

人体特殊动作三维动画建模与渲染方法改进研究

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摘要：在对人体特殊动作进行三维动画重建时，三维动画建模环境中容易产生干扰，导致渲染与建模过程误差较大。提出一种人体特殊动作三维动画建模与渲染方法改进方法，构建人体三维人体骨架模型，依据三维模型和二维动作图像上的线对应关系。通过透视投影关系及人体骨骼的比例关系，对模型中不同三维特征点坐标进行动画重构，并完成高精度渲染。实验结果表明，所提方法具有很高的三维建模精度，效果改进明显。

关键词：人体；特殊动作；三维建模；动画渲染

The Special Action Study of Three Dimensional Animation

Modeling and Rendering Method Improvement

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Abstract: In the special action to the human body 3 d reconstruction, the three dimensional animation modeling environment prone to interference, lead to error rendering and modeling process. Put forward a kind of special body movement to the three dimensional animation modeling and rendering method improvement, building three-dimensional human body skeleton model, based on 3 d models and 2 d images corresponding relationship of the lines, and the camera calibration. Through the perspective projection relationship and the proportion of the human body skeleton, the model of different 3 d reconstruct animated feature point coordinate, and completes the high precision rendering. The experimental results show that the proposed method possesses high precision of 3 d modeling, improve the effect.

Key words: human body; special action; 3 d modeling; animation rendering

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