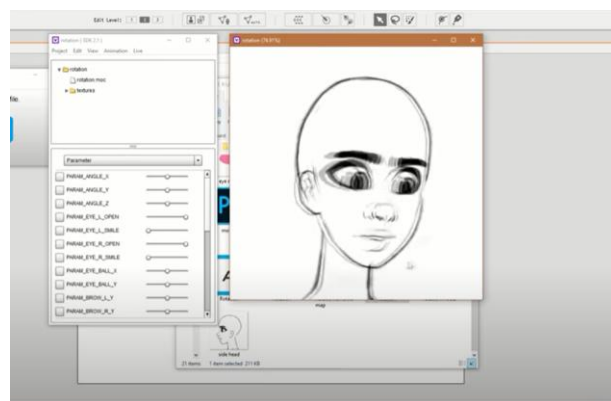
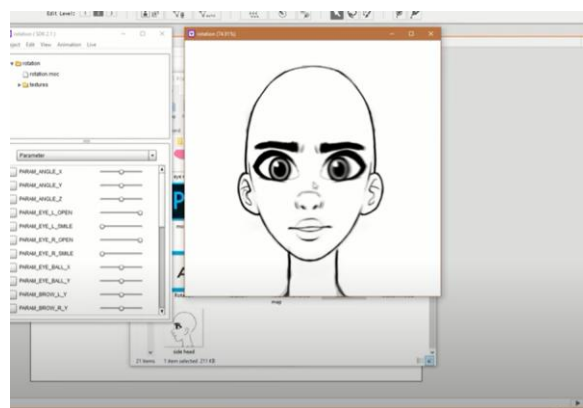
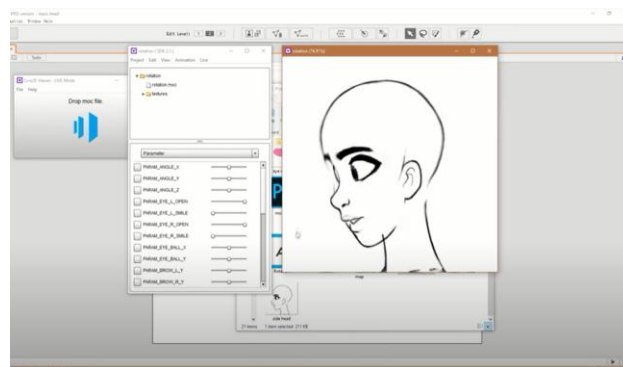


My project is mainly related to live2d (2.5D) technology. I'm considering making a 2.5d animation or a game for studio2 project.

- 2.5d animation has difference between 3d animation and original frame to frame 2d animation
- It's bring convenience and also offer a chance to do something between 3d and 2d
- The movement of 2.5d animation needs to pay attention to frame and timeline set.
- Unlike frame to frame animation, I should also learn something on model rigging, parameter setting and so on. Which is a little bit similar to some function in 3D

Set frames, parameter and layer properly, it's possible to make 2d image act like 3d model
Head turning 90° example:

<https://www.youtube.com/watch?v=saahqCtzFgk>



The head is on the same background and made up with 2d images. But when you run the program, you can see it similar to a 3d model.

On the other hand, if slow down the turning pace, you will still see transparence between each frame, just like the original frame to frame animation.

- The 2.5 animation 『Beyond Creation』 made by live2d cubism official website gives me impressive feelings. The fluency of the character moving is close to a 3d model.

<https://www.youtube.com/watch?v=96sl9azWMcM>

- Many games in China will use 2.5d technology to do the promotion video. 2.5d offer different styles of video. Some videos may look like 『Beyond Creation』 which close to 3d style.

The others would like 2d style (low frames):

https://www.youtube.com/watch?v=gTNkcy_7Y4

<https://www.youtube.com/watch?v=JpO3LmUGArA>