POWER OF AR AND VR

3D SCAN FROM BLENDER TO UNITY

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IN THIS TRAINING I WILL SHOW YOU HOW TO REDUCE THE SIZE OF A SCANNED 3D MODEL WITHOUT LOSING THE QUALITY OF THE VISUALIZATION.

WE WILL PREPARE THE FILE SO THAT AS IT GETS DISTANT, IT WILL BE LIGHTER FOR THE PROCESSOR.

I WILL SHOW THIS WITH AN EXAMPLE OF EXPORTING FROM BLENDER TO UNITY.

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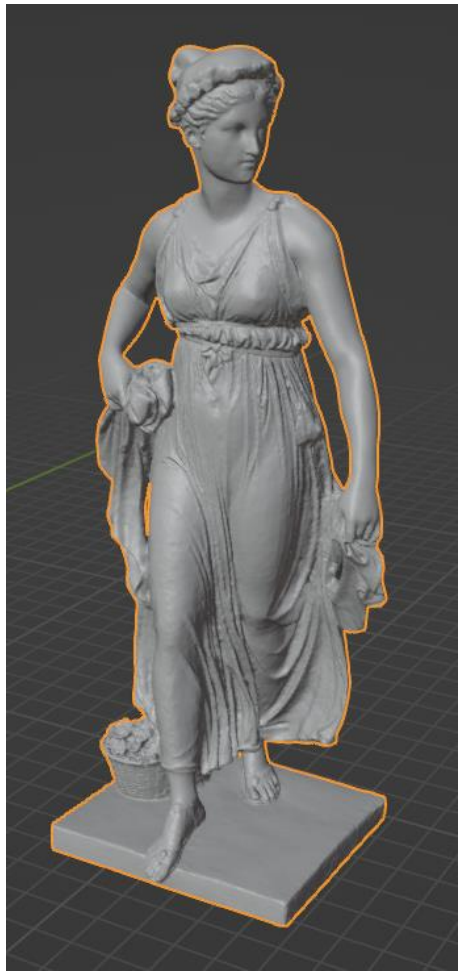
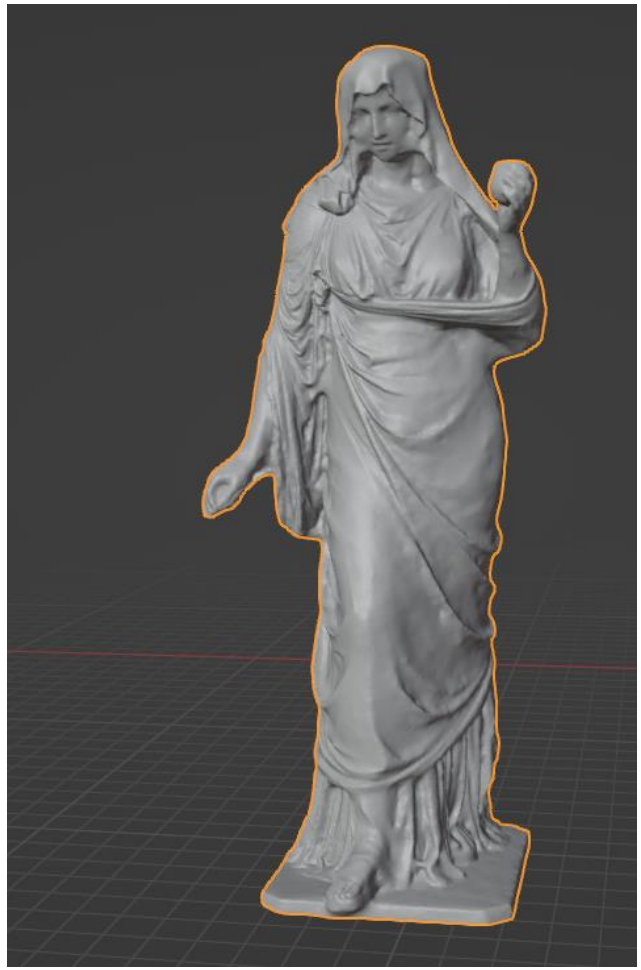
FOR EDUCATIONAL PURPOSES WE CAN DOWNLOAD THE FILEFROM THE INTERNET OR MAKE OUR OWN 3D SCAN

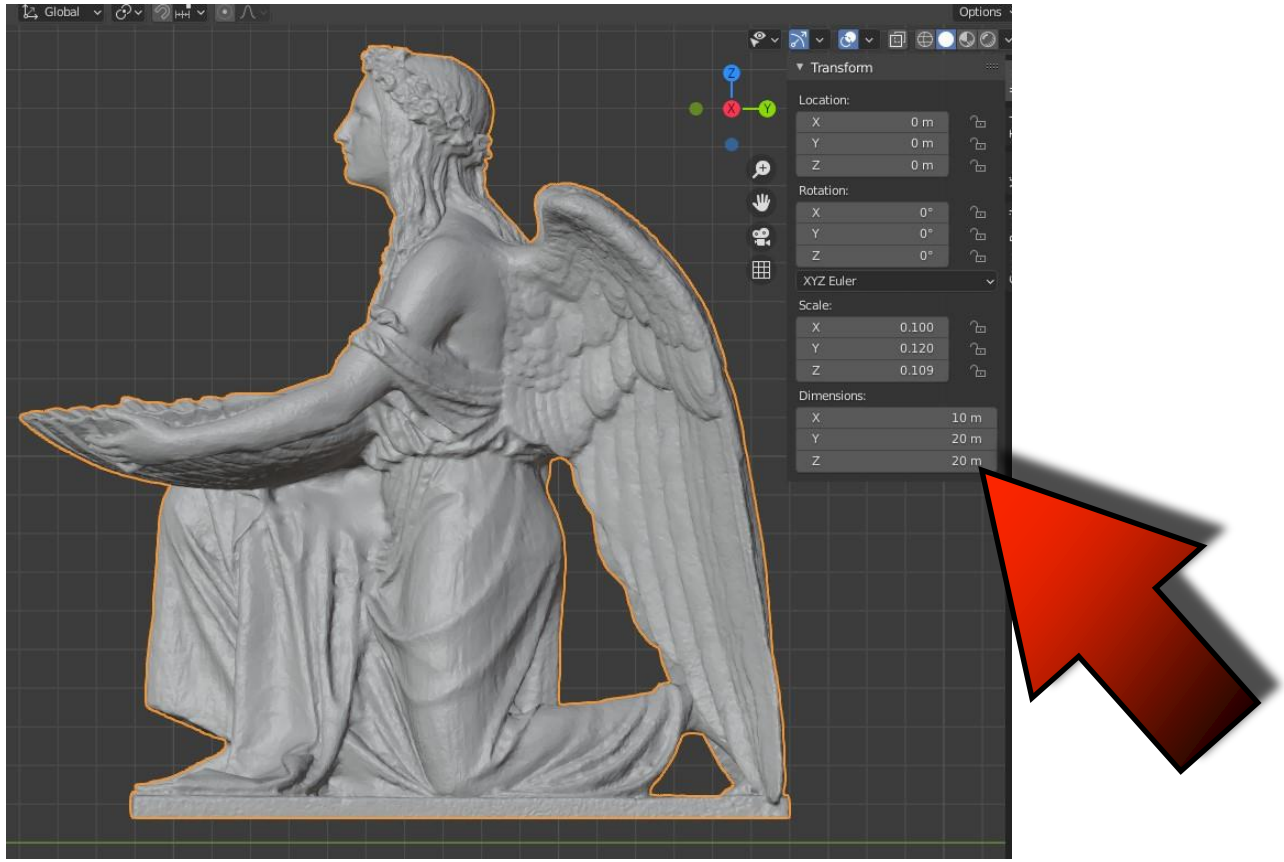




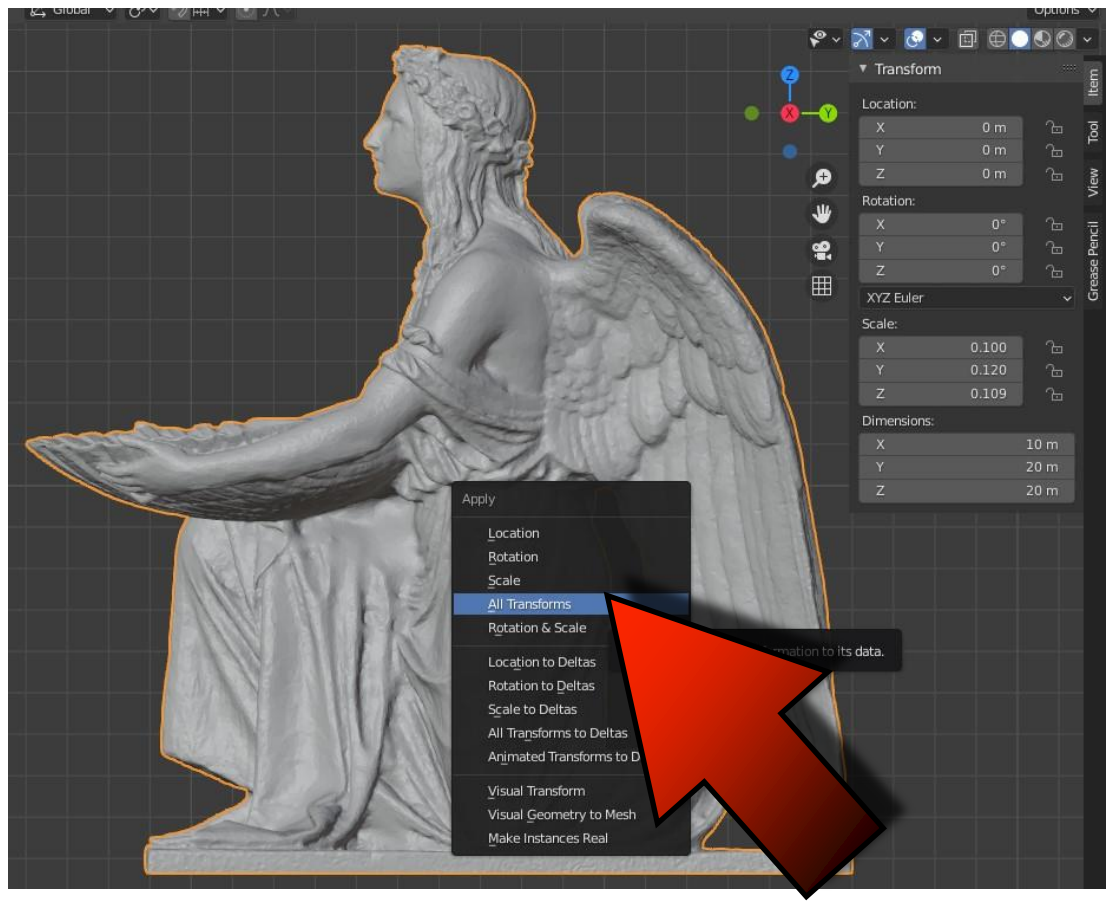
3D SCAN - FROM BLENDER TO UNITY

I WILL USE AN IMPORTED STL FORMAT FILE

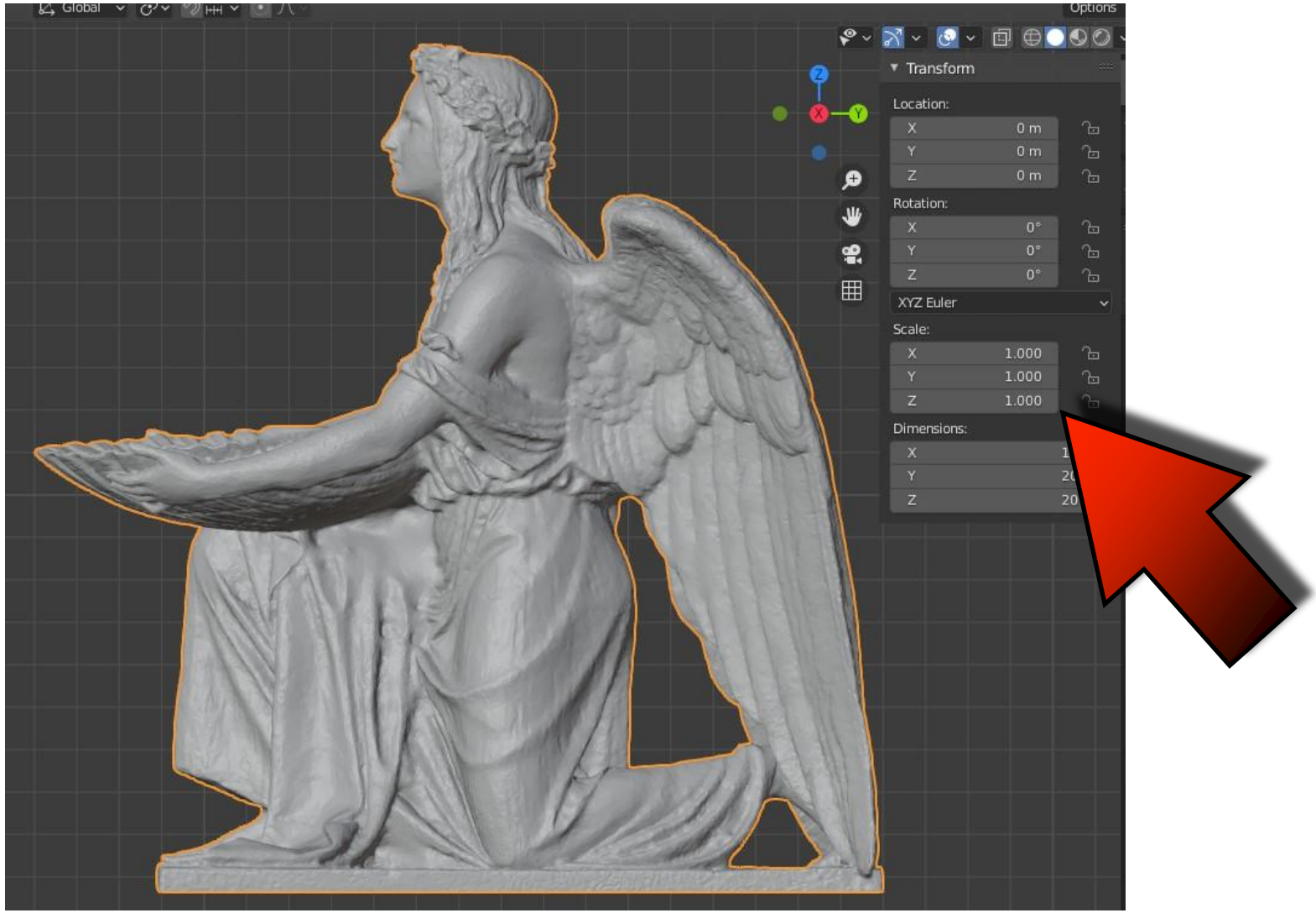
STL FILE IS INTENDED FOR 3D PRINTING SO WE NEED TO REDUCE IT SO THAT IT CAN BE USED FOR PRESENTATION IN 3D GLASSES



PRESS CTRL+A AND SELECT ALL TRANSFORMATION TO RESTART ALL TRANSFORMATIONS

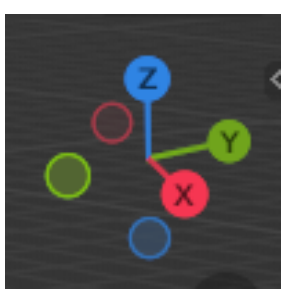


SCALE WILL BE SET TO 1

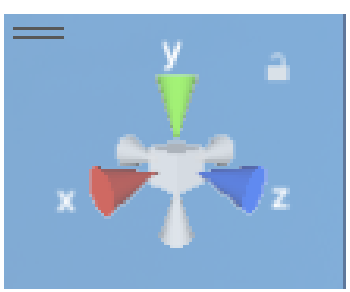


BLENDER AND UNITY PROGRAMS HAVE THE Y AND Z AXES SET DIFFERENTLY, SO WE NEED TO DO A CERTAIN PROCEDURE SO THAT THE MODEL IS CORRECTLY INTERPRETED WHEN IMPORTING TO UNITY.

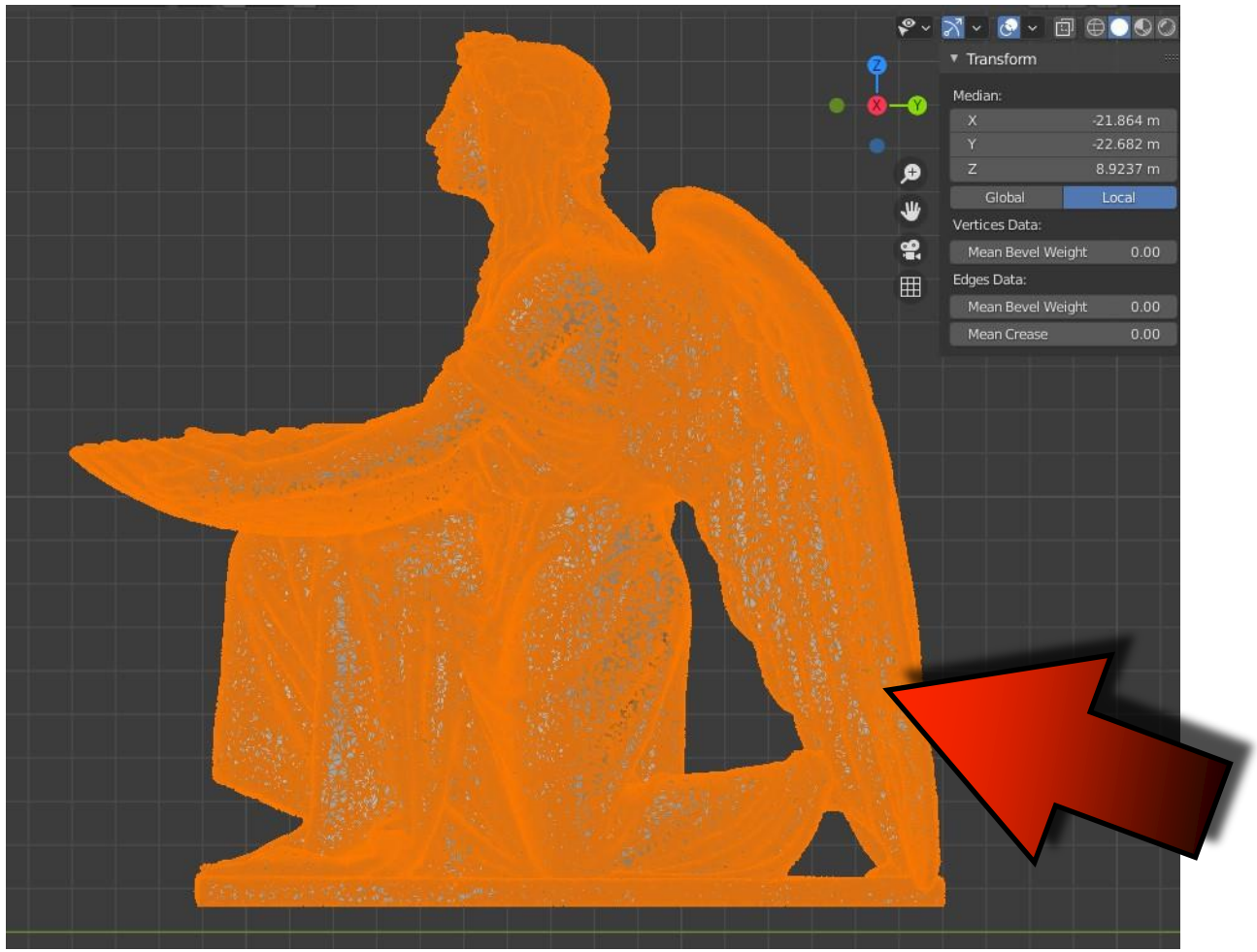
BLENDER



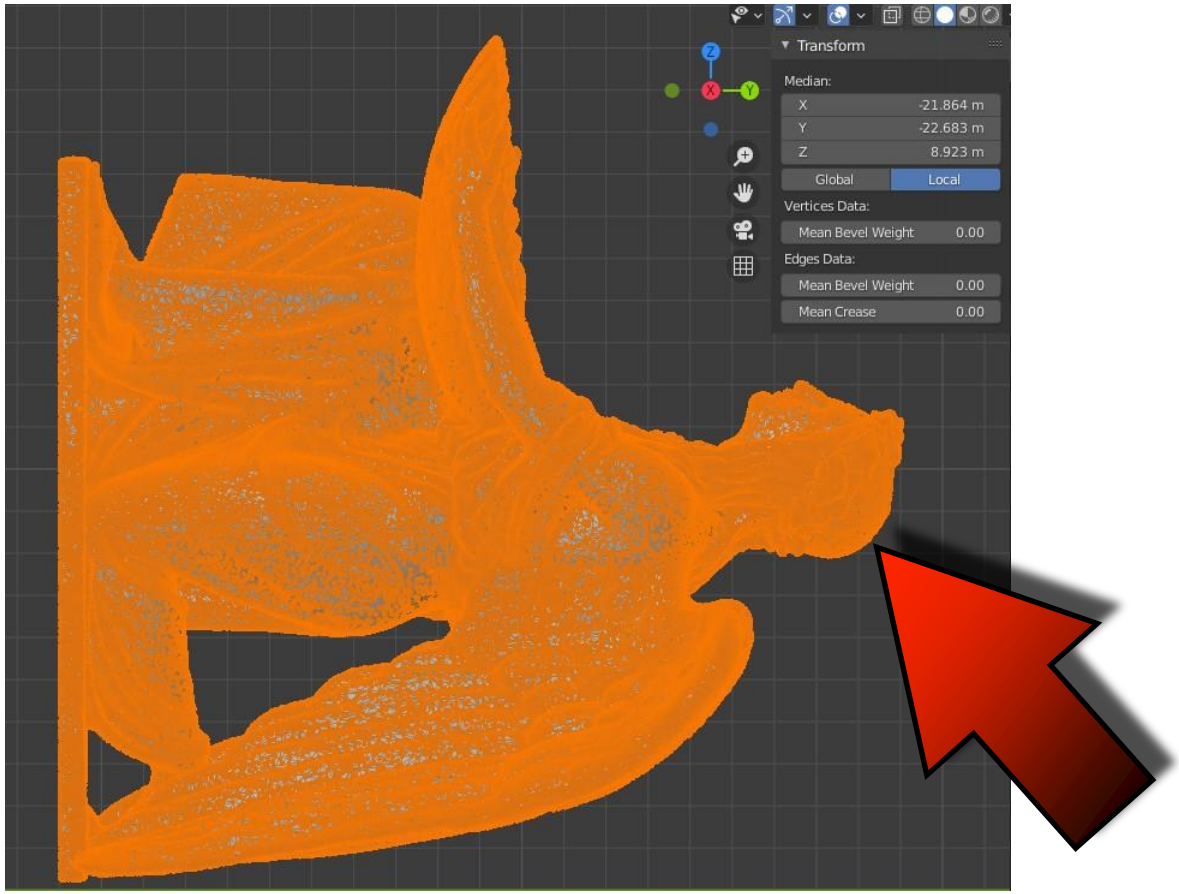
UNITY



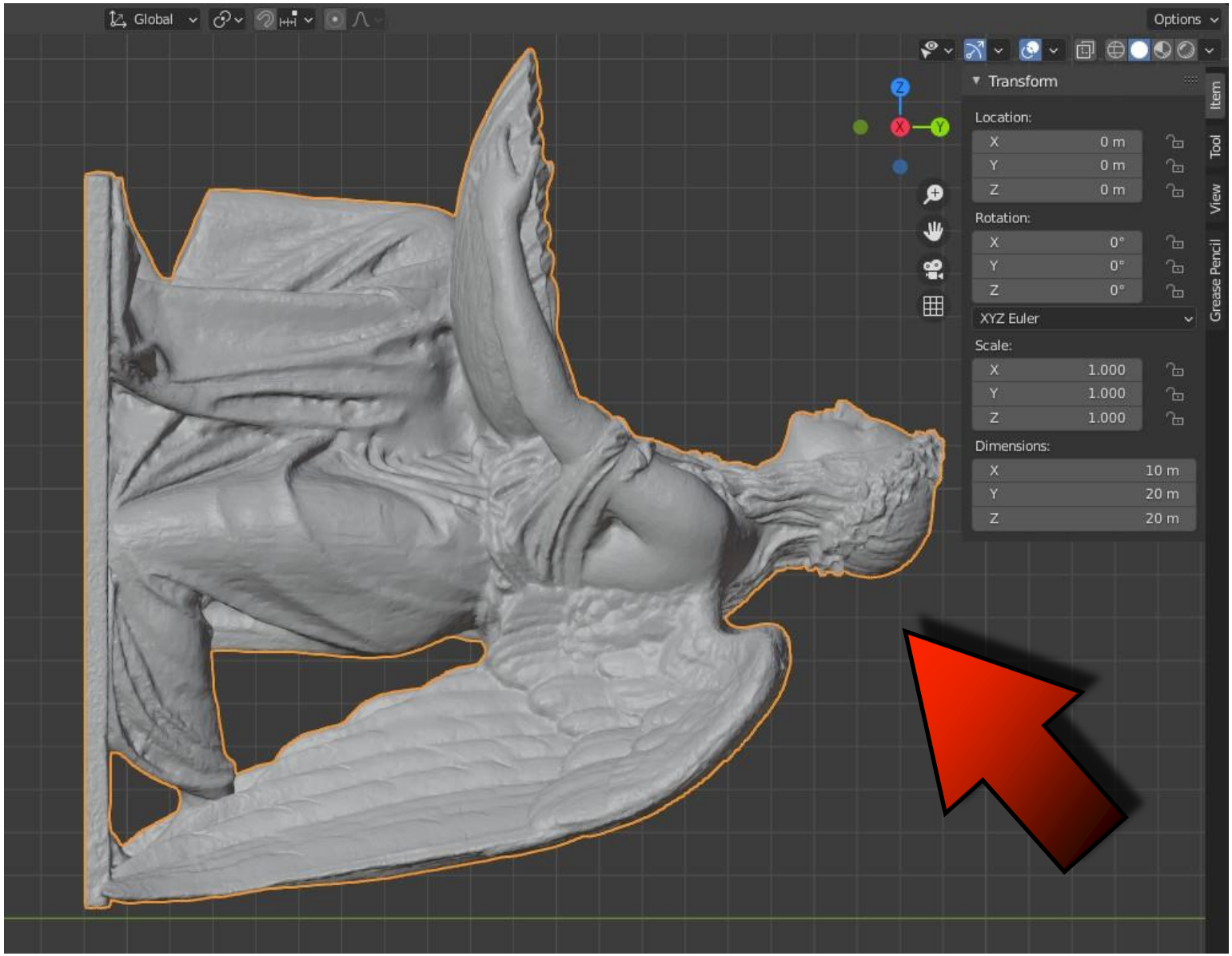
ENTER EDIT MODE WITH THE TAB KEY



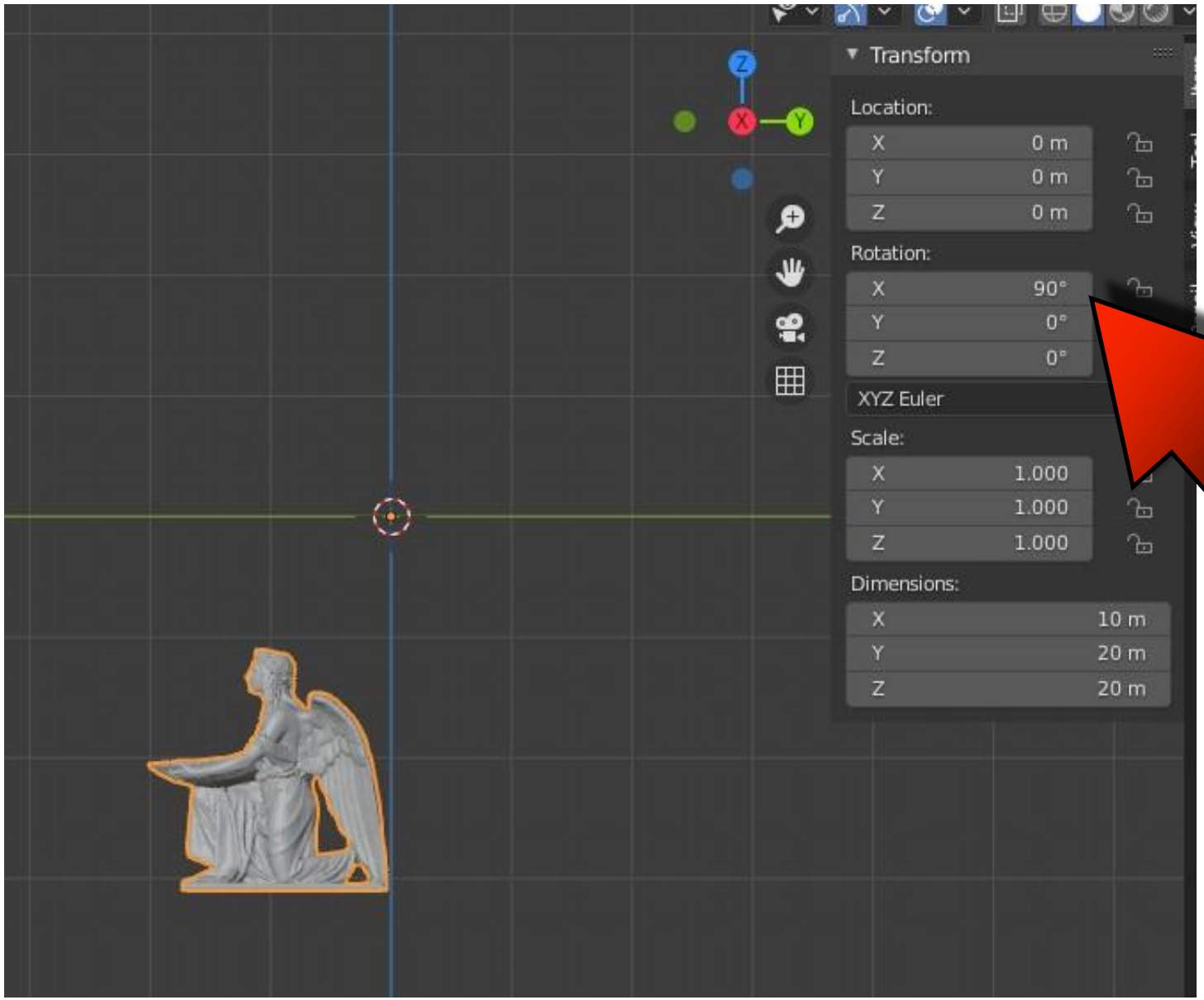
ROTATE AROUND THE X AXIS BY 90 DEGREES



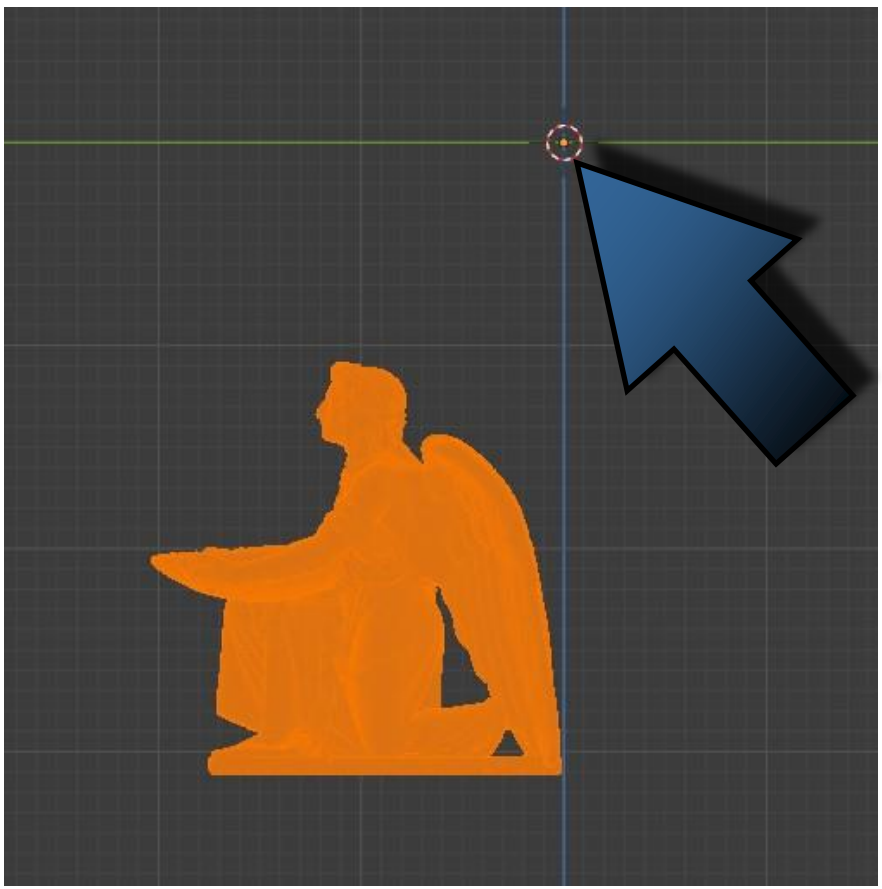
EXIT EDIT MODE WITH TAB KEY

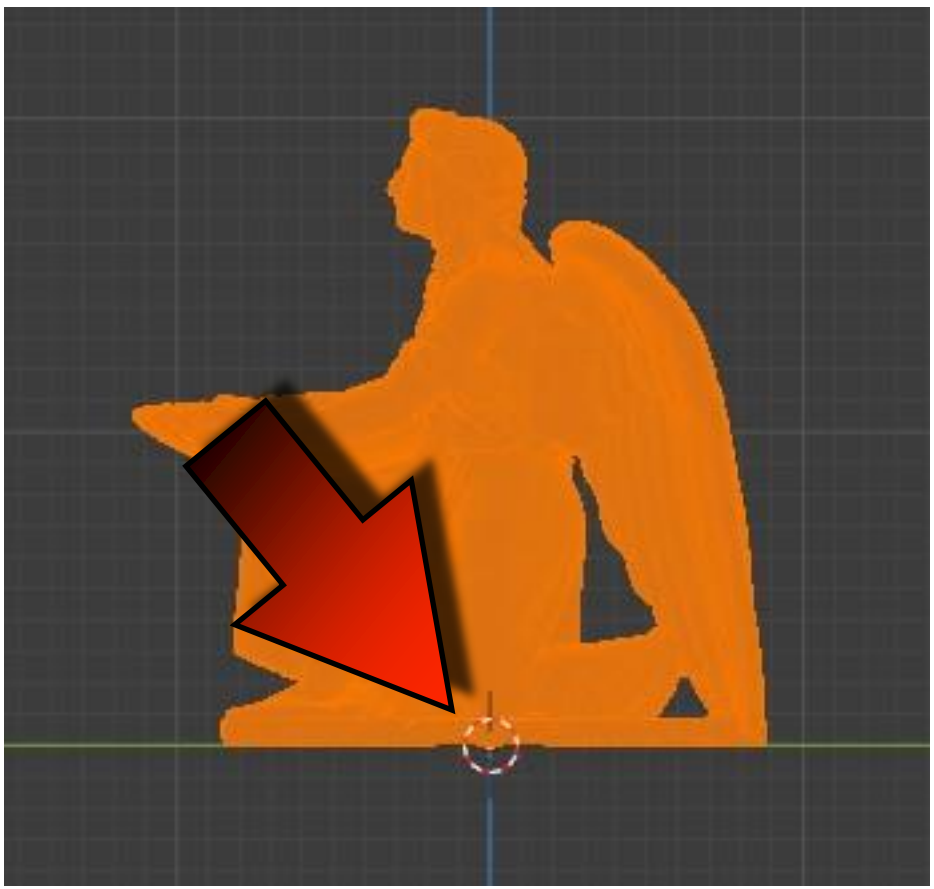


ROTATE AROUND X AXIS BY -90 DEGREES



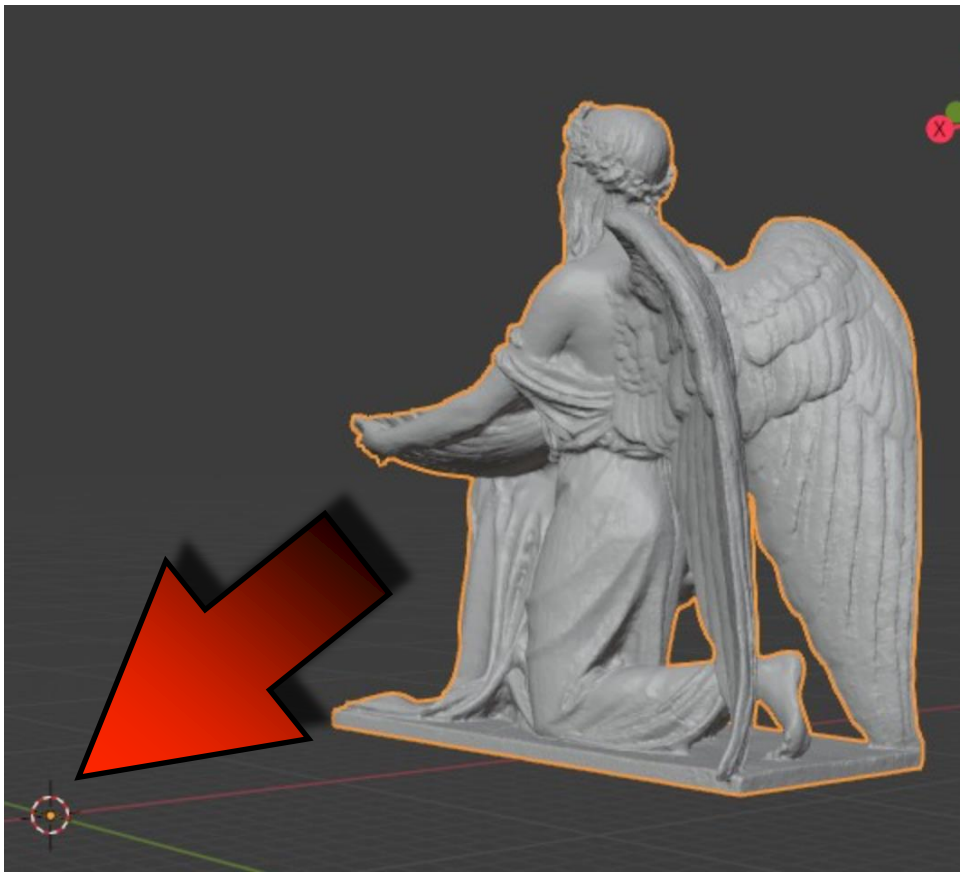
IN EDIT MODE PLACE ORIGIN AT THE BOTTOM OF THE SCAN



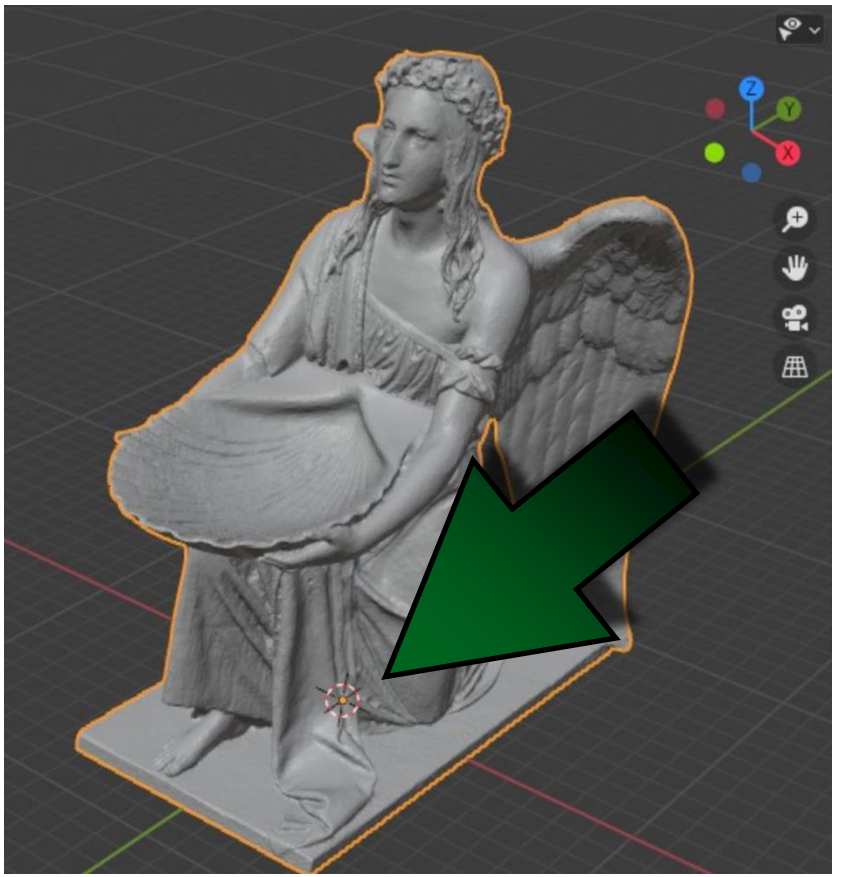


CHECK ORIGIN IN OTHER AXES

BAD

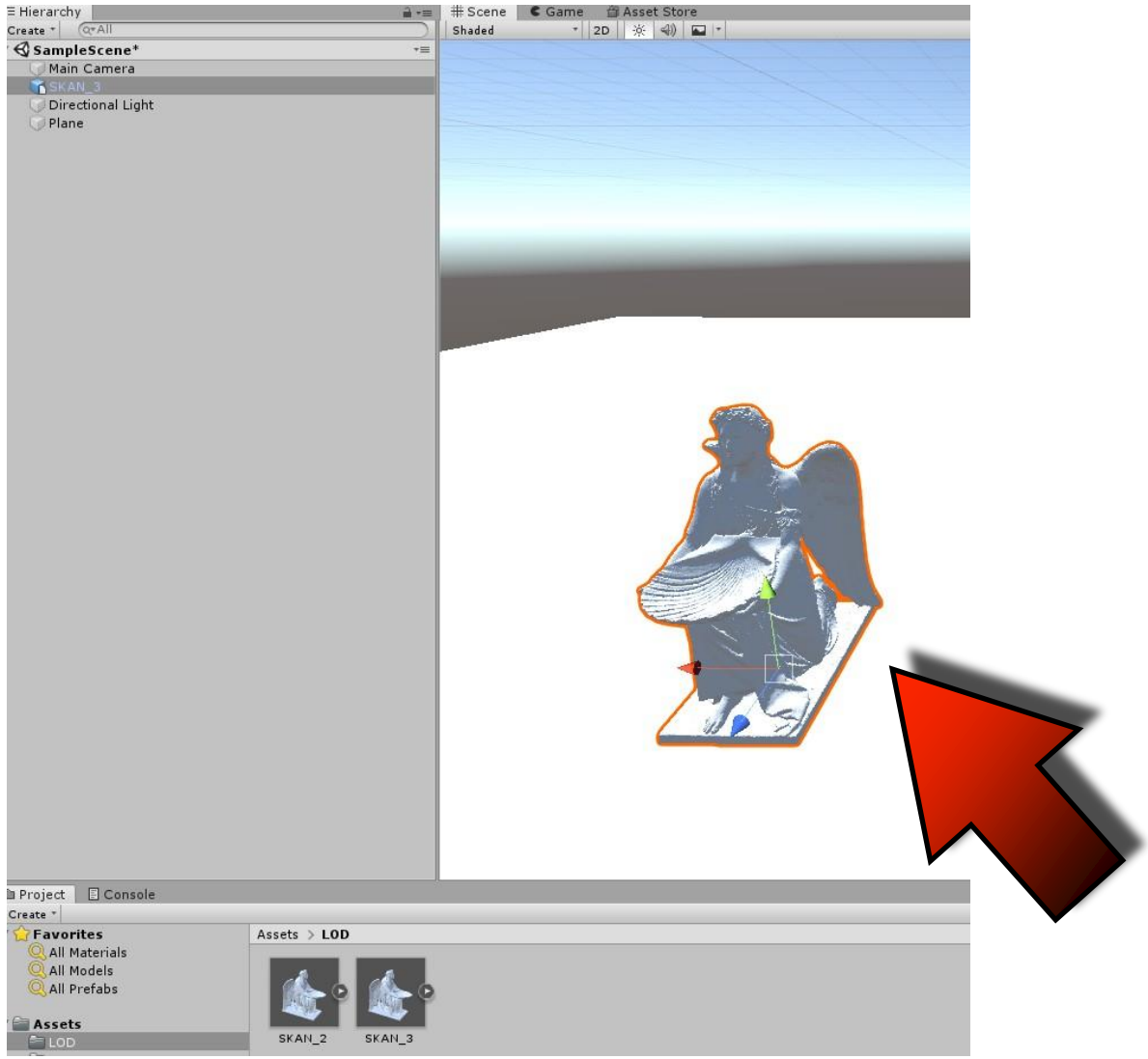


GOOD

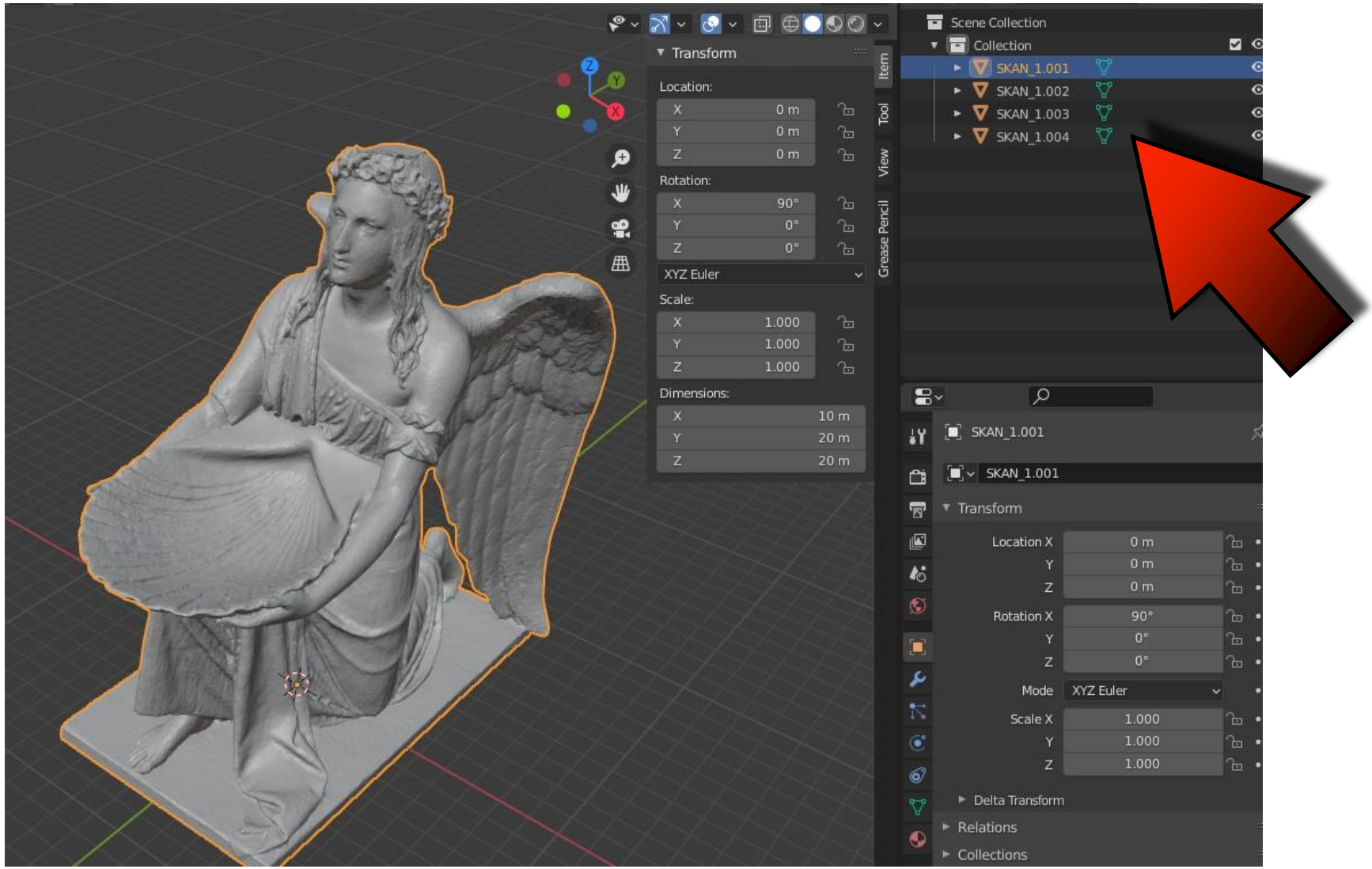


AFTER IMPORTING TO UNITY

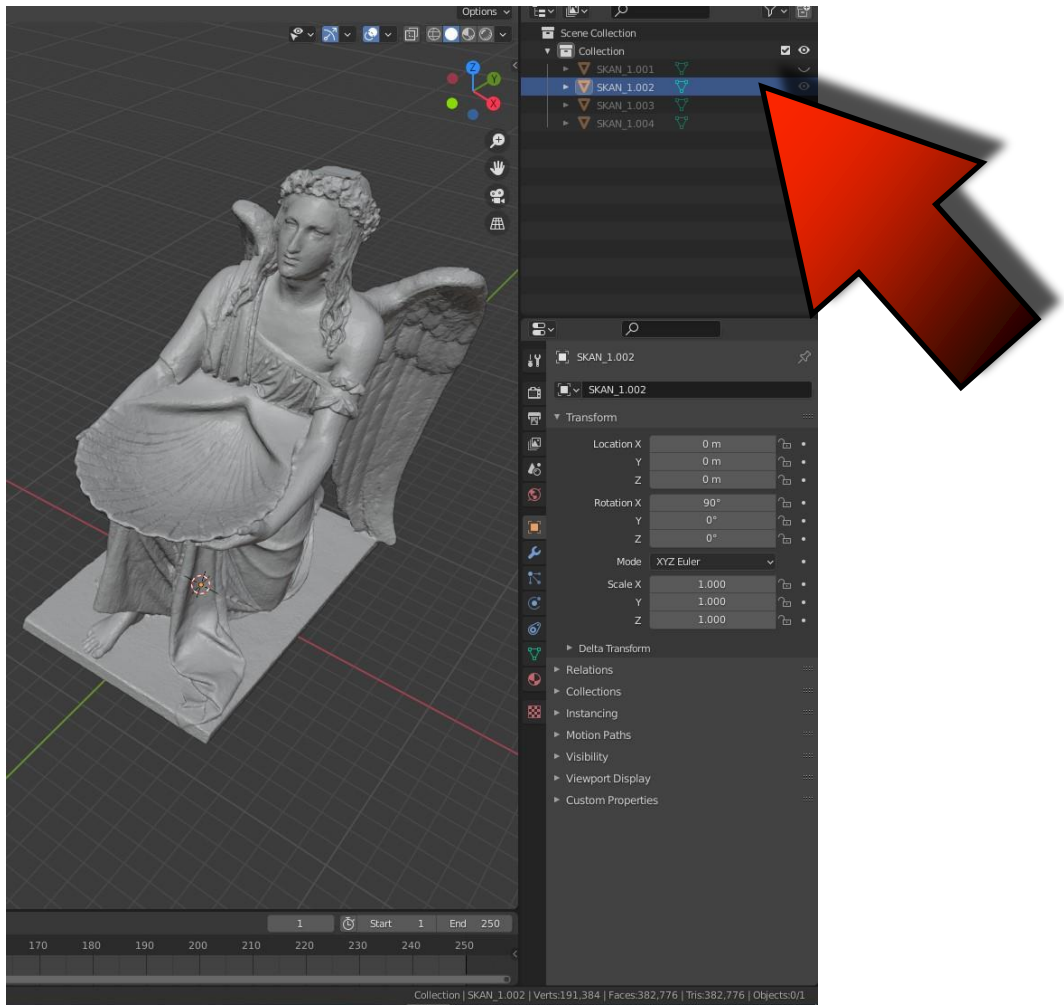
THE MODEL IS CORRECTLY SET



COPY MODEL 3 TIMES

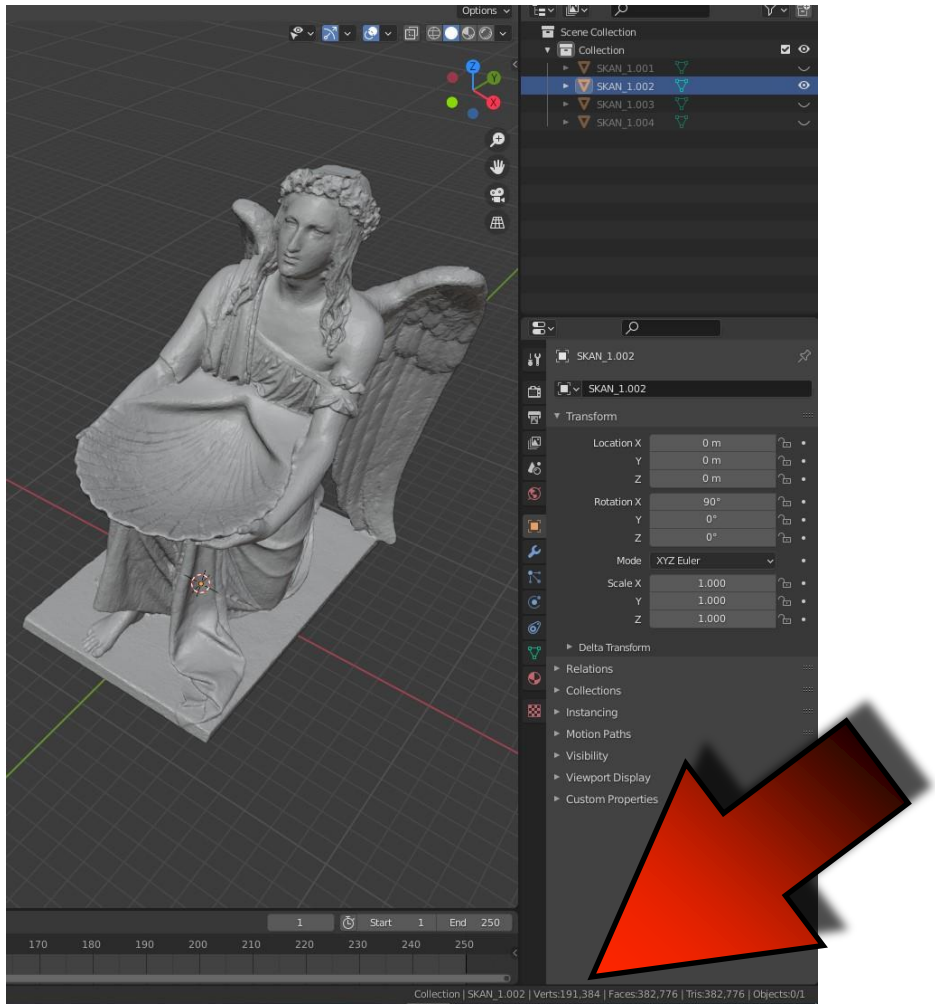


ENABLE AND SELECT SECOND MODEL VISIBILITY



SEE HOW MANY WALLS THE MODEL HAS

FACES: 382776



THIS MODEL IS NOT SUITABLE FOR THE GAME

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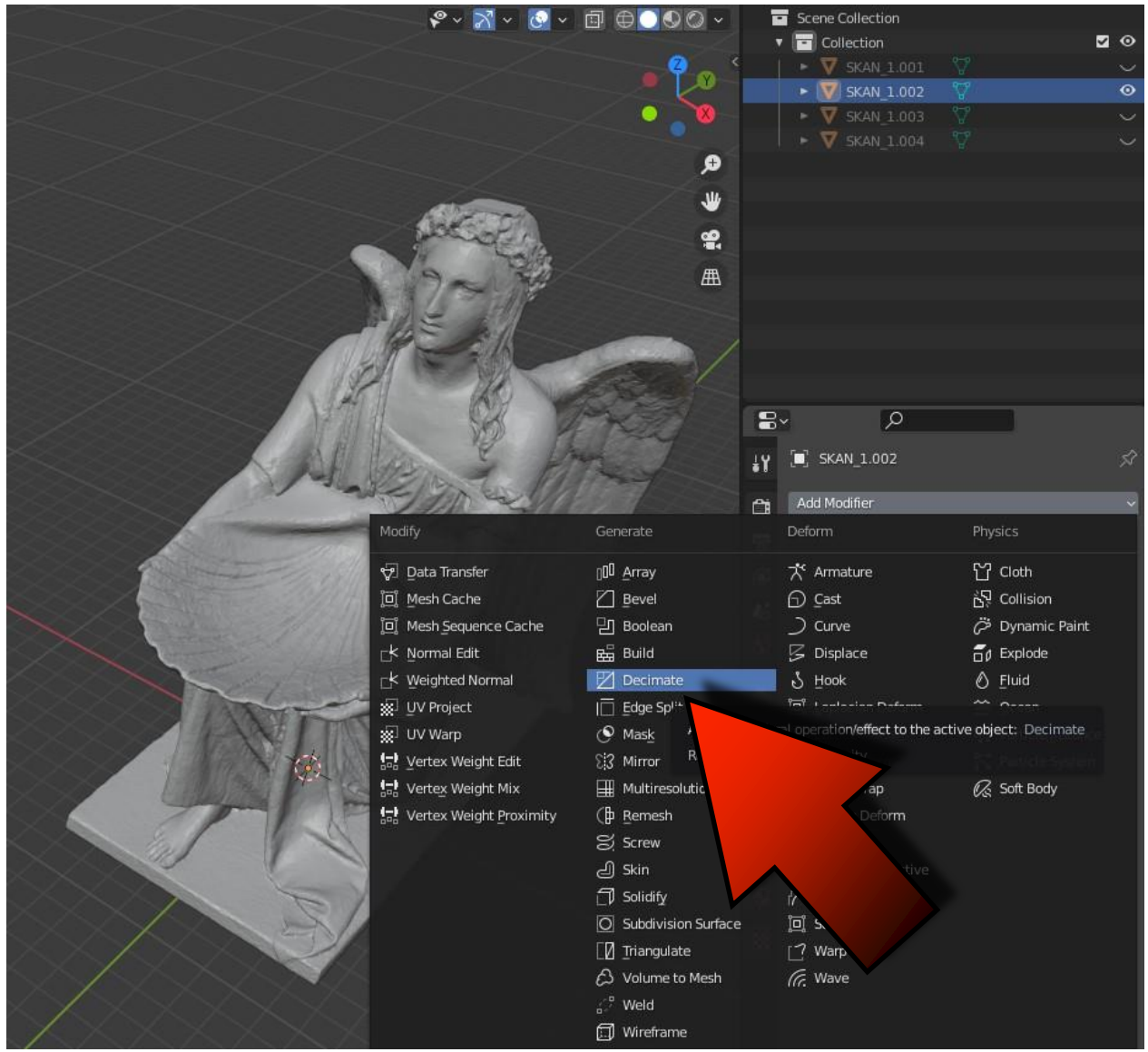
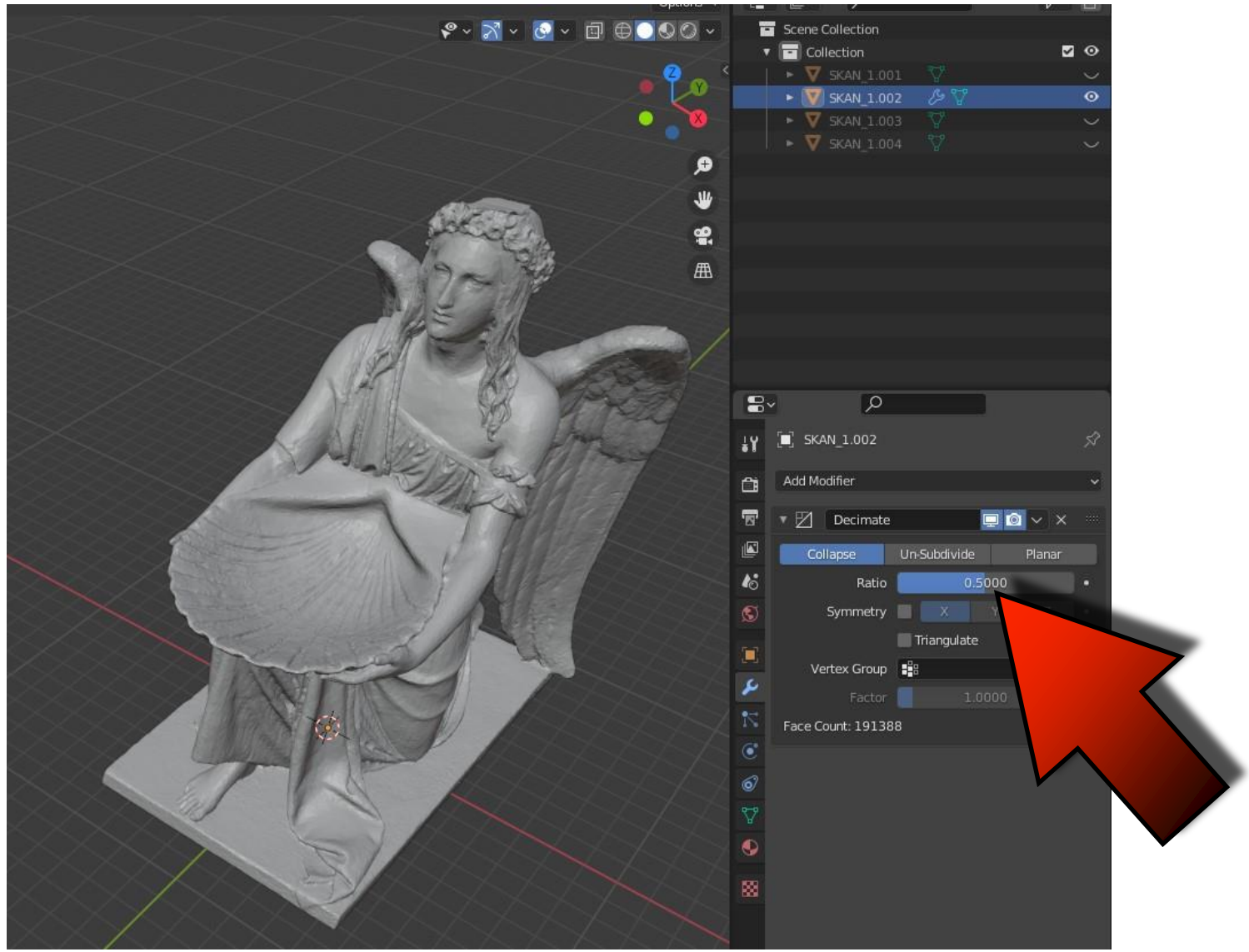
ADD DECIMATE MODIFIER



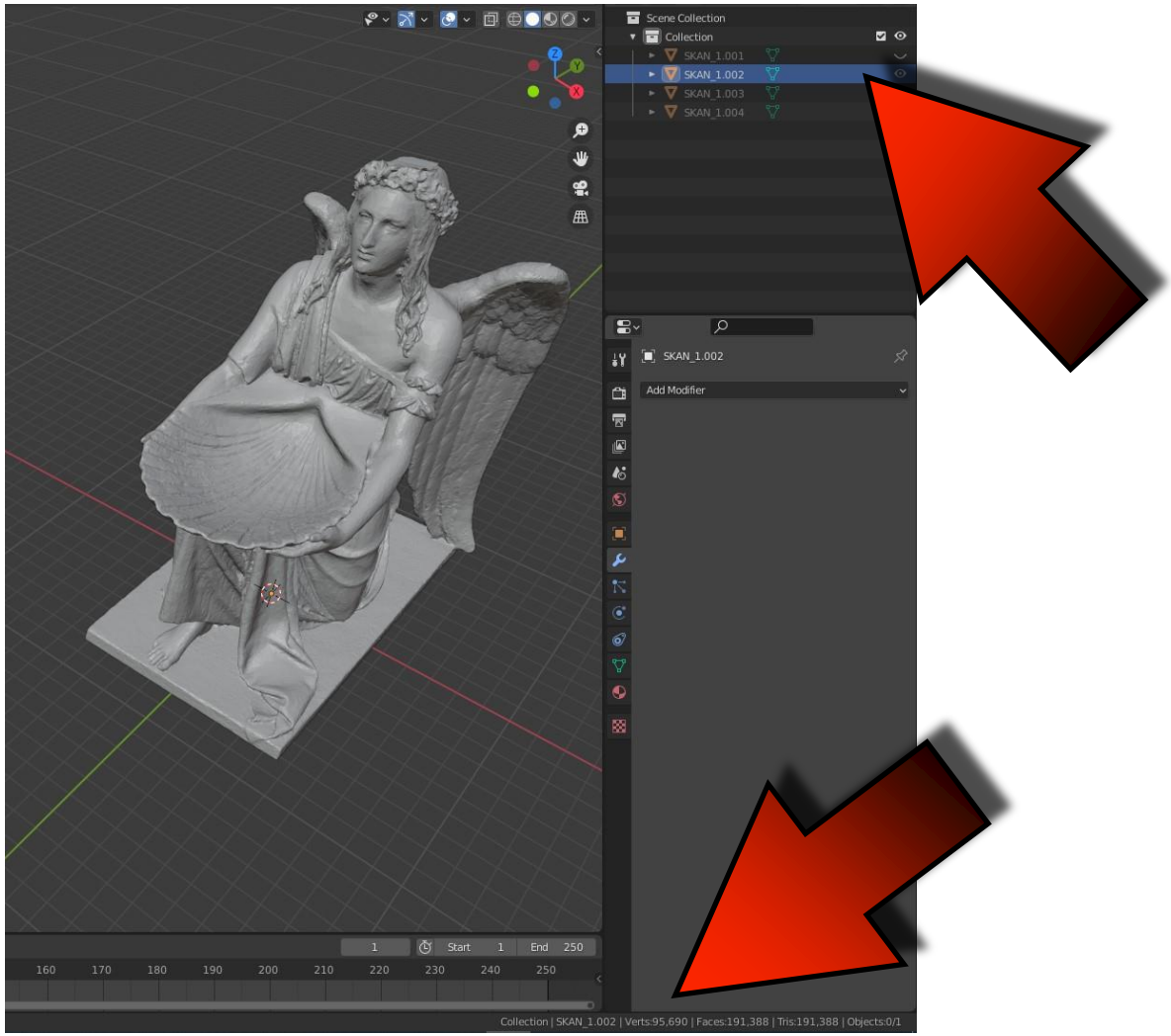
3D SCAN - FROM BLENDER TO UNITY

SET RATIO TO 0.5

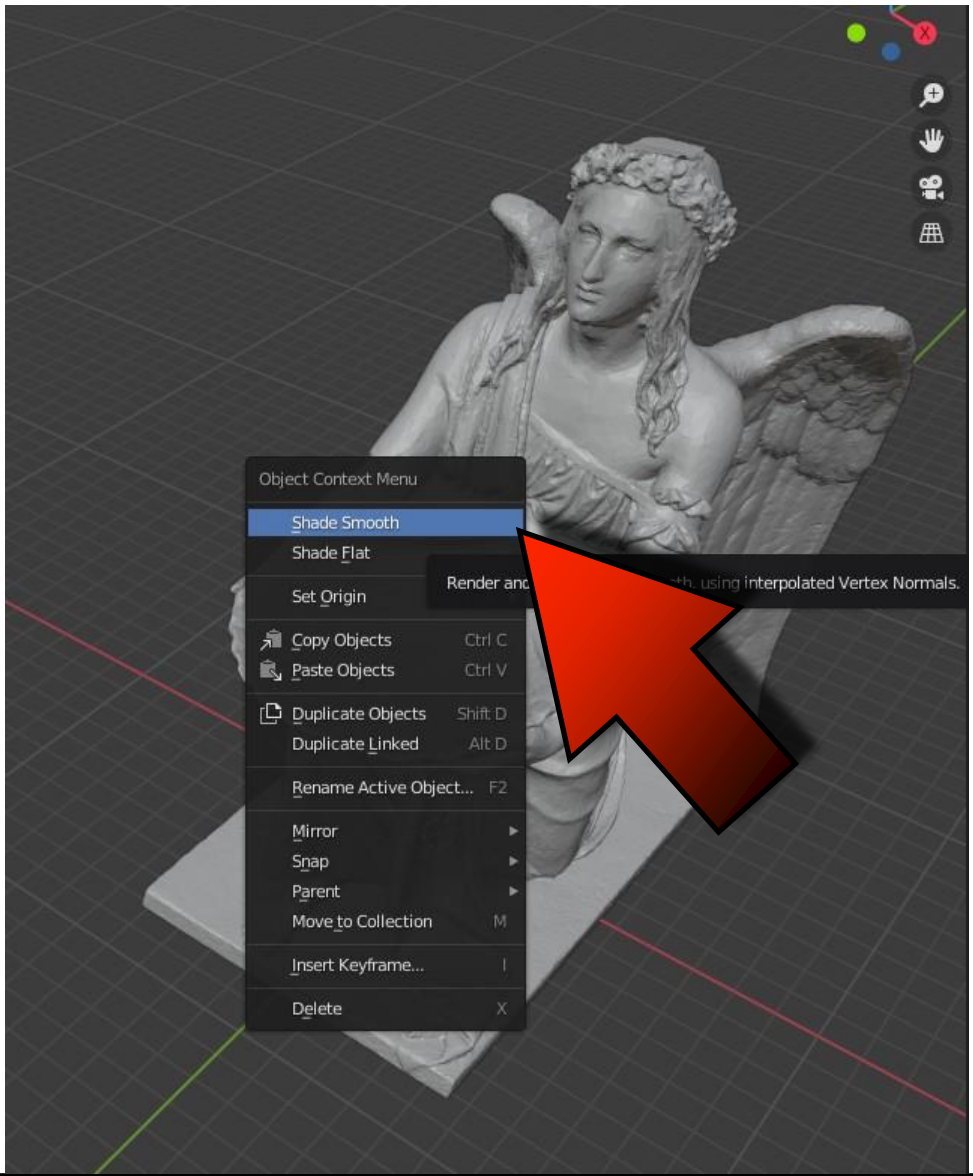


SEE HOW MANY WALLS THE MODEL HAS NOW

FACES: 191388

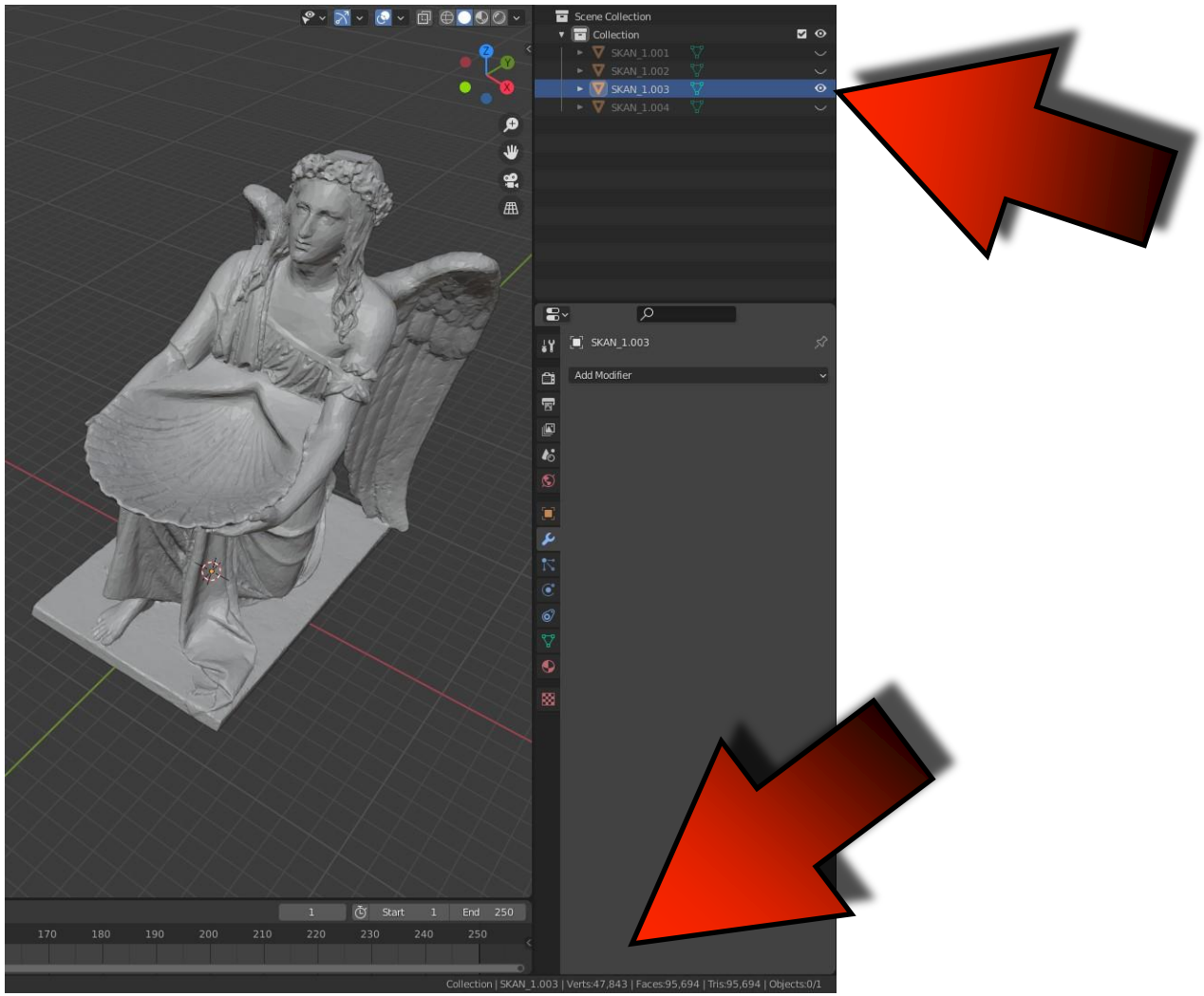


YOU CAN SMOOTH THE MODEL



THIRD MODEL

FACES: 95694



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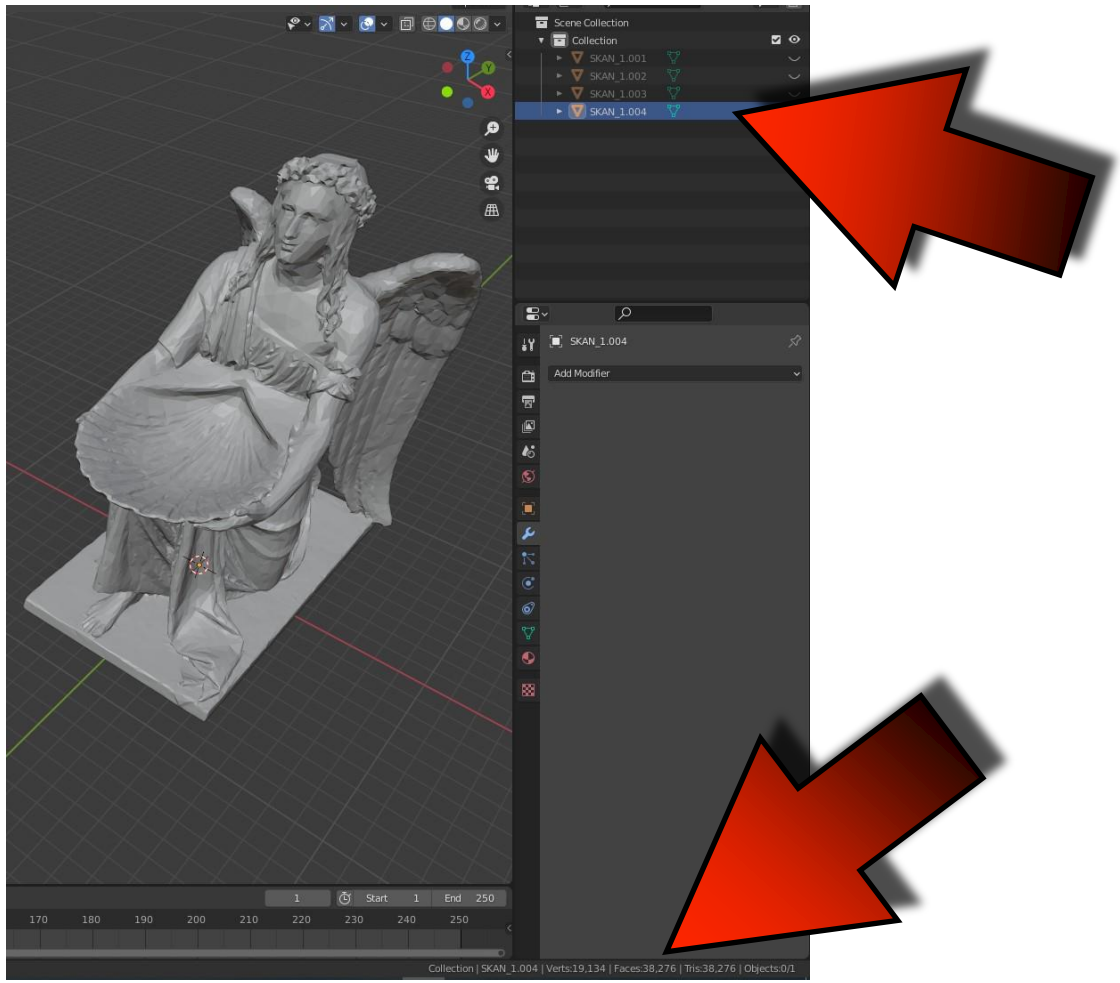
FOURTH MODEL

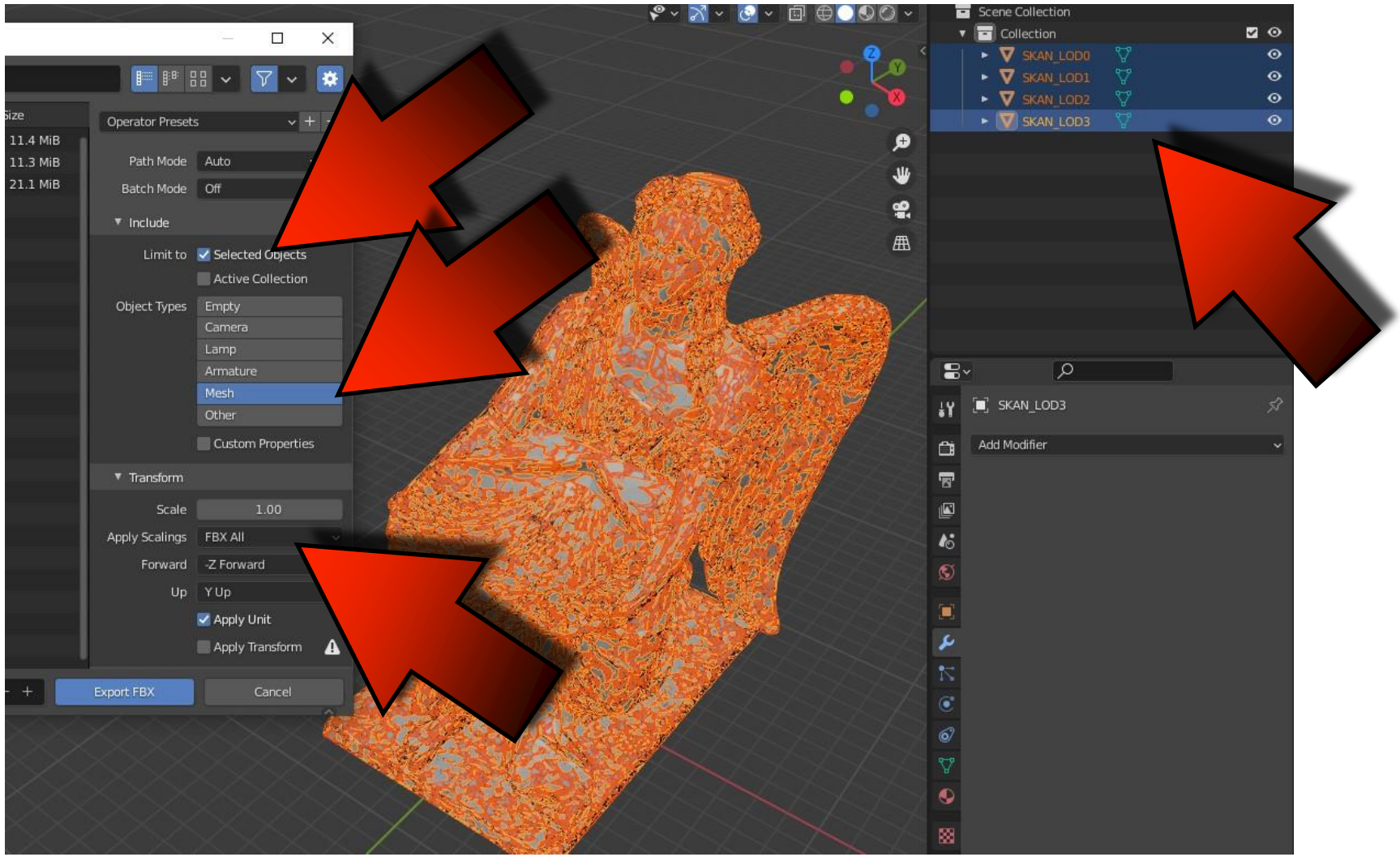
FACES: 38276



3D SCAN - FROM BLENDER TO UNITY

CHANGE NAMES AS PATTERN

SELECT ALL
AND EXPORT CORRECTLY TO FBX



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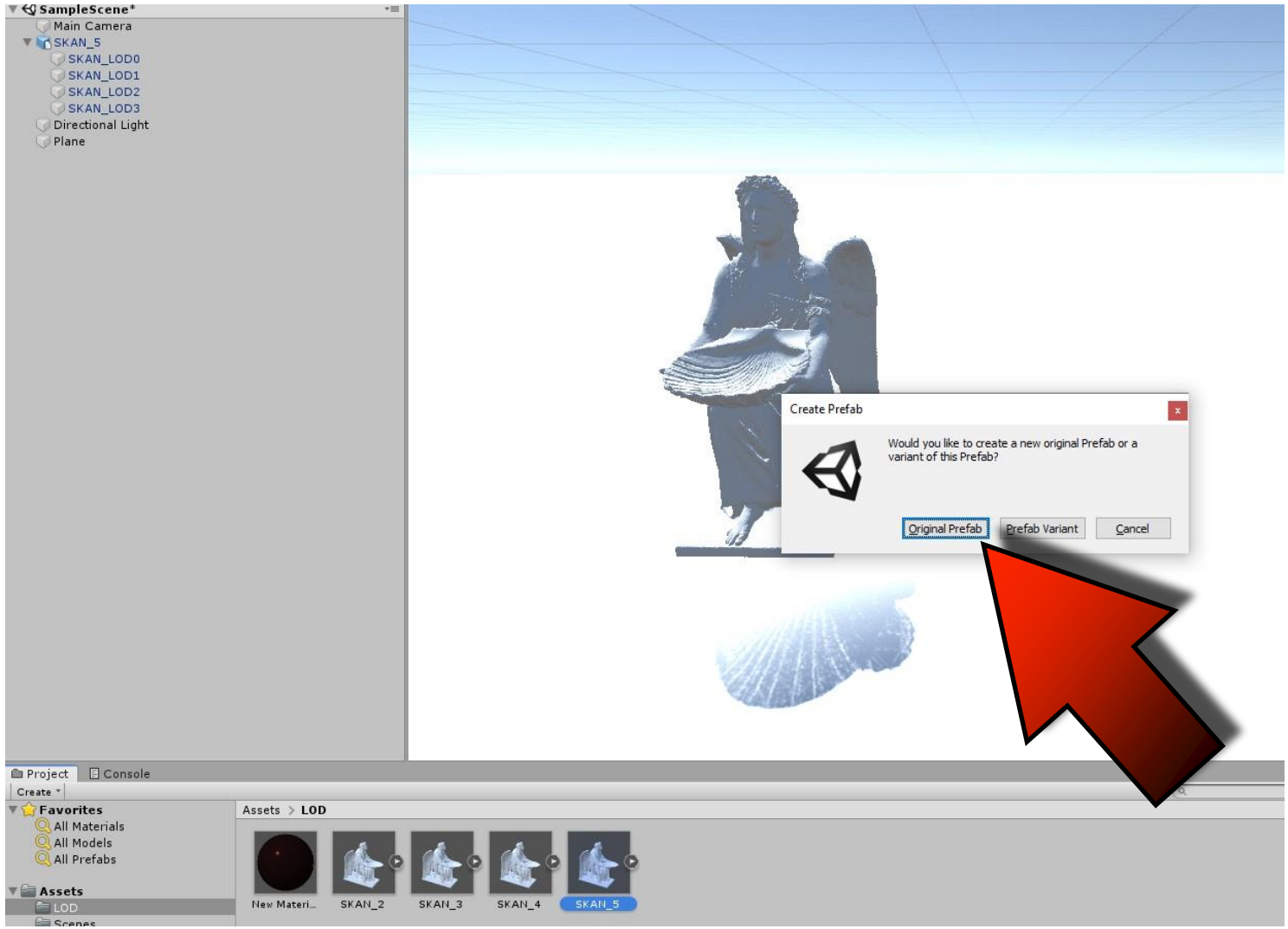
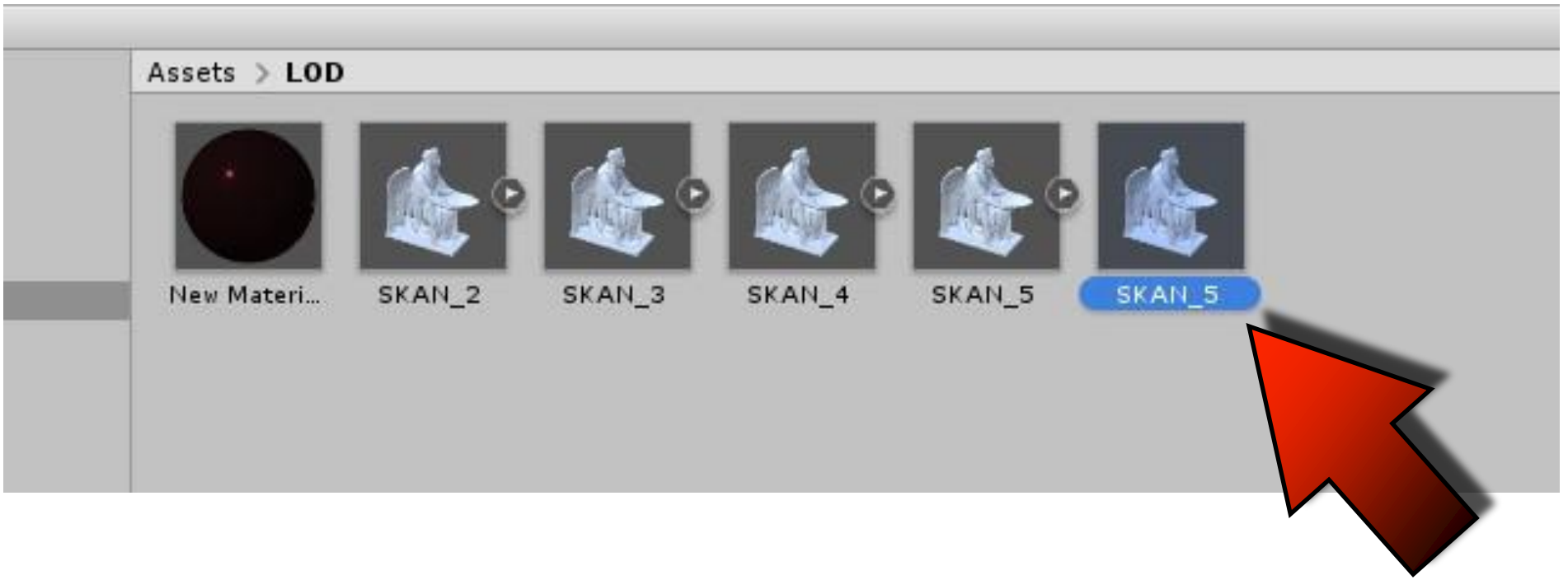
TRANSFER TO UNITY AND MAKE A PREFAB



DOUBLE CLICKON THE PREFAB YOU HAVE CREATED



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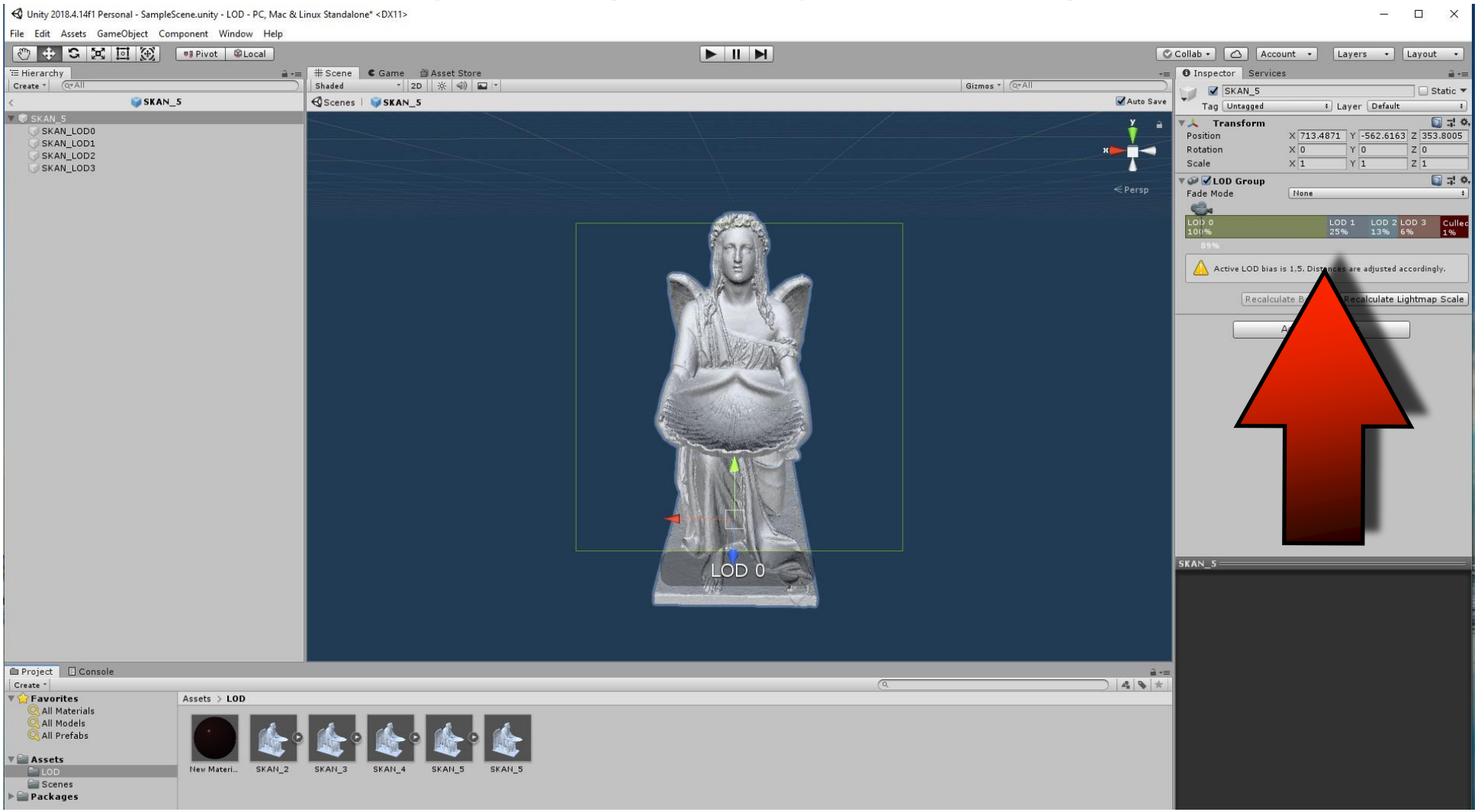
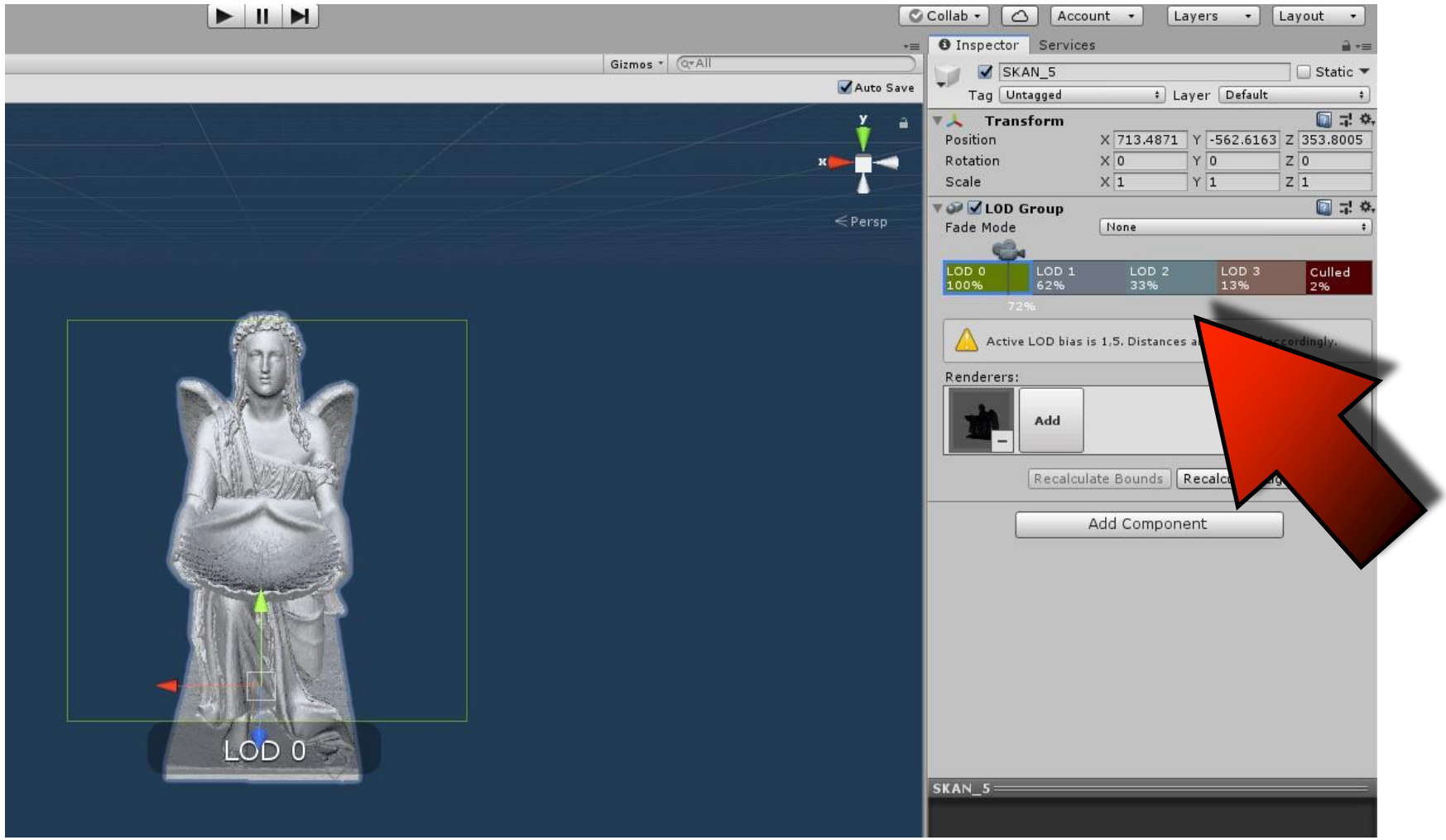
YOU WILL SEE

THE GRAPHICS SETTINGS DEPENDING ON THE DISTANCE FROM THE CAMERA

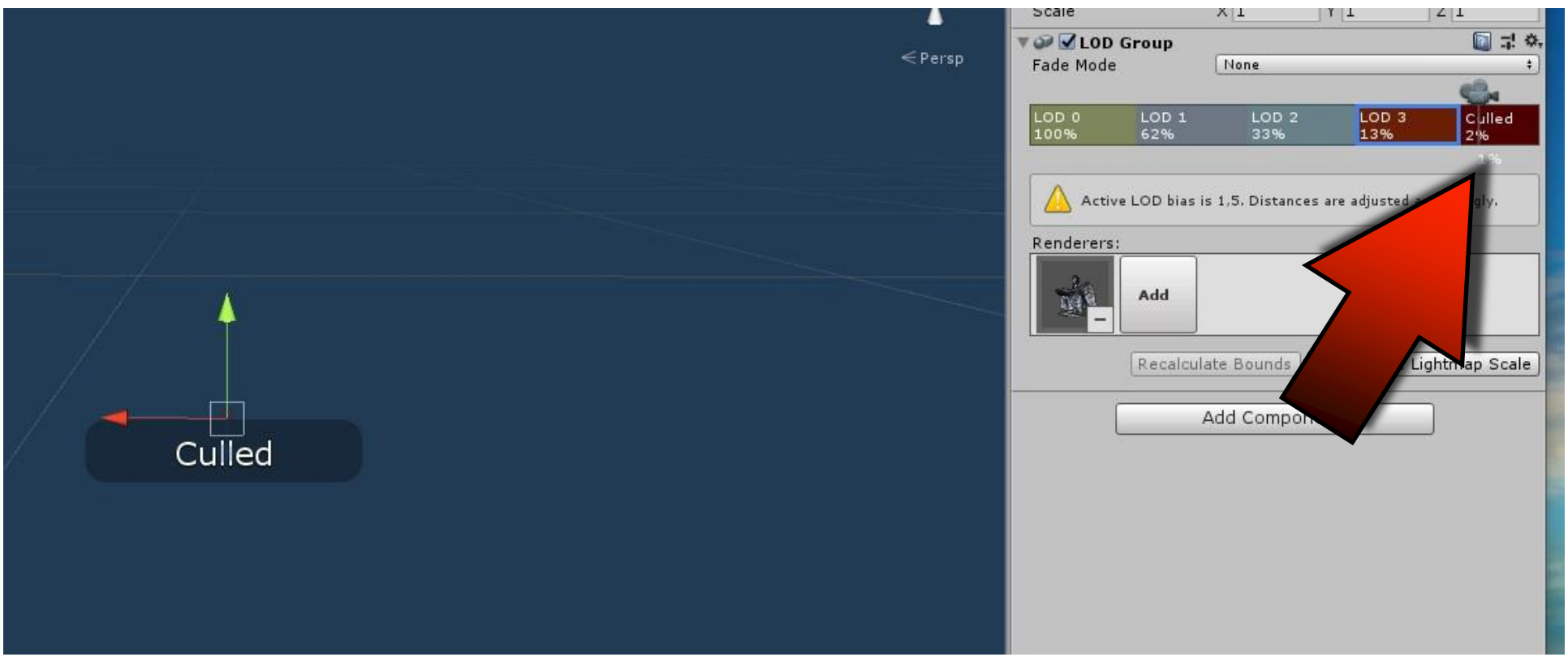


3D SCAN - FROM BLENDER TO UNITY

WE CAN CHANGE THE DISTANCE



CULLED WILL COMPLETELY TURN OFF THE VISIBILITY OF THE MODEL



THANK YOU FOR YOUR ATTENTION

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