



Kreowanie Postaci z MetaHuman Creator w Unreal Engine - Przewodnik po projektowaniu filmowym

Indeks: 706203 Producent: Packt Publishing

Cena: 196.68 zł

Opis

Reimagining Characters with Unreal Engine's MetaHuman Creator: Elevate your films with cinema-quality character designs and motion capture animation

Producent: Packt Publishing

- **temat:** Computers/Programming - Games, Computers, Programming - Games, Computers/Design, Graphics & Media - Video & Animation, Design, Graphics & Media - Video & Animation, Computers/Software Development & Engineering - Computer Graphics, Software Development & Engineering - Computer Graphics, MetaHuman; MetaHuman Creator; Unreal Engine; UE; Unreal Engine 5; Character Animation; animation; game designing; Mannequin; Markerless Motion Capture, COMPUTERS / Design, Graphics & Media / Video & Animation, COMPUTERS / Programming / Games, COMPUTERS / Software Development & Engineering / Computer Graphics, Computers/Design, Graphics & Media - Video & Animation, Computers/Programming - Games, Computers/Software Development & Engineering - Computer Graphics, Games development and programming
- **wiązący:** paperback
- **język:** english, english, english
- **waga przedmiotu:** 1.35 pounds
- **strony:** 356
- **słowo kluczowe tematu:** MetaHuman; MetaHuman Creator; Unreal Engine; UE; Unreal Engine 5; Character Animation; animation; game designing; Mannequin; Markerless Motion Capture
- **kod podmiotu:** UMK, COM071000, COM012040, COM012000, COM071000, COM012040, COM012000
- **grupa docelowa:** General/trade
- **Liczba przedmiotów:** 1
- **waga opakowania przedmiotu:** 0.66 kilograms
- **producent:** Packt Publishing
- **zewnętrznie przypisany identyfikator produktu:** 9781801817721, 09781801817721
- **autor:** Rossney, Brian
- **gatunek muzyczny:** Computers, Programming - Games, Computers, Design, Graphics & Media - Video & Animation, Computers, Software Development & Engineering - Computer Graphics
- **Data publikacji:** 2022-12-29T00:00:01Z
- **numer wydania:** 1
- **nazwa przedmiotu:** Reimagining Characters with Unreal Engine's MetaHuman Creator: Elevate your films with cinema-quality character designs and motion capture animation
- **data premiery:** 2022-12-29T00:00:01Z
- **data uruchomienia strony produktu:** 2022-05-20T07:32:51.396Z

Parametry

Wydawca	Packt Publishing
Język	angielski
Ilość stron	356
Waga produktu	1.35 lb
Data publikacji	29 grudnia 2022