次世代网络游戏角色建模制作研究

摘　要

可以说，在线游戏和新兴产业正在蓬勃发展，直到上个世纪初，直到最近在线游戏产业的快速发展和增长才迅速进入成熟阶段。网络游戏取得了快速发展的势头，近年来，从这个事实来看，它具有更大的力量。游戏风格的设计已经变得更加成熟和稳定，未来趋势的基础被投在了网络游戏中。下一代游戏和游戏角色是通过玩家与下一代游戏玩家角色的图像之间直接交互而确定的第一印象的交通工具。这些信息为玩家提供了认知和学习的基本设计元素，可以最大程度地降低玩家的成本，下一代游戏计划的基本功能和行为。应当以《创造力杂志》的形式复制，以期将其视为丰田普锐斯（ToyotaPrius），即获得者数量之门。本文通过对角色模型设计的原则、规范和过程的详细分析，对下一代角色模型的创建、高阶模型的产生、标准映射的烘焙以及如何选择合适的建模软件和建模进行了分析和总结方法为下一代游戏角色制作。

关键词：角色建模，贴图渲染，Photoshop；zbrush

ABSTRACT

The advent of next-generation games has made the game industry a big step forward. The next generation is supposed to represent a TV game with higher CPU hardware facilities, that is, wearing a helmet can feel the vibration of Wii boxing, holding a boxing glove can sense the atmosphere of gloom and terror. The coming of the next generation set off a small wave of technology and art. In short, the addition of high-end technologies such as normals, highlights, self-luminescence and node-like materials (unreal 3 engine, occlusion, etc.) in art has helped us to leap from 2D to 3D. The human body can also be wired according to the muscles, which makes our model more beautiful, K movement will be more regular, and mapping will also be much easier. Game role is a carrier of direct interaction between game and player. Game role image determines the player's first impression of the game. Through the basic knowledge of some design elements to provide players with information, as far as possible to reduce the cost of learning the game, that is, the basic role of game role design. This paper explains the principles, norms and processes of role model design through careful analysis, so as to analyze and summarize the creation of the next generation role model, the production of high-model, the baking of normal mapping, and how to select appropriate modeling software and modeling methods for the production of game roles.

Keywords：Role Modeling, Texture Rendering, Photoshop; ZBrush