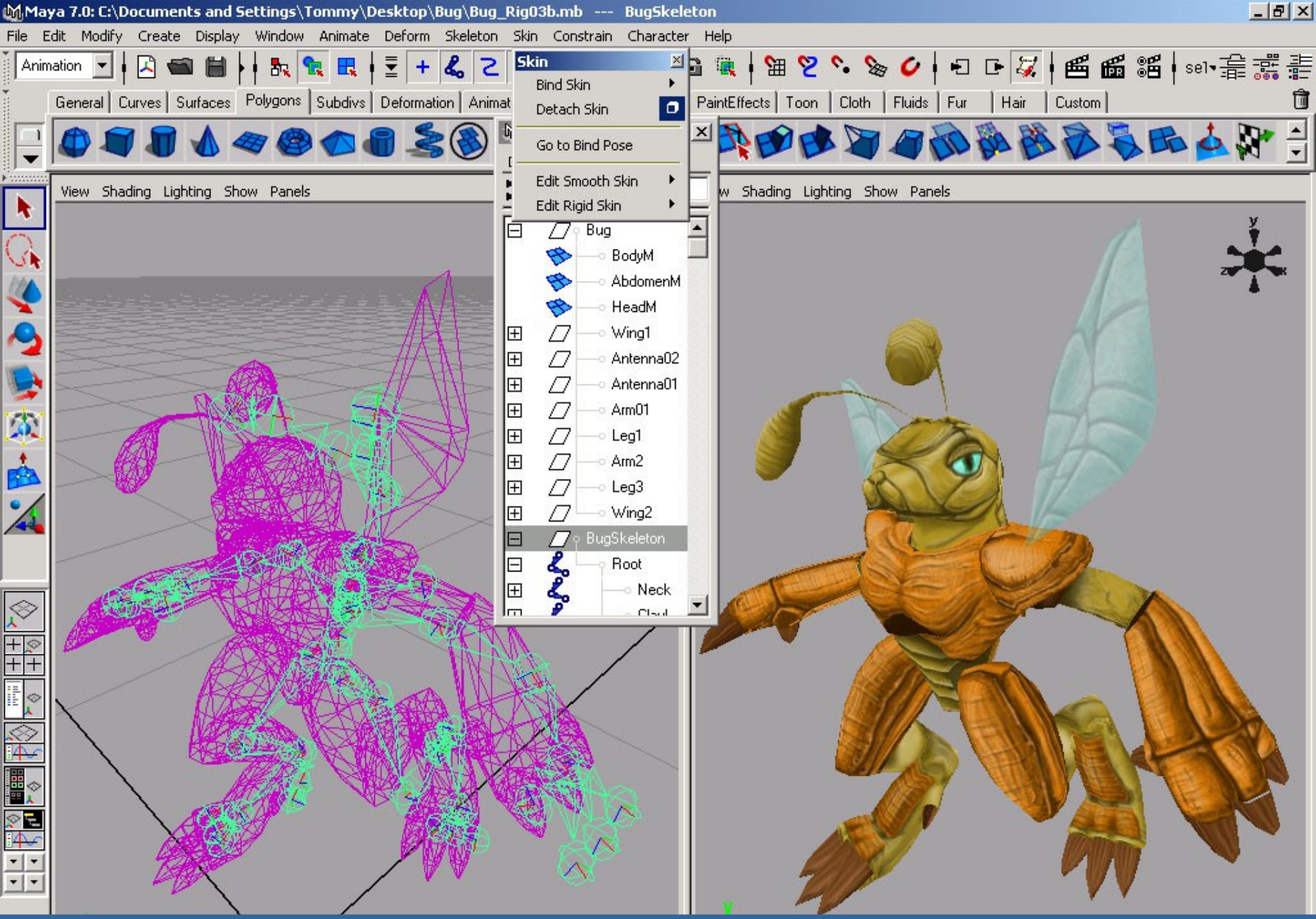
Programska oprema za računalniško grafiko

Orodja

- Programska okolja
- Modelirniki
- Pretvorniki formatov
- Pregledovalniki, predvajalniki

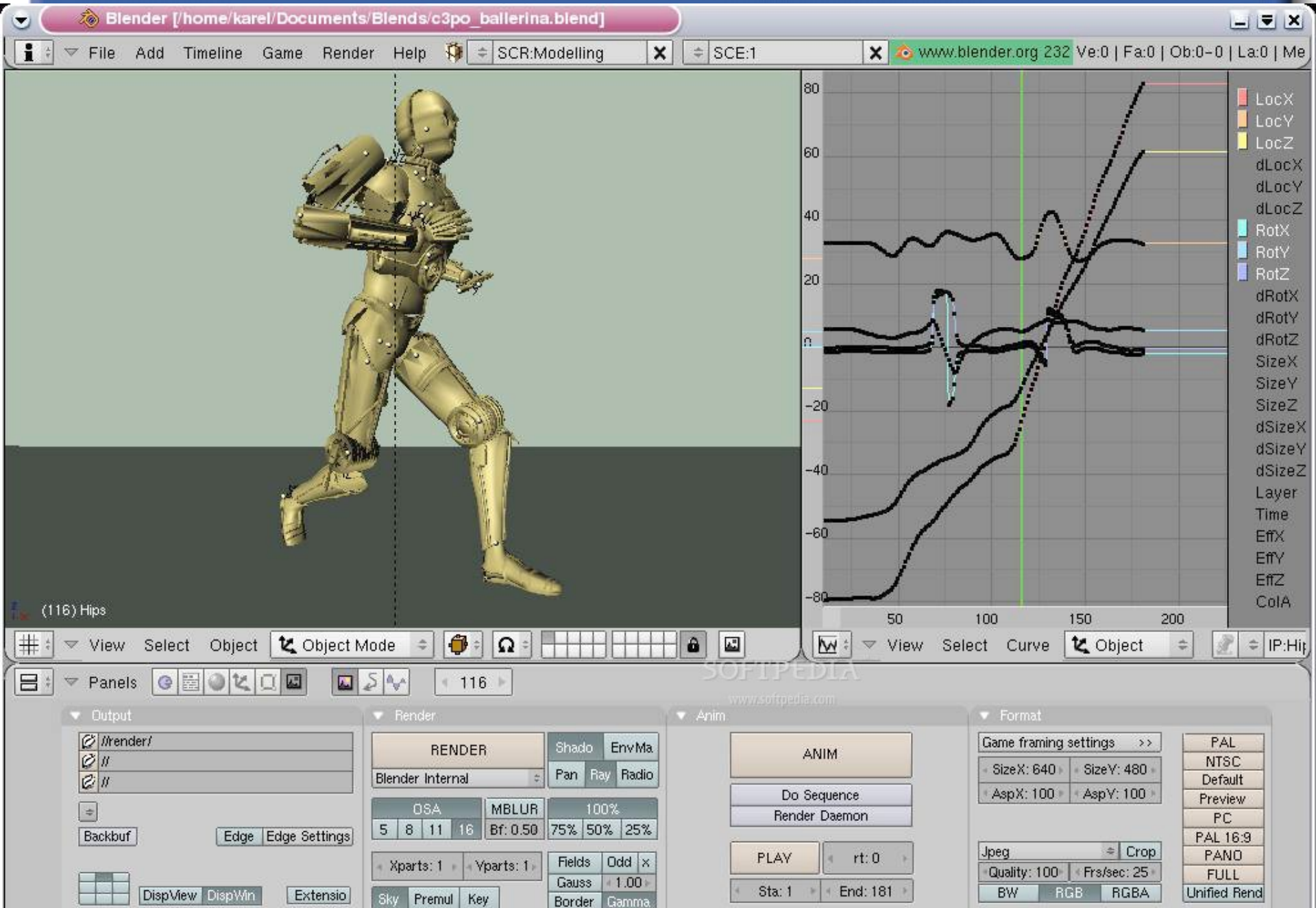
Modelirniki

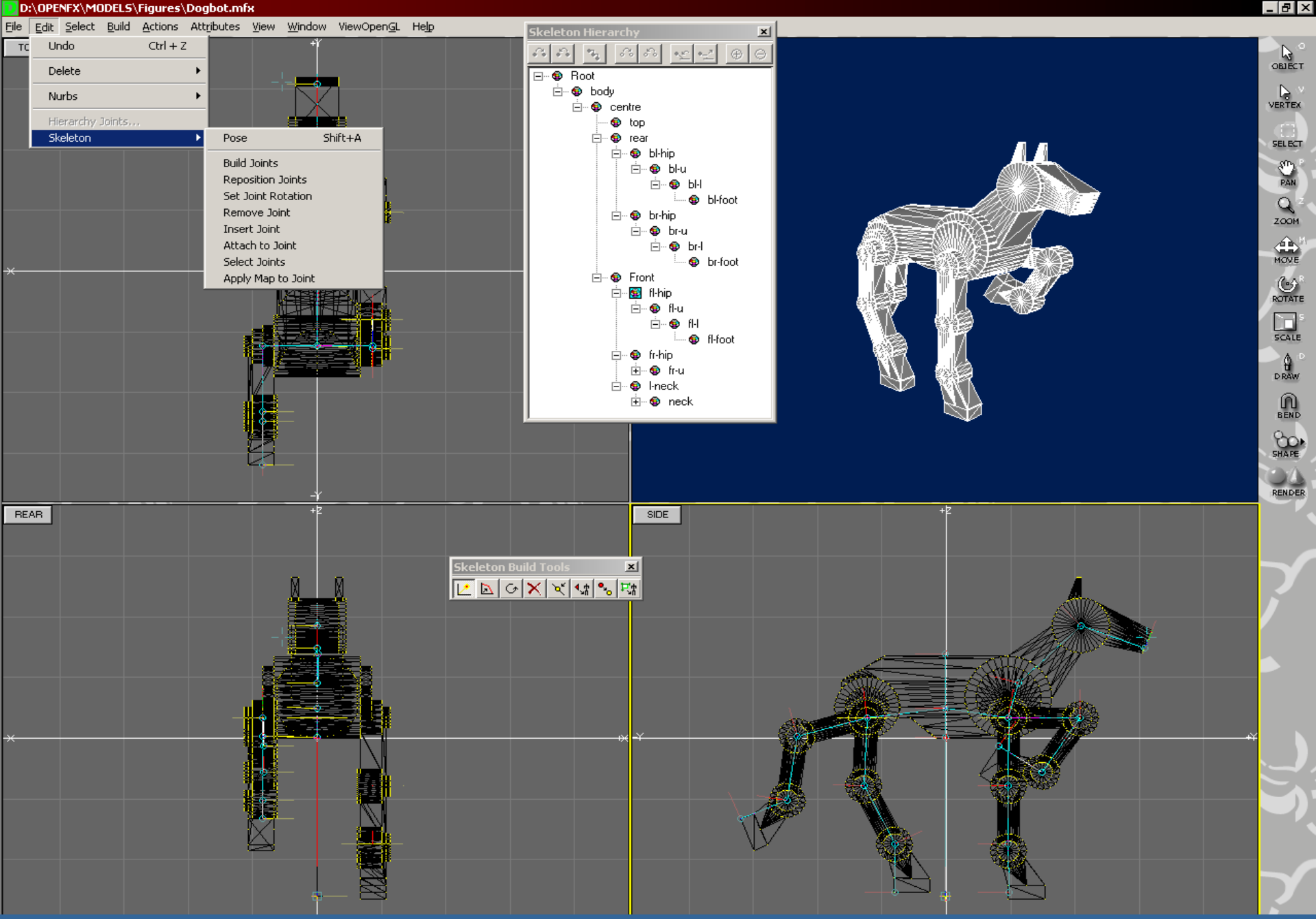
- Maya 3D
- Blender
- OpenFX
- Rhino 3D


Maya 7.0: C:\Documents and Settings\Tommy\Desktop\Bug\Bug_Rig03b.mb --- BugSkeleton
File Edit Modify Create Display Window Animate Deform Skeleton Skin Constrain Character Help
Animation
General Curves Surfaces Polygons Subdivs Deformation Animat
PaintEffects Toon Cloth Fluids Fur Hair Custom
Skin
Bind Skin
Detach Skin
Go to Bind Pose
Edit Smooth Skin
Edit Rigid Skin
View Shading Lighting Show Panels
Shading Lighting Show Panels
Bug
BodyM
AbdomenM
HeadM
Wing1
Antenna02
Antenna01
Arm01
Leg1
Arm2
Leg3
Wing2
BugSkeleton
Root
Neck

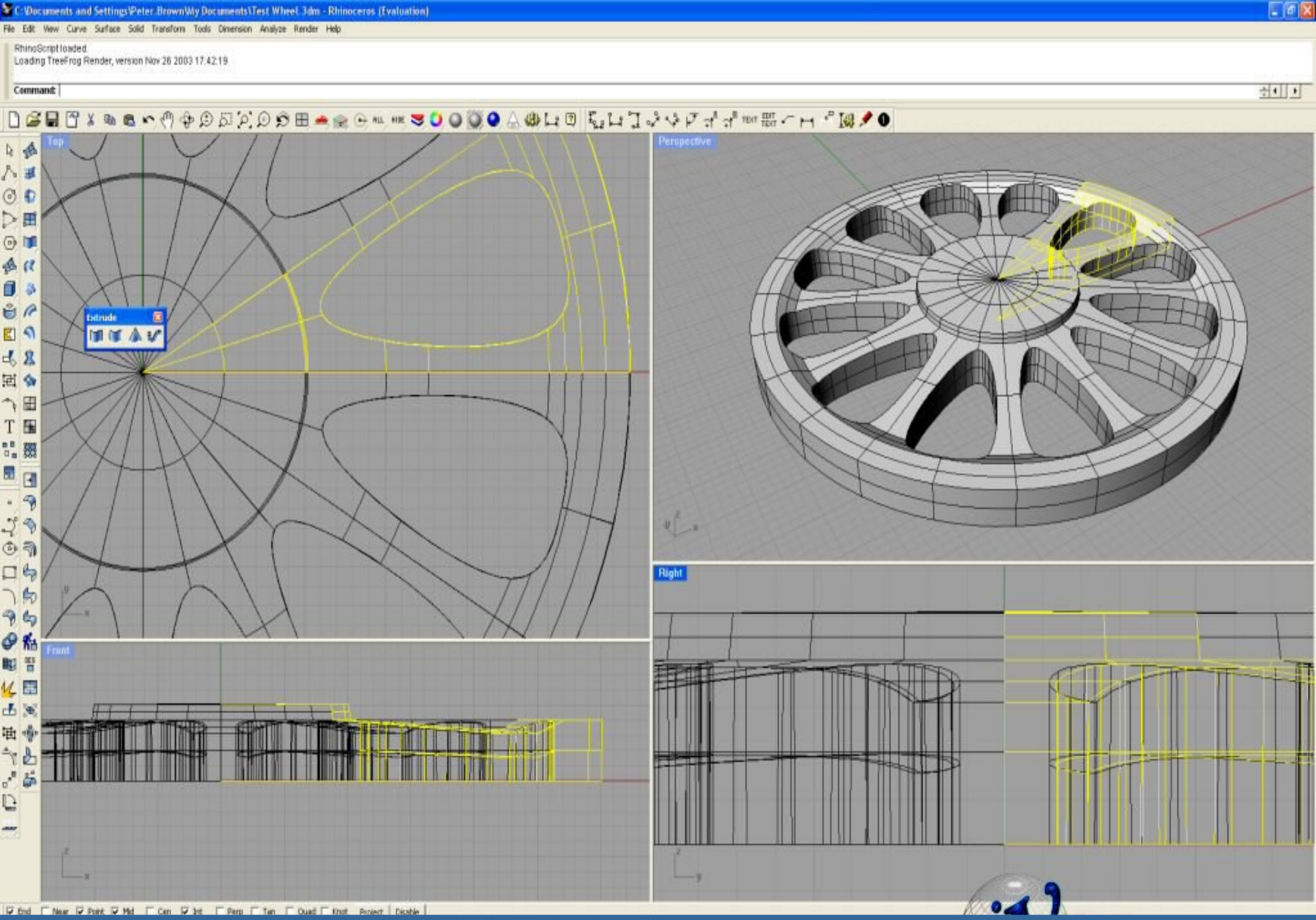
Maya 3D

Blender


Blender [/home/karel/Documents/Blends/c3po_ballerina.blend]
File Add Timeline Game Render Help
SCR:Modelling
SCE:1
www.blender.org 232 Ve:0 | Fa:0 | Ob:0-0 | La:0 | Me
(116) Hips
View Select Object Object Mode
LocX LocY LocZ dLocX dLocY dLocZ RotX RotY RotZ dRotX dRotY dRotZ SizeX SizeY SizeZ dSizeX dSizeY dSizeZ Layer Time EffX EffY EffZ ColA
80 60 40 20 0 -20 -40 -60 -80
50 100 150 200
View Select Curve Object
Panels
116
Output
//render/
Backbuf
Edge Edge Settings
DispView DispWin
Extensio
Render
RENDER
Blender Internal
Shado EnvMa Pan Ray Radio
OSA 5 8 11 16
MBLUR Bf: 0.50
100% 75% 50% 25%
Xparts: 1 Yparts: 1
Fields Odd
Gauss 1.00
Sky Premul Key
Border Gamma
Anim
ANIM
Do Sequence
Render Daemon
PLAY
rt: 0
Sta: 1 End: 181
Format
Game framing settings
SizeX: 640 SizeY: 480
AspX: 100 AspY: 100
Jpeg Crop
Quality: 100 Frs/sec: 25
BW RGB RGBA
PAL NTSC Default Preview PC PAL 16:9 PANO FULL Unified Rend


D:\OPENFX\MODELS\Figures\Dogbot.mfx
File Edit Select Build Actions Attributes View Window ViewOpenGL Help
Undo Ctrl + Z
Delete
Nurbs
Hierarchy Joints...
Skeleton
Pose Shift+A
Build Joints
Reposition Joints
Set Joint Rotation
Remove Joint
Insert Joint
Attach to Joint
Select Joints
Apply Map to Joint
Skeleton Hierarchy
Root
body
centre
top
rear
bl-hip
bl-u
bl-l
bl-foot
br-hip
br-u
br-l
br-foot
Front
fl-hip
fl-u
fl-l
fl-foot
fr-hip
fr-u
l-neck
neck
OBJECT
VERTEX
SELECT
PAN
ZOOM
MOVE
ROTATE
SCALE
DRAW
BEND
SHAPE
RENDER
REAR
SIDE
Skeleton Build Tools

OpenFX

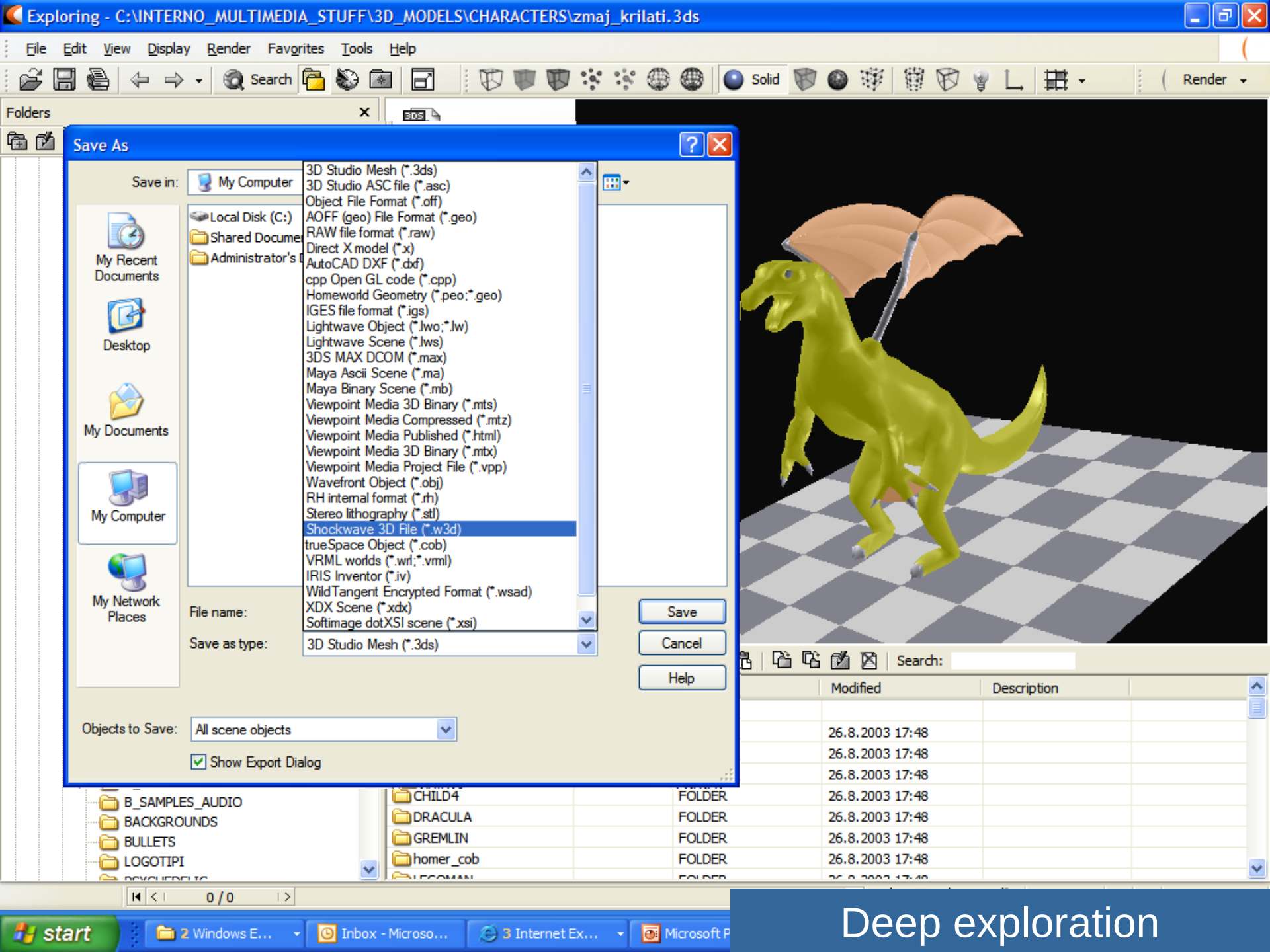

C:\Documents and Settings\Peter.Brown\My Documents\Test Wheel 3dm - Rhinoceros (Evaluation)
File Edit View Curve Surface Solid Transform Tools Dimension Analyze Render Help
RhinoScript loaded.
Loading TreeFrog Render, version Nov 26 2003 17:42:19
Command:
Top
Extrude
Perspective
Front
Right

Rhino 3D

SolidWorks

Pretvorniki formatov

- Deep exploration
- CrossRoads
- Polytrans


Exploring - C:\INTERNO_MULTIMEDIA_STUFF\3D_MODELS\CHARACTERS\zmaj_krilati.3ds
File Edit View Display Render Favorites Tools Help
Search
Solid
Render
Folders
Save As
Save in:
My Computer
Local Disk (C:)
Shared Documer
Administrator's
My Recent Documents
Desktop
My Documents
My Computer
My Network Places
3D Studio Mesh (*.3ds)
3D Studio ASC file (*.asc)
Object File Format (*.off)
AOFF (geo) File Format (*.geo)
RAW file format (*.raw)
Direct X model (*.x)
AutoCAD DXF (*.dxf)
cpp Open GL code (*.cpp)
Homeworld Geometry (*.peo;*.geo)
IGES file format (*.igs)
Lightwave Object (*.lwo;*.lw)
Lightwave Scene (*.lws)
3DS MAX DCOM (*.max)
Maya Ascii Scene (*.ma)
Maya Binary Scene (*.mb)
Viewpoint Media 3D Binary (*.mts)
Viewpoint Media Compressed (*.mtz)
Viewpoint Media Published (*.html)
Viewpoint Media 3D Binary (*.mtx)
Viewpoint Media Project File (*.vpp)
Wavefront Object (*.obj)
RH internal format (*.rh)
Stereo lithography (*.stl)
Shockwave 3D File (*.w3d)
trueSpace Object (*.cob)
VRML worlds (*.wrl;*.vrml)
IRIS Inventor (*.iv)
WildTangent Encrypted Format (*.wsad)
XDX Scene (*.xdx)
Softimage dotXSI scene (*.xsi)
File name:
Save as type:
3D Studio Mesh (*.3ds)
Save
Cancel
Help
Objects to Save:
All scene objects
Show Export Dialog
Search:
Modified
Description
26.8.2003 17:48
B_SAMPLES_AUDIO
BACKGROUNDS
BULLETS
LOGOTIPI
CHILD4
DRACULA
GREMLIN
homer_cob
FOLDER
0 / 0
start
2 Windows E...
Inbox - Microso...
3 Internet Ex...
Microsoft P
Deep exploration

Pregledovalniki, predvajalniki