

3D Character Created by 3D Scanner and Connection in 3D Game Engine



Jun Guo

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The Techniques of Using 3D Scanner



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出版者:

出版时间:

装帧:

isbn:9783659140617

作者介绍:

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标签

游戏引擎

skinning

sandbox

cryEngine

3D扫描

评论

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书评

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