

Scene & Lighting

动画专业 唐洁

HRT & Shaders & Lighting

一、知识预览

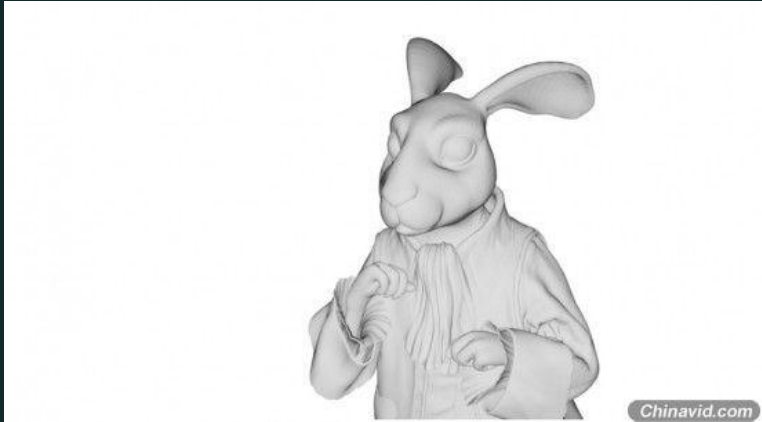
1



1



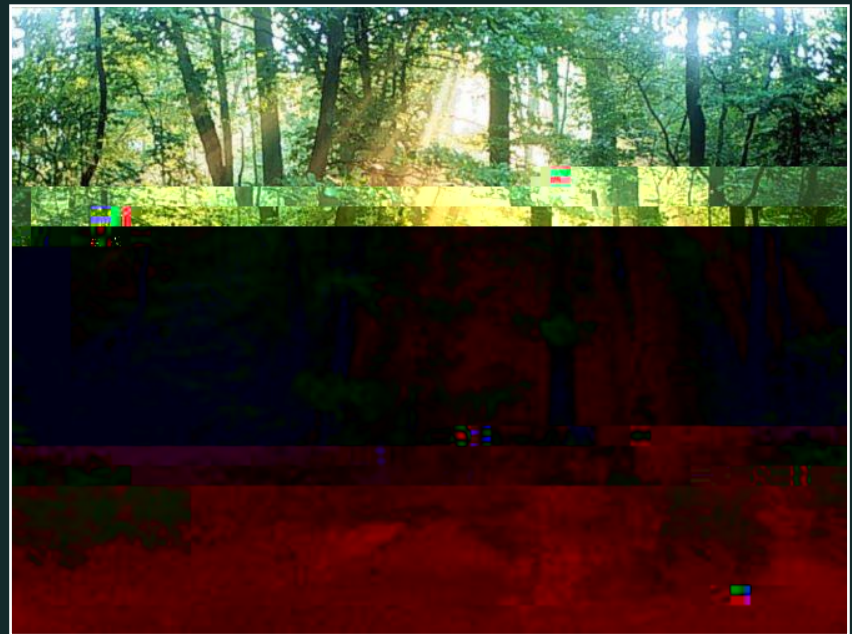
S & S &



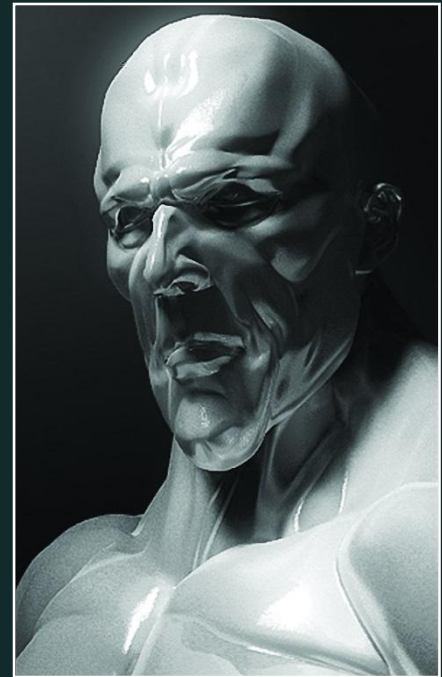
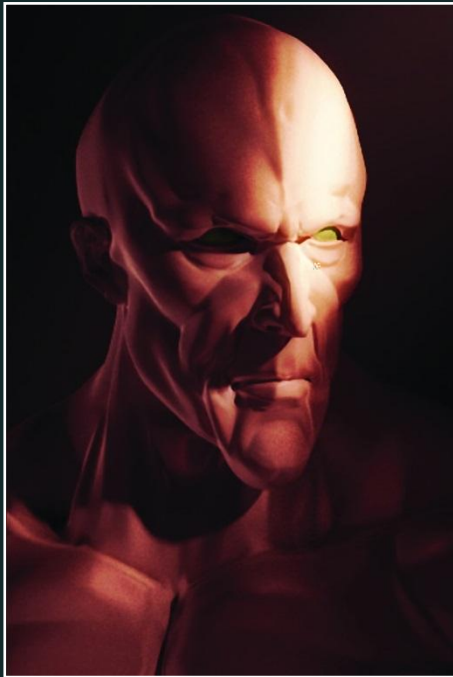
1



Maya



HEAD &
STYLING & LIGHTING



HDR & Stereoscopic Lighting



Point Light

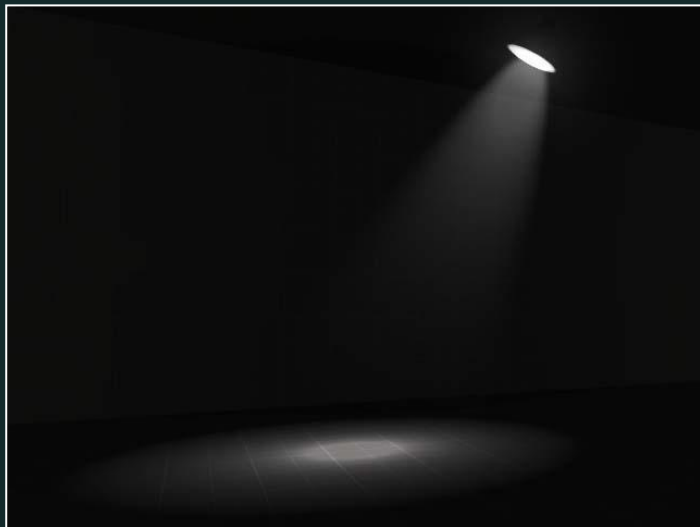


Directional Light



Spot Light

Cone Angle



Light
Maya

Render & Lighting
Shadow & Lighting
Area

Maya

Depth Map Shadow



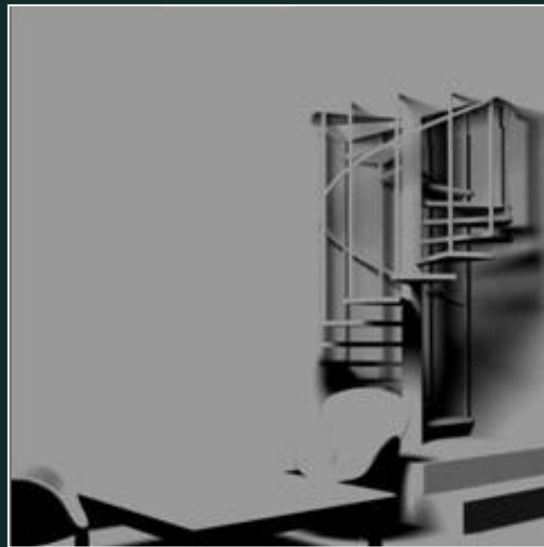
Volume Light

3D

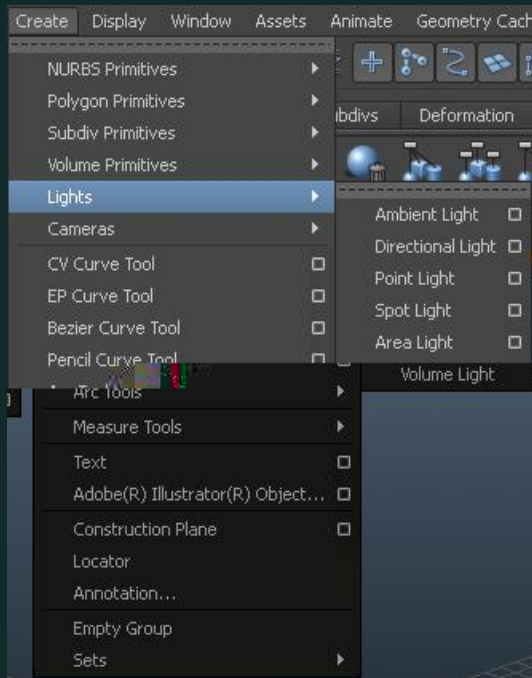


Ambient Light

Ambient Shade

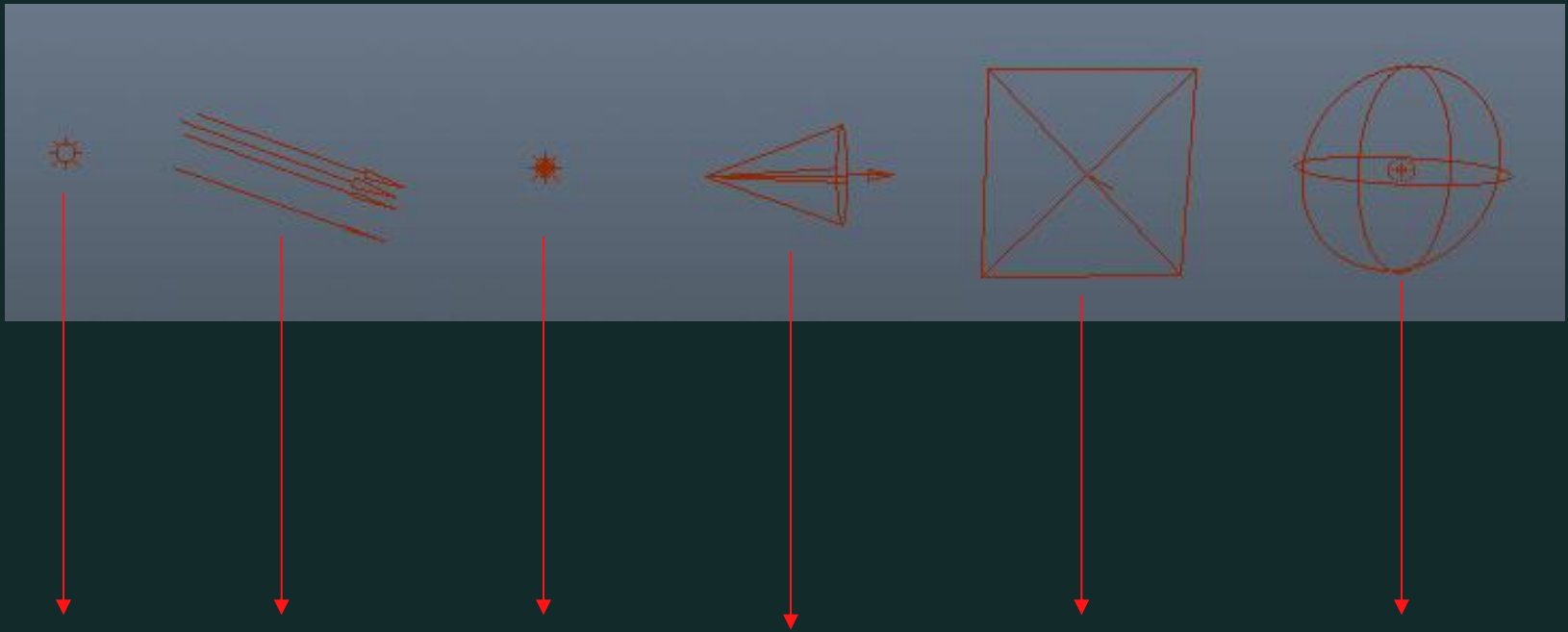


- Maya
- Maya
- Maya Create Light Light Type
- Maya

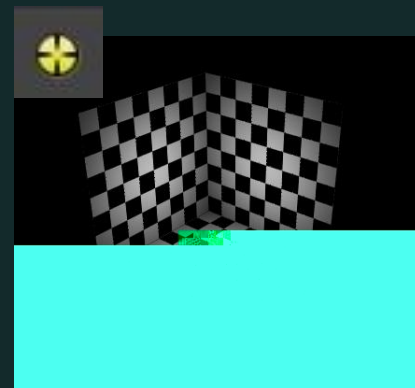
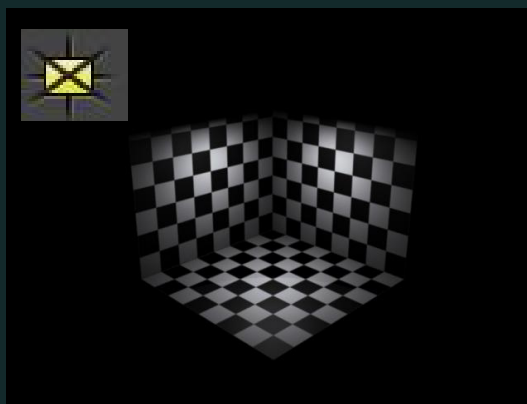
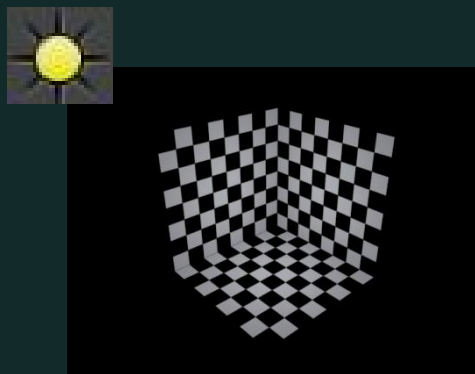
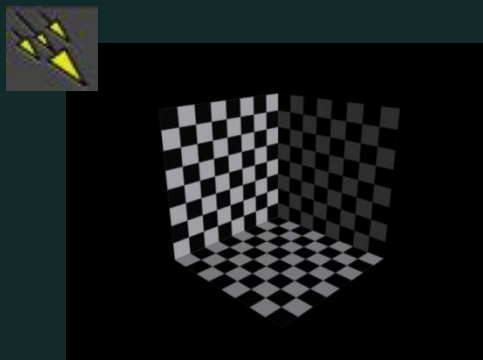
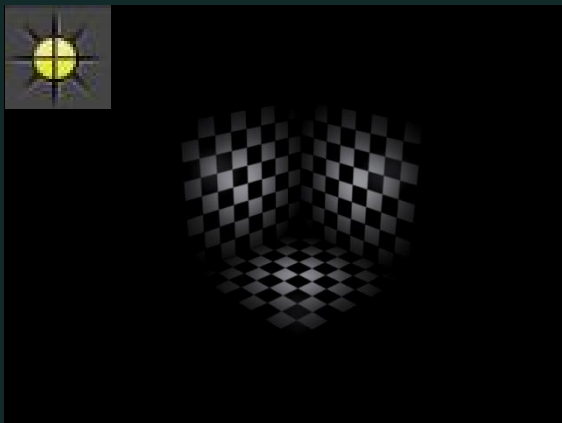


Maya 6





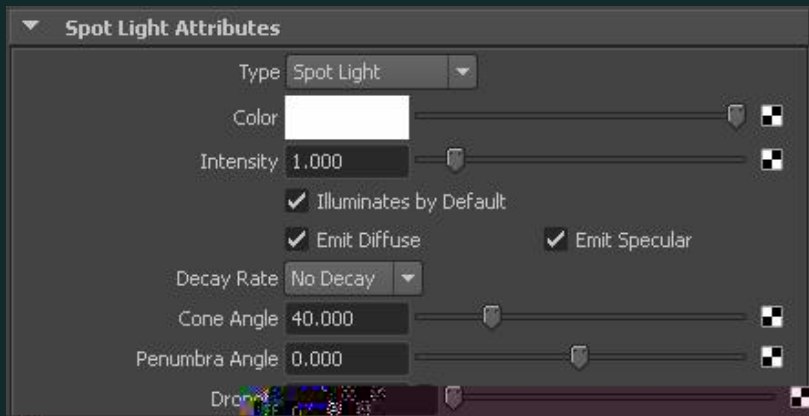
SHADER & LIGHTING



Type

Color

Intensity



Decay Rate

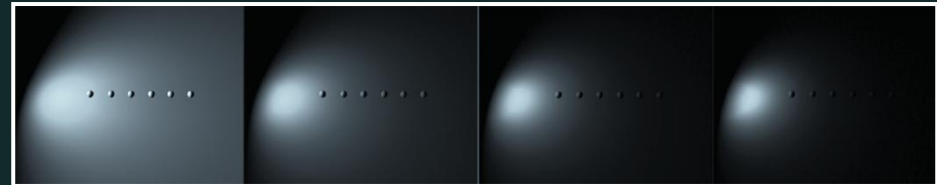
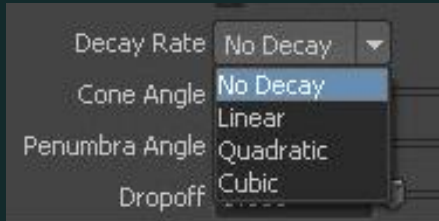
No Decay

Linear

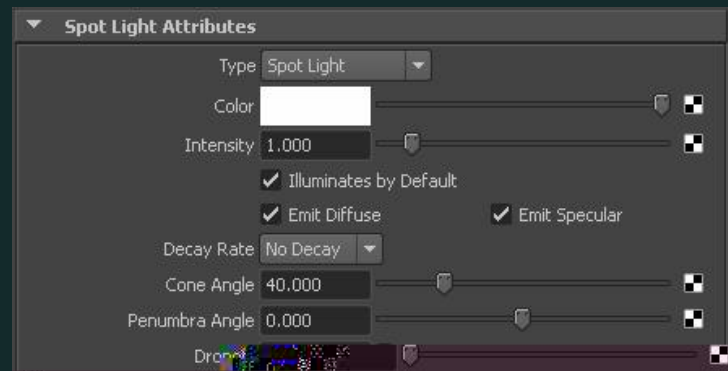
Decay Rate

Quadratic

Cubic



Illuminated By Default



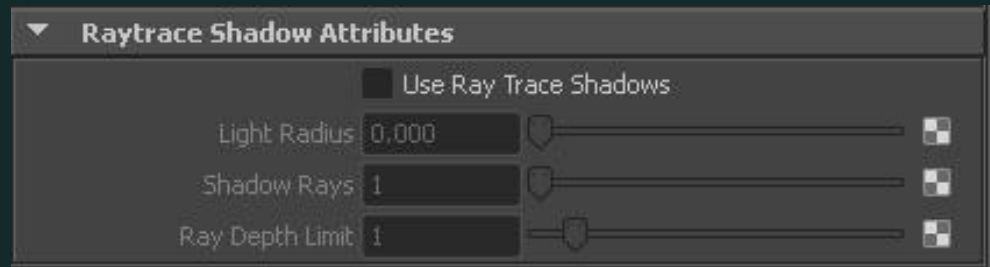
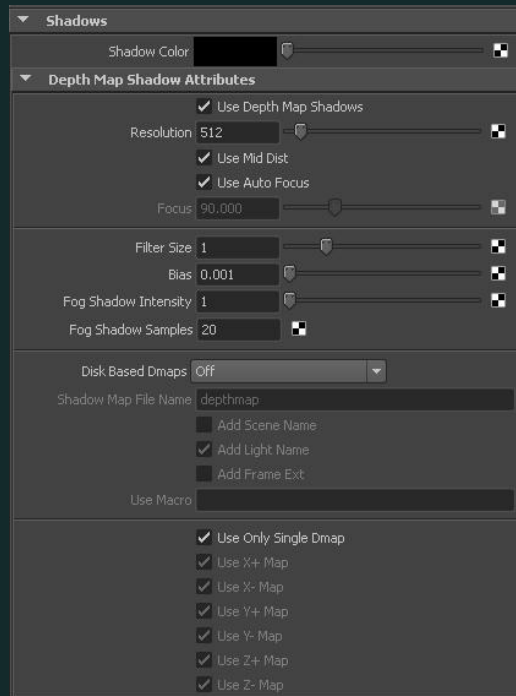
Shadow Color
Shadow Color



Shadow

Depth Map Shadow

Raytrace

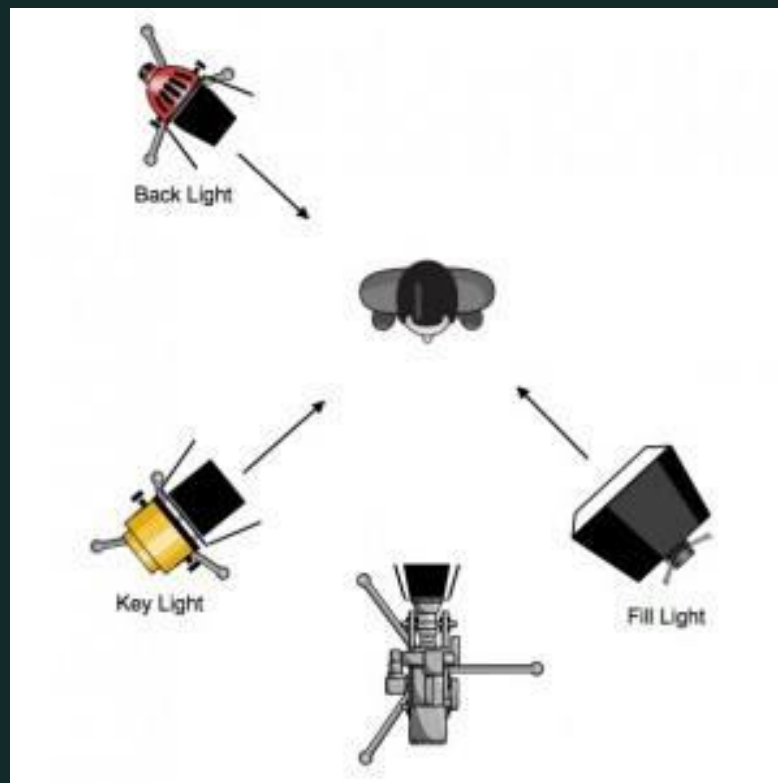


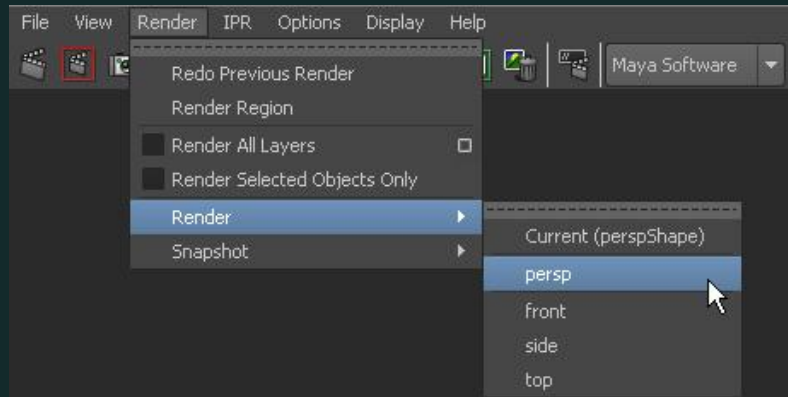
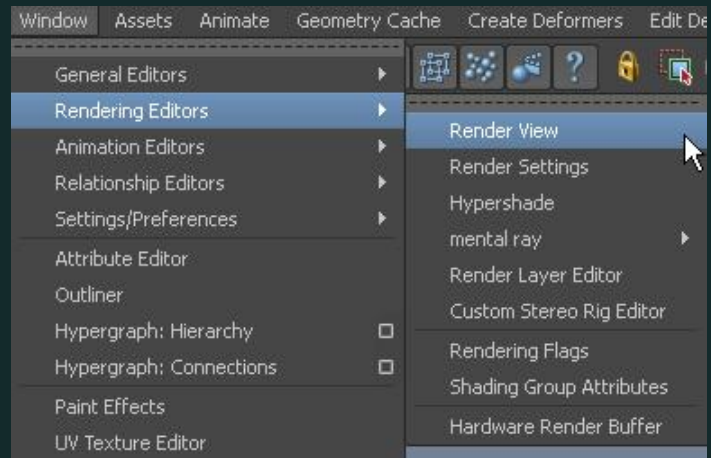
1

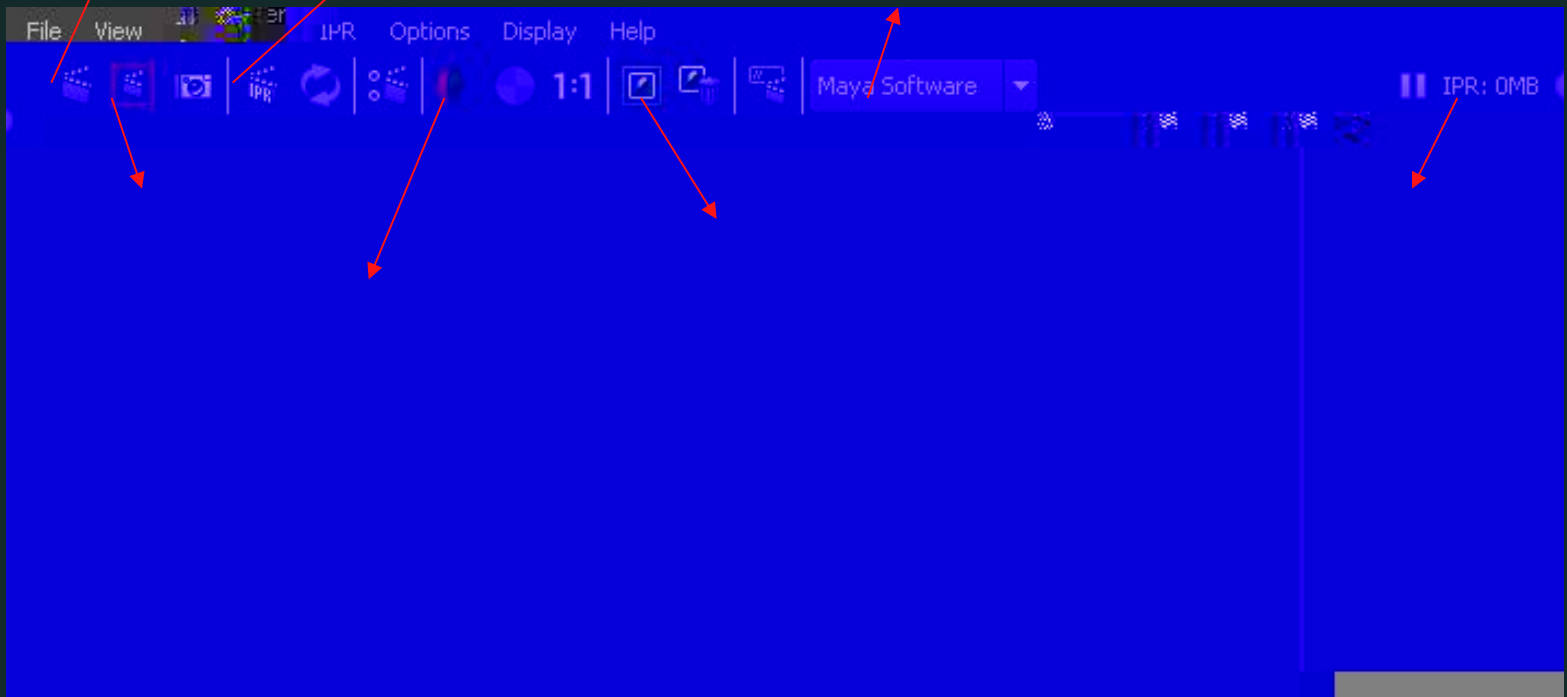


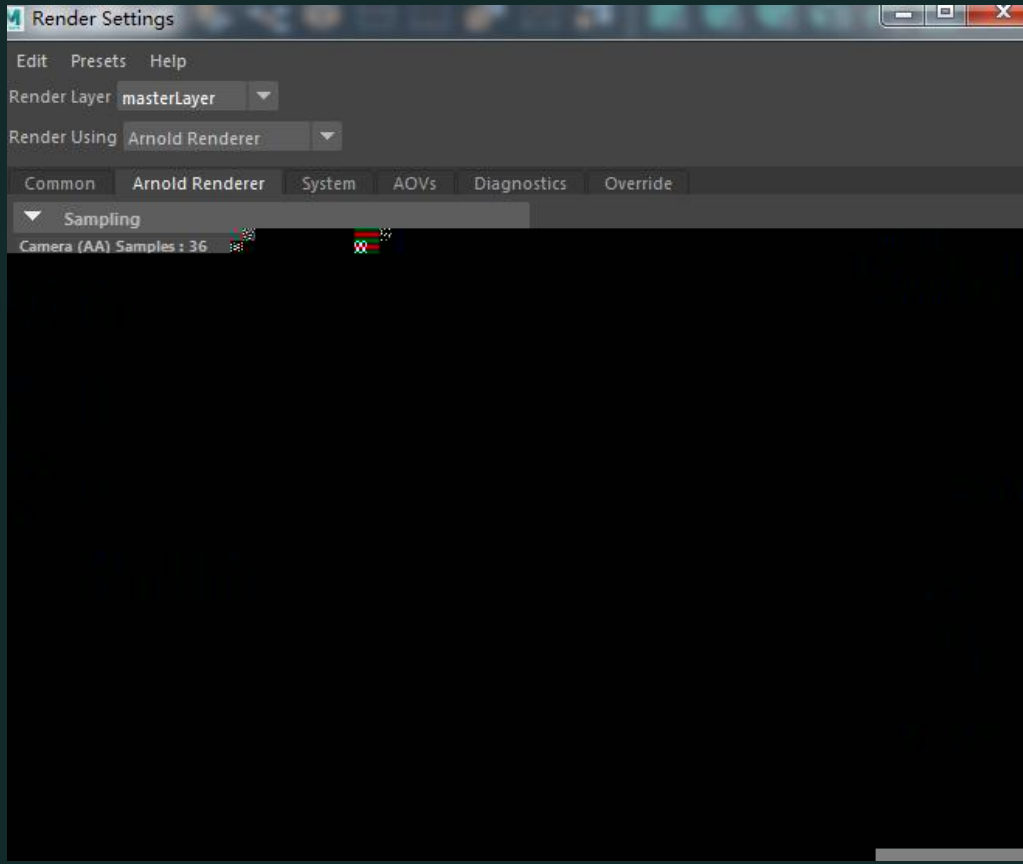
Key Light
Back Light

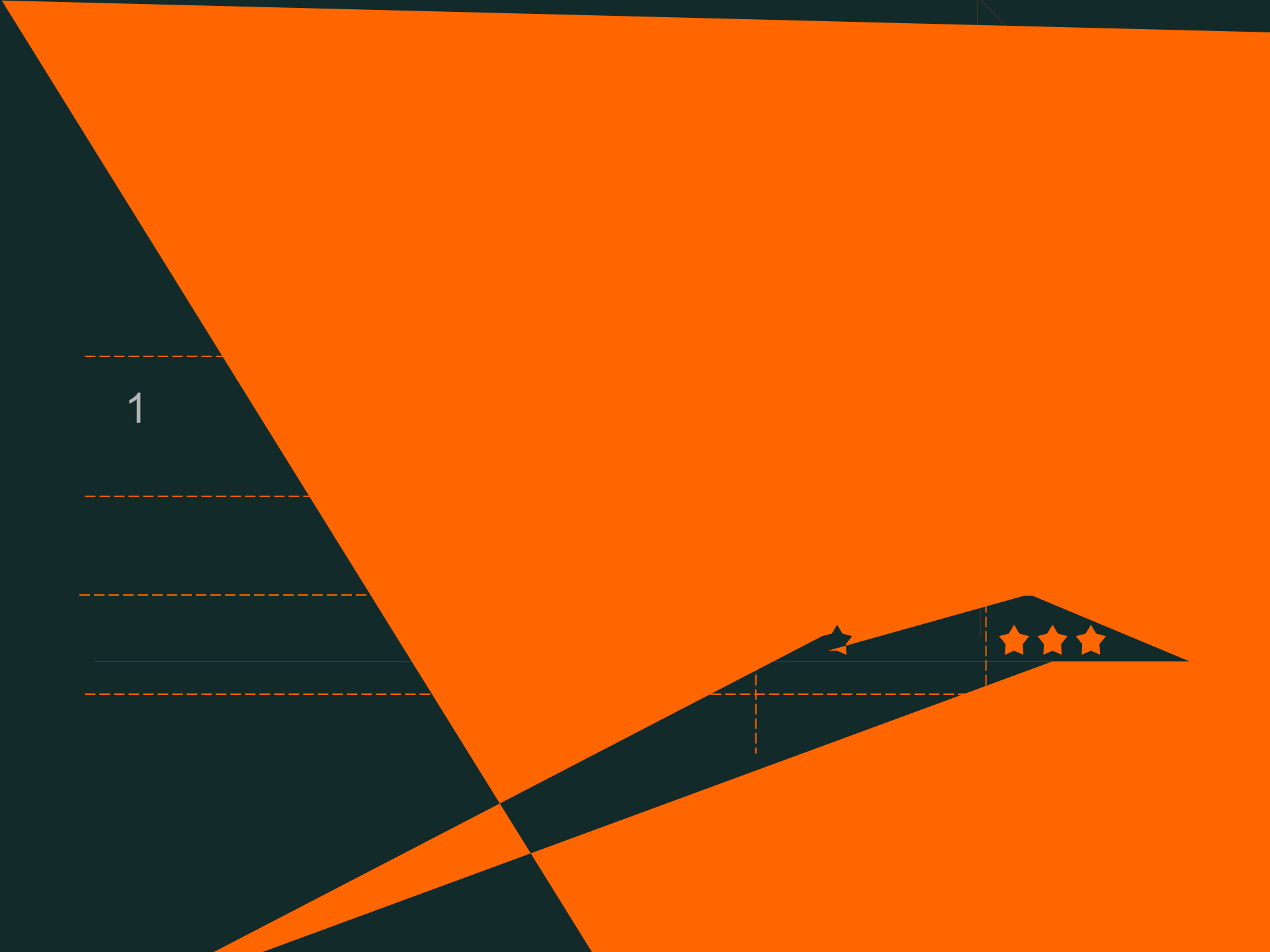
Fill Light

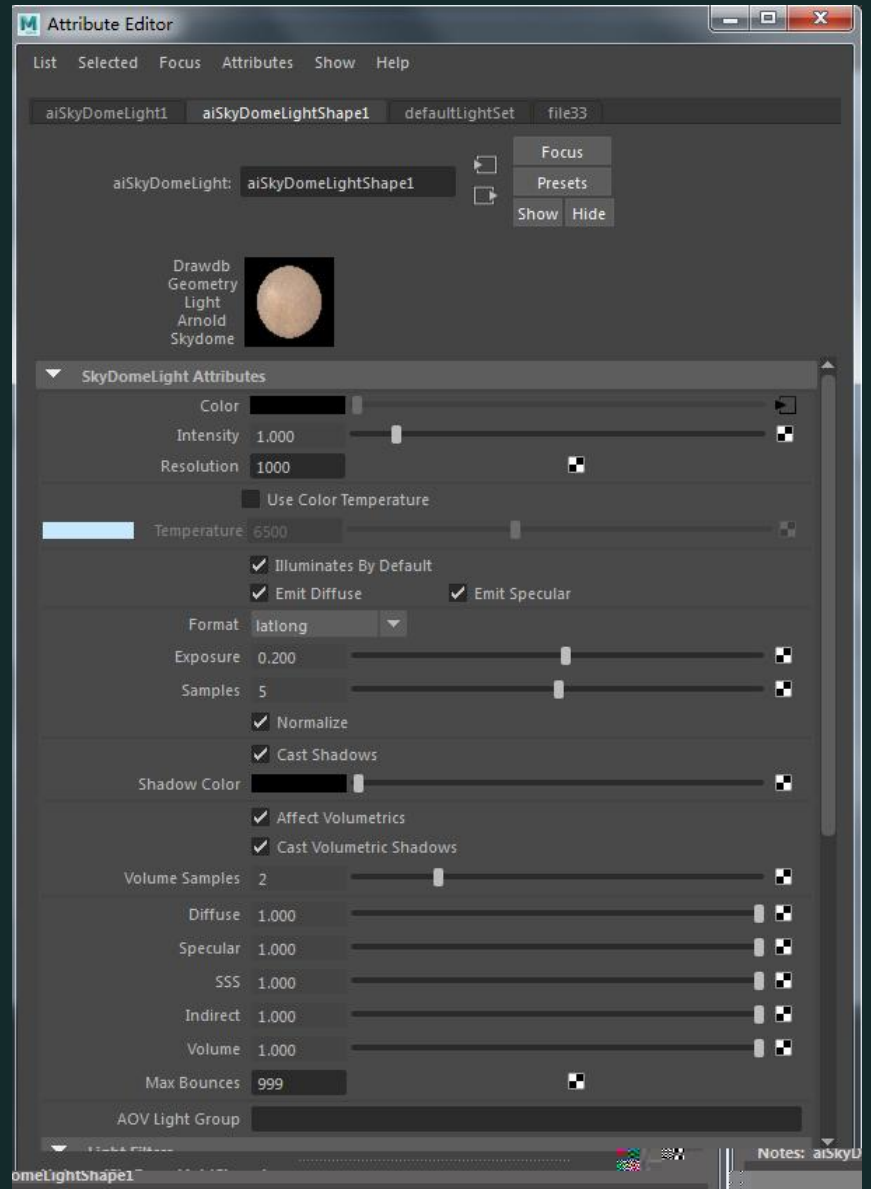
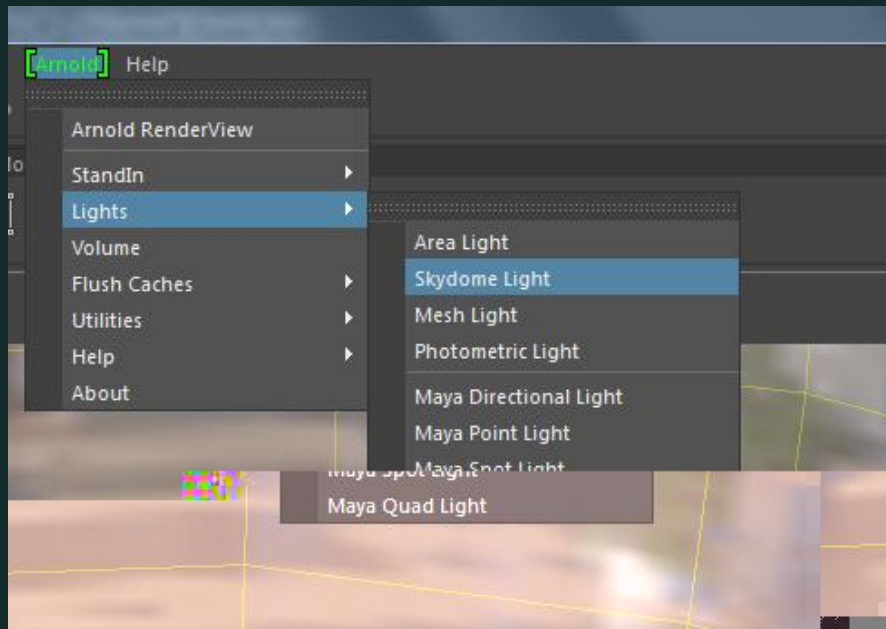












- ① uv的基本概念 → 重点★★★★★ 掌握基本要点
- ② 映射方式 → 难点★★★★☆ 掌握基本操作和区别
- ③ 常用命令 → 难点★★★★☆ 掌握基本操作和区别

① UV制作的学习目

UV

② 重要程度 ★ ★ ★ ★ ★

③ 难易程度 ★ ★ ☆ ☆ ☆

④ 制作时间 1天

①uv的基本概念

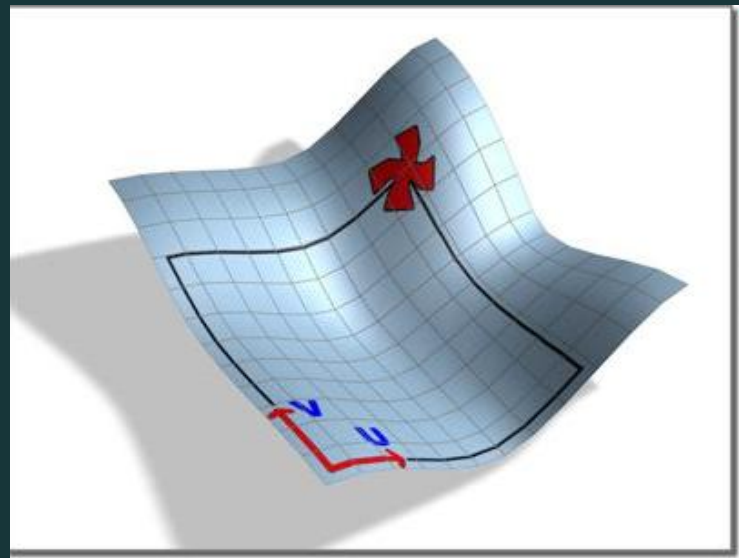
② 映射方式

③常用命令

①uv的基本概念

材质球&灯光

Shader & Lighting



①uv的基本概念

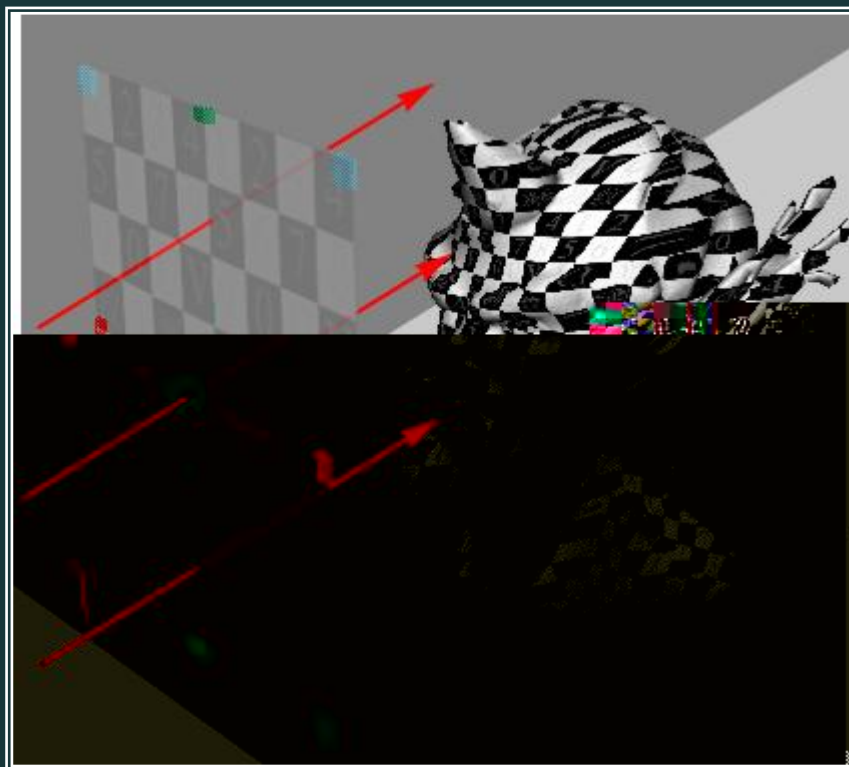
② 映射方式

③常用命令

② 映射方式

材质球&灯光

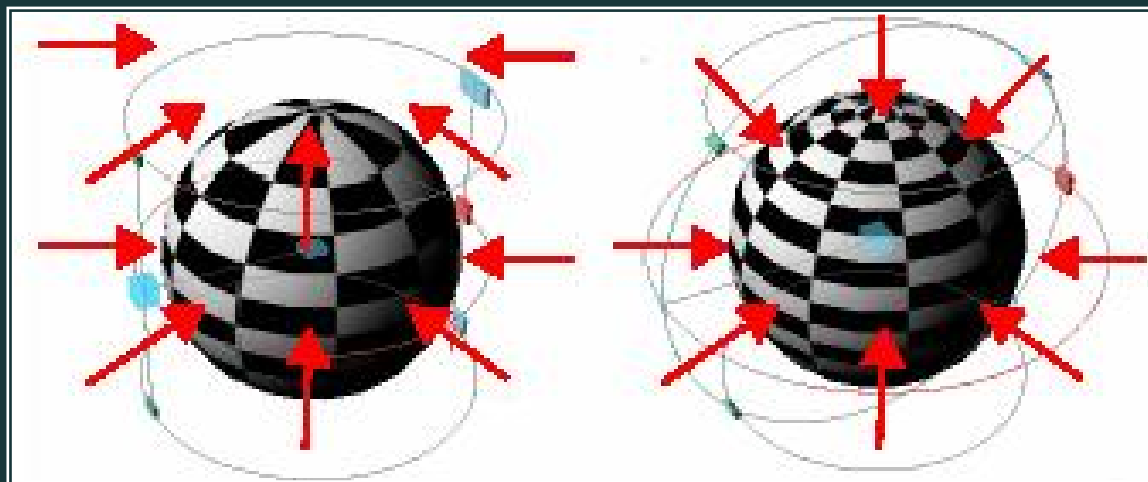
Shader & Lighting



② 映射方式

材质球&灯光

Shader & Lighting

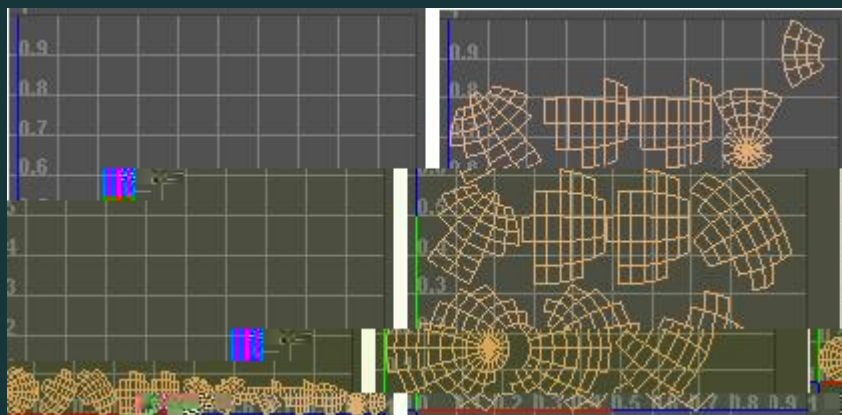
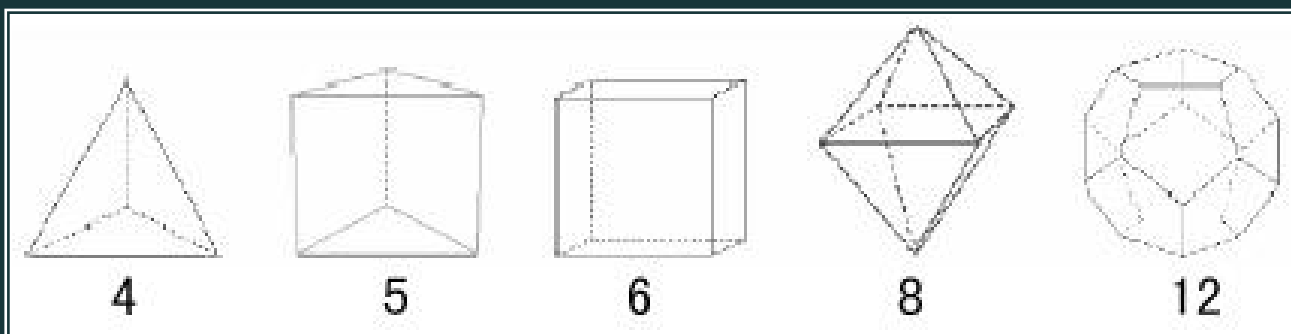


② 映射方式

材质球&灯光

Shader & Lighting

4 12



①uv的基本概念

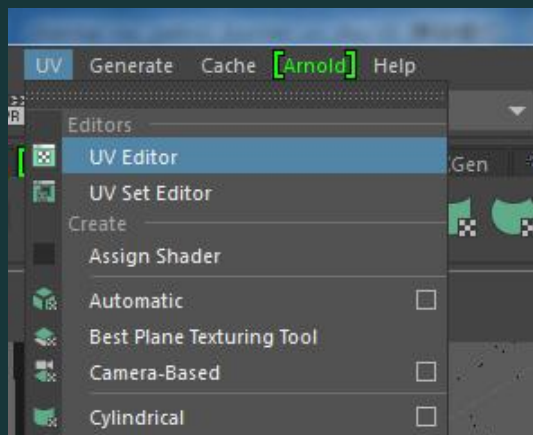
② 映射方式

③常用命令

③常用命令

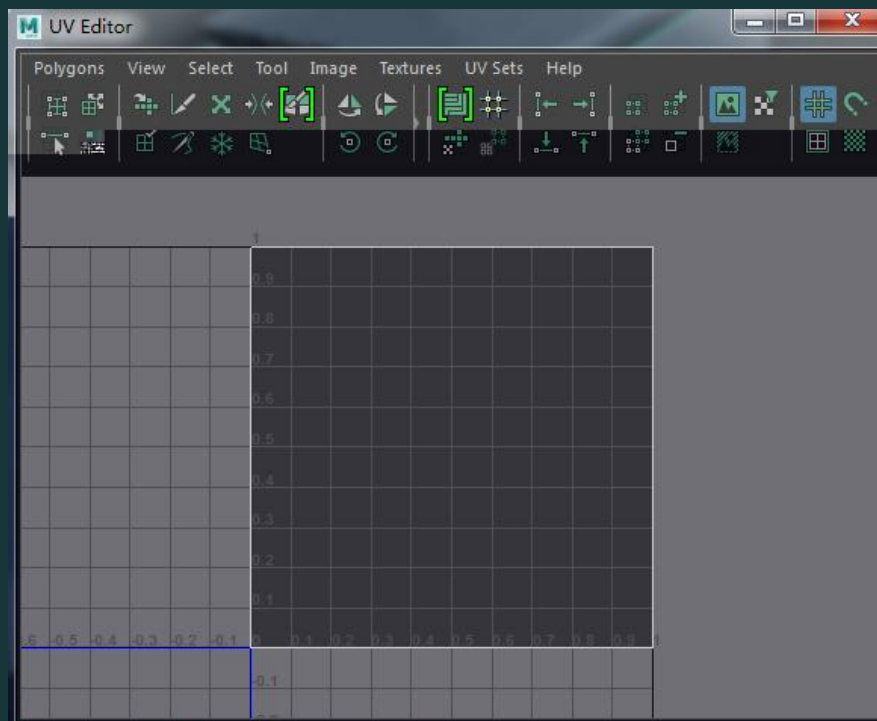
材质球&灯光

Shader & Lighting



UV>UV Editor

UV



③常用命令

UV

材质球&灯光

Shader & lighting

③常用命令

UV

材质球&灯光

Shader & lighting

③常用命令

UV

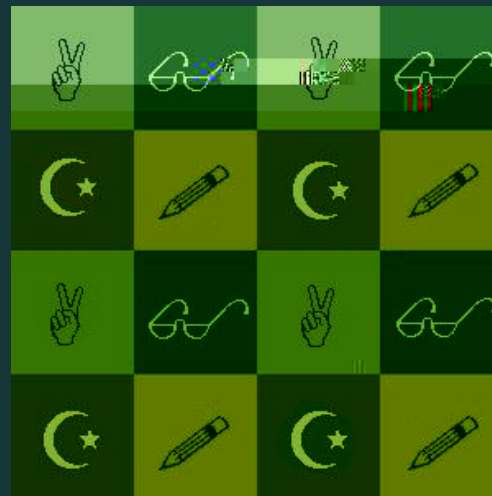
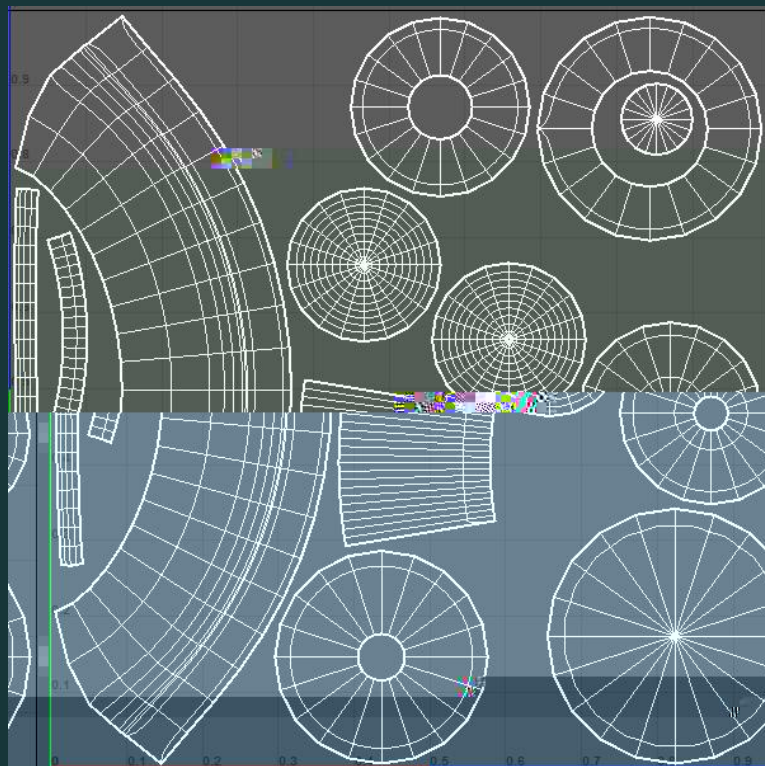
材质球&灯光

Shader & lighting

③常用命令

材质球&灯光

Shader & Lighting

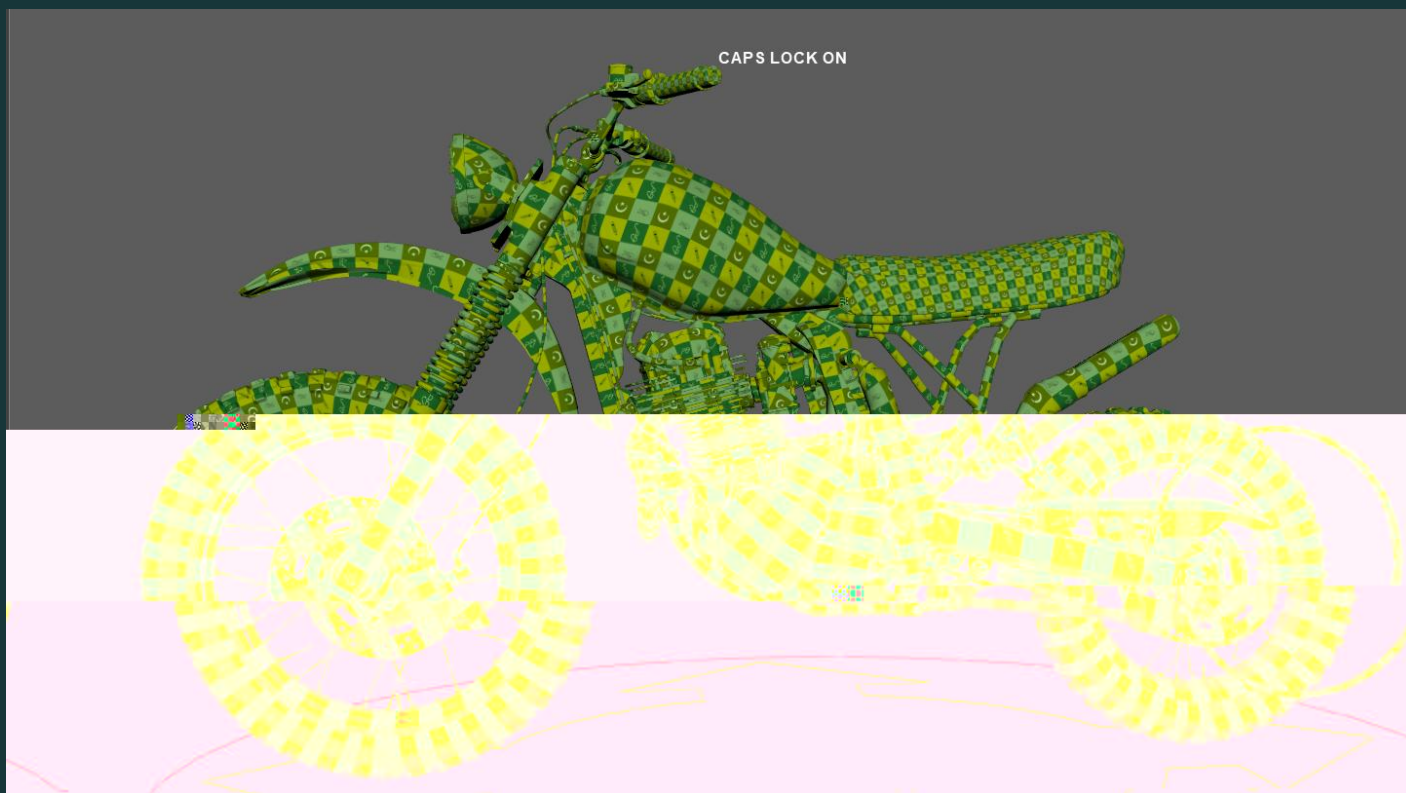


:UV

课堂练习&作业

材质球&灯光

S&Lighting



课堂练习&作业提交要求

材质球&灯光

Shader & Lighting

材质球&灯光

Shader & Lighting

全天重要知识点梳理

- ① 掌握uv基本工作原理-精确绘制贴图
- ② 映射方式类型-各类映射应用针对性
- ③ 常用命令-
- ④ 复杂物体uv划分和输出-uv在象限中的摆放

下节预告

材质球&灯光

Shader & Lighting



Shader & lighting



二、知识预览

		★ ★ ☆ ☆ ☆	★ ★ ☆ ☆ ☆
		★ ★ ★ ☆ ☆	★ ★ ★ ★ ☆
		★ ★ ★ ☆ ☆	★ ★ ★ ★ ★
		★ ★ ★ ★ ☆	★ ★ ★ ★ ★
		★ ★ ★ ☆ ☆	★ ★ ★ ★ ★



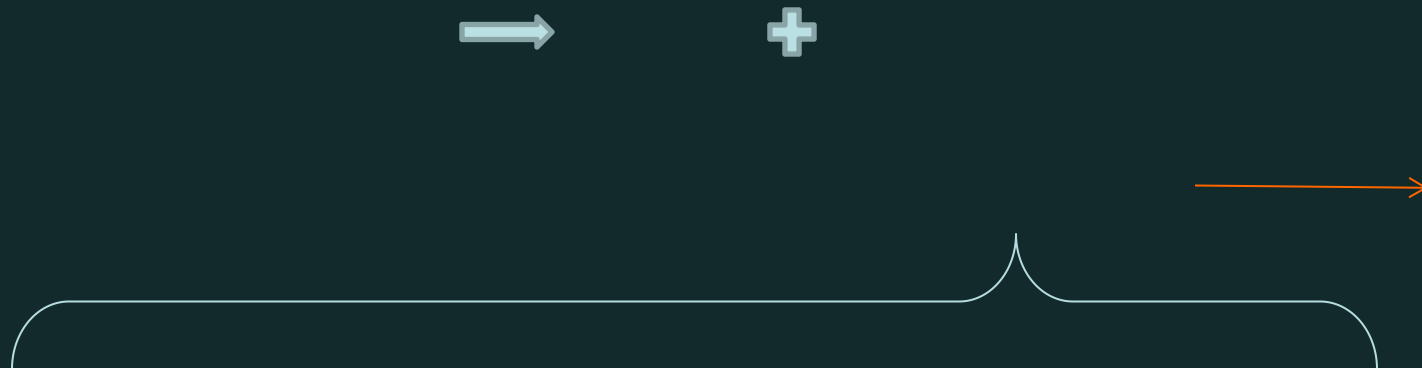
材质&灯光

Shader & lighting



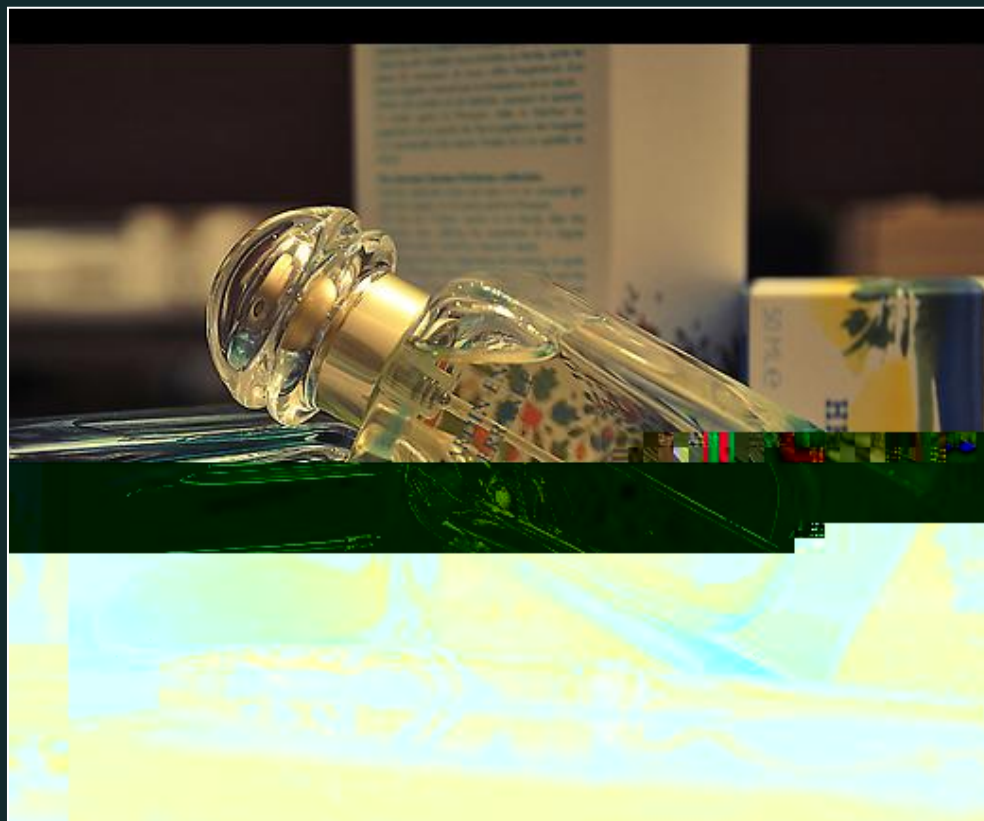
材质&灯光

Shader & lighting



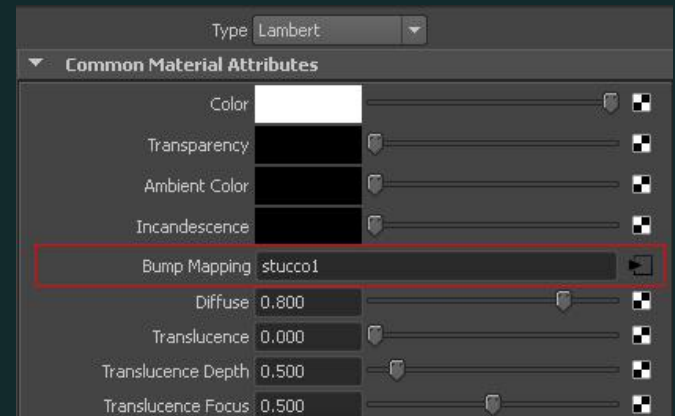
材质&灯光

S&L



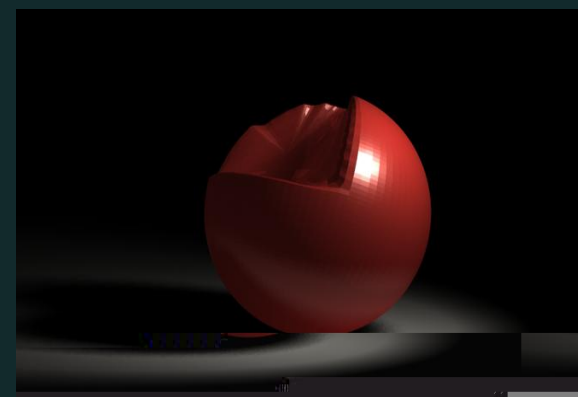
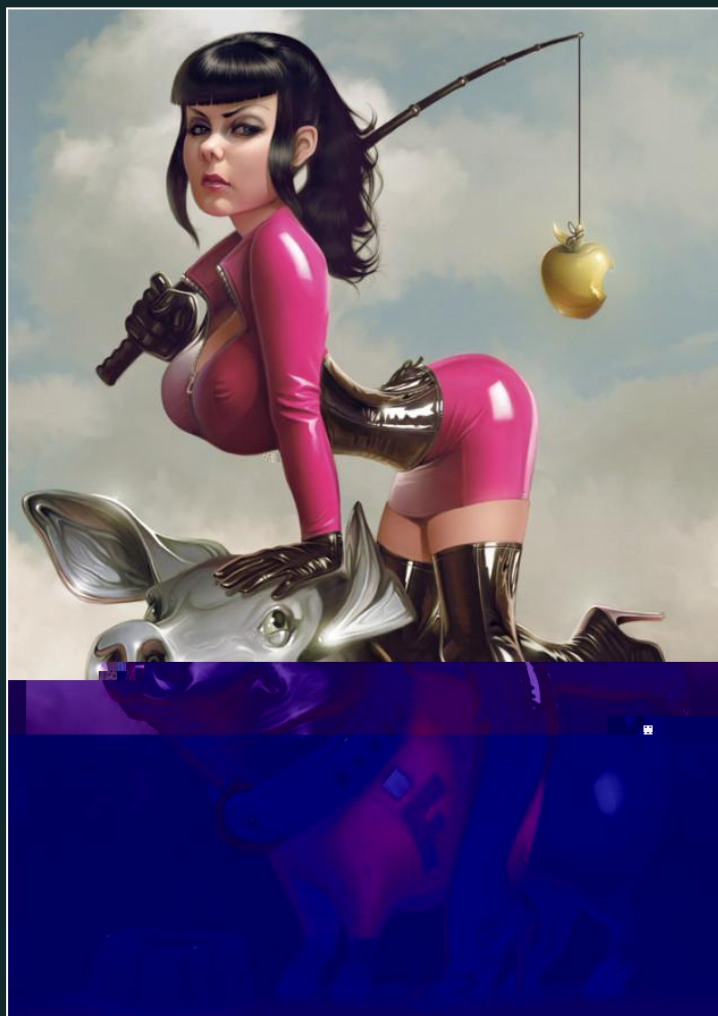
材质&灯光

S&L



材质&灯光

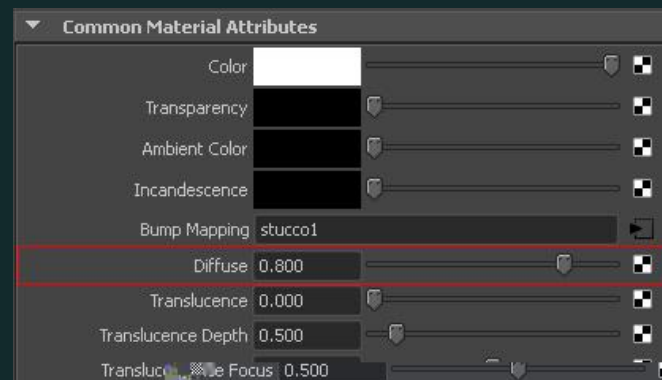
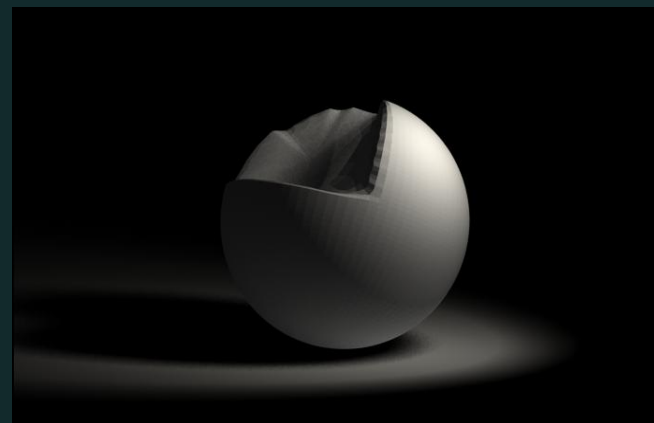
S&L



Specular Shading	
Eccentricity	0.300
Specular Roll Off	0.700
Specular Color	
Reflectivity	0.500
Reflected Color	

材质&灯光

S&L



材质&灯光

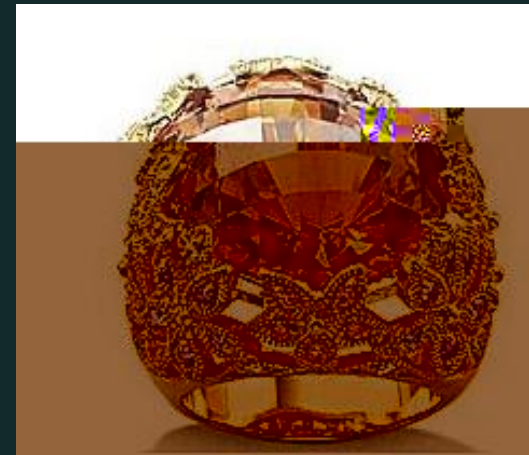
S&L



Specular Shading	
Eccentricity	0.300
Specular Roll Off	0.700
Specular Color	
Reflectivity	0.500
Reflected Color	

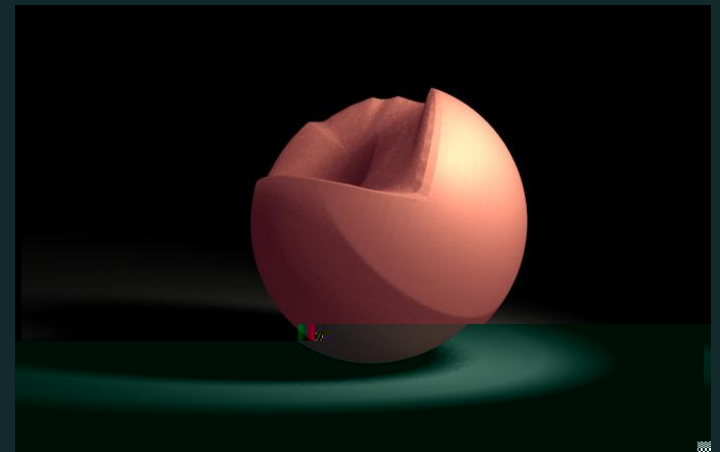
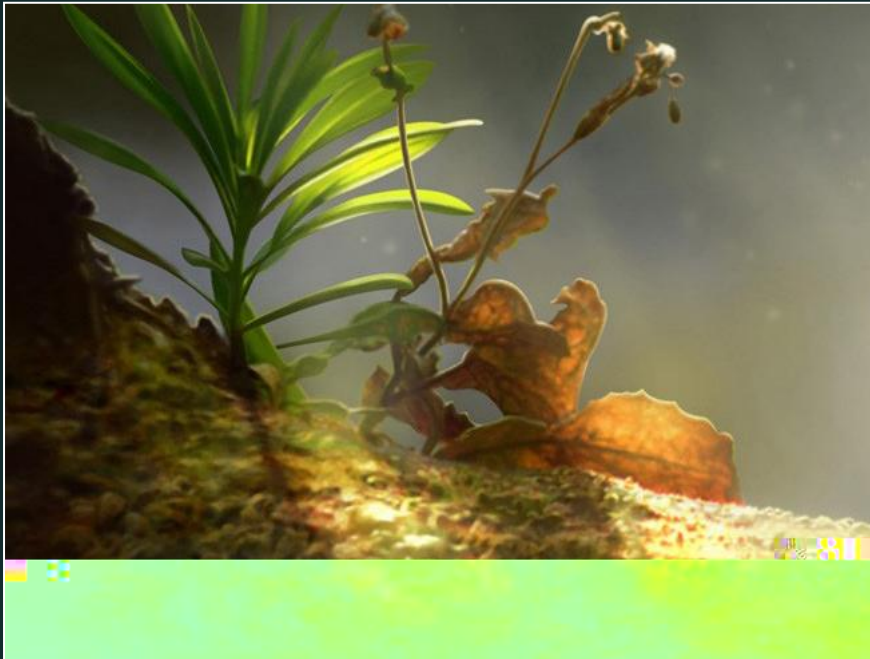
材质&灯光

S



材质&灯光

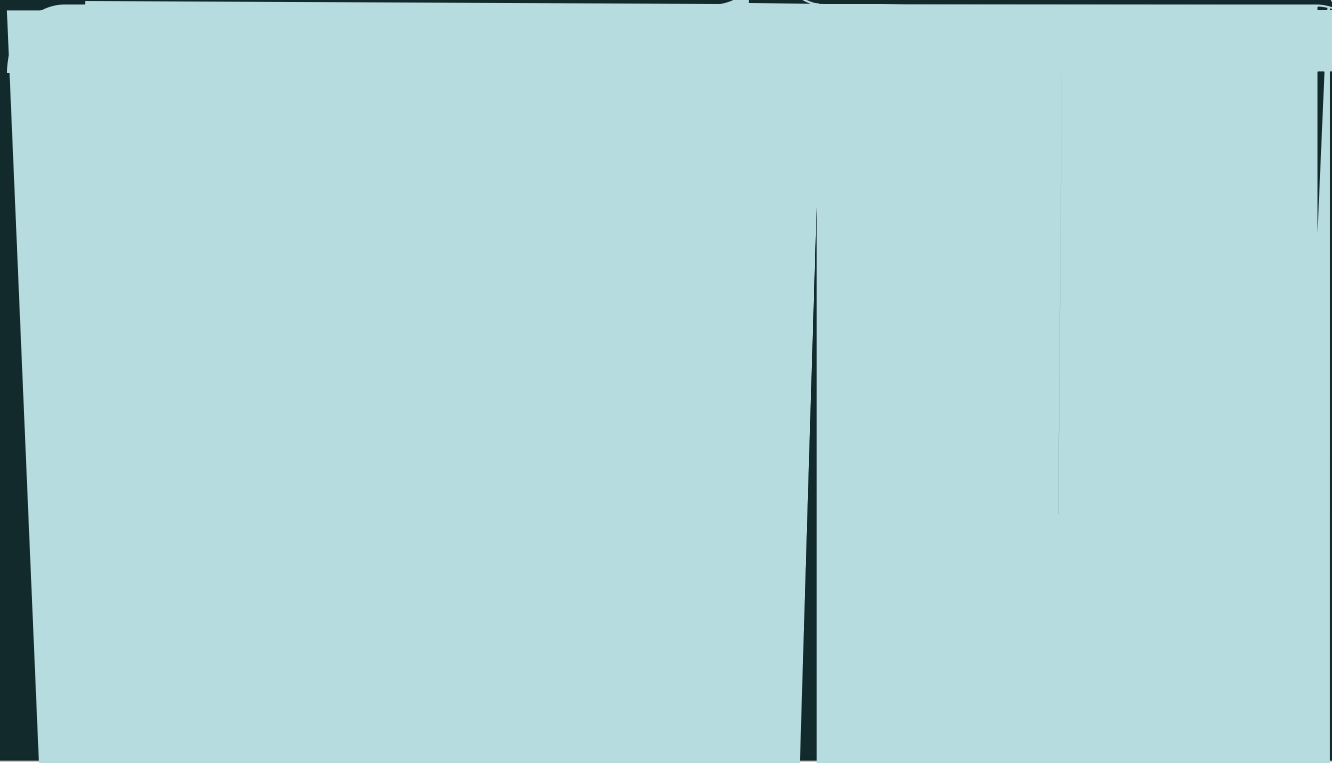
S&L



Common Material Attributes			
Color			
Transparency			
Ambient Color			
Incandescence			
Bump Mapping	stucco1		
Diffuse	0.800		
Translucence	0.000		
Translucence Depth	0.500		
Translucence Focus	0.500		

材料·灯光

Space Lighting





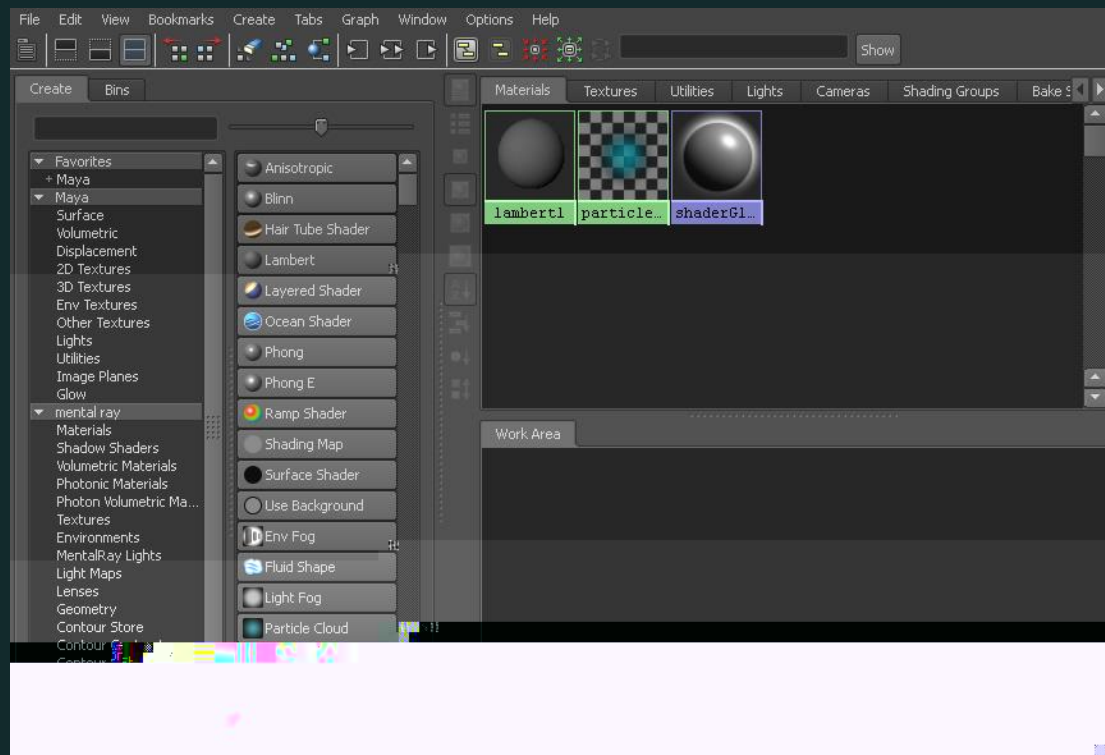
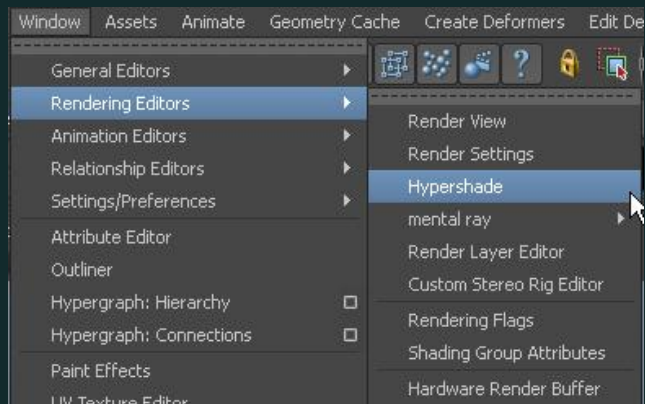
材质&灯光

Shaders & lighting



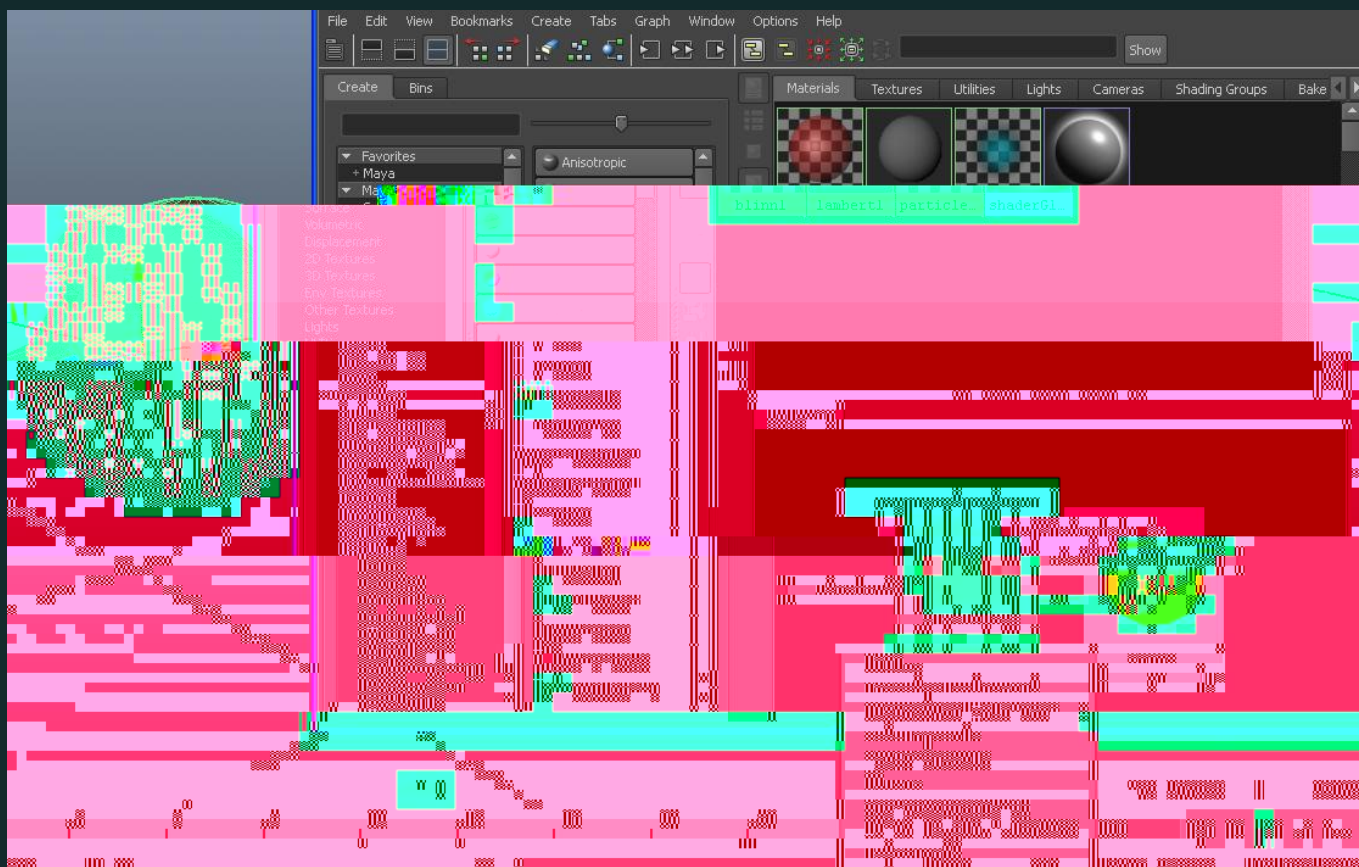
材质&灯光

S&L



材质&灯光

S &



材质&灯光

Shader & lighting

四、当堂小结



材质&灯光

Shaders & lighting



Anisotropic

Blinn

Lambert

Phong

Phong E

Ramp Shader

Surface Shader

Use Background



Ani sotropi c

Bl i nn

Lambert

Phong

Phong E

Ramp Shader

Surface Shader

Use Background

四、当堂小结

8

Ani sotropi c

Bl i nn

Lamber t

Phong

Phong E

Ramp Shader

Surf ace Shader

Use Background



材质&灯光

Shaders & Lighting



材质&灯光

Shader & lighting

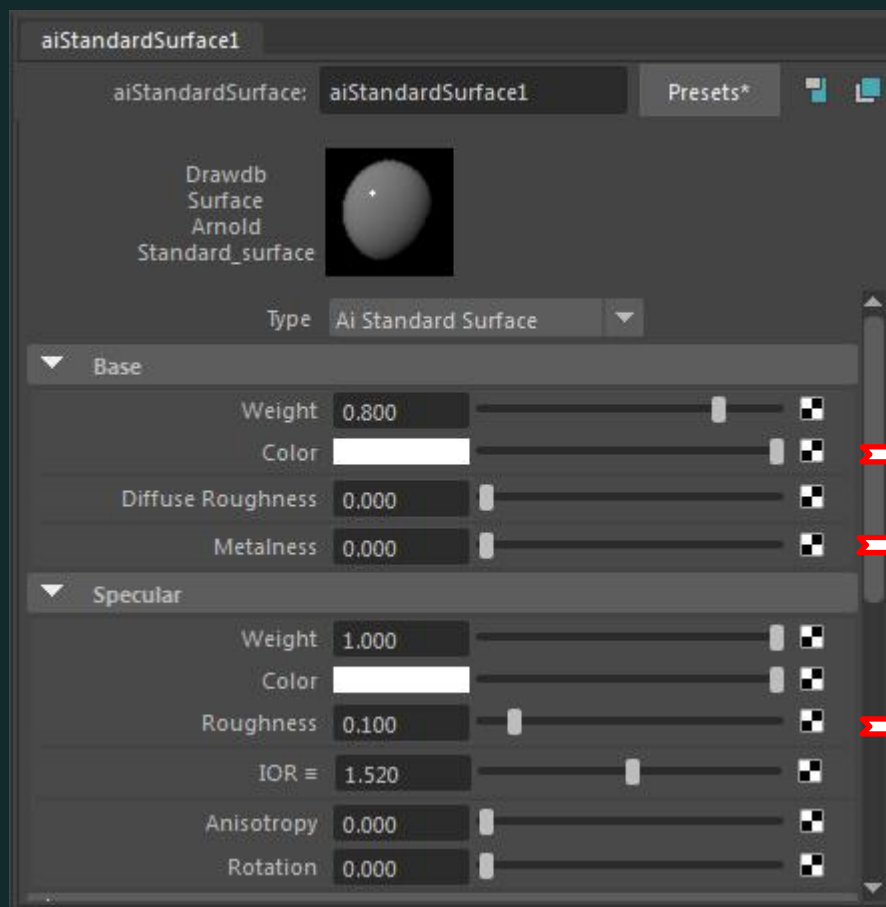


材质&灯光

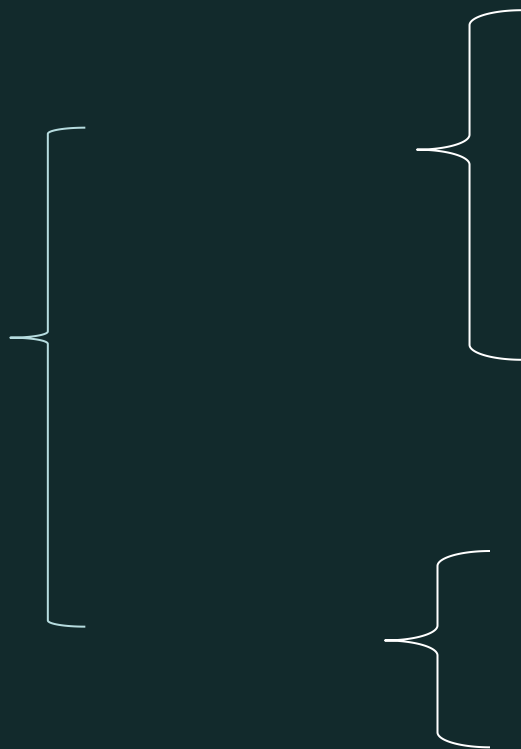
Shader & lighting



Ai StandardSurface



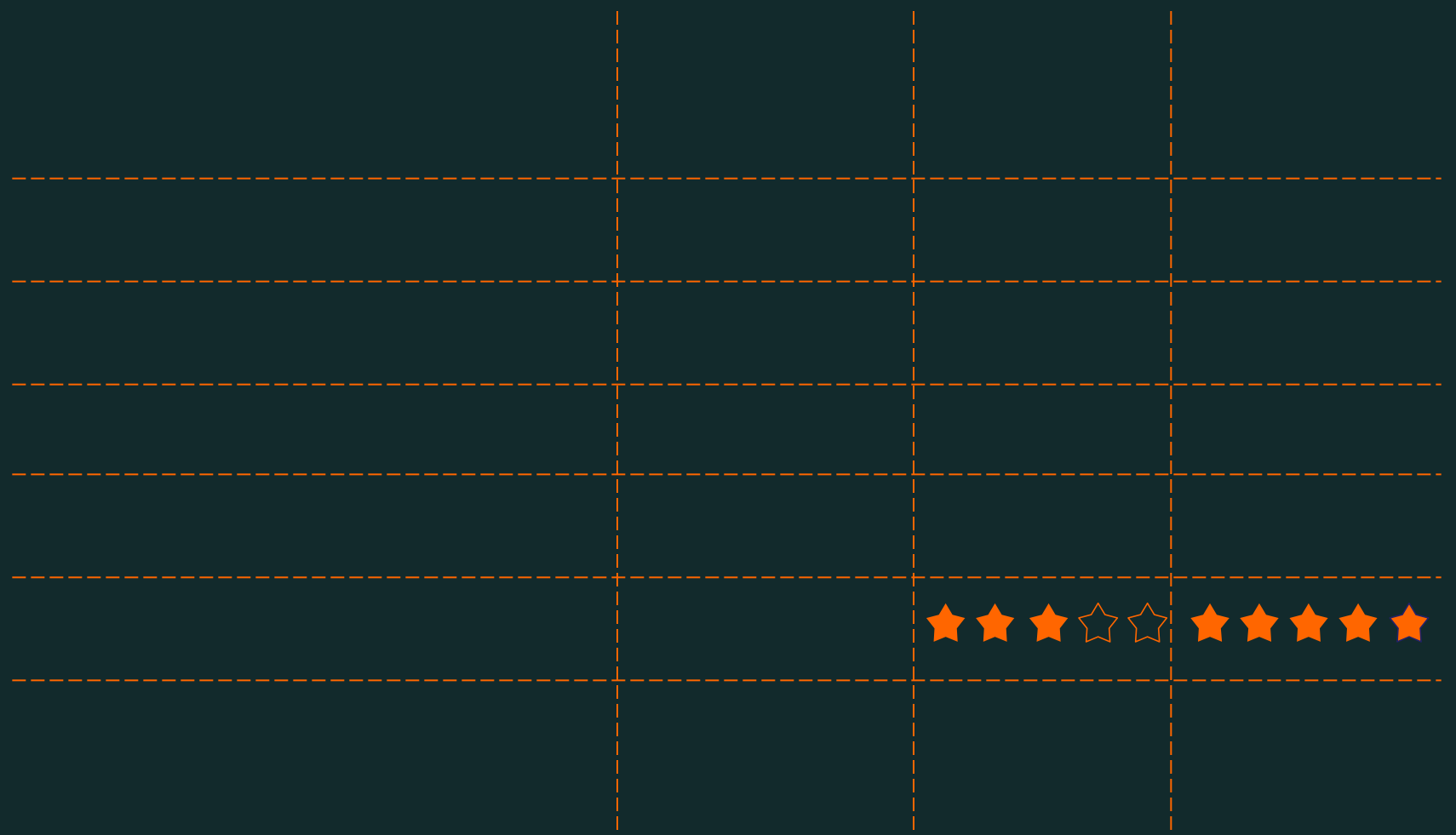
五、当堂小结



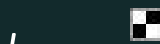


材质&灯光

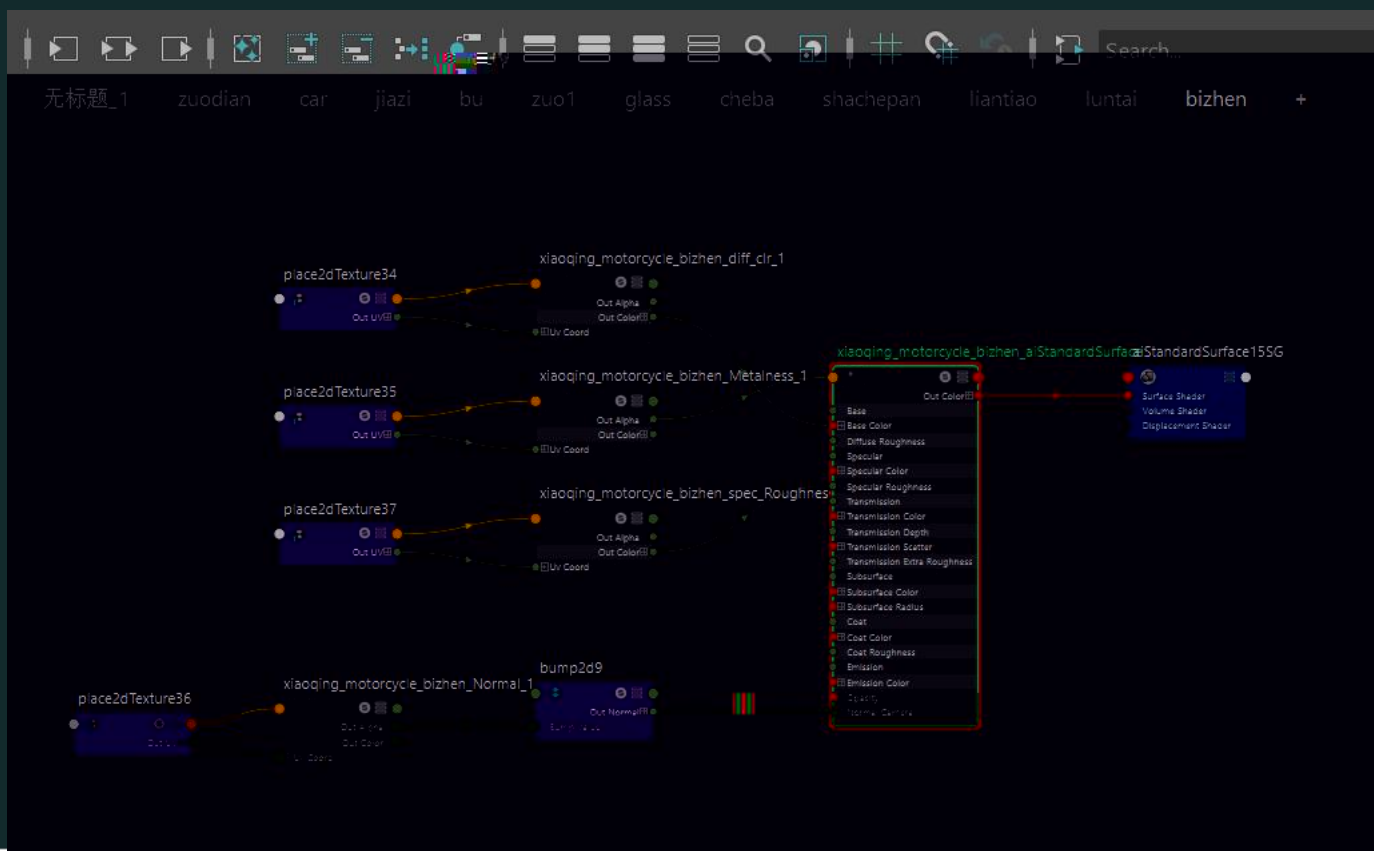
Shaders & Lighting



Maya



Delete



六：摩托案例

