STAR WARS



Co-funded by the European Union



2024-1-PL01- KA220-VET-000243150

JACEK KAWAŁEK



POWER OF AR AND VR START



THE BLENDER PROGRAM







POWER OF AR AND VR DELETE CUBE









INSERT SPHERE







ADD SUBDIVISION SURFACE MODIFIER







SET LEVELS VIEWPORT AND RENDER ON 3







INSERT A SECOND SPHERE AND GIVE THE SAME SETTINGS









SCALE IT



THIS WILL BE OUR EARTH





IN THE SAME WAY ADD A THIRD







INSERT CIRCLE CURVE







SCALE IT



THIS WILL BE THE ORBIT OF THE EARTH





SELECT THE EARTH









WITH THE SHIFT KEY PRESSED SELECT THE ORBIT OF THE EARTH







PRESS CTRL + P AND CHOOSE FOLLOW PATH







YouTube

https://youtu.be/MHKTDKyQYVY





CHANGE PATH ANIMATION/FRAMES TO 250







YouTube

https://youtu.be/XhH97qJNDB8





SELECT THE EARTH







PRESS SHIFT + S AND CHOOSE CURSOR TO SELECTED









3D CURSOR WILL BE IN THE CENTER OF THE EARTH









INSERT CIRCLE CURVE







THIS WILL BE THE ORBIT OF THE MOON







SCALE IT







SELECT THE MOON







WITH THE SHIFT KEY PRESSED SELECT THE ORBIT OF THE MOON







PRESS CTRL + P AND CHOOSE FOLLOW PATH







YouTube

https://youtu.be/iezCQE14IAo













WITH THE SHIFT KEY PRESSED SELECT THE ORBIT OF THE EARTH









PRESS CTRL + P AND CHOOSE FOLLOW PATH





POWER OF AR AND VR FOR BOTH CIRCLE CURVES SET FRAMES TO 250

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YouTube

https://youtu.be/Mf9AdZJIe9s





GO TO SHADING TAB









SELECT THE SUN





POWER OF AR AND VR CLICK ON NEW











PRESS SHIFT + A AND CHOOSE TEXTURE/IMAGE TEXTURE






CLICK ON OPEN

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FOR EDUCATIONAL PURPOSES **DOWNLOAD FREE PLANET TEXTURES FROM THE INTERNET**



EARTH.jpg



JUPITER.jpg



MARS.jpg



MERCURY.jpg



MOON.jpg



NEPTUNE.jpg



SATURN.jpg



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SUN.jpg

URANUS.jpg



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OPEN SUN.JPG TEXTURE

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Documents	MOON.jpg			29 Oct 2020 13:13	404 KB
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POWER OF AR AND VR COMBINE COLOR WITH BASE COLOR







GO TO MATERIAL PREVIEW







POWER OF AR AND VR SELECT THE EARTH







DRAG THE EARTH'S TEXTURE





Co-funded by e European Unit







DO IT YOURSELF WITH THE MOON







RETURN TO LAYOUT







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











WITH THE A KEY SELECT ALL KNOTS IN GRAPH EDITOR







KEYFRAME HANDLE TYPE CHOOSE VECTOR













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







YouTube

https://youtu.be/lcgvurTin7U





CHOOSE FILE/APPEND







FOR EDUCATIONAL PURPOSES DOWNLOAD FREE 3D MODELS OF STAR SHIPS









CLICK TWICE ON FILE 1_REBELS.BLEND

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CLICK TWO TIMES IN THE OBJECT FOLDER

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POWER OF AR AND VR SELECT REBELIA AND CLICK ON APPEND









YOU WILL SEE A NEW MODEL







POWER OF AR AND VR IMPORT BOTH MODELS AND SCALE THEM







SELECT ONE SPACE SHIP





POWER OF AR AND VR PRESS SHIFT + S AND CHOOSE CURSOR TO SELECTED





POWER OF AR AND VR THE 3D CURSOR WILL BE IN THE CENTER OF THE MODEL







USE SHIFT + A ADD WITH A BEZIER CURVE

1			
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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







USING THE E KEY MAKE A FLIGHT FOR A SPACE SHIP








YouTube

https://youtu.be/OPep_127g00



POWER OF AR AND VR



SELECT THE CAMERA







CHOOSE VIEW CAMERA







PRESS TWO TIMES R KEY





POWER OF AR AND VR



MOVE YOUR MOUSE TO SEE A SPACE SHIP









WITH THE SHIFT KEY PRESSED SELECT THE MODEL







SELECT OBJECT/TRACK/TRACK TO CONSTRAINT

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-			Lock Track Committee







YouTube

https://youtu.be/6aYBorBKLBs





DO IT YOURSELF WITH THE SECOND SPACE SHIP







YouTube

https://youtu.be/RHfUcElvGIE





THIS FILLED TRIANGLE INDICATES THE ACTIVE CAMERA









INSERT A SECOND CAMERA





POWER OF AR AND VR



A BLANK TRIANGLE INDICATES AN INACTIVE CAMERA







POWER OF AR AND VR YOU CAN CHANGE THIS WITH THE RIGHT MOUSE KEY







ATTACH THE SECOND CAMERA TO THE SECOND MODEL







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







HERE YOU WILL SEE INSERT MARKER









SELECT SECOND CAMERA







GO TO FRAME NUMBER 100 AND CHOSE BLIND CAMERA TO MARKERS







POWER OF AR AND VR THE SECOND CAMERA WILL BE ACTIVE





IN FRAME 200 SET THE MARKER FOR THE FIRST CAMERA







YouTube

https://youtu.be/YgQCClQu2cw





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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