

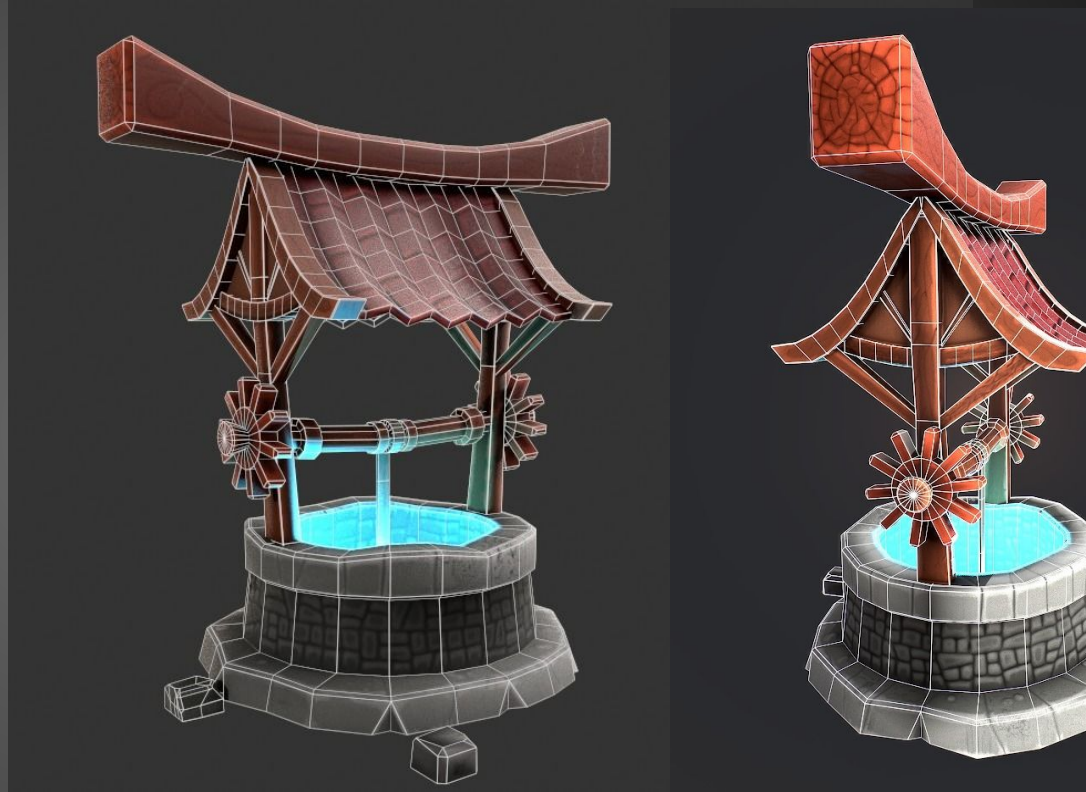
Profissão Artista 3D para Games - Módulo 22

Topologia em Games

Professor: Daniel Rivers

Topologia em Games

- Reduzir Polycount
- LODs
- Wireframe fluído
- Static Meshes
- Automáticos
- Manuais
- Edge Loops
- “Somente o necessários”
- Formas arredondadas
- Ganho na textura

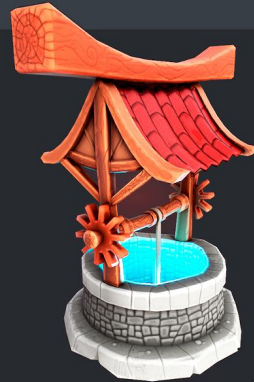
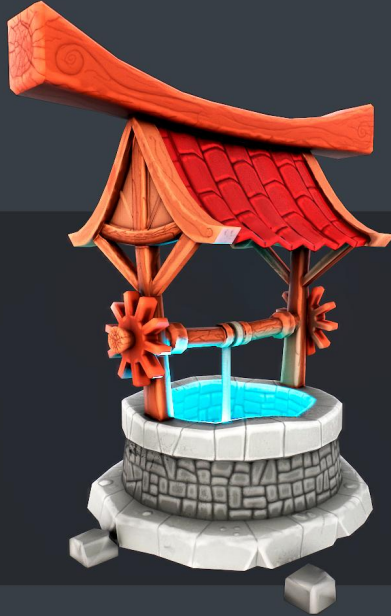


Doug Phil

Topologia em Games



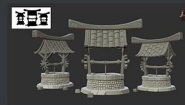
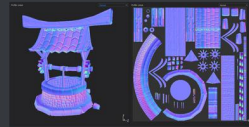
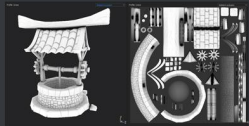
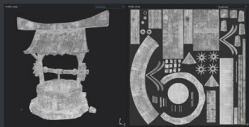
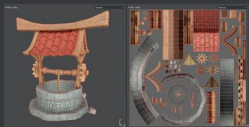
Asset for game



Doug Phil

Topologia em Games

Assent for game

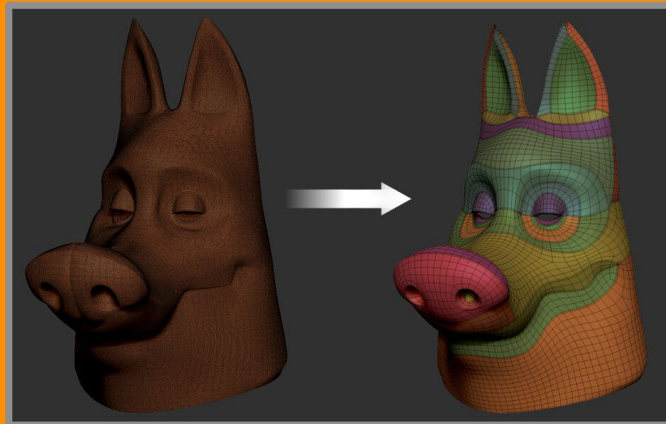


Doug Phil

Retopologia Automática

- Decimate
- Auto LOD
- ZRemesher
 - Protect Area
 - Keep Groups
 - Target Polygons Count
 - Adapt
 - Detect Edges
 - Guides

BETTER TOPOLOGY IN ZREMESHER!



Francis-Xavier Martins