

POWER OF AR AND VR

SOFT BODY



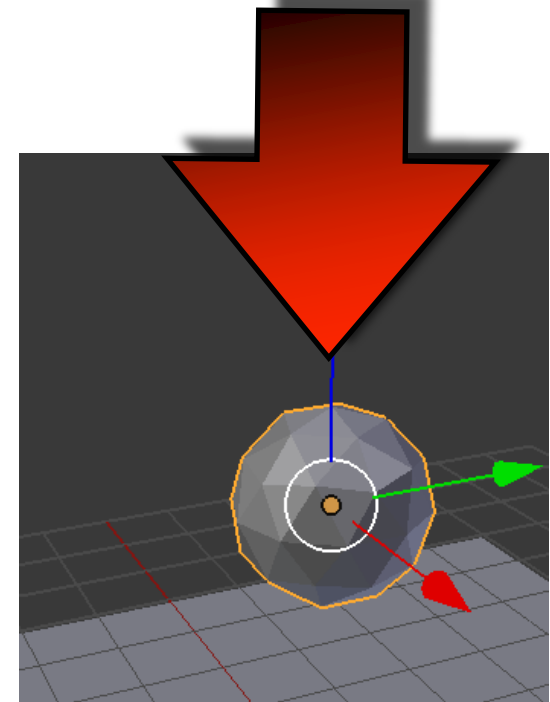
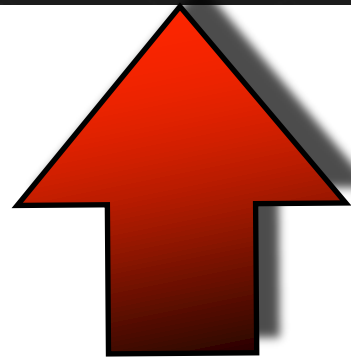
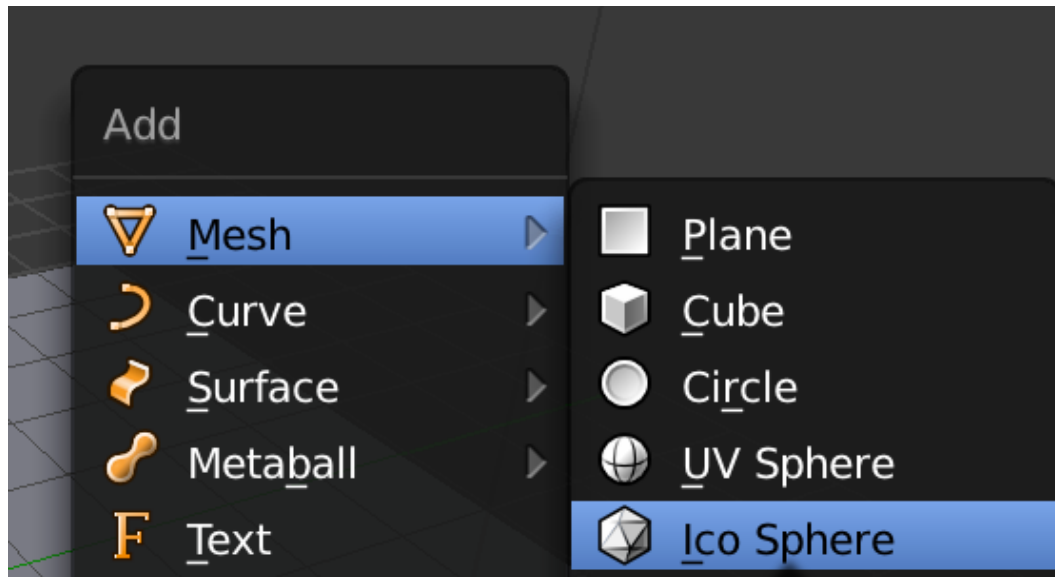
**Co-funded by
the European Union**



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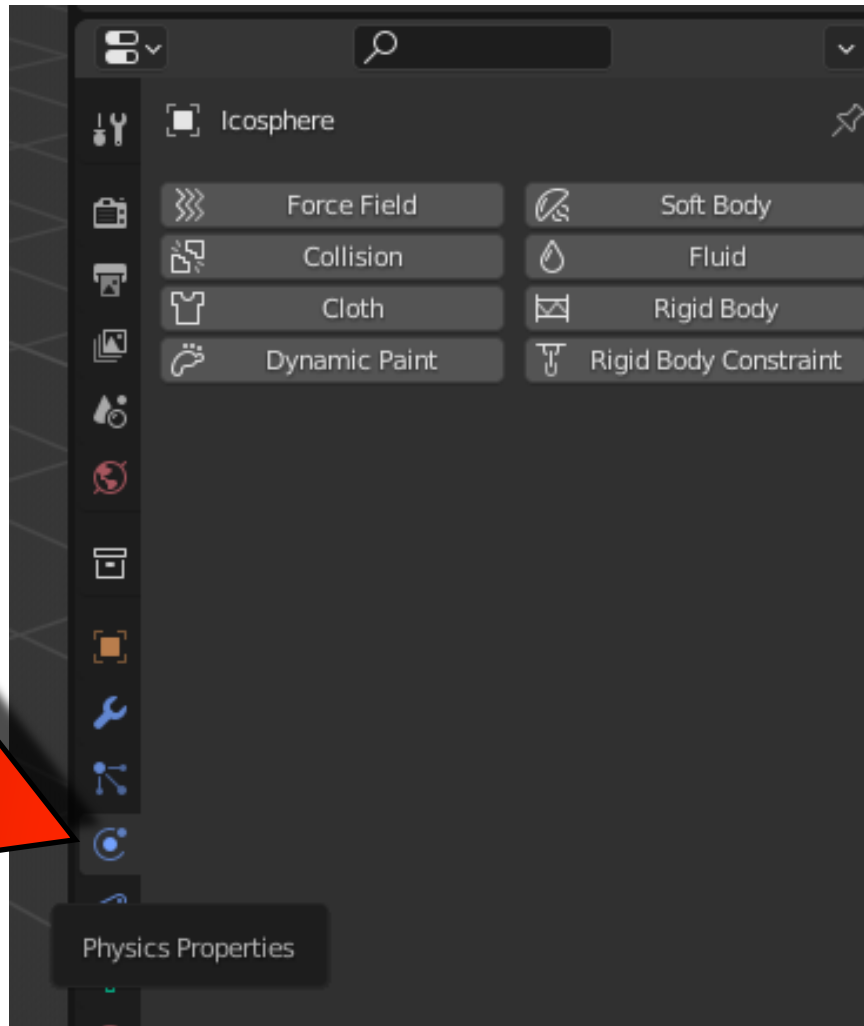
JACEK KAWAŁEK

INSERT **ICO SPHERE**



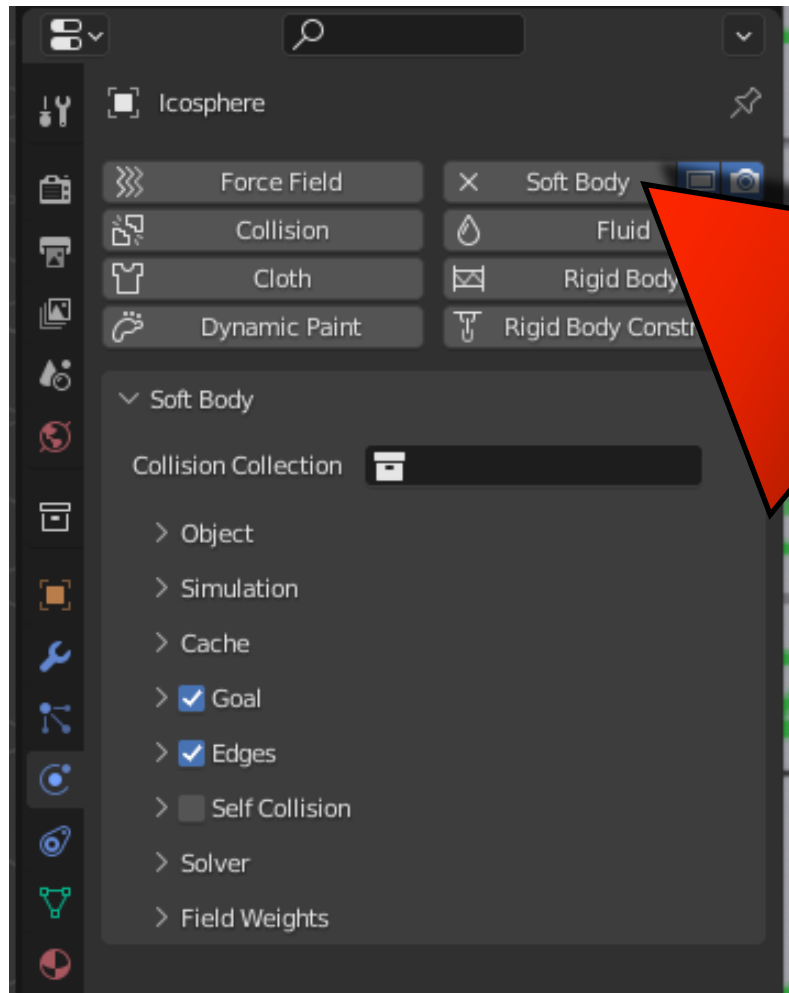
SOFT BODY

GO TO **PHYSICS PROPERTIES**



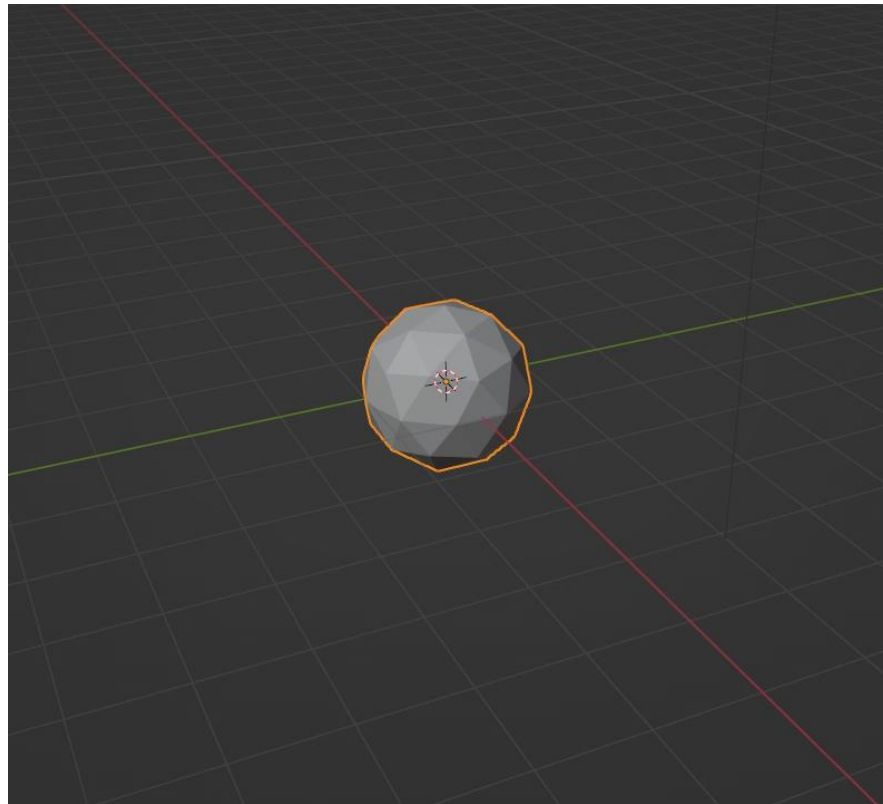
SOFT BODY

SELECT **SOFT BODY**



SOFT BODY

WHEN YOU **START ANIMATION** **ICO SPHERE BEGINS TO ROCK**



SOFT BODY



POWER OF AR AND VR



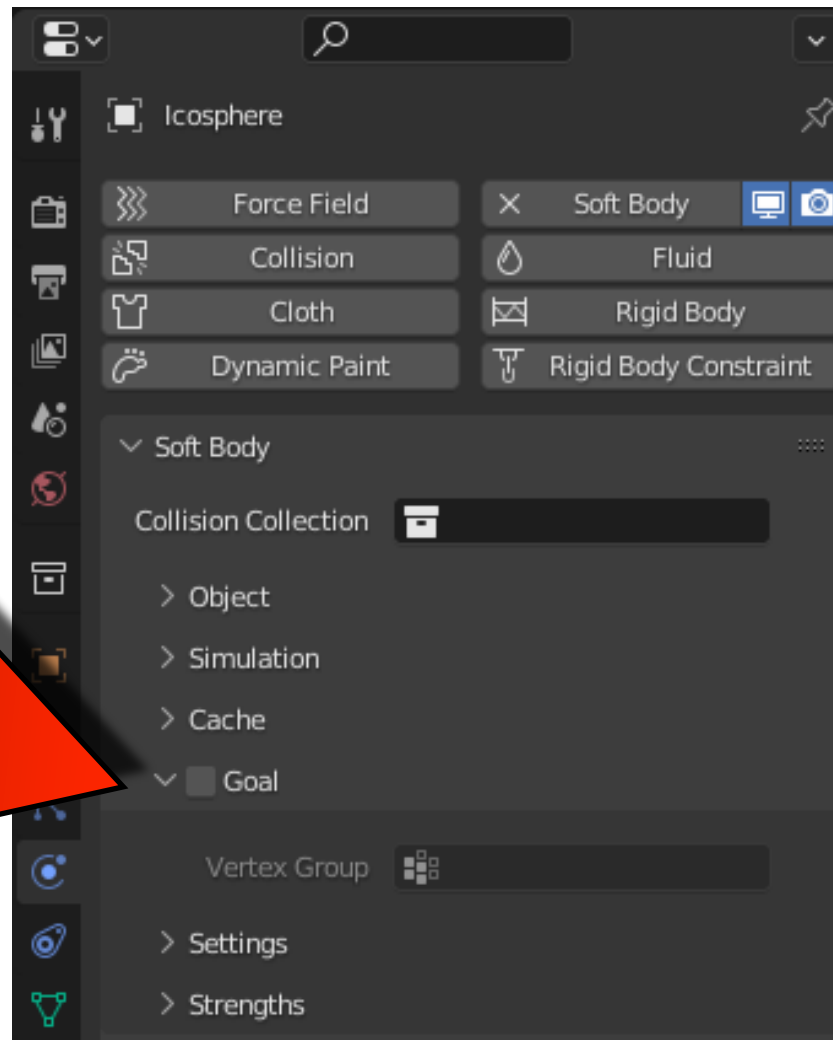
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/-umibpSgTGY>

SOFT BODY

SWITCH OFF **THE GOAL**



SOFT BODY



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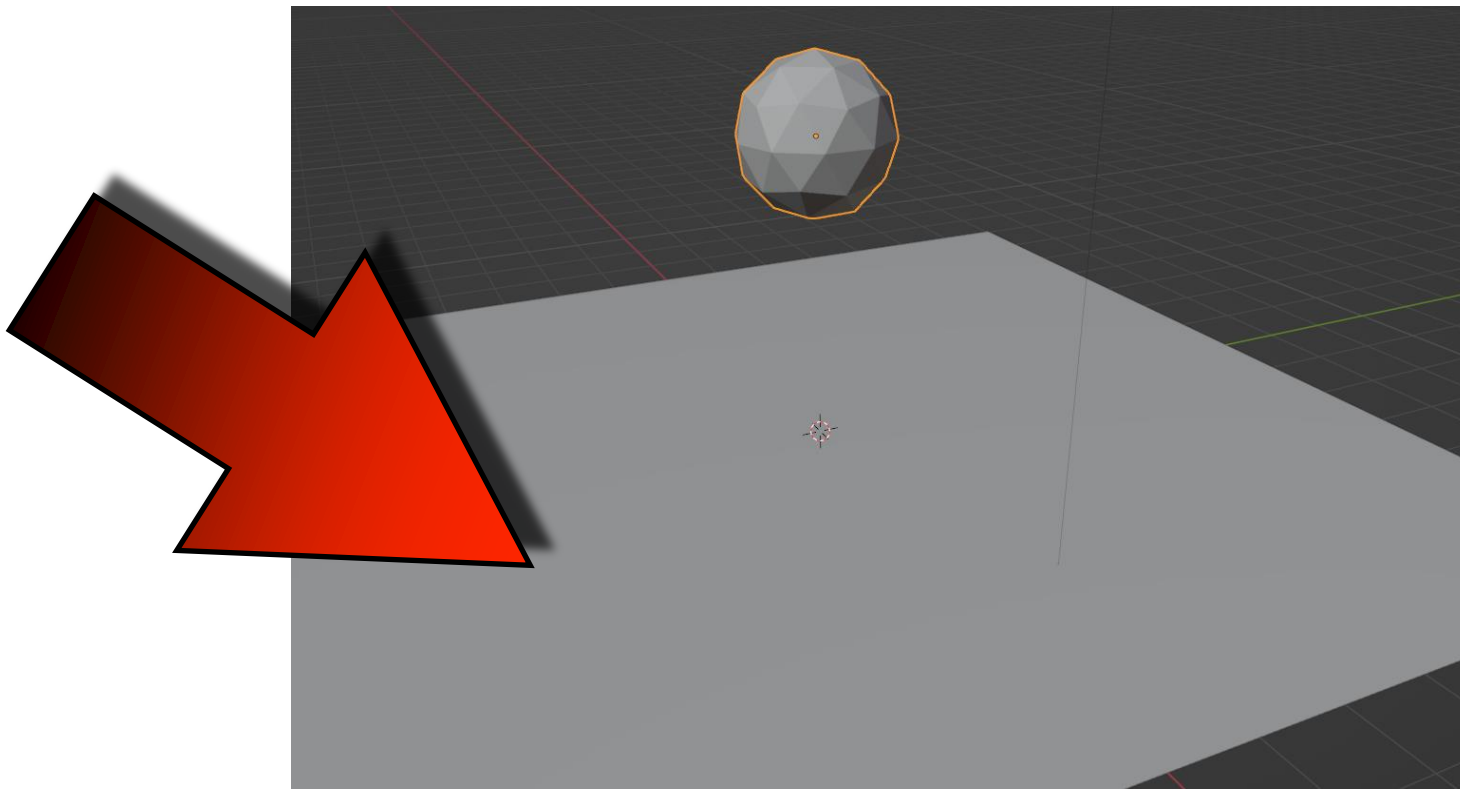
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/cgatRgnC5Aw>

SOFT BODY

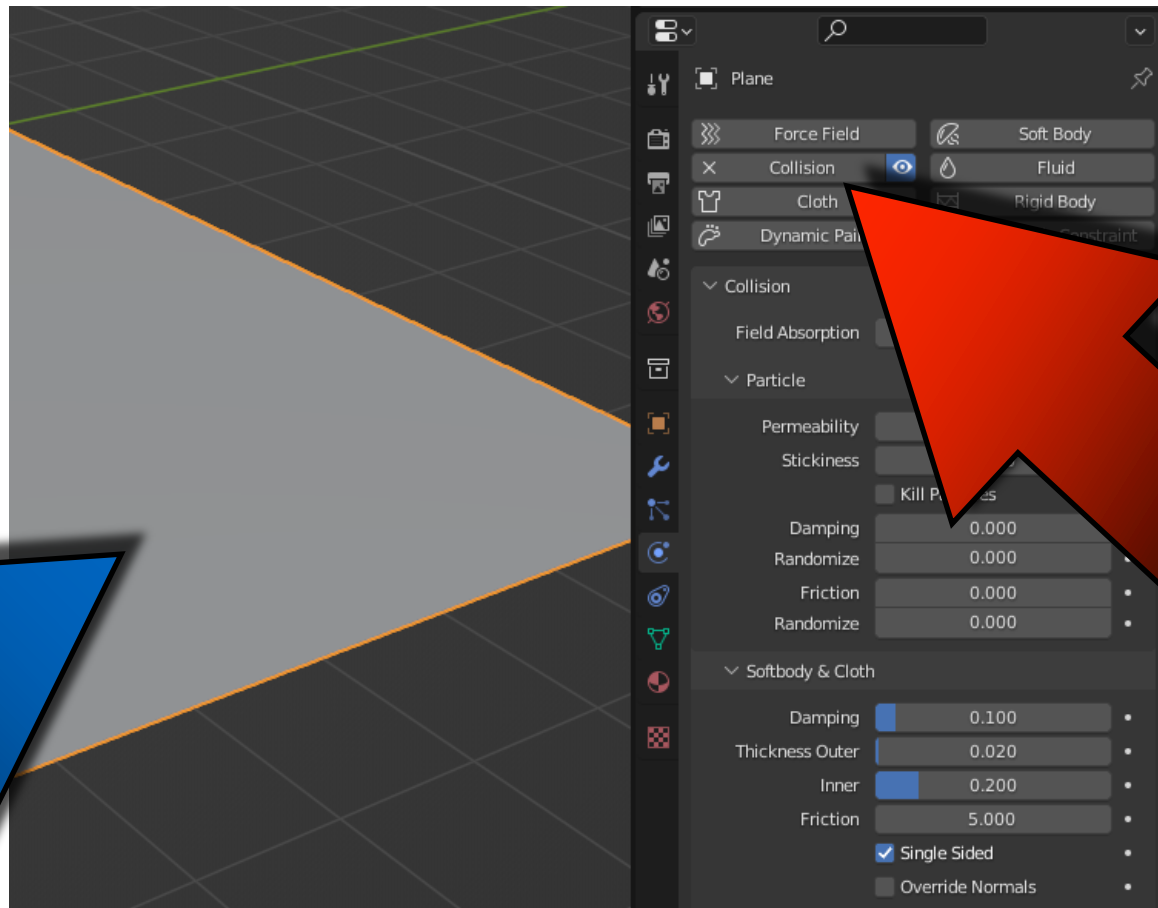
ADD **PLANE** AND SET UP MODELS AS ON SCREEN



SOFT BODY

POWER OF AR AND VR

SELECT **PLANE** AND CLICK ON **COLLISION**



SOFT BODY



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**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/6oU7rsjr03I>

SOFT BODY



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OPEN EDGES

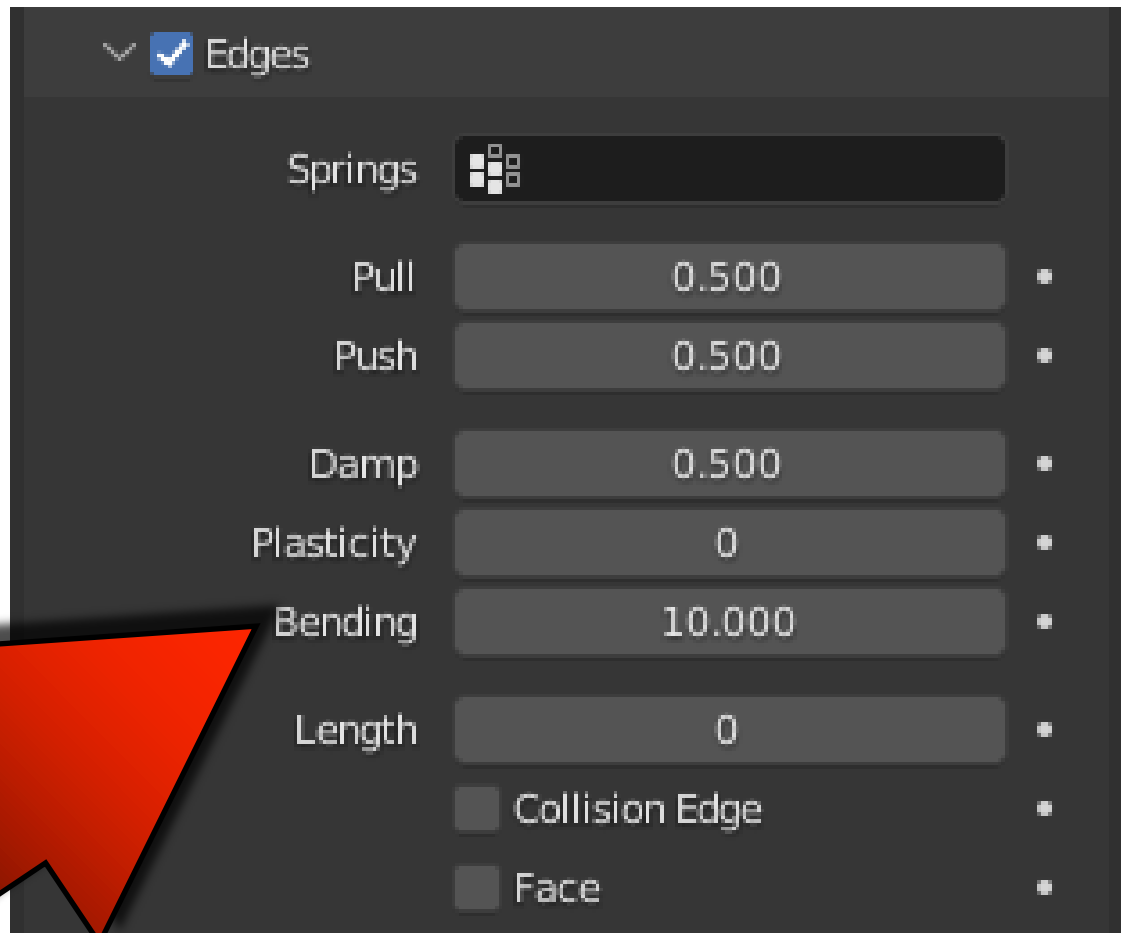
The screenshot shows the Unreal Engine 4 properties panel for an 'Icosphere' object with a 'Soft Body' component. The 'Edges' section is expanded, showing a 'Scales' table with the following values:

Property	Value
Pull	0.500
Push	0.500
Damp	0.500
Plasticity	0
Bending	0.000
Length	0

Below the table, there are checkboxes for 'Collision Edge' and 'Face', both of which are currently unchecked.

SOFT BODY

SET **BENDING** TO 10





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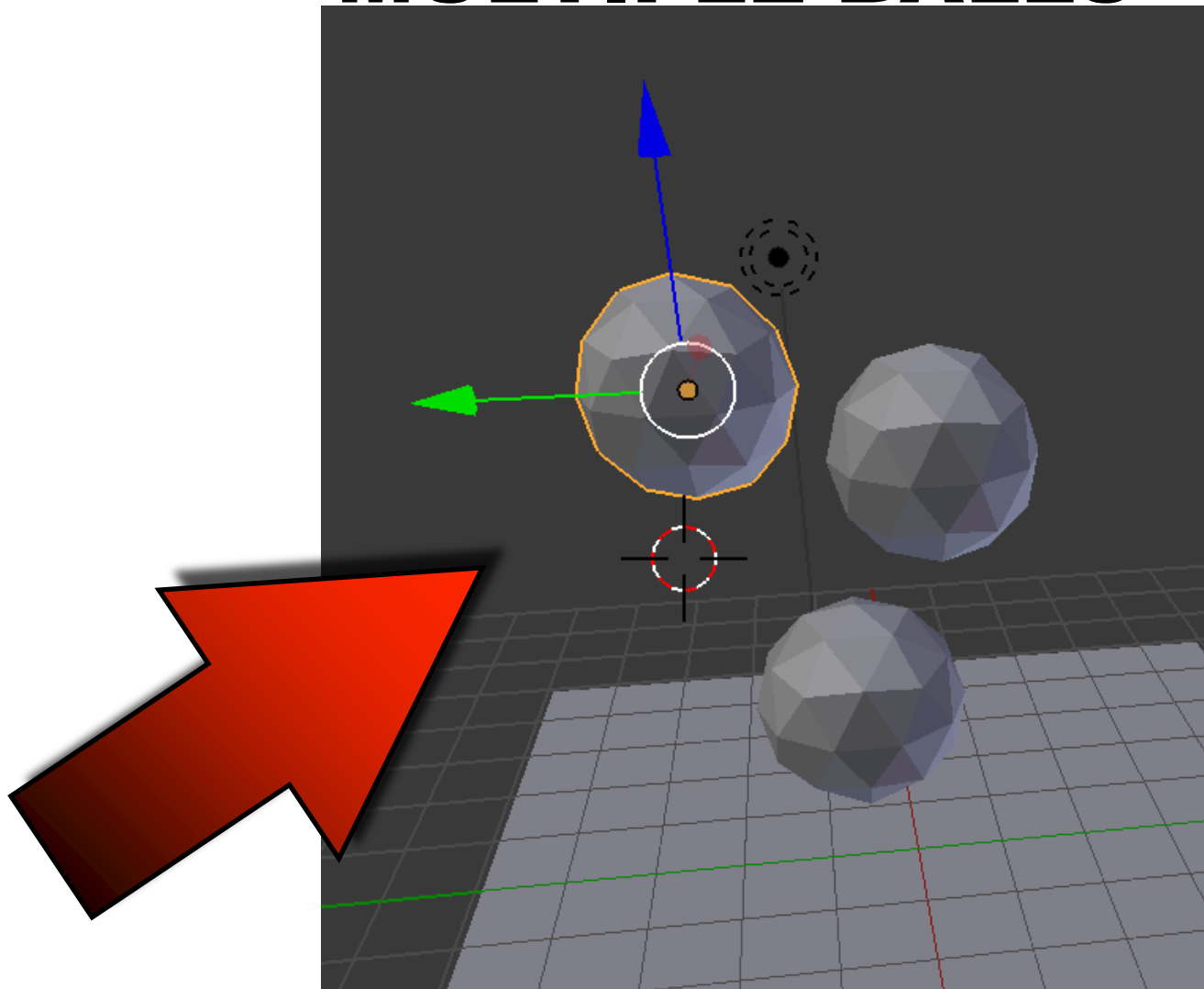
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/ubpMWEJbAk0>

SOFT BODY

USE **SHIFT + D** CLONE MULTIPLE BALLS



SOFT BODY



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**PRESS THE SPACEBAR
AND SEE THE ANIMATION**

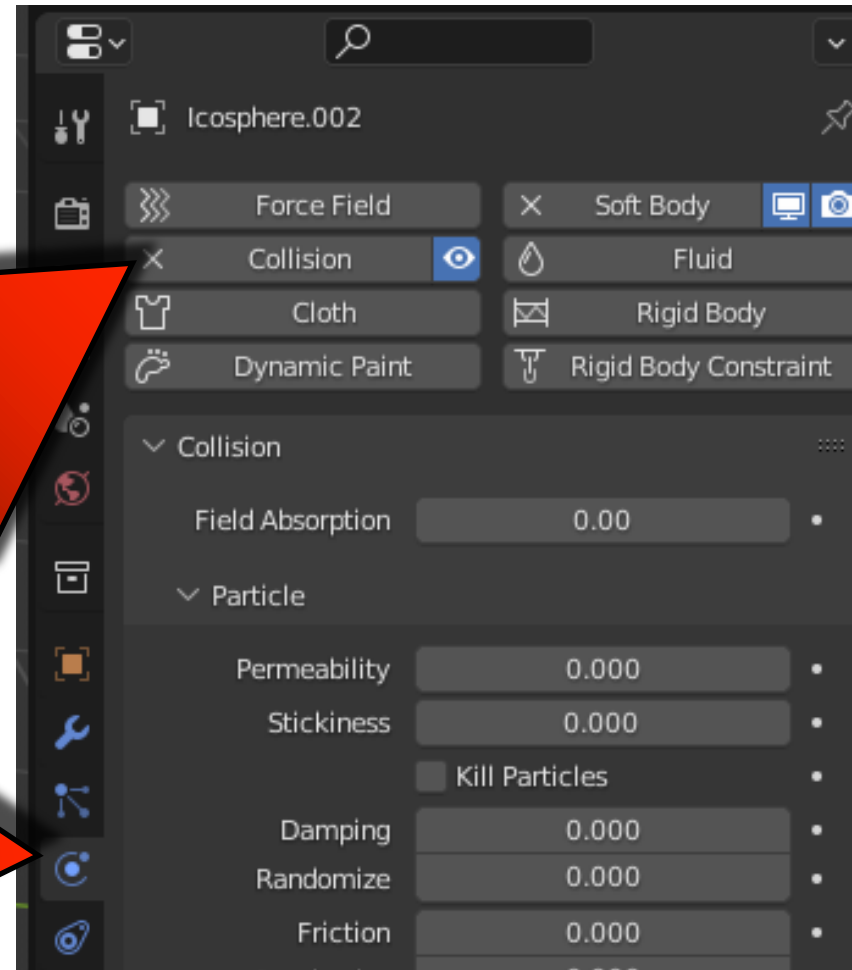


<https://youtu.be/fz8KcFanCmg>

SOFT BODY

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FOR EACH BALL TURN ON COLLISIONS



SOFT BODY



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**

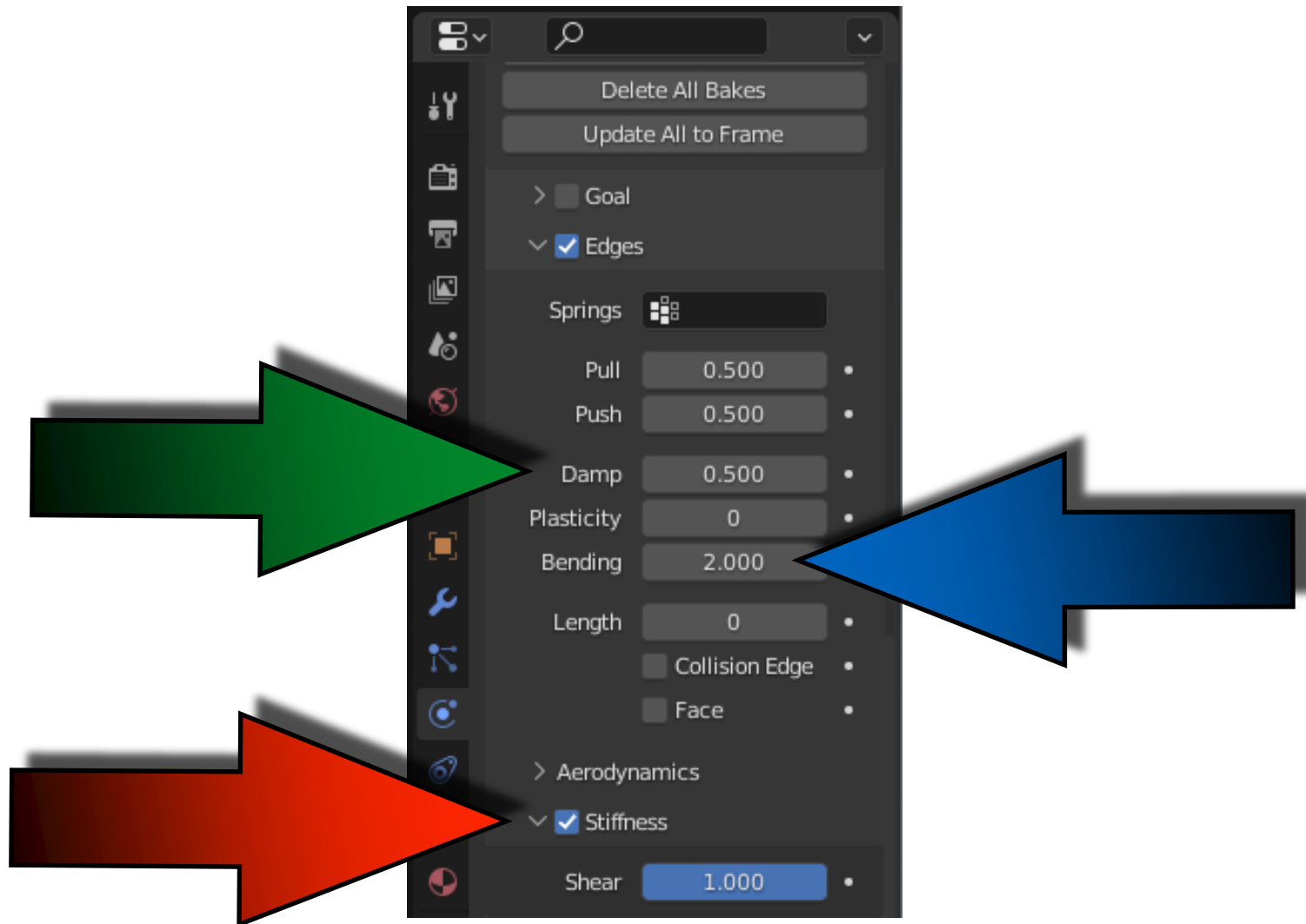


<https://youtu.be/RyloHZ203E8>

SOFT BODY

THE MOST CHANGED PARAMETERS

STIFFNESS, **BENDING**, **DAMPING**



SOFT BODY

POWER OF AR AND VR

MAKE A SIMILAR ANIMATION YOURSELF

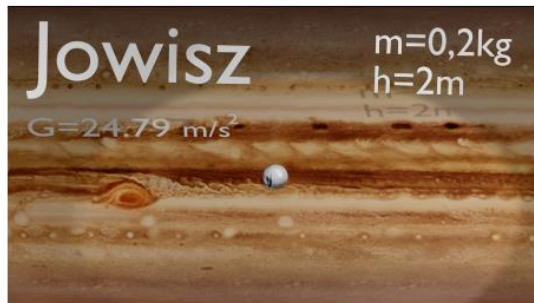


<https://youtu.be/EX13XyIBoPU>

SOFT BODY

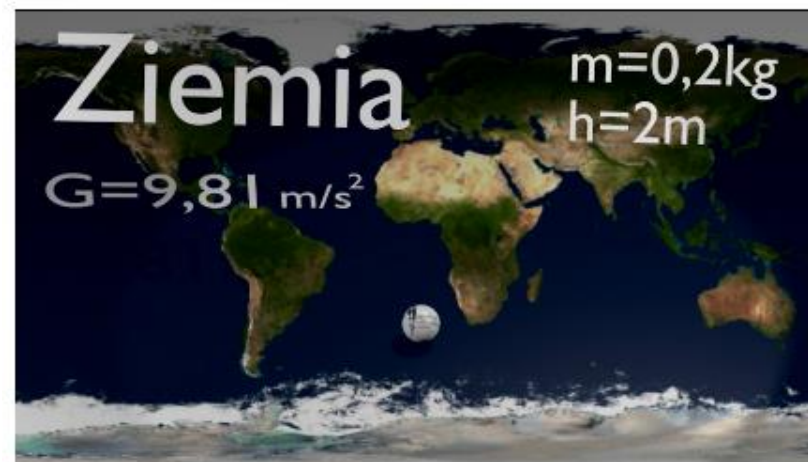
POWER OF AR AND VR

BASED ON THE KNOWN GRAVITY PLANET
MAKE THIS ANIMATIONS



<https://youtu.be/Fw1oT7Nx15I>

<https://youtu.be/aHz0cfQa3QM>



<https://youtu.be/6tdIS9CR31o>

SOFT BODY

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THANK YOU FOR YOUR ATTENTION



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