

模型网格转 VAM 头发制作教程

lin-64843425

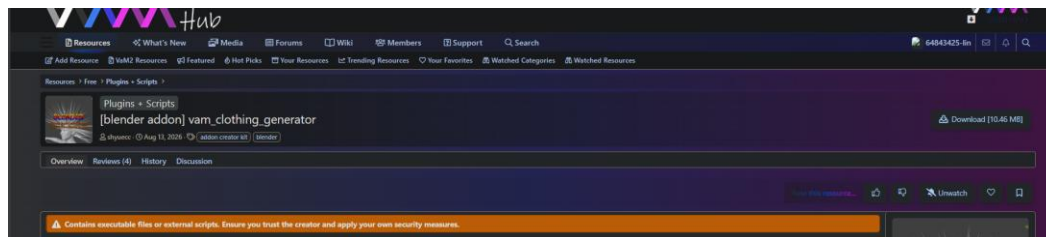
今天讲解怎么把网格模型转成 VAM 里的头发，因为我要挑战终末地的李织烟人物头发



我会用两种头发举例，分别是直发和卷发

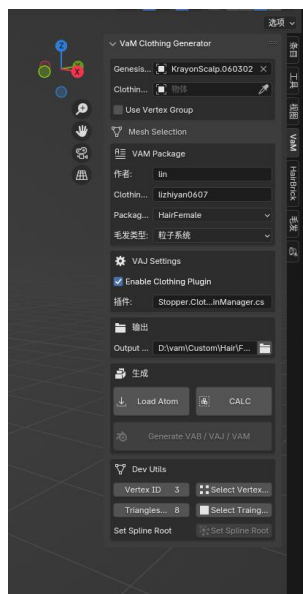
预备流程，先下载并安装插件，

[\[blender addon\] vam_clothing_generator - Plugins + Scripts - | Virt-A-Mate Hub](#)

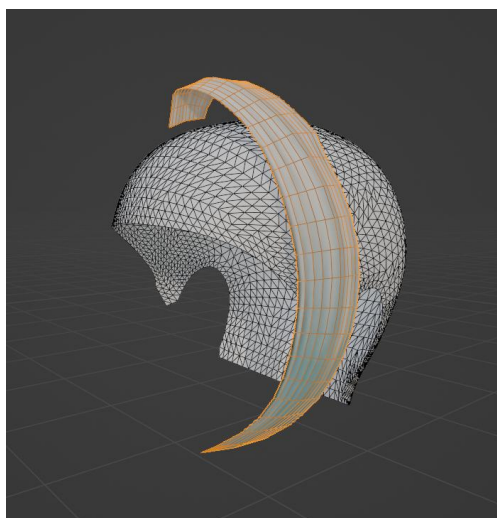


非常感谢 [shyuecc](#) 提供的插件

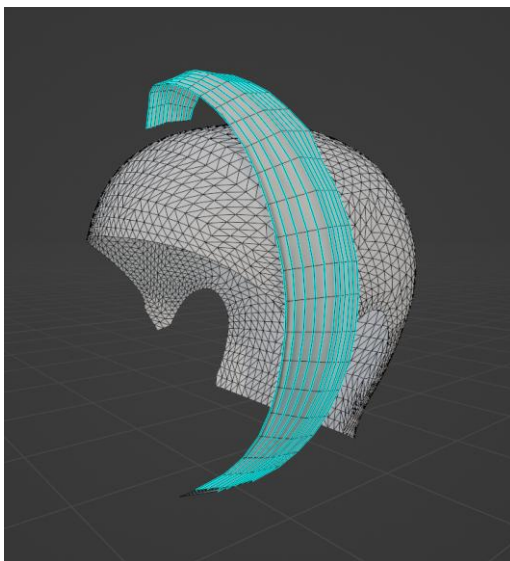
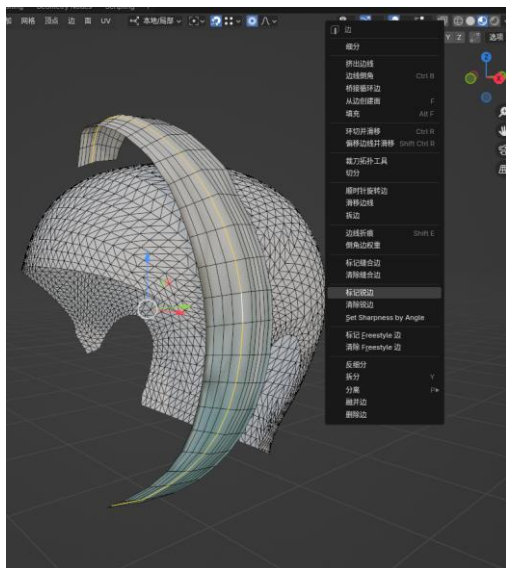
安装后在 blender 里显示如下图所示



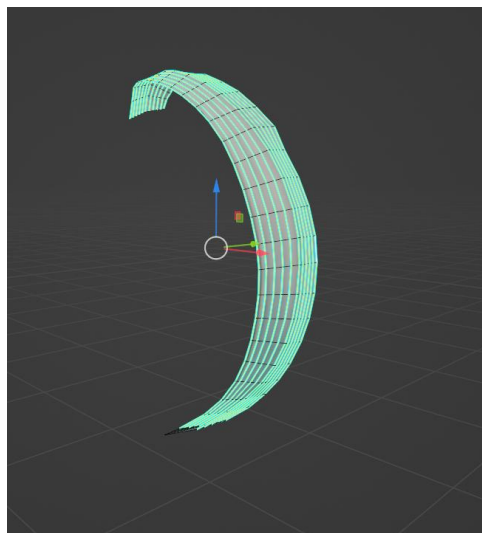
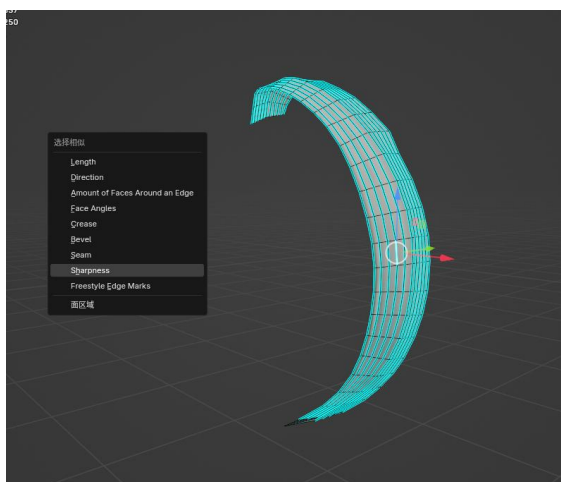
示例 1，如图所示我需要把这段直发从网格转到 VAM 头发，我已经提前把网格处理成均匀的，带循环边的四边面



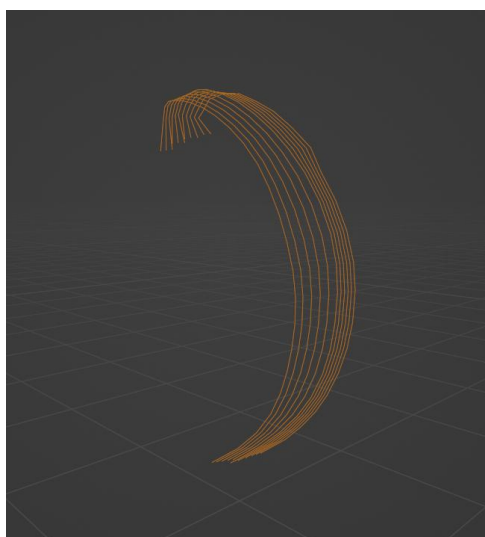
选择循环边，右键标记成锐边



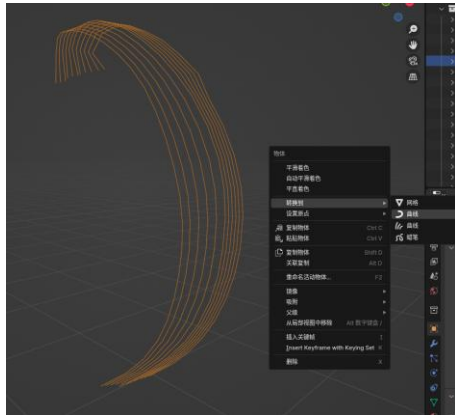
Shift G 选择所有锐边,



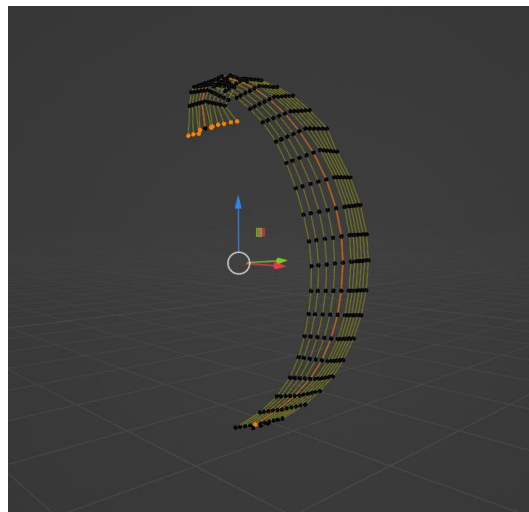
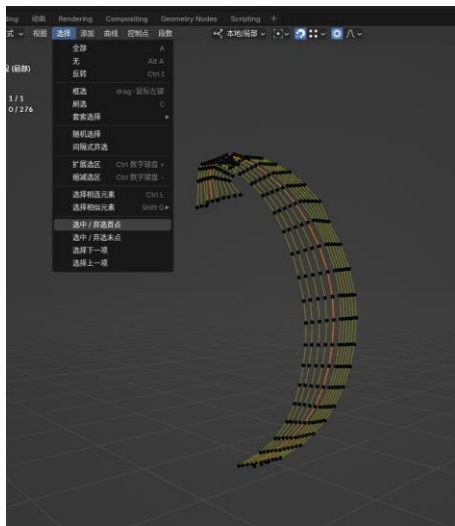
然后 shift D 加右键，原地不动复制一份，P 键分离成新网格



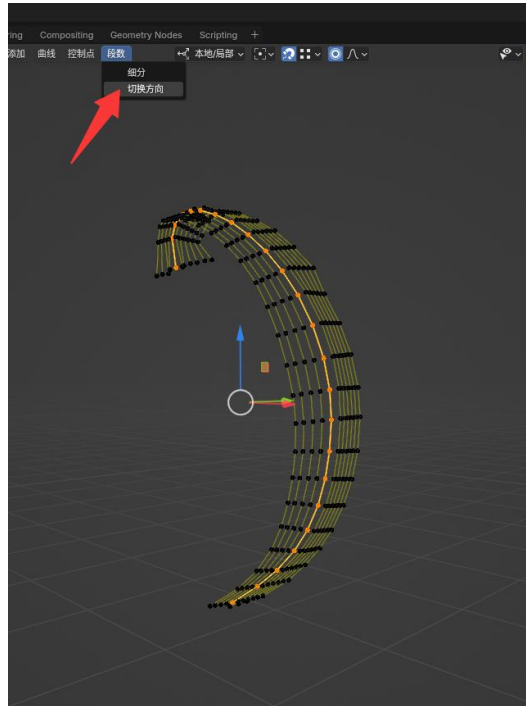
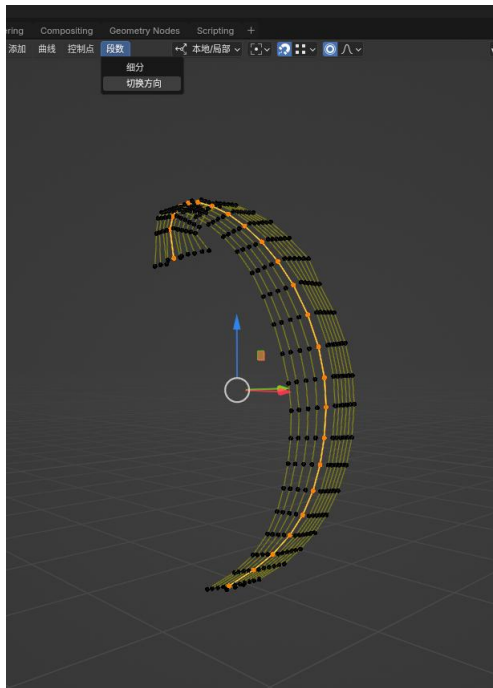
右键把头发线段转曲线



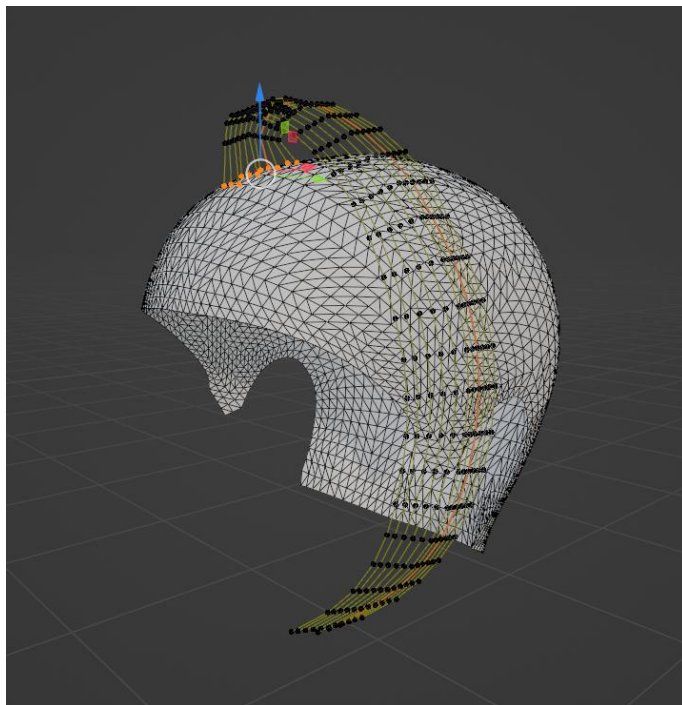
选择曲线的开始顶点，我需要从头皮一侧开始，可以看到有些曲线的开始顶点方向反了



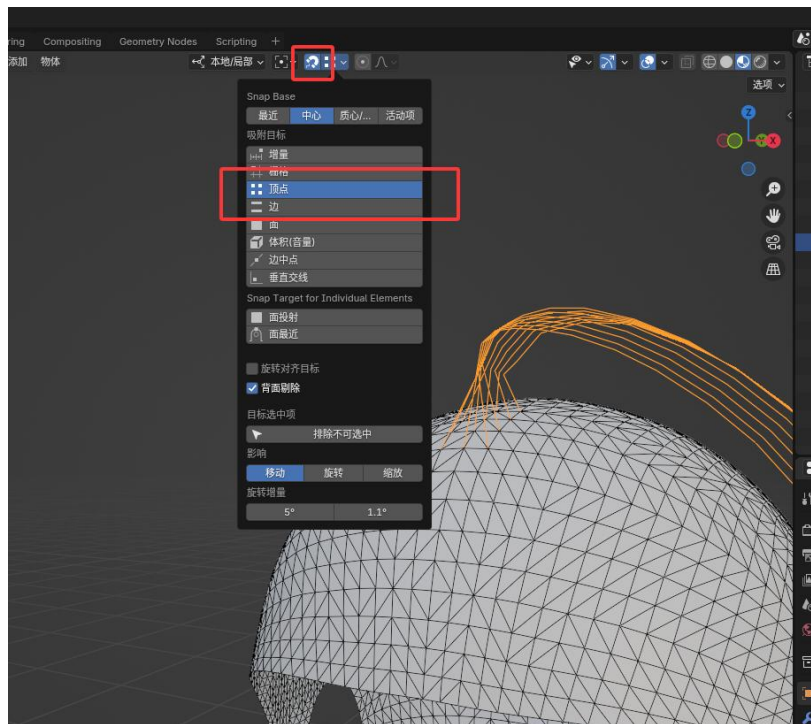
CTRL L 连选整跟曲线，反转方向



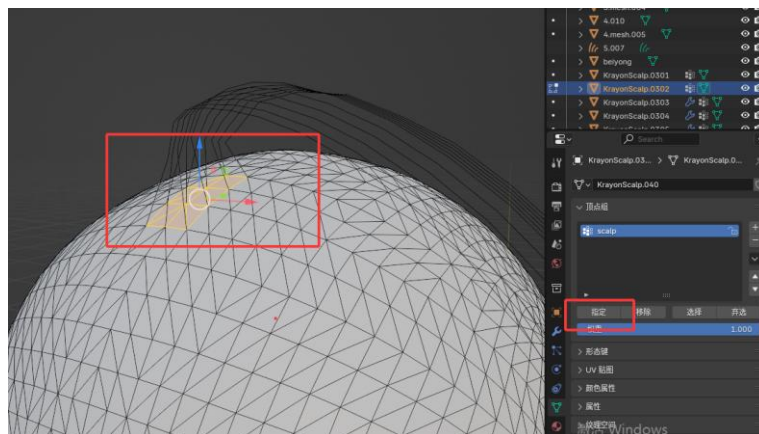
可以看到头发开始点是从头皮开始的



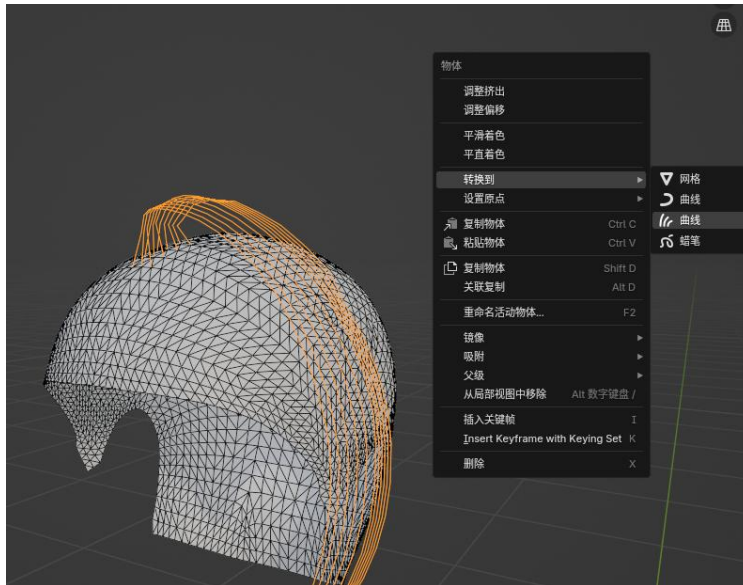
编辑模式开启顶点吸附，把曲线开始点吸附到头皮顶点上



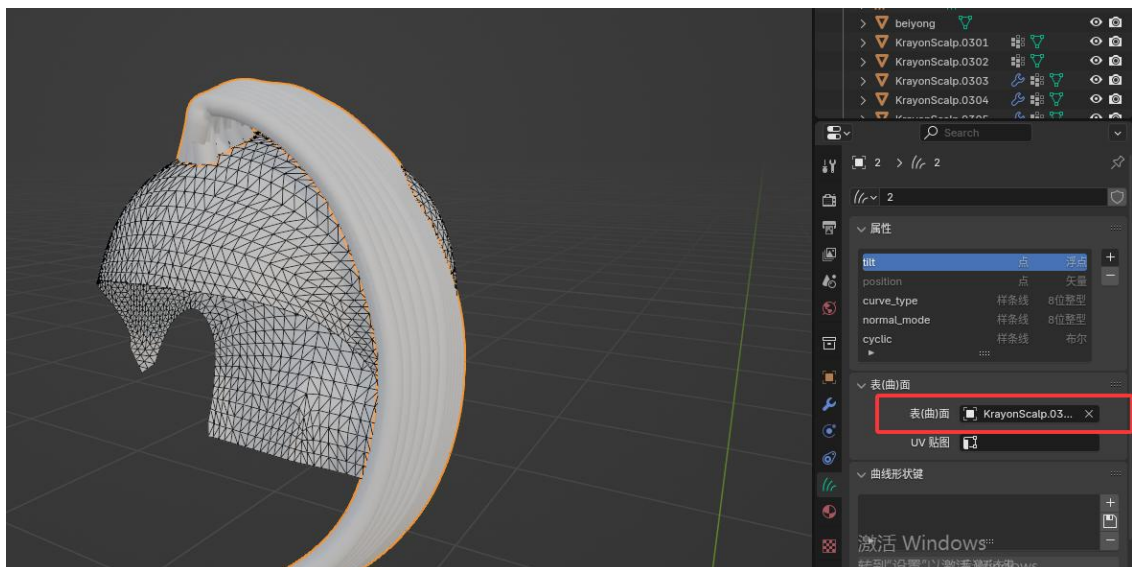
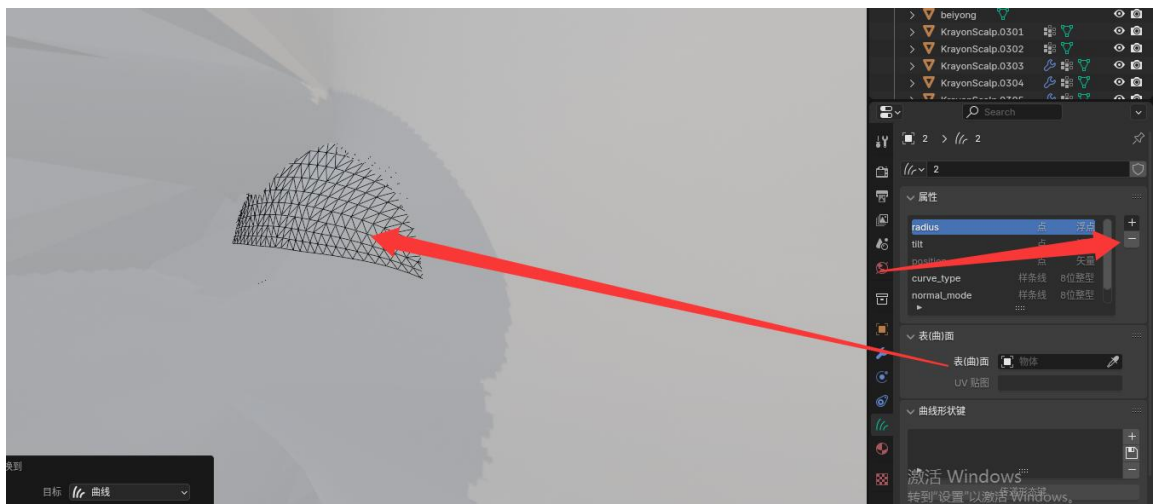
头皮模型的 Scalp 顶点组里，也要指定头皮生长位置的顶点



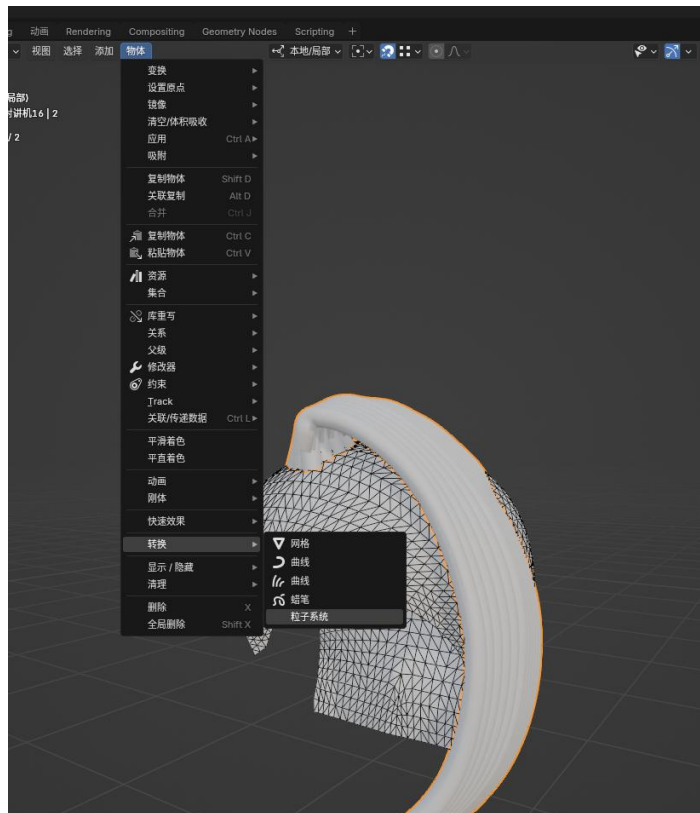
选择头发曲线，右键转成第二种曲线



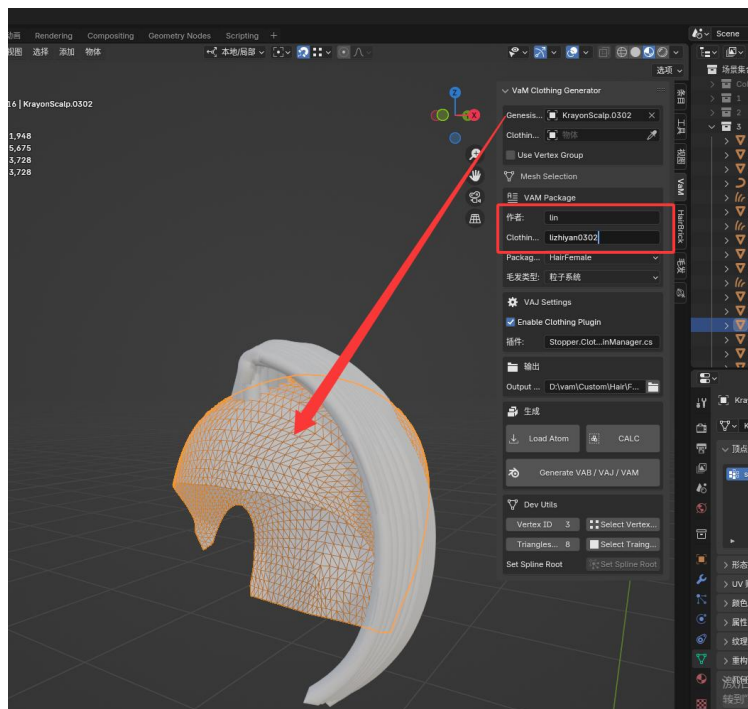
删除第一个属性，并把头发生成曲面指定为头皮模型



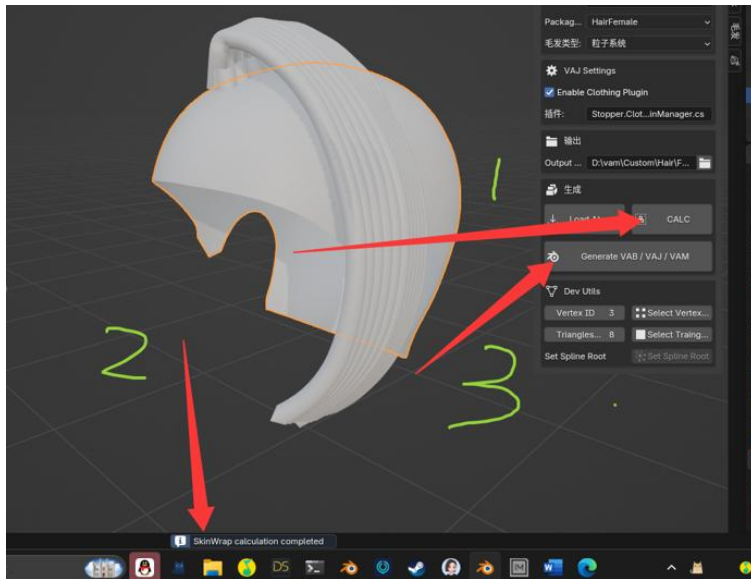
把曲线头发转换成粒子系统



然后在插件里指定头皮，以及衣服名字，作者名字



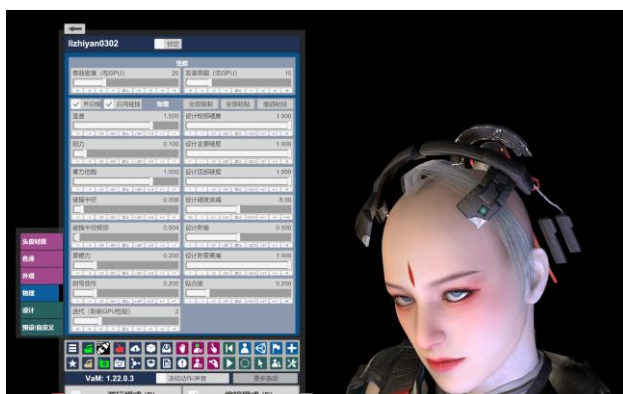
如图所示，先出料 GALC，显示成功之后再生成 vam 头发



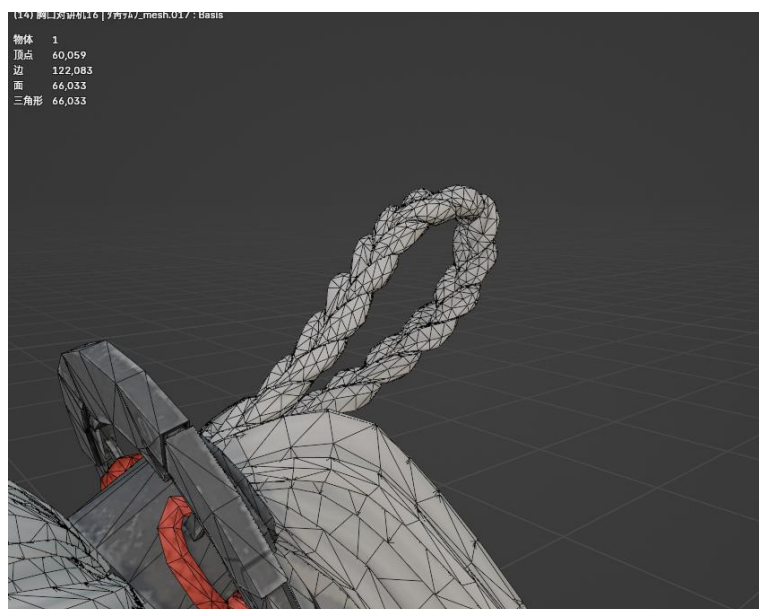
然后就可以在 vam 里刷新头发文件，看到头发了



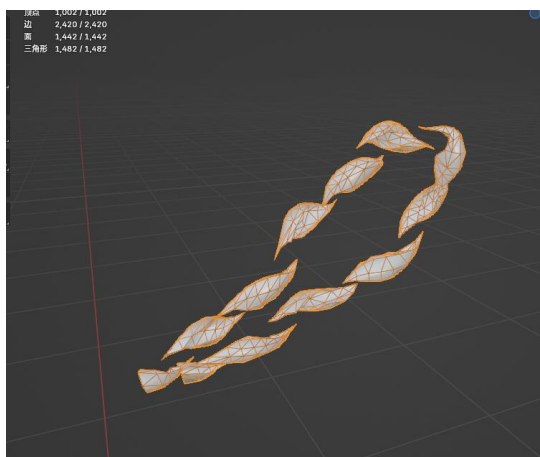
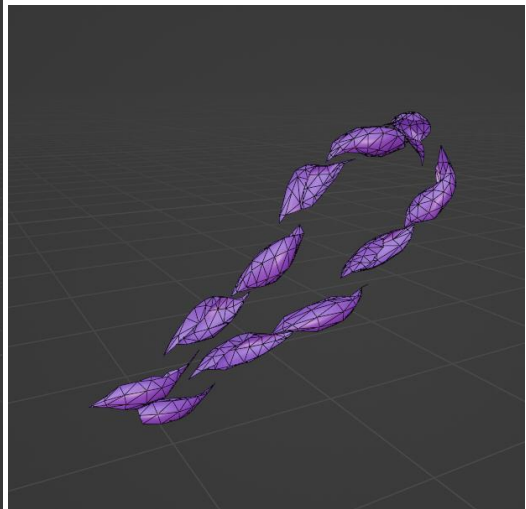
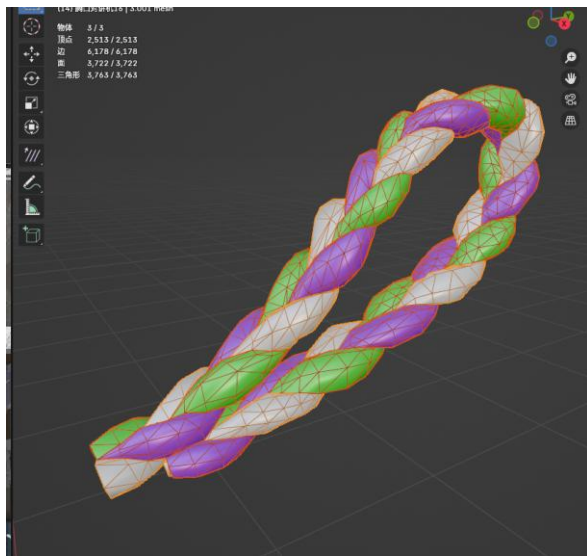
默认头发导入后是自由下垂的，我们需要调整物理让头发变硬，颜色也改一下



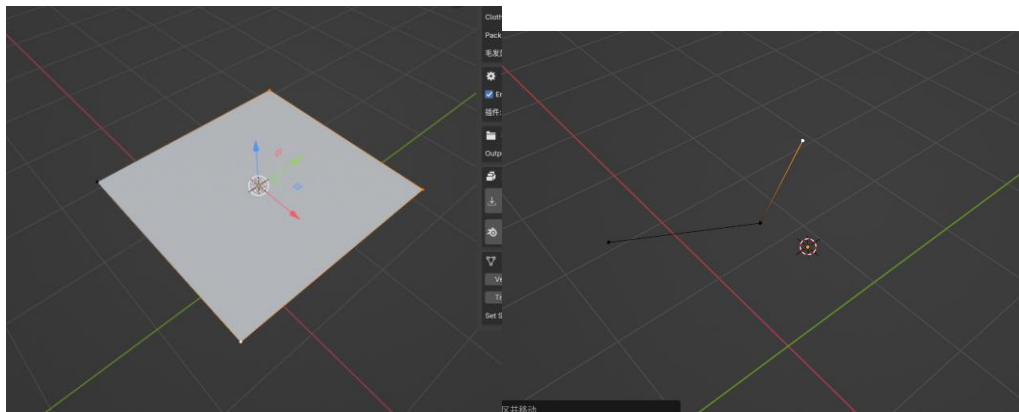
示例 2，如图所示后脑勺这段麻花辫，如果在 VAM 里制作会非常麻烦



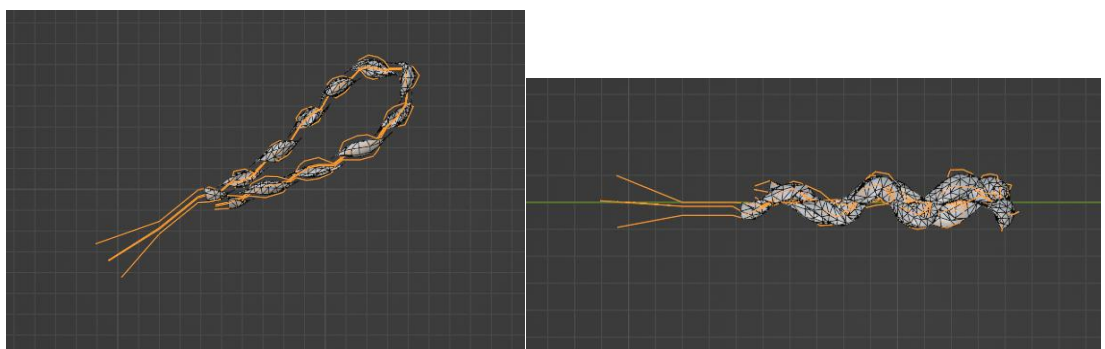
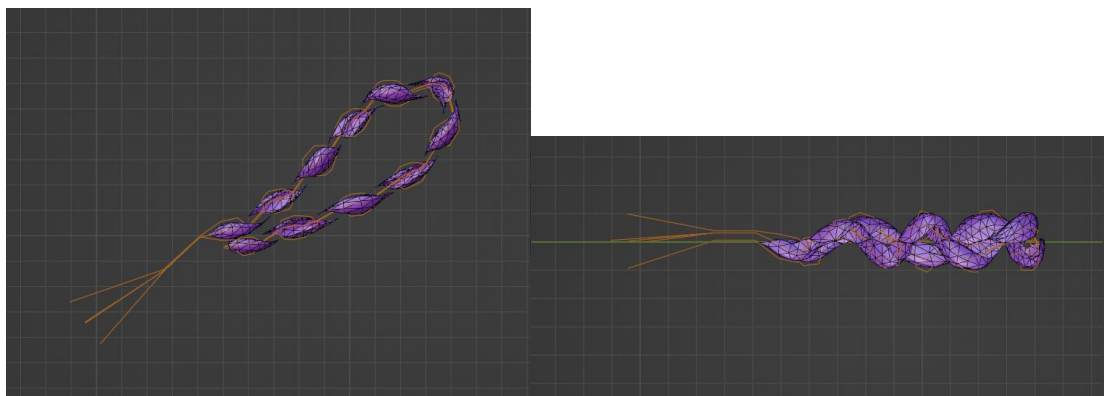
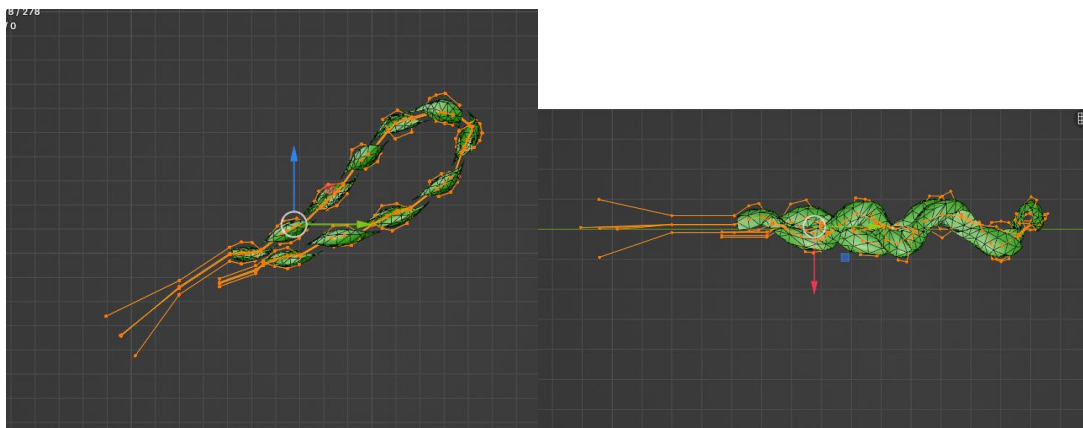
可以看到这段麻花辫是由三股头发缠绕起来的，我先给不同的材质颜色，方便区分，然后把对应的网格拆分出来。



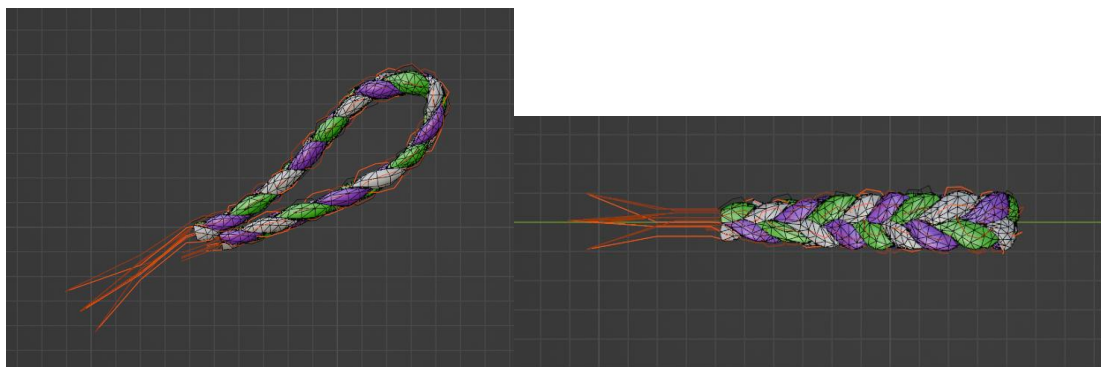
接着我新建平面，只保留一个顶点，其他删除，按 E 挤出成线段

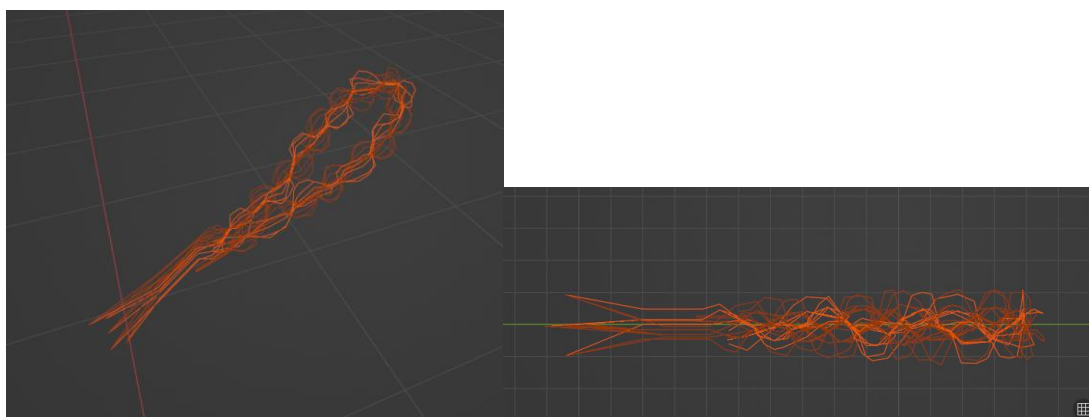


用线分别把每一股头发的上下左右外圈描一遍，需要体现出一定的厚度

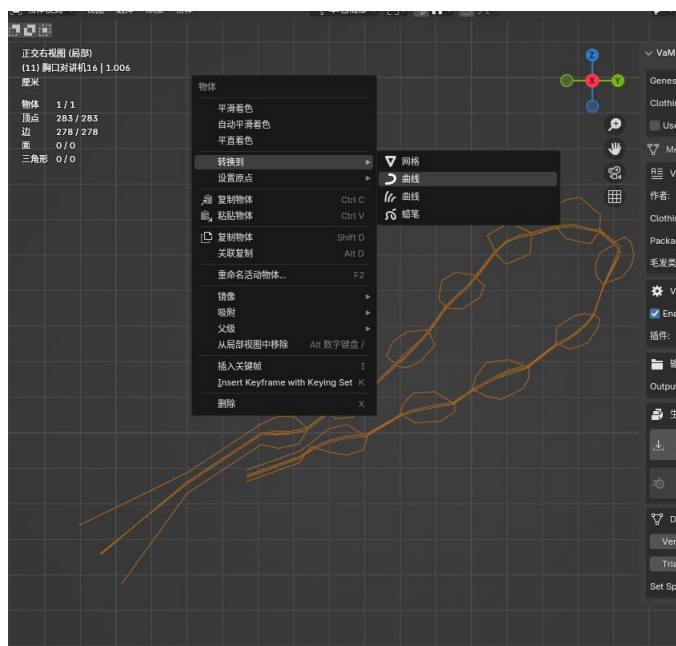


合起来看大概这样

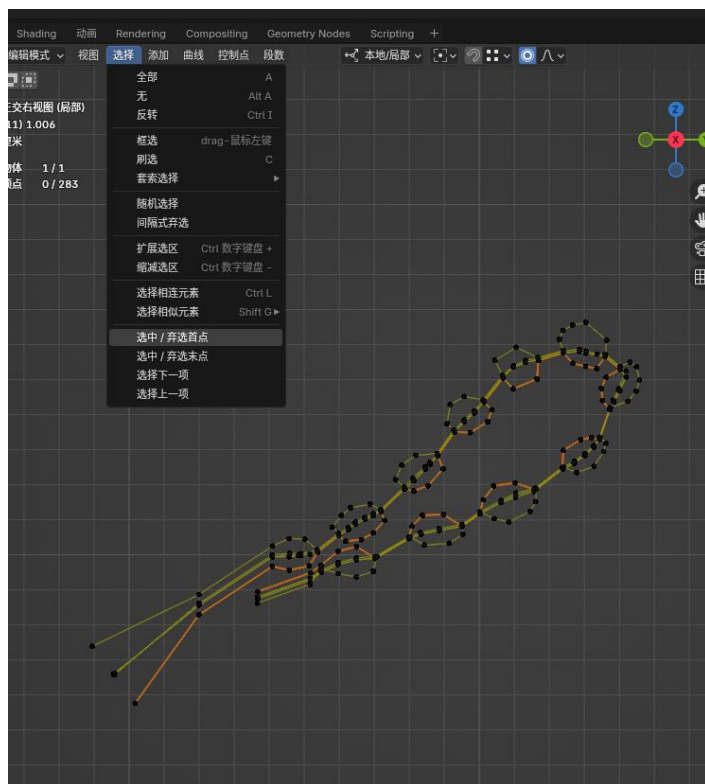




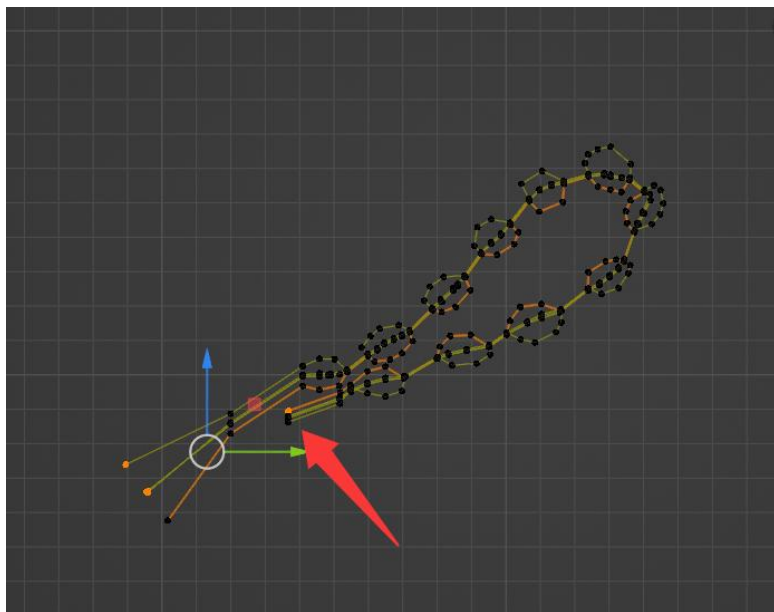
然后继续分开处理每一股头发，物体模式右键转曲线

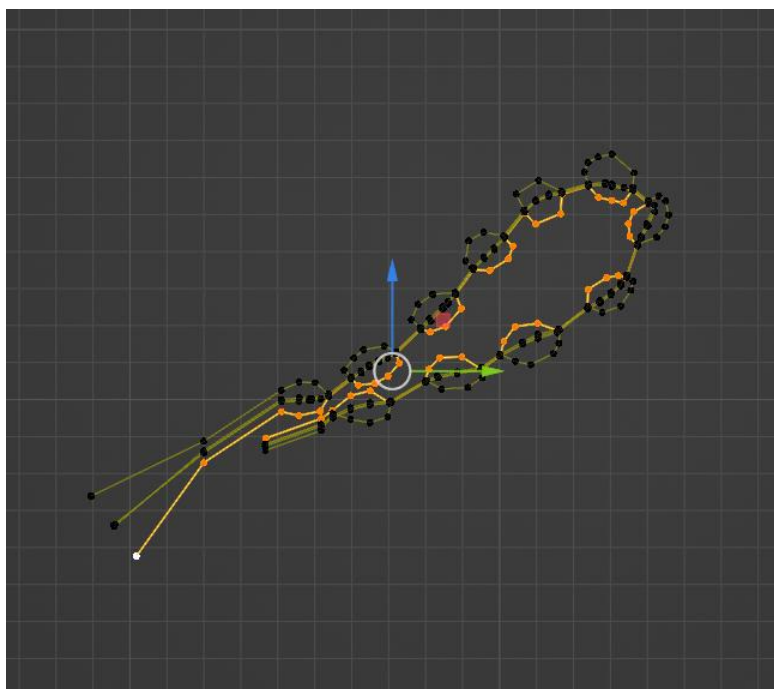


进入编辑模式，选择首点，查看曲线的方向，我们需要从靠近头皮的一侧开始

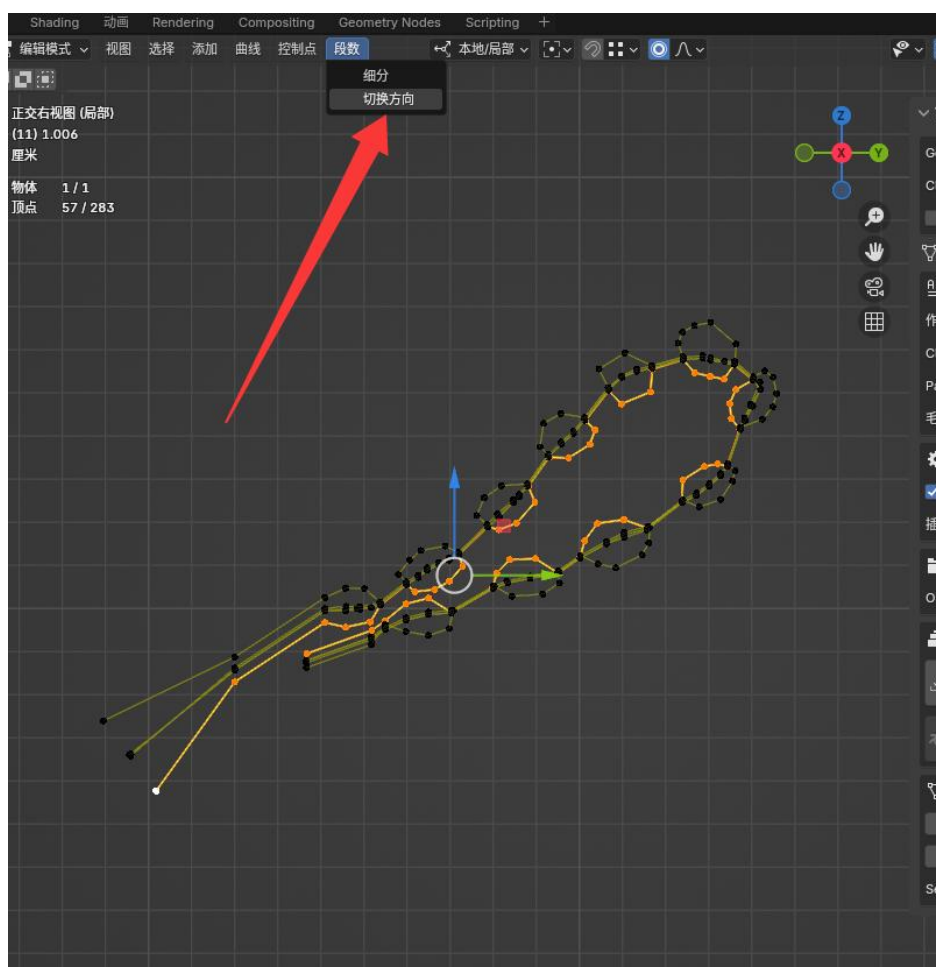


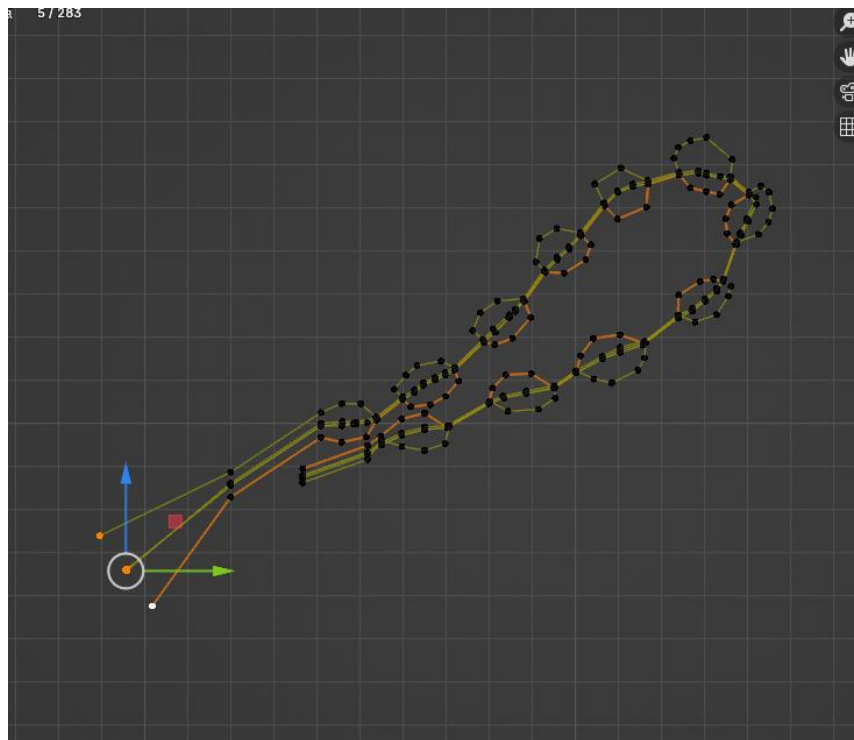
可以看到有一根头发的方向反了，我们弃选头皮一侧的头发，然后 ctrl L 加选到整根曲线



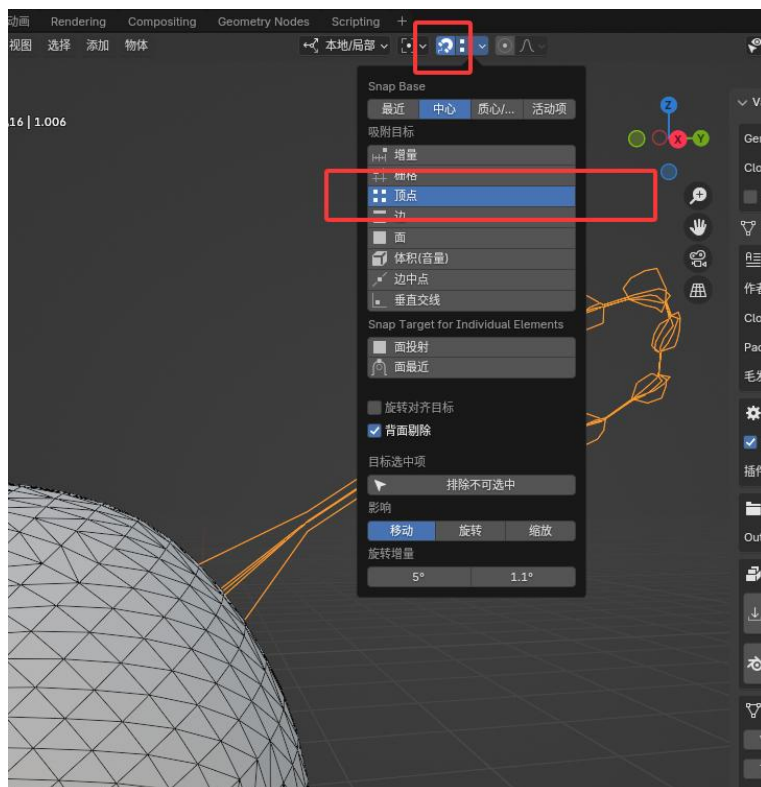


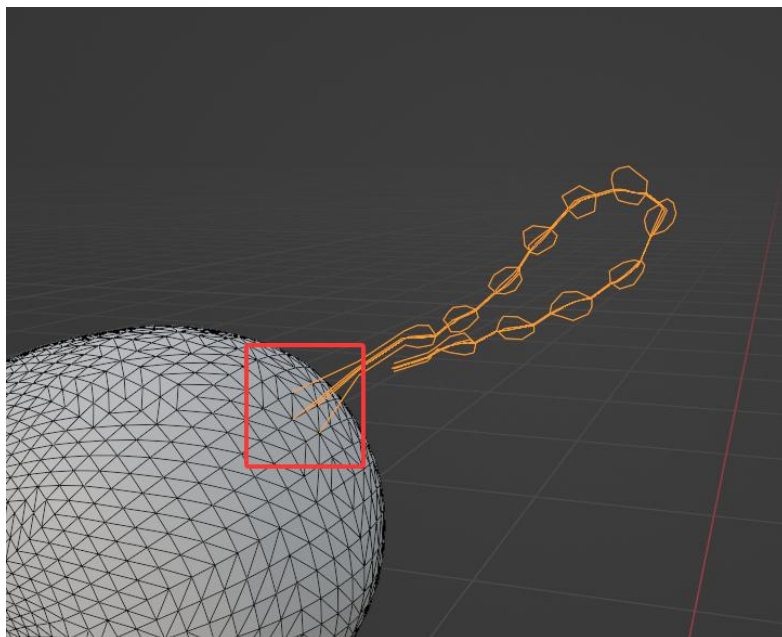
切换方向，这样再一次选择起始点，就会发现起始点的方向一致了



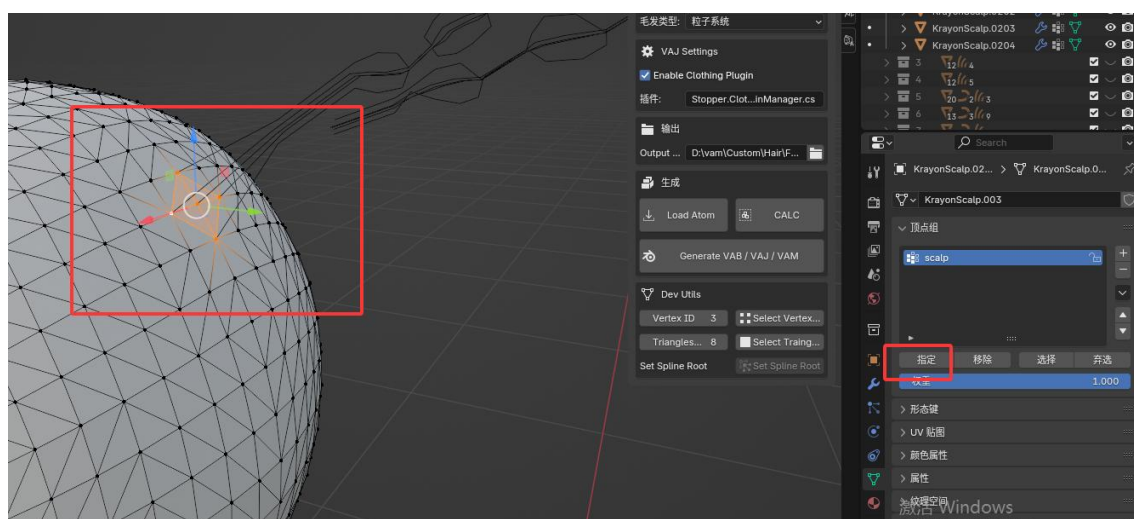


然后开启顶点吸附，把发根吸附到头皮的顶点上

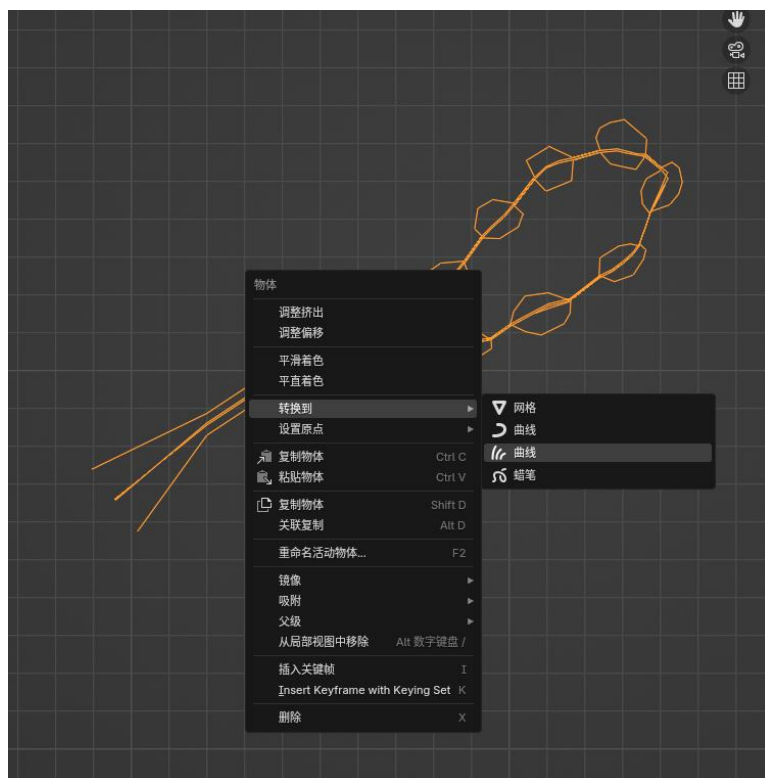




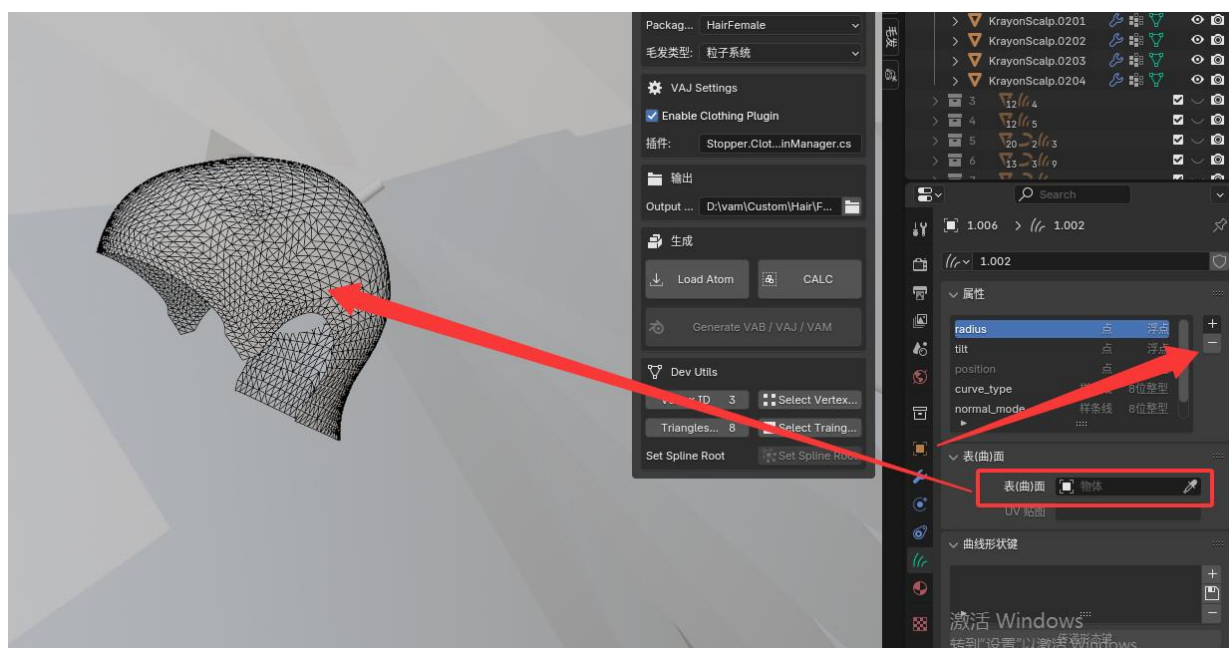
进入头皮的顶点组，把发根顶点指定到 scalp 顶点组里

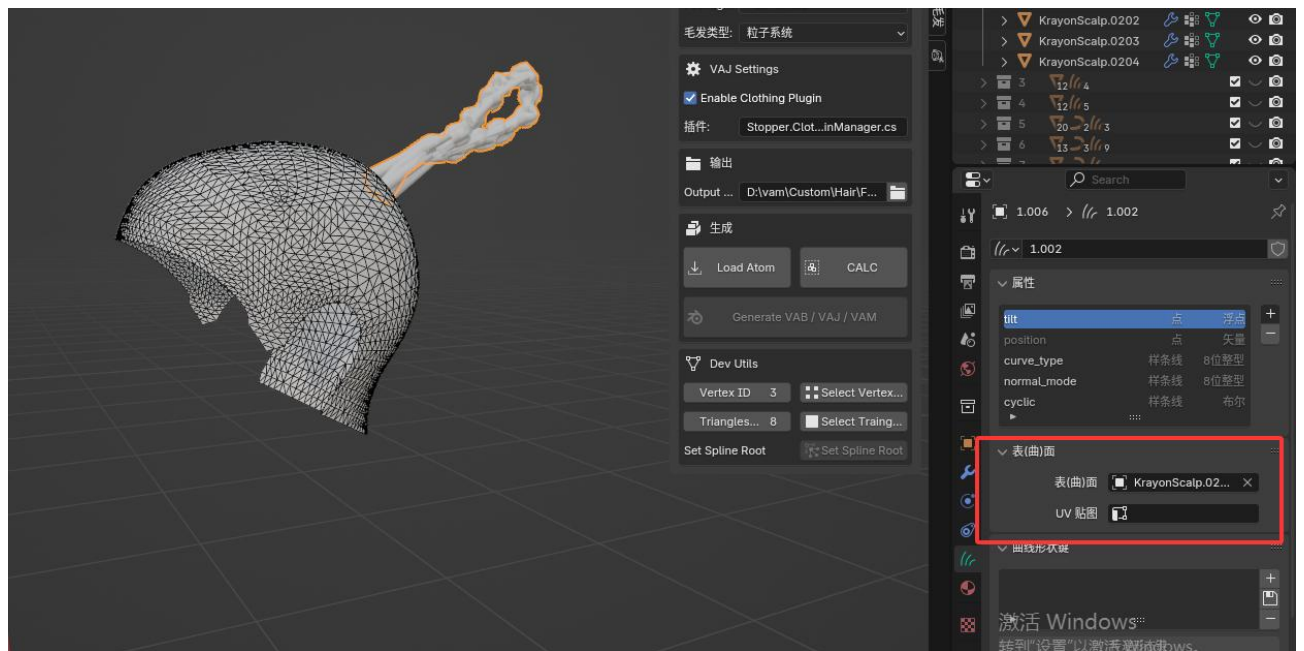


然后物体模式，转换为第二种曲线

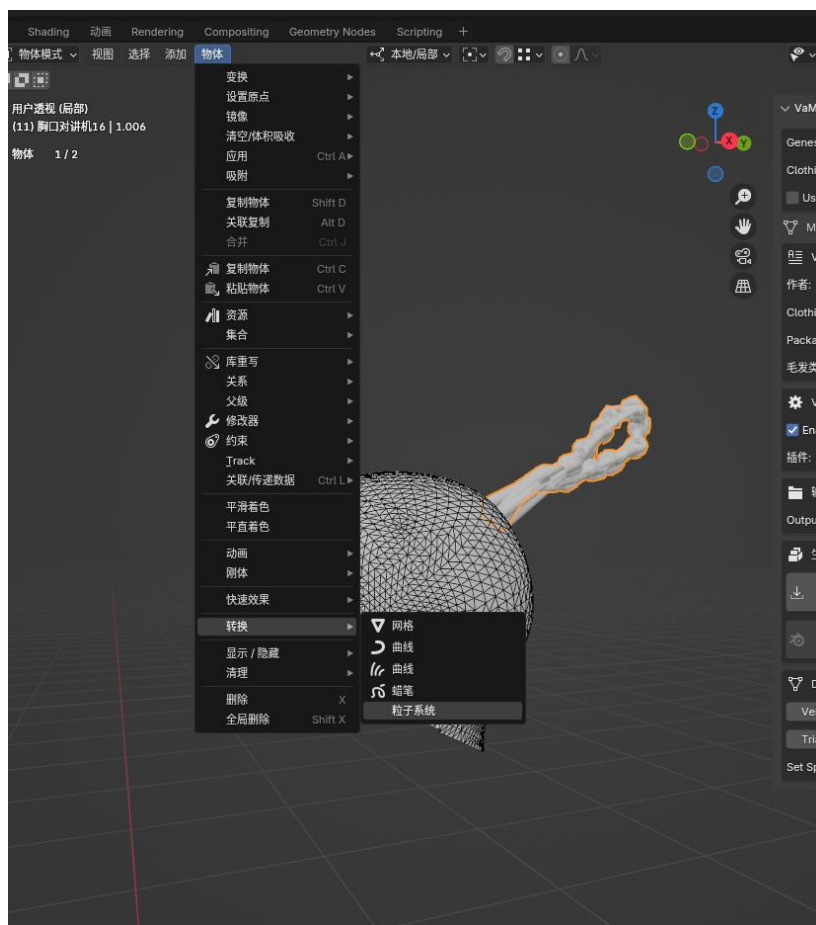


然后取消第一个属性，把表面指定到我们需要生成头发的头皮上

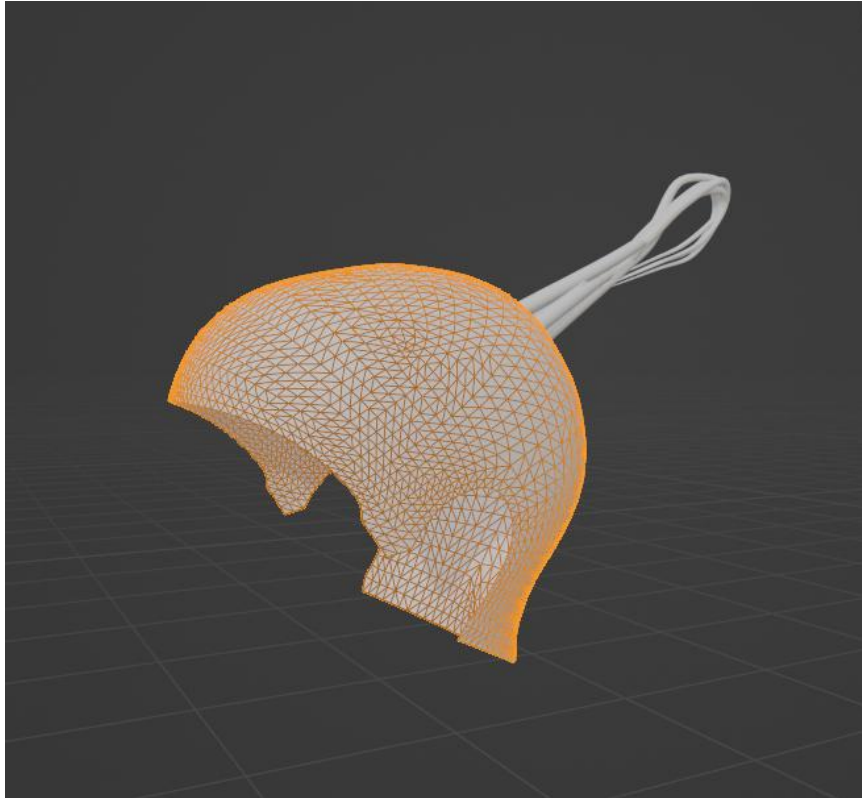




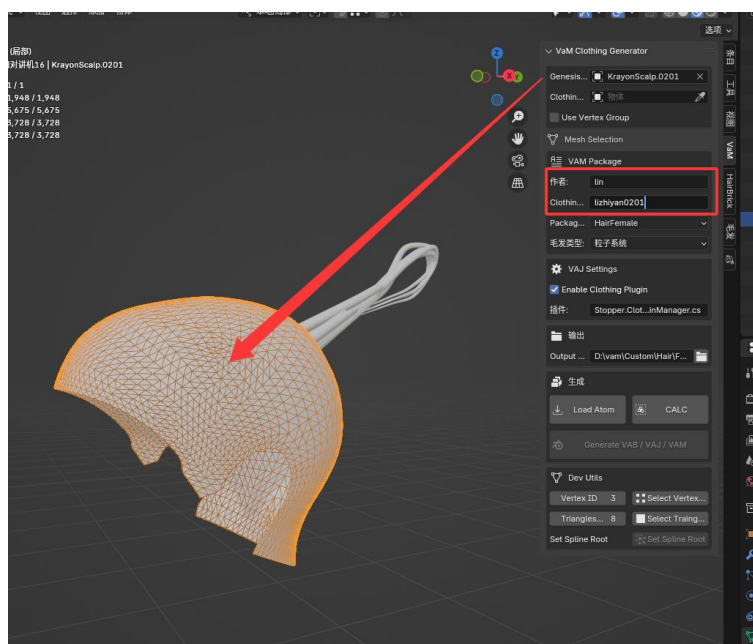
物体模式，把刚才的曲线头发转换为粒子系统



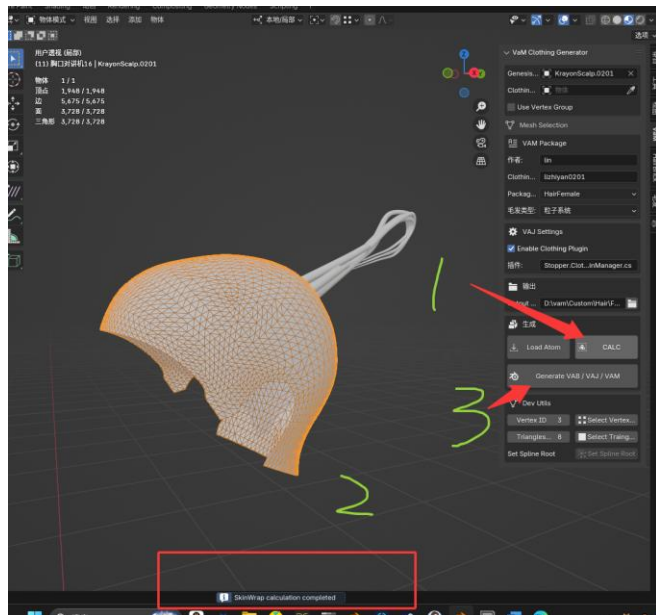
如果我们把曲线隐藏，可以看到头发已经按刚才的曲线生长出头发了



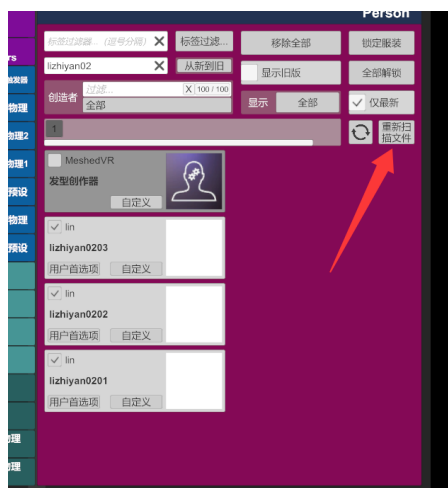
在插件里，把生成目标指定到头皮，然后设定衣服和作者名字



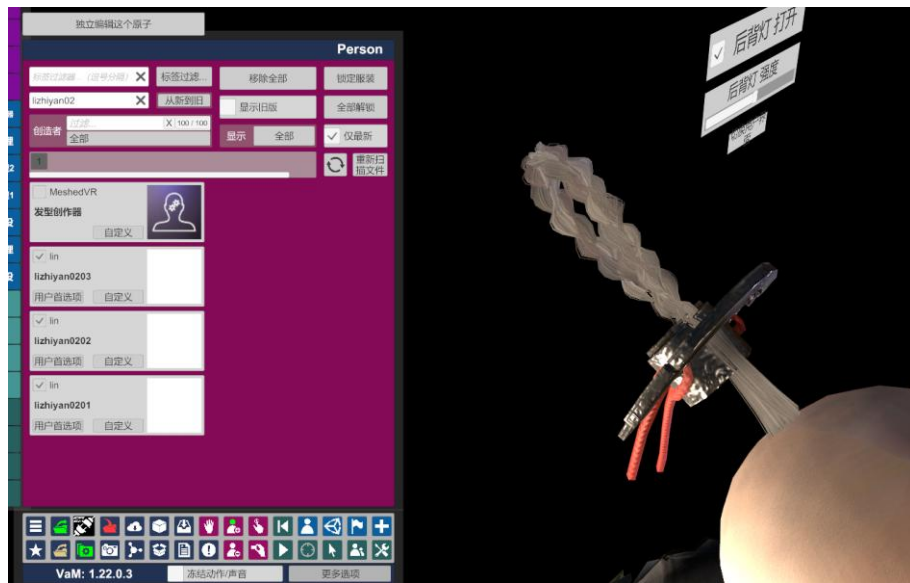
点击 GALC 按钮，下方提示成功处理之后，点击生成 vam 文件



然后就可以在 vam 里刷新头发文件，看到头发了

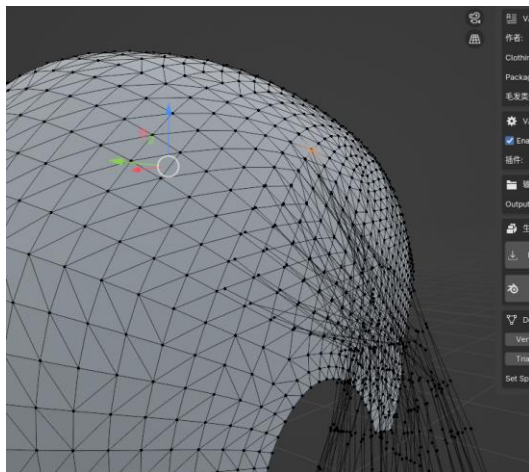


修改颜色和物理之后如下图状态



补充：并不需要把曲线末端完全对上头皮顶点，但是需要把头皮的顶点组 scalp 里的顶点数量跟曲线数量保持一致。

可以看到，头皮其实并不是对称的，我吸附好一侧头发顶点到头皮上，接着镜像生成另一侧曲线，结果就是没有对上。但是这并不影响头发生成。



请支持终末地

