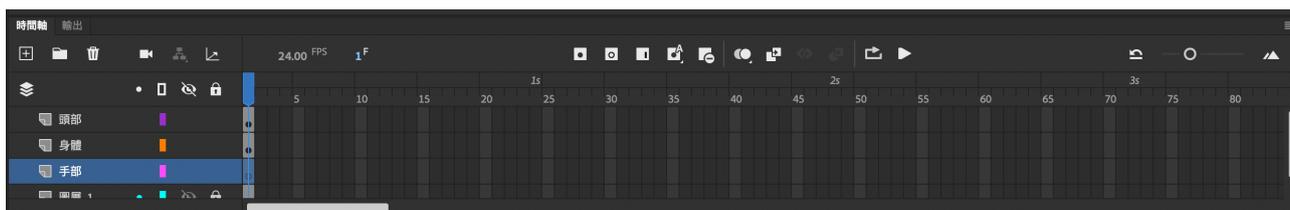
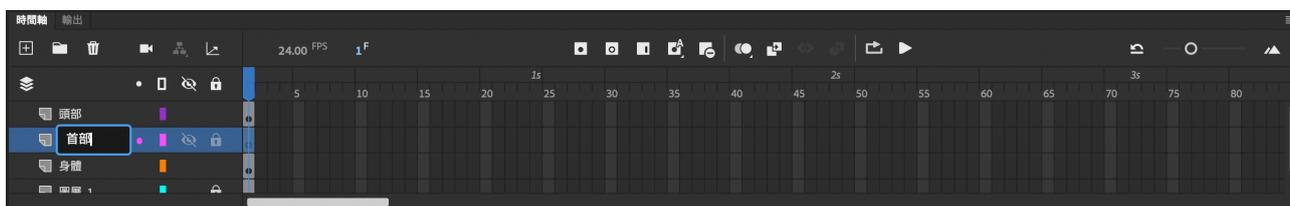
H.點選肚子輪廓雙擊進入群組繪製橫線條，繪製完後修飾刪除突出線條，回到選取工具移動到線段邊緣拖曳拉出弧線，選取填色工具填上肚子顏色，填完顏色後點選場景回到最外層







1. 新增層城將名稱改為手部，並將圖層移動到身體下方並利用鋼筆工具繪製手部，並填上顏色後將線段刪除，選取物件將其群組，利用鋼筆繪製指甲，選取三個物件群組後，進入群組繼續編輯繪製指甲根部

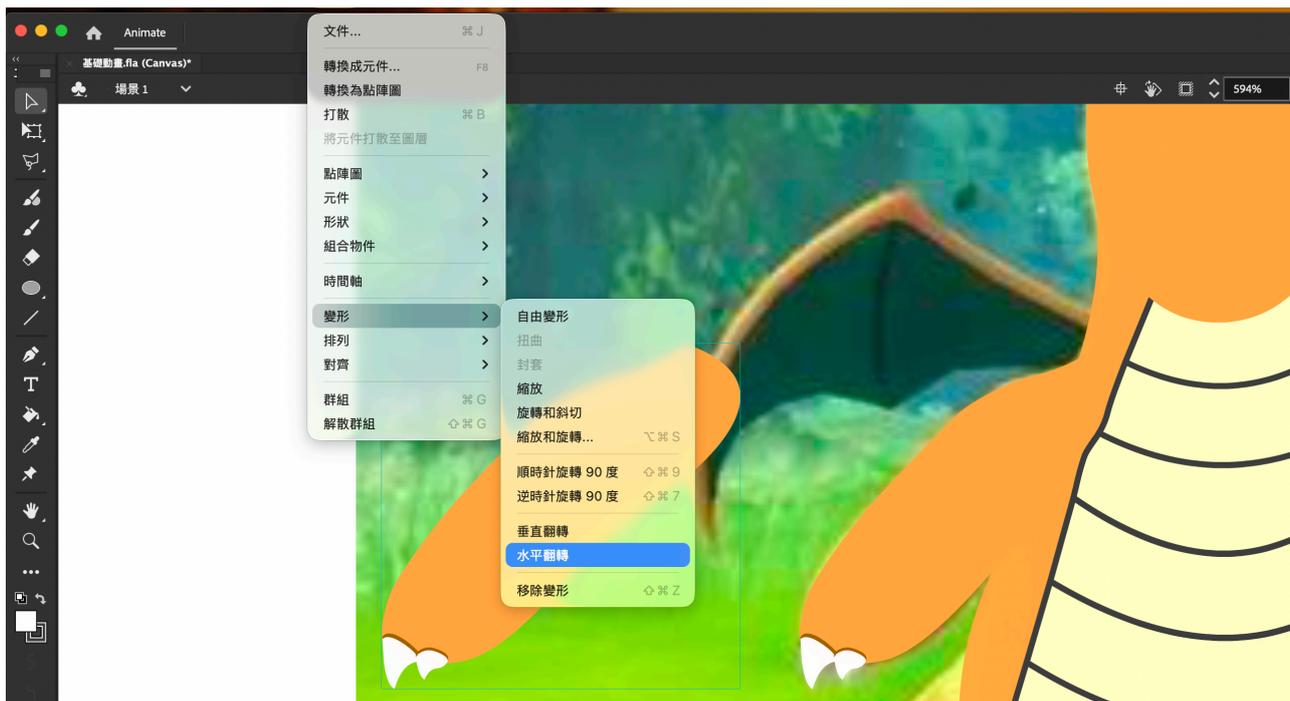




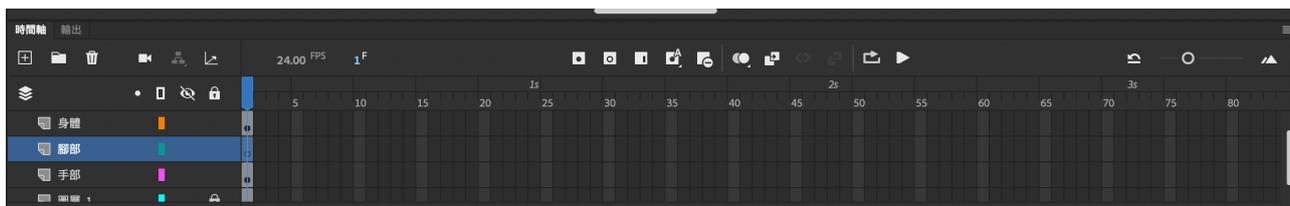


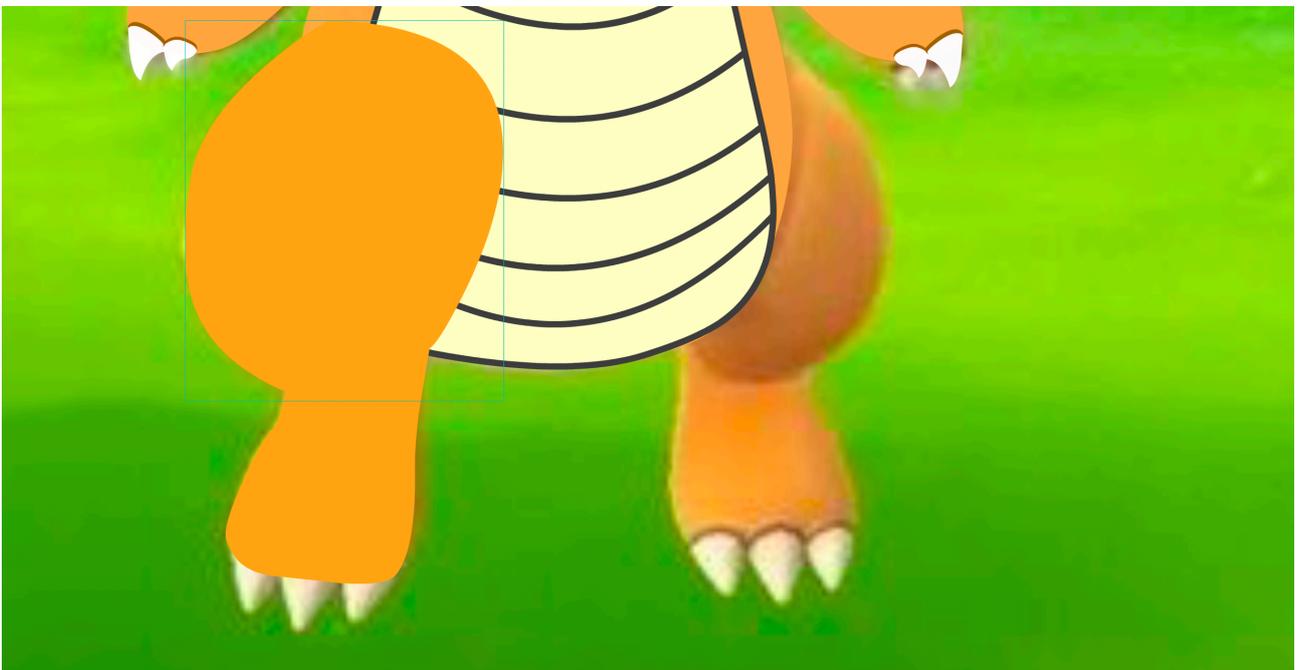
J. 選取繪製好手部，按住 A L T 拖曳複製後，在主選單修改選擇變形水平反轉，將反其放置到身體另外一側

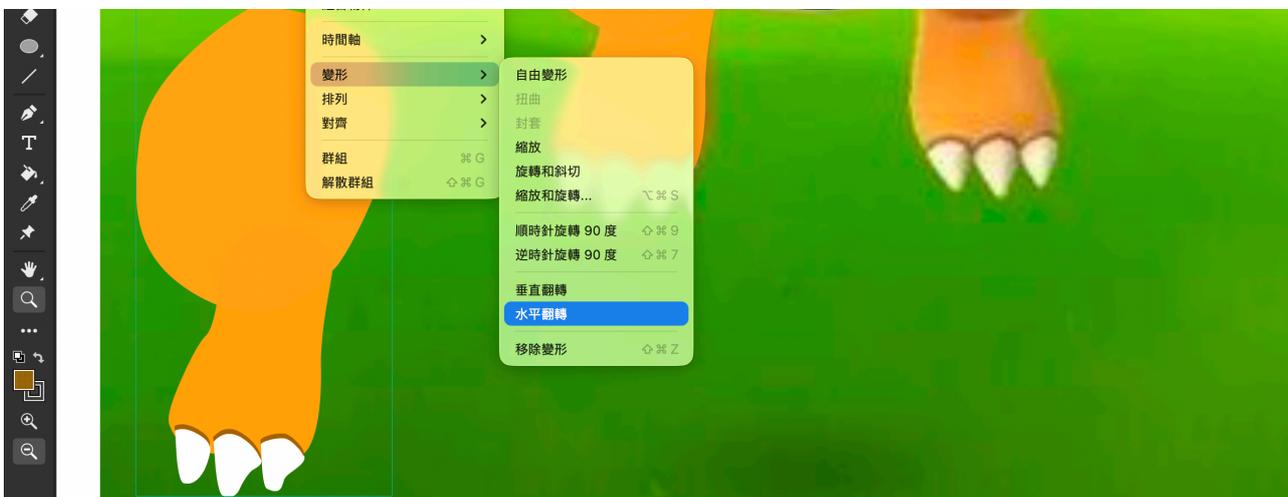
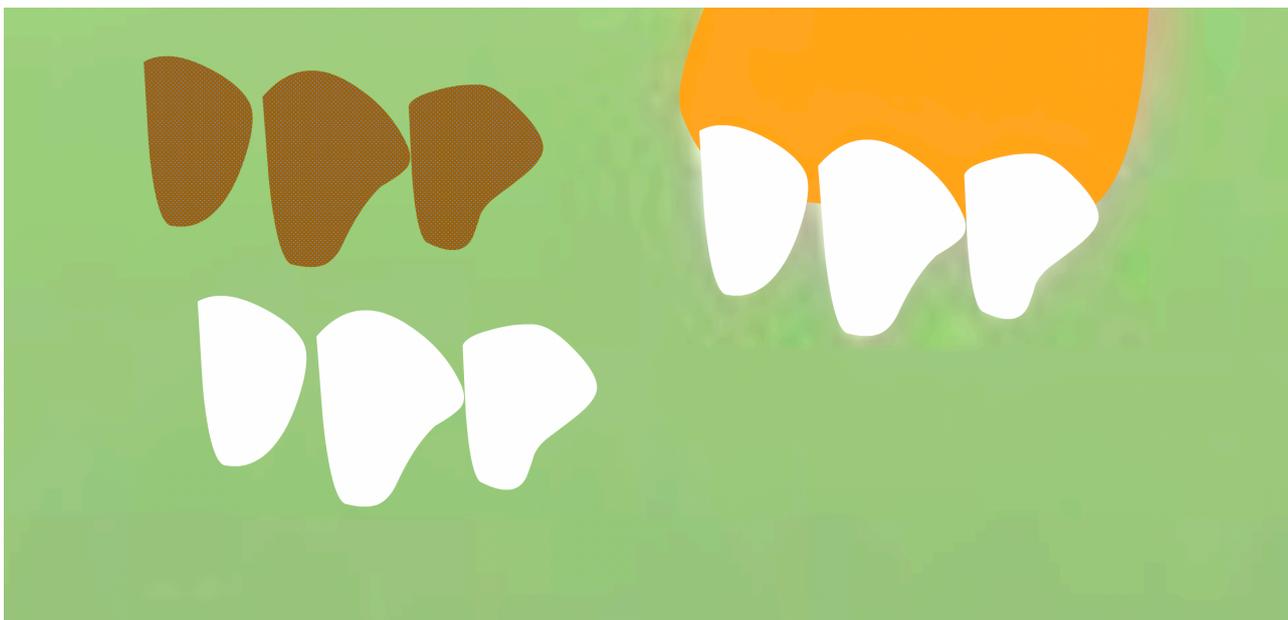


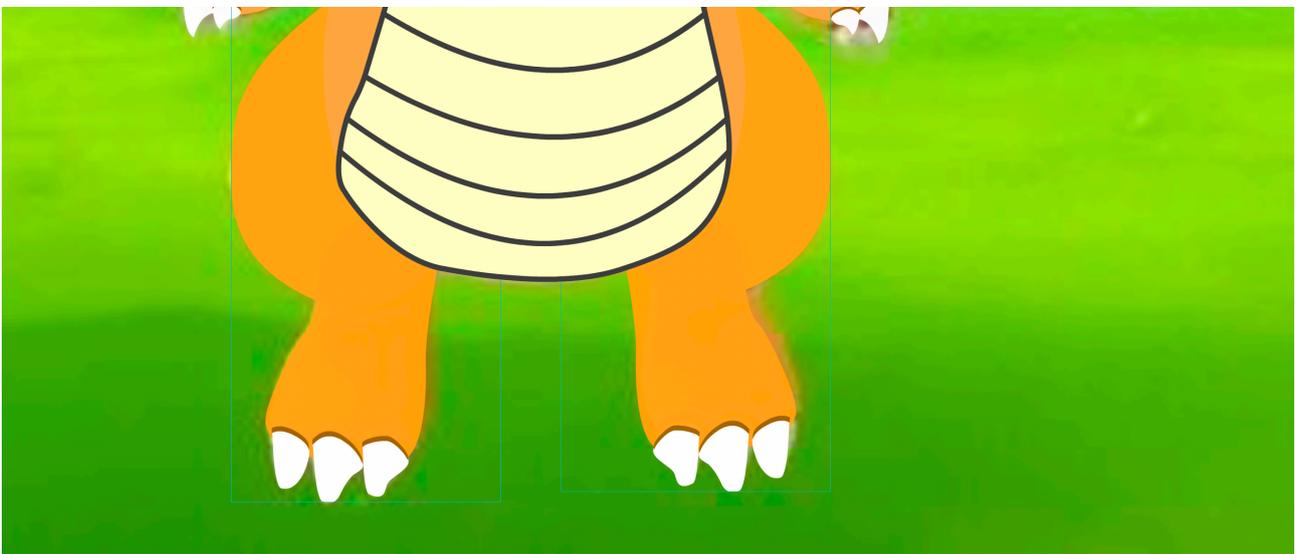
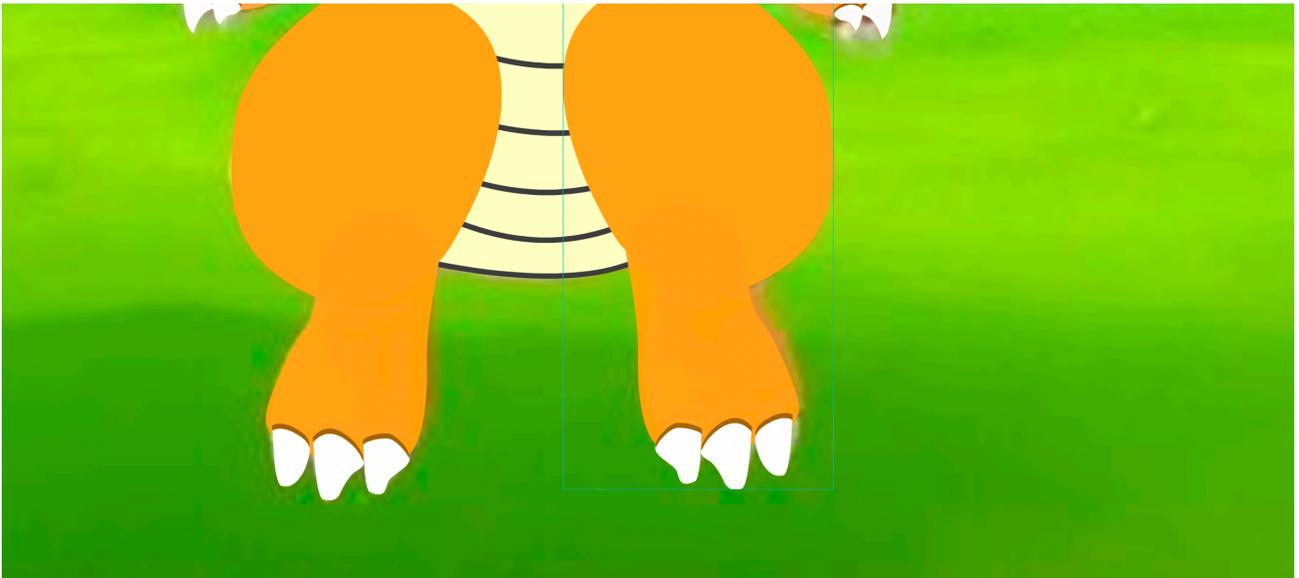


K.新增圖層將名稱改為腳部並且拖曳至身體下方利用繪製手部方式繪製腳部



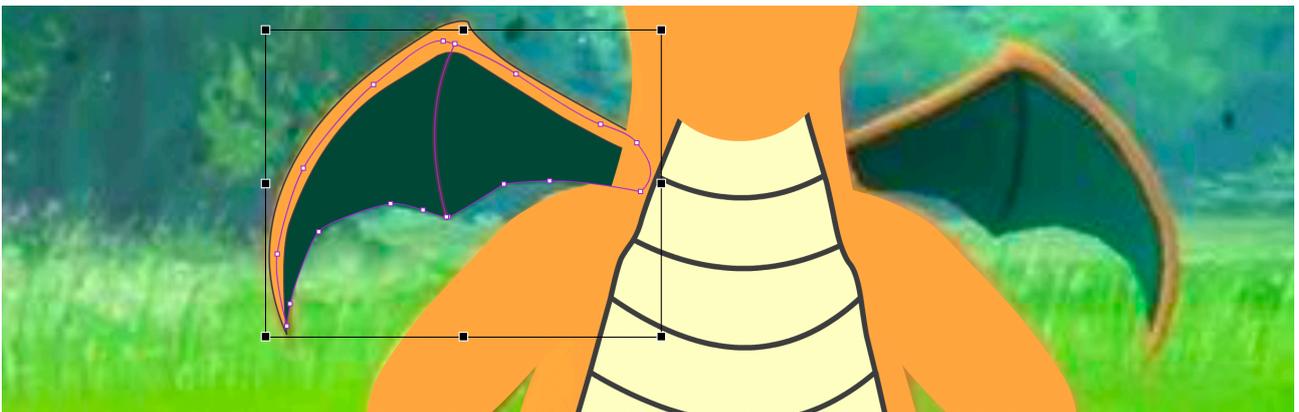
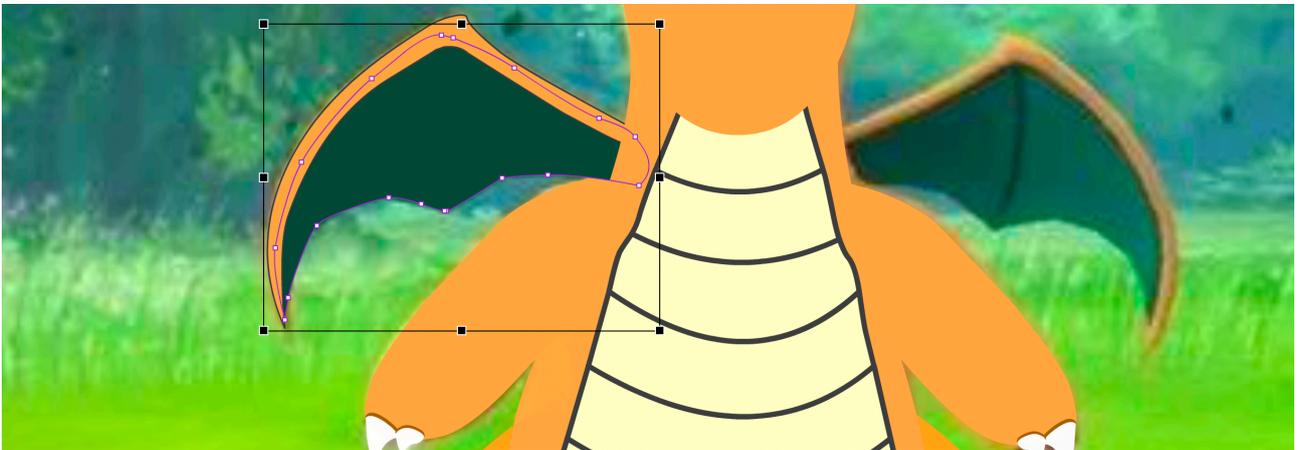
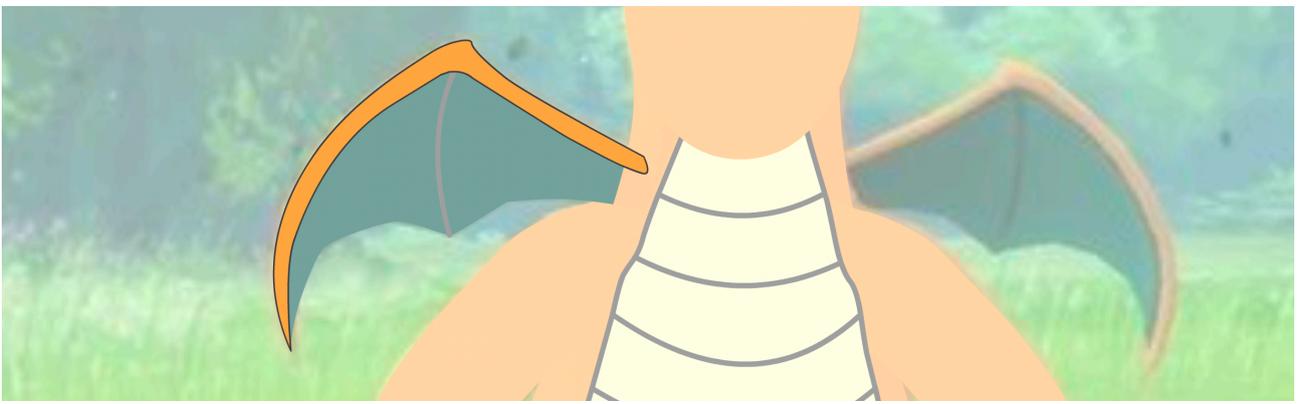
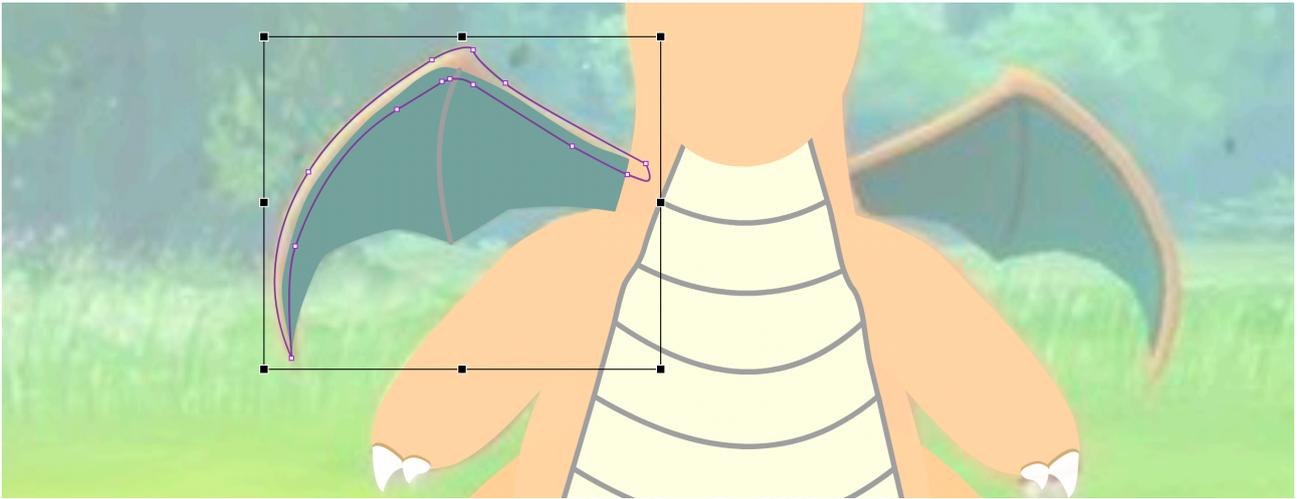


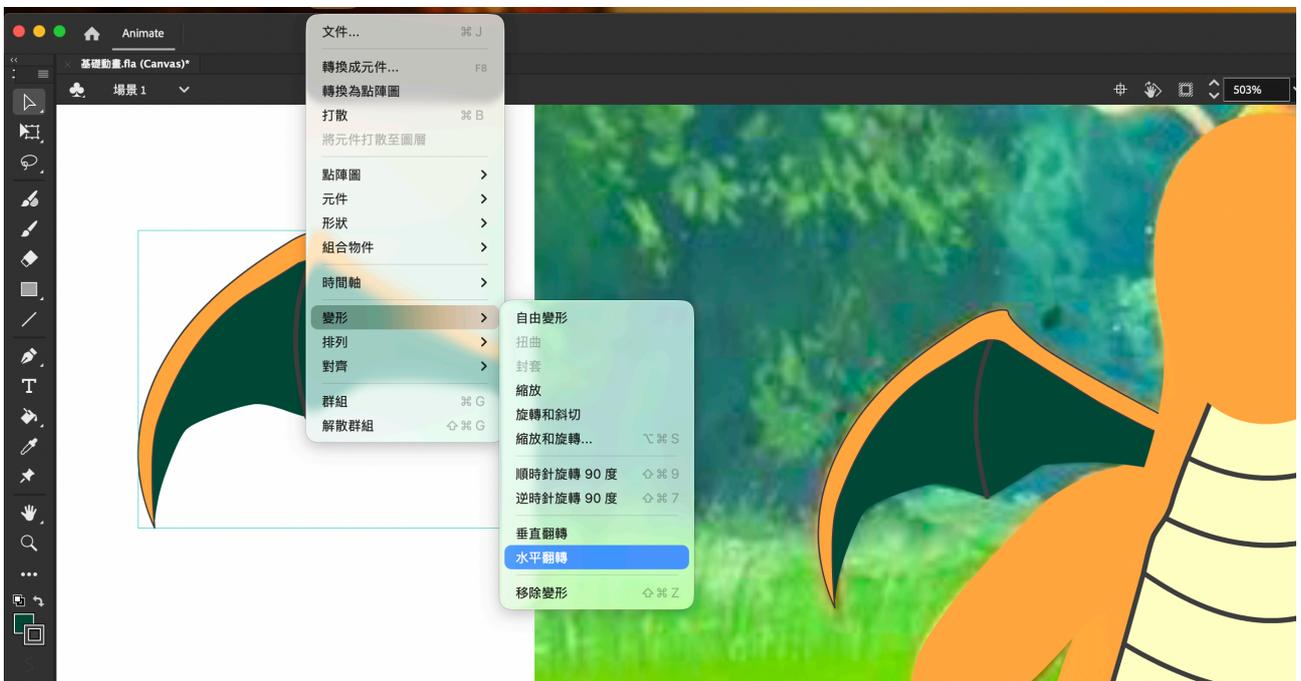
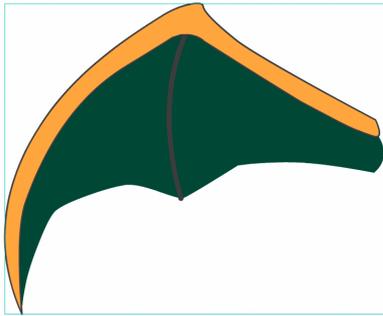




K.新增圖層，將圖層名稱命名為翅膀，並依照繪製手部與腳步方法繪製翅膀，，最後在翅膀放置到另一方，並將翅膀圖層移動到身體下方







K.圓形工具繪製眼睛，鋼筆工具繪製眉毛，繪製時可在最上層新增圖層命名為眼睛與眉毛

