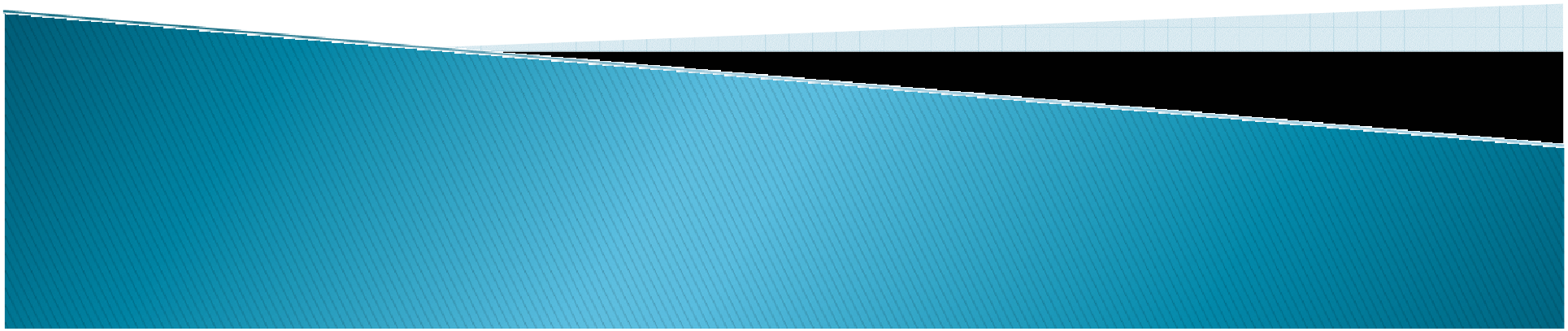
Premiki sklepov



Notranji sklepi

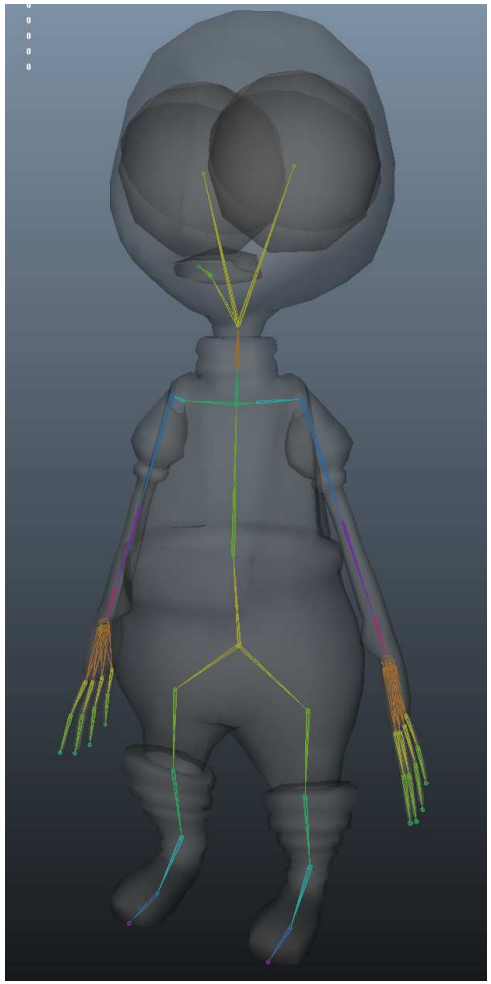
- Predmeti imajo pogosto notranje sklepe, ki jih uporabljamo pri animacijah.

- Sklep povezuje del telesa z ostankom
- Sklep lahko vrtimo in obračamo, ne moremo ga premikat.

Biped X-ray

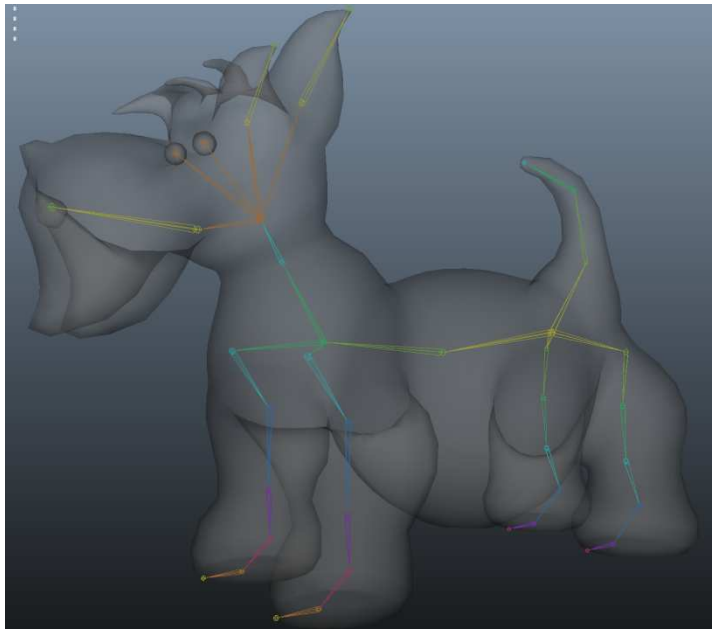
Biped Joints:

- alien getPelvisForLowerBody
- alien getPelvisForUpperBody
- alien getSpineMiddle
- alien getSpineUpper
- alien getNeck
- alien getHead
- alien getMouth
- alien getRightEye
- alien getLeftEye
- alien getRightHip
- alien getRightKnee
- alien getRightAnkle
- alien getLeftHip
- alien getLeftKnee
- alien getLeftAnkle
- alien getRightClavicle
- alien getRightShoulder
- alien getRightElbow
- alien getRightWrist
- alien getLeftClavicle
- alien getLeftShoulder
- alien getLeftElbow
- alien getLeftWrist



Quadruped X-ray

- scotty getFrontLeftShoulder
- scotty getFrontLeftKnee
- scotty getFrontLeftAnkle
- scotty getFrontLeftBall
- scotty getFrontLeftToe
- scotty getFrontRightShoulder
- scotty getFrontRightKnee
- scotty getFrontRightAnkle
- scotty getFrontRightBall
- scotty getFrontRightToe
- scotty getPelvisLowerBody
- scotty getTail2
- scotty getBackLeftHip
- scotty getBackLeftKnee
- scotty getBackLeftAnkle
- scotty getBackLeftBall
- scotty getBackLeftToe
- scotty getBackRightHip
- scotty getBackRightKnee
- scotty getBackRightAnkle
- scotty getBackRightBall
- scotty getBackRightToe
- scotty getTail



Povezani deli telesa

Code Editor

- Dostop do sklepa, kliknemo na puščico pri imenu projekta.