

RIGID BODY



**Co-funded by
the European Union**

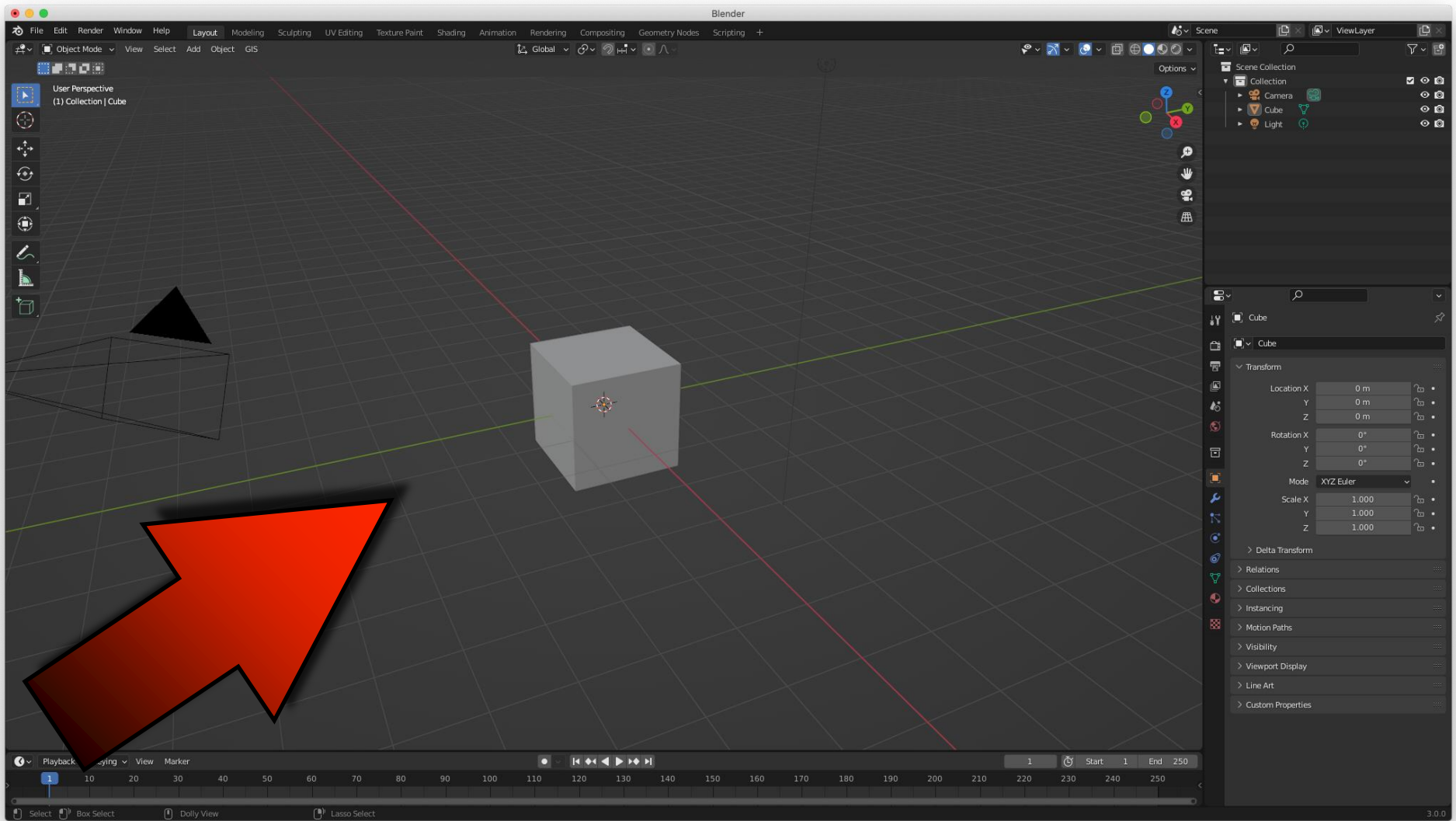




POWER OF AR AND VR

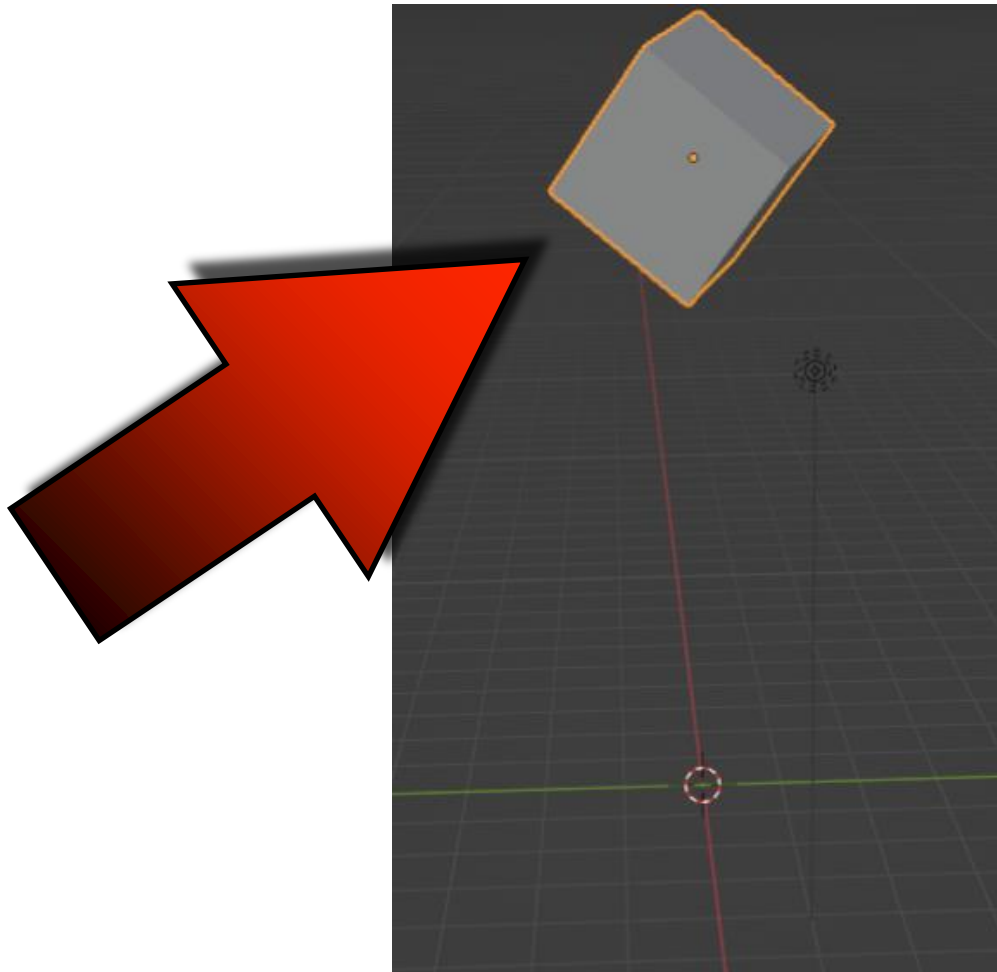


START **THE BLENDER** PROGRAM



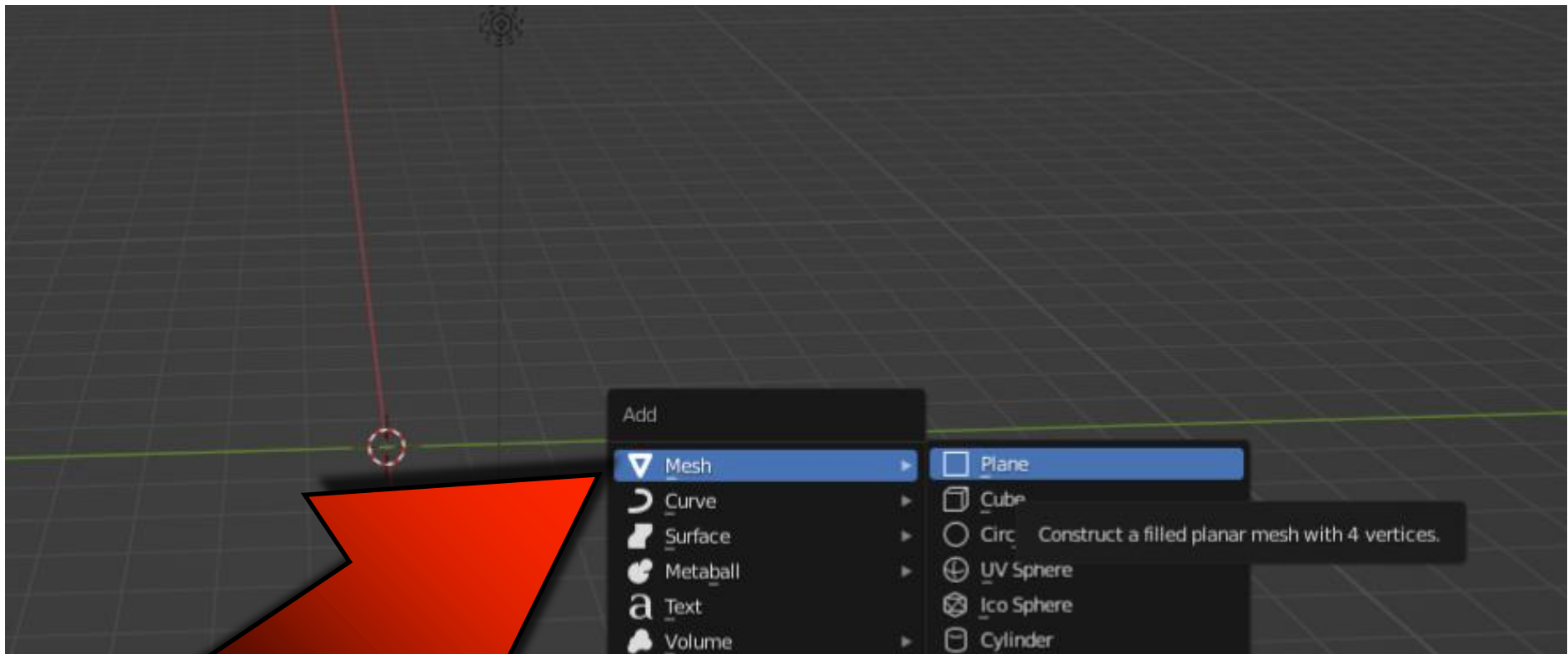
RIGID BODY

MOVE CUBE UP AND ROTATE



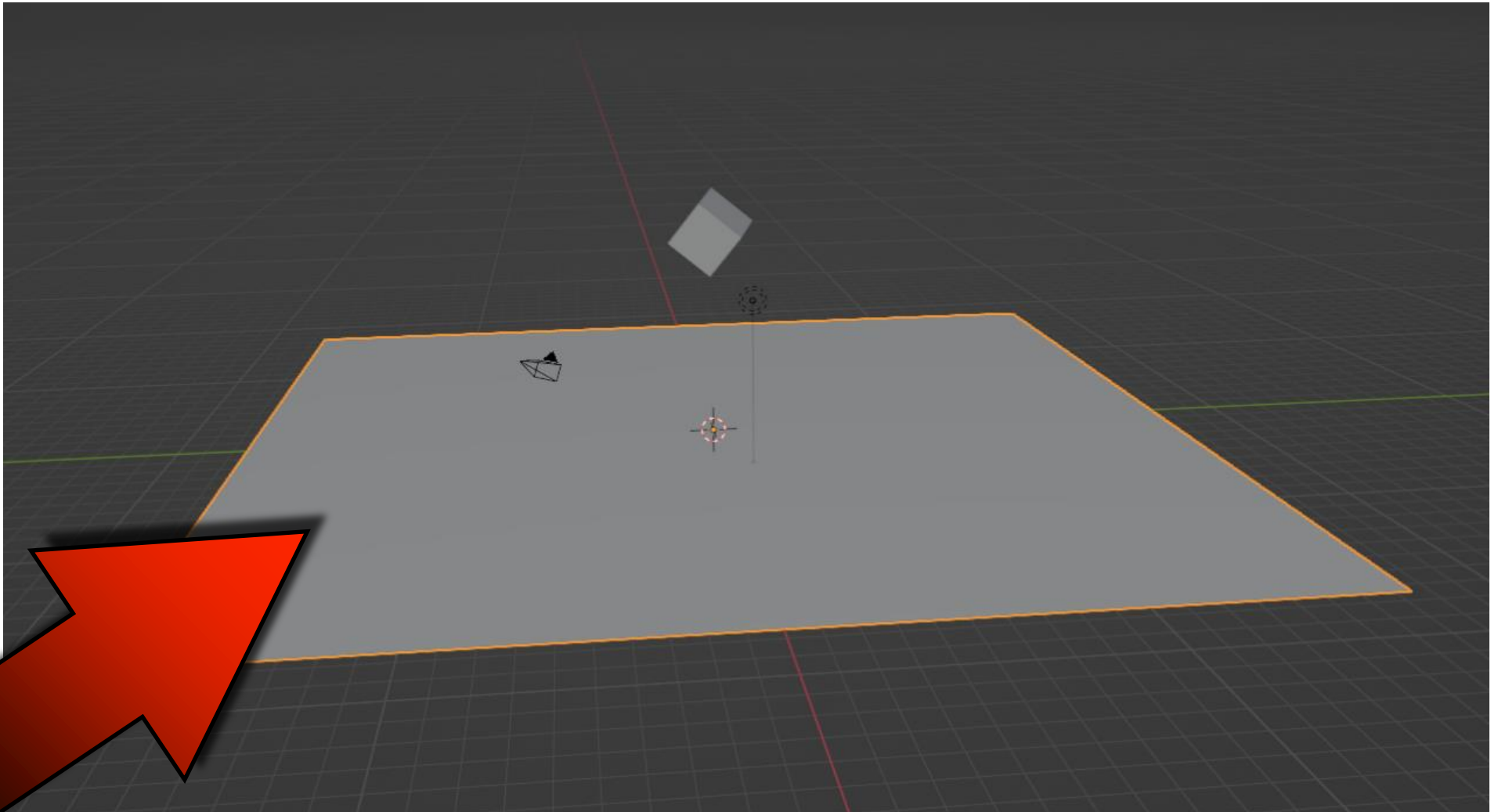
RIGID BODY

ADD A PLANE



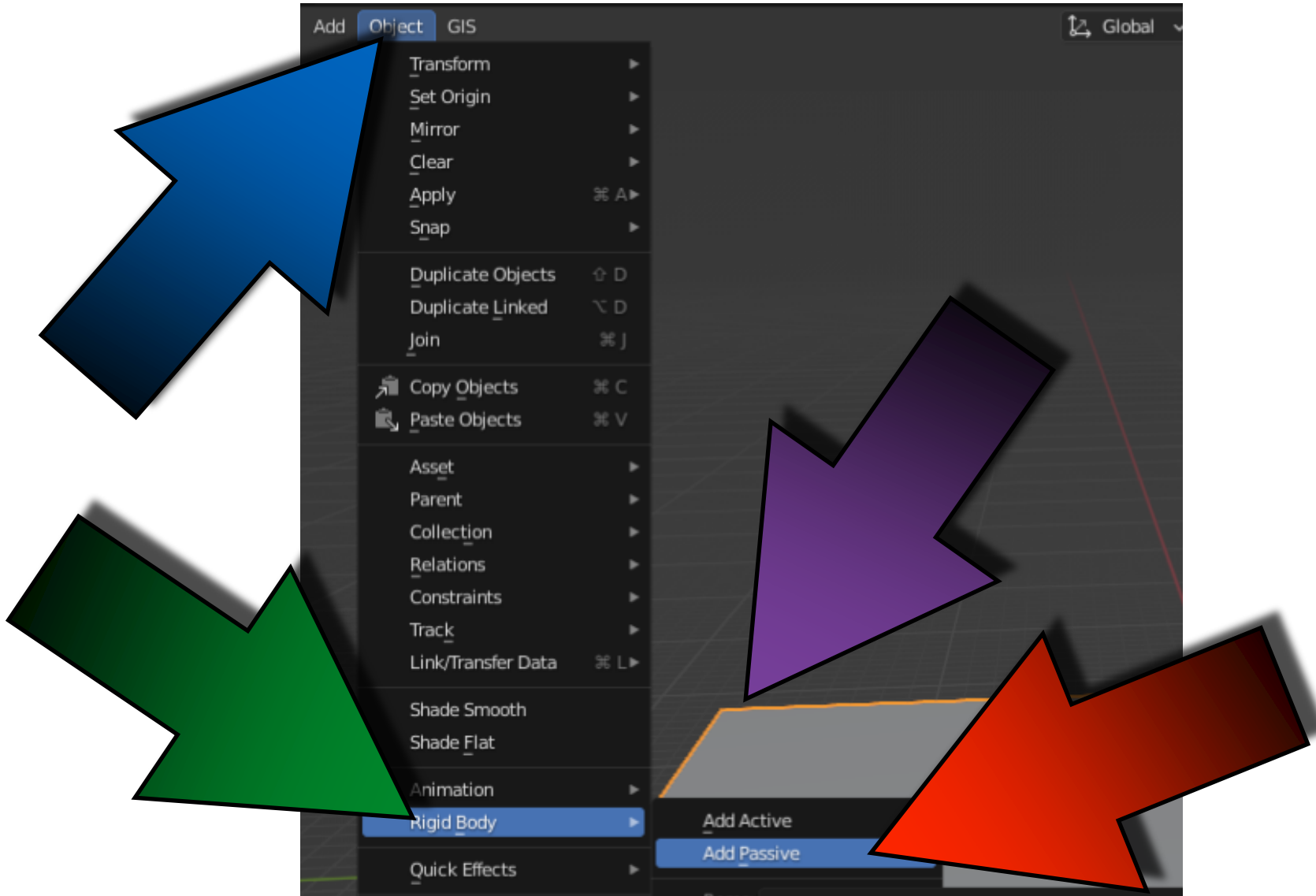
RIGID BODY

SCALE IT



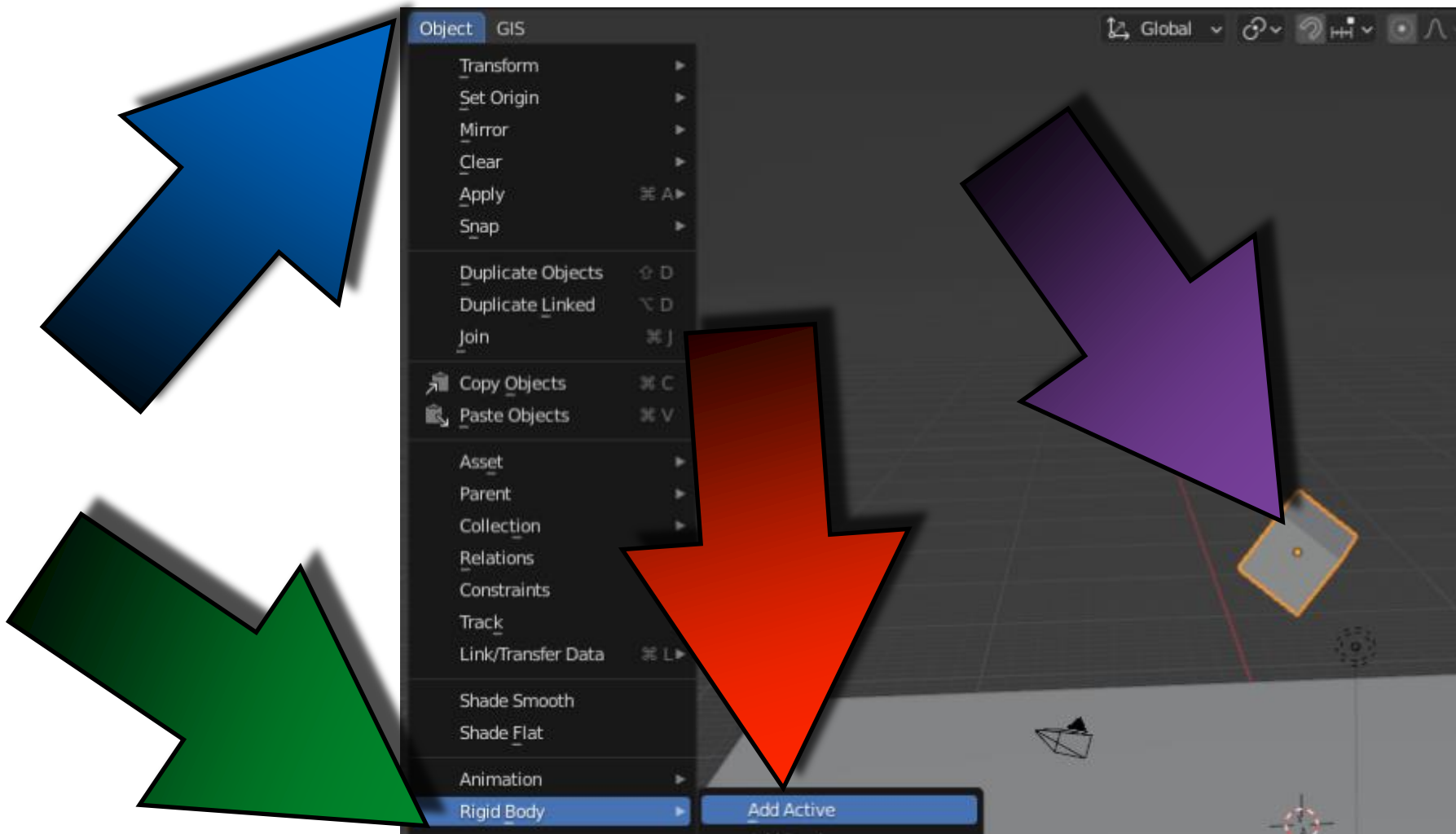
RIGID BODY

ADD **PASSIVE** FOR PLANE



RIGID BODY

ADD **ACTICE** FOR CUBE



RIGID BODY



POWER OF AR AND VR



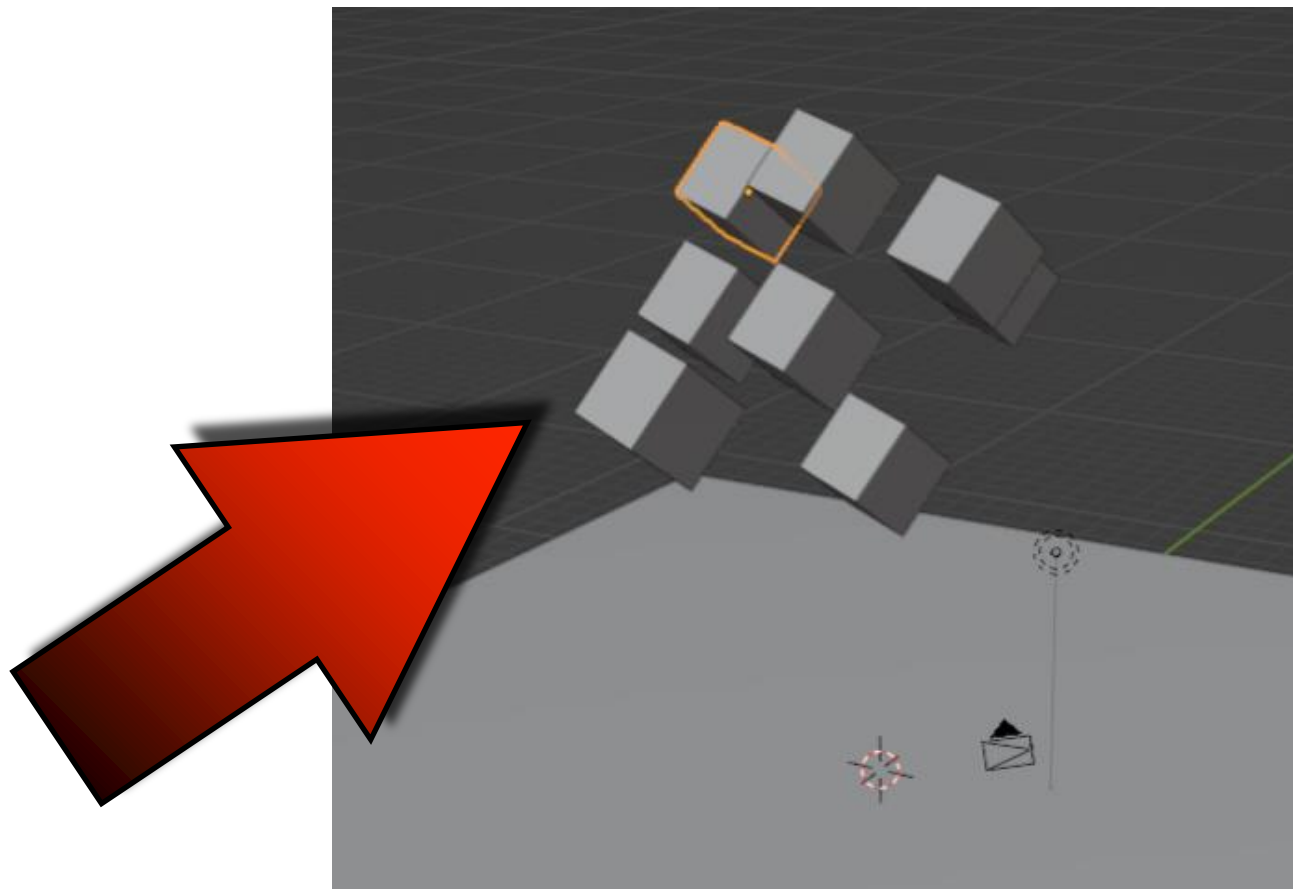
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



https://youtu.be/qq_dAINZvwk

RIGID BODY

USE **SHIFT + D**
TO CLONE A **CUBE** SEVERAL TIMES



RIGID BODY



POWER OF AR AND VR



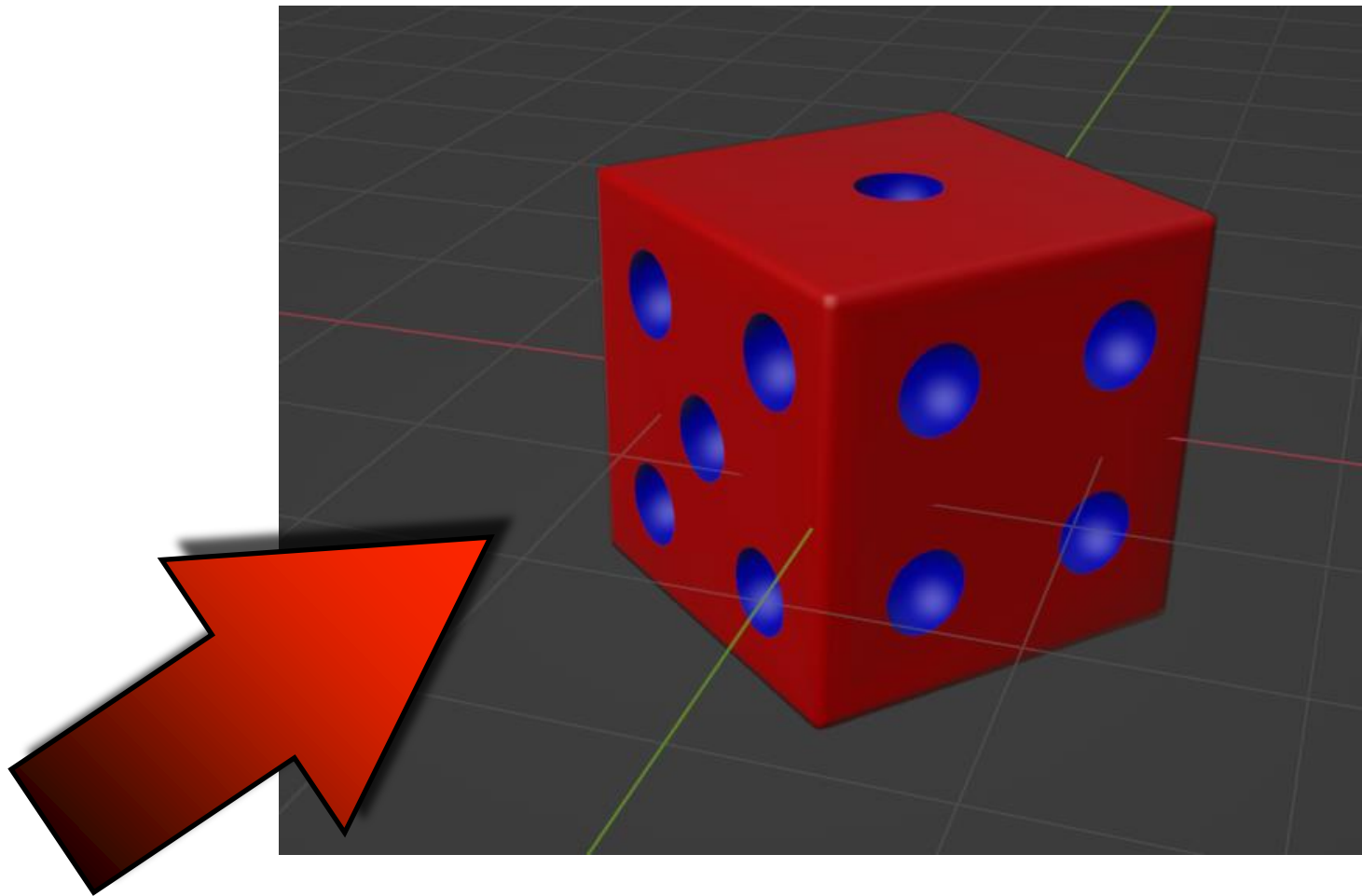
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/KM6w5i1xb7U>

RIGID BODY

**OPEN THE FILE FROM PREVIOUS EXERCISE
AND MAKE ANIMATION OF THREE DICE**



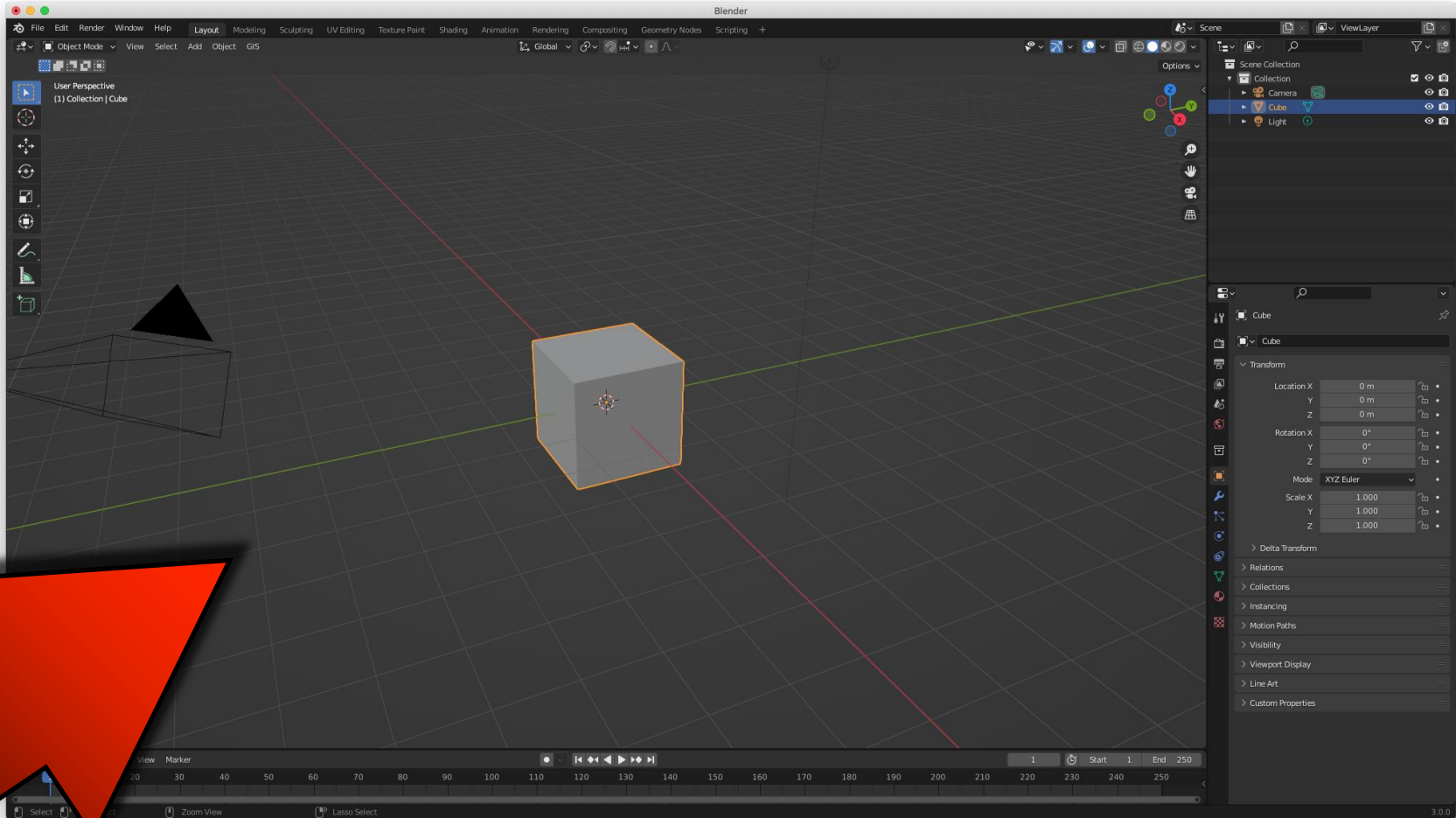
RIGID BODY



POWER OF AR AND VR

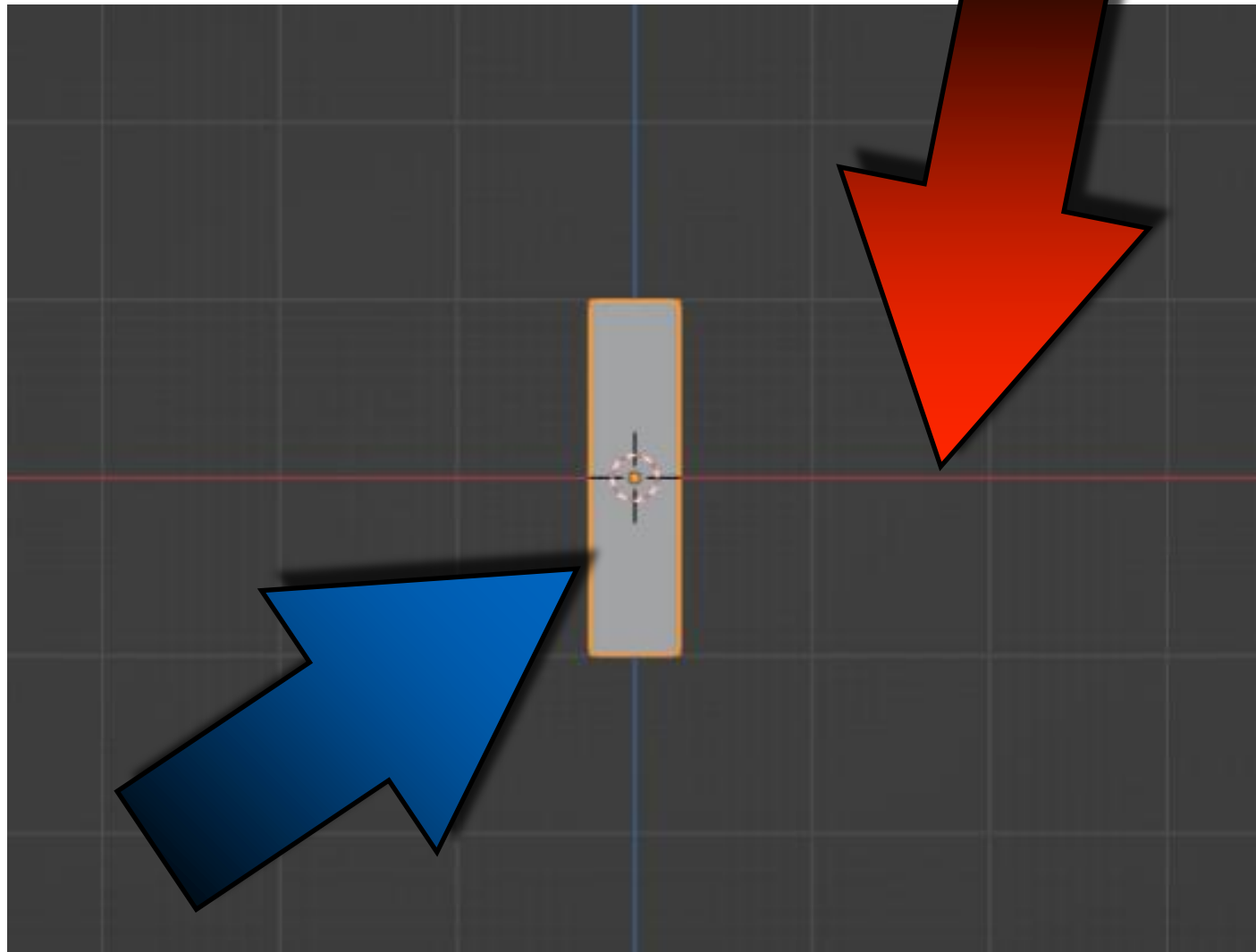


OPEN NEW FILE



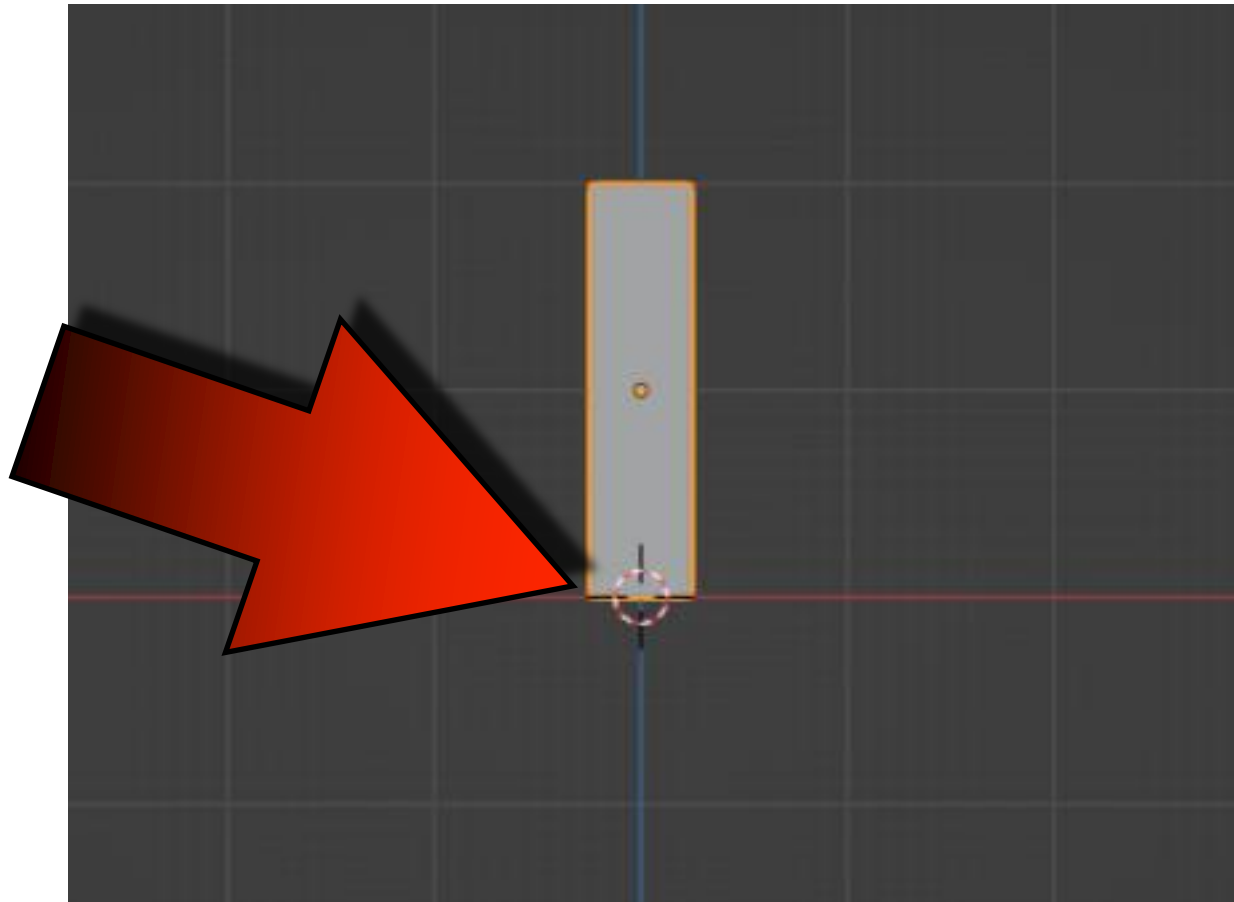
RIGID BODY

SCALE CUBE ON THE X AXIS



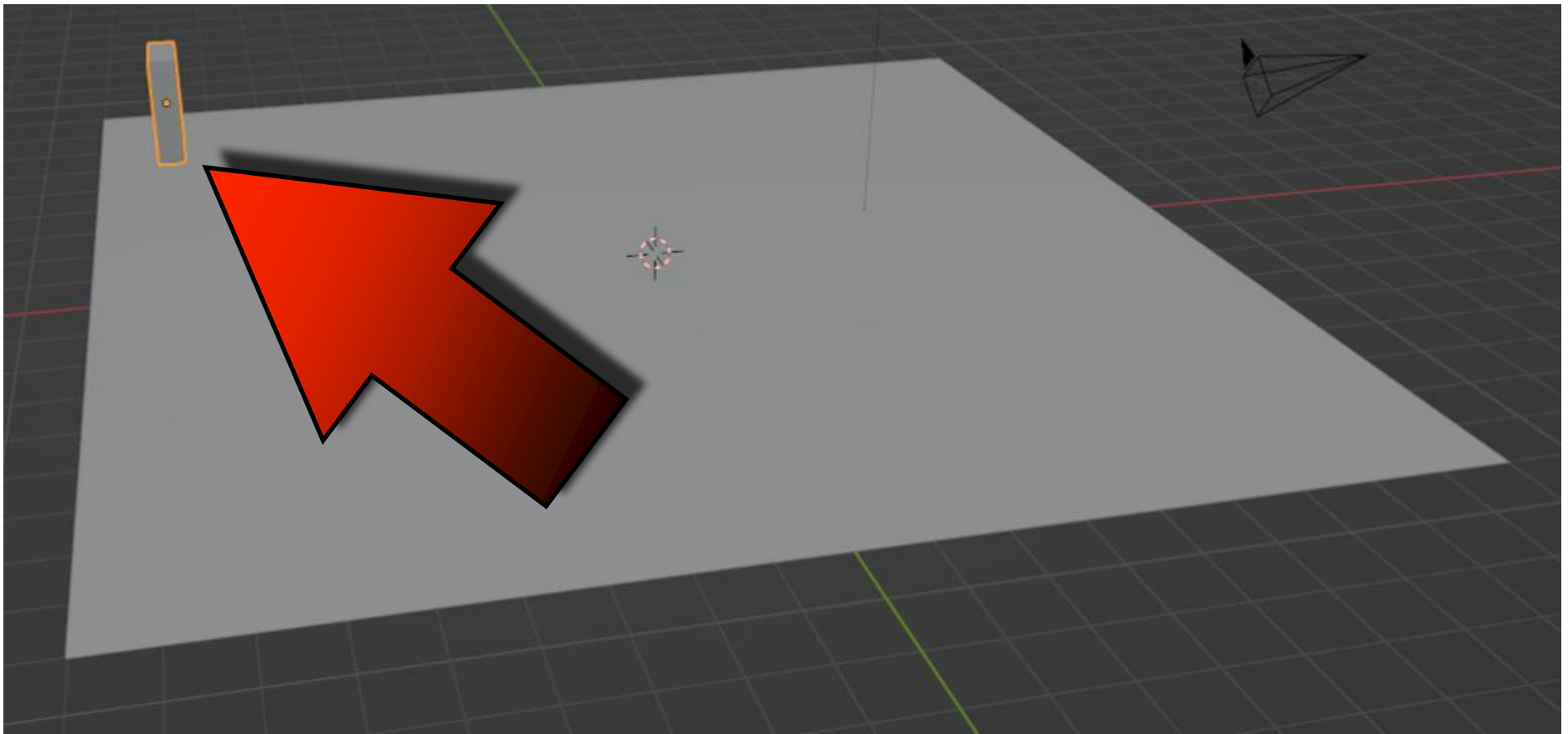
RIGID BODY

PLACE IT ON **THE X AXIS**



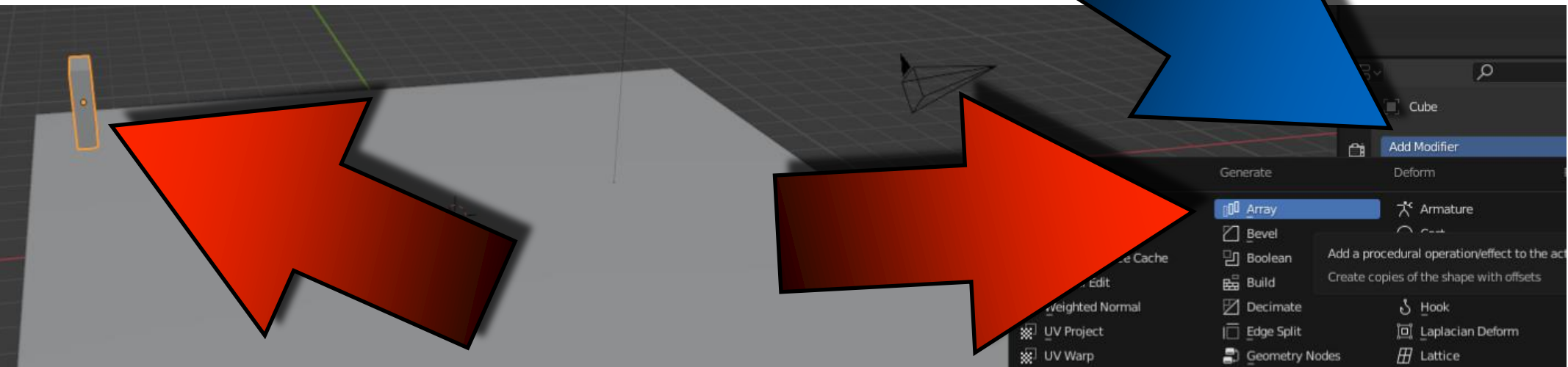
RIGID BODY

SET CUBE AS ON SCREEN



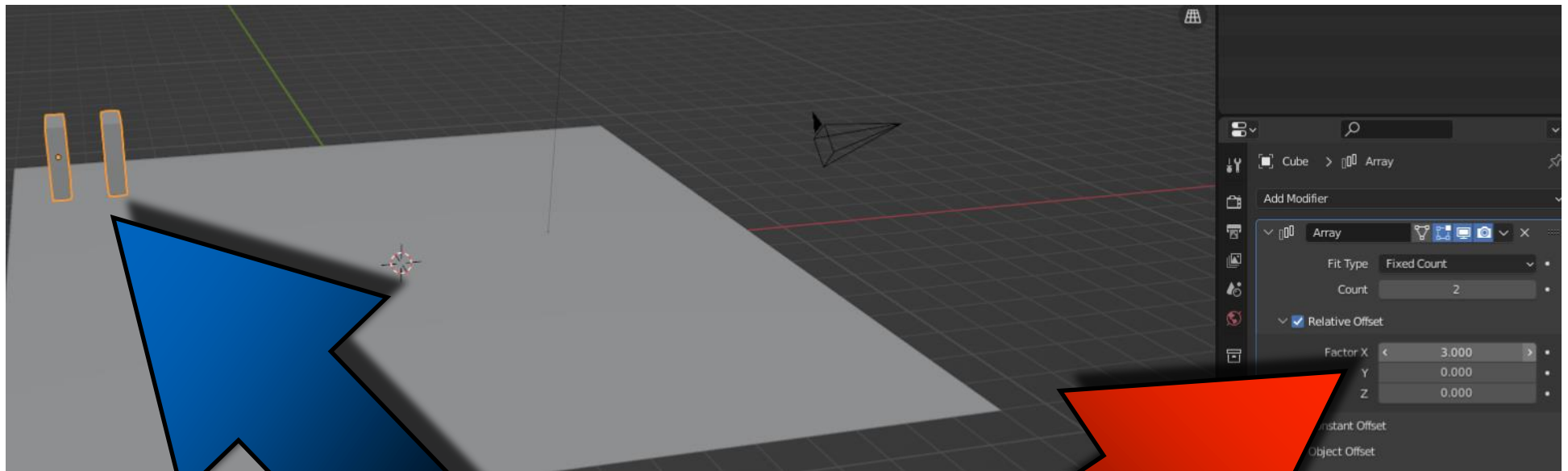
RIGID BODY

ADD **ARRAY** MODIFIER



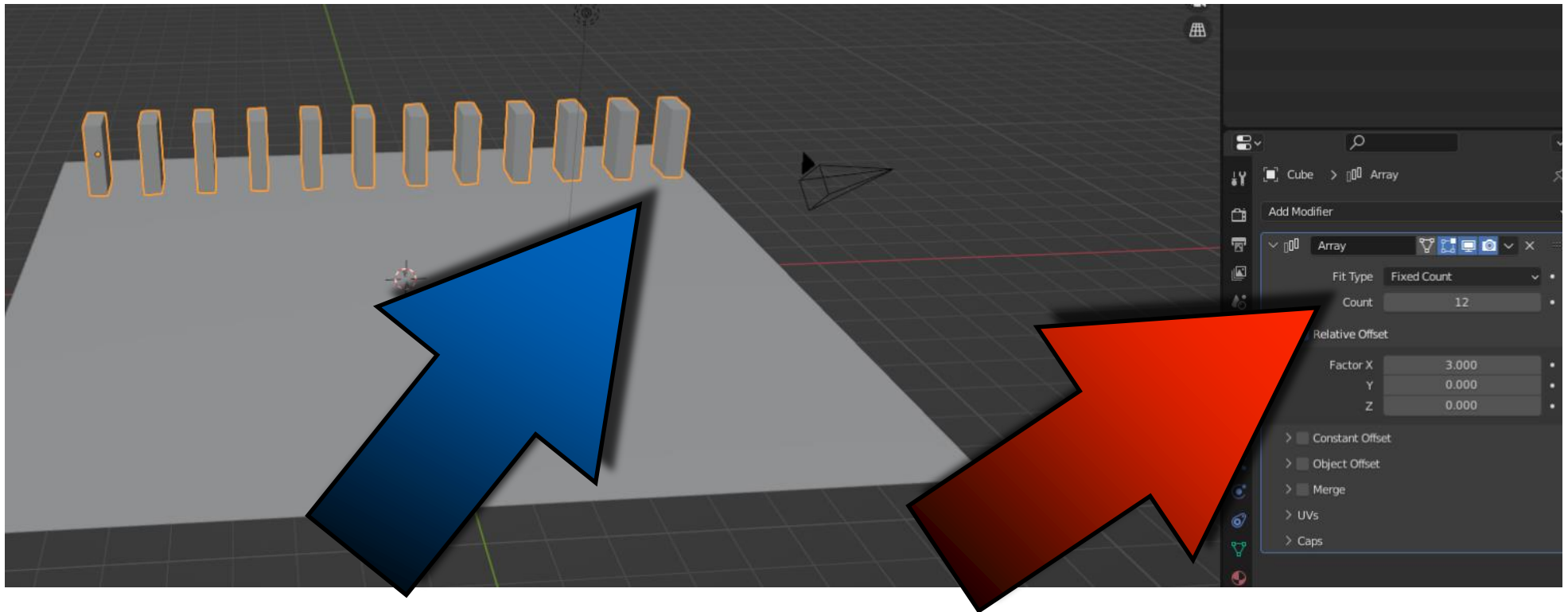
RIGID BODY

SET FACTOR X ON 3



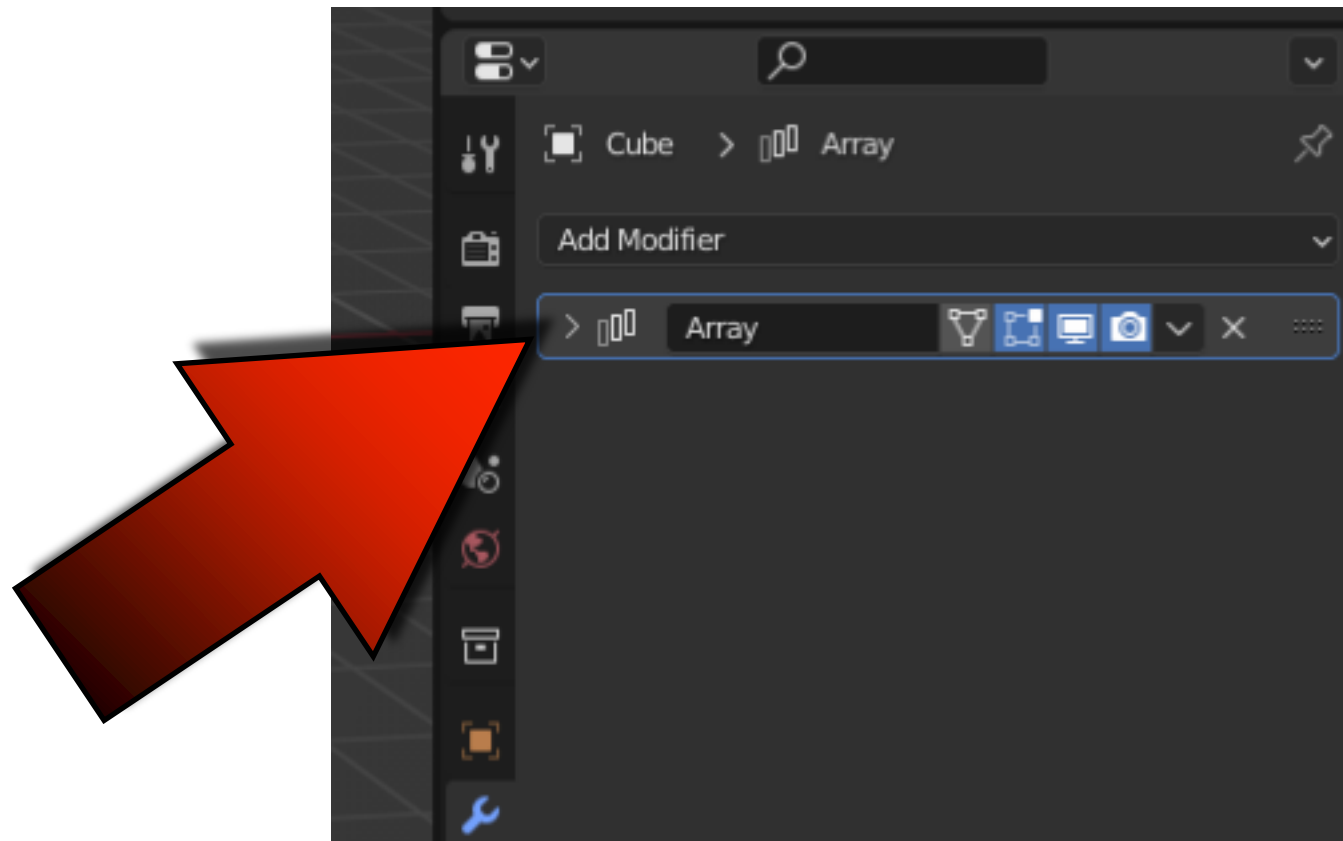
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SET COUNT X ON 12



RIGID BODY

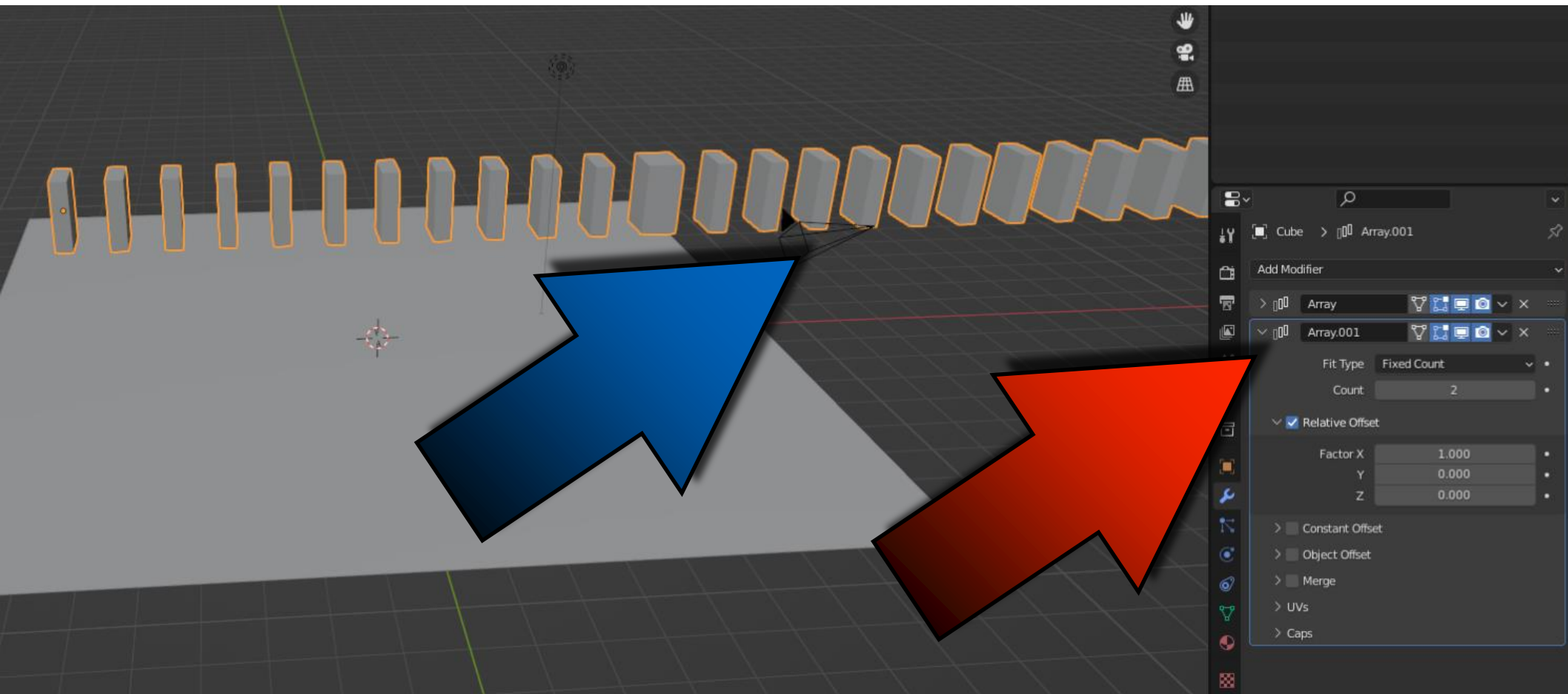
SHUT UP FOR A MOMENT MODIFIER



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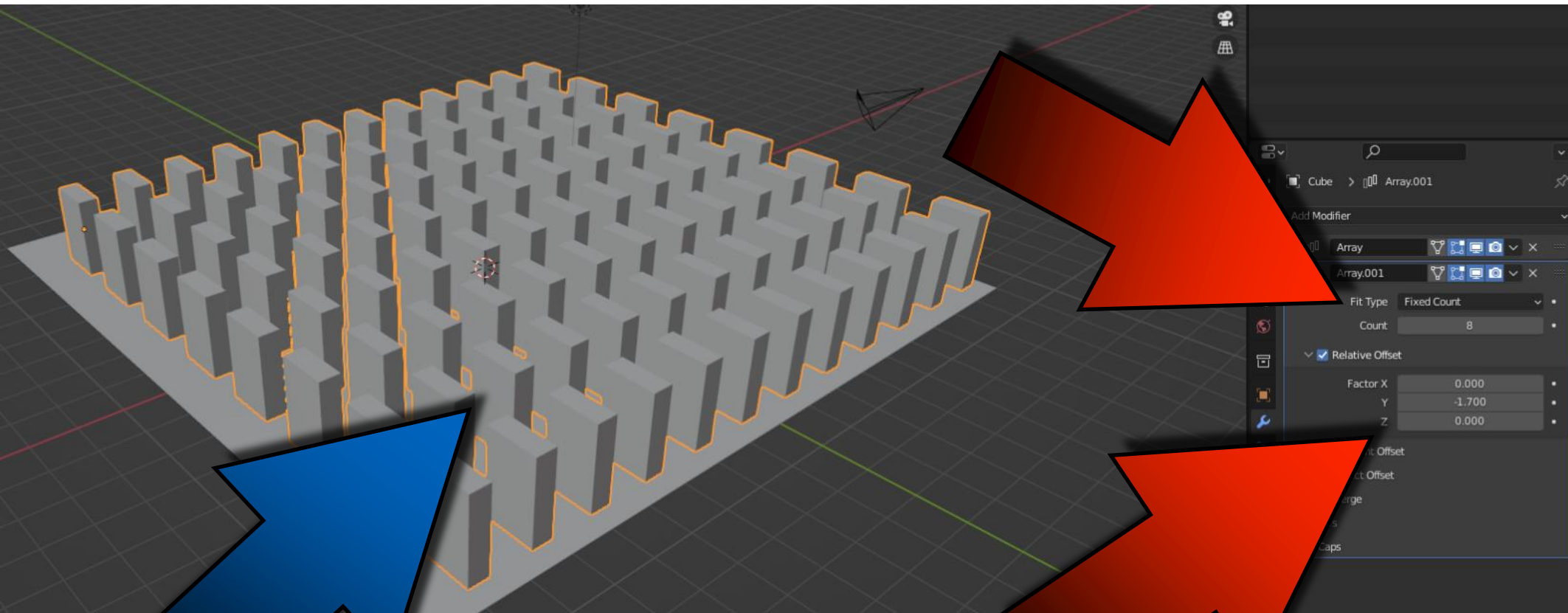
POWER OF AR AND VR

ADD SECOND ARRAY MODIFIER



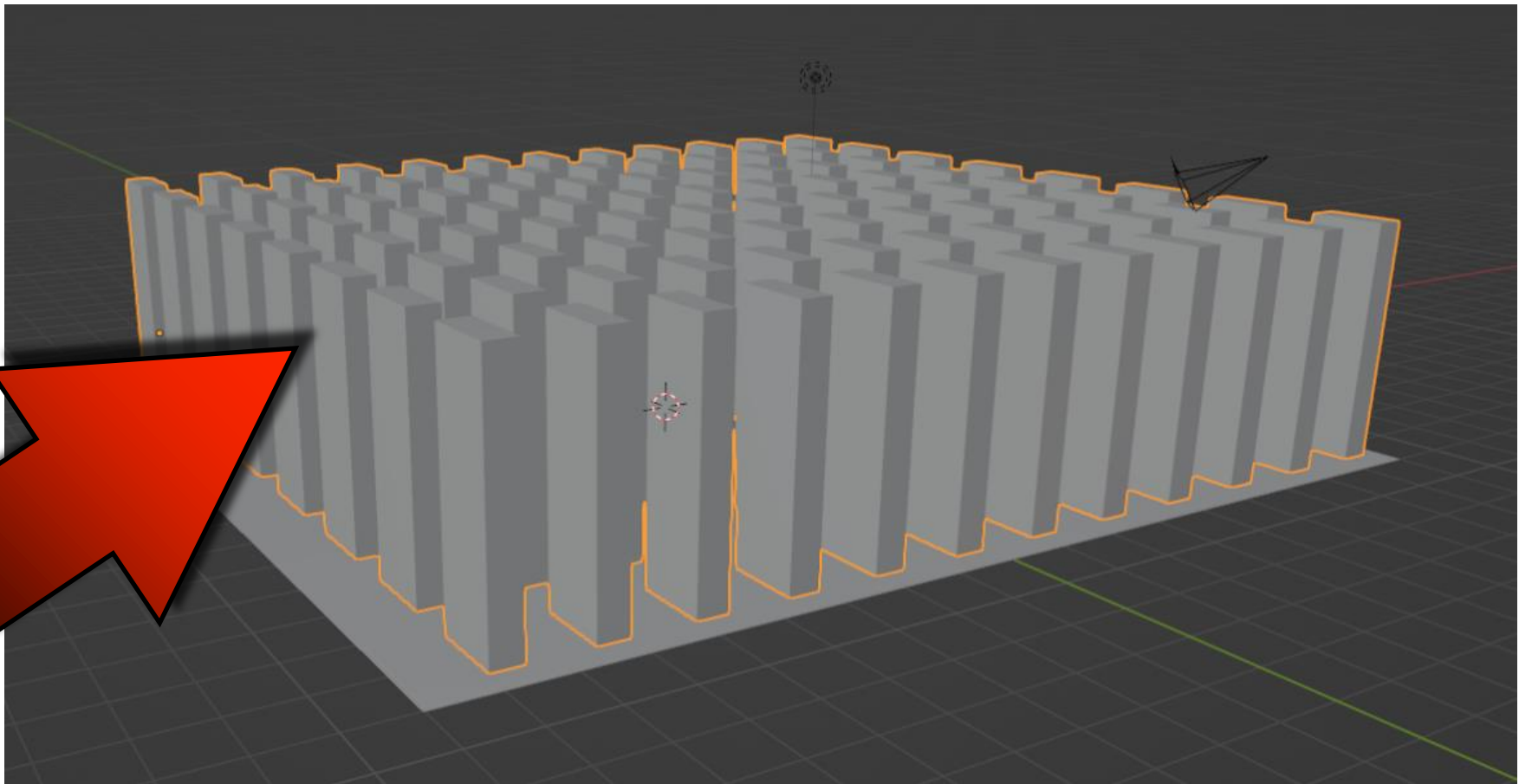
RIGID BODY

SET THE PARAMETERS AS ON THE SCREEN



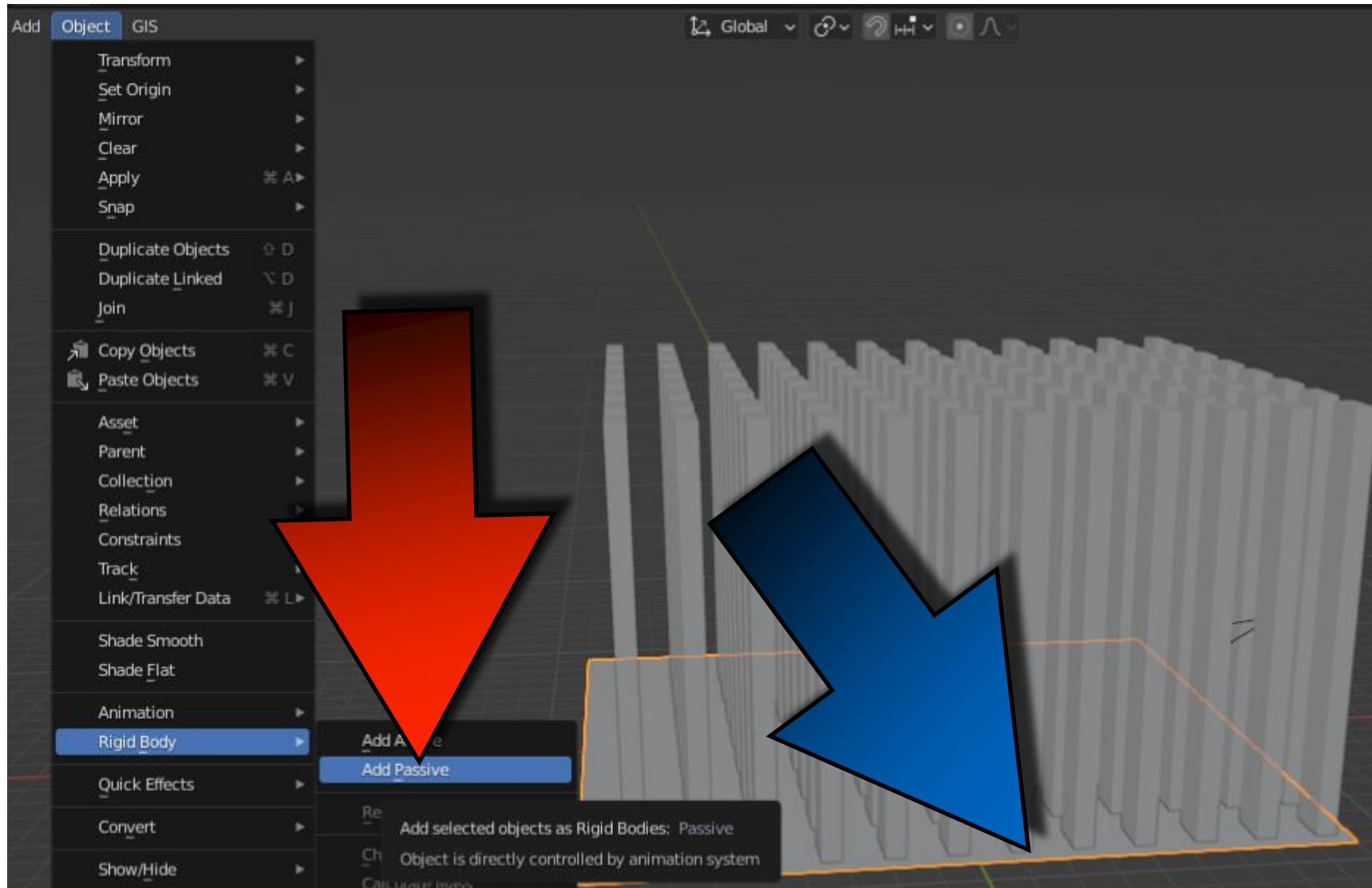
RIGID BODY

ADD A THIRD MODIFIER BY INCREASING THE Z-AXIS



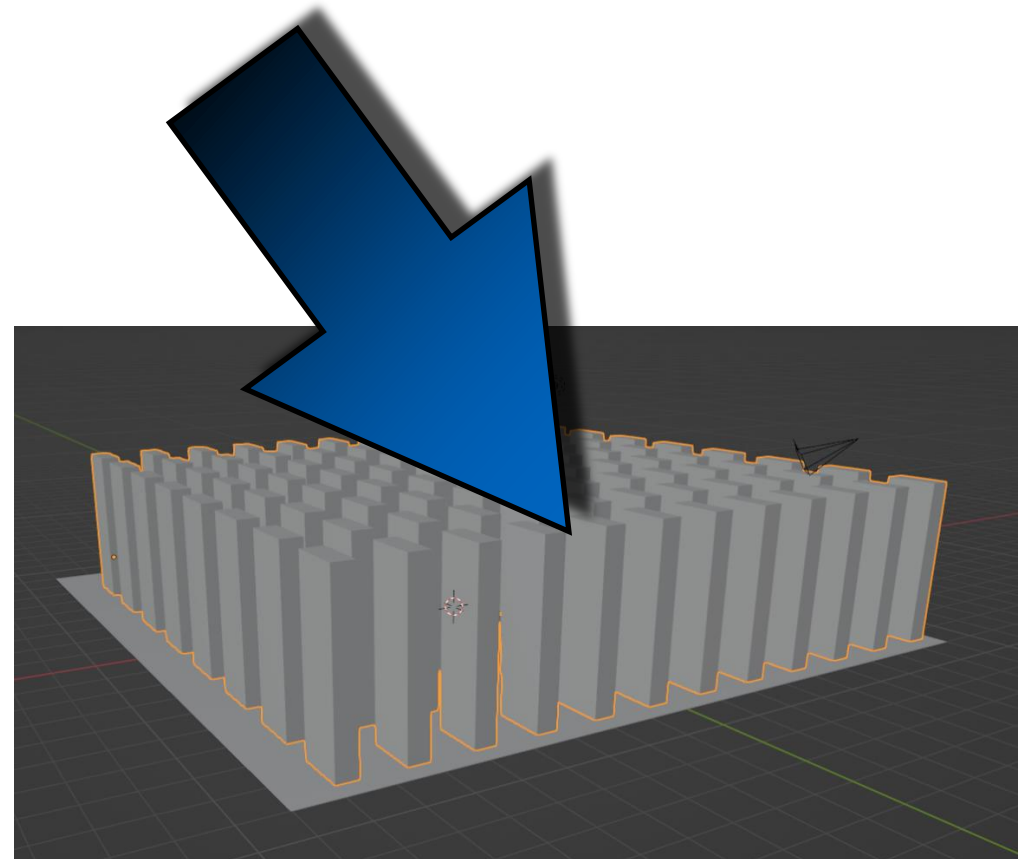
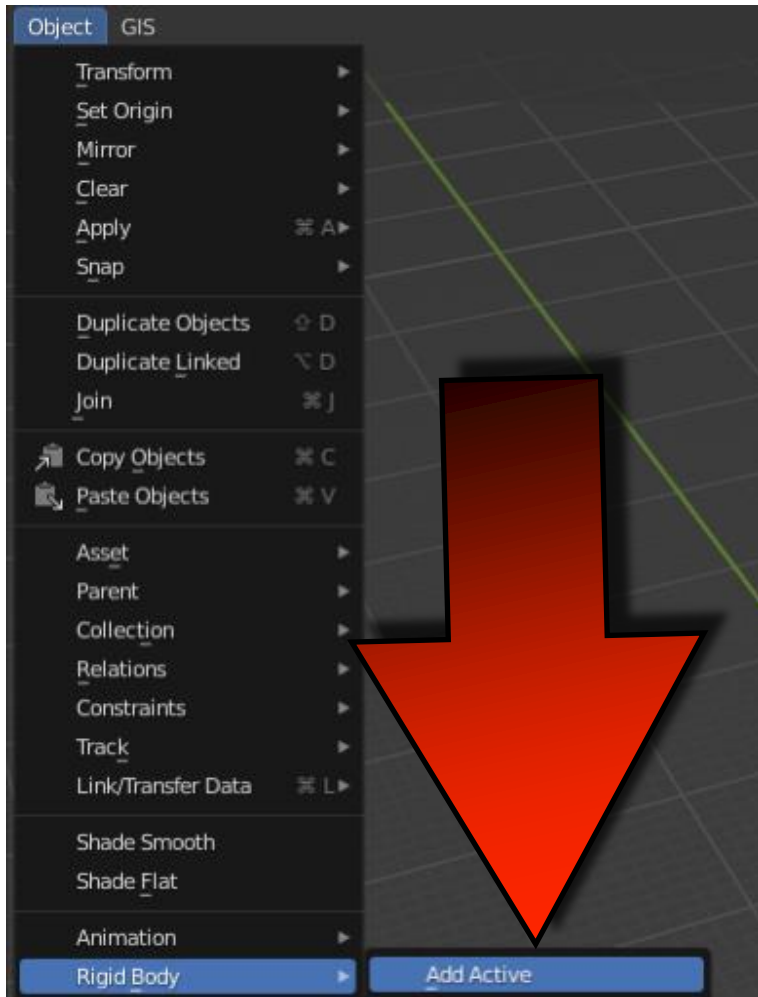
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SELECT PLANE AND ADD PASIVE



RIGID BODY

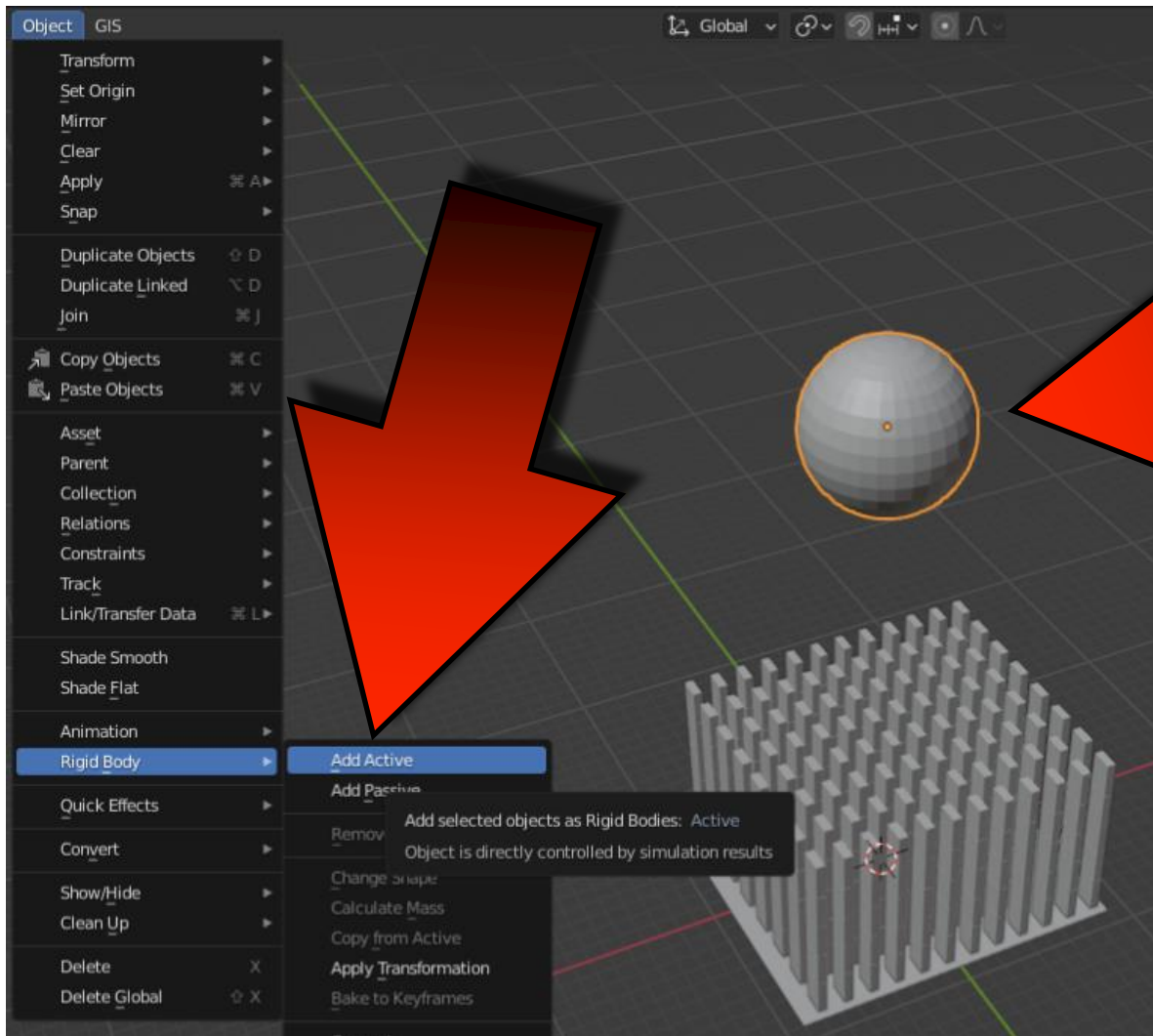
SELECT CUBE AND ADD ACTIVE



RIGID BODY

POWER OF AR AND VR

ADD SPHERE AND ADD ACTIVE TOO



RIGID BODY



POWER OF AR AND VR



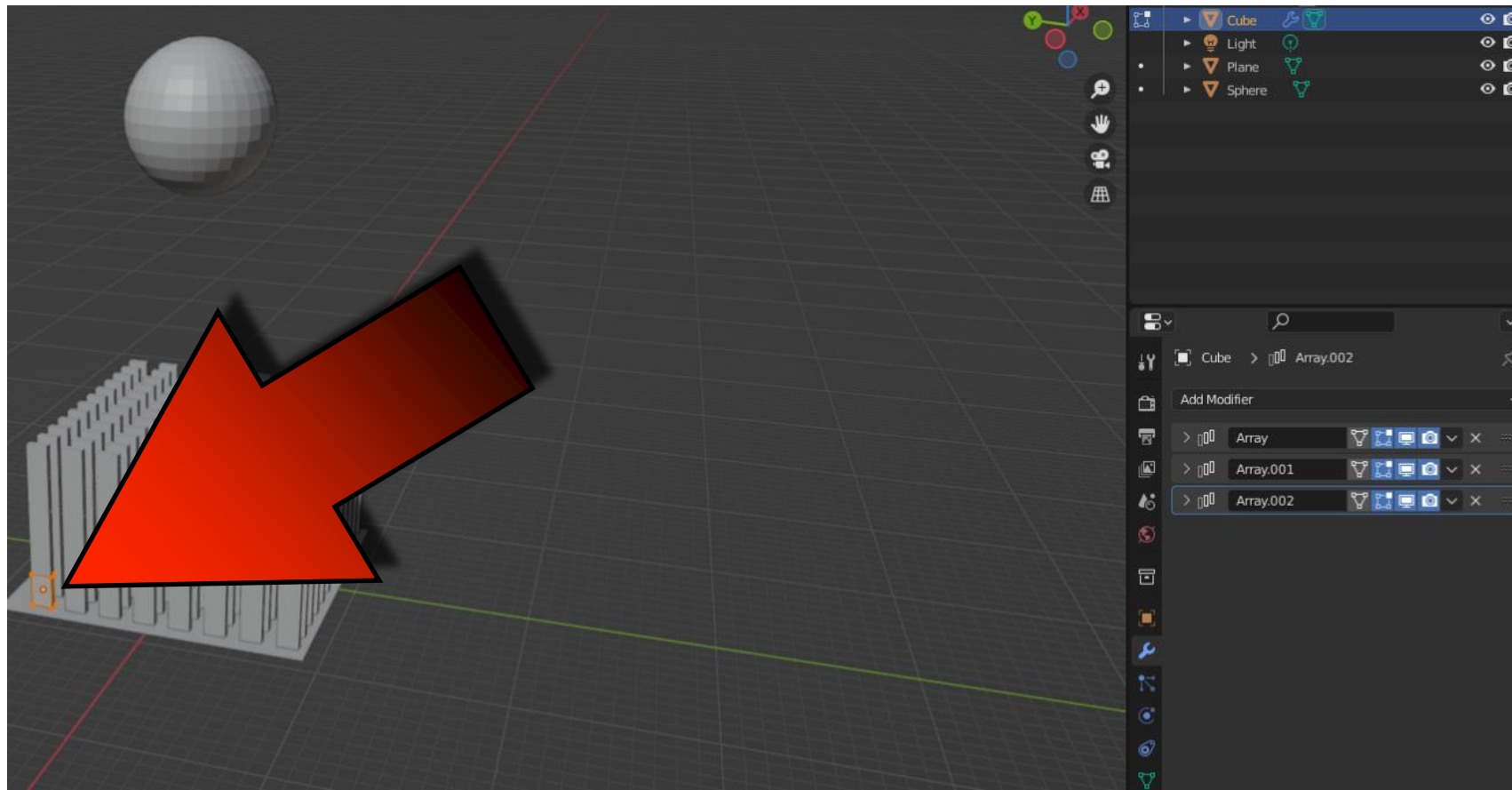
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/Ykrm0dds5kU>

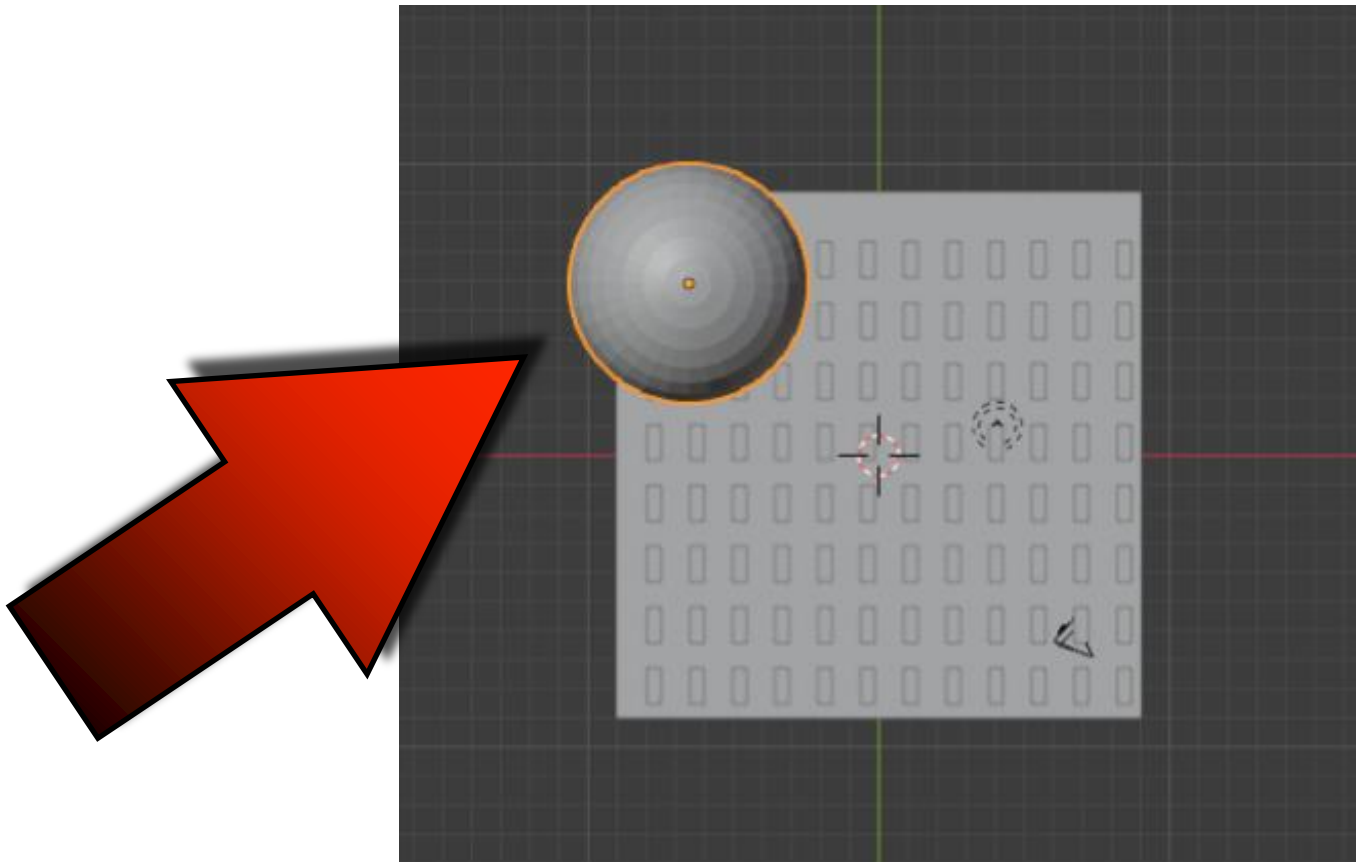
RIGID BODY

ANIMATION DIDN'T WORK BECAUSE RIGID BODY WORKS ON ONE CUBE ONLY



RIGID BODY

LET'S MOVE SPHERE



RIGID BODY



POWER OF AR AND VR



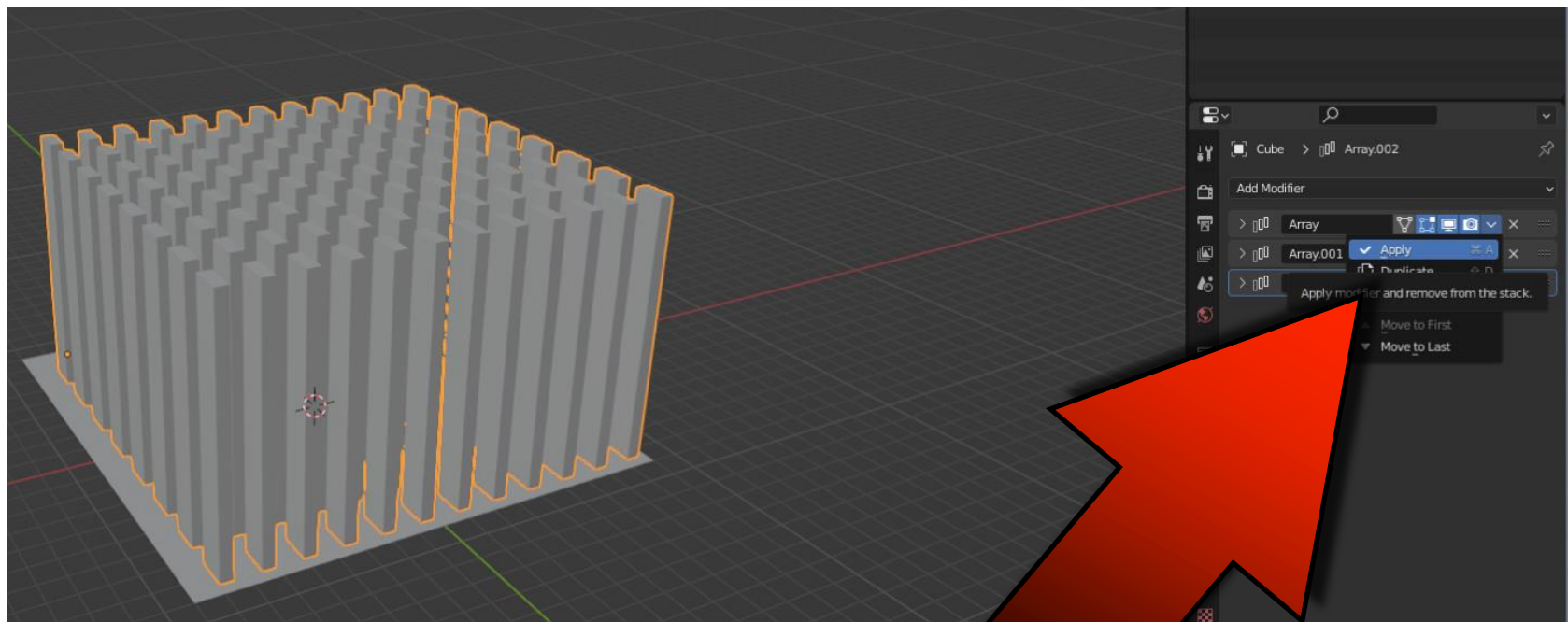
**PRESS THE SPACEBAR
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<https://youtu.be/R4-N7qFScg4>

RIGID BODY

APPROVE ALL MODIFIERS STARTING FROM THE TOP



RIGID BODY



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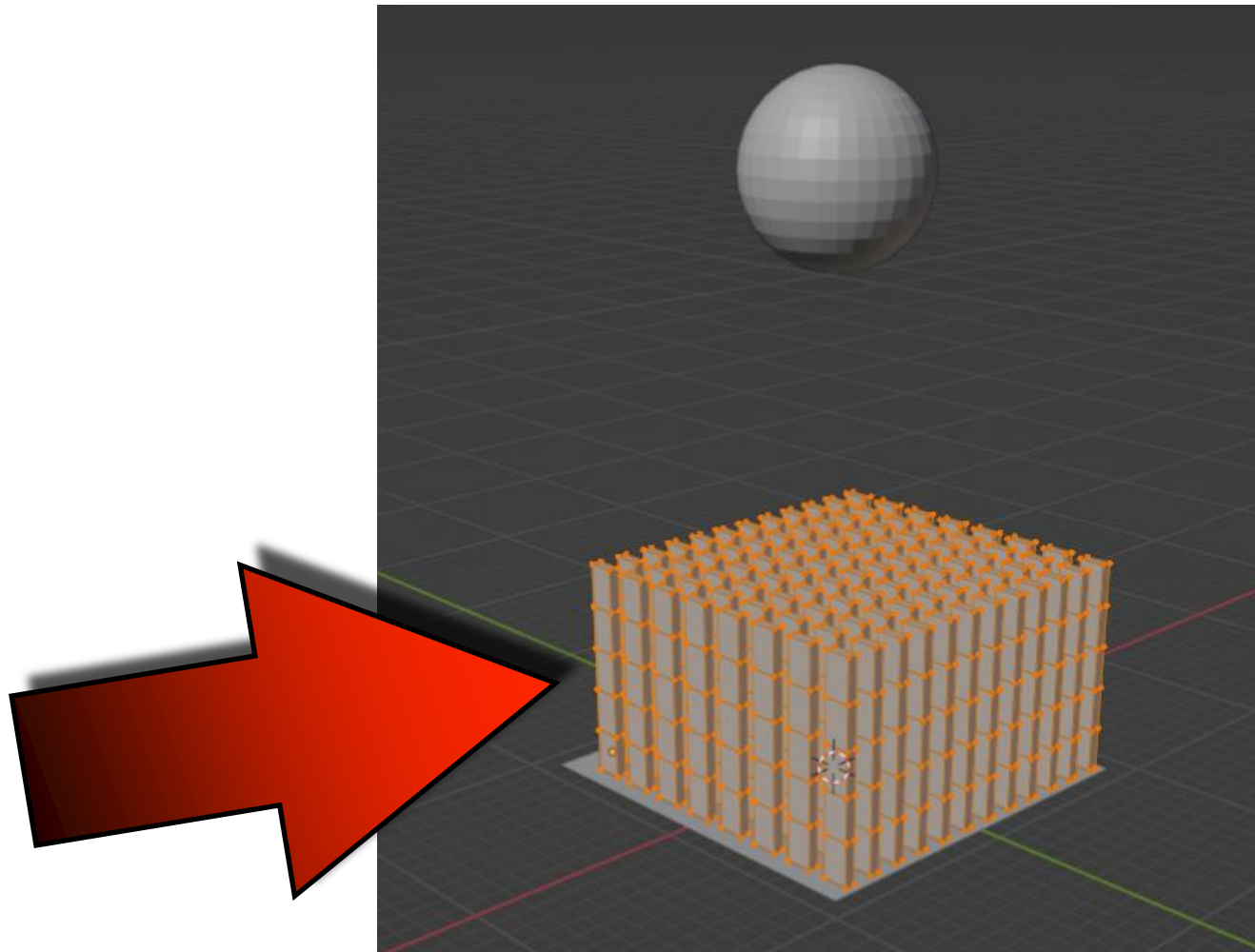
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/6FOzvvqju7U>

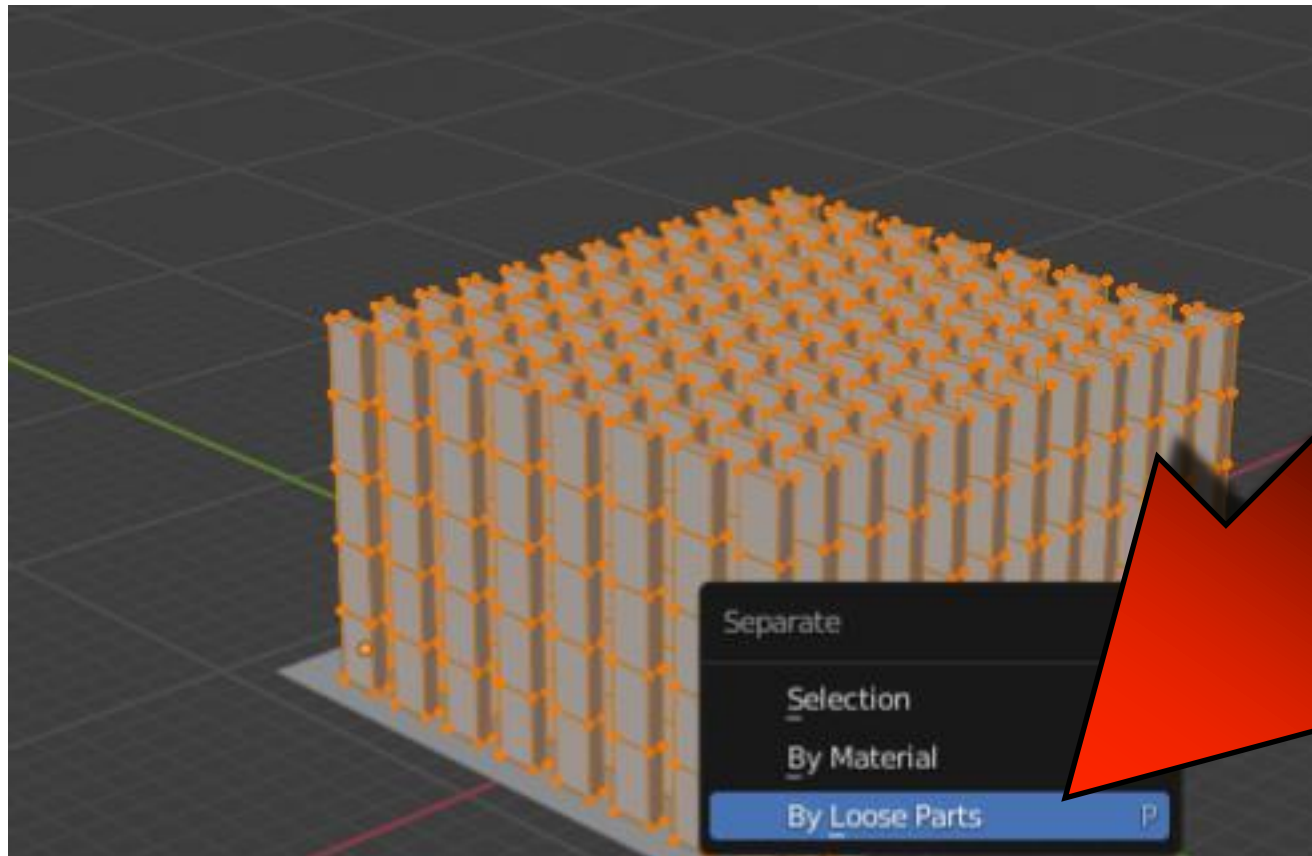
RIGID BODY

WE MUST SEPARATE ALL THE CUBES
GO TO EDIT MODE AND SELECT ALL



RIGID BODY

PRESS THE P KEY AND SELECT BY LOOSE PARTS



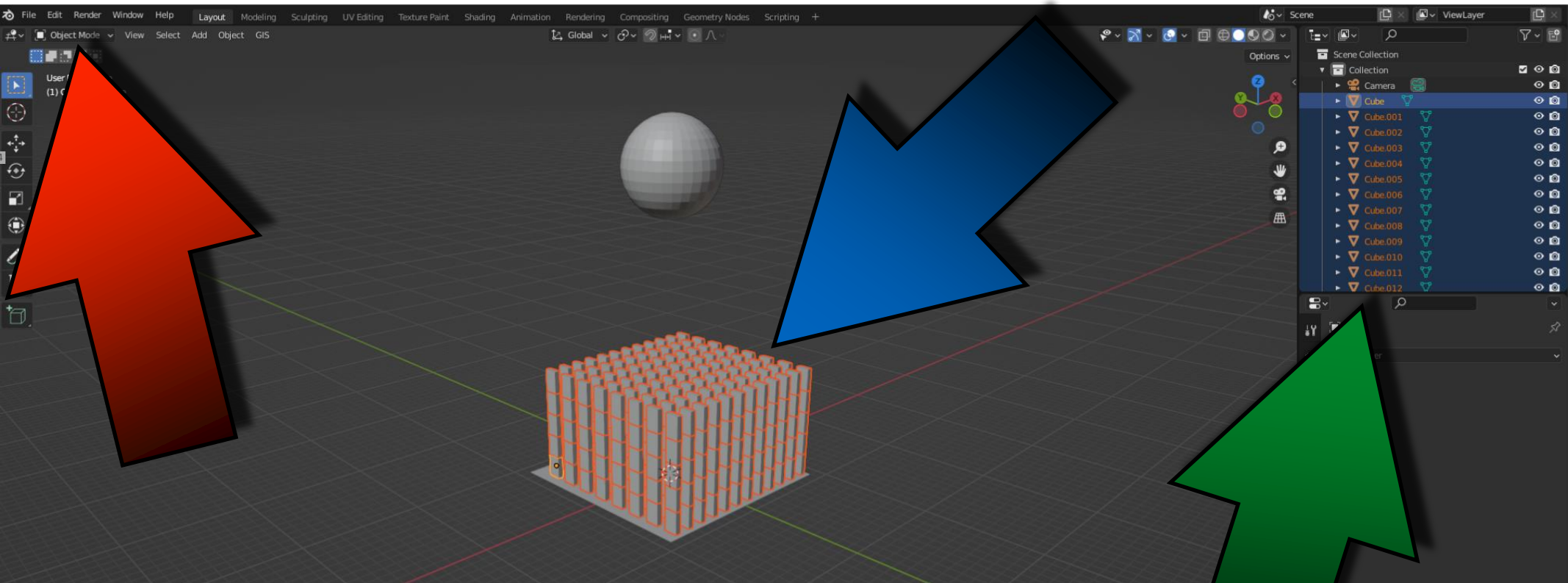
RIGID BODY



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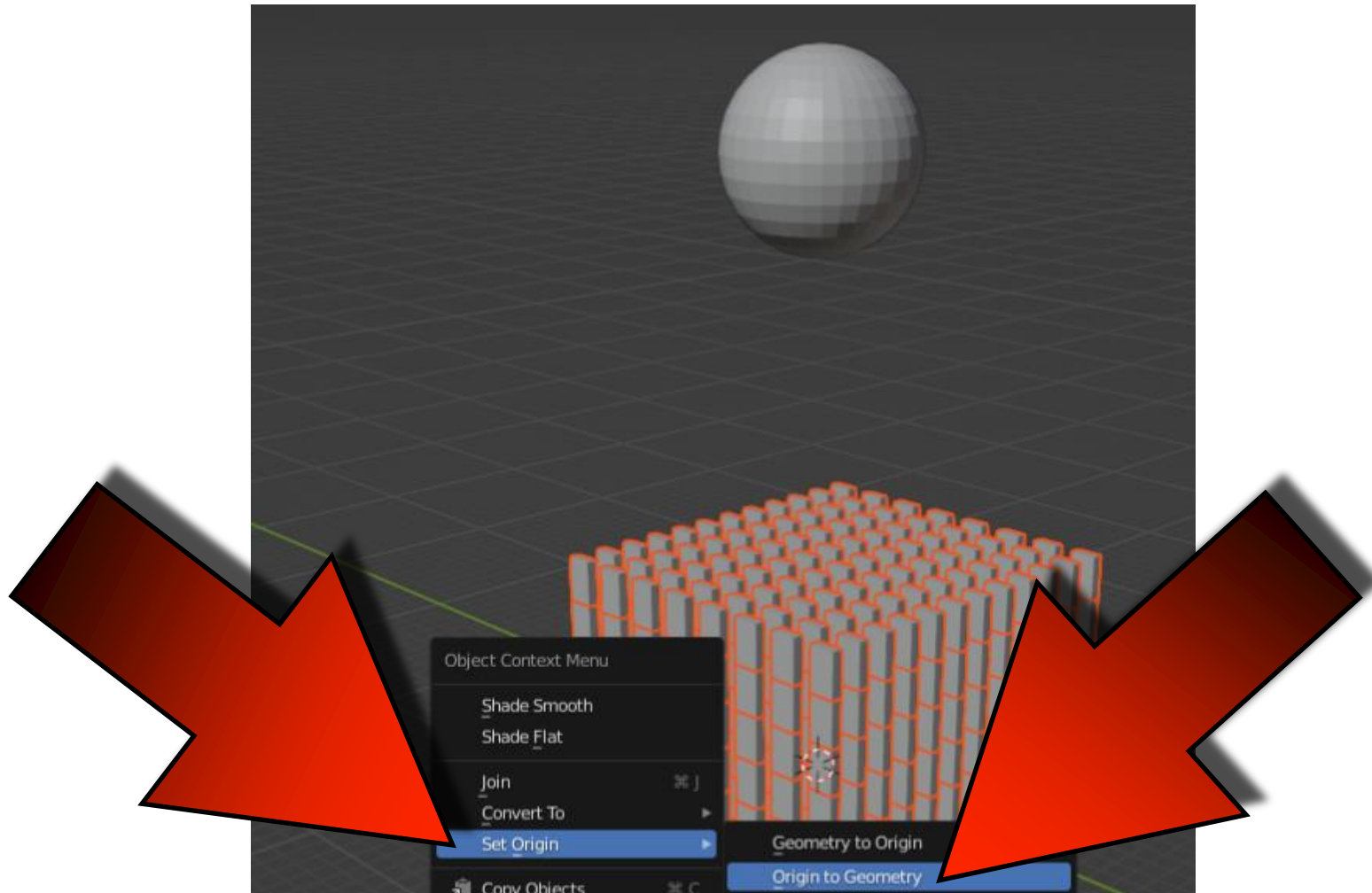


GO TO OBJECT MODE



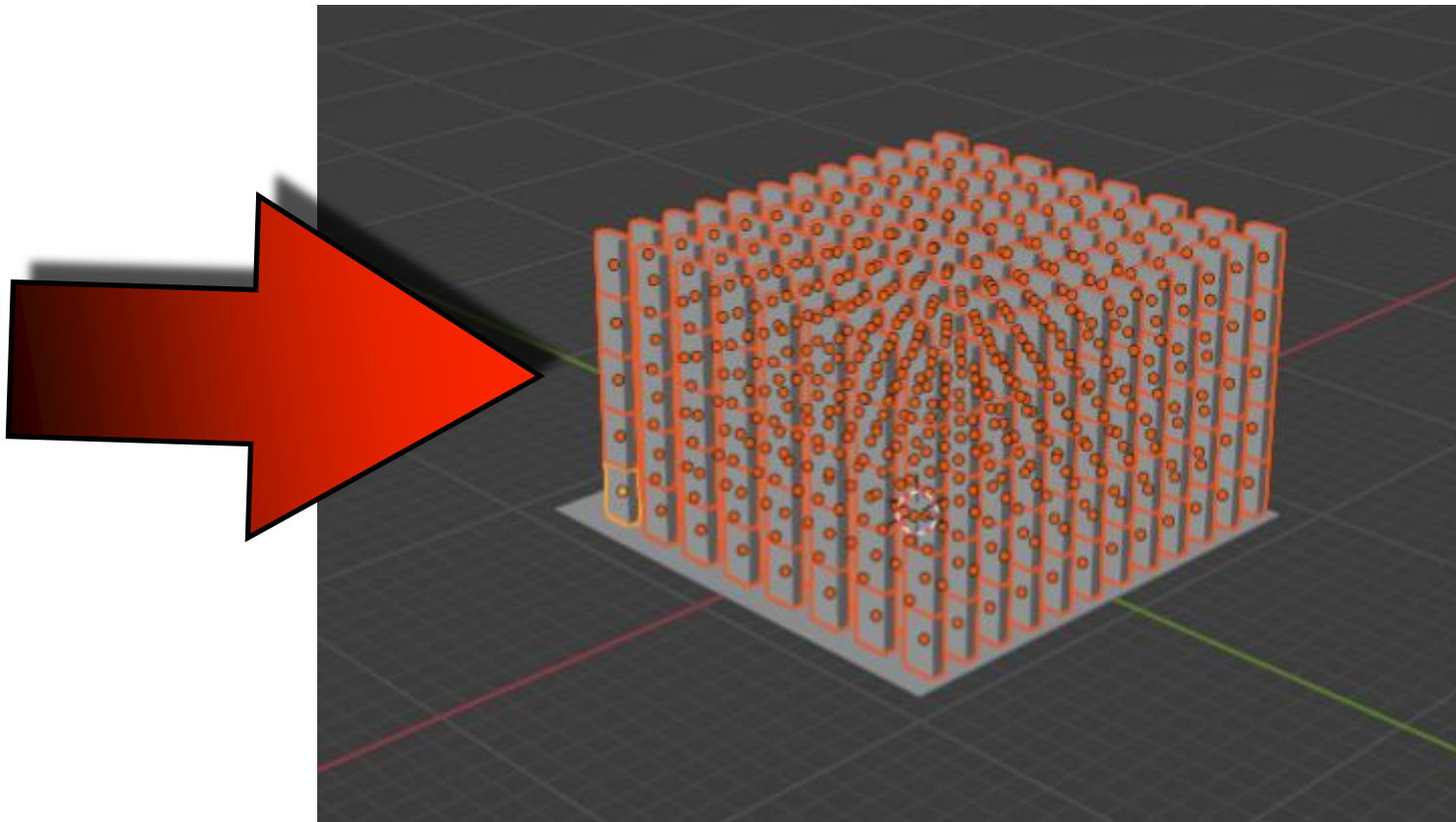
RIGID BODY

SELECT SET ORIGIN/ORIGIN TO GEOMETRY UNDER THE RIGHT MOUSE KEY



RIGID BODY

YOU WILL SEE SOMETHING LIKE THIS



RIGID BODY



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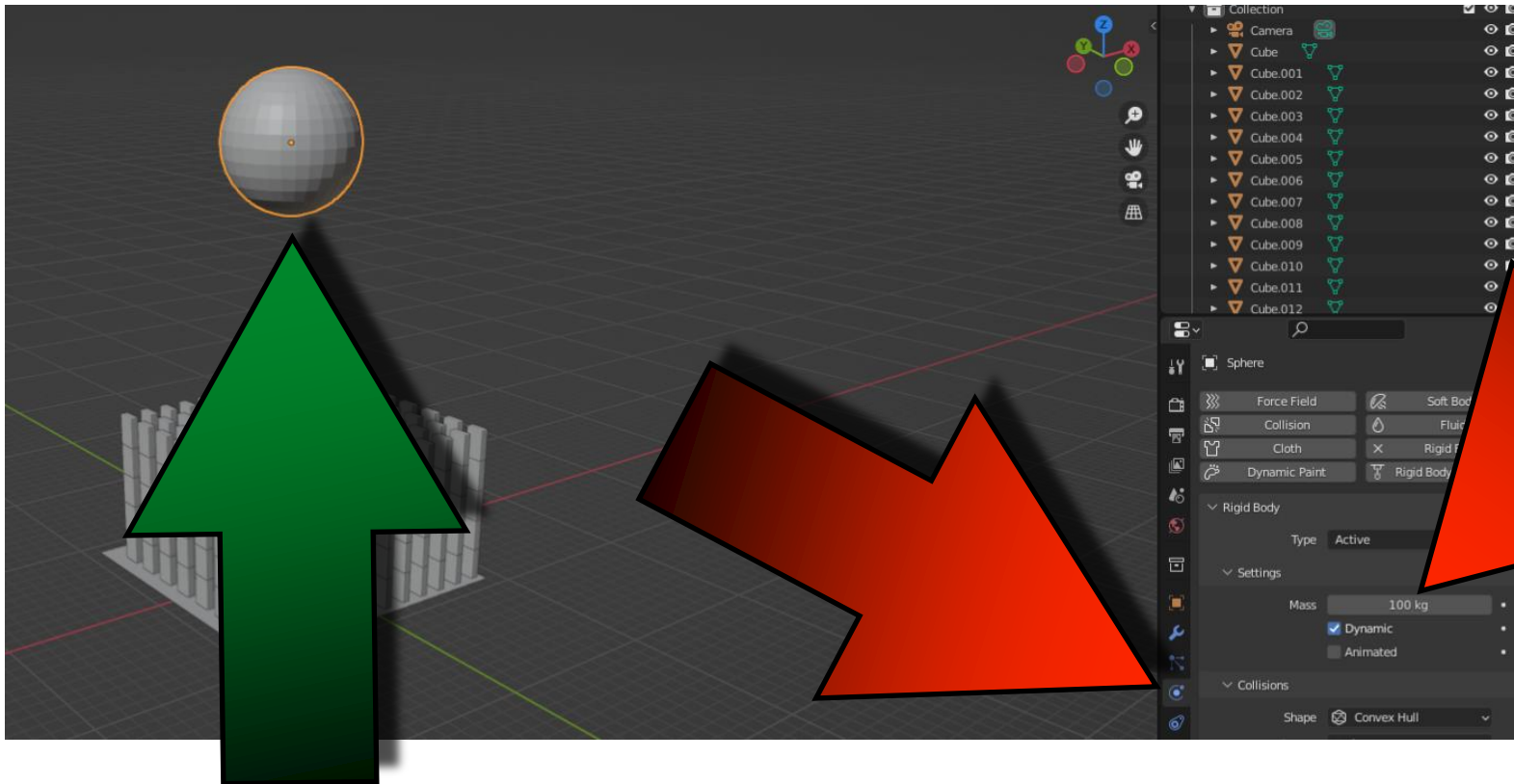
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



https://youtu.be/J_q0ke6hcsc

RIGID BODY

CHANGE SPHERE MASS TO 100



RIGID BODY



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**

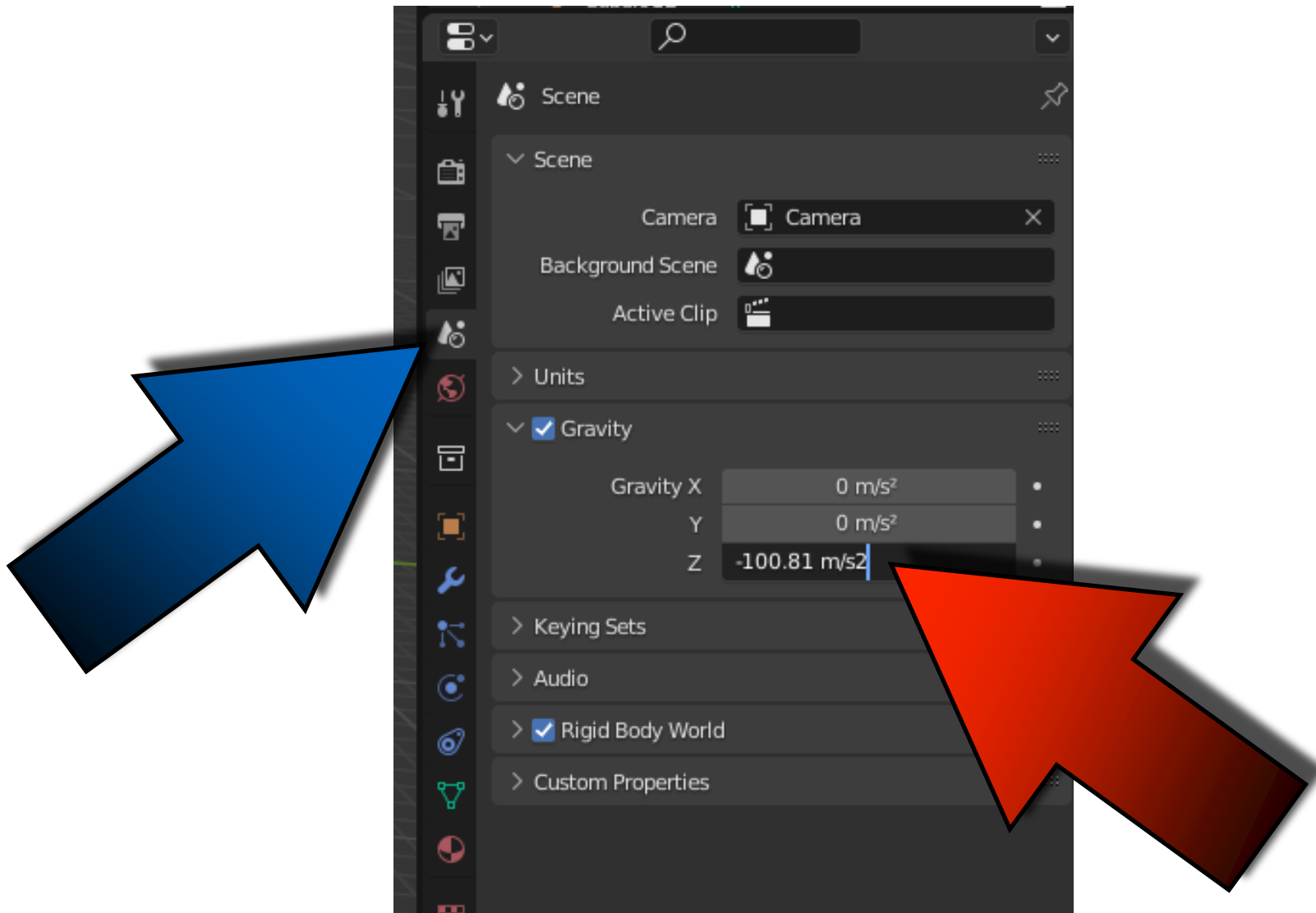


<https://youtu.be/XWB278MeLwY>

RIGID BODY

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CHANGE GRAVITY



RIGID BODY



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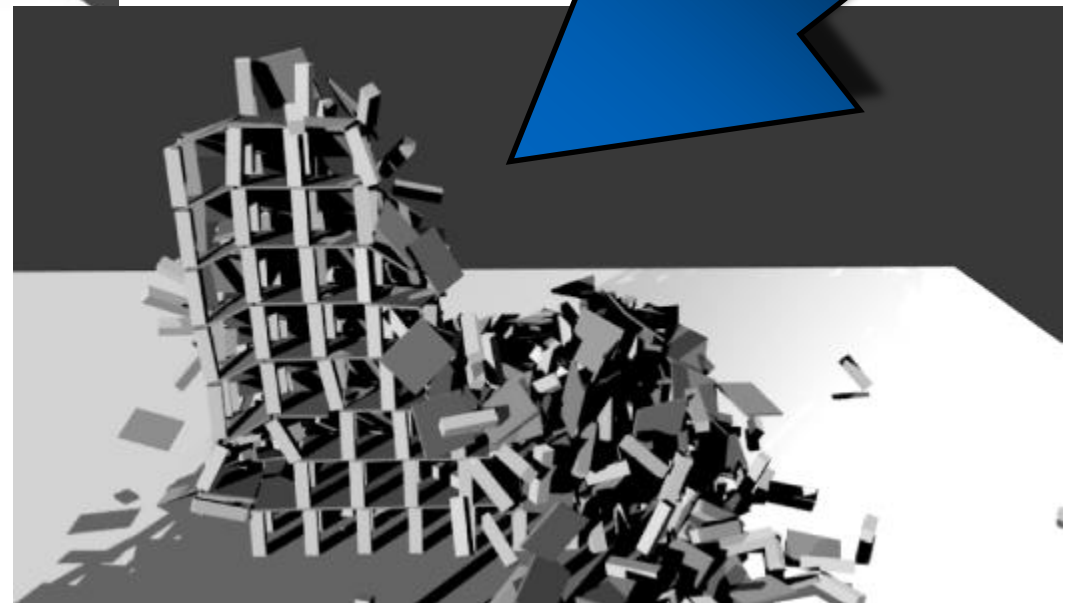
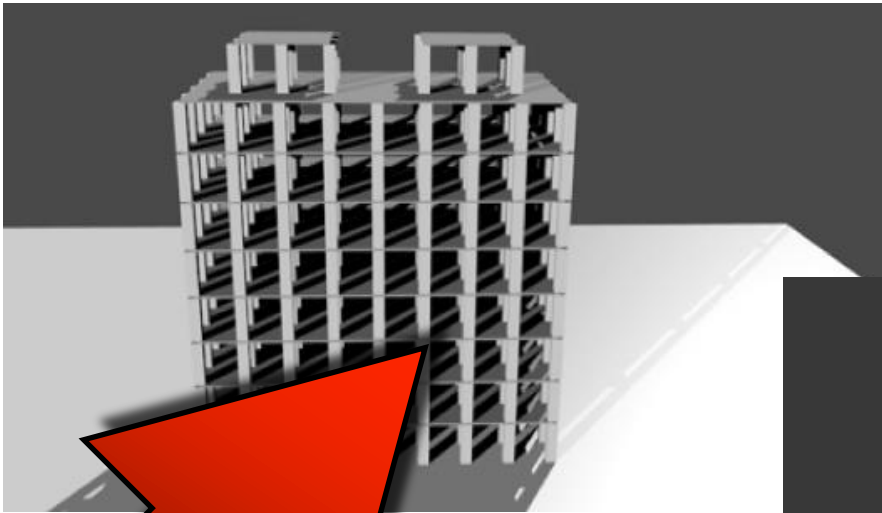
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/d6LEVyvigqM>

RIGID BODY

CREATE **THE BUILDING** AND **MAKE ANIMATIONS**



<https://youtu.be/3-EuR2nTLj4>

POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



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the European Union**



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JACEK KAWAŁEK