

STAR WARS



**Co-funded by
the European Union**



2024-1-PL01-KA220-VET-000243150

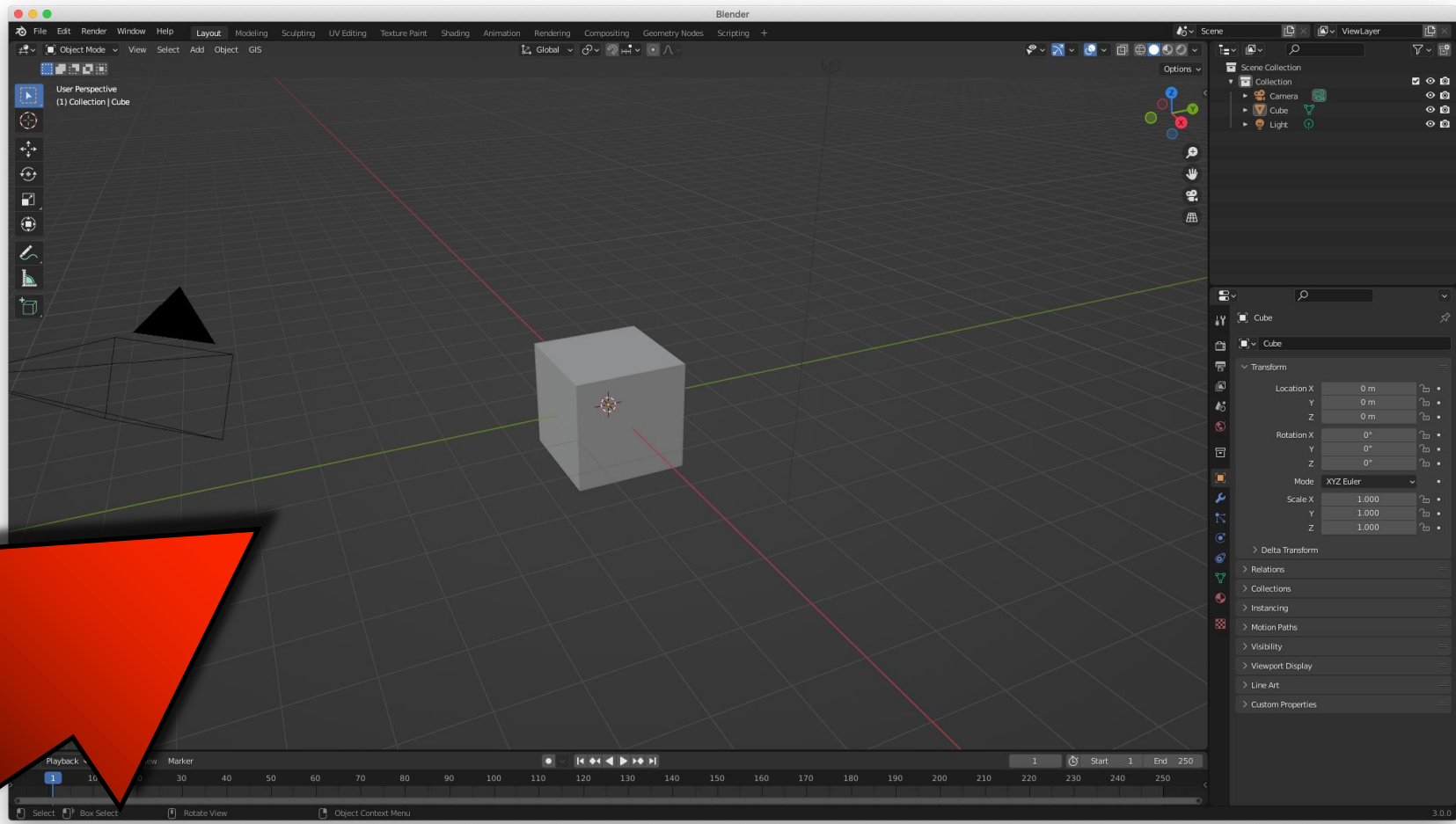


POWER OF AR AND VR



START

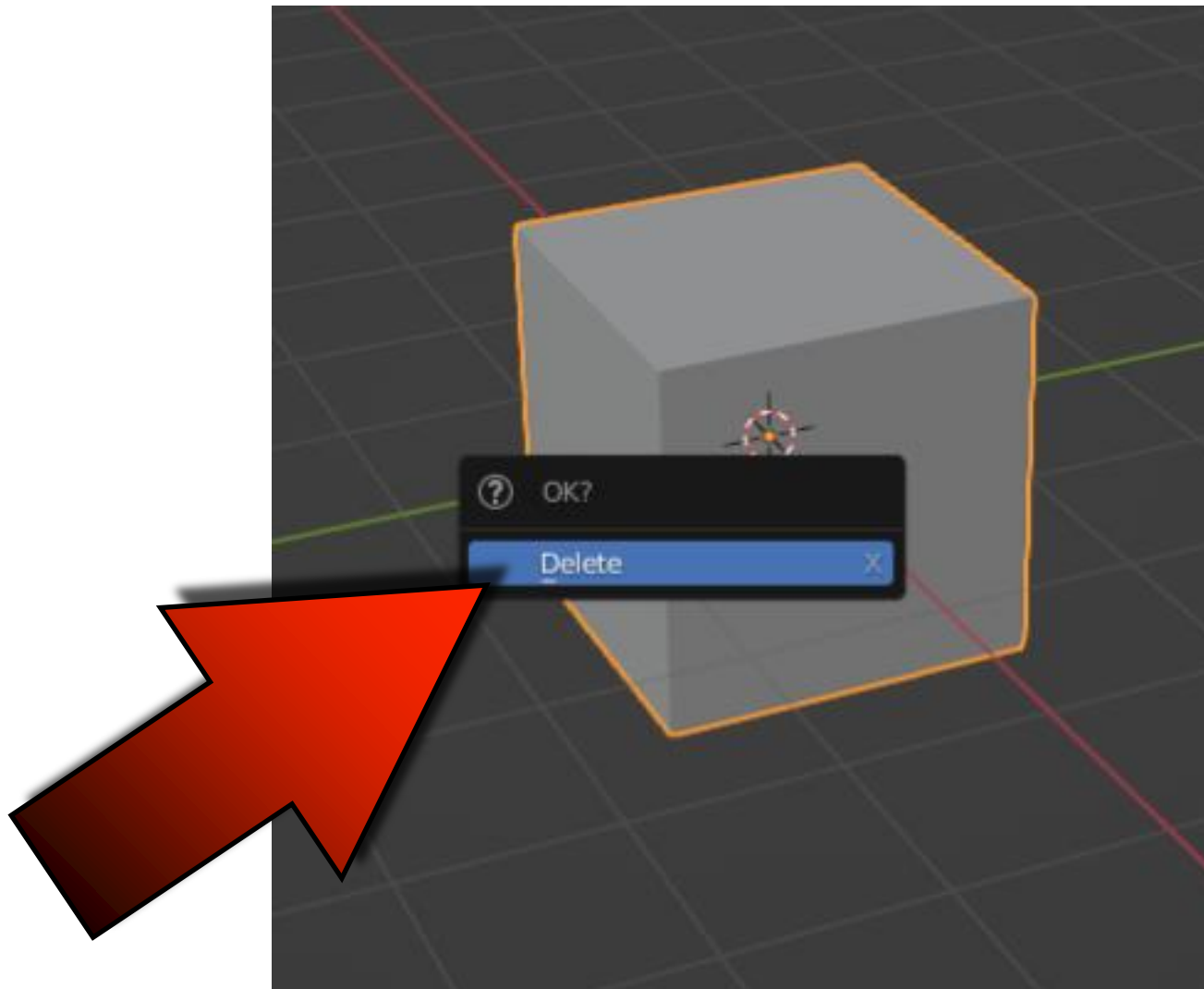
THE BLENDER PROGRAM



STAR WARS

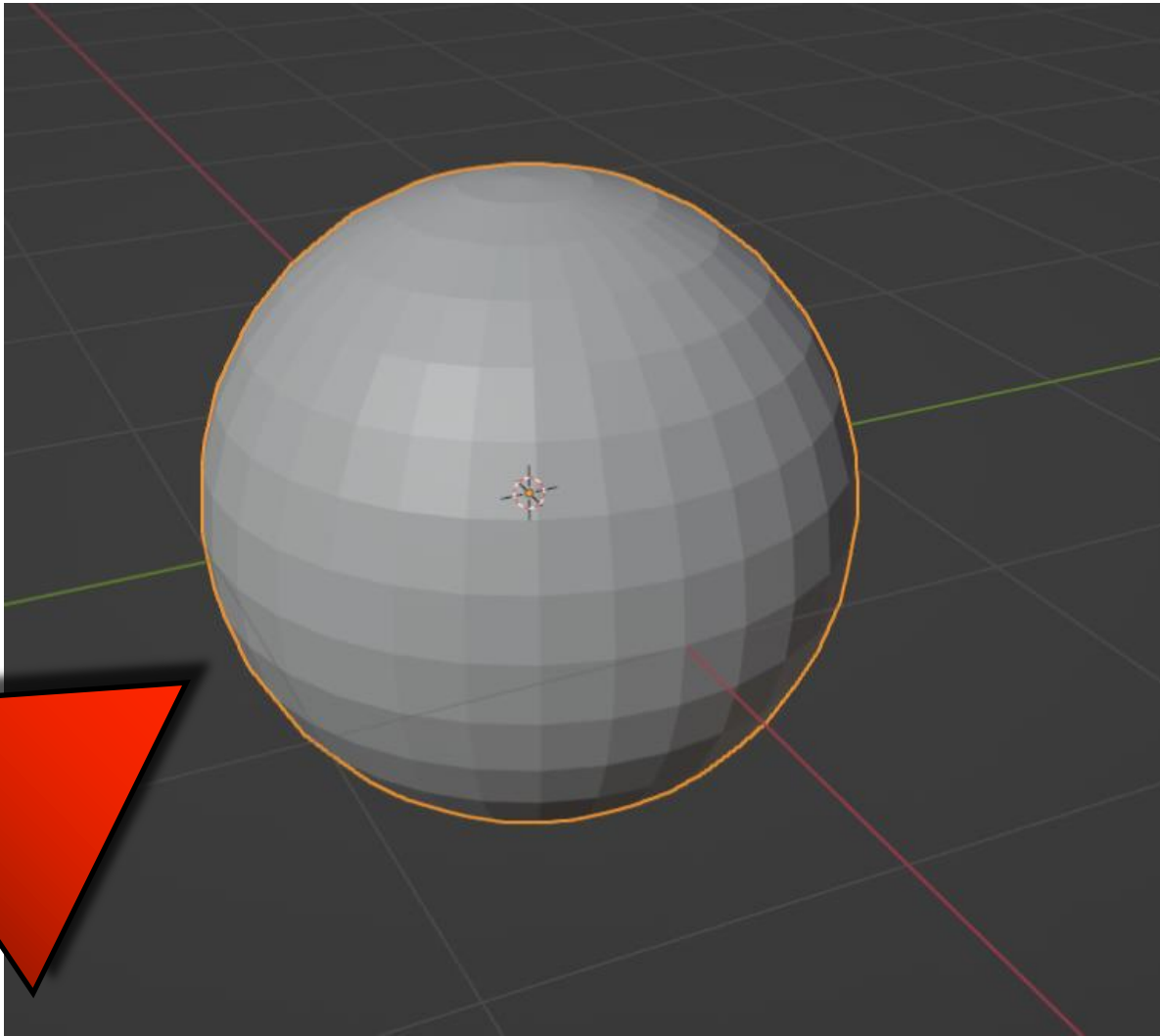
POWER OF AR AND VR

DELETE CUBE



STAR WARS

INSERT **SPHERE**



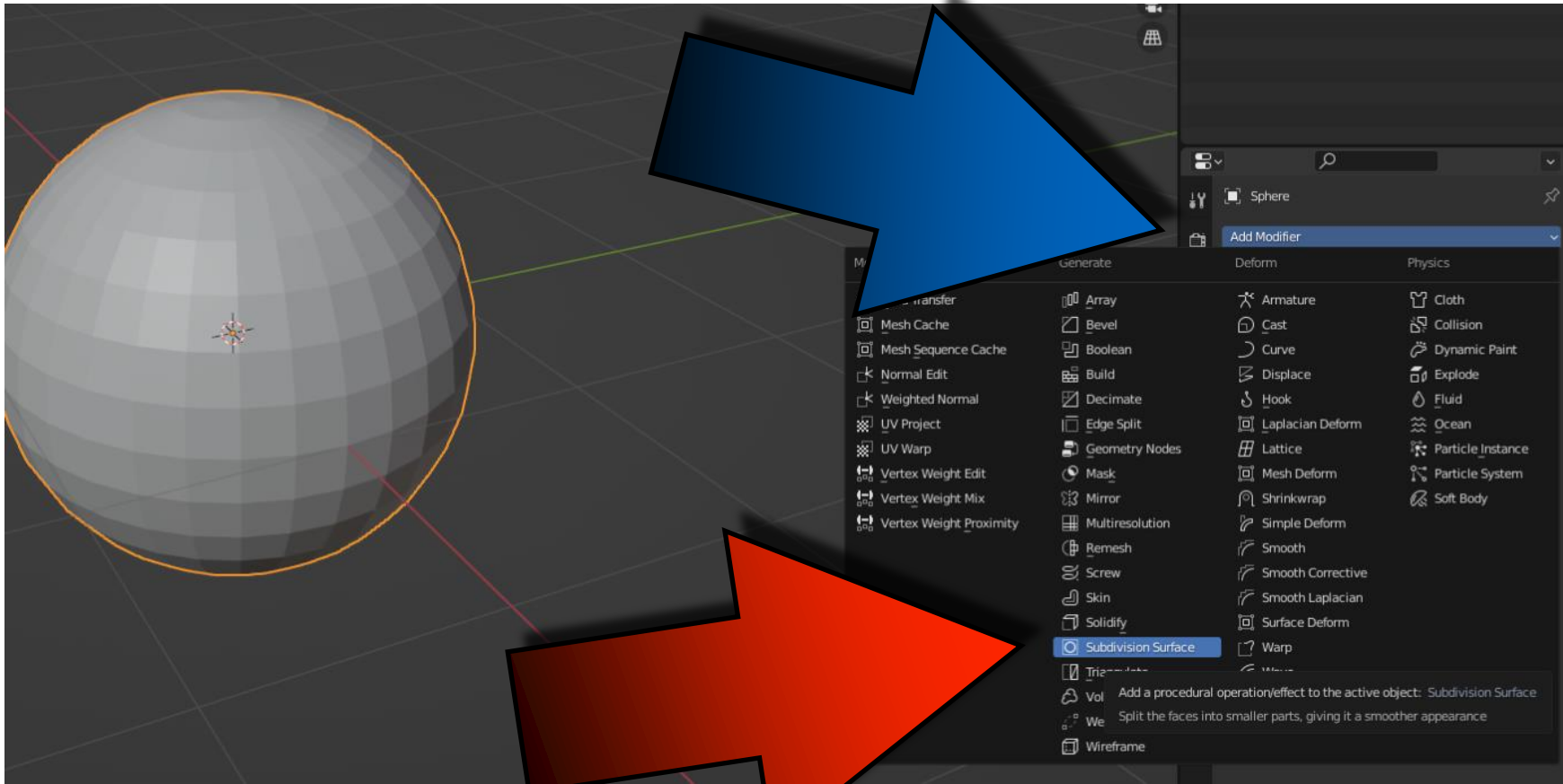
STAR WARS



POWER OF AR AND VR

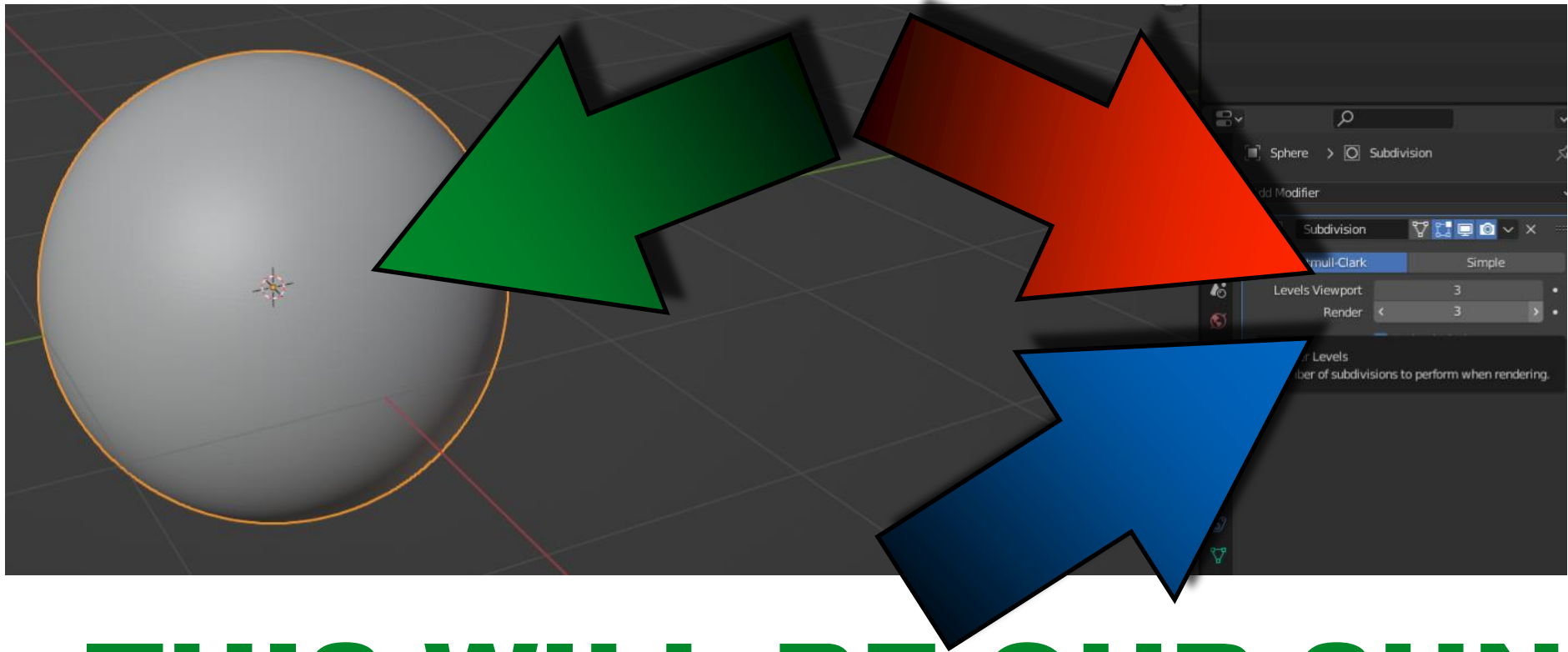


ADD SUBDIVISION SURFACE MODIFIER



STAR WARS

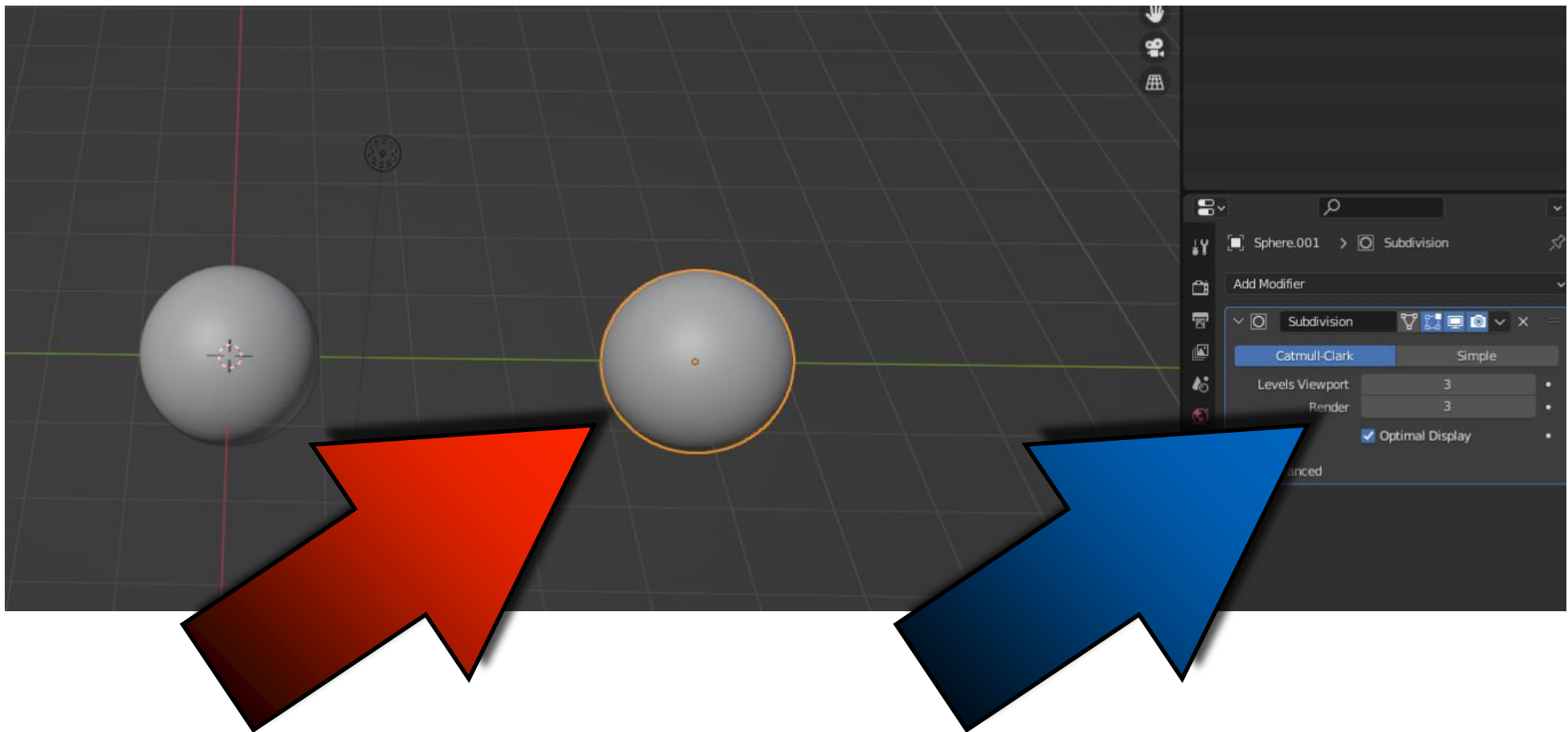
SET LEVELS VIEWPORT AND RENDER ON 3



THIS WILL BE OUR SUN

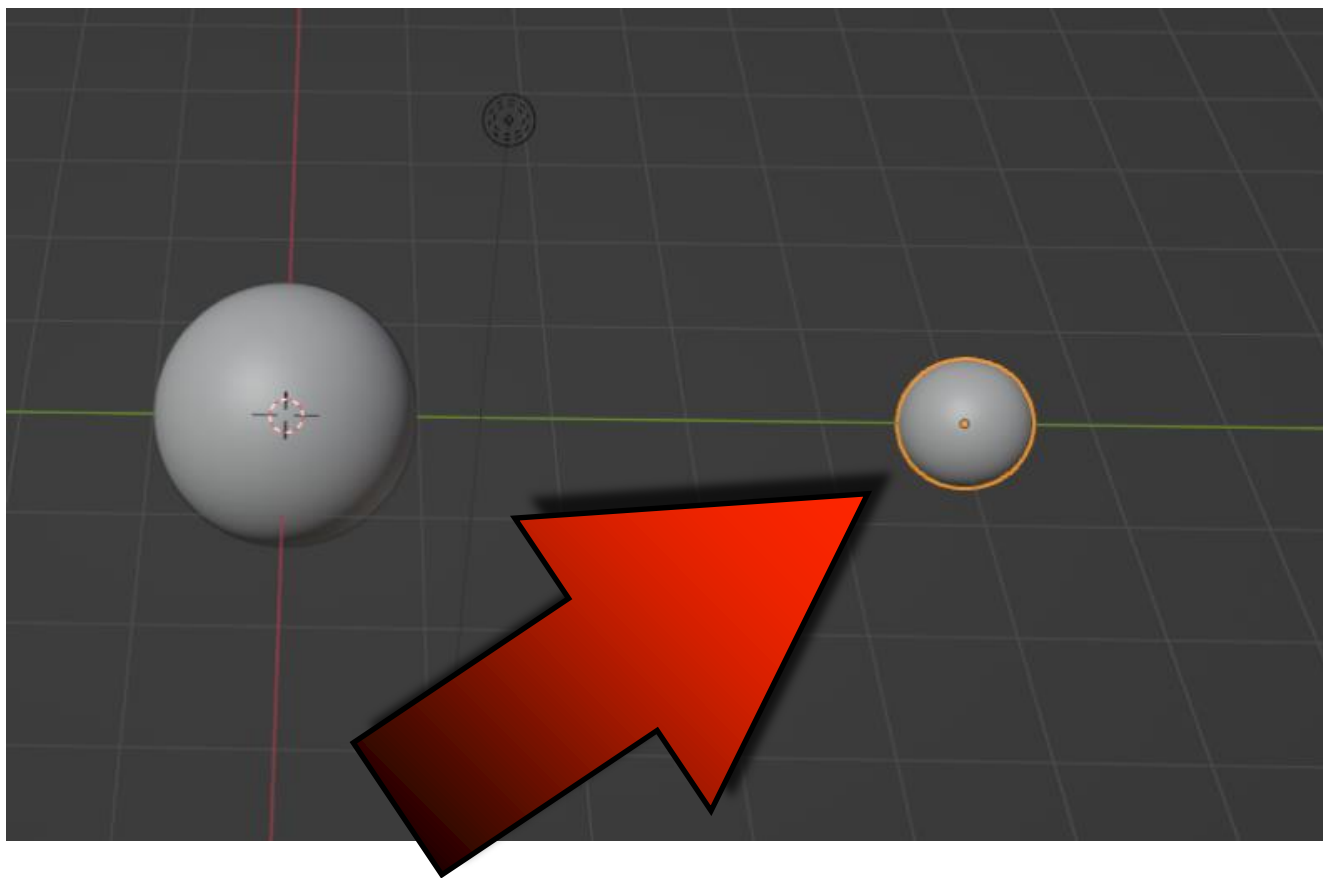
STAR WARS

INSERT A **SECOND SPHERE** AND GIVE **THE SAME SETTINGS**



STAR WARS

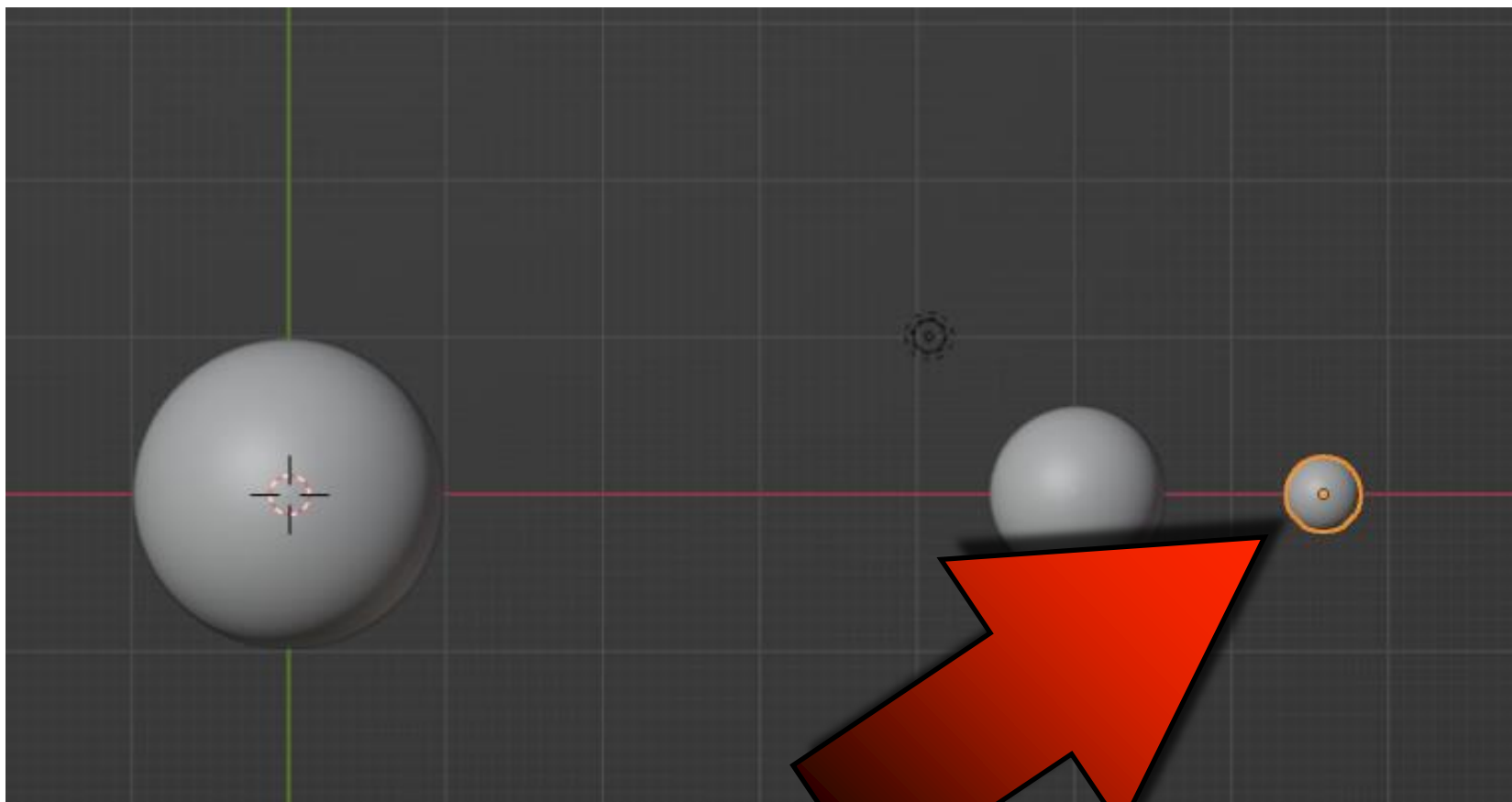
SCALE IT



THIS WILL BE OUR EARTH

STAR WARS

IN THE SAME WAY ADD A **THIRD**

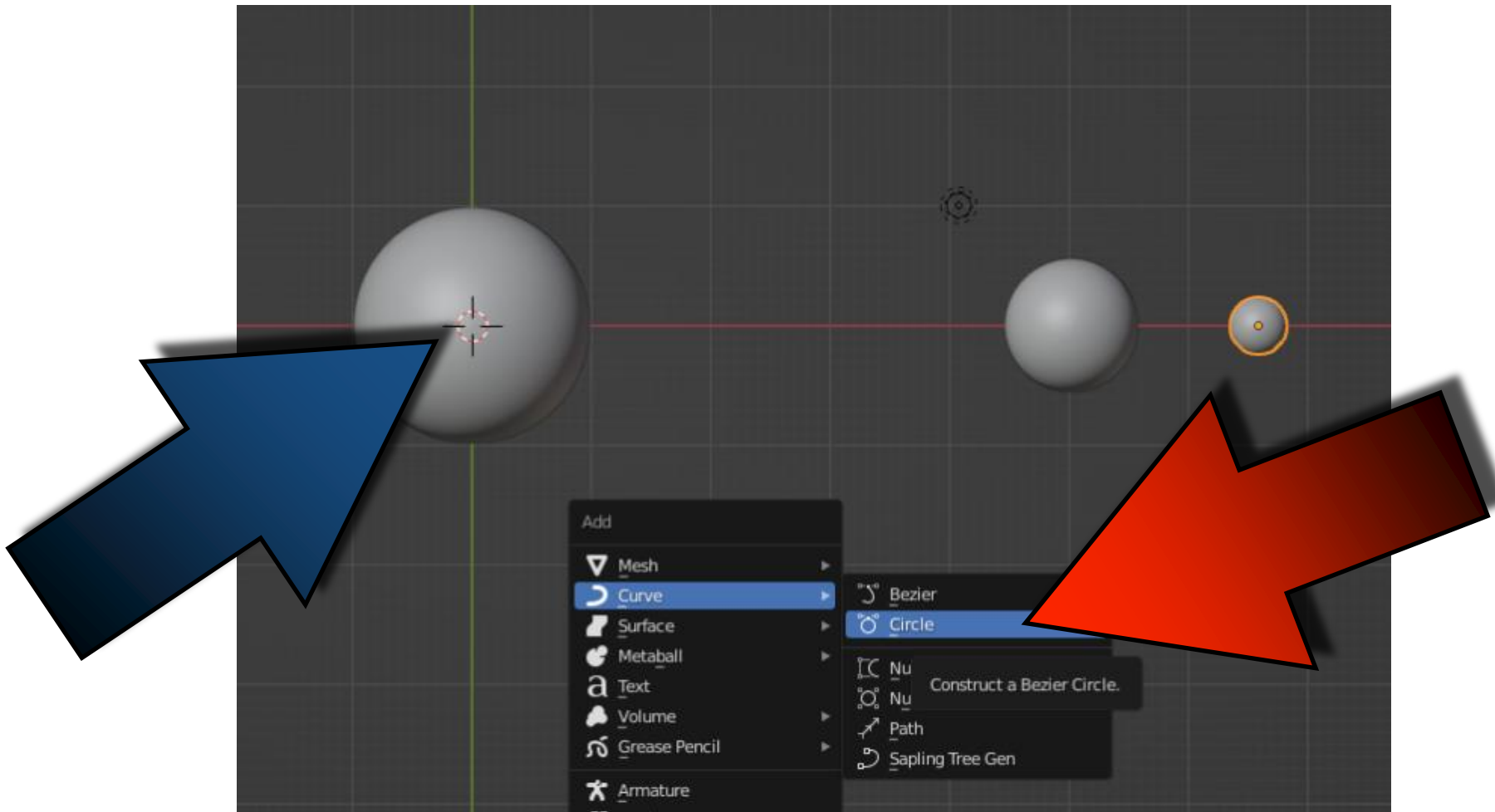


THIS WILL BE OUR MOON

STAR WARS

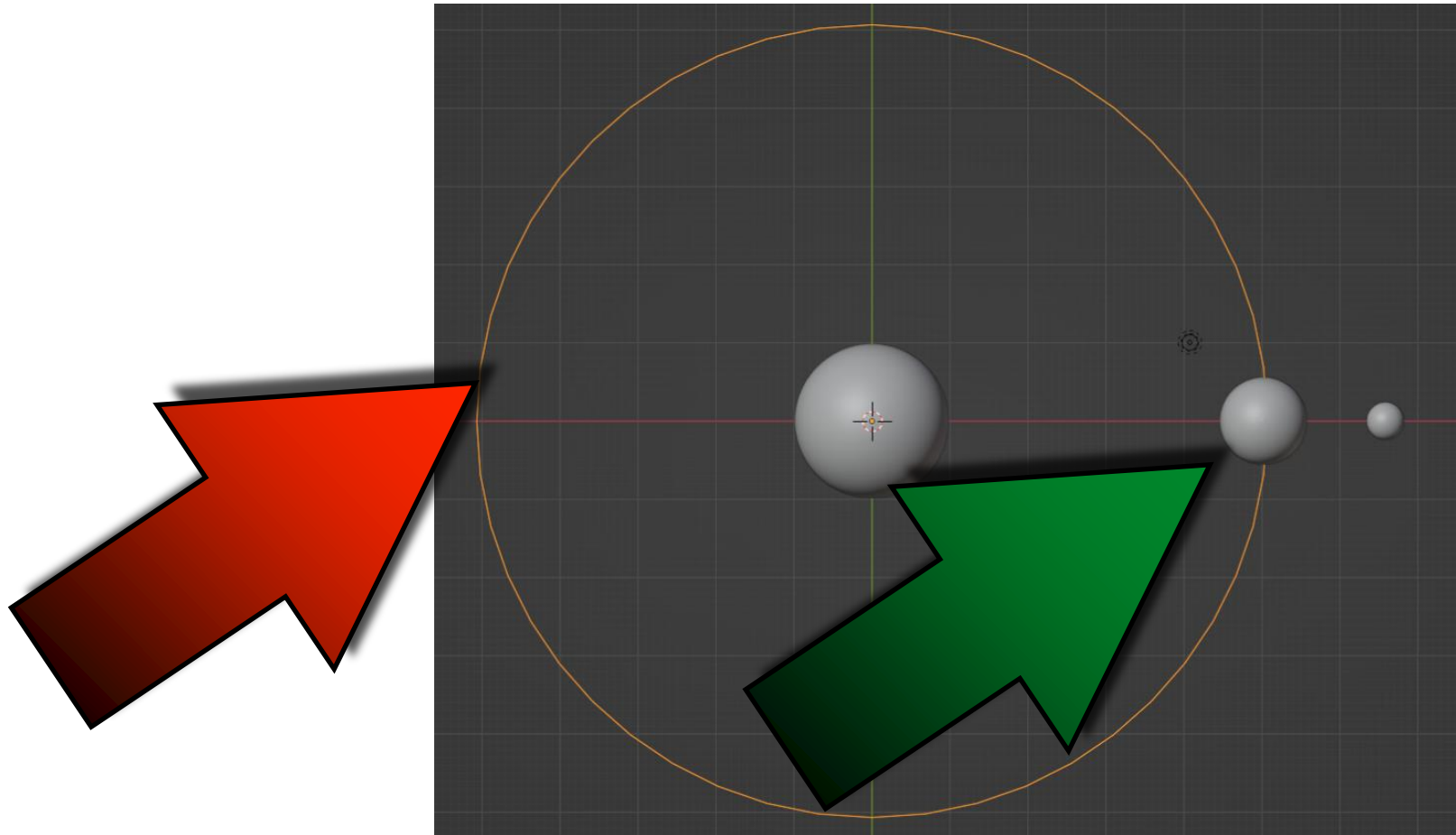
POWER OF AR AND VR

INSERT **CIRCLE** CURVE



STAR WARS

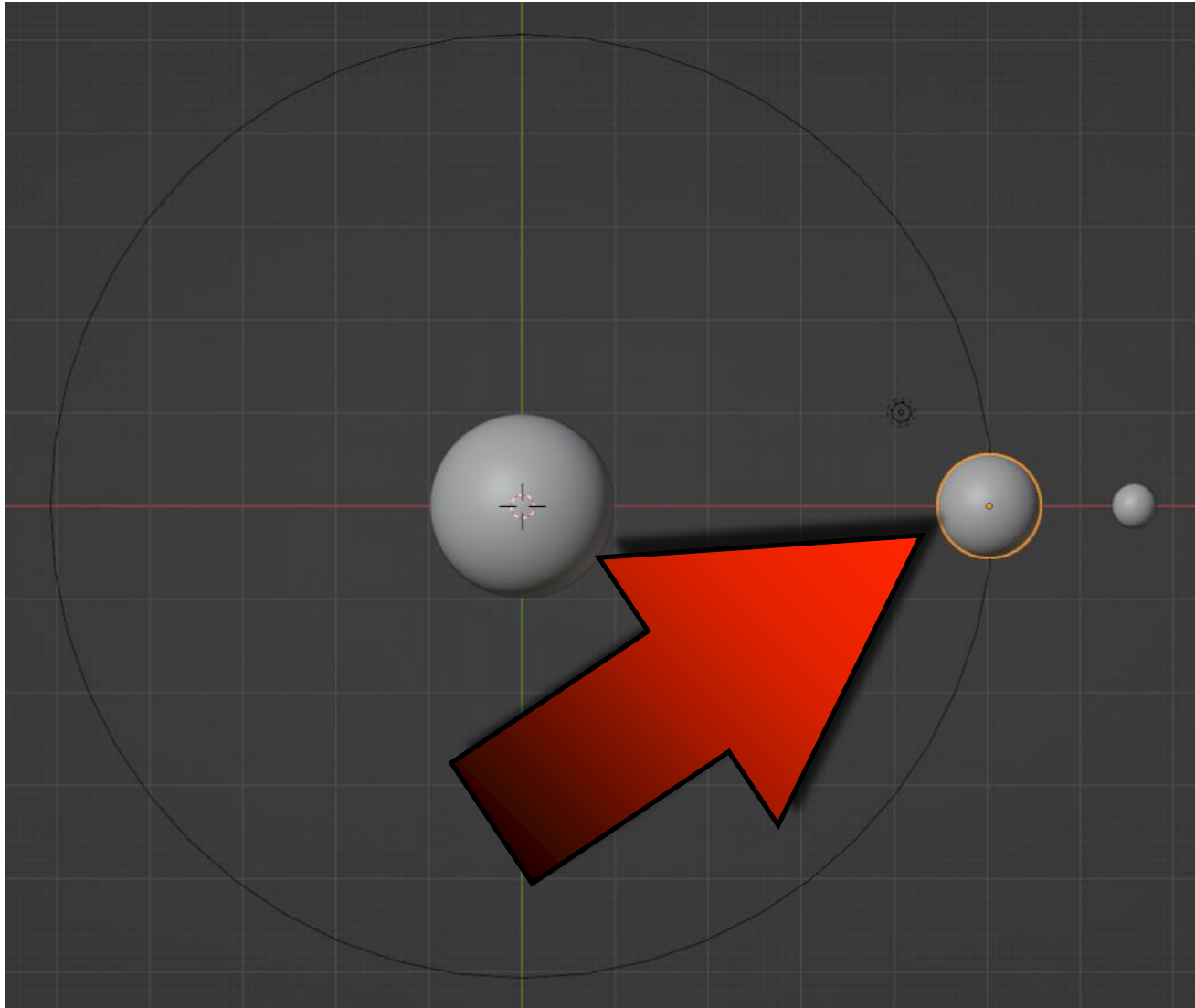
SCALE IT



THIS WILL BE THE ORBIT OF THE EARTH

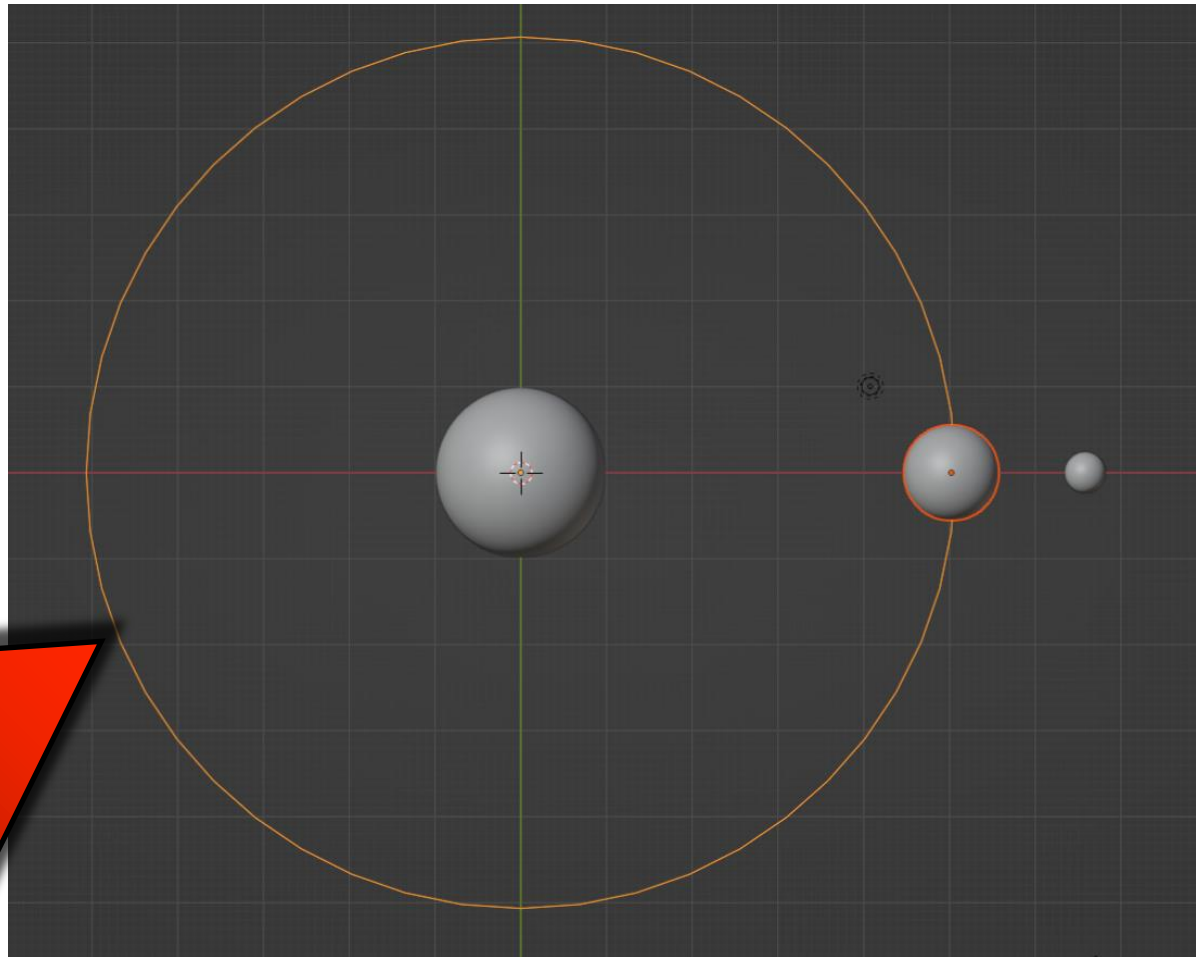
STAR WARS

SELECT THE EARTH

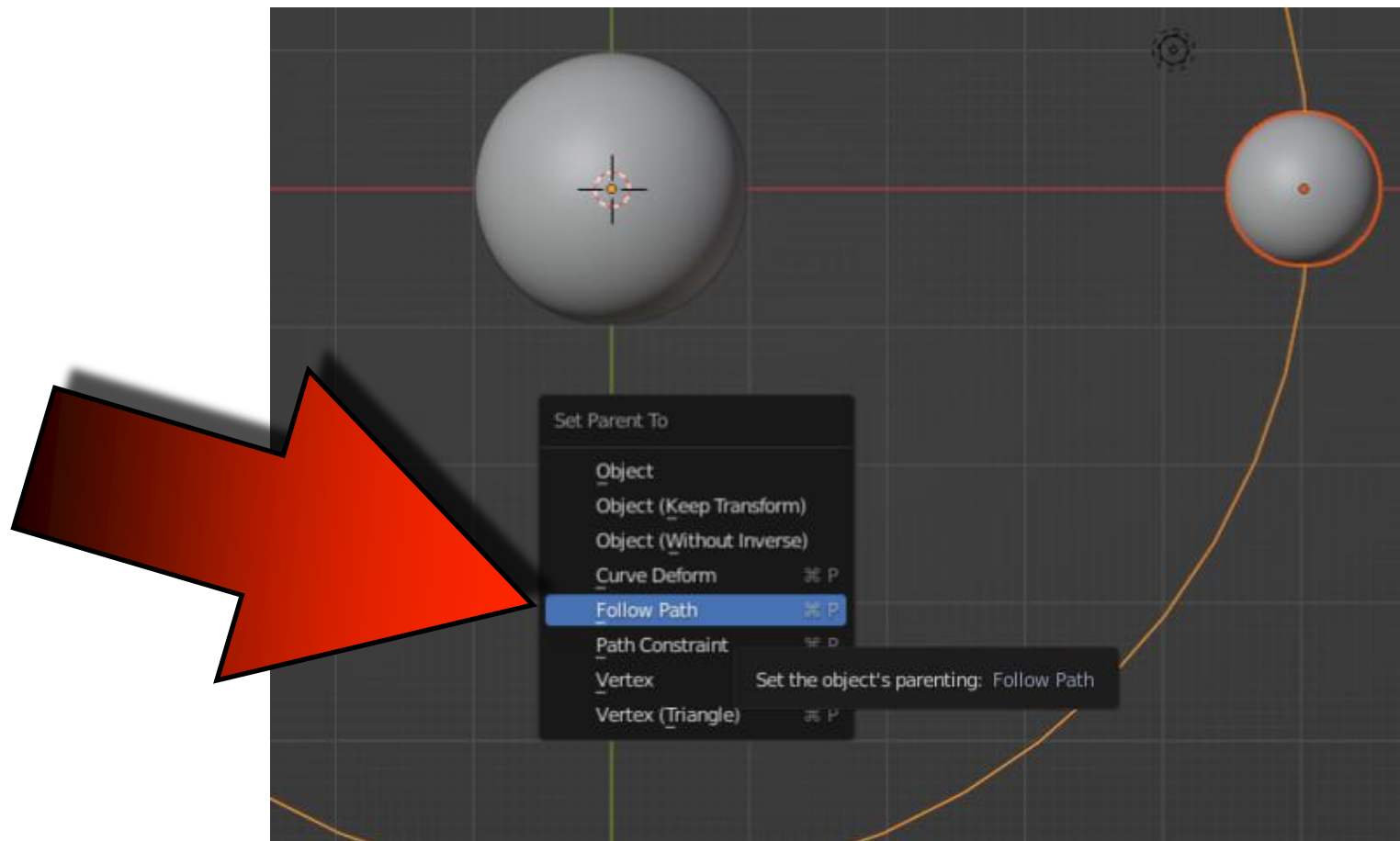


STAR WARS

**WITH THE SHIFT KEY PRESSED
SELECT THE ORBIT OF THE EARTH**



PRESS **CTRL + P** AND CHOOSE **FOLLOW PATH**





POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/MHKTDKyQYVY>

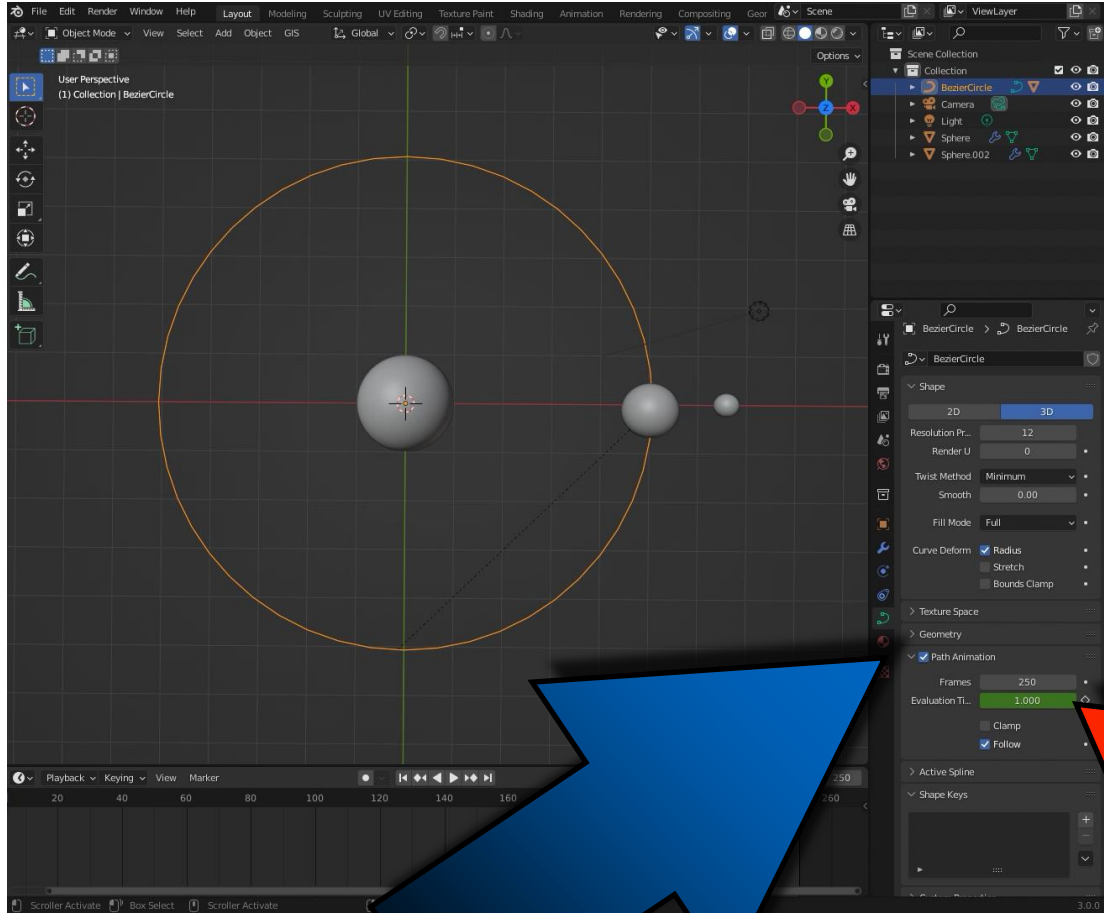
STAR WARS



POWER OF AR AND VR



CHANGE PATH ANIMATION/FRAMES TO 250



STAR WARS



POWER OF AR AND VR



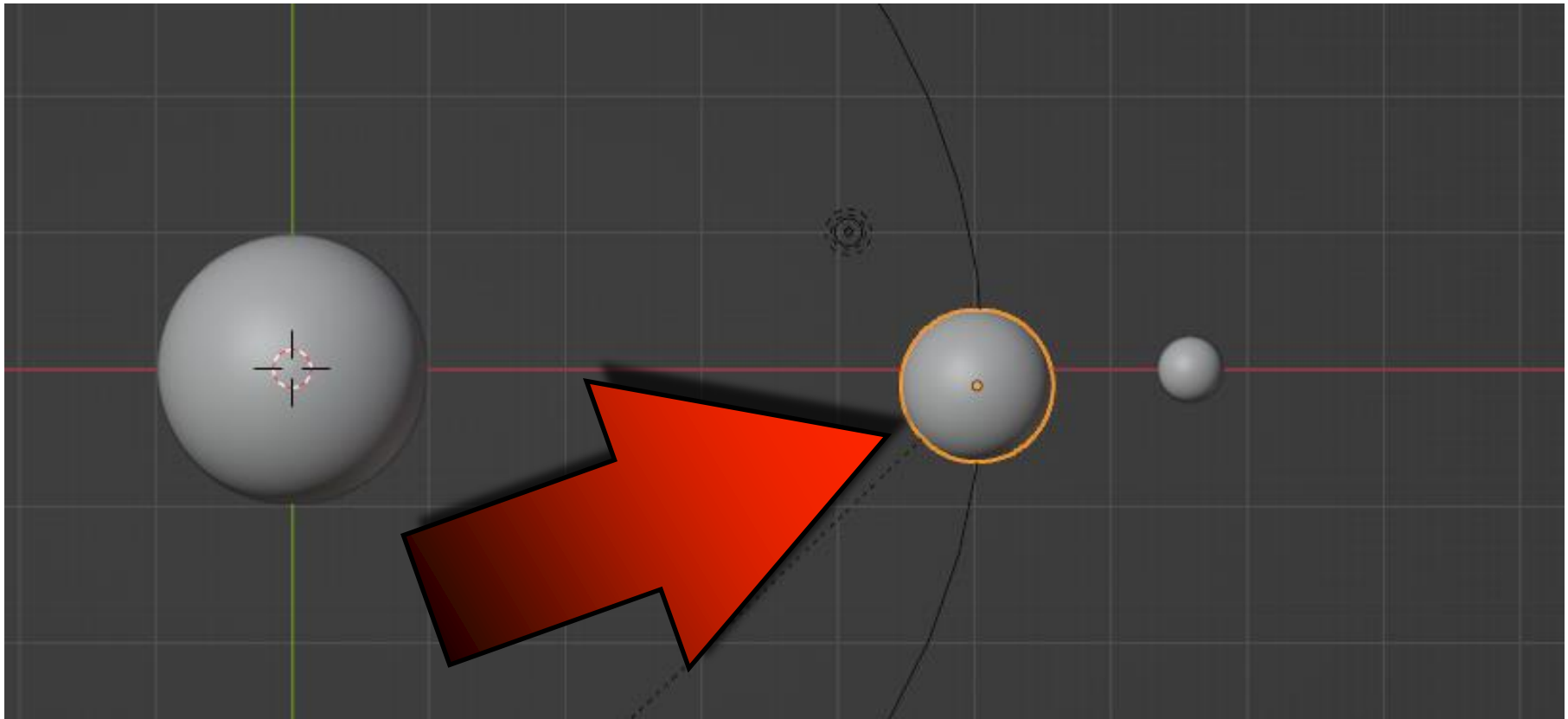
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



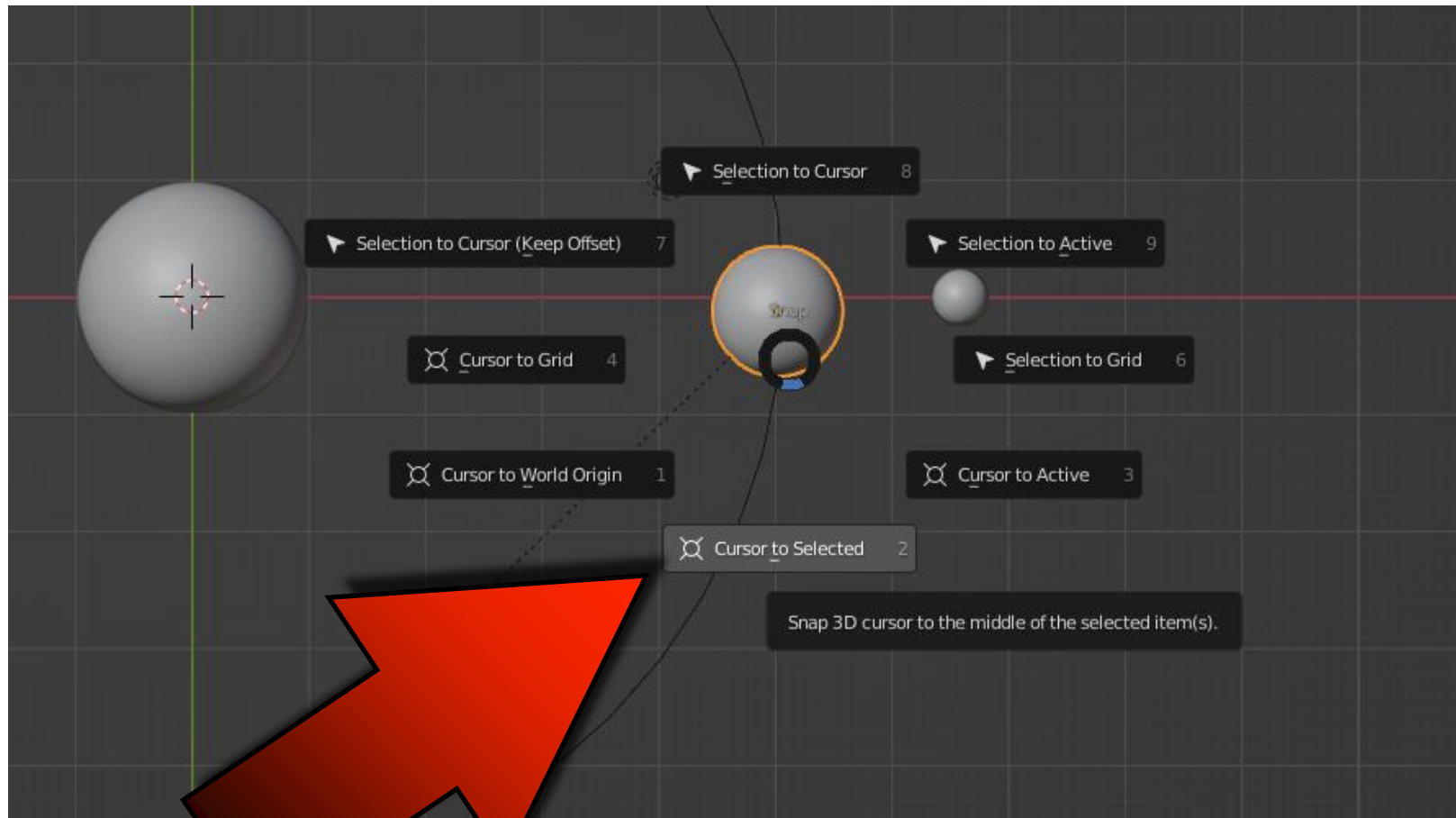
<https://youtu.be/XhH97qJNDB8>

STAR WARS

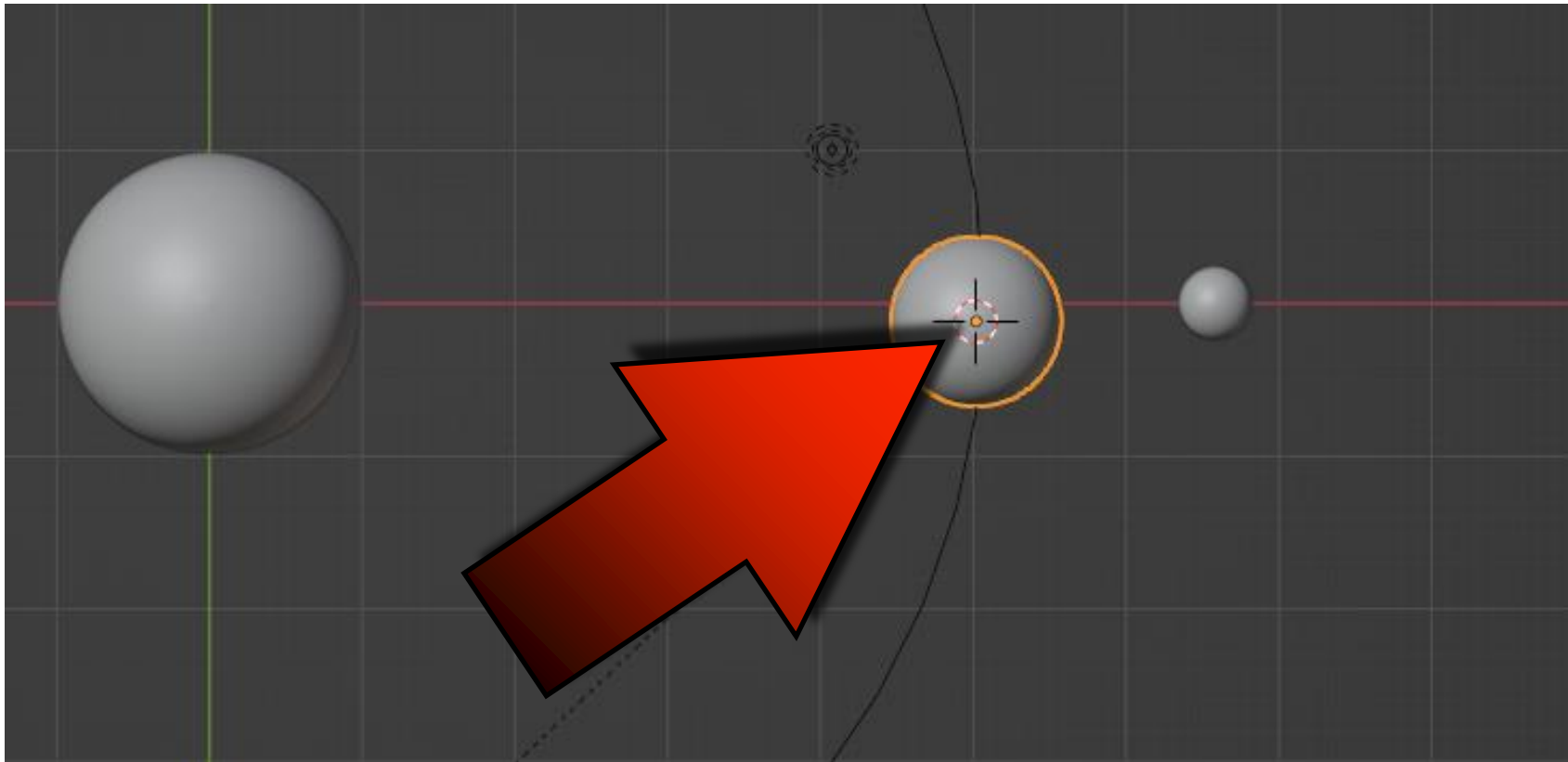
SELECT THE EARTH



PRESS **SHIFT + S** AND CHOOSE **CURSOR TO SELECTED**

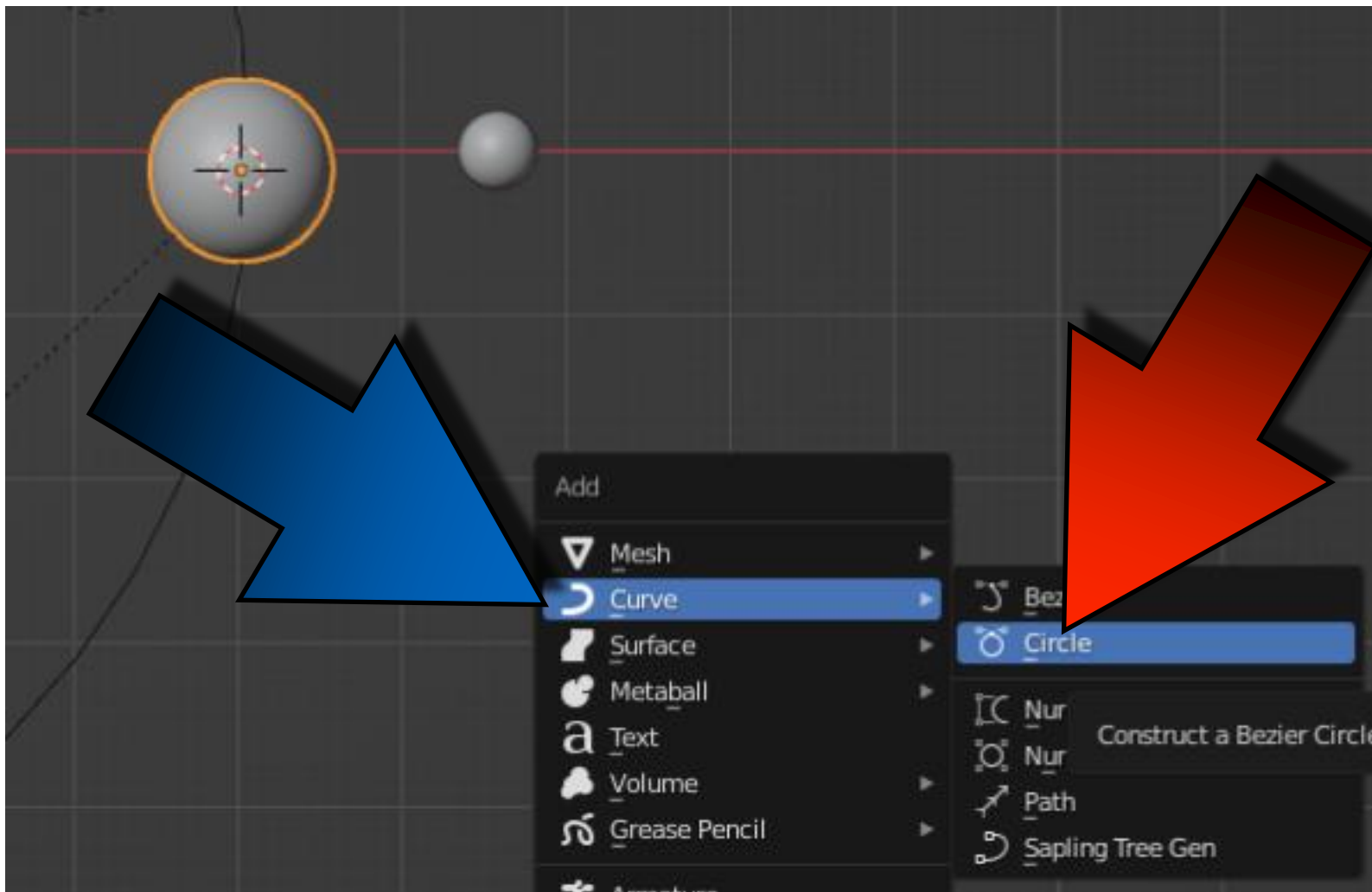


3D CURSOR WILL BE IN THE CENTER OF THE EARTH



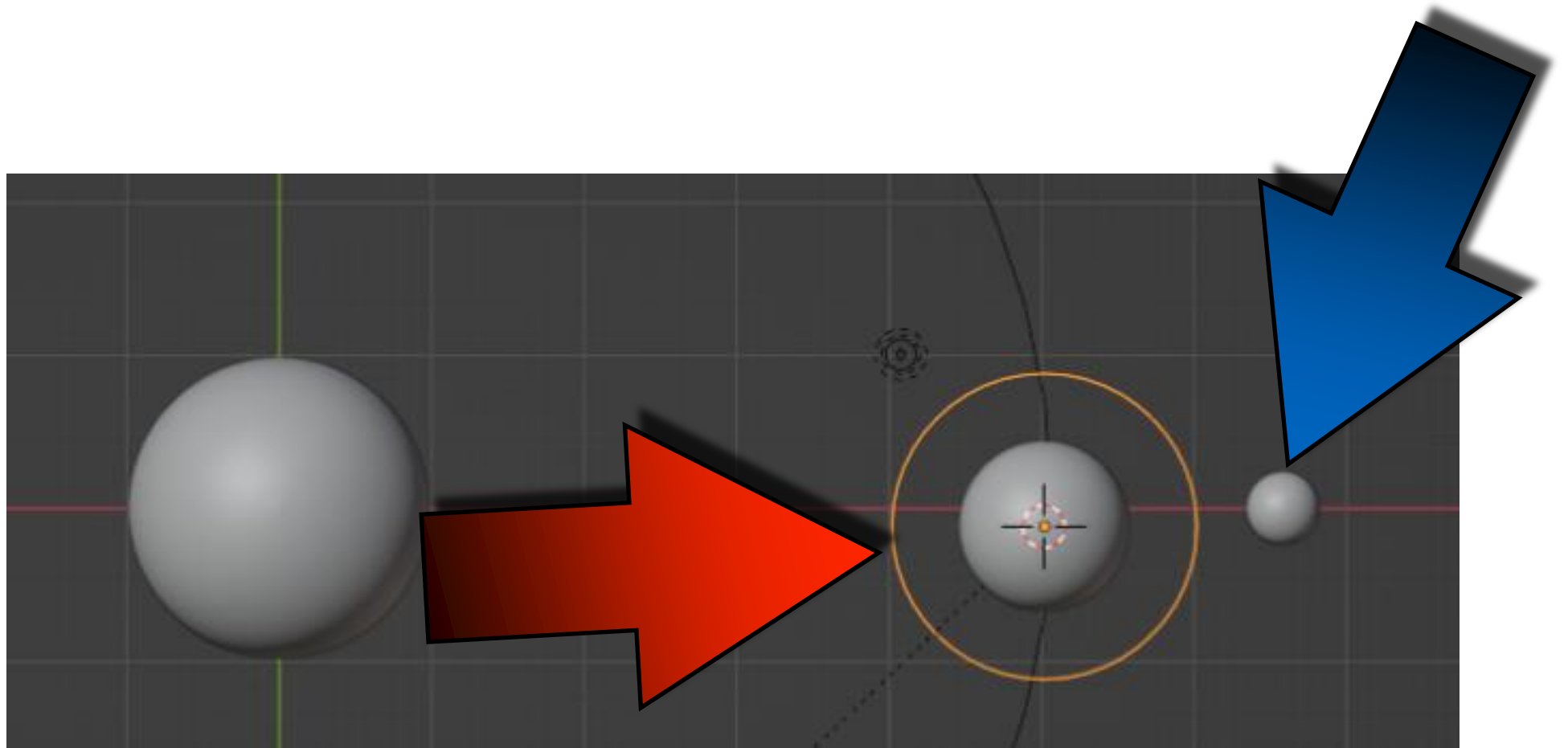
POWER OF AR AND VR

INSERT **CIRCLE** CURVE

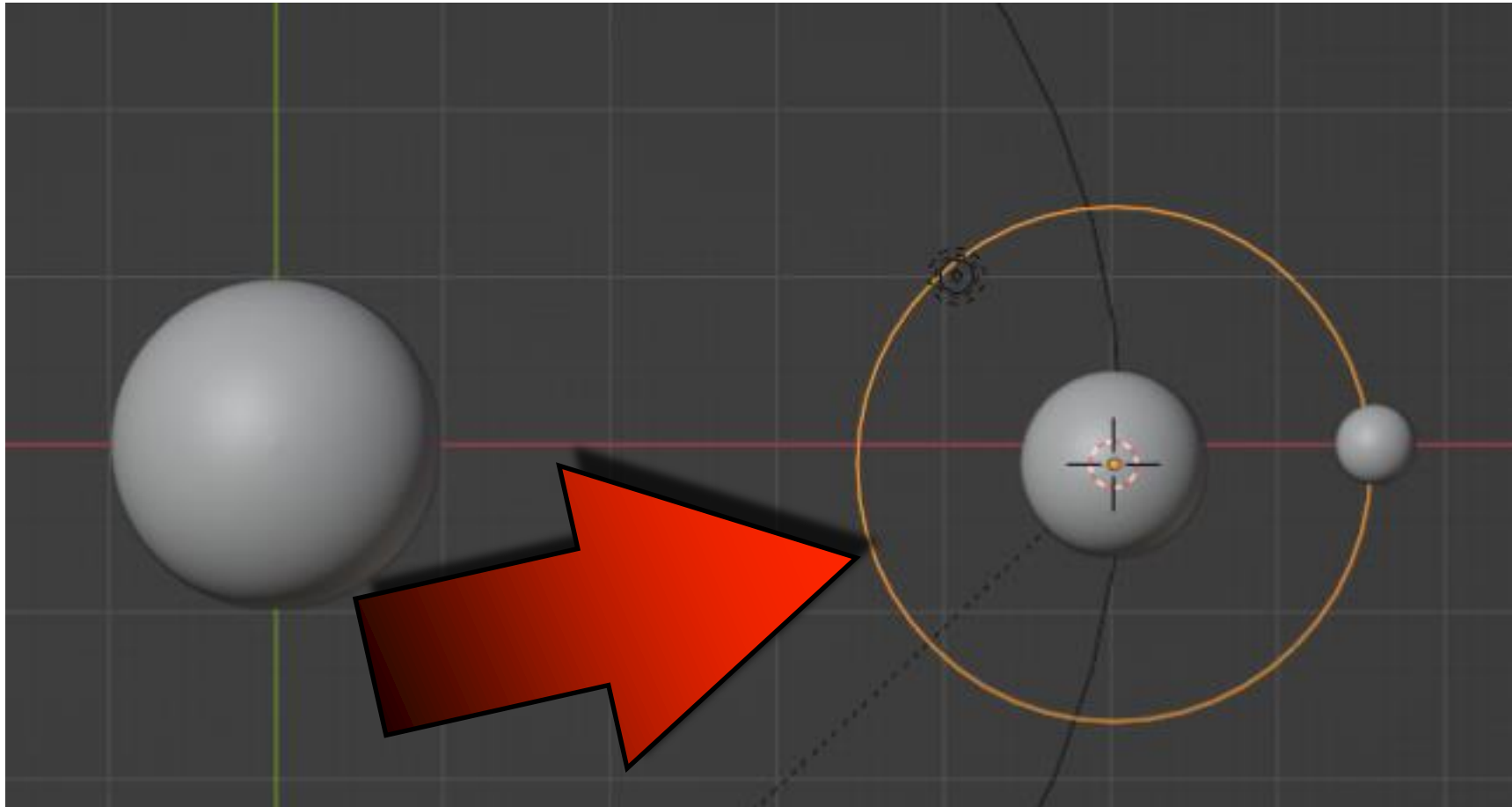


STAR WARS

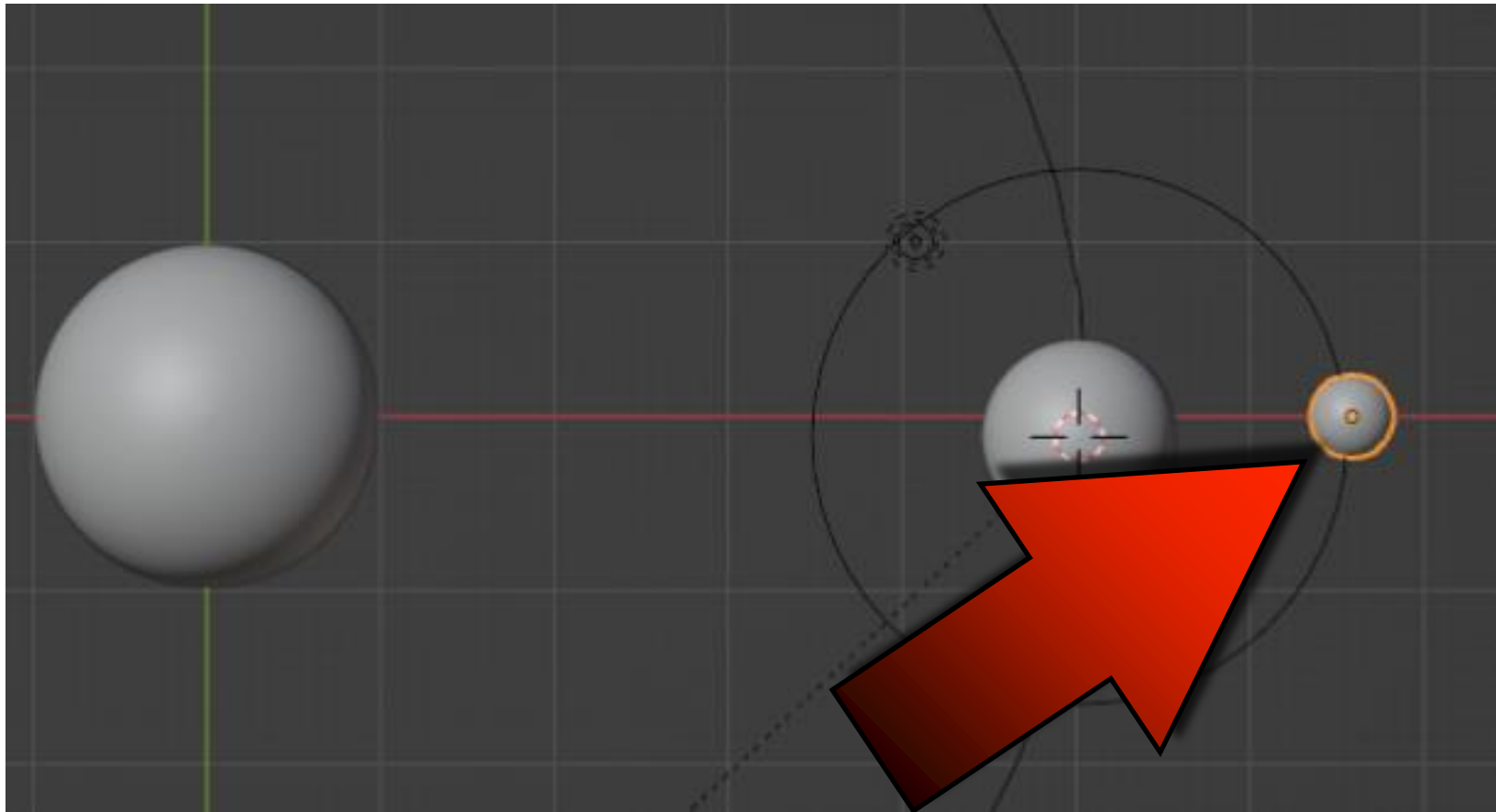
THIS WILL BE **THE ORBIT** OF **THE MOON**



SCALE IT

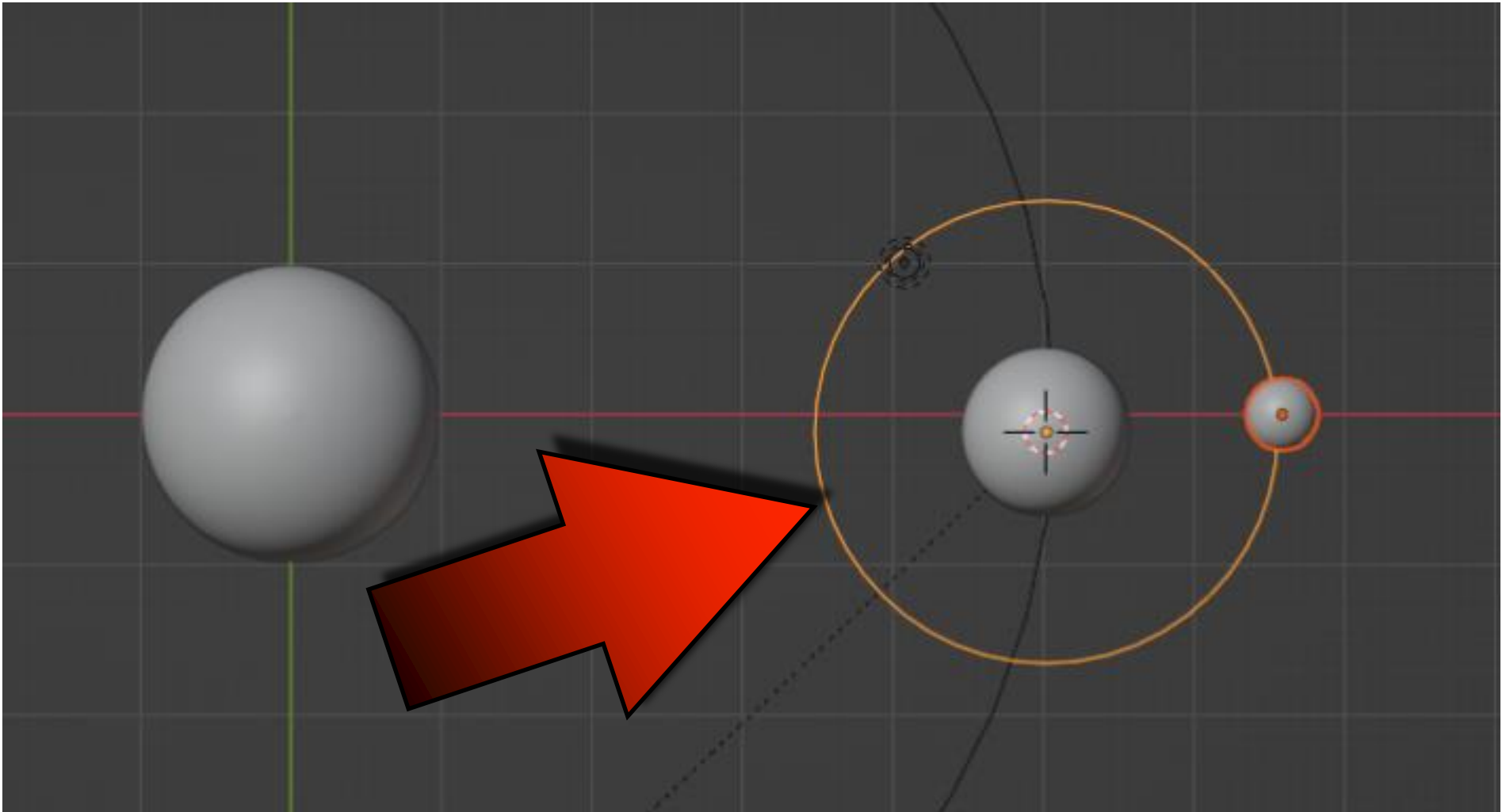


SELECT **THE MOON**

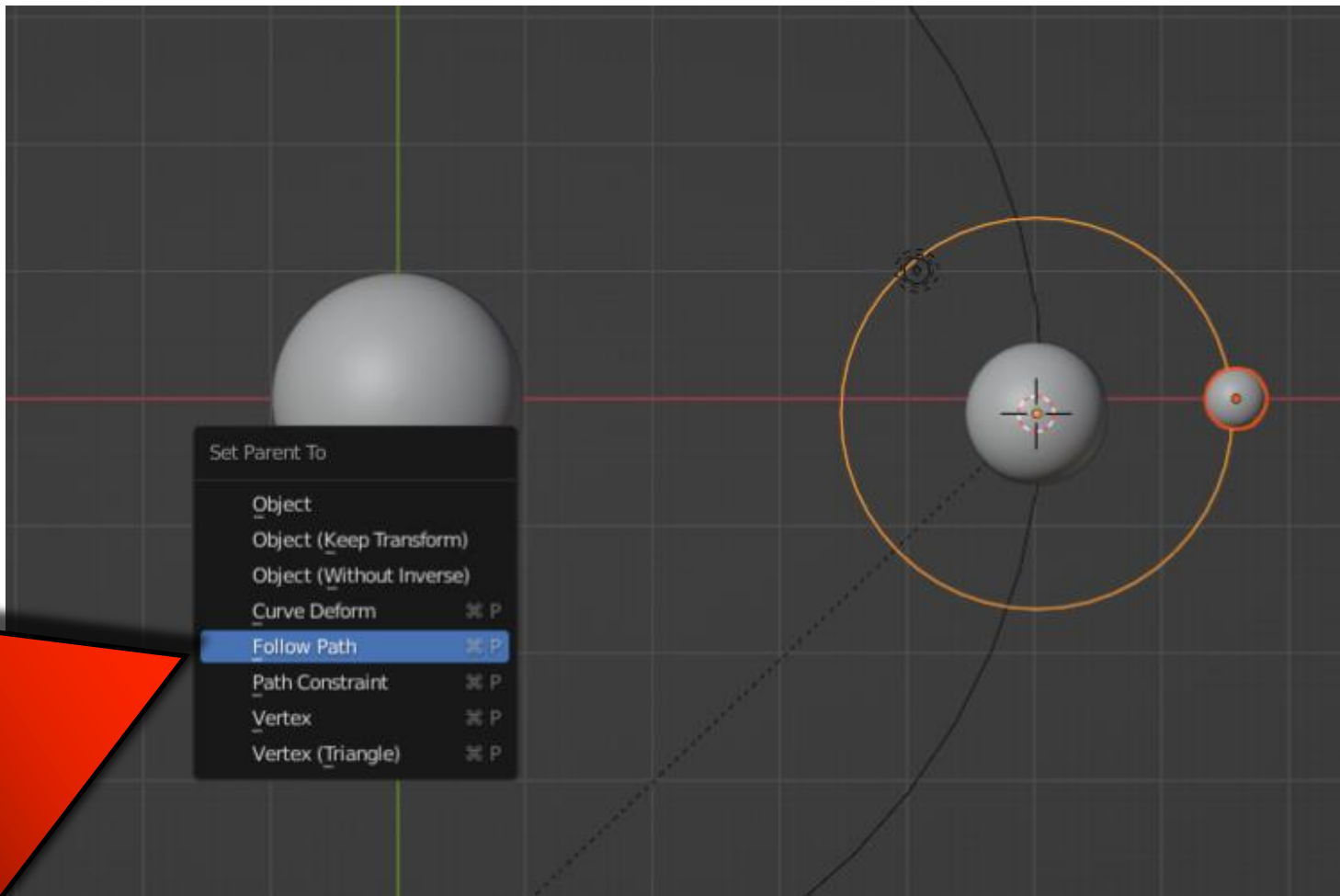


STAR WARS

WITH THE SHIFT KEY PRESSED
SELECT THE ORBIT OF THE MOON



PRESS CTRL + P
AND CHOOSE FOLLOW PATH



STAR WARS



POWER OF AR AND VR



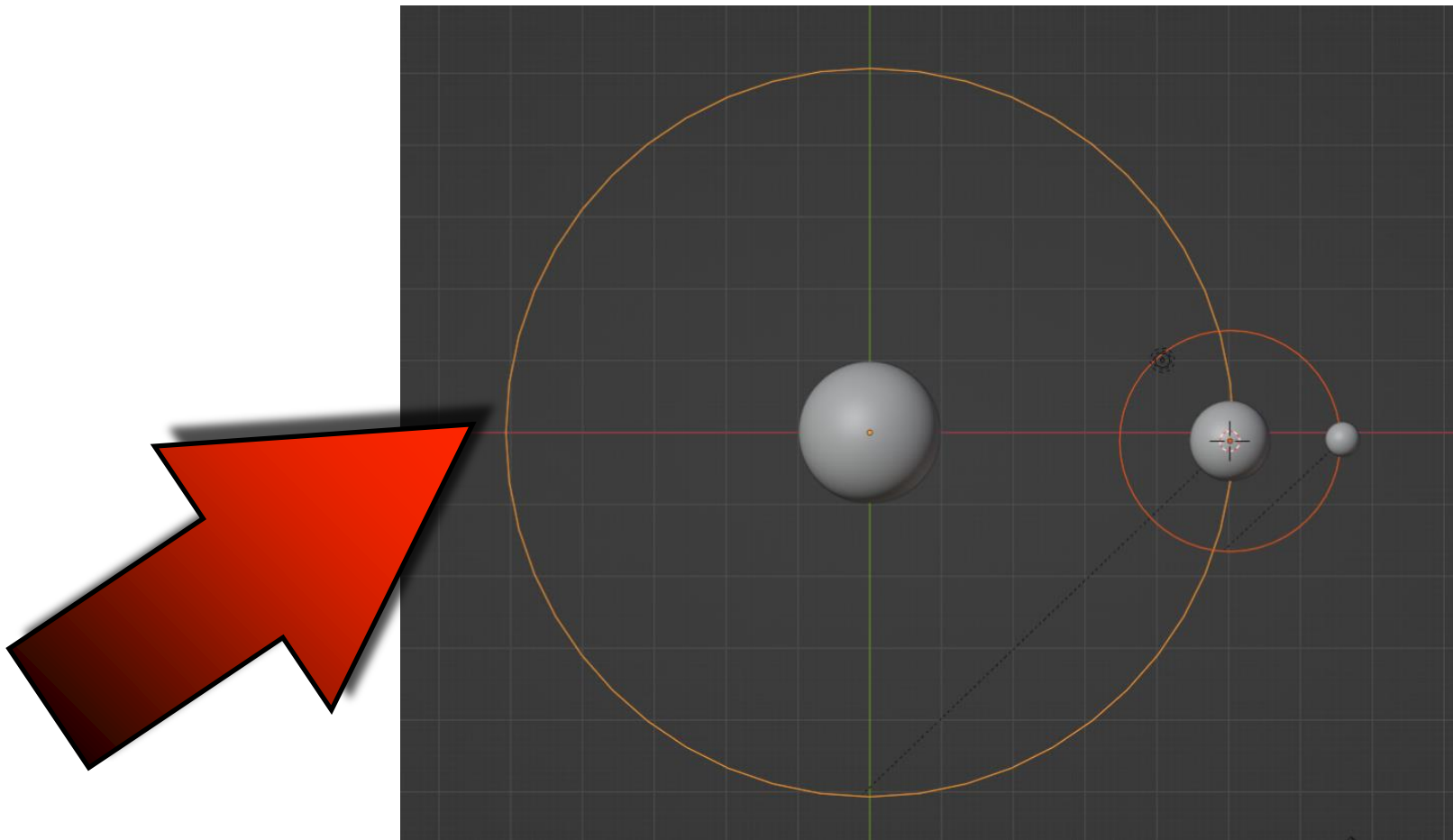
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



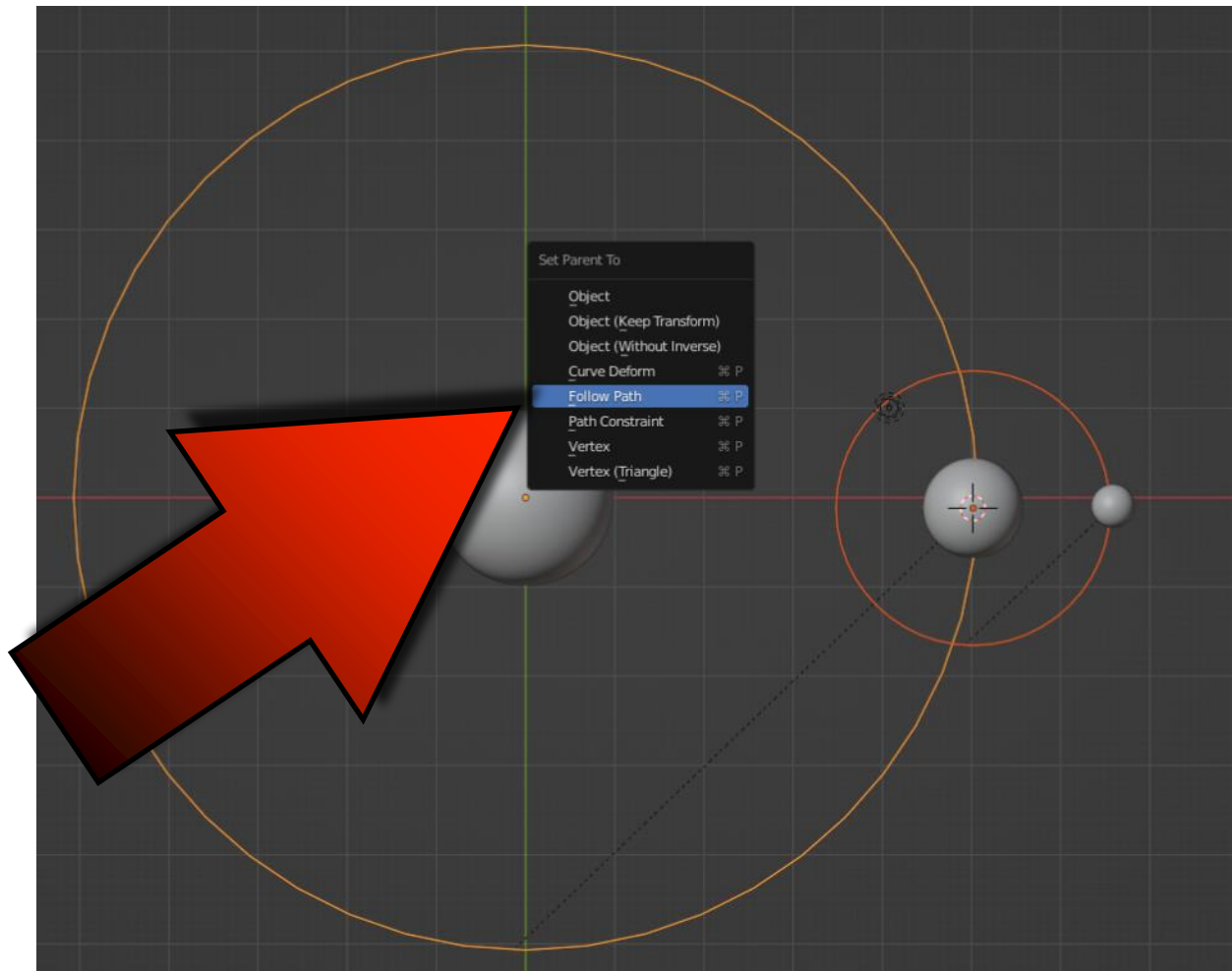
<https://youtu.be/iezCQE14IAo>

STAR WARS

WITH THE SHIFT KEY PRESSED
SELECT THE ORBIT OF THE EARTH



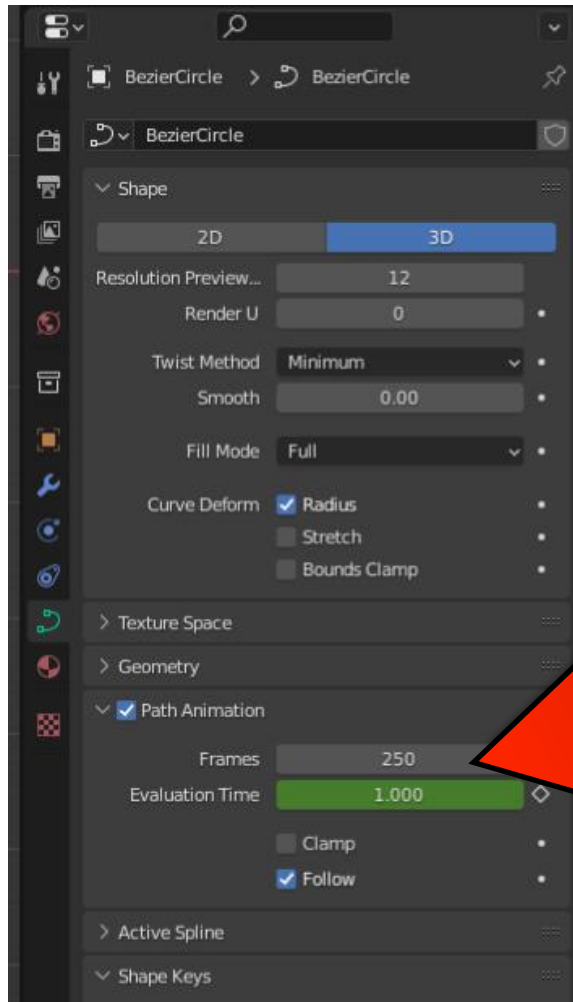
PRESS CTRL + P
AND CHOOSE FOLLOW PATH



STAR WARS

FOR BOTH CIRCLE CURVES

SET **FRAMES TO 250**





POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/Mf9AdZJle9s>

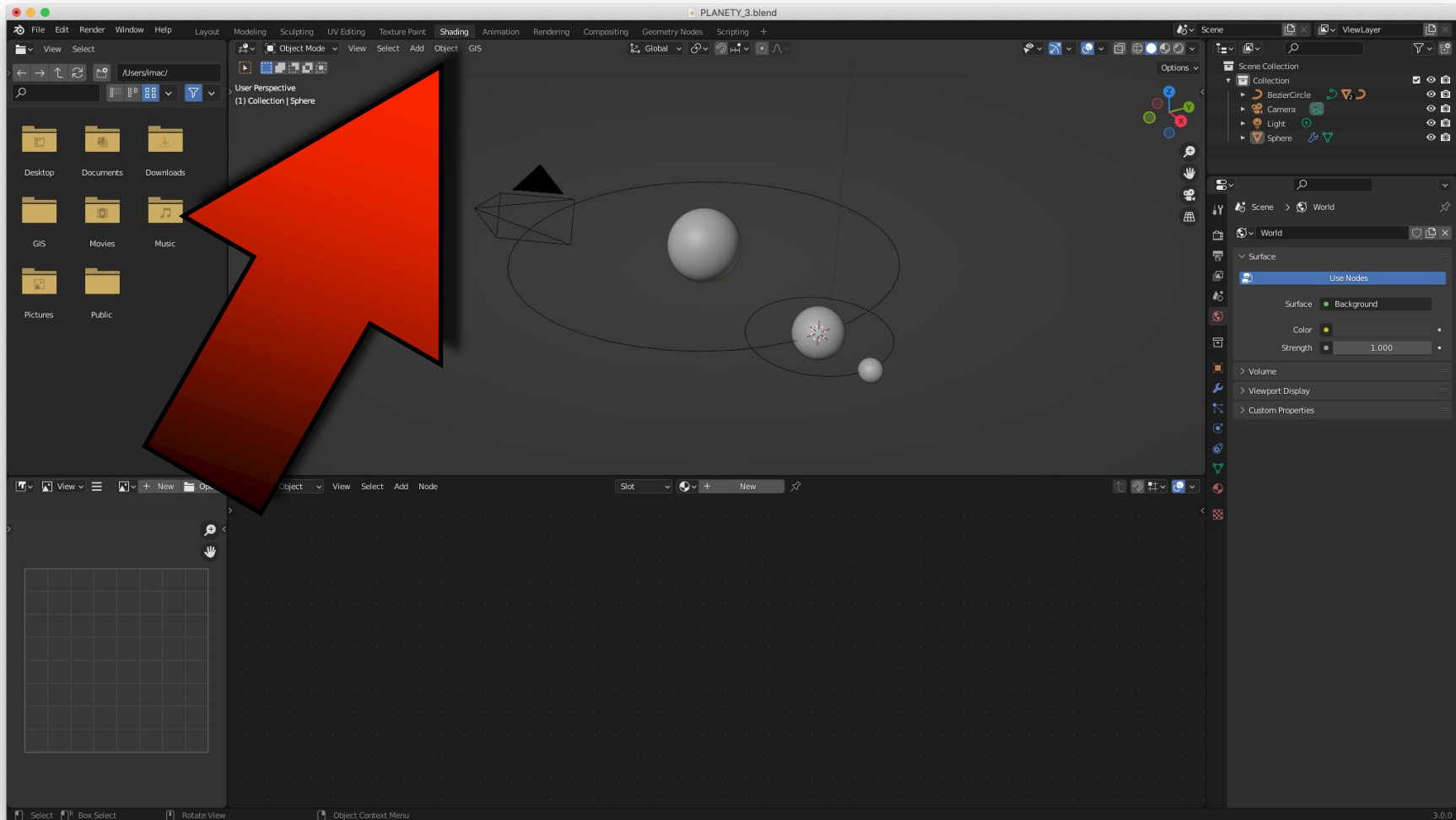
STAR WARS



POWER OF AR AND VR

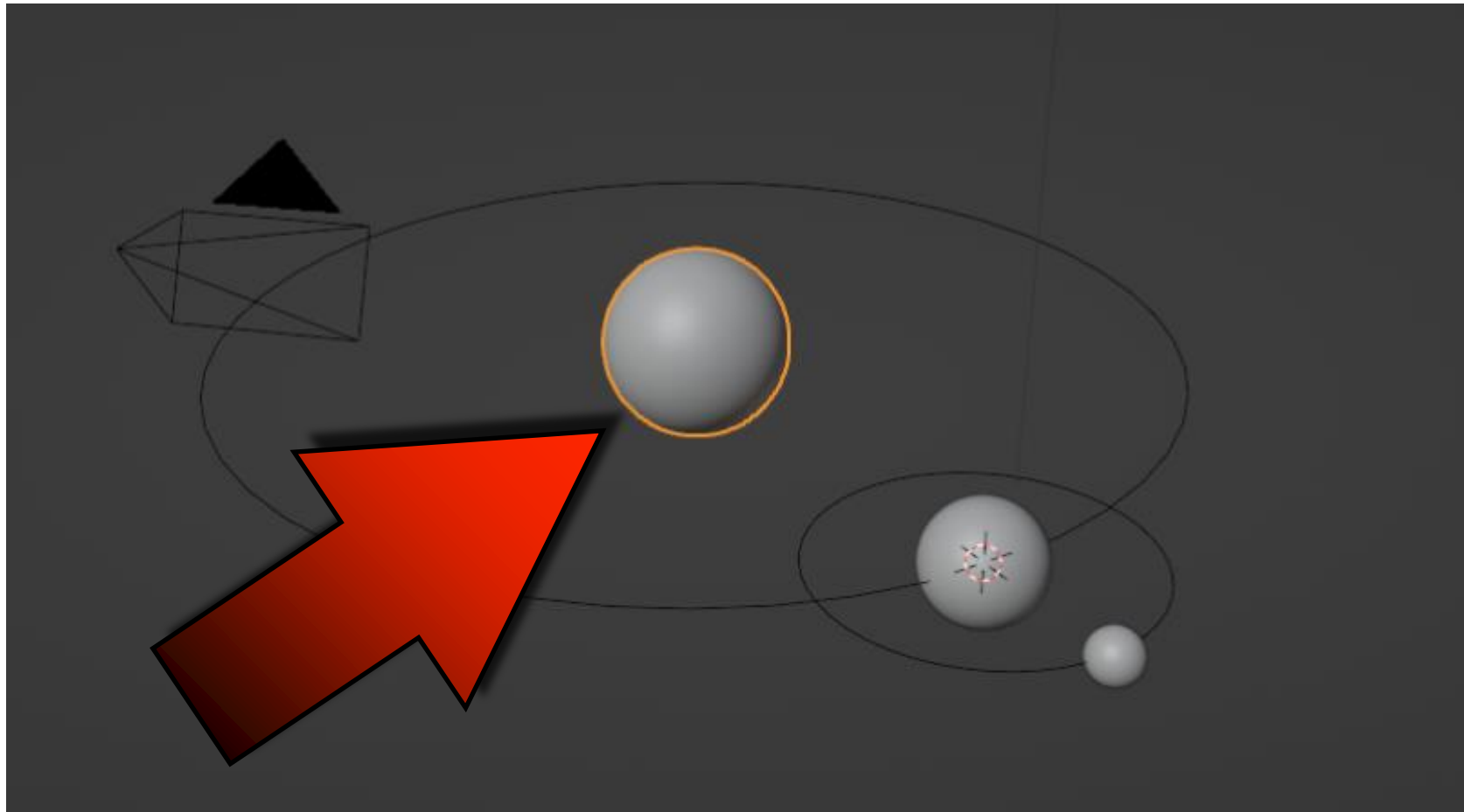


GO TO SHADING TAB



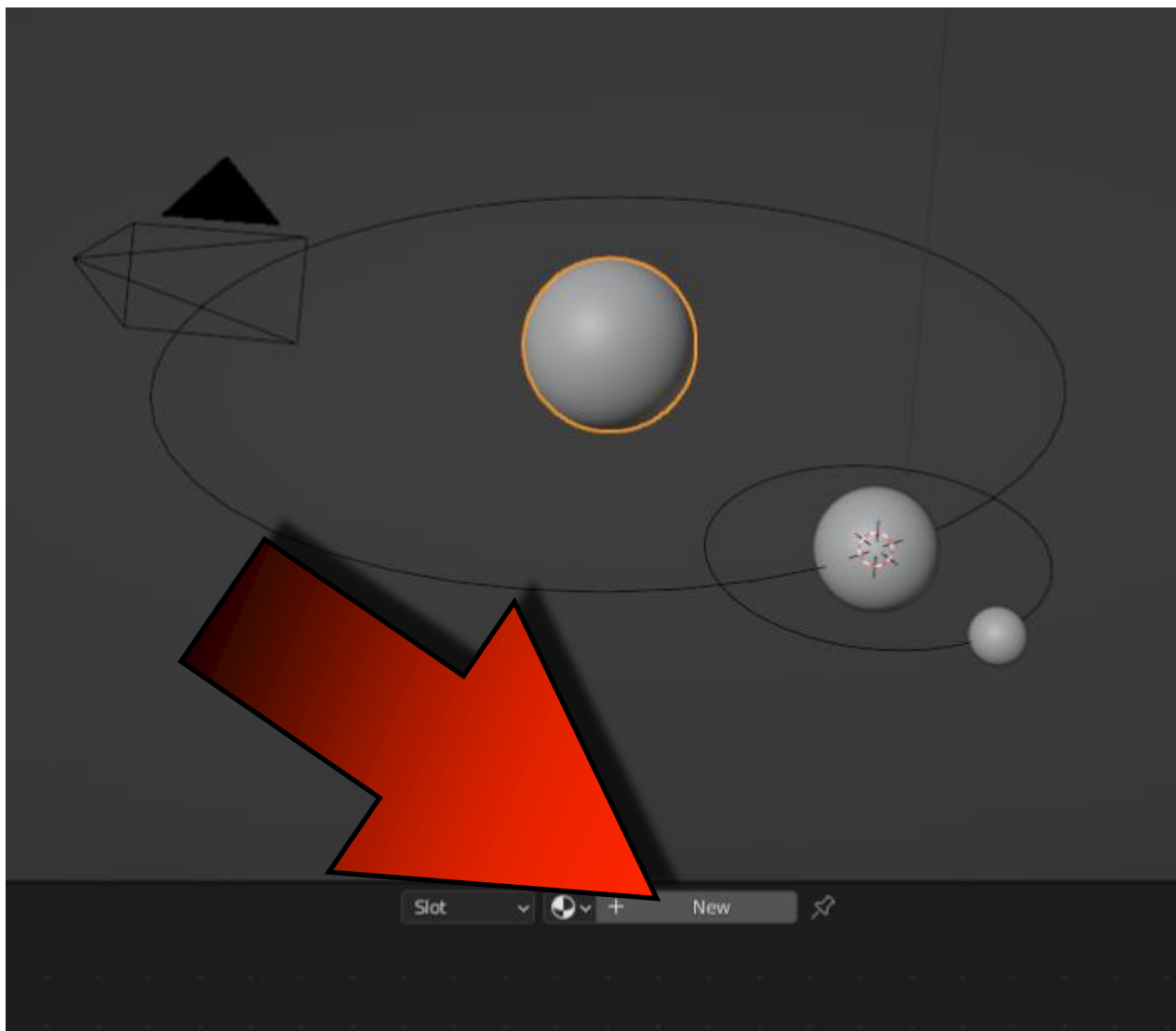
STAR WARS

SELECT **THE SUN**



POWER OF AR AND VR

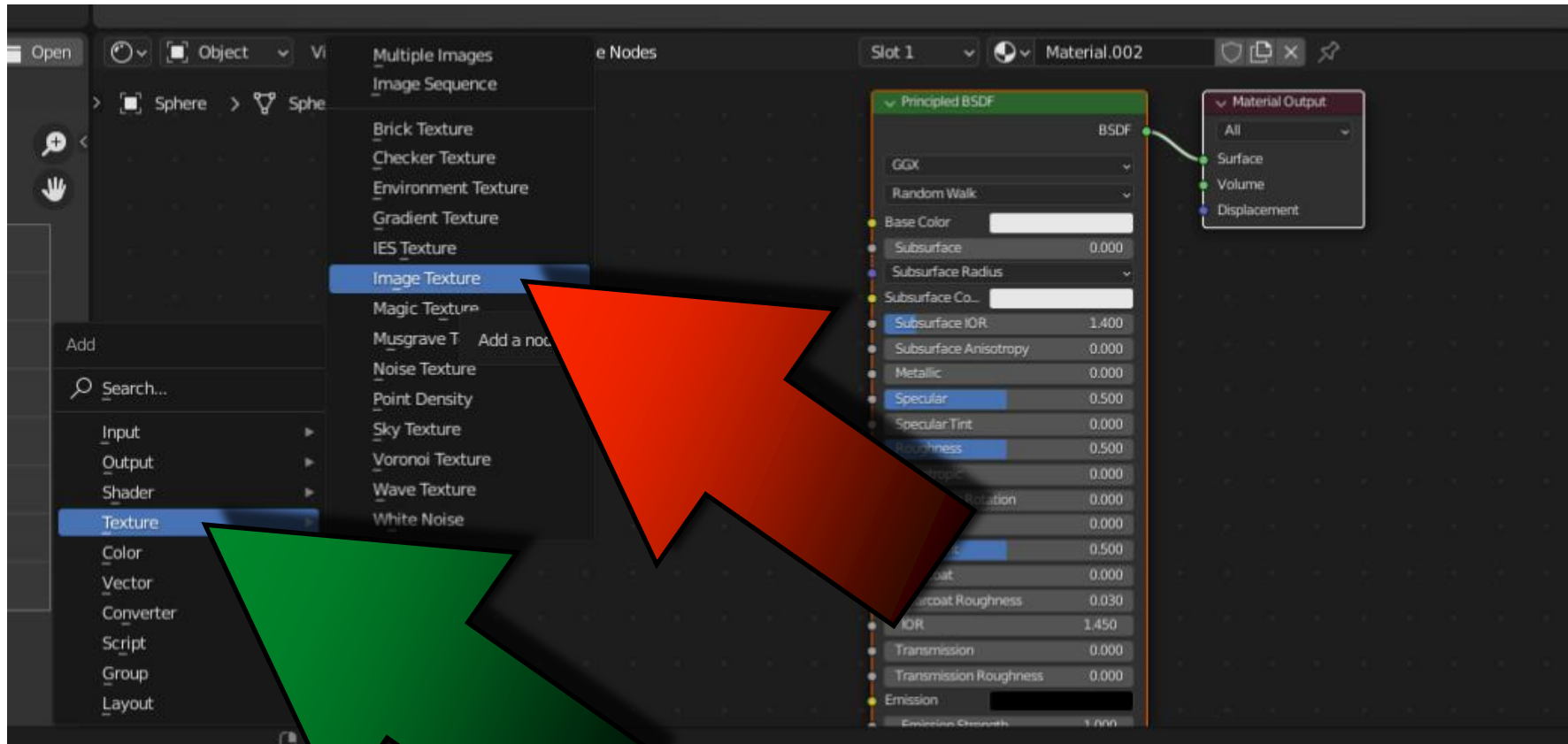
CLICK ON **NEW**



STAR WARS

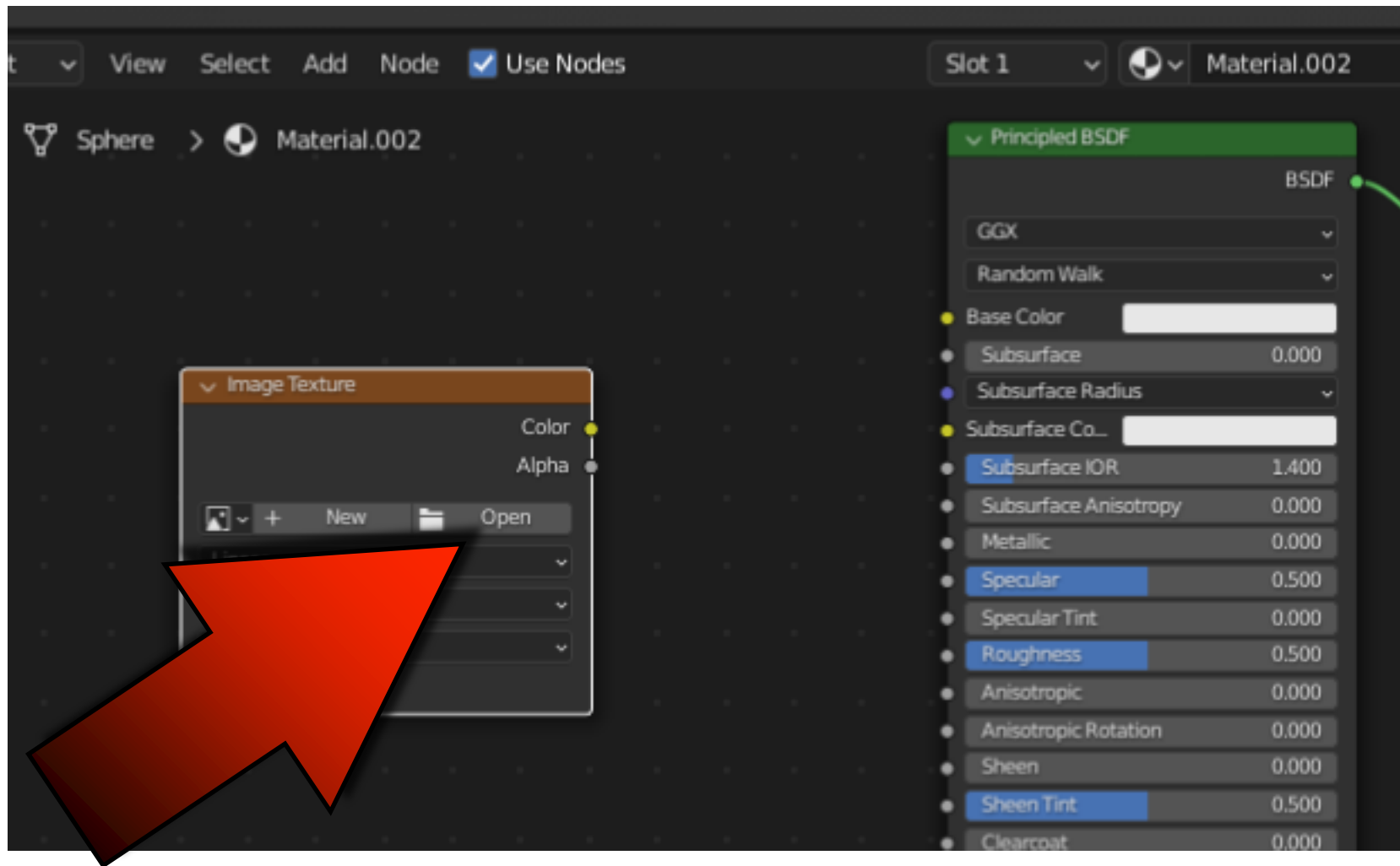
POWER OF AR AND VR

PRESS **SHIFT + A** AND CHOOSE
TEXTURE/IMAGE TEXTURE



STAR WARS

CLICK ON **OPEN**



FOR EDUCATIONAL PURPOSES DOWNLOAD FREE PLANET TEXTURES FROM THE INTERNET



EARTH.jpg



JUPITER.jpg



MARS.jpg



MERCURY.jpg



MOON.jpg



NEPTUNE.jpg



SATURN.jpg



SATURN_RING.jp
g



SUN.jpg



URANUS.jpg



URANUS_RING.jp
g



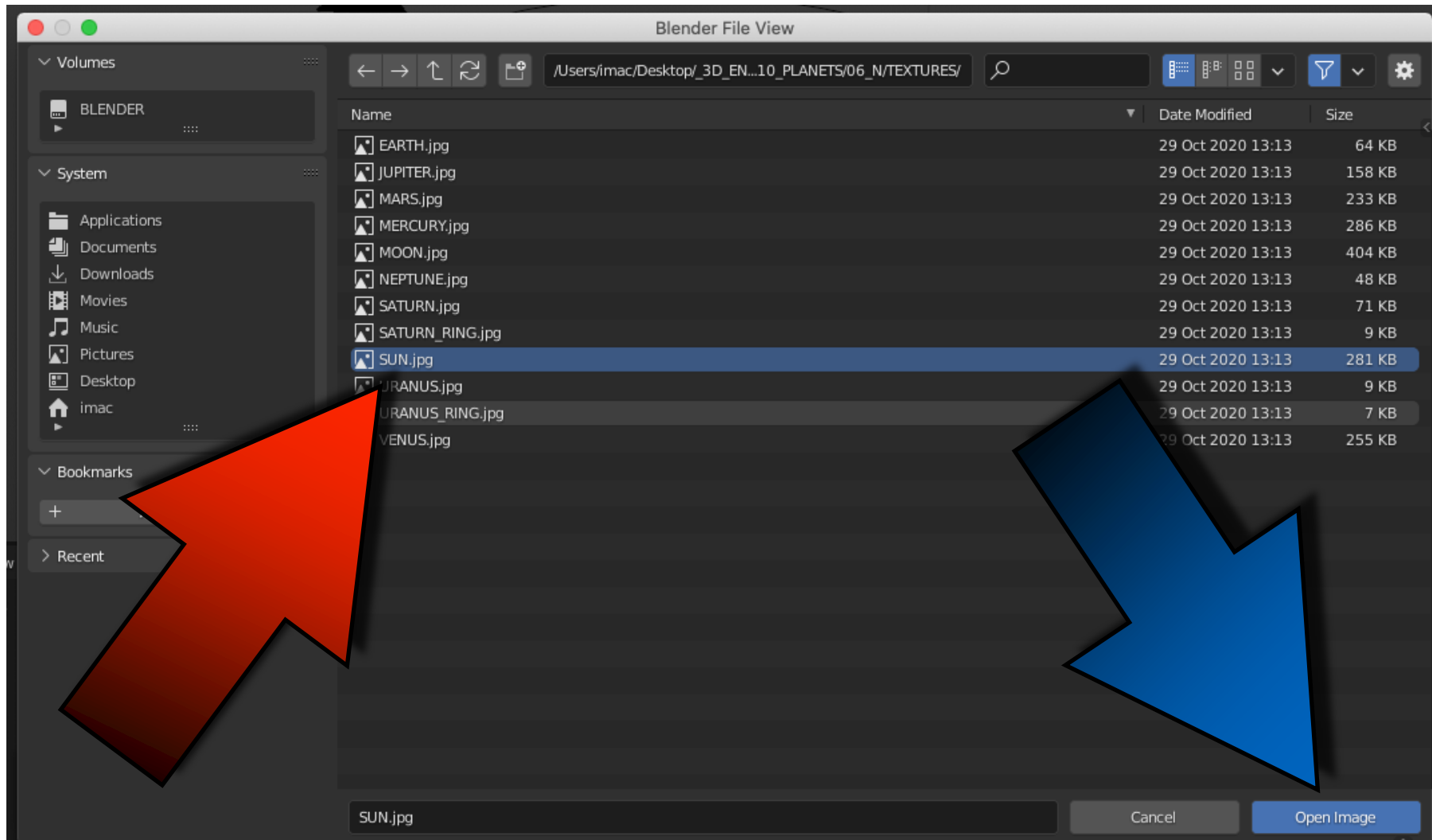
VENUS.jpg



POWER OF AR AND VR



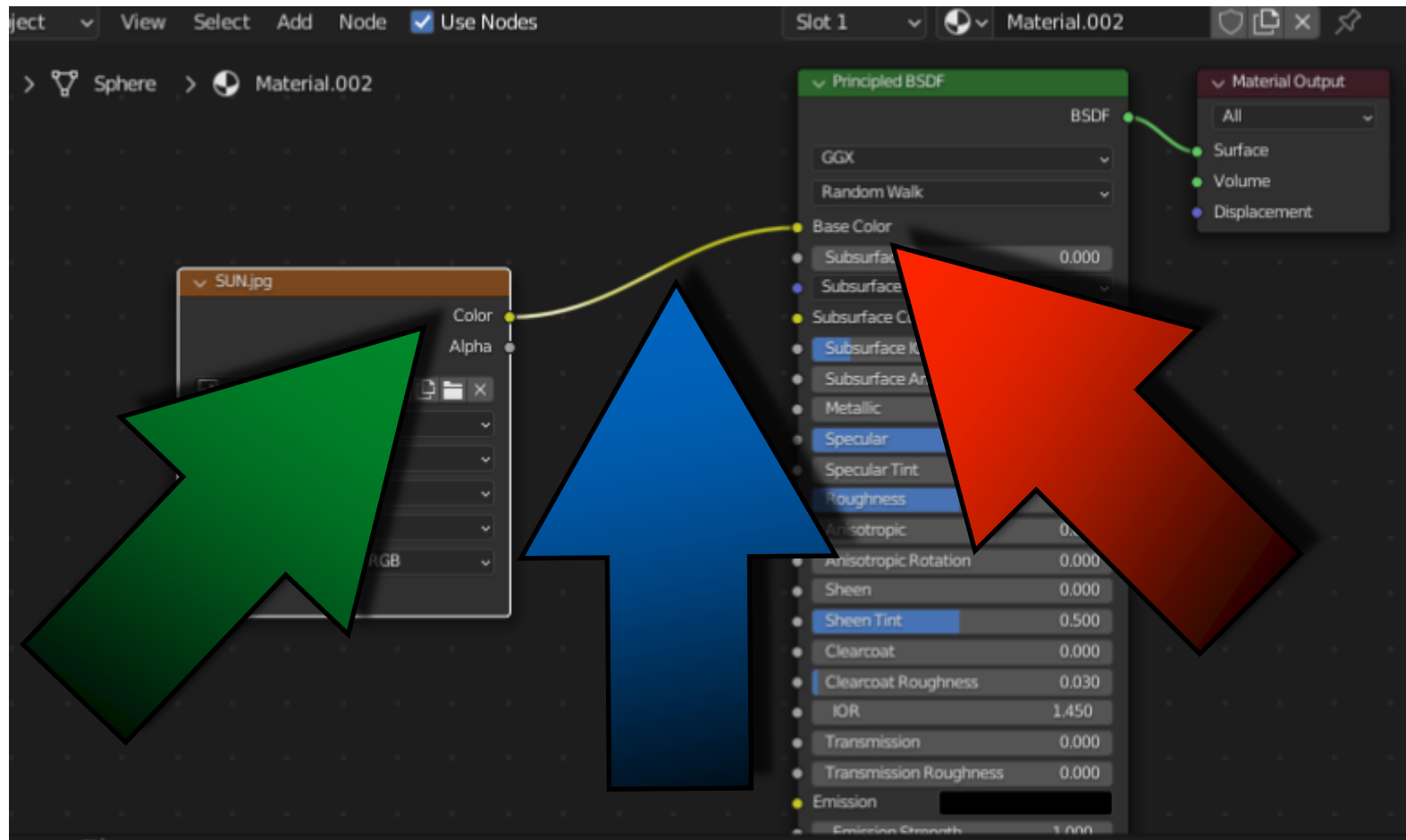
OPEN SUN.JPG TEXTURE



STAR WARS

POWER OF AR AND VR

COMBINE COLOR WITH BASE COLOR



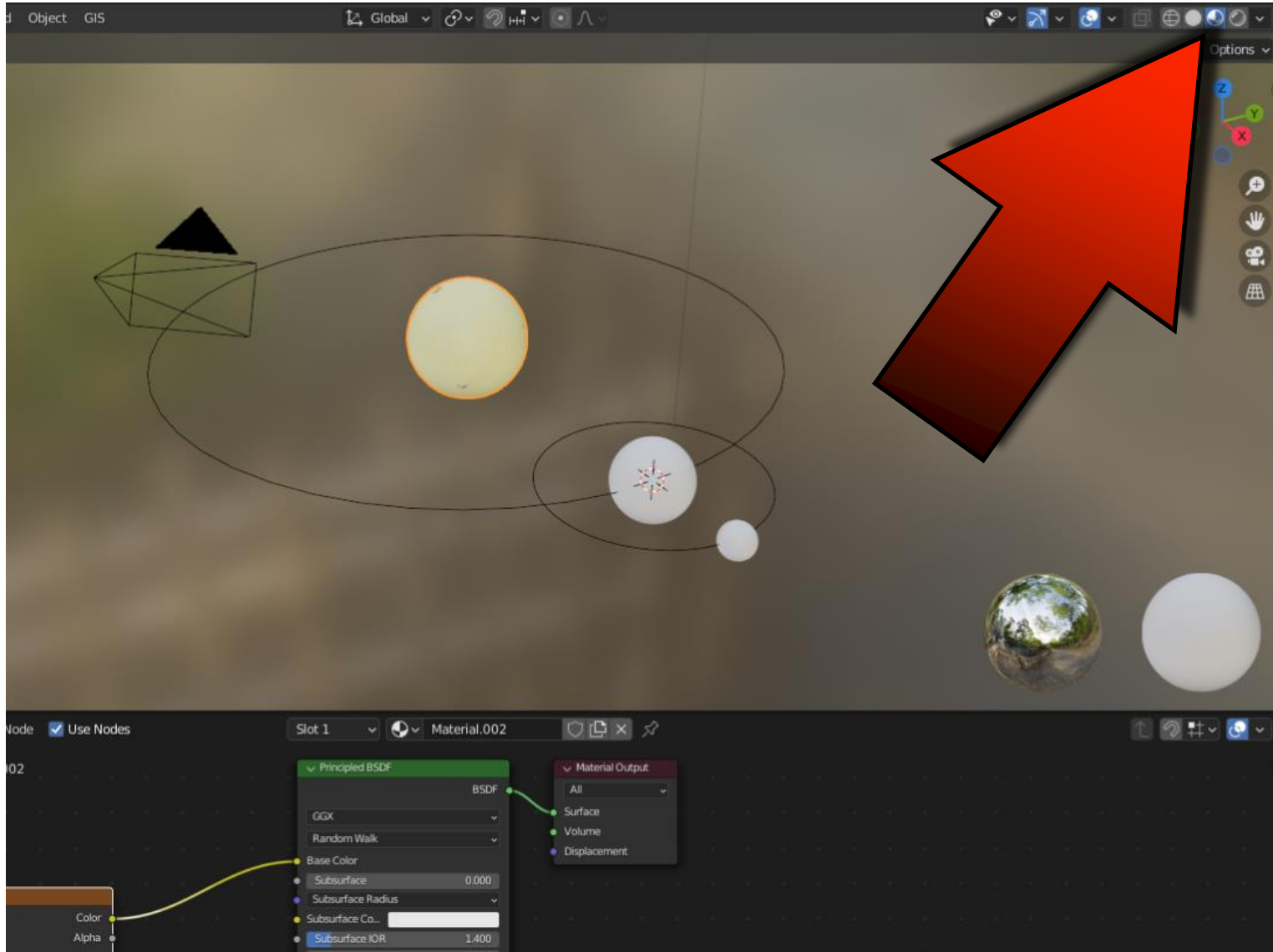
STAR WARS



POWER OF AR AND VR



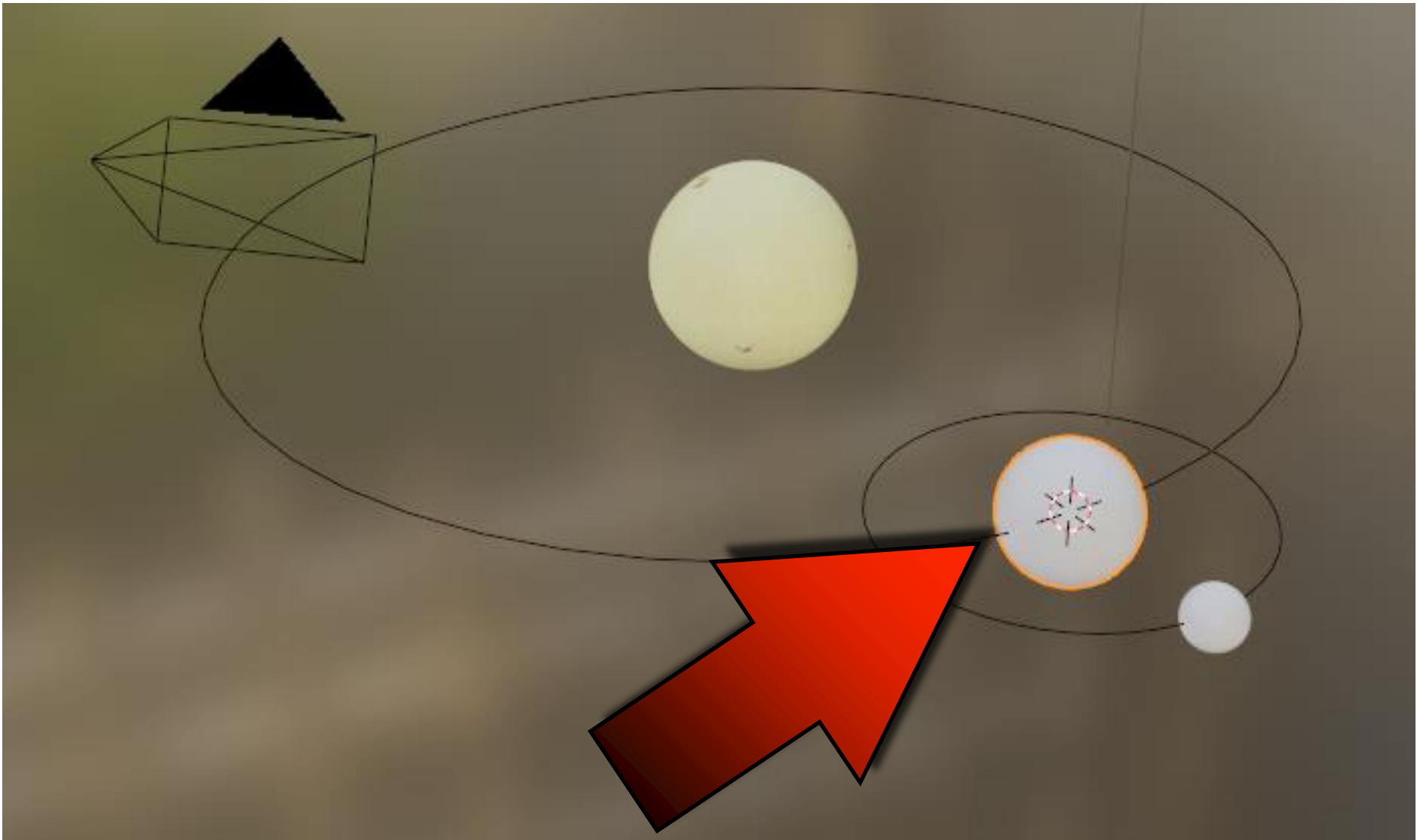
GO TO MATERIAL PREVIEW



STAR WARS

POWER OF AR AND VR

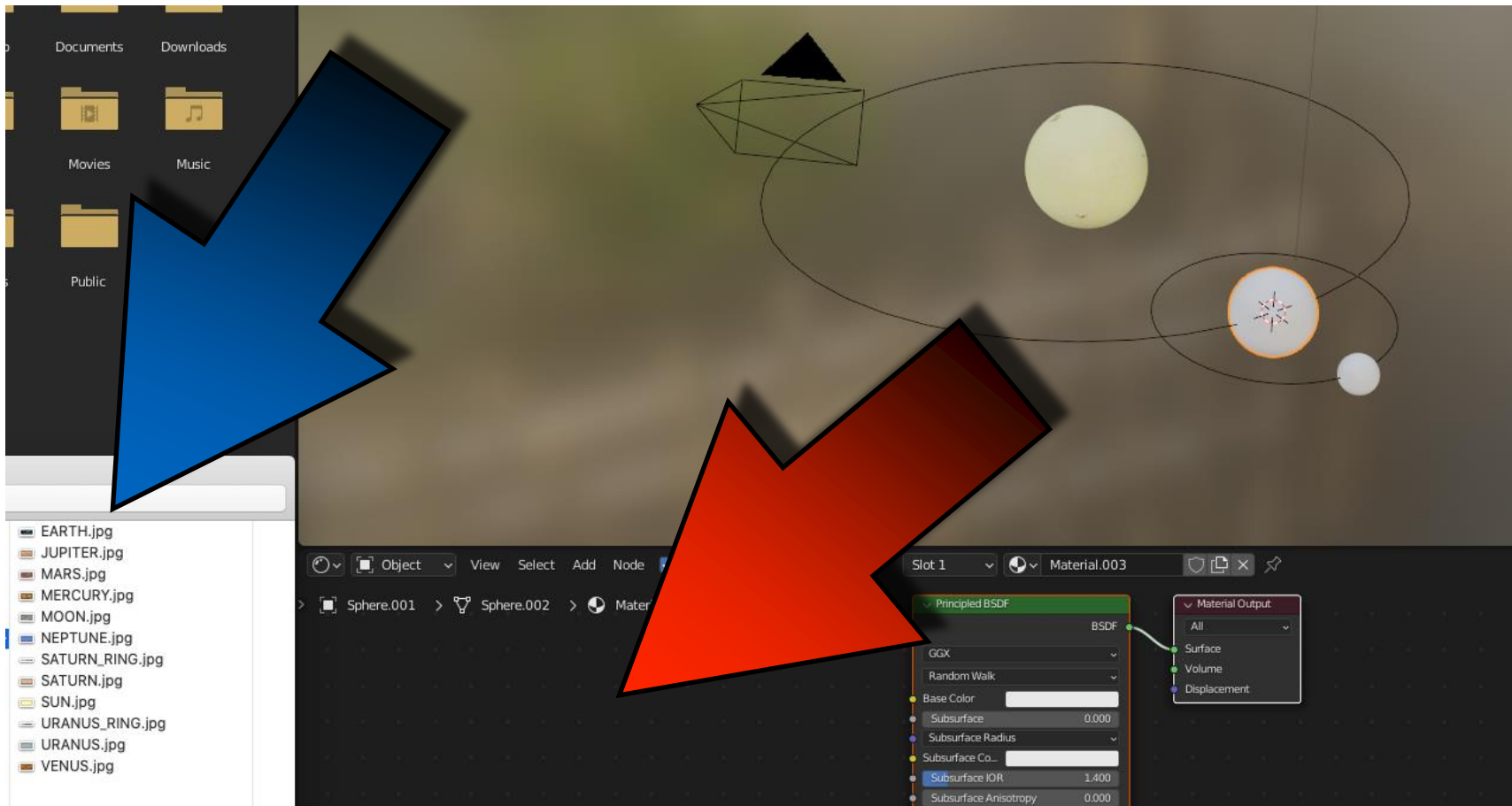
SELECT THE EARTH



STAR WARS



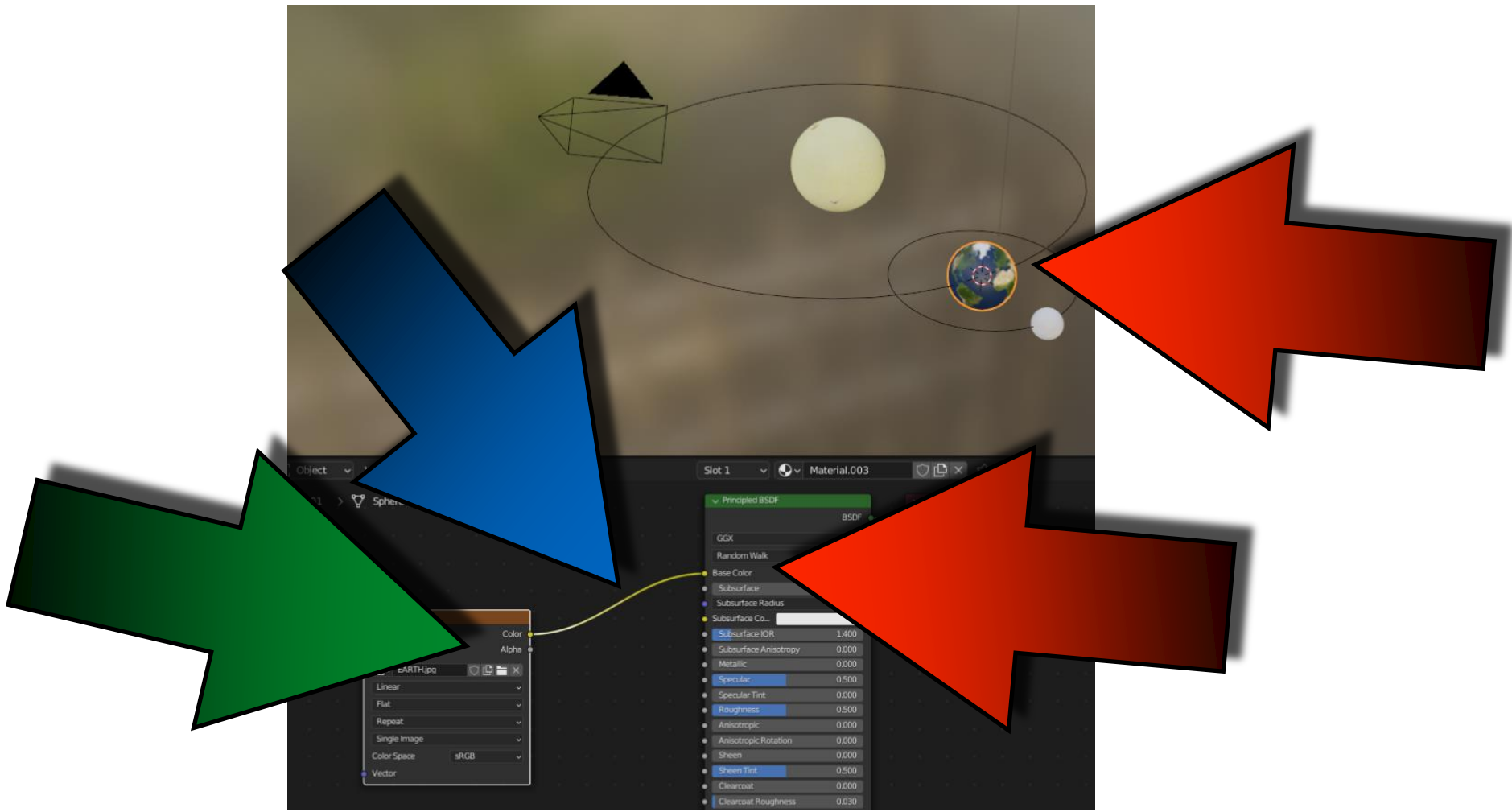
DRAG THE EARTH'S TEXTURE





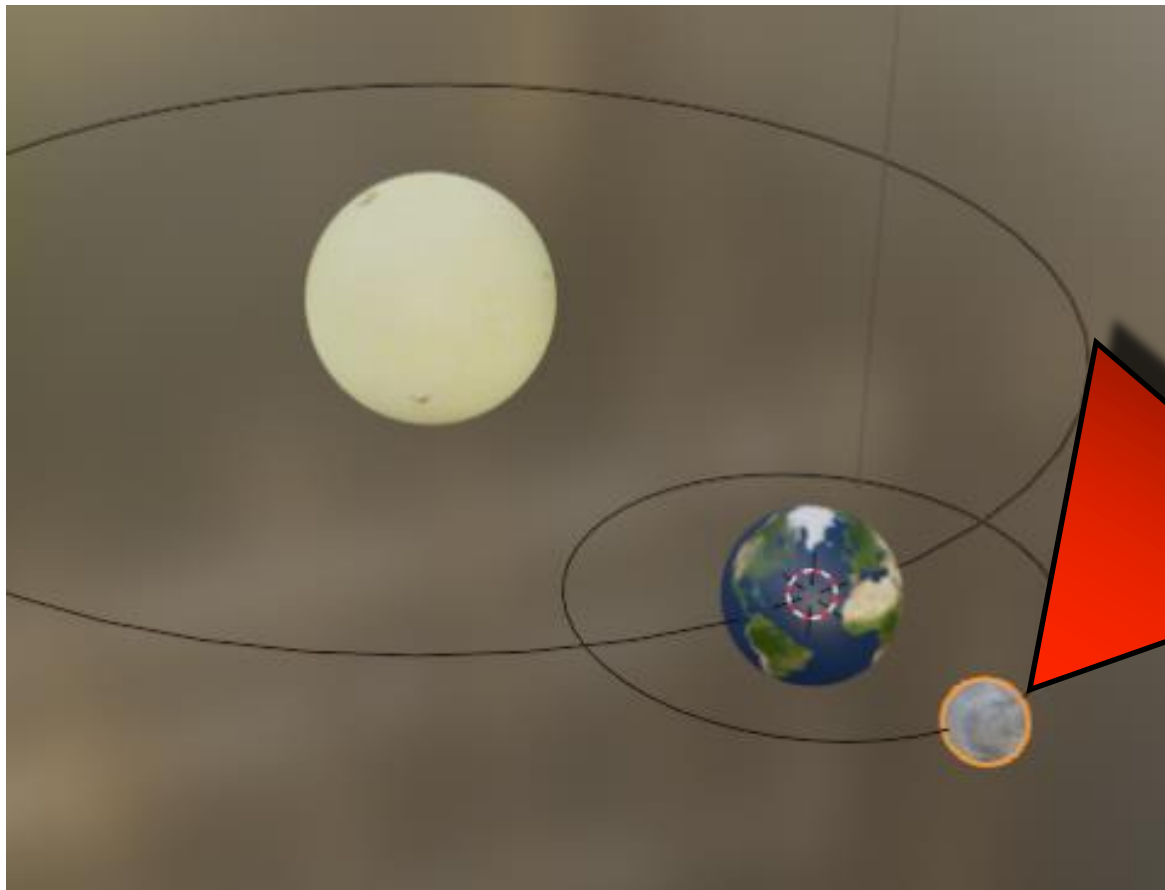
POWER OF AR AND VR

COMBINE COLOR WITH BASE COLOR

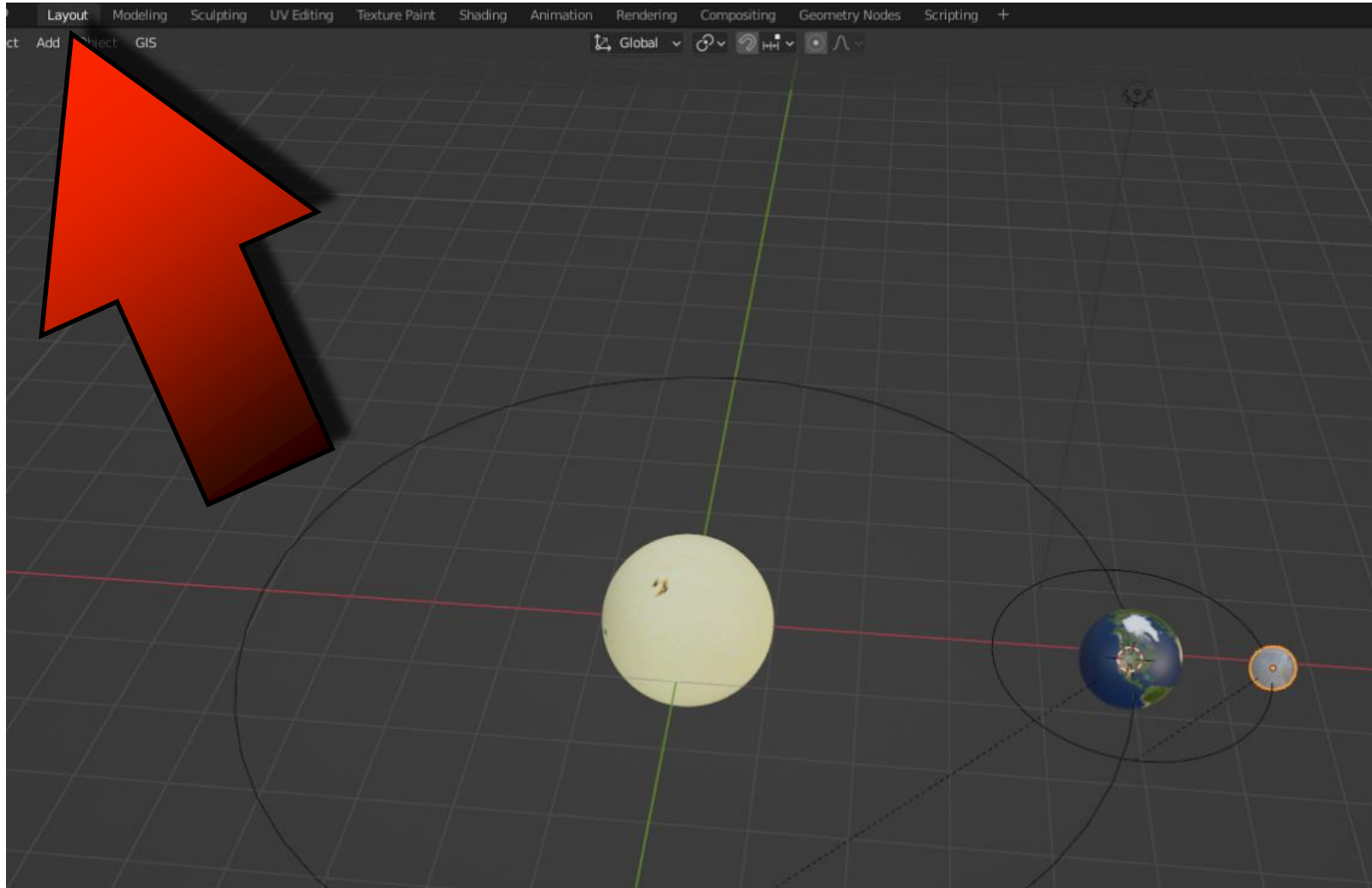


STAR WARS

DO IT YOURSELF WITH **THE MOON**

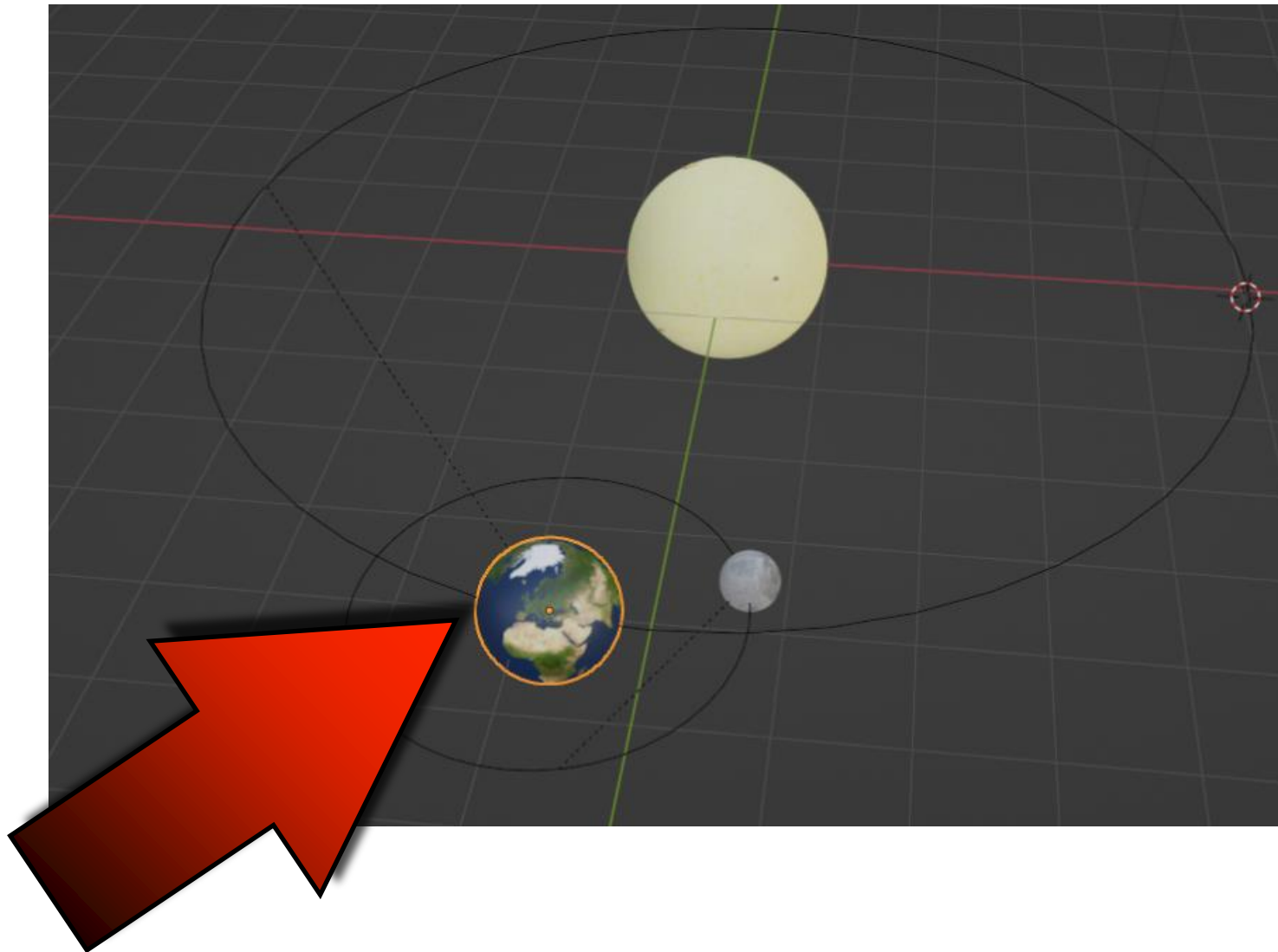


RETURN TO LAYOUT

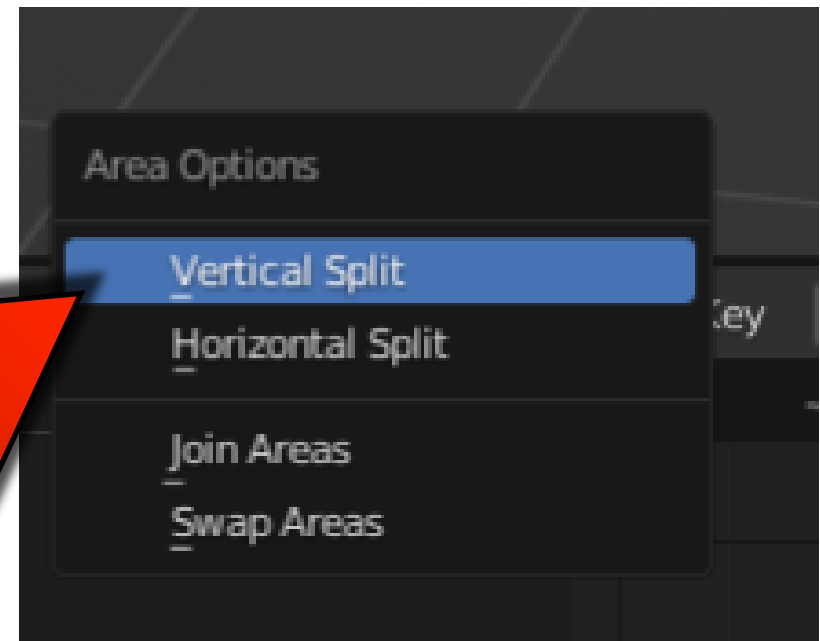
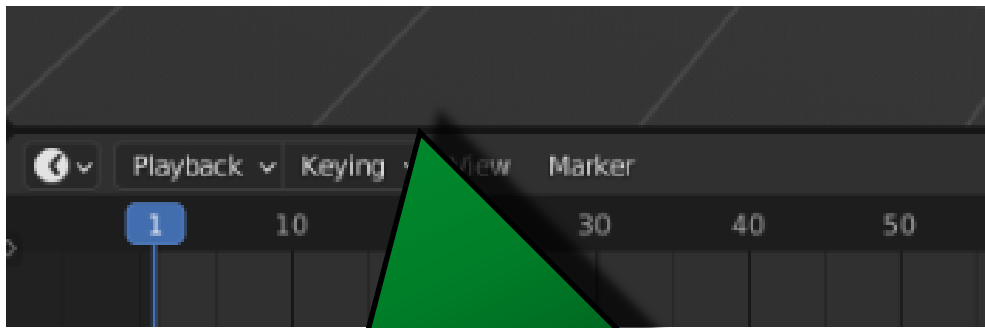


STAR WARS

SELECT THE EARTH



**SET MOUSE CURSOR ON EDGE
AND **CLICK RIGHT MOUSE KEY**
AND SELECT **VERTICAL SPLIT****



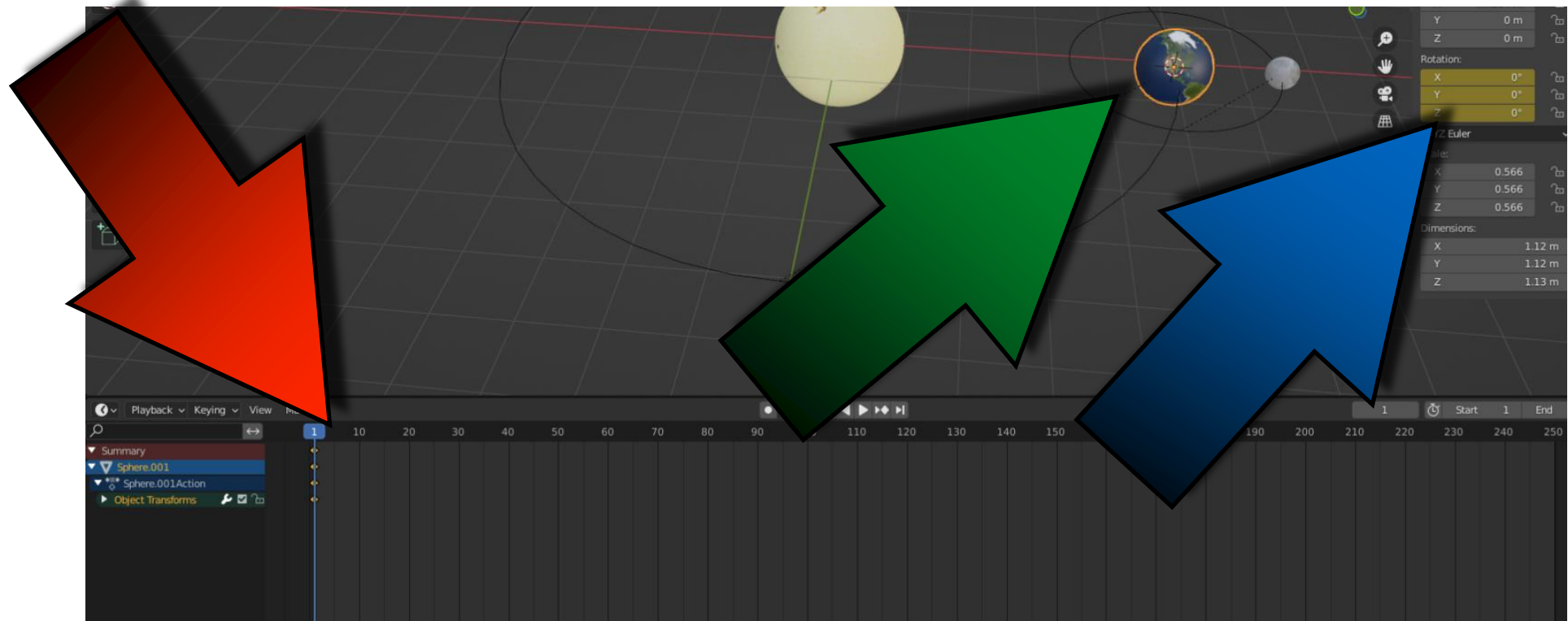
MOVE MOUSE UP
YOU WILL SEE A FINE LINE
AND CLICK WITH LEFT MOUSE KEY



SET **TIMELINE** ON ONE WINDOW AND **GRAPH EDITOR** ON THE SECOND



SAVE EARTH ROTATION IN THE FIRST FRAME





POWER OF AR AND VR



SAVE EARTH ROTATION IN A 250 FRAME



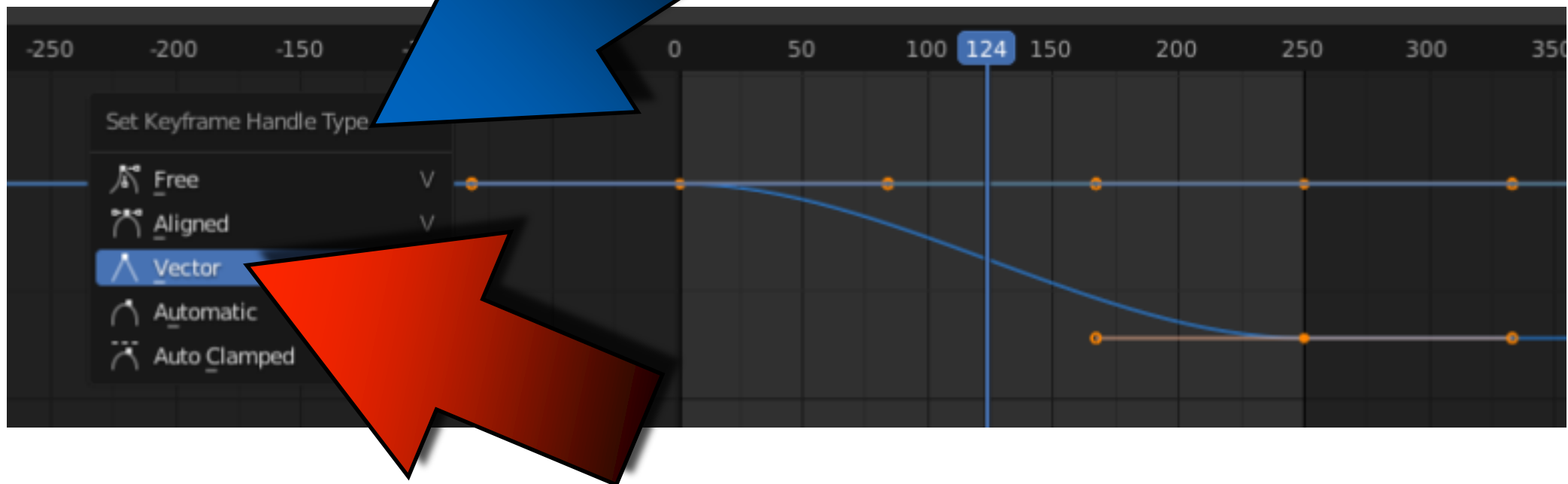
STAR WARS

WITH THE A KEY SELECT ALL KNOTS IN GRAPH EDITOR



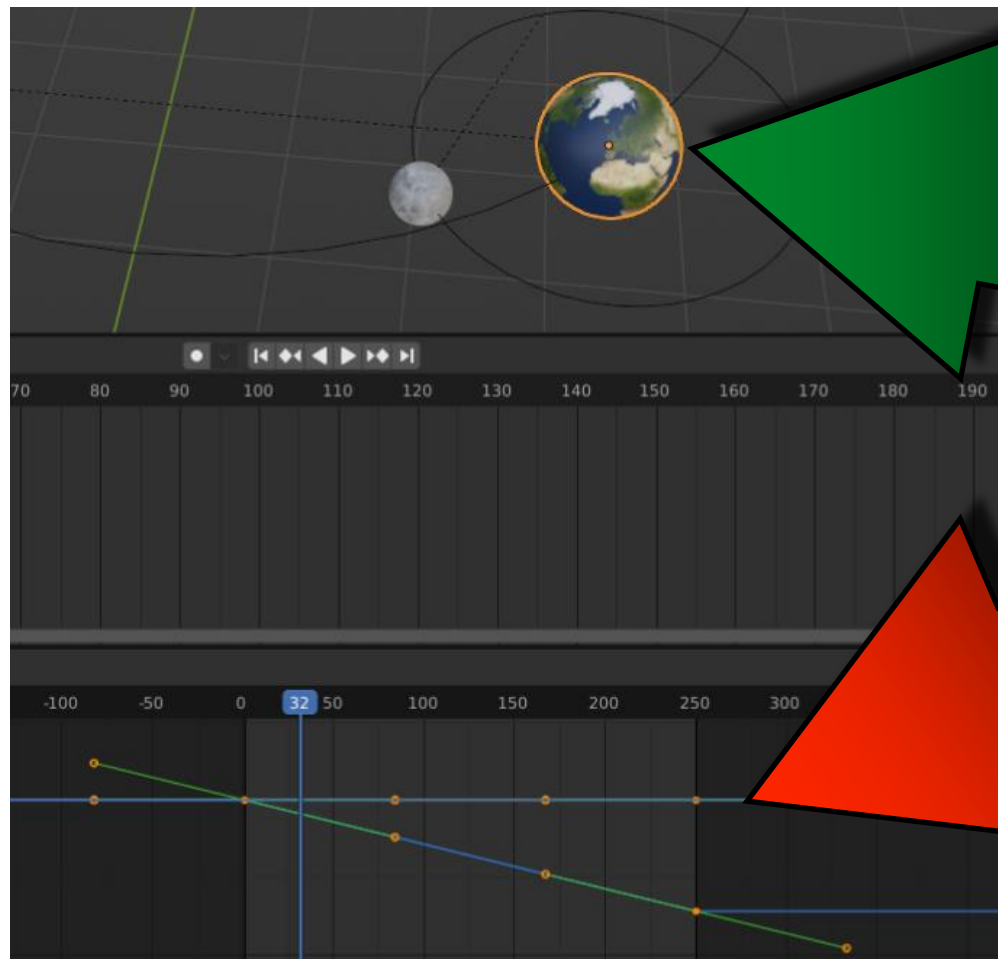
KEYFRAME HANDLE TYPE

CHOOSE **VECTOR**



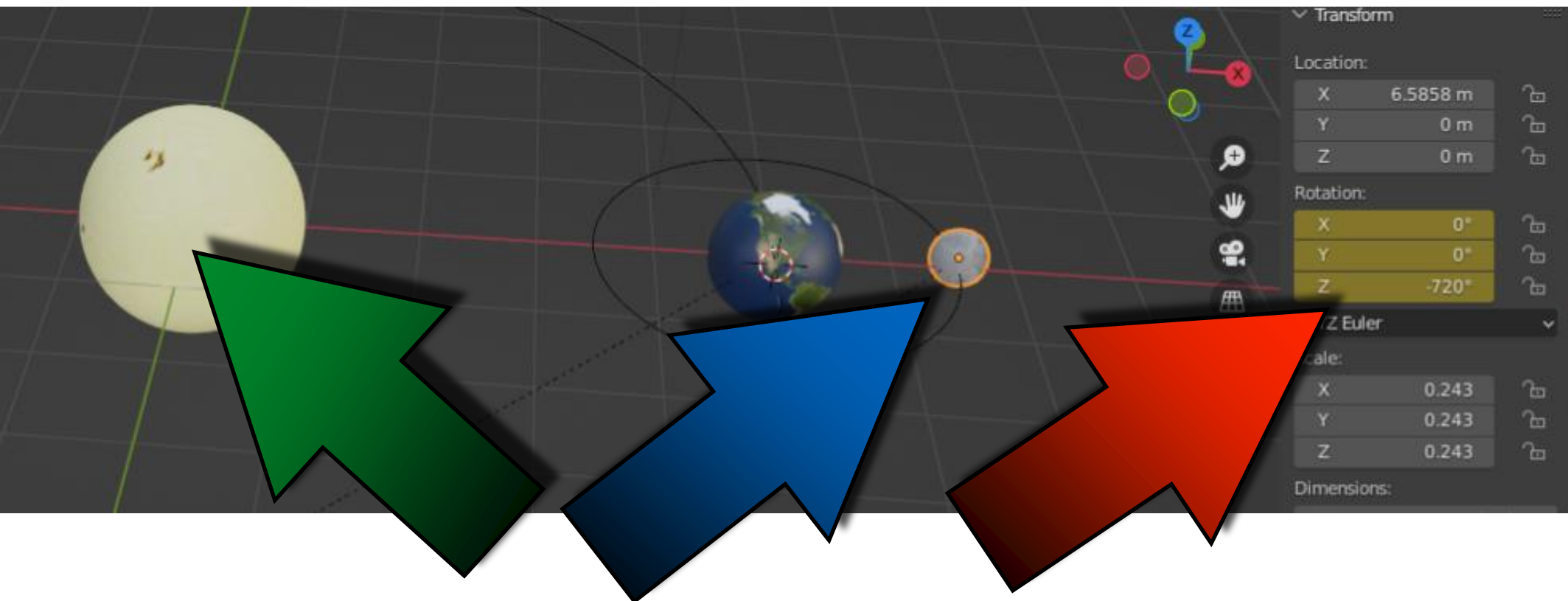
STAR WARS

EARTH TURNS WILL BE THE SAME ALL THE TIME



POWER OF AR AND VR

DO IT YOURSELF WITH THE MOON AND THE SUN CHANGE THE ROTATION ANGLE



STAR WARS



POWER OF AR AND VR



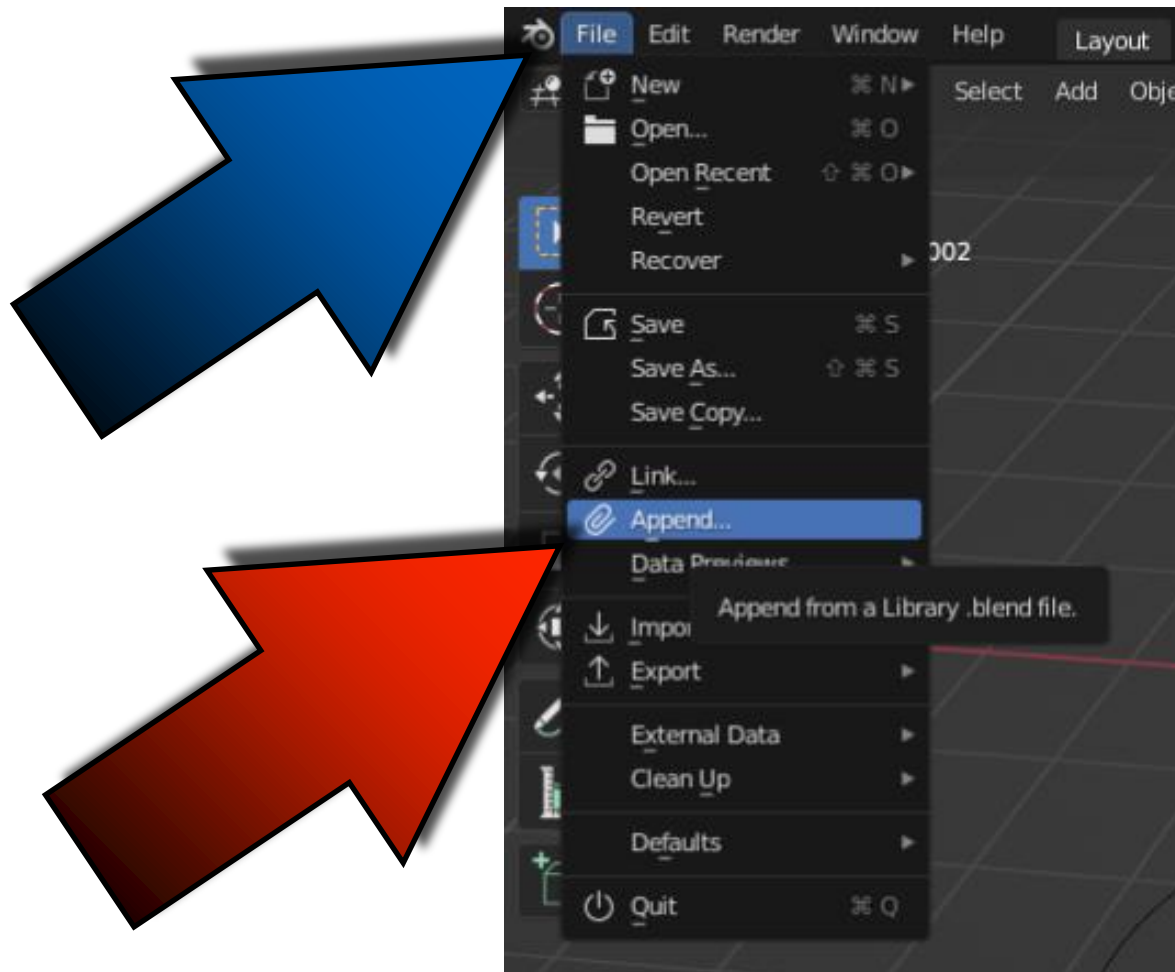
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



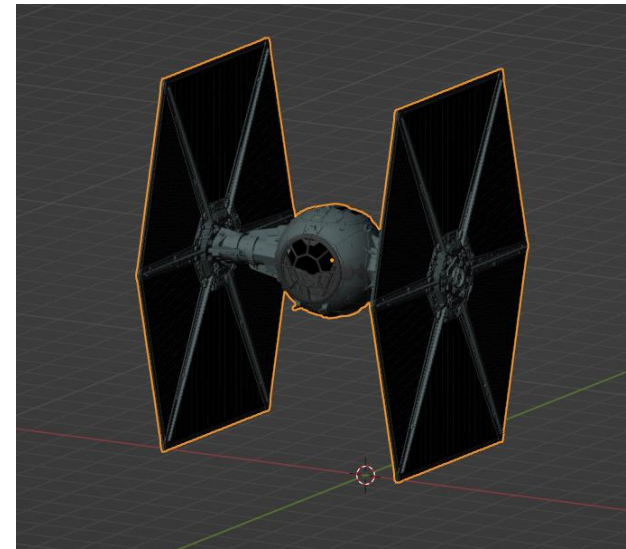
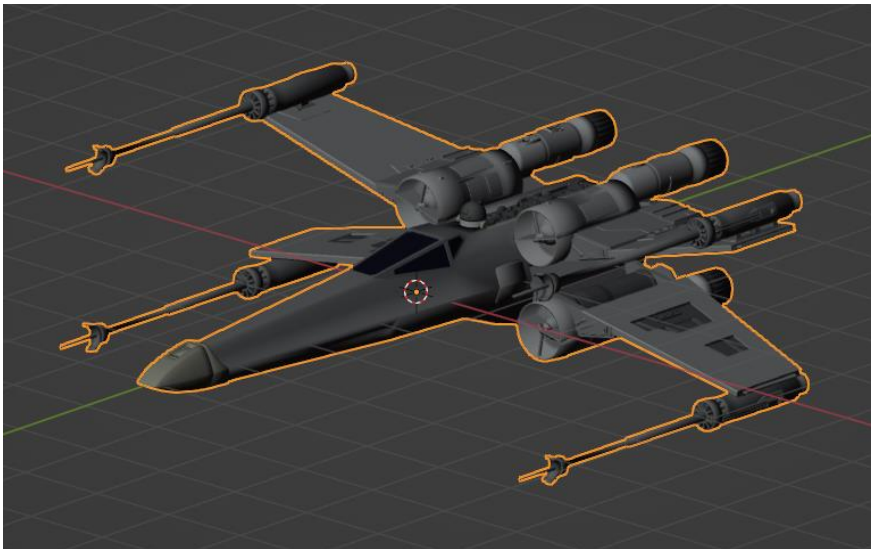
<https://youtu.be/lcgvurTin7U>

STAR WARS

CHOOSE FILE/APPEND



FOR EDUCATIONAL PURPOSES DOWNLOAD FREE 3D MODELS OF STAR SHIPS

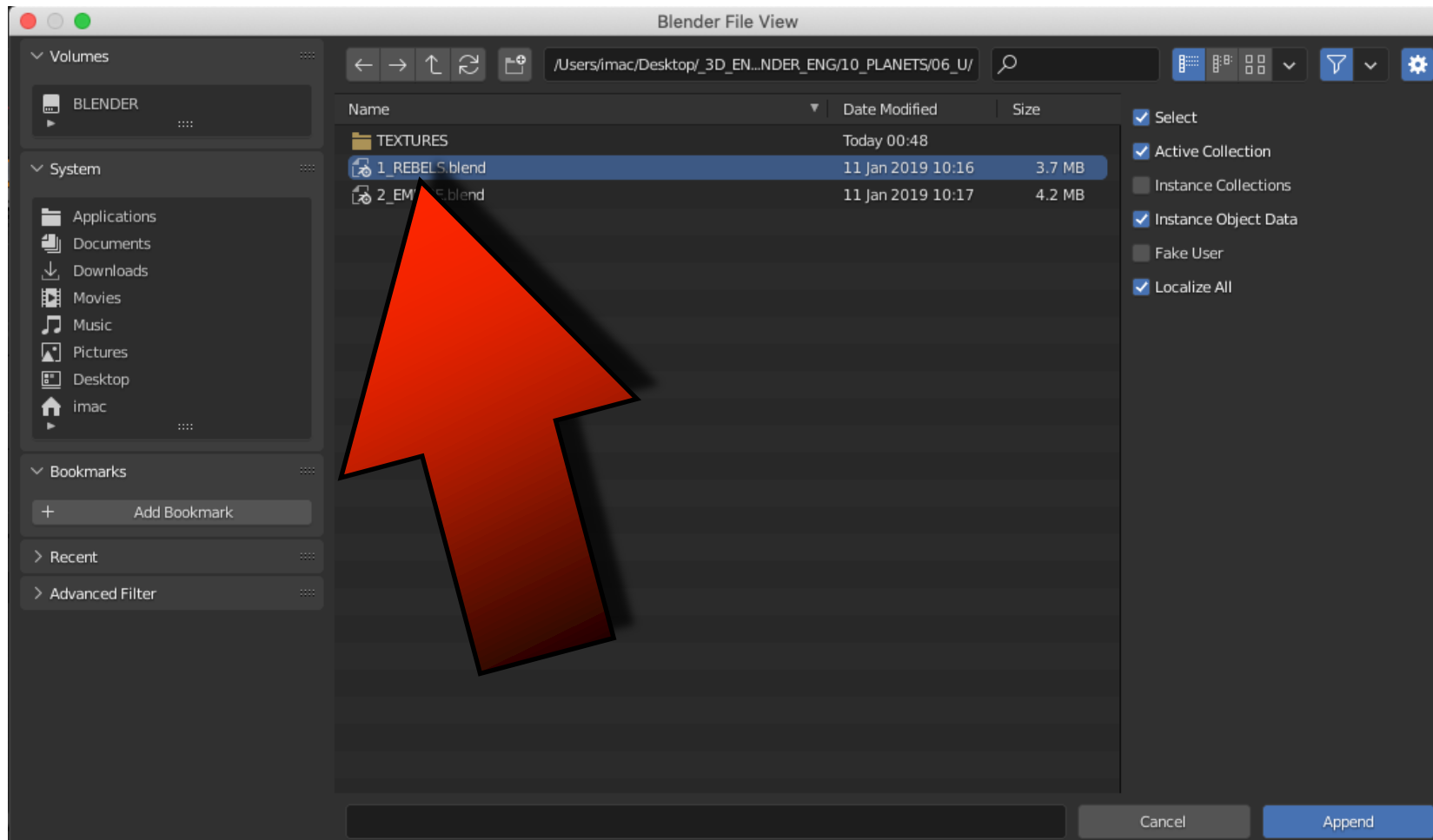




POWER OF AR AND VR

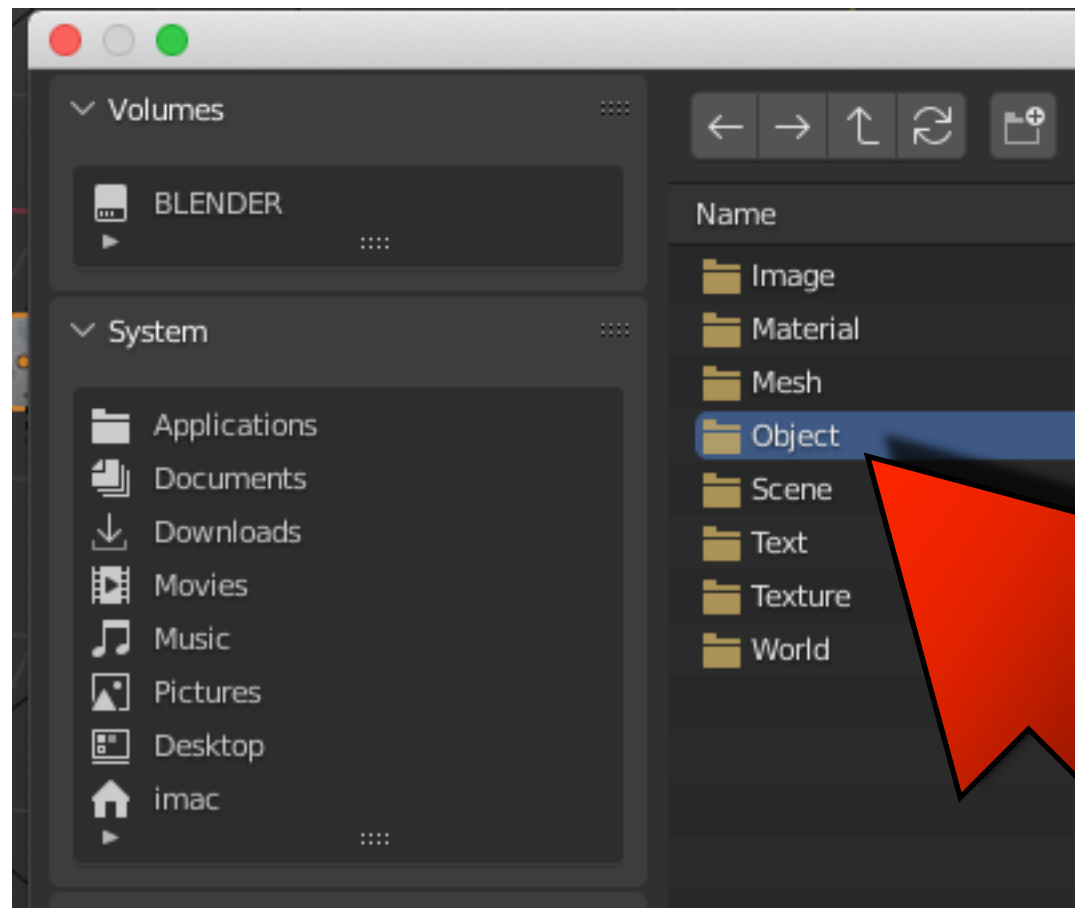


CLICK TWICE ON FILE 1_REBELS.BLEND



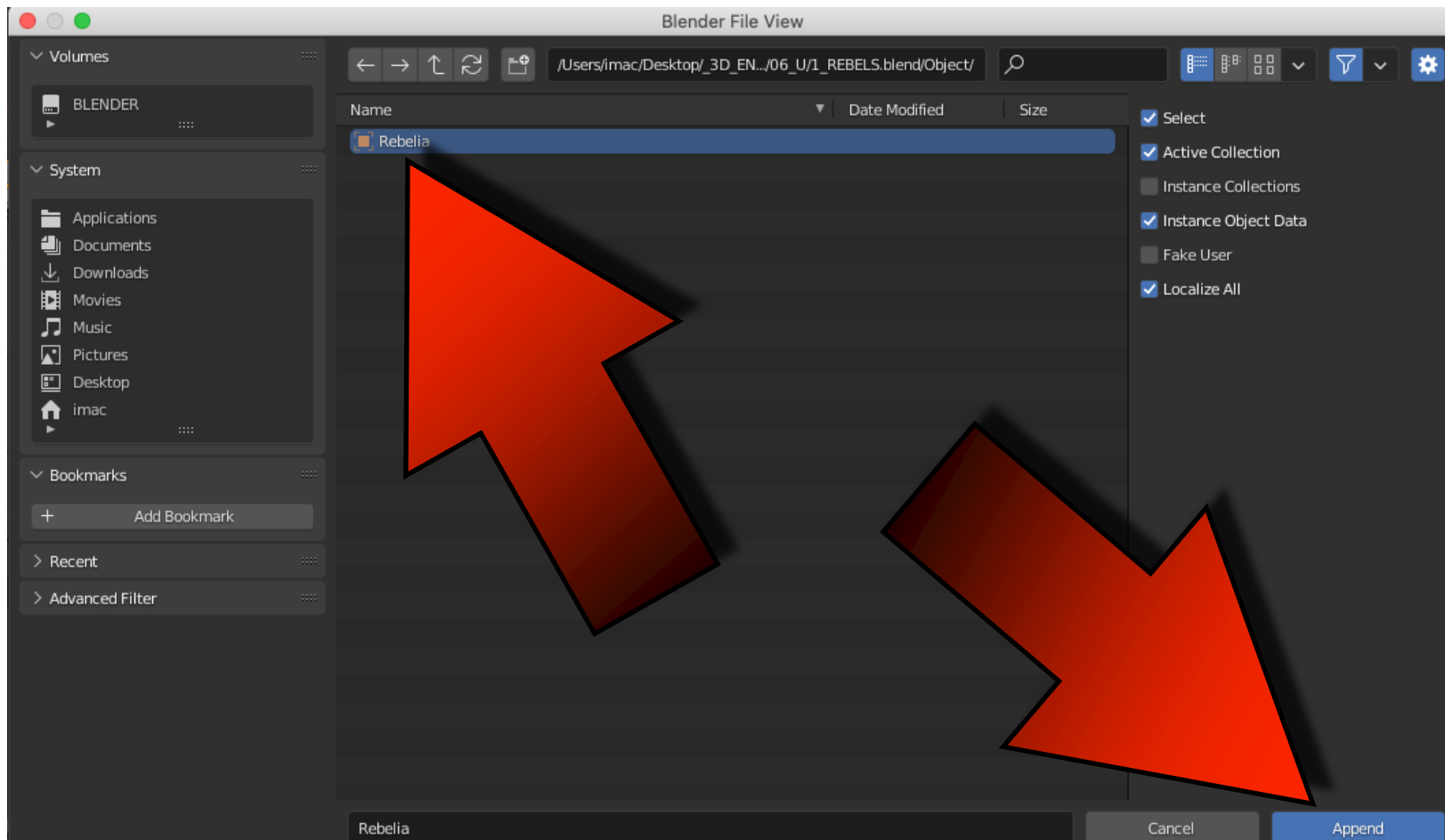
STAR WARS

CLICK TWO TIMES IN THE OBJECT FOLDER



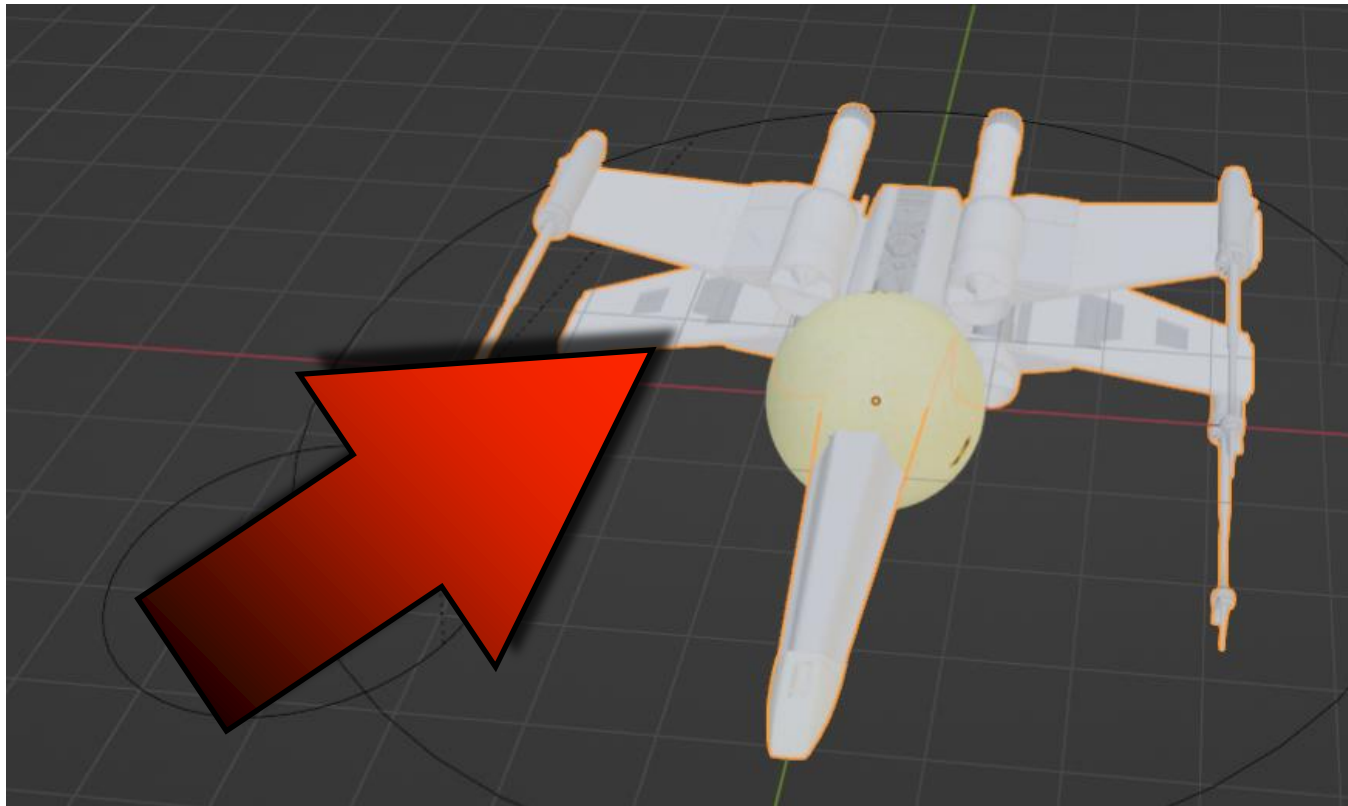
POWER OF AR AND VR

SELECT **REBELIA** AND CLICK ON **APPEND**



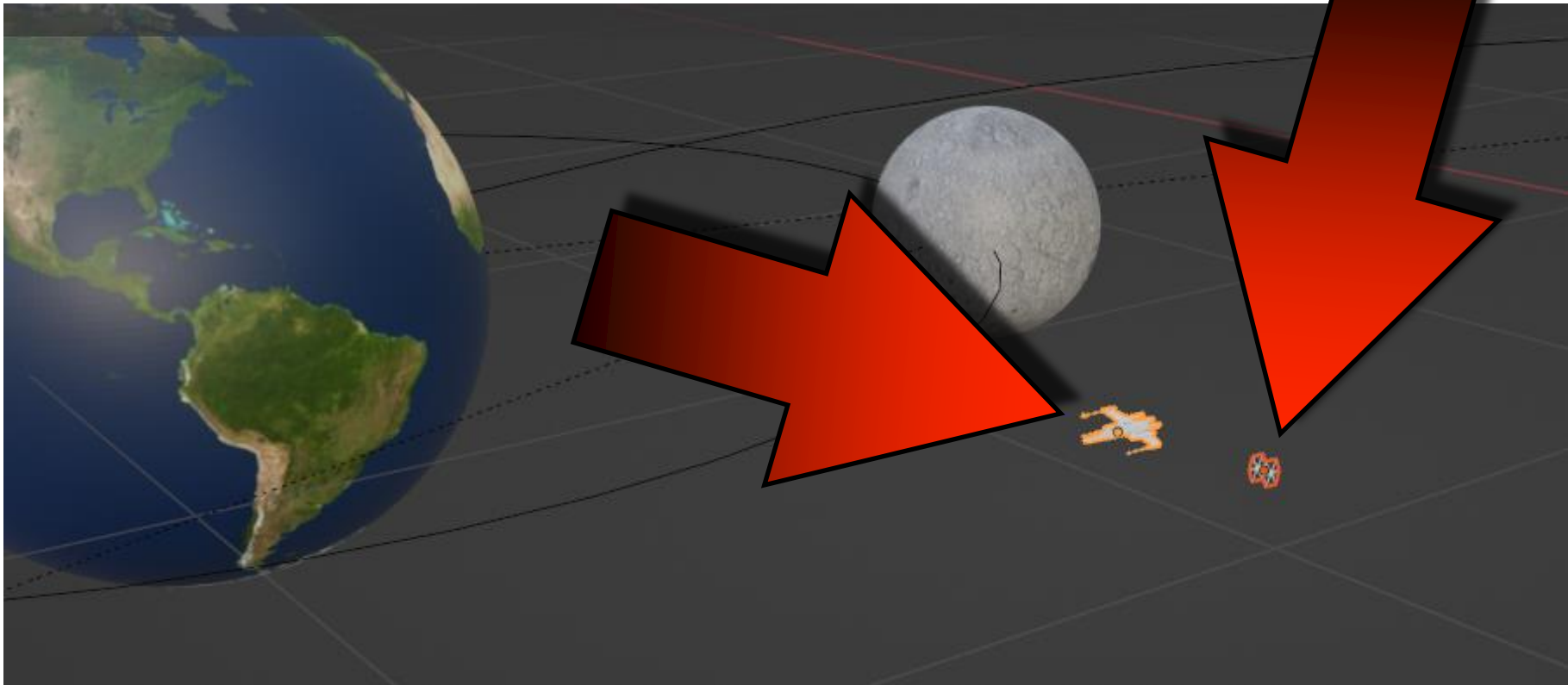
STAR WARS

YOU WILL SEE A NEW MODEL



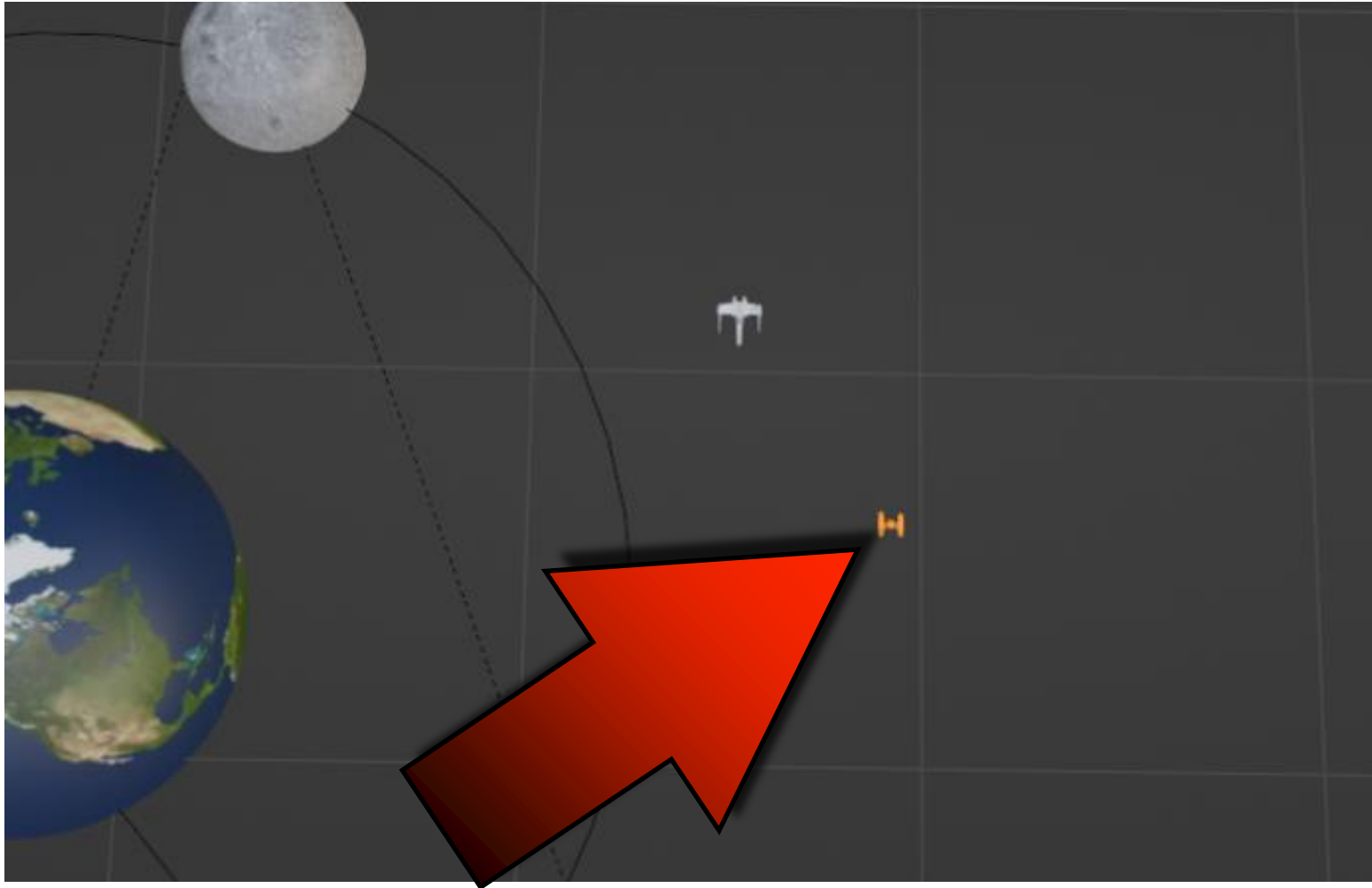
STAR WARS

IMPORT **BOTH MODELS** AND **SCALE THEM**



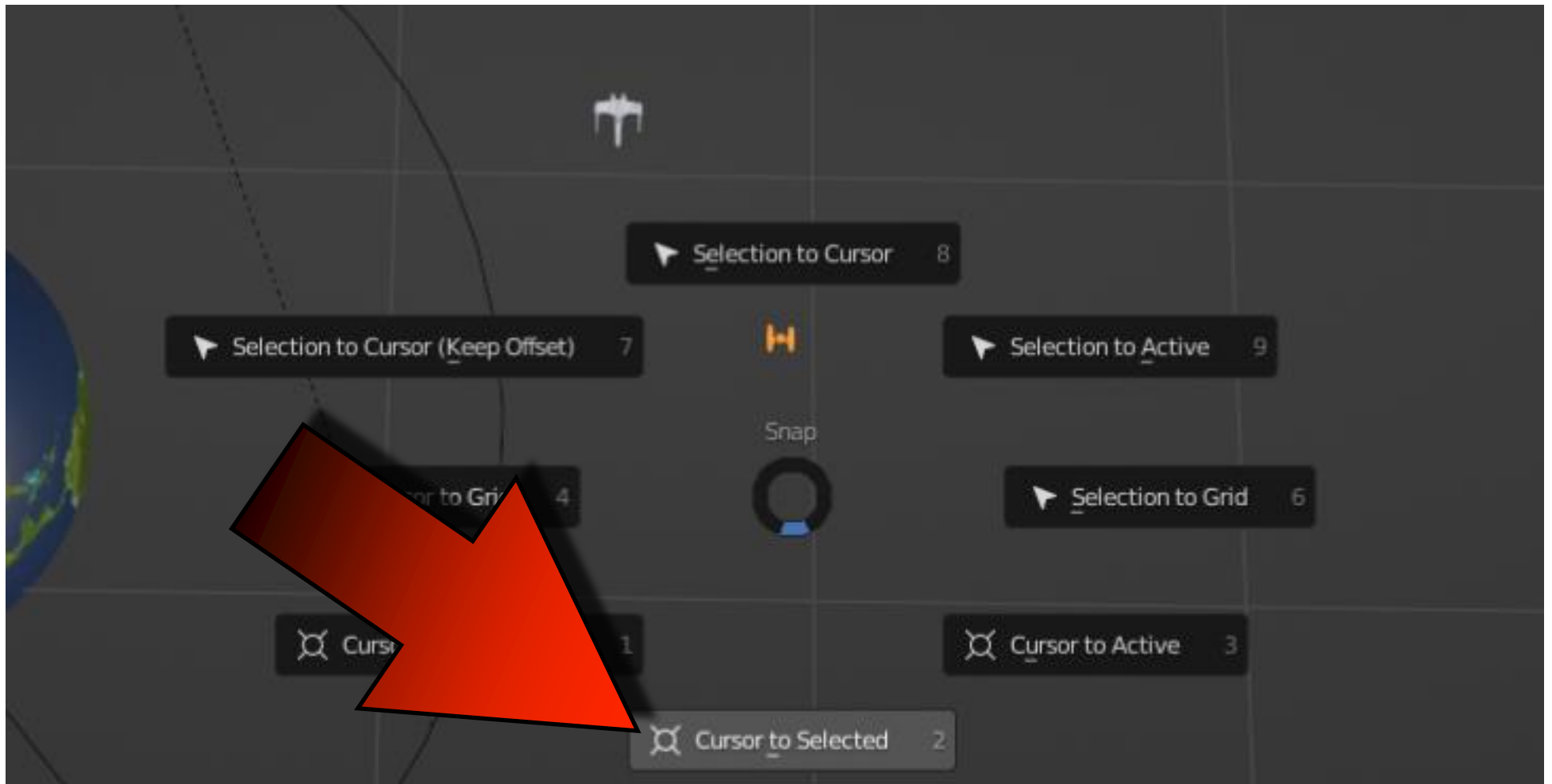
STAR WARS

SELECT ONE SPACE SHIP



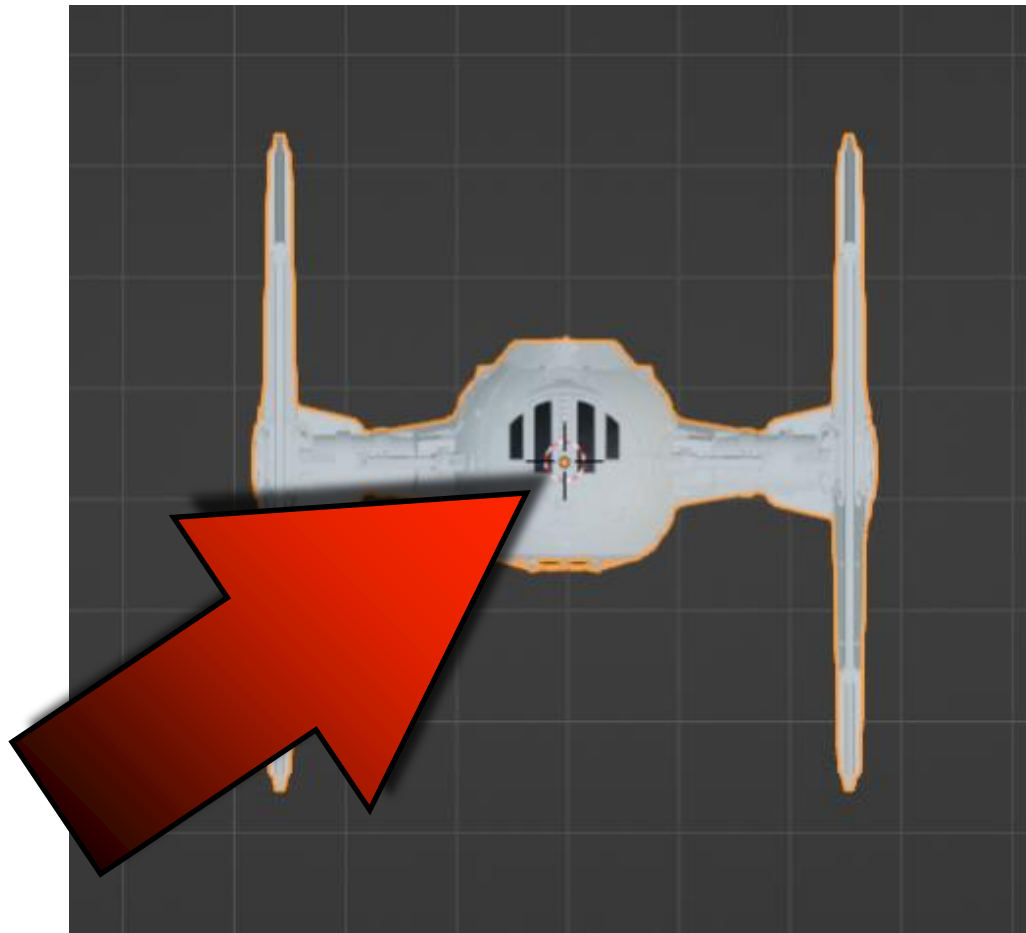
STAR WARS

PRESS **SHIFT + S** AND CHOOSE **CURSOR TO SELECTED**



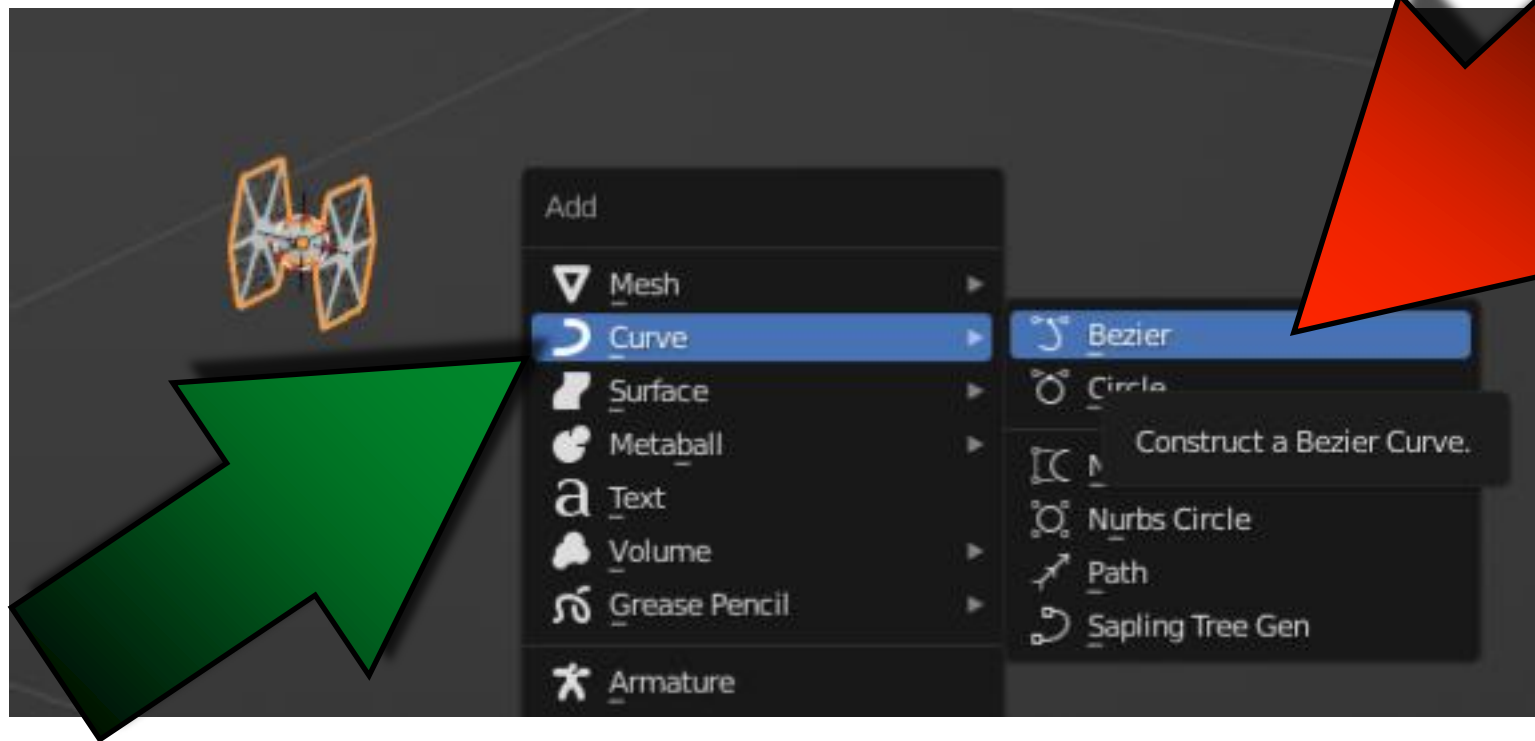
STAR WARS

THE 3D CURSOR WILL BE IN THE CENTER OF THE MODEL

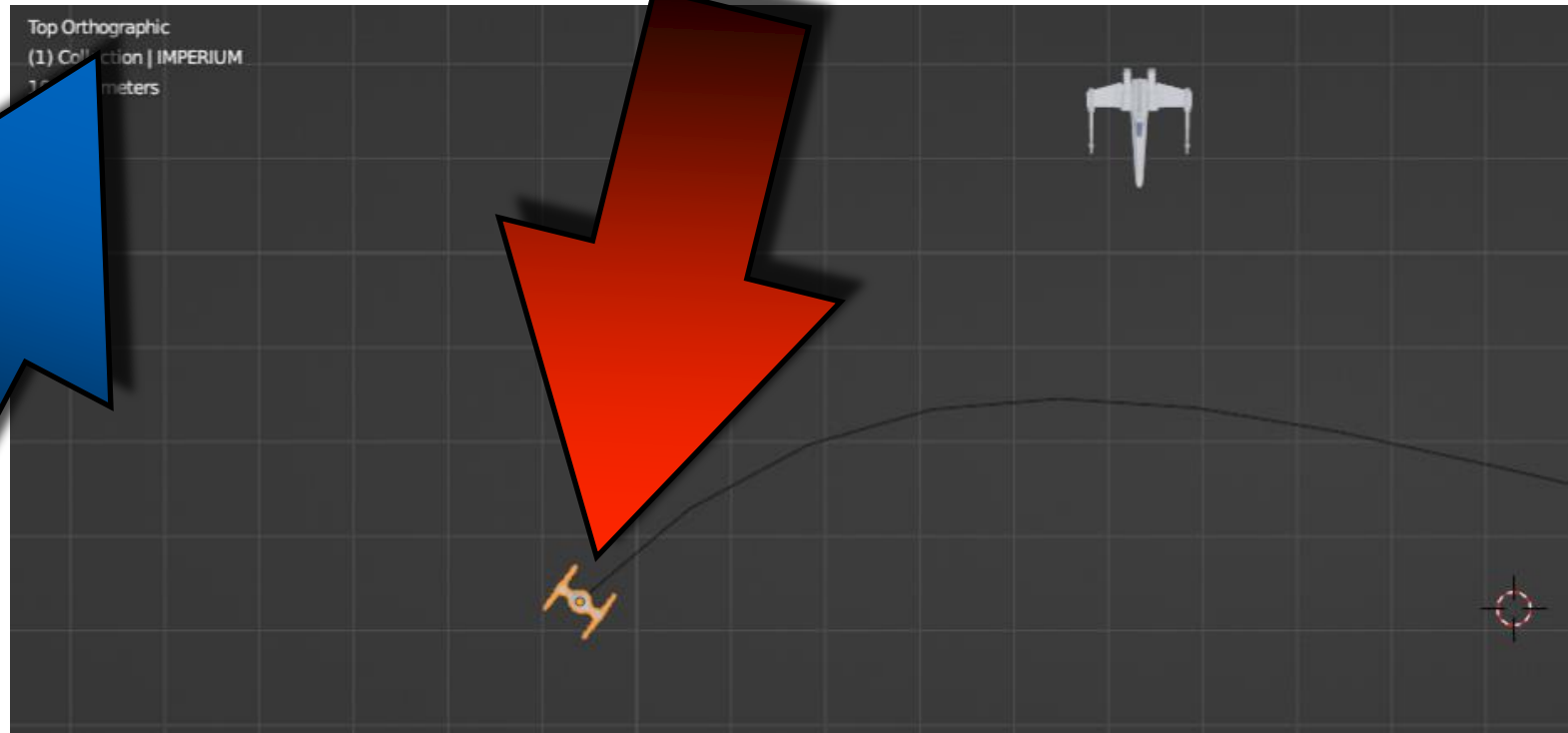


STAR WARS

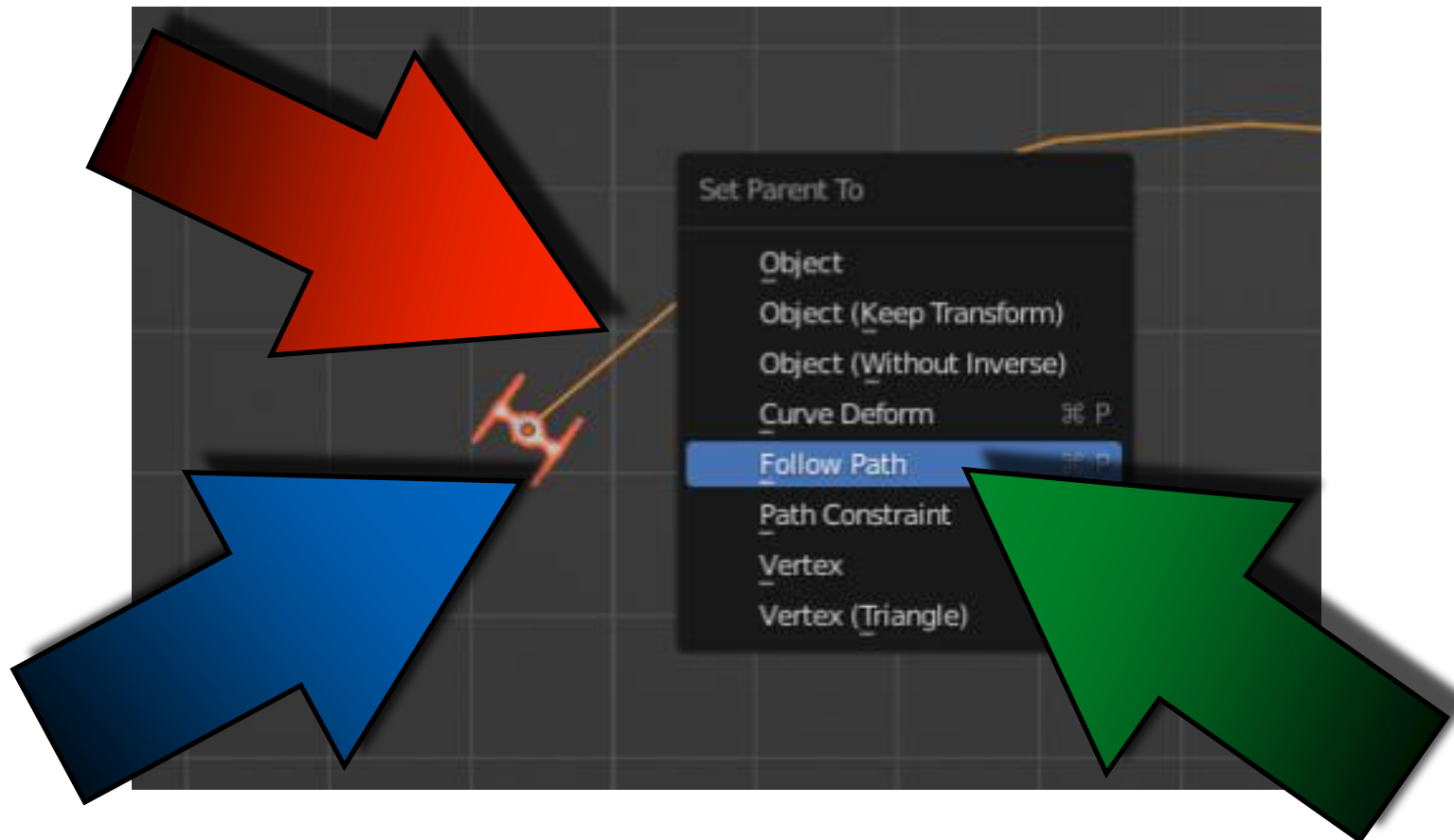
USE **SHIFT + A** ADD WITH A **BEZIER CURVE**



IN THE TOP ORTHOGRAPHIC VIEW
PLACE THE MODEL
AT THE BEGINNING OF THE CURVE

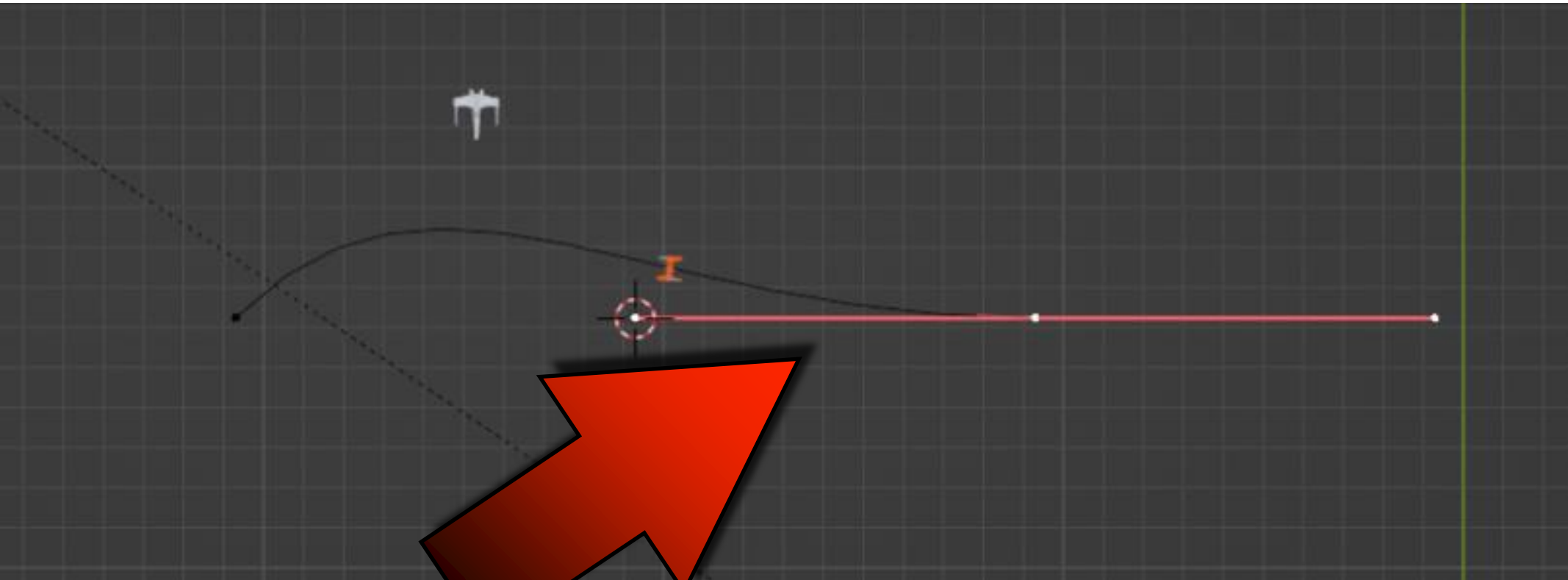


TRAILER THE MODEL TO THE CURVE



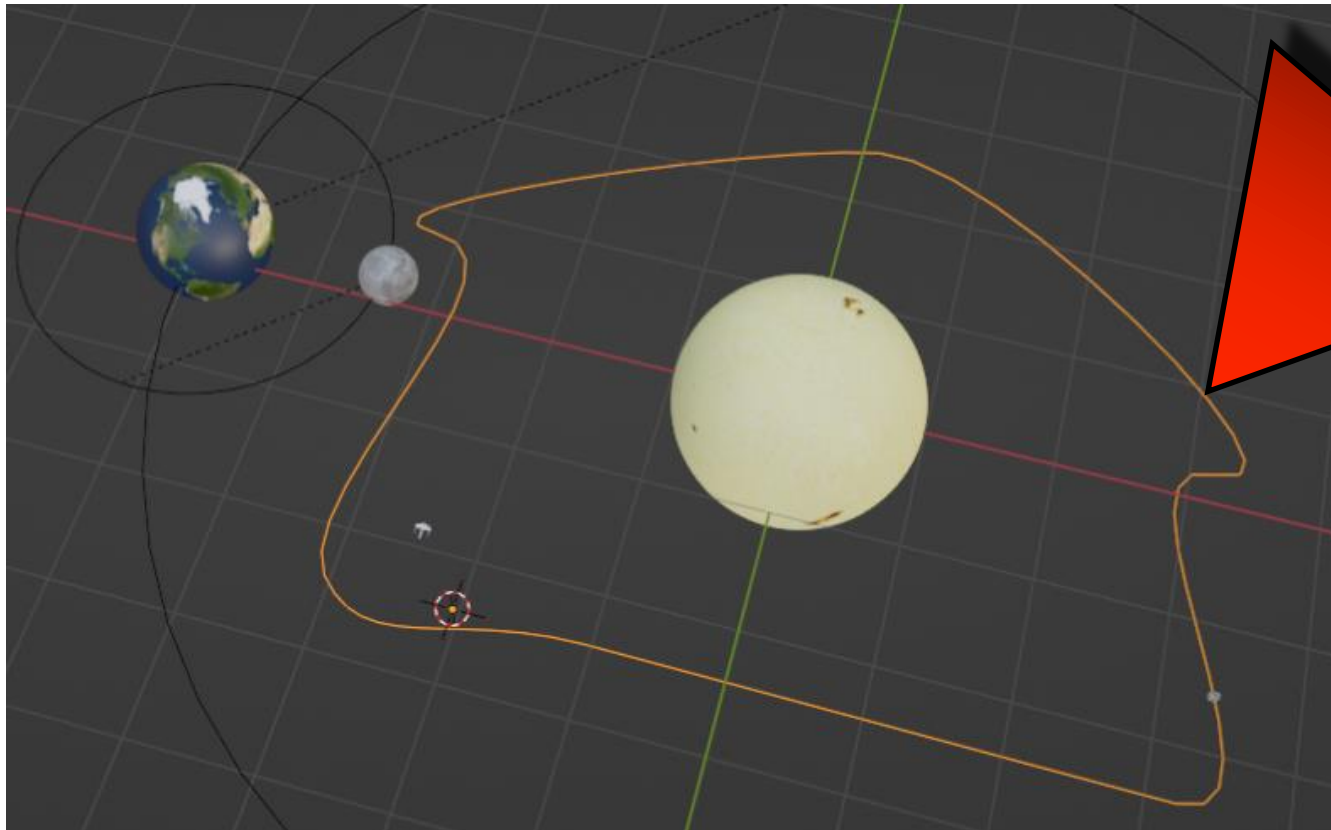
ENTER THE CURVE

EDIT MODE



STAR WARS

USING **THE E KEY** MAKE A FLIGHT FOR A SPACE SHIP



STAR WARS



POWER OF AR AND VR



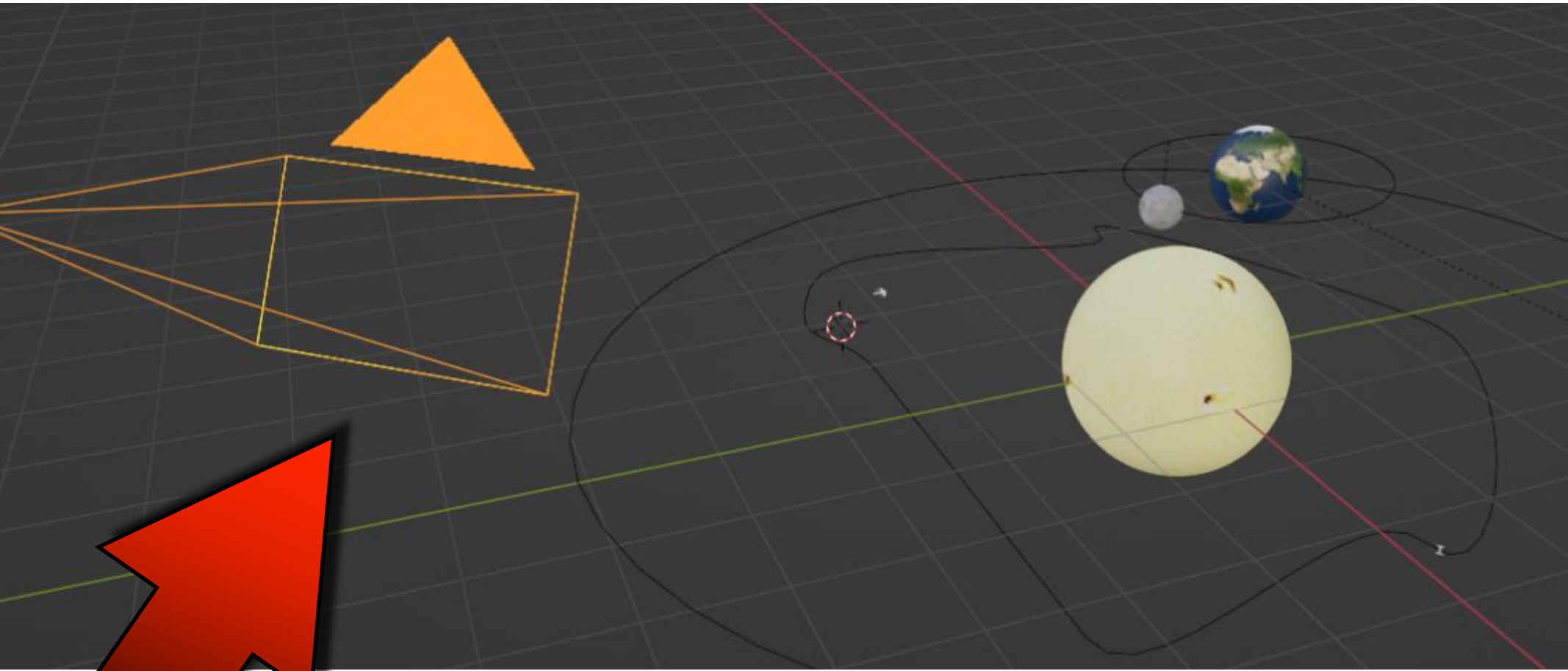
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



https://youtu.be/OPep_127g00

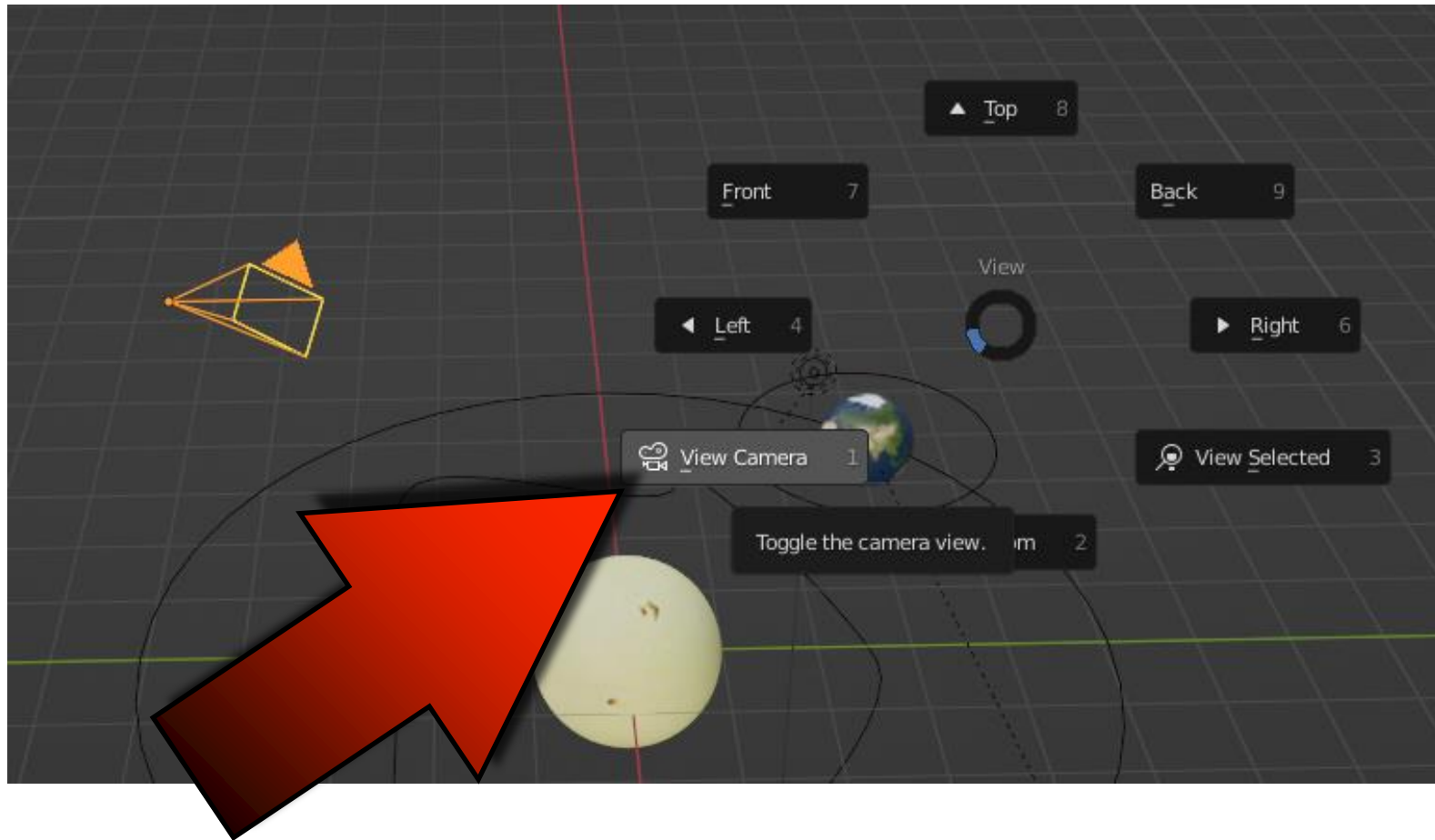
STAR WARS

SELECT THE CAMERA

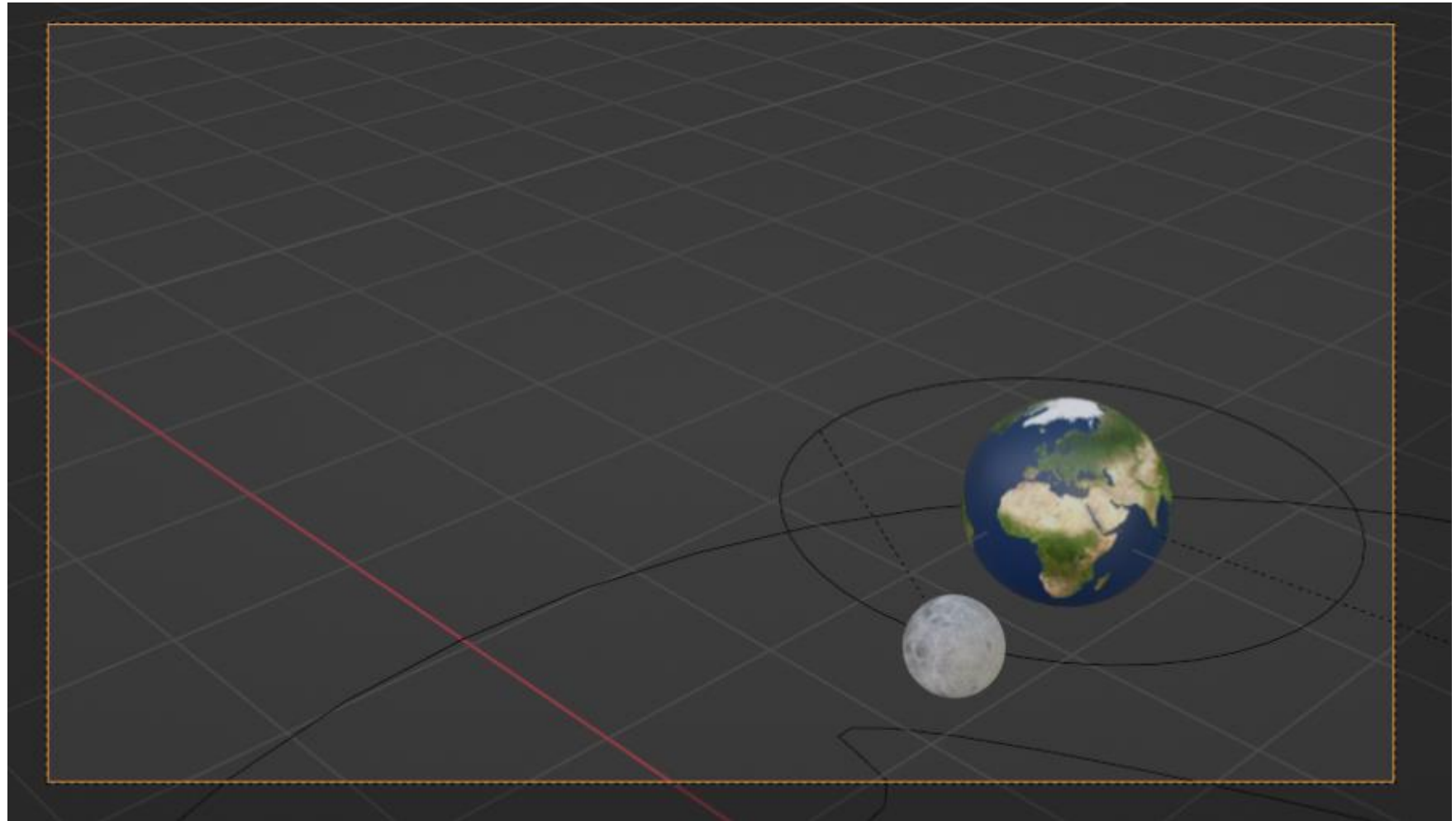


STAR WARS

CHOOSE **VIEW CAMERA**

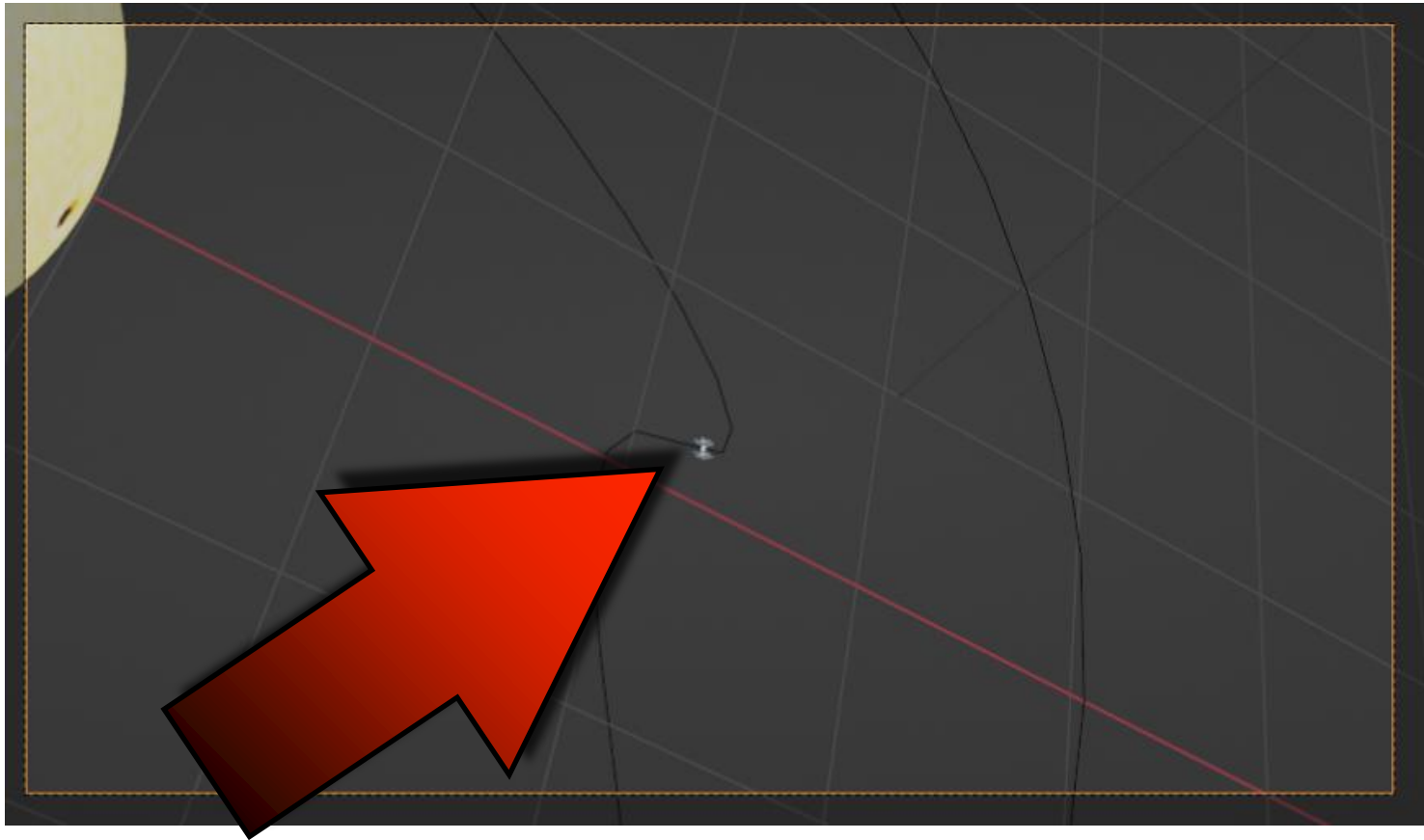


PRESS **TWO TIMES R KEY**

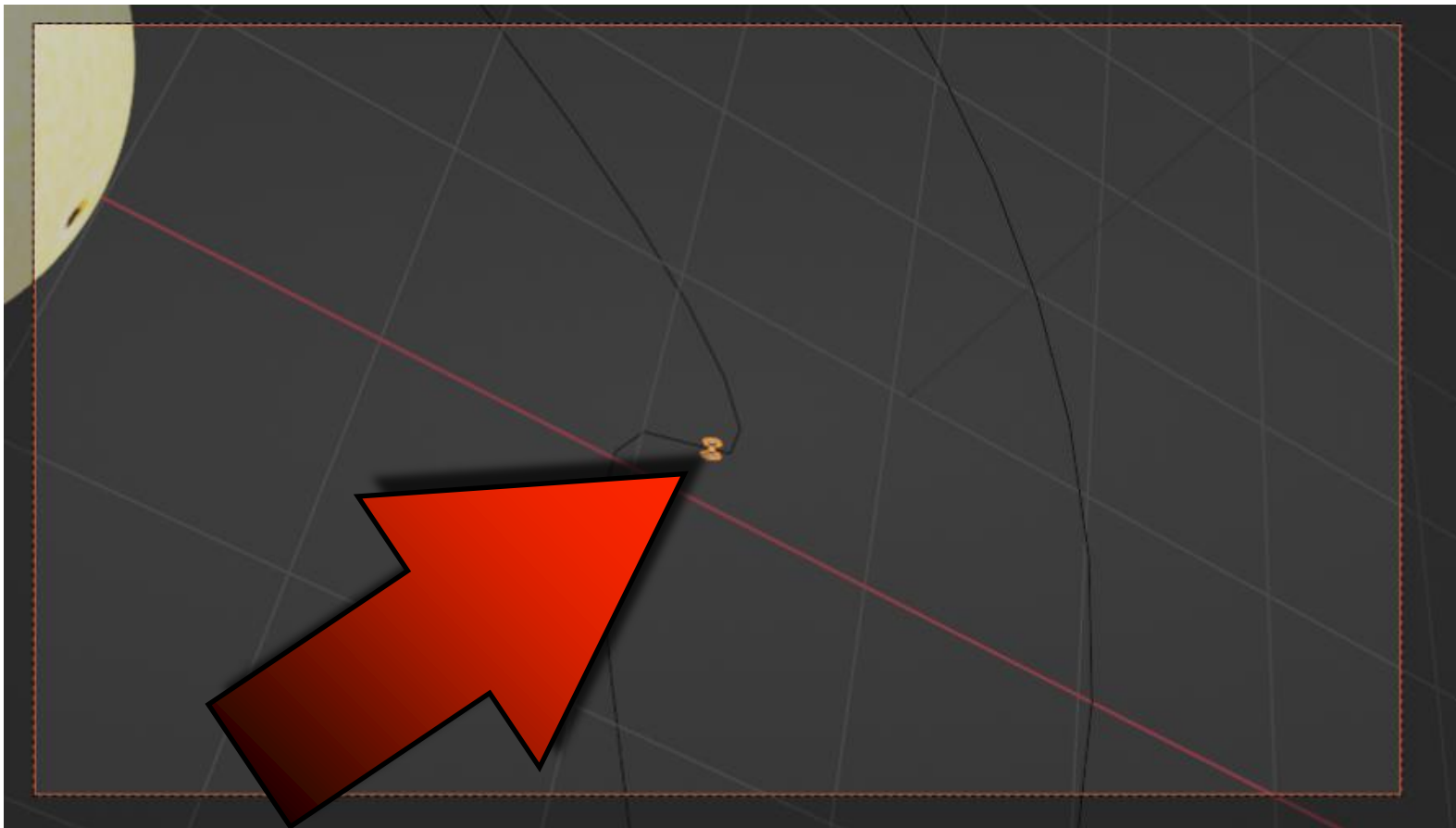


STAR WARS

MOVE YOUR MOUSE TO SEE A SPACE SHIP



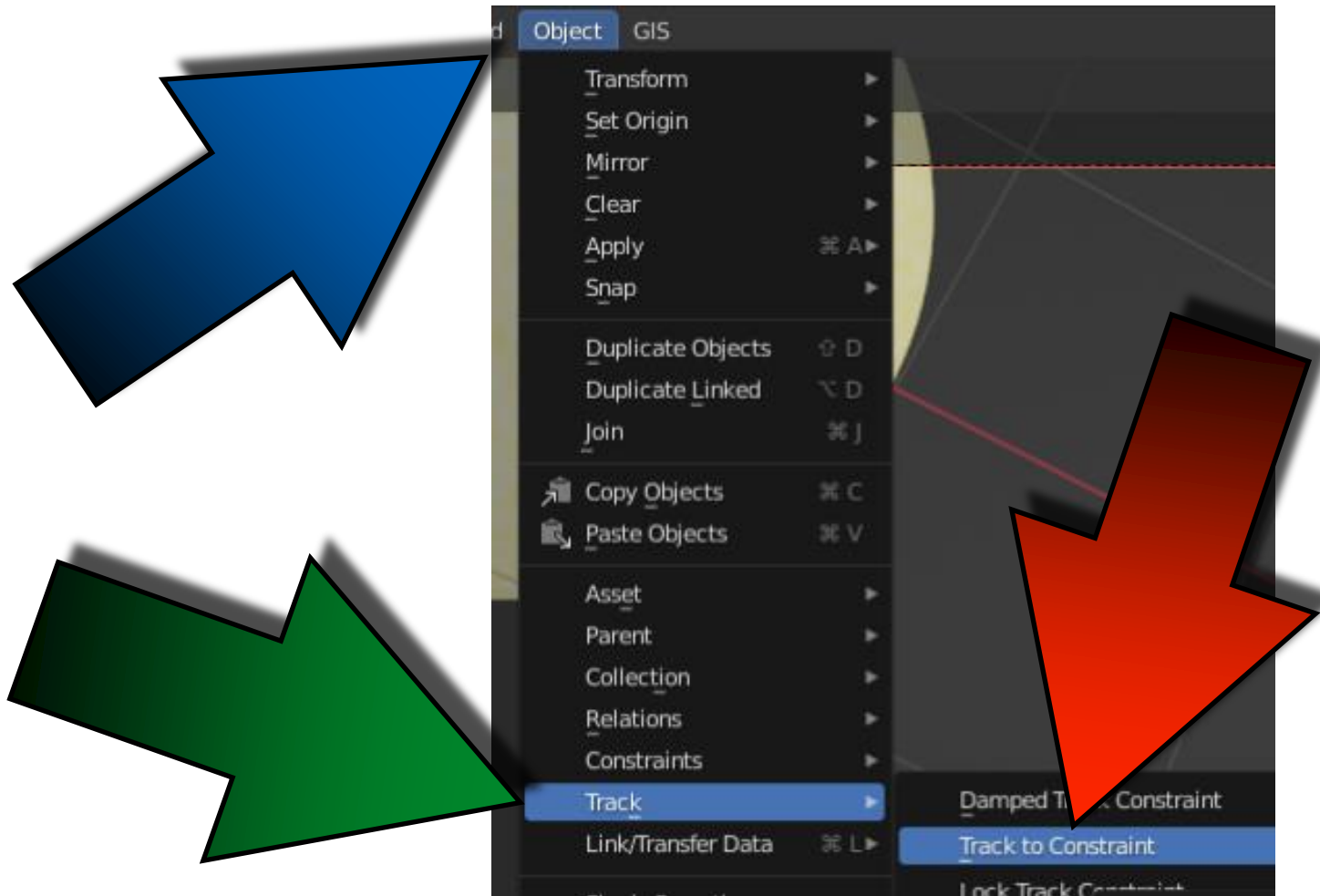
**WITH THE SHIFT KEY PRESSED
SELECT THE MODEL**



STAR WARS

SELECT

OBJECT/TRACK/TRACK TO CONSTRAINT





POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/6aYBorBKLBS>

STAR WARS

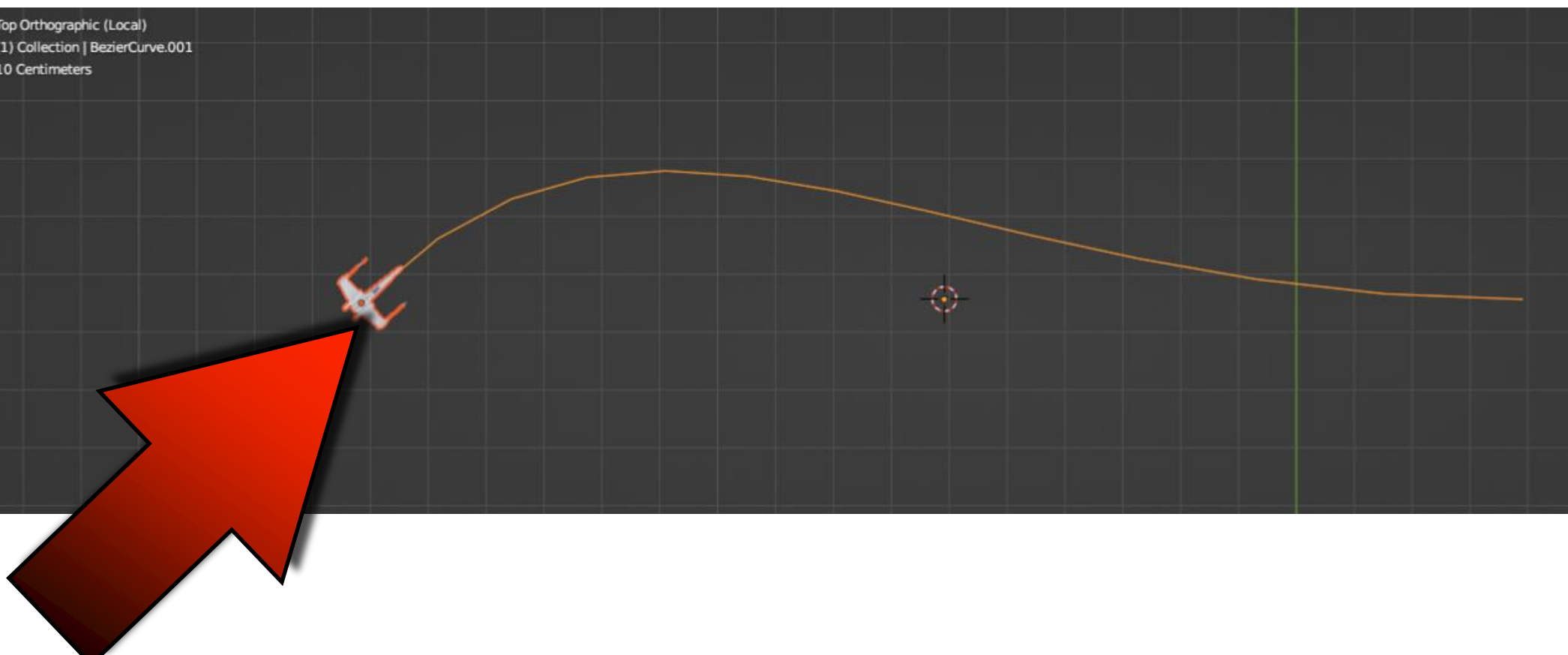


POWER OF AR AND VR



DO IT YOURSELF WITH THE SECOND SPACE SHIP

Top Orthographic (Local)
(1) Collection | BezierCurve.001
10 Centimeters



STAR WARS



POWER OF AR AND VR



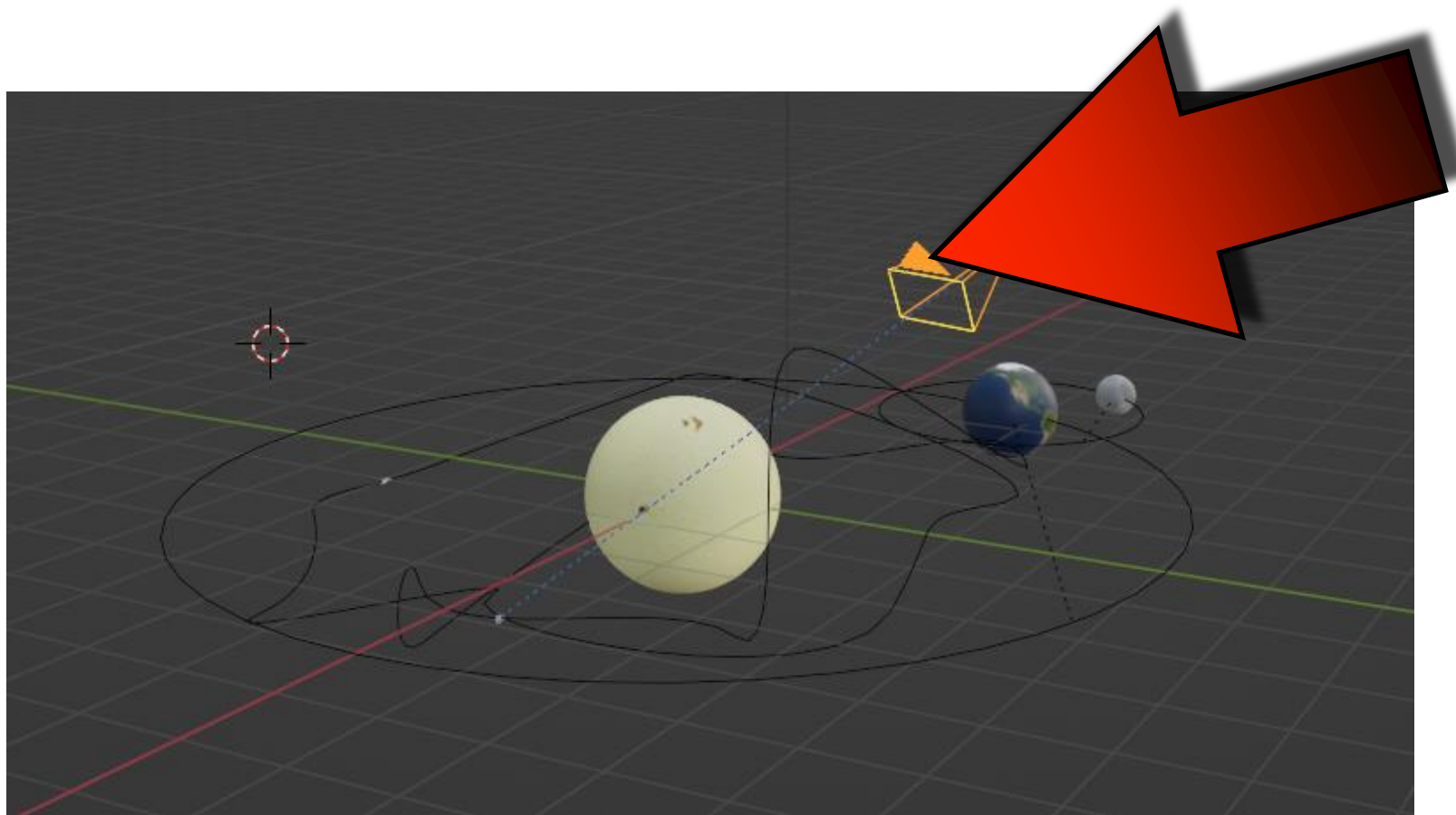
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/RHfUcElvGIE>

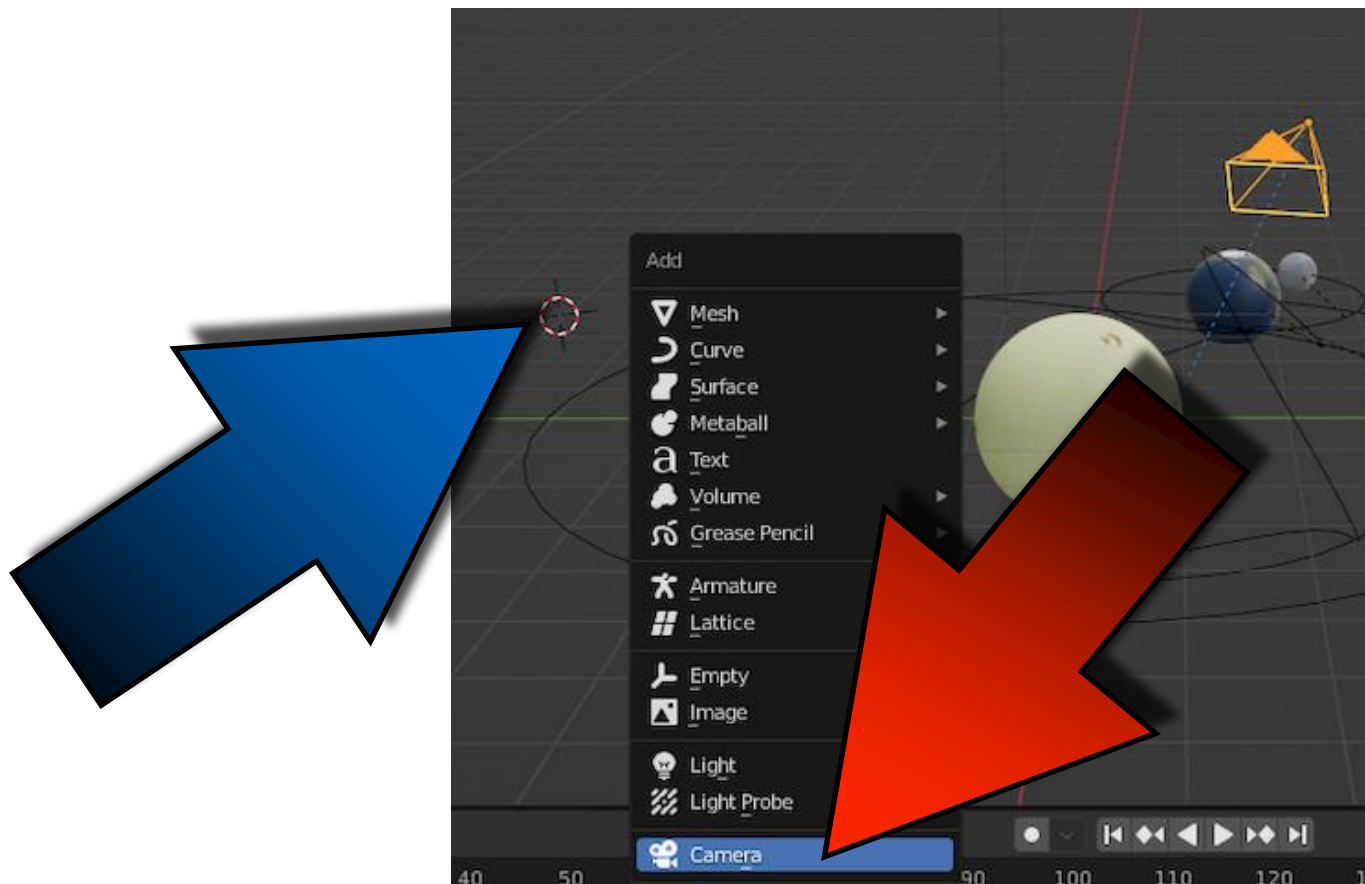
STAR WARS

THIS FILLED TRIANGLE
INDICATES THE ACTIVE CAMERA

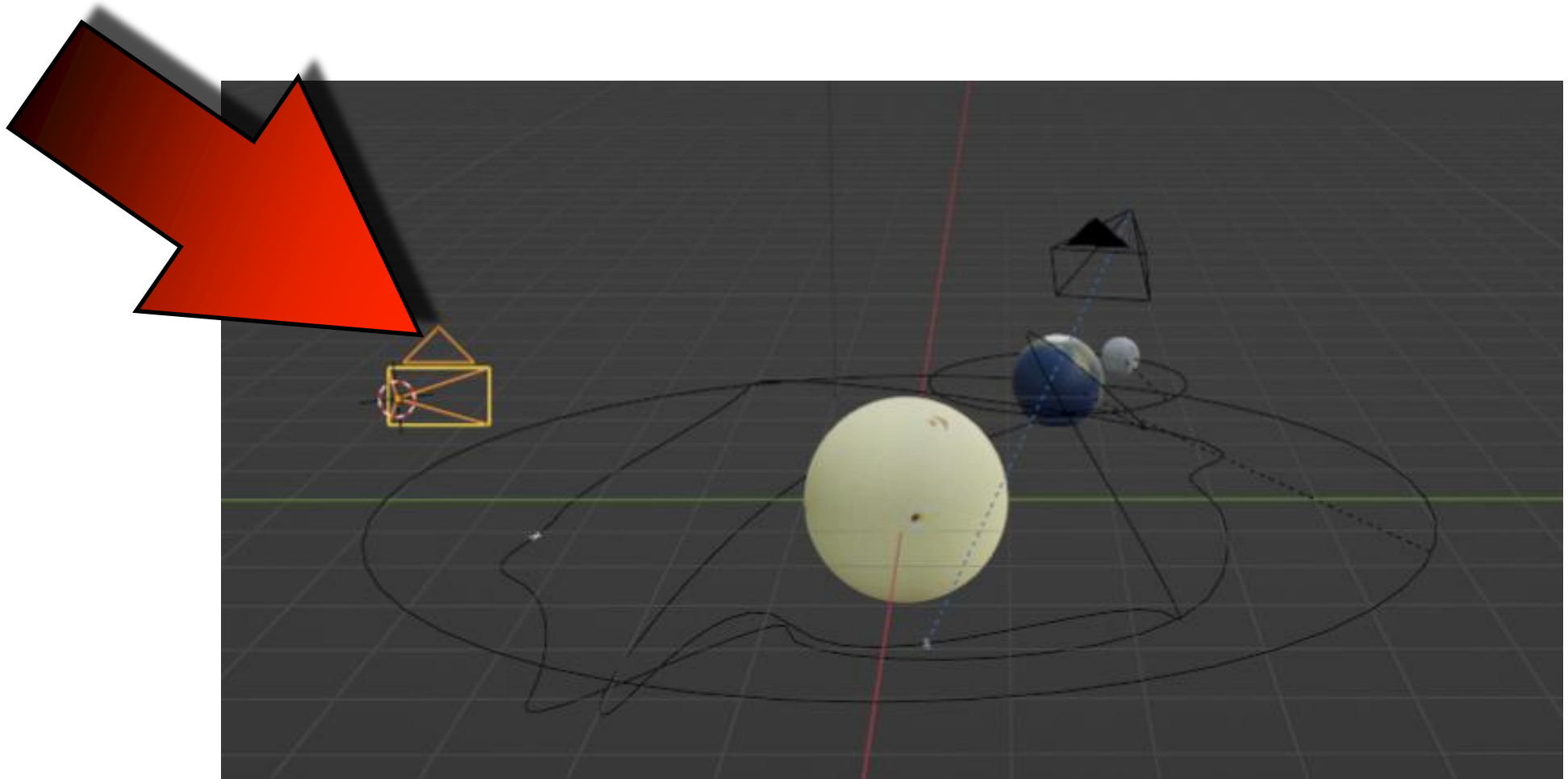


STAR WARS

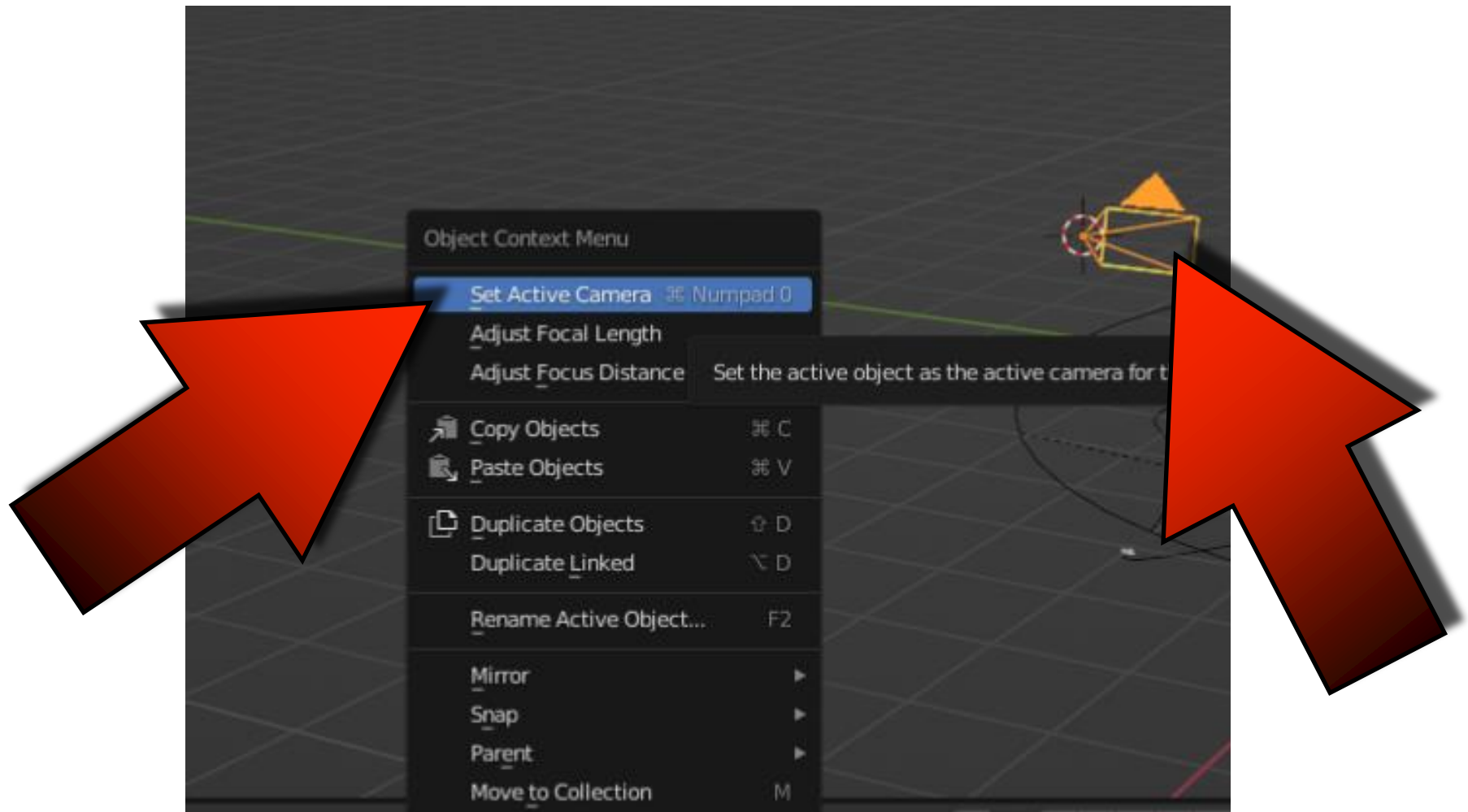
INSERT A SECOND CAMERA



A **BLANK TRIANGLE** INDICATES AN **INACTIVE CAMERA**

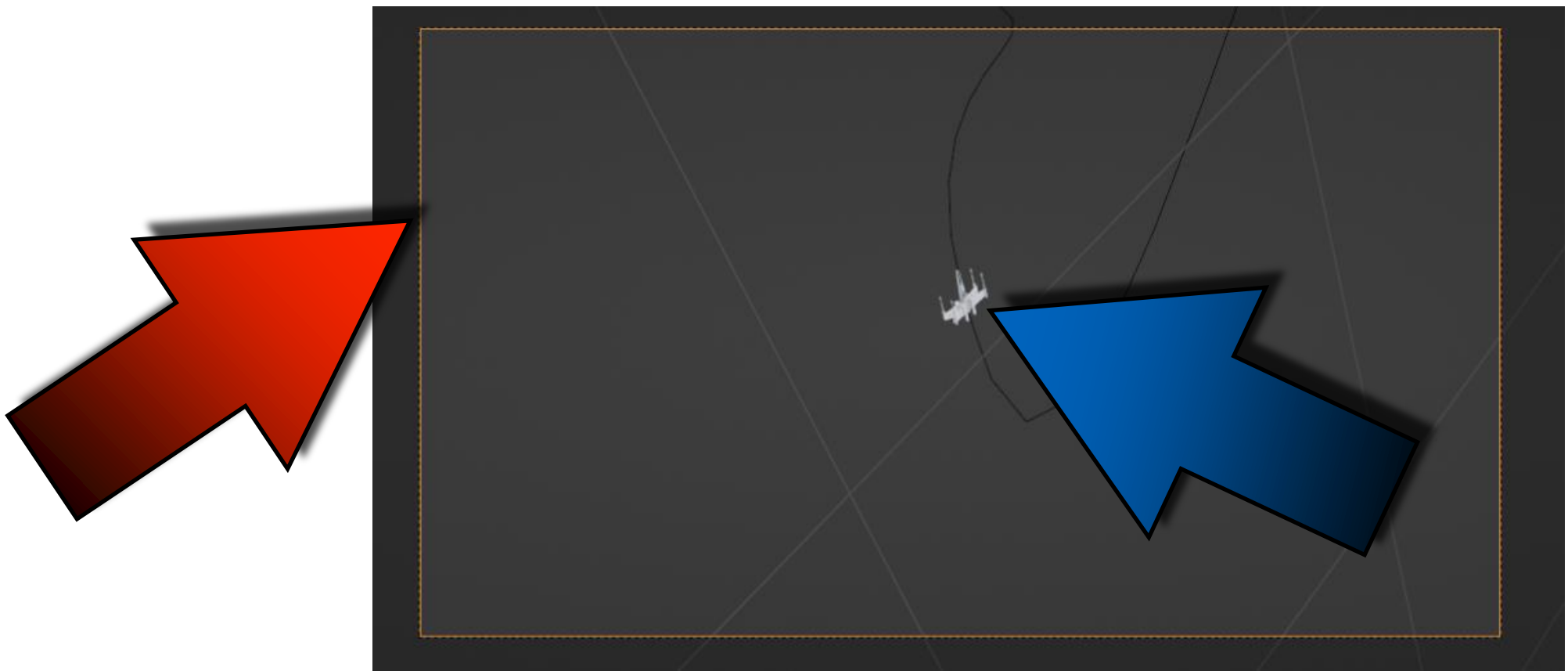


YOU CAN CHANGE THIS WITH THE RIGHT MOUSE KEY

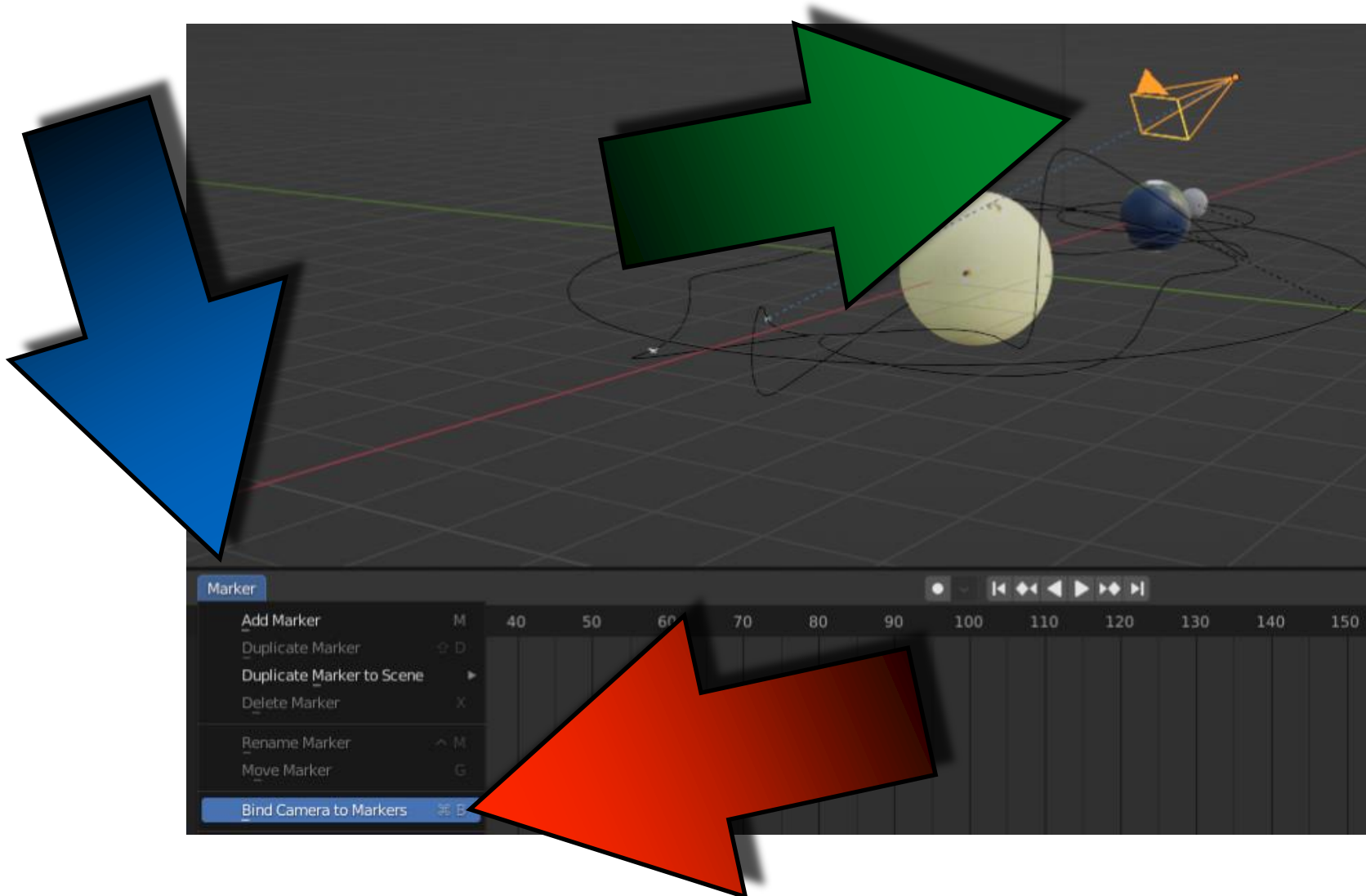


STAR WARS

ATTACH **THE SECOND CAMERA** TO **THE SECOND MODEL**

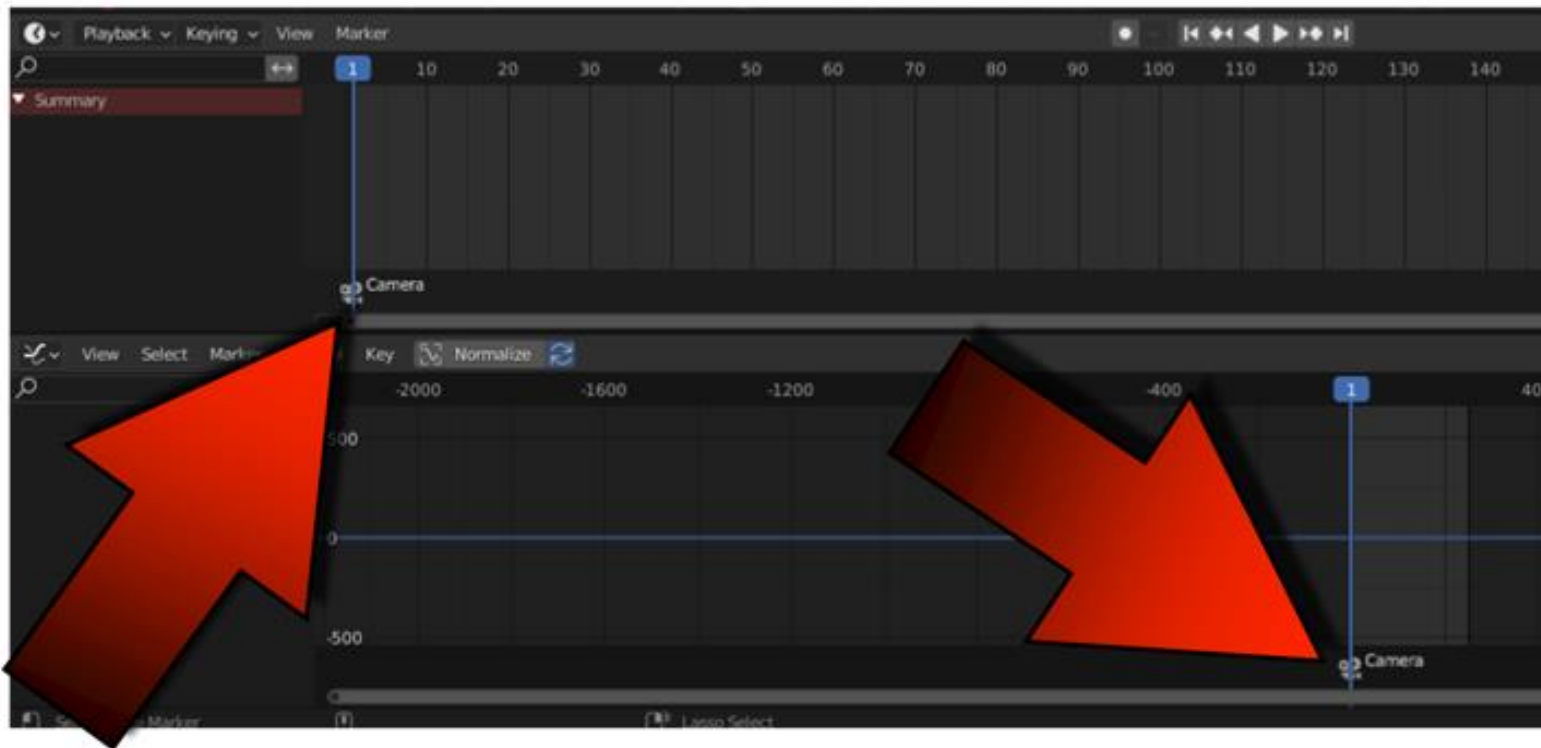


SELECT THE FIRST CAMERA AND CHOOSE MARKER / BIND CAMERA TO MARKERS

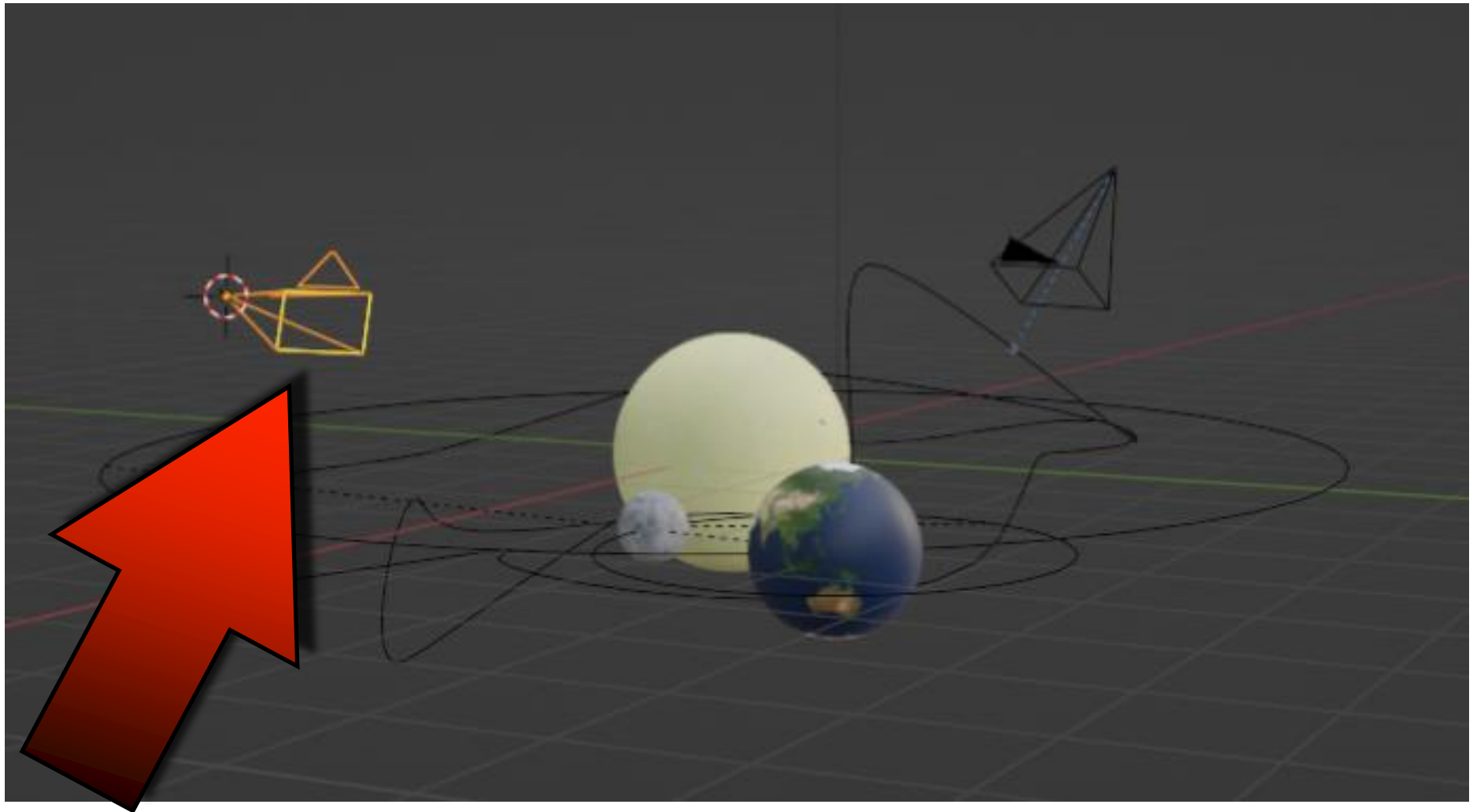


STAR WARS

HERE YOU WILL SEE INSERT MARKER

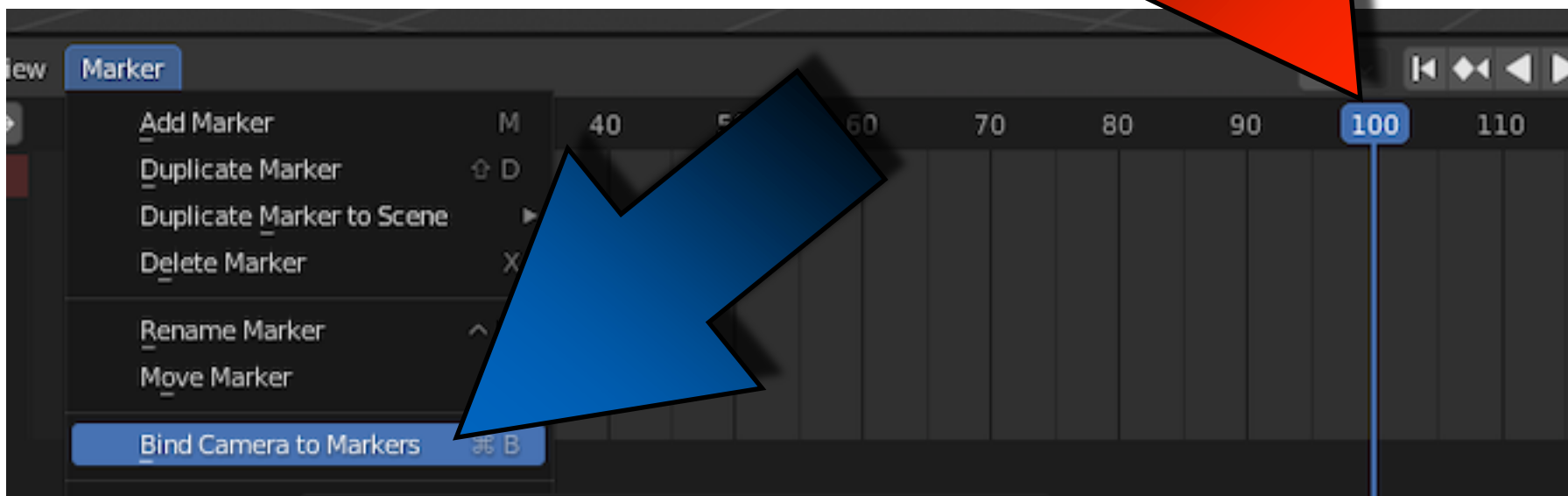


SELECT **SECOND CAMERA**



STAR WARS

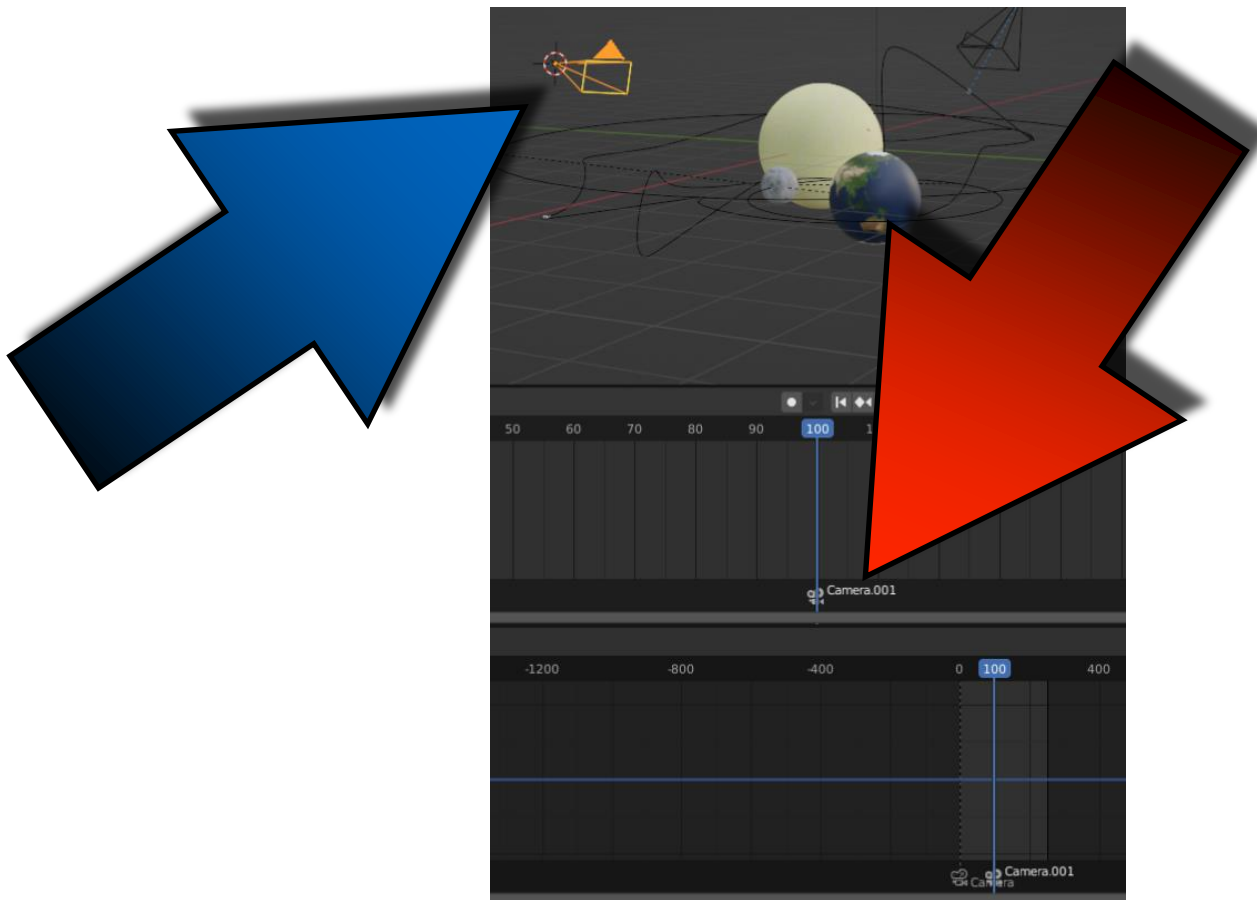
**GO TO FRAME NUMBER 100 AND
CHOOSE BLIND CAMERA TO MARKERS**



STAR WARS

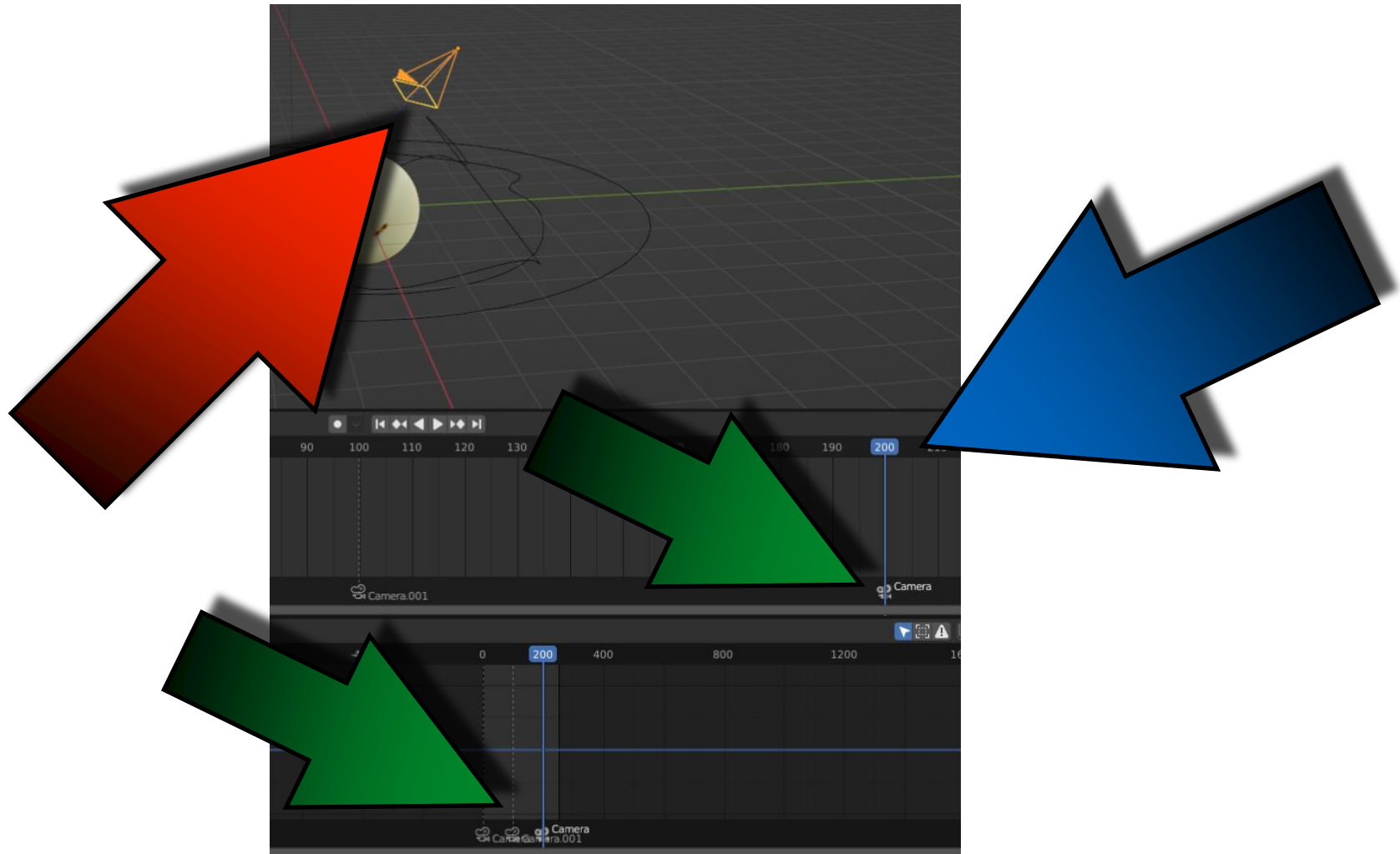
POWER OF AR AND VR

THE SECOND CAMERA WILL BE ACTIVE



STAR WARS

IN FRAME 200 SET THE MARKER FOR THE FIRST CAMERA





POWER OF AR AND VR



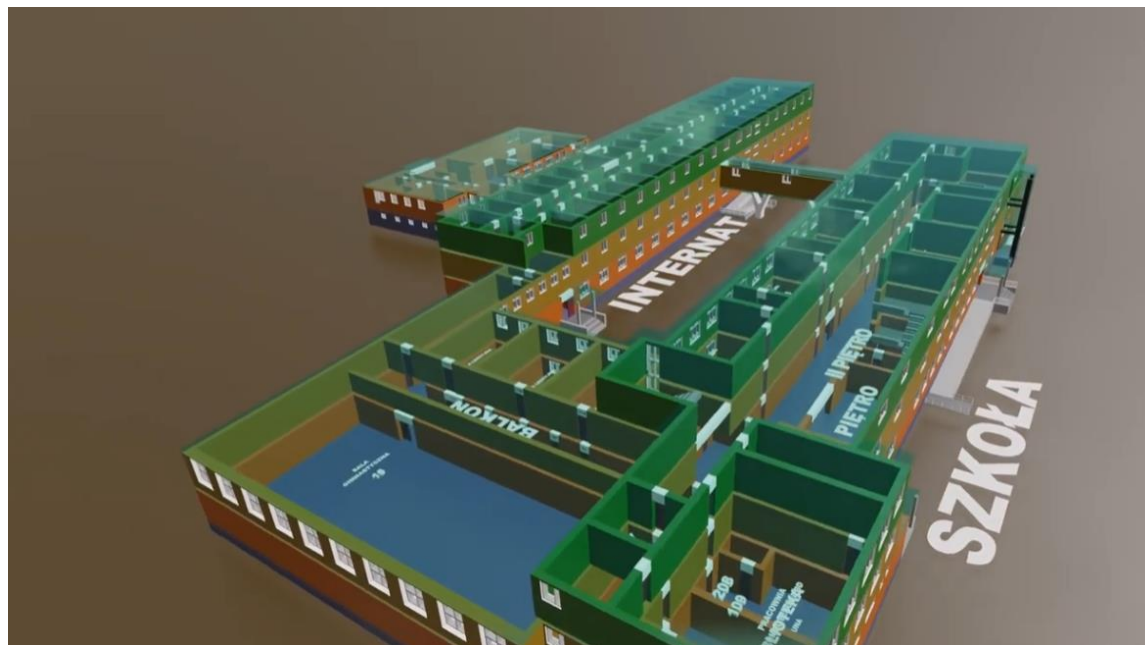
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/YgQCCLQu2cw>

STAR WARS

SEE A FRAGMENT OF ANIMATION MADE DURING CLASSES



<https://youtu.be/LXb8QIRzyBU>

POWER OF AR AND VR

THANK YOU FOR YOUR ATTENTION



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