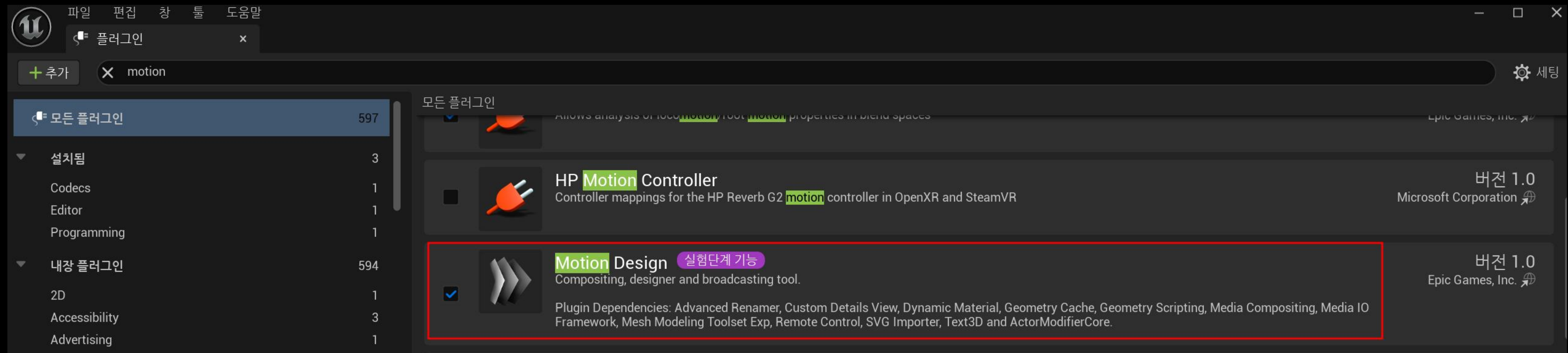


02. Motion Design

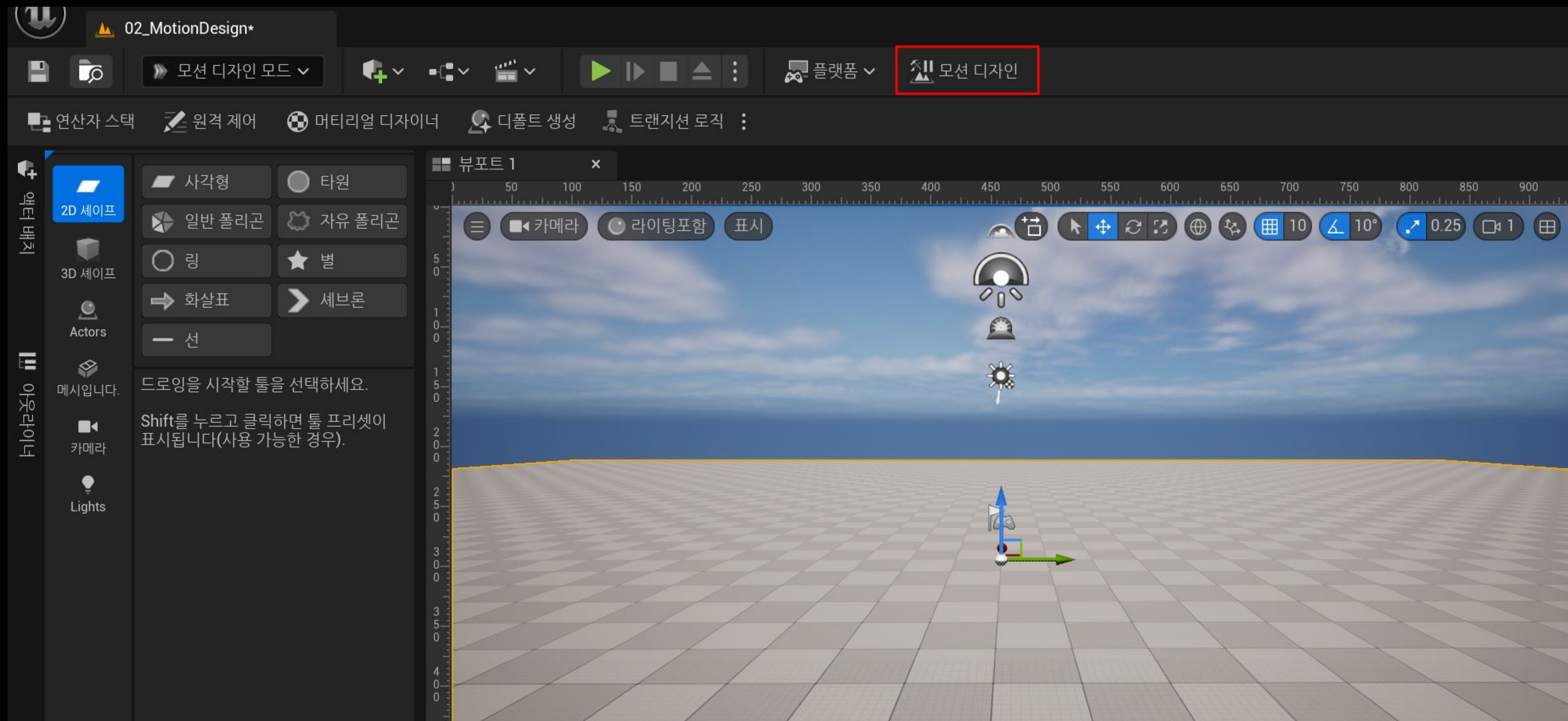
Motion Design 플러그인 설치



Motion Design 플러그인 설치

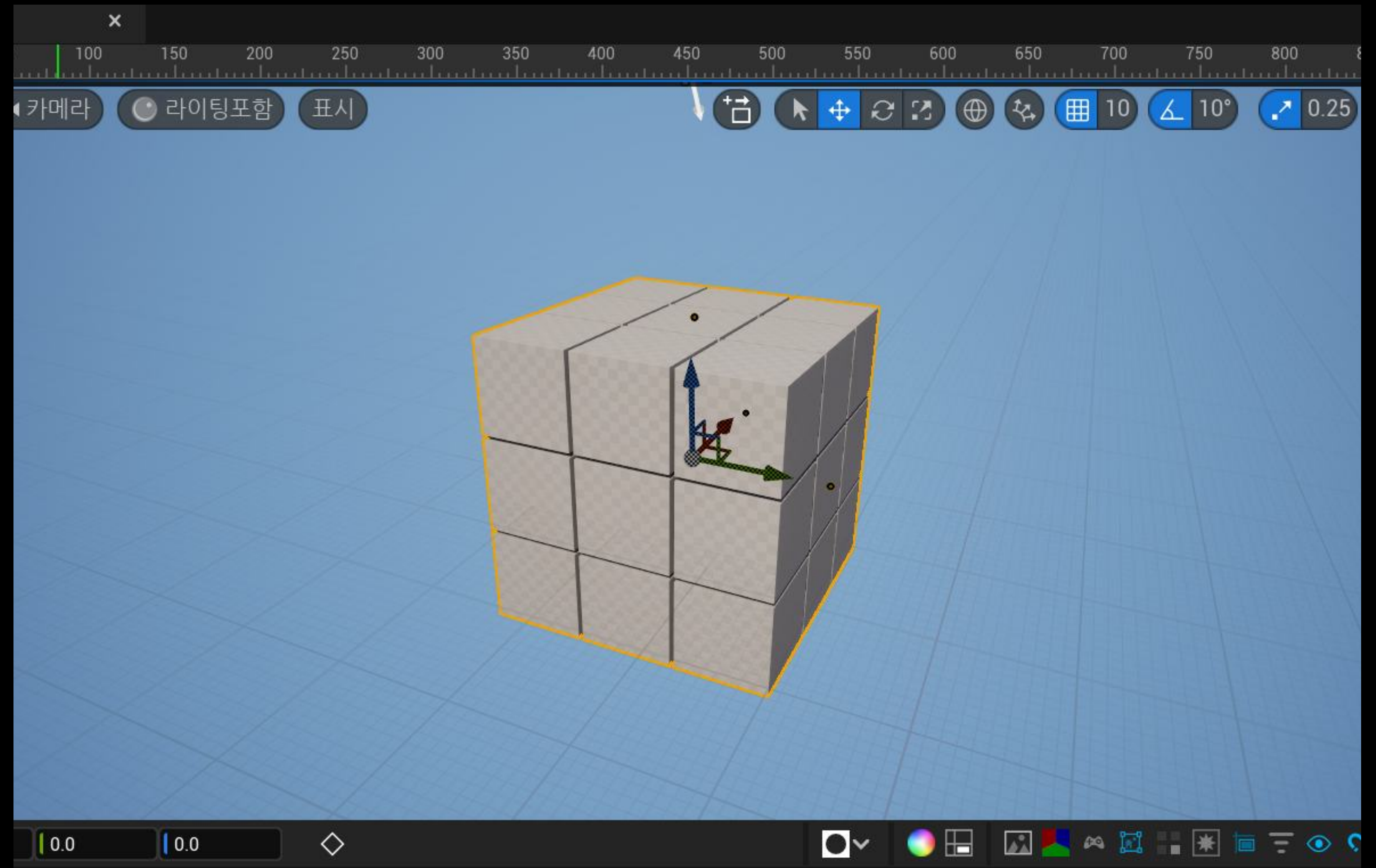
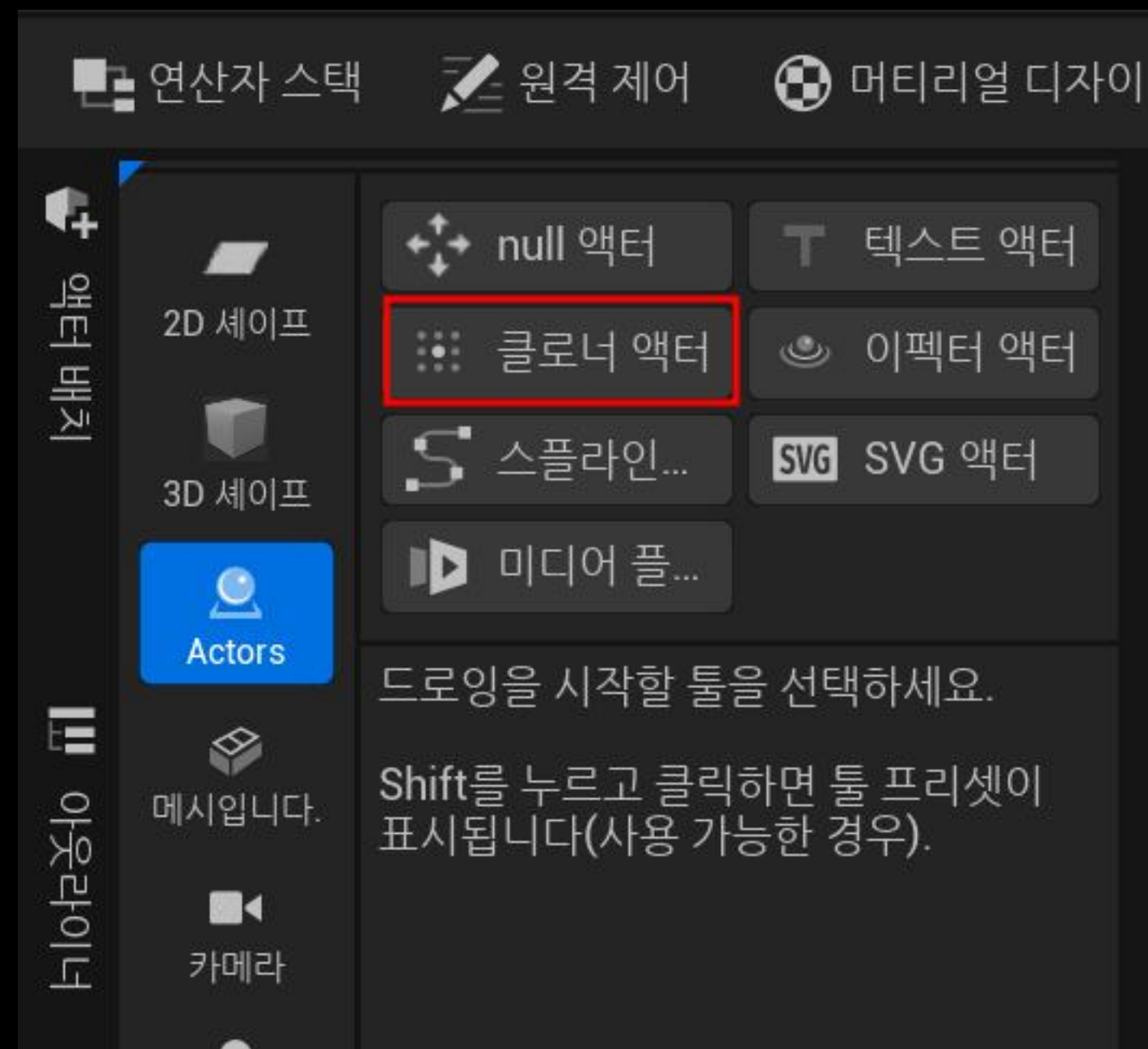
Motion Design

모션 디자인 활성화



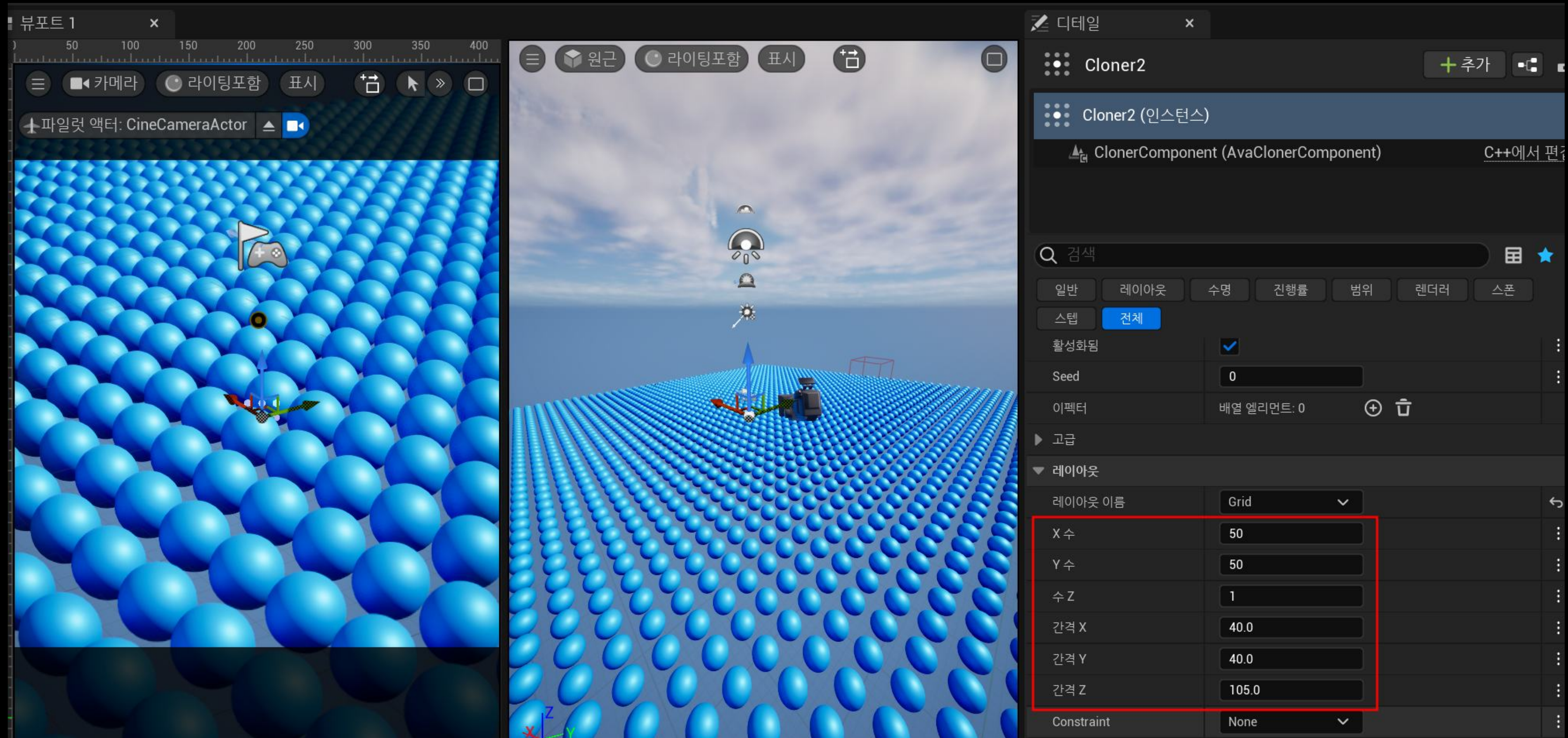
Motion Design

클로너 액터



Motion Design

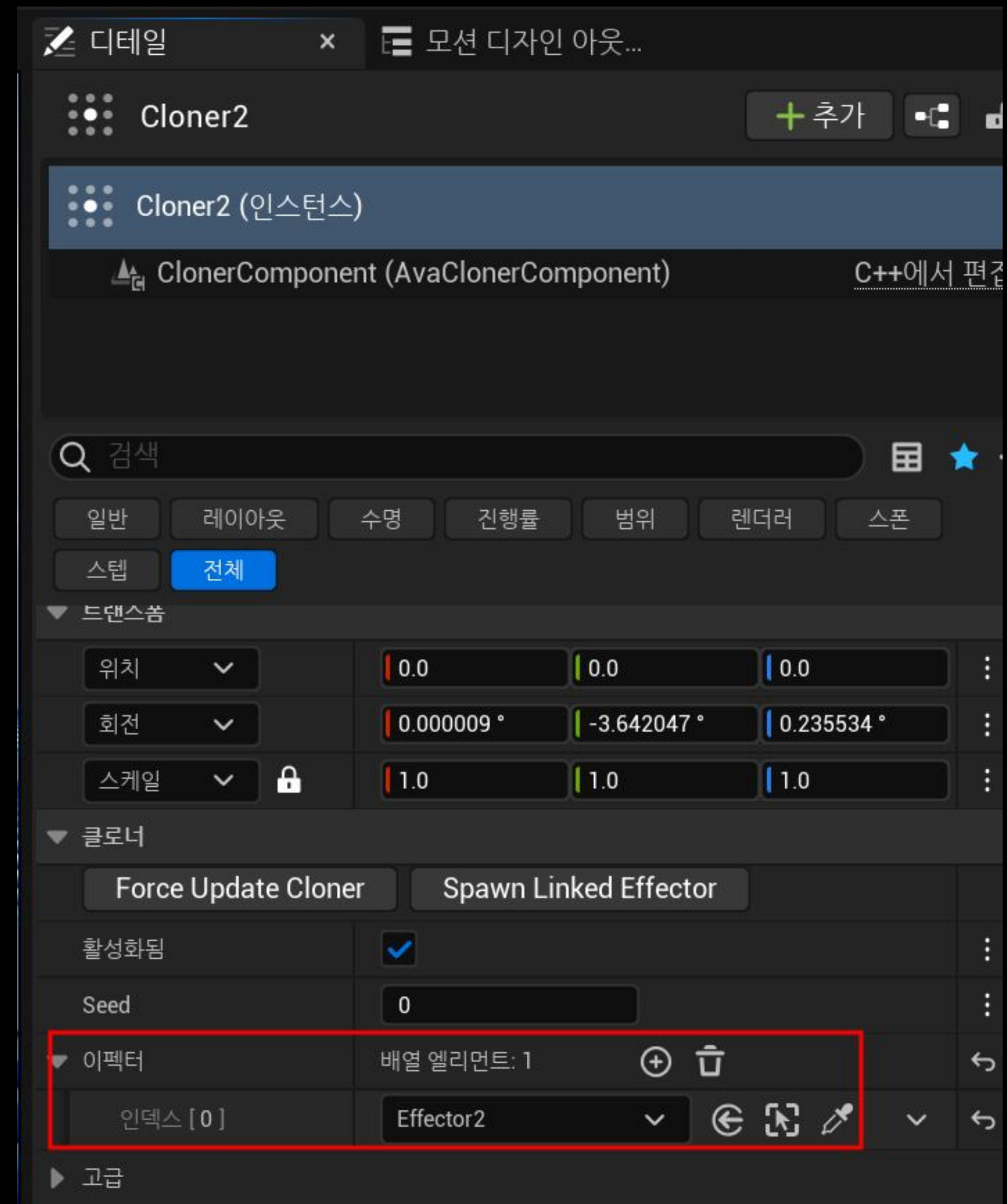
클로너 액터



Motion Design 이펙터 액터

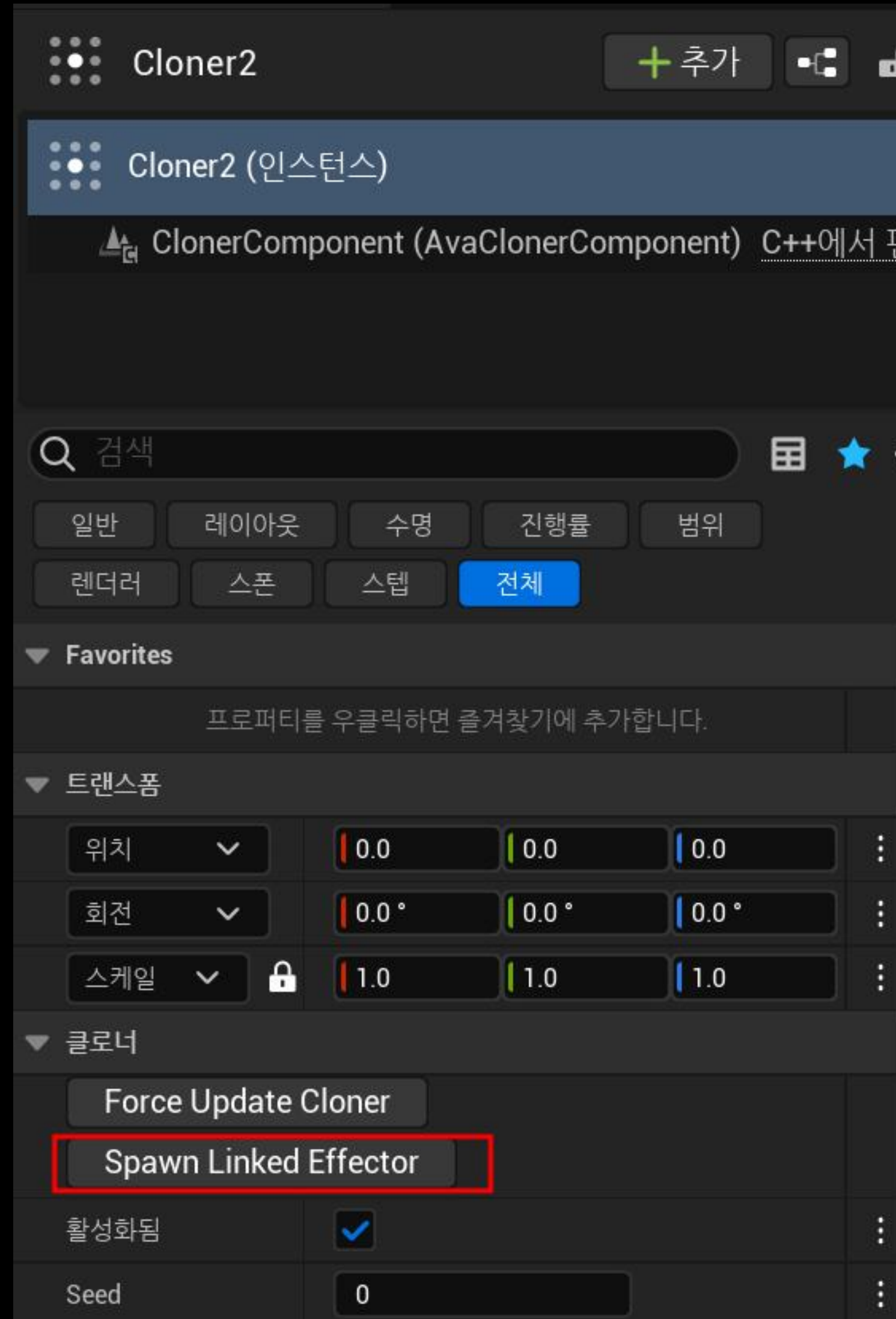


이펙터 생성 후

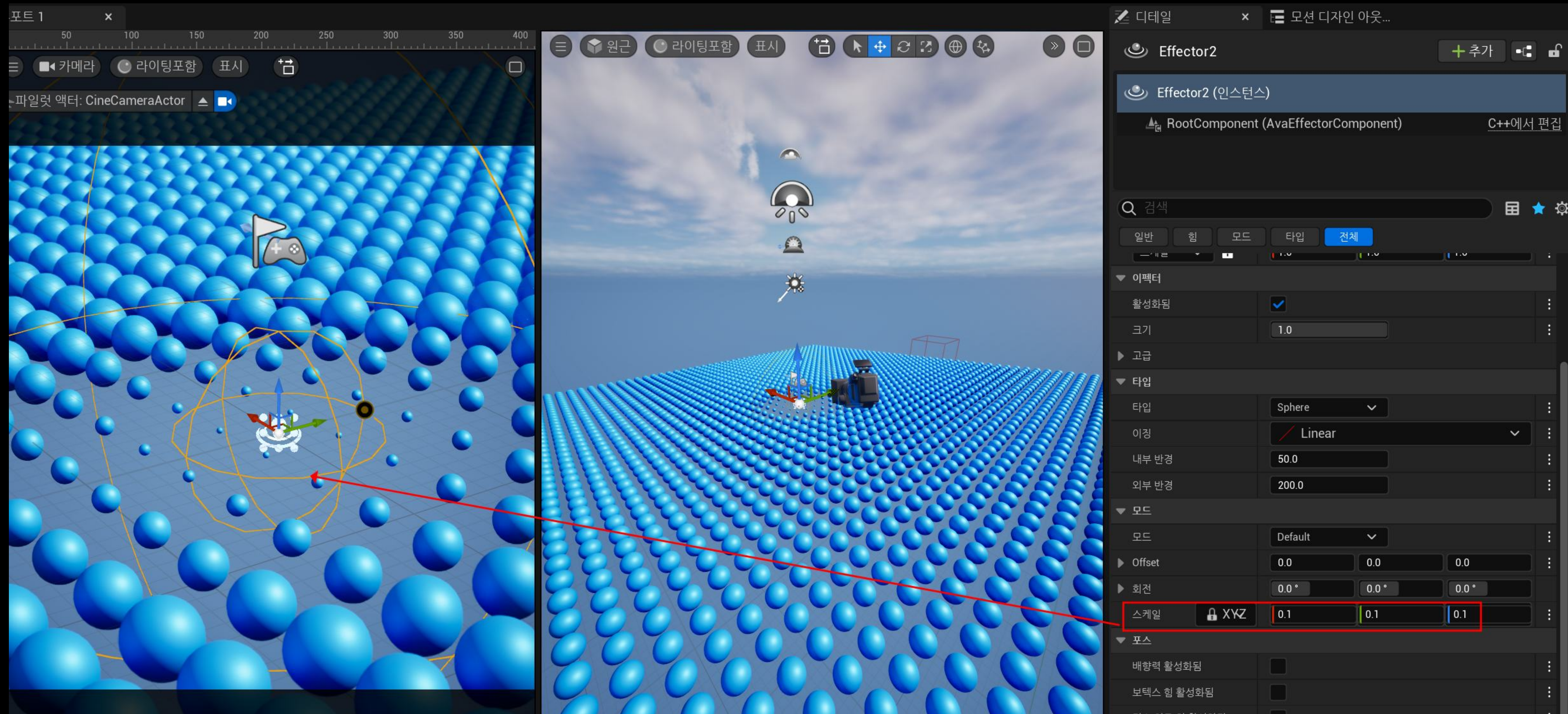


적용할 클로너에 지정

Motion Design 이펙터 액터



Motion Design 이펙터 액터



시퀀서에서 애니메이션 만들기

The screenshot displays a motion design software interface with a dark theme. The top toolbar includes various icons for adding, deleting, and editing elements, along with a frame rate of 30 fps. The main workspace shows a timeline with a sequence named '시퀀서*' and a track labeled 'Se 종이'. A green vertical line marks the current time at 0095. The timeline has markers at 0000, 0030, 0060, 0090, 0120, 0150, and 0180. A track labeled 'Effector2' contains a teal-colored bar representing an animation. Below the timeline, a property inspector shows the 'Transform' property with a plus sign. The bottom of the interface features a playback control bar with buttons for play, stop, and other functions, along with a time display of 0095. On the right side, a graph editor shows a 'Cubic' curve with 'Ease In' interpolation. The graph has a '출발' (Start) point at (0,0) and an '도착' (End) point at (3,1). The 'Out' values are W: 0.3200, T: 0.0000, and the 'In' values are W: 1.053043, T: 3.030303. Below the graph, a '키' (Key) section shows a '위치' (Position) property with values 0.0, -510, and 0.0.

Motion Design

이펙터 액터 - 포스

The image displays the Unreal Engine 4 interface for configuring a particle effect. The top-left viewport shows a top-down view of a scene with a grid of blue spheres. The top-right viewport shows a 3D perspective view of the same scene. The bottom-left panel shows the 'Sequence' editor with a timeline and various tracks. The bottom-right panel shows the 'Effector3' component settings.

Effector3 (인스턴스)

RootComponent (AvaEffectorComponent) [C++에서 편집](#)

검색

일반 힘 모드 타입 전체

활성화됨 ☒

크기 1.0

고급

타입

타입 Sphere

이징 Linear

내부 반경 50.0

외부 반경 200.0

모드

모드 Default

Offset 0.0 0.0 0.0

회전 0.0° 0.0° 0.0°

스케일 XYZ 1.0 1.0 1.0

포스

배향력 활성화됨 ☐

보텍스 힘 활성화됨 ☐

컬 노이즈 힘 활성화됨 ☐

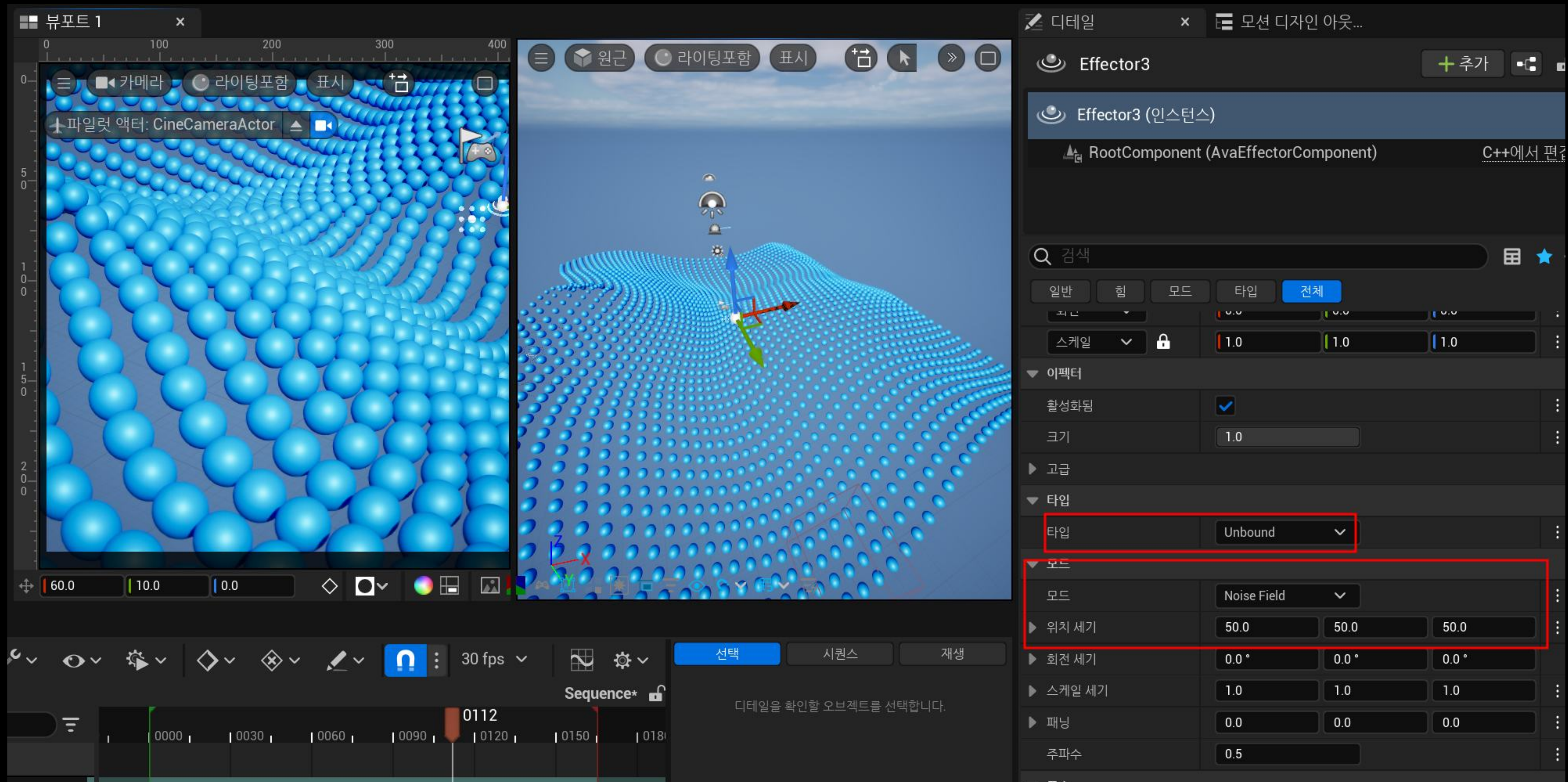
인력 활성화됨 ☐

중력 활성화됨 ☒

중력 가속 0.0 0.0 -980.0

데이터 레이어

이펙터 액터 - Unbound, Noise Field



Motion Design

이펙터 액터 - 패닝

The screenshot displays the Unreal Engine 5 interface. On the left, a viewport shows a dense field of blue spheres. The top toolbar includes icons for camera, lighting, and visibility. The bottom toolbar shows various tools and a timeline. On the right, the 'Effector3 (인스턴스)' settings panel is open, showing the 'RootComponent (AvaEffectorComponent)' and various parameters. The '이펙터' (Effector) section is expanded, showing '활성화됨' (Activated) checked, '크기' (Size) set to 1.0, and '타입' (Type) set to 'Unbound'. The '모드' (Mode) section is expanded, showing '모드' (Mode) set to 'Noise Field'. The '패닝' (Panning) row is highlighted with a red box, showing '패닝' (Panning) set to 1.0, '회전 세기' (Rotation Intensity) set to 1.0, and '스케일 세기' (Scale Intensity) set to 1.0. The '주파수' (Frequency) is set to 1.0.

Effector3 (인스턴스)

RootComponent (AvaEffectorComponent) C++에서 편집

검색

일반 힘 모드 타입 전체

스케일 1.0 1.0 1.0

이펙터

활성화됨 ☒

크기 1.0

고급

타입

타입 Unbound

모드

모드 Noise Field

위치 세기 50.0 50.0 50.0

회전 세기 0.0° 0.0° 0.0°

스케일 세기 1.0 1.0 1.0

패닝 1.0 1.0 1.0

주파수 1.0

선택 시퀀스 재생

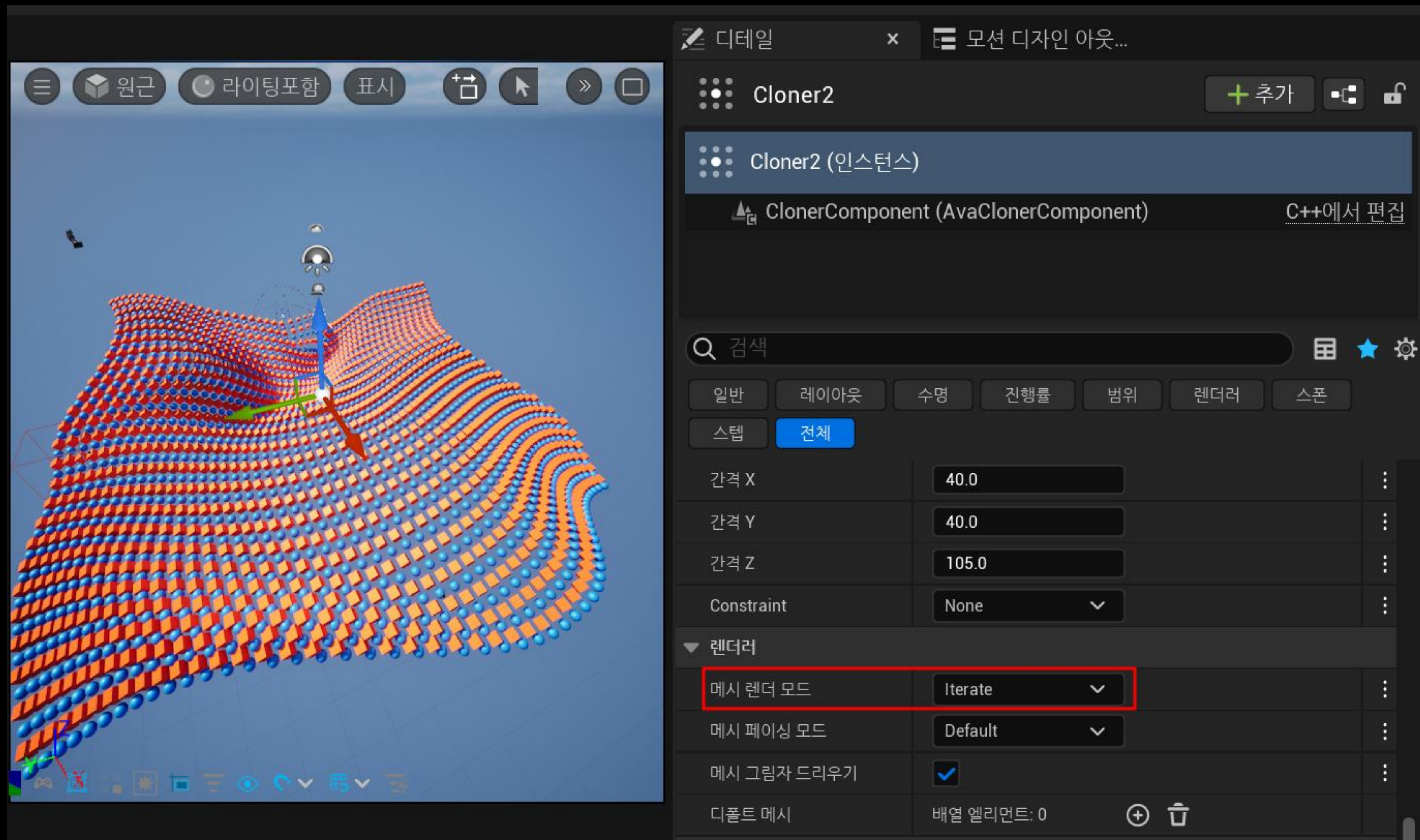
Sequence* 디테일을 확인할 오브젝트를 선택합니다.

0123

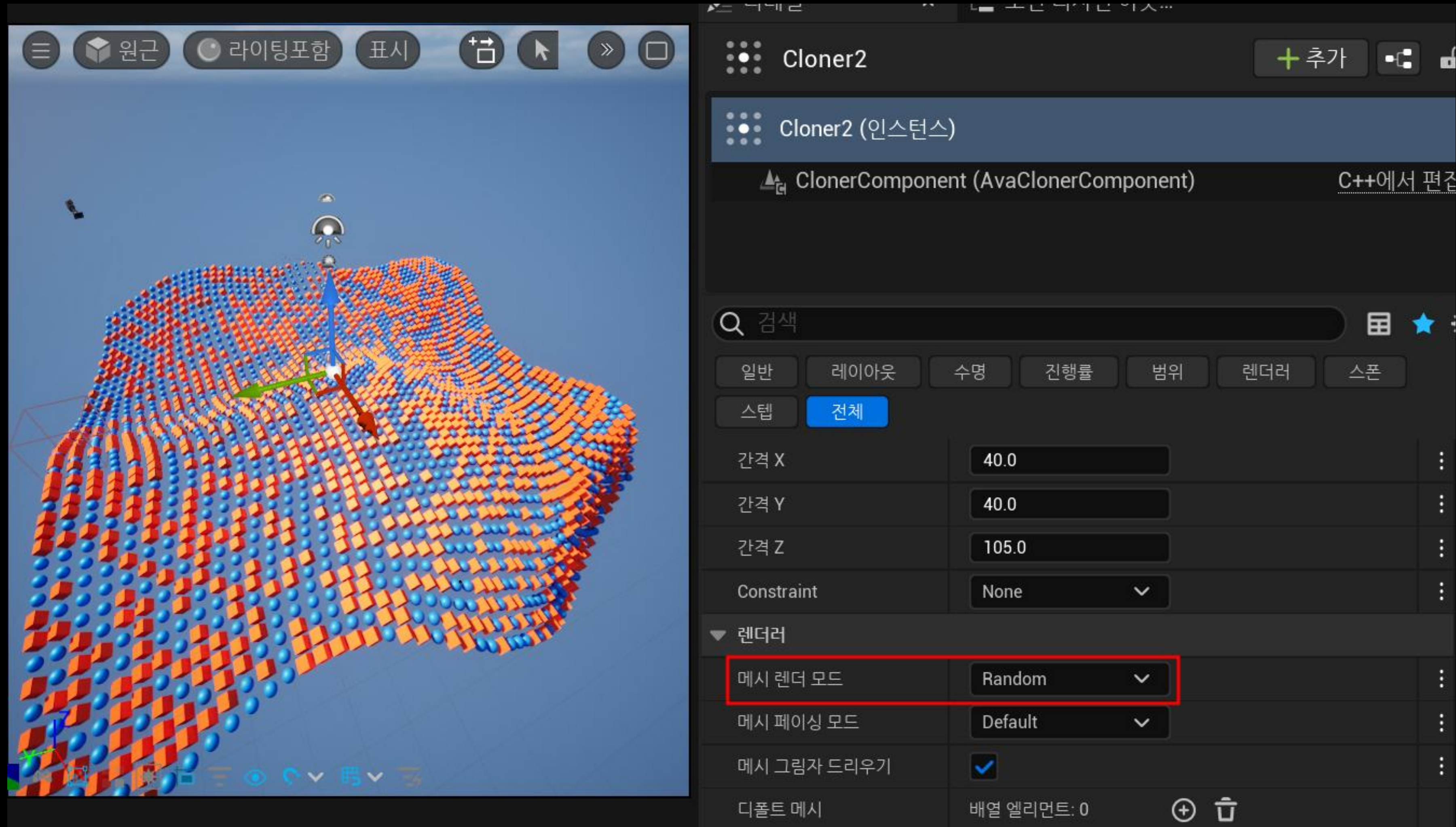
0000 0030 0060 0090 0120 0150 0180

Motion Design

클로너 - 메쉬 랜더 모드

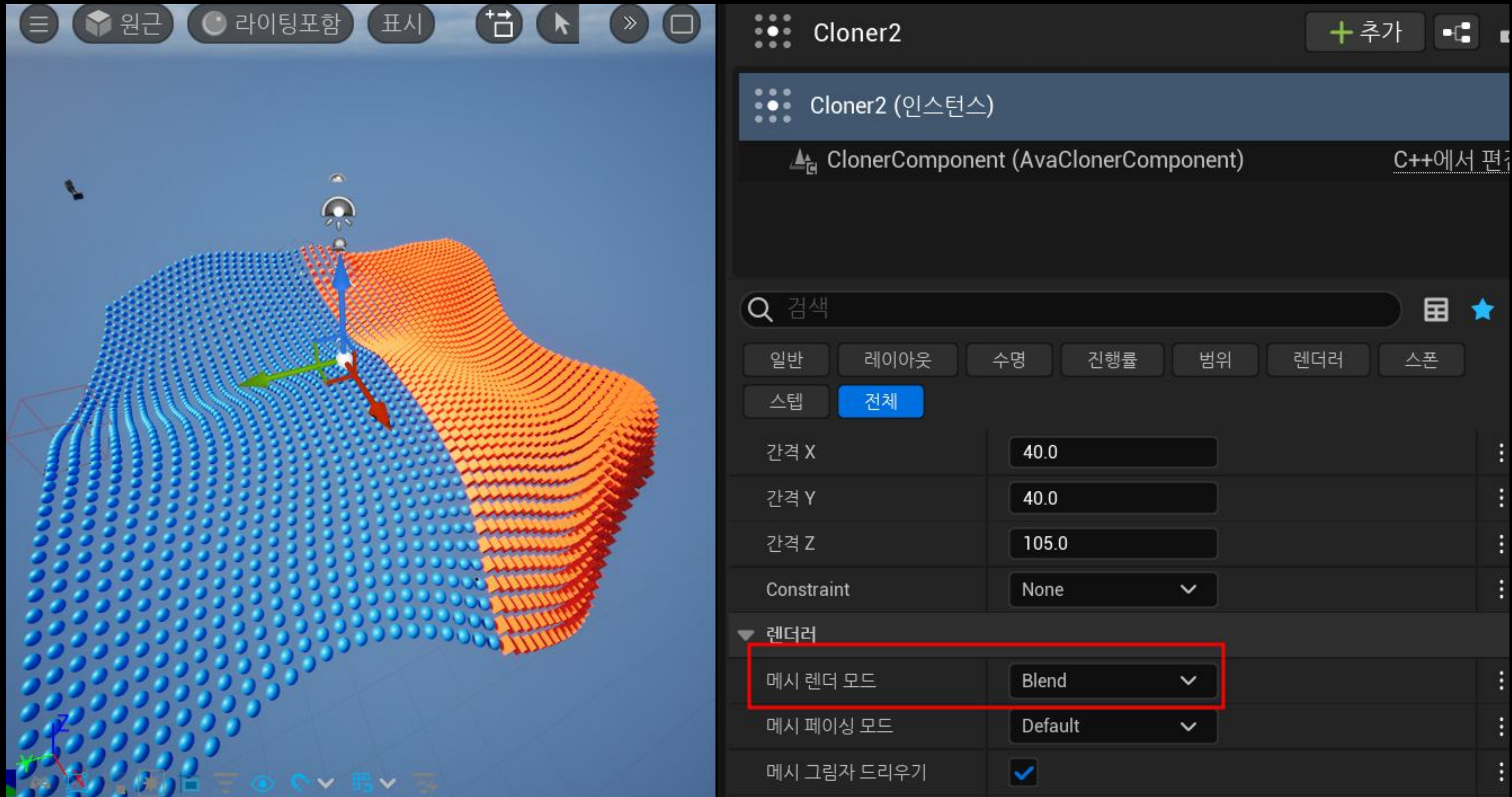


클로너 - 메쉬 랜더 모드



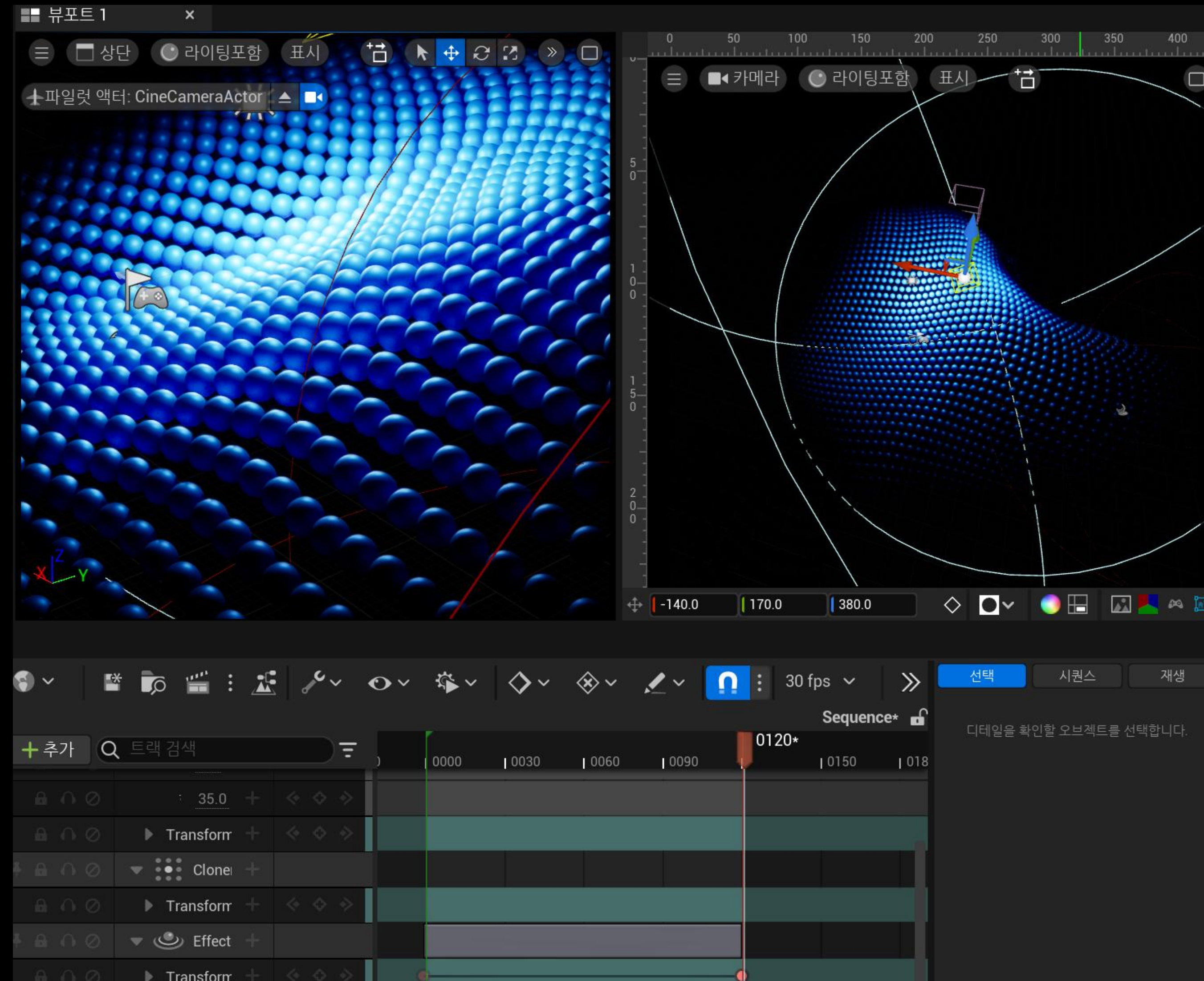
Motion Design

클로너 - 메쉬 랜더 모드



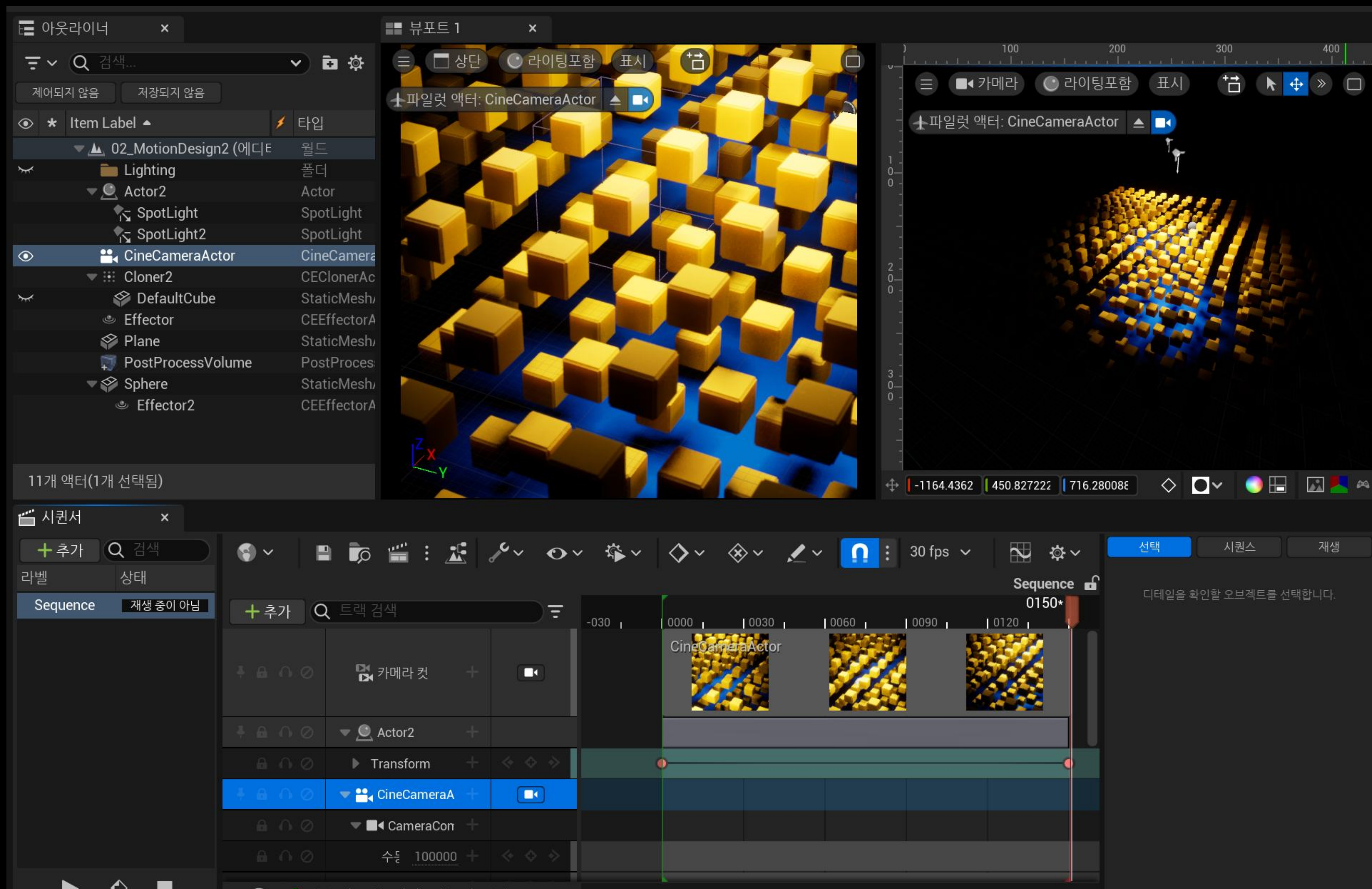
Motion Design

씬 분위기 잡기 1



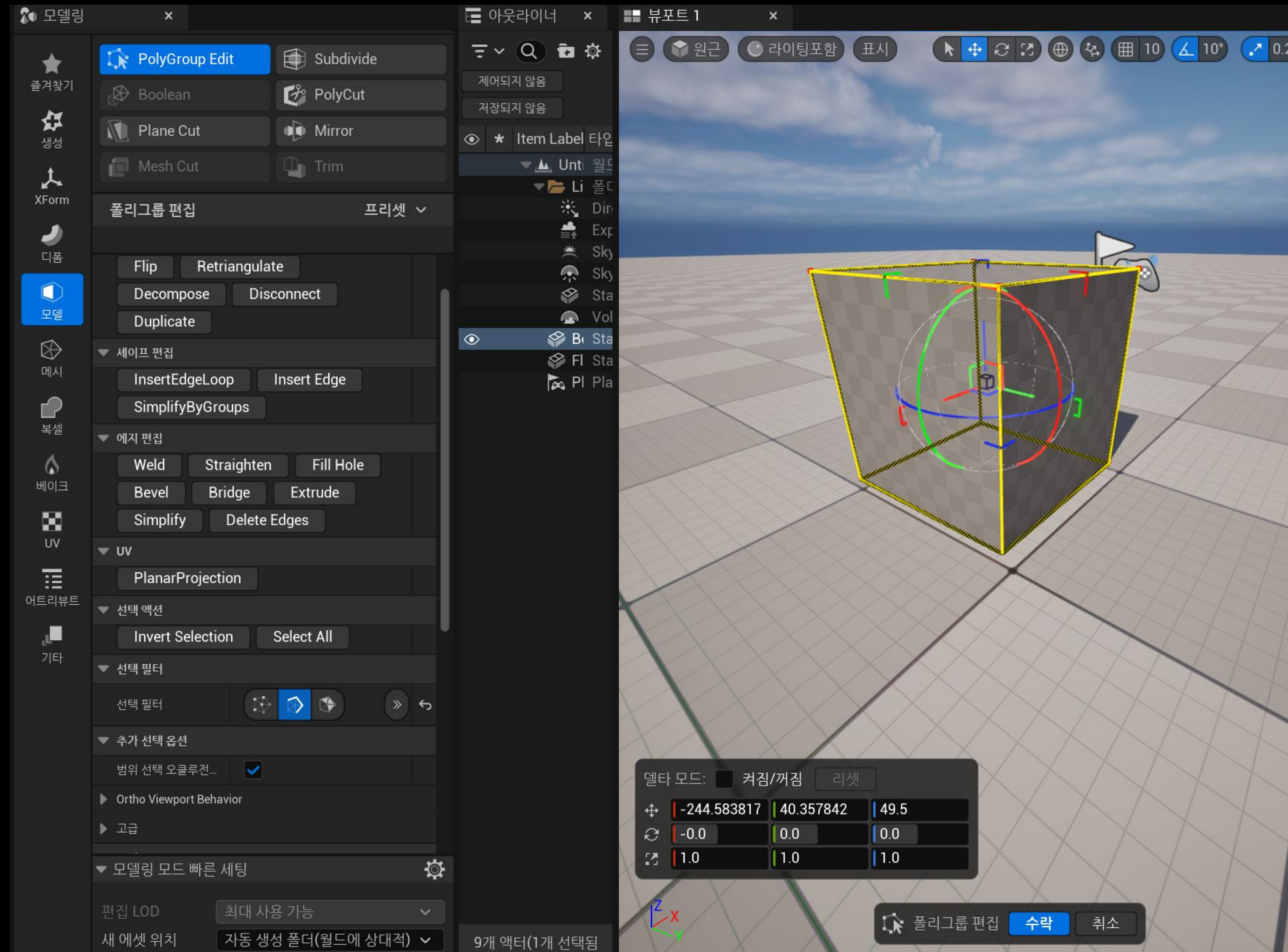
Motion Design

다른 씬 만들어보기



Motion Design

모델링 모드



Folliage Growth

Foliage Growth

퀵셀 브릿지 모델 다운로드



BROKEN TREE BARK

3D ASSET [DOWNLOADED](#)



TUFTED GRASS

3D PLANT [DOWNLOADED](#)



LILY OF THE VALLEY

3D PLANT [DOWNLOADED](#)



Foliage Growth

클로너



검색

일반

액터

LOD

기타

피직스

렌더링

스트리밍

전체

프로퍼티를 우클릭하면 즐겨찾기에 추가합니다.

트랜스폼

위치

34.752586

3.809271

5.93685

회전

0.0 °

0.0 °

0.0 °

스케일

0.08

0.08

0.08

모빌리티

스태틱

스테이셔너리

무버블

스태틱 메시

스태틱 메시

None

다수의 값

고급

머티리얼

엘리먼트 0

MI_Plants

슬롯

None

엘리먼트 1

Global Scalar Parameter Values

Metalic

0.0

Roughness

0.3

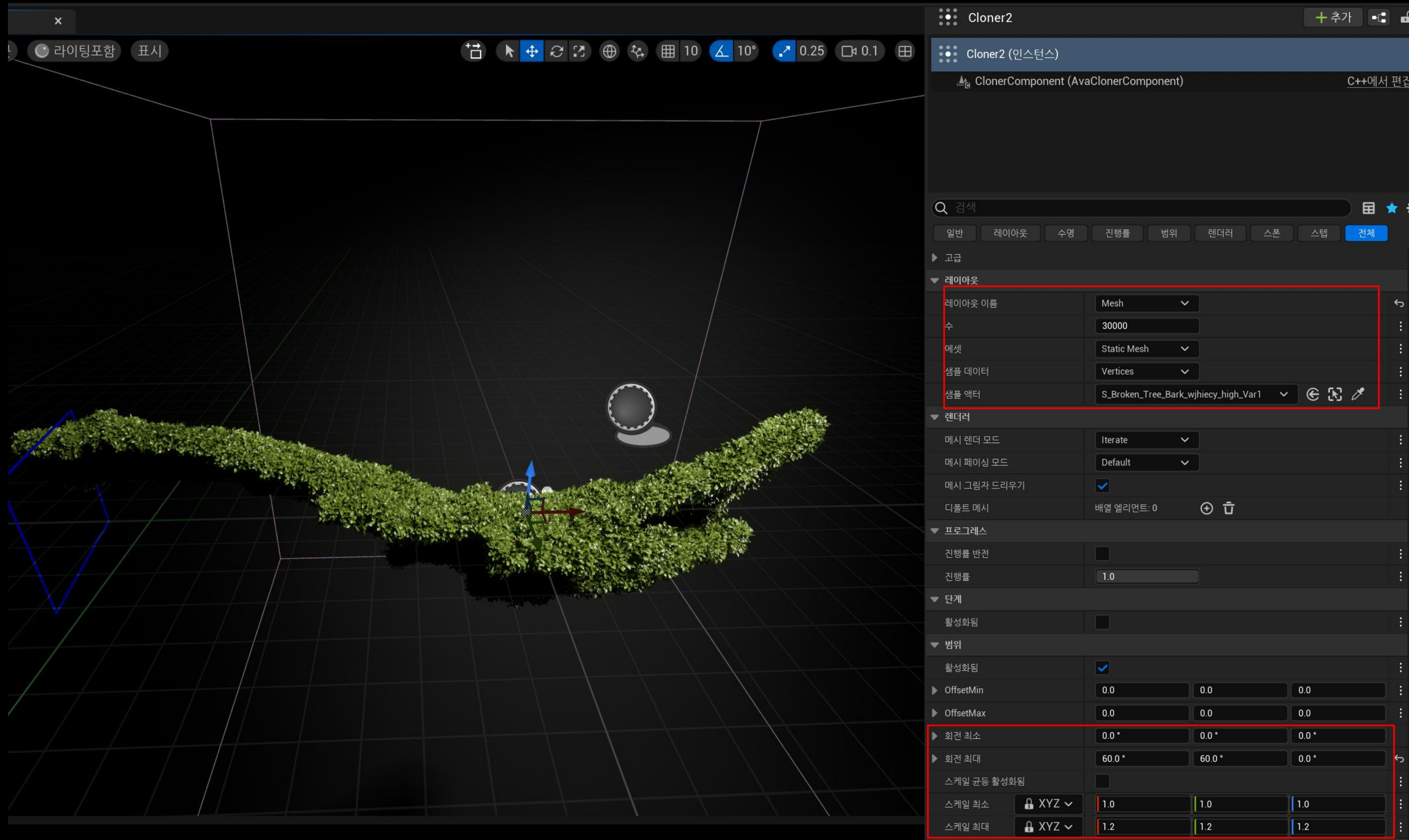
Global Vector Parameter Values

Color

고급

Foliage Growth

클로너 레이아웃 - 메쉬



Foliage Growth
이펙터

팅포함 표시

10 10° 0.25 0.1

Effector_anim

+ 추가

Effector_anim (인스턴스)

RootComponent (AvaEffectorComponent) C++에서 편집

검색

일반 힘 모드 타입 전체

Favorites

프로퍼티를 우클릭하면 즐겨찾기에 추가합니다.

트랜스폼

위치	0.0	0.0	0.0
회전	0.0 °	0.0 °	80.0 °
스케일	0.2	0.2	0.2

이펙터

활성화됨	☒
크기	1.0

타입

타입	Plane
이징	Linear
평면 간격	450.0

모드

모드	Default
Offset	0.0 0.0 0.0
회전	0.0 ° 0.0 ° 0.0 °
스케일	XYZ 0.0 0.0 0.0