

WATER

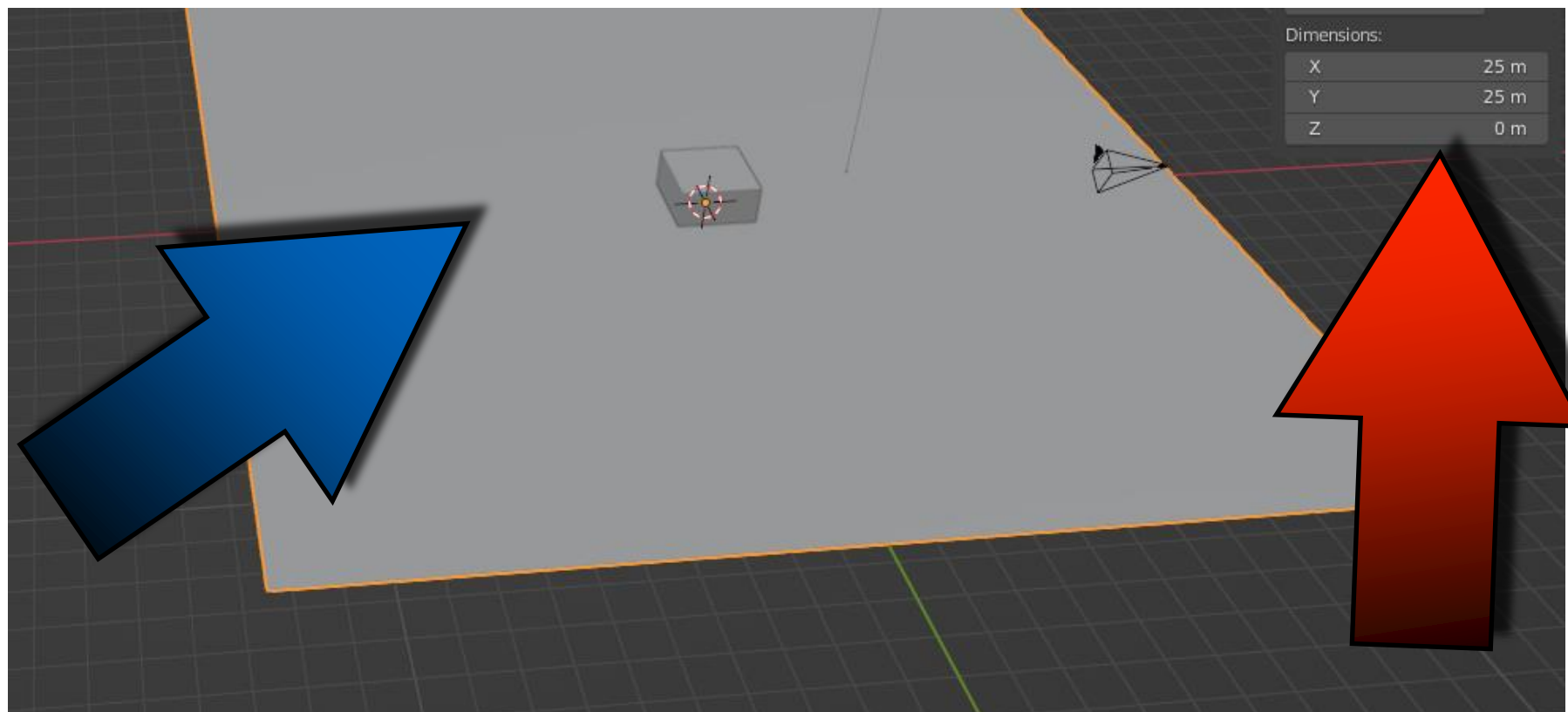


**Co-funded by
the European Union**



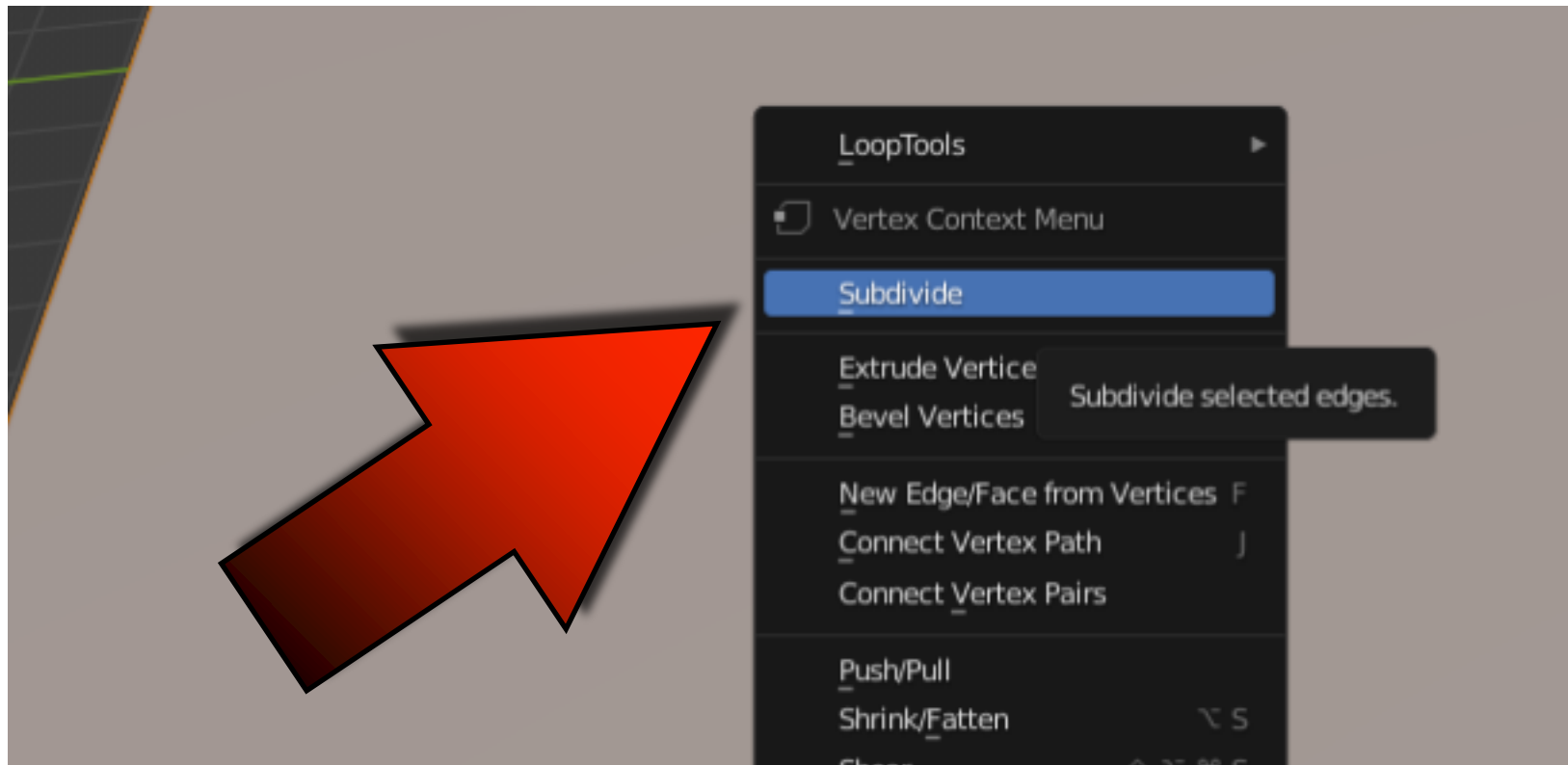
2024-1-PL01-KA220-VET-000243150

RUN THE BLENDER PROGRAM INSERT **PLANE** AND ENLARGE IT TO **25 BY 25 DIMENSIONS**



WATER

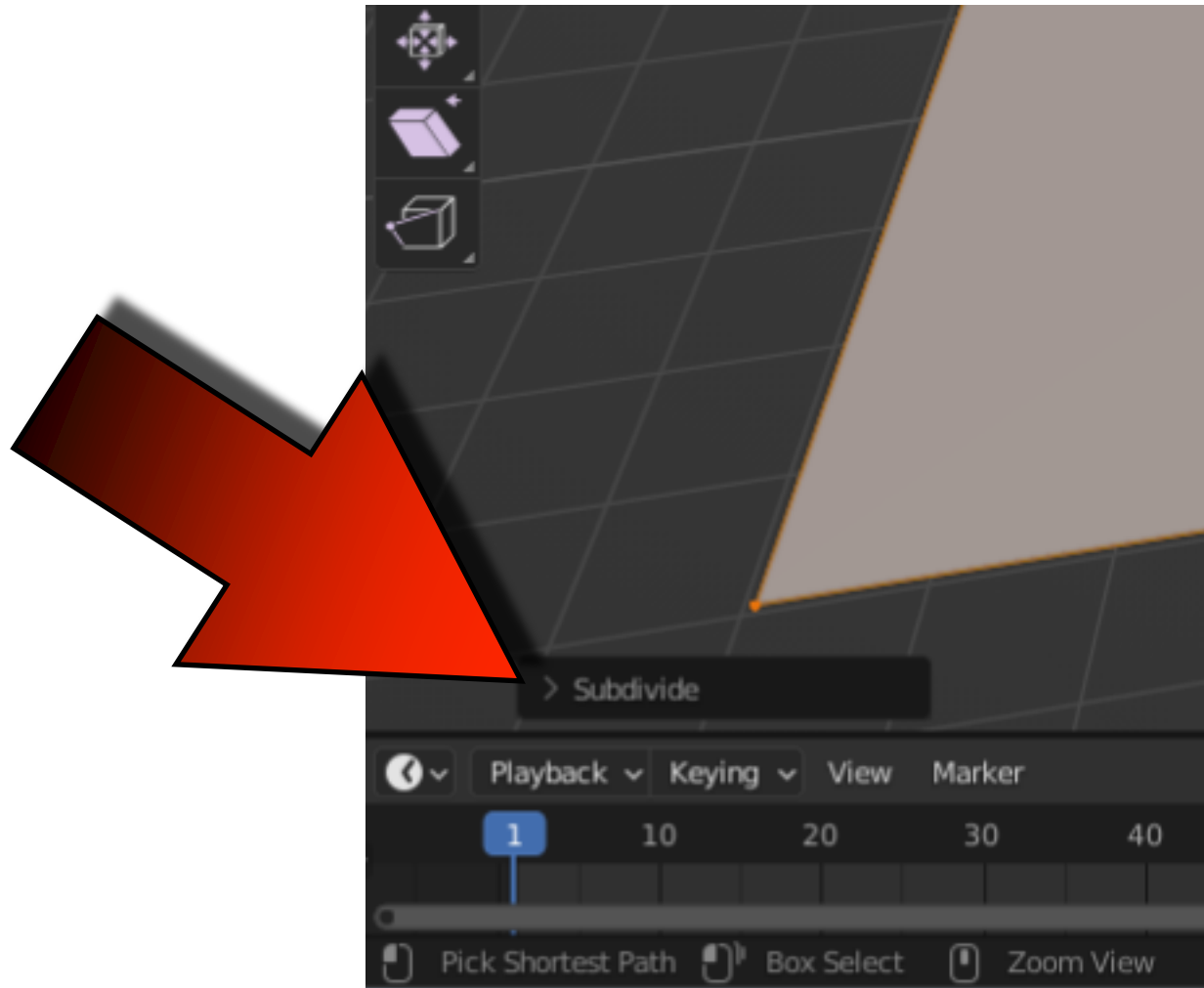
ENTER THE PLANE EDIT MODE AND SELECT WITH THE RIGHT KEY OF THE MOUSE **SUBDIVIDE**



POWER OF AR AND VR

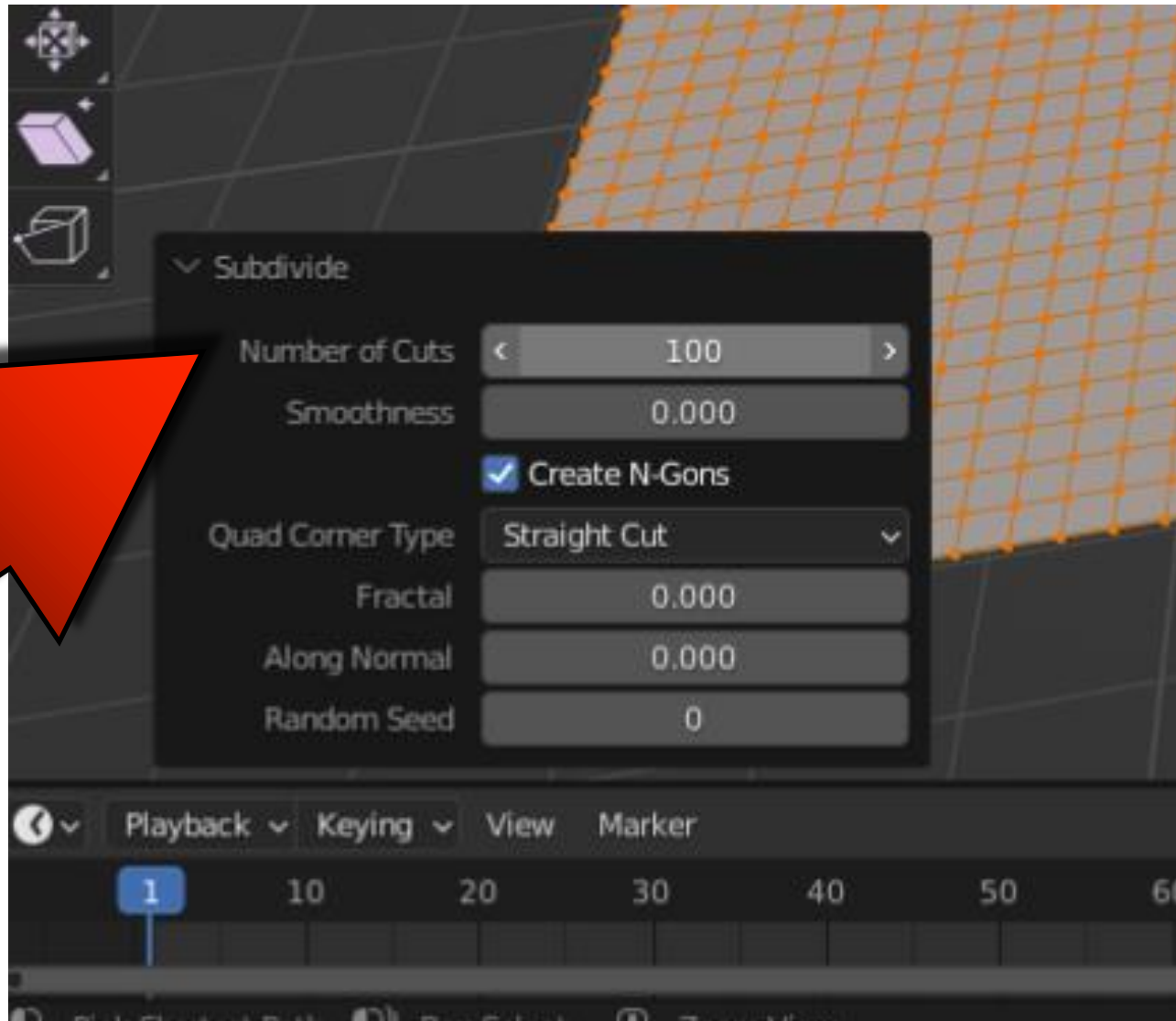
OPEN A WINDOW

IN THE LOWER LEFT CORNER



WATER

SET NUMBER OF CUTS ON 100



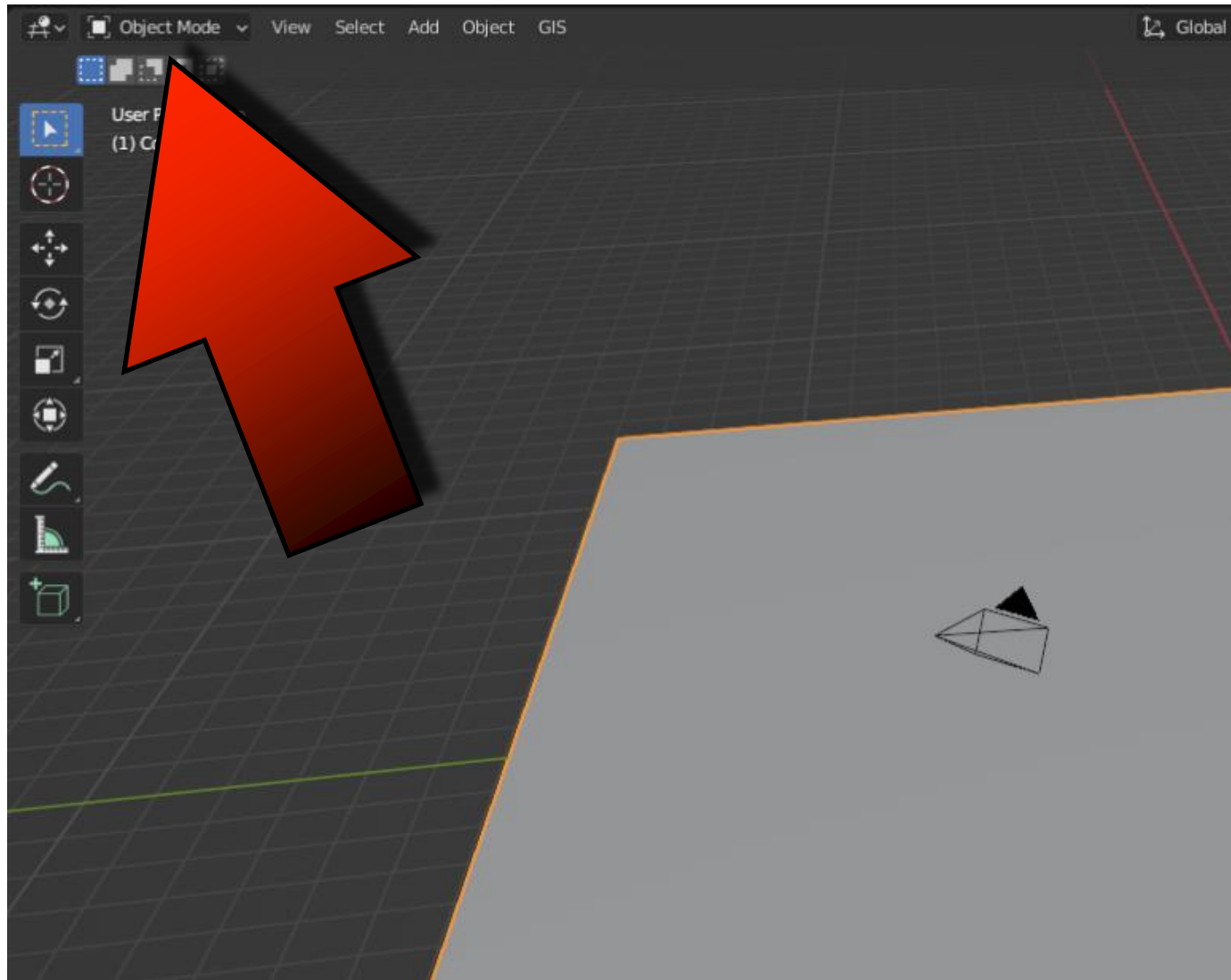
WATER



POWER OF AR AND VR

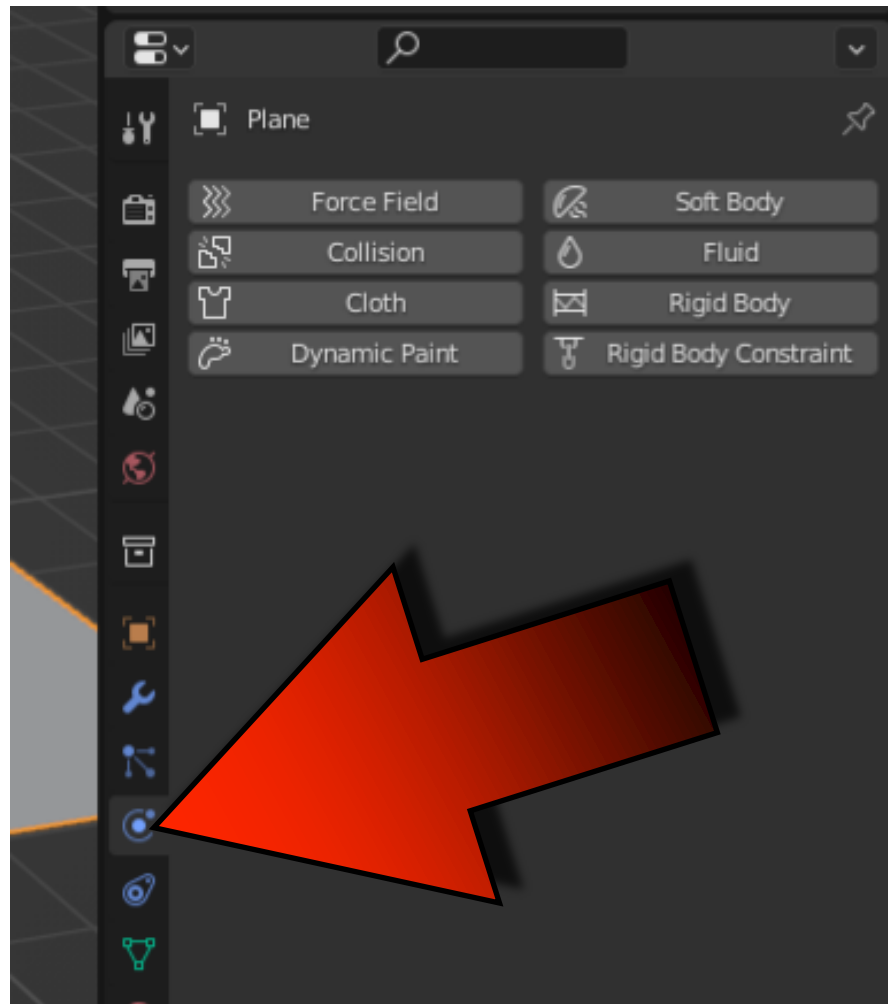


RETURN TO OBJECT MODE



WATER

GO TO **THE PHYSICS TAB**



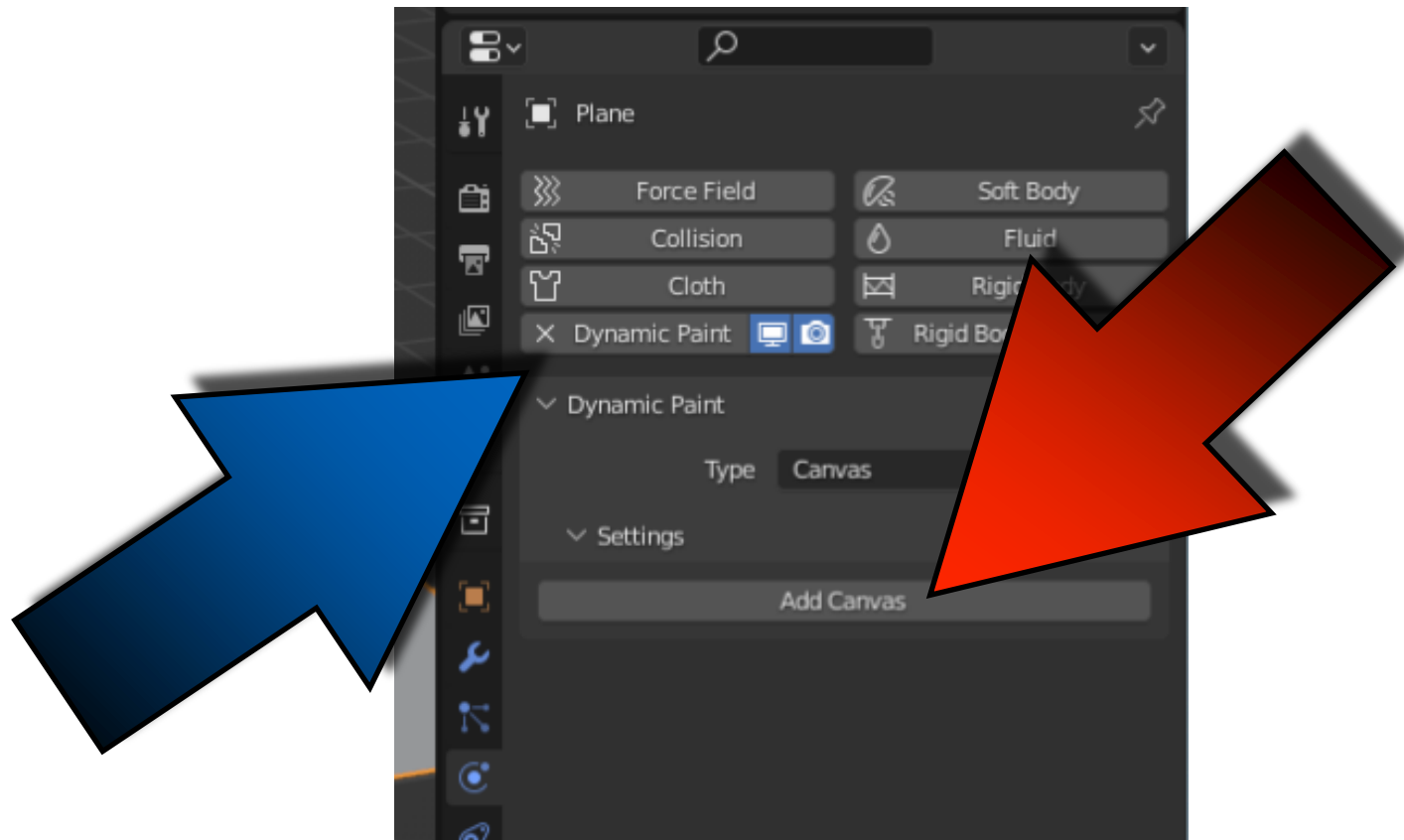
WATER



POWER OF AR AND VR



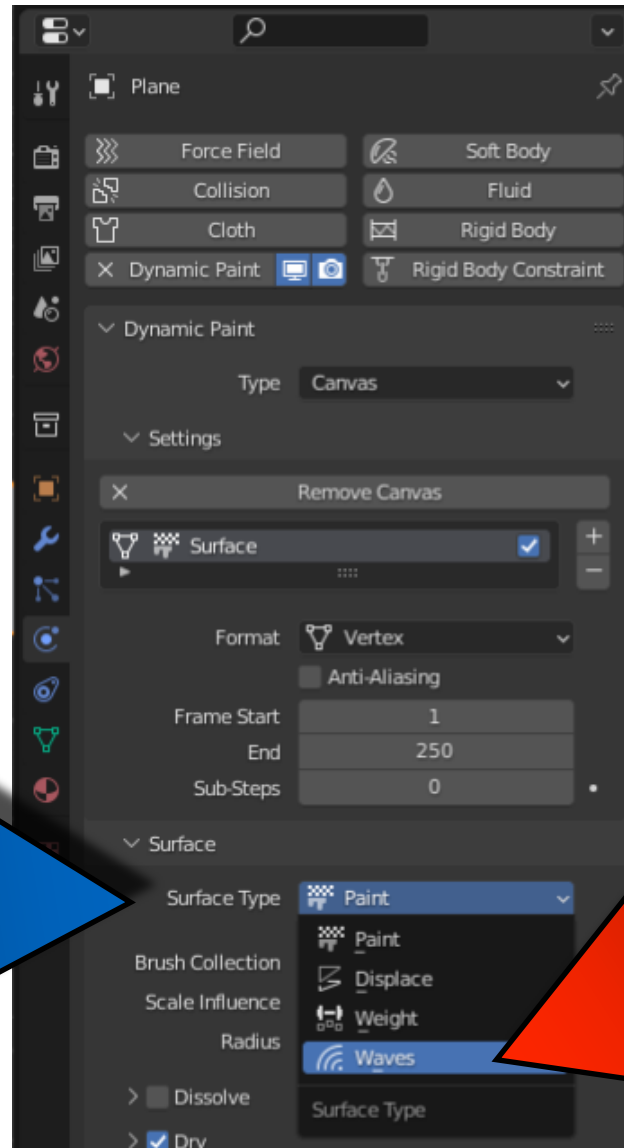
CLICK ON **DYNAMIC PAINT** AND ADD **CANVAS**



WATER

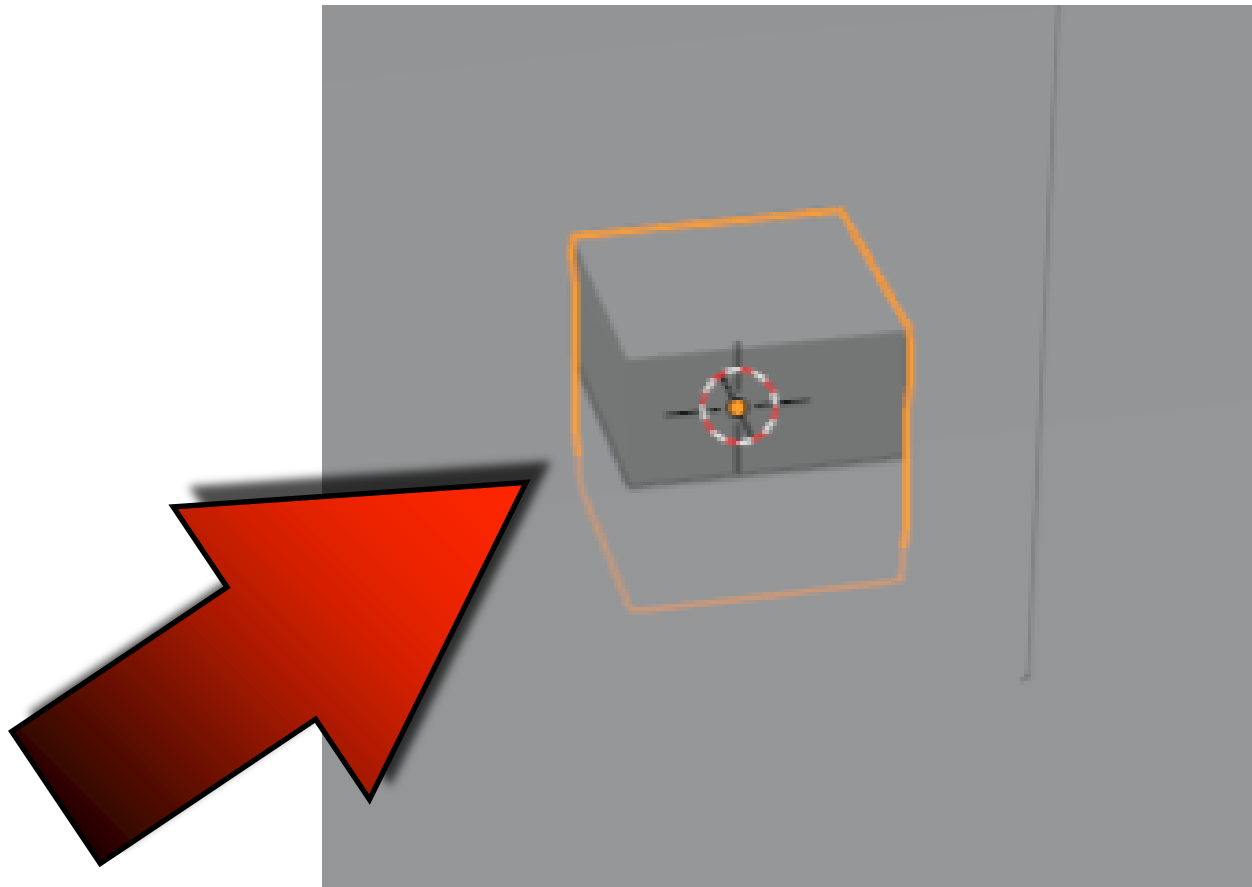
POWER OF AR AND VR

SELECT WAVES AS A SURFACE TYPE



WATER

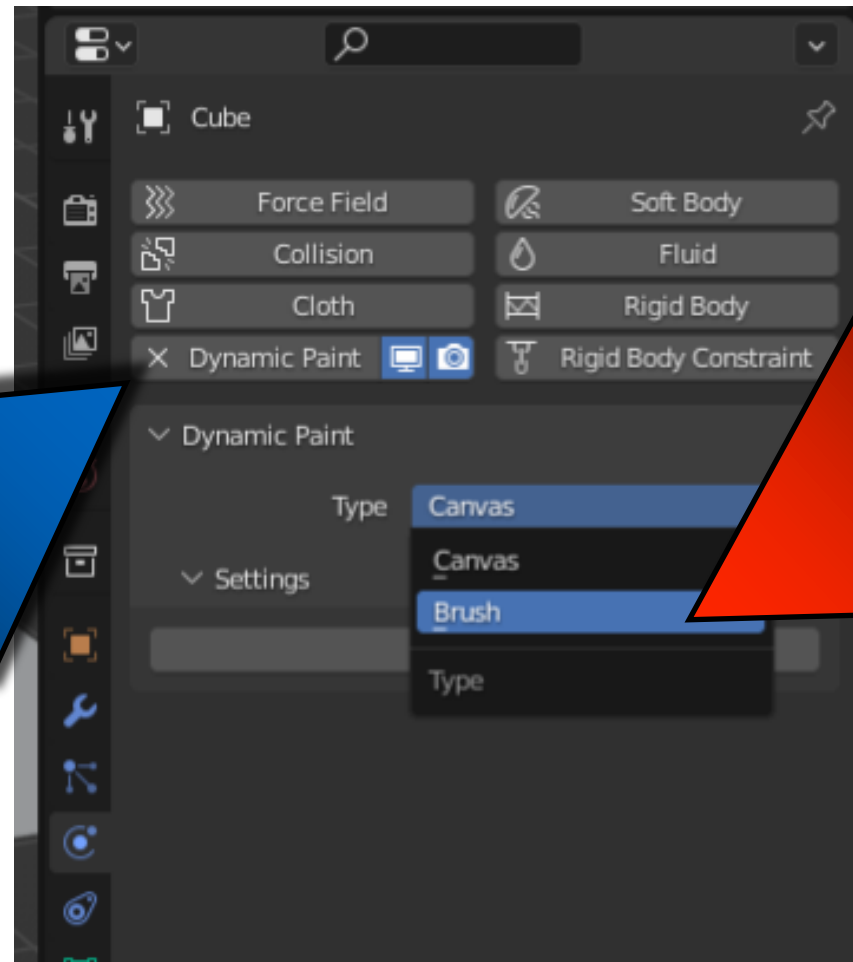
SELECT CUBE



WATER

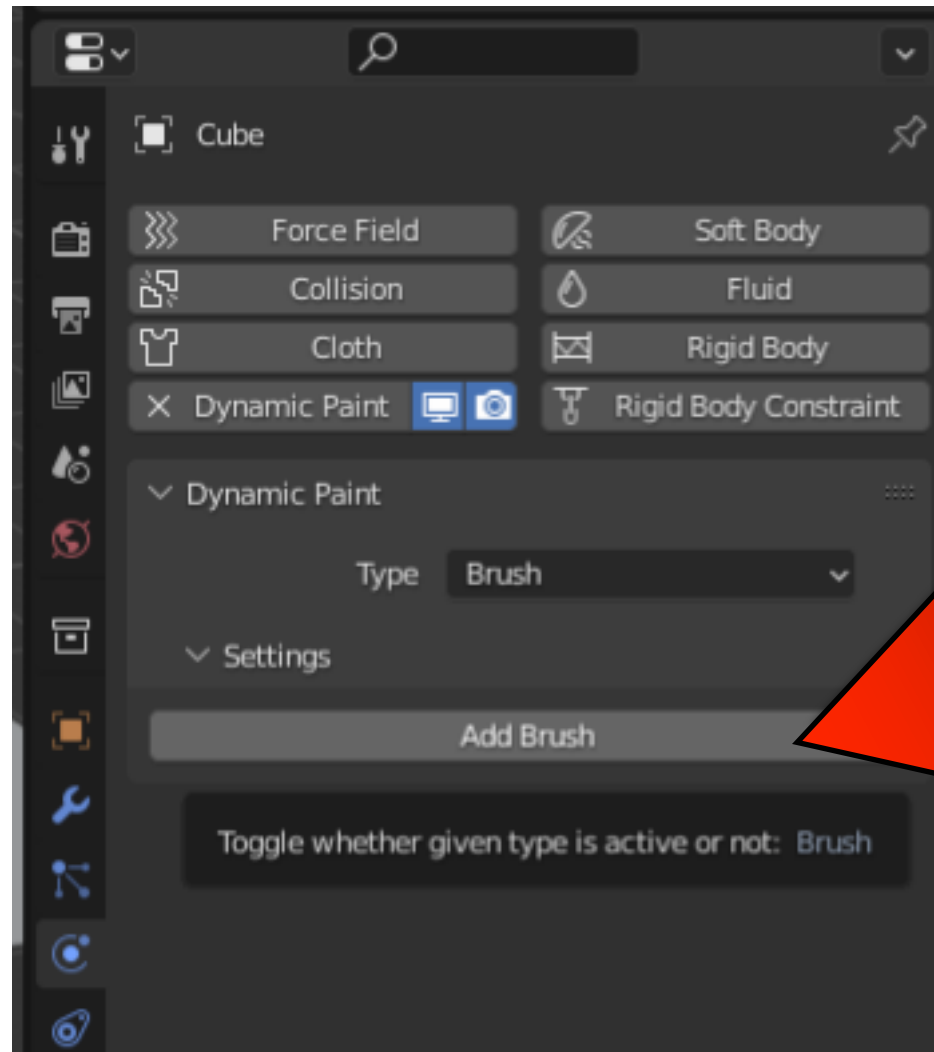
POWER OF AR AND VR

ADD **DYNAMIC PAINT** AND **CHOOSE BRUSH**



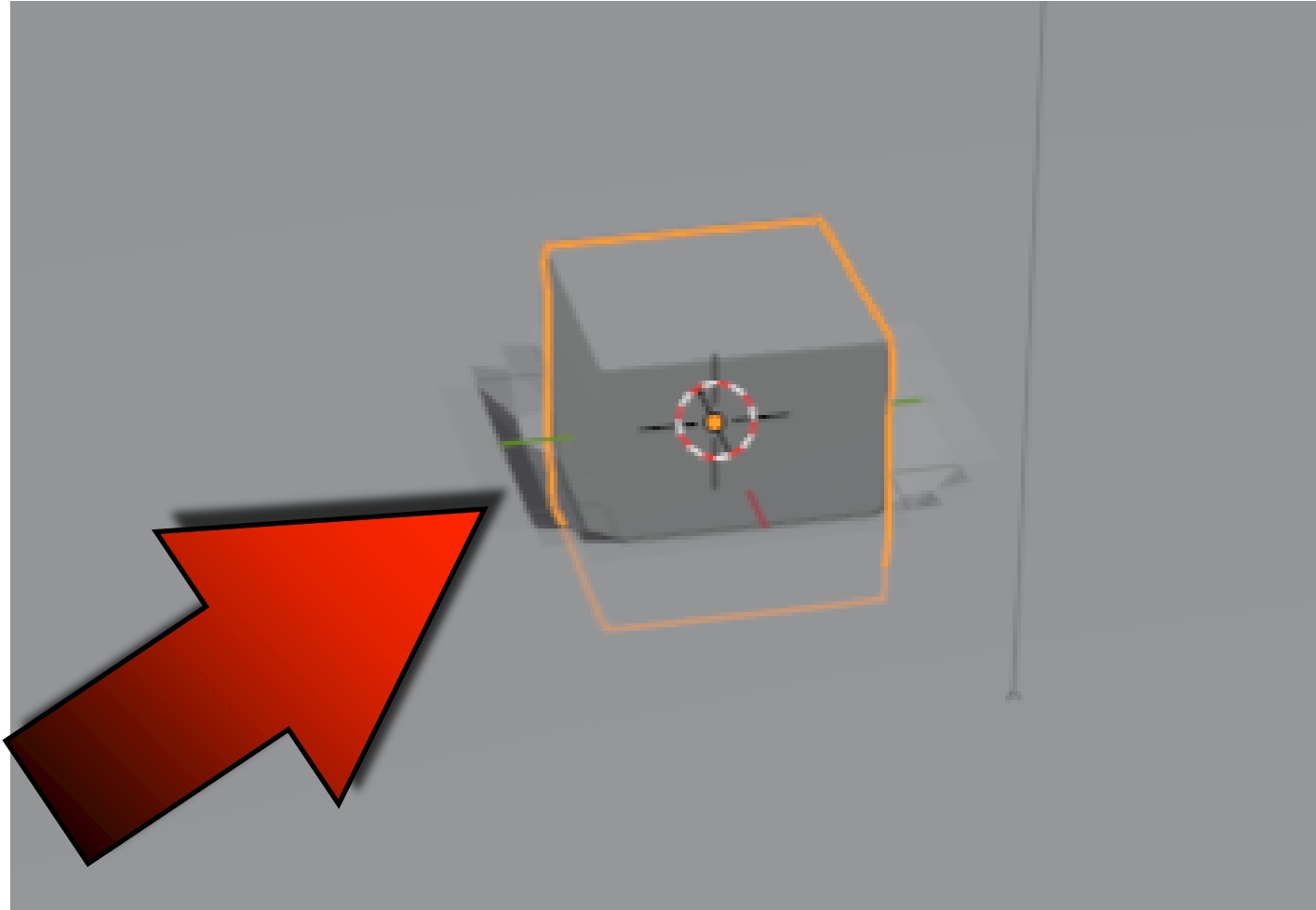
WATER

AND CLICK ON **ADD BRUSH**



WATER

THE PLANE WILL BE BENT



WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



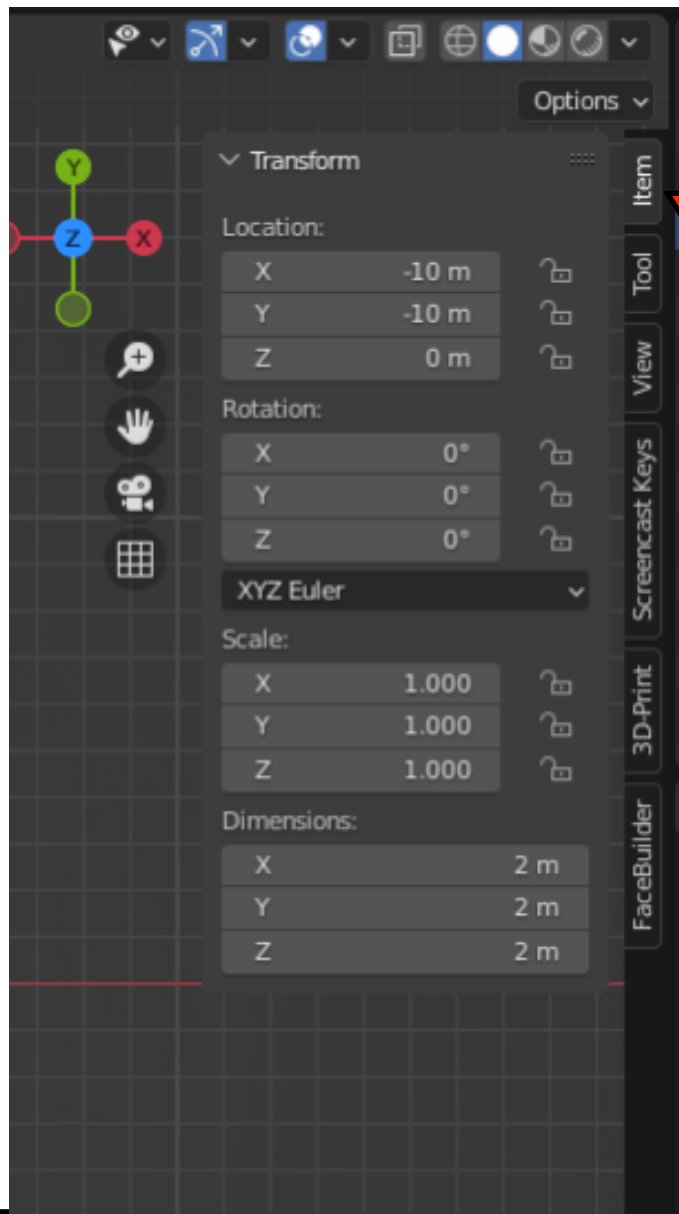
<https://youtu.be/FuFYq8lwh5E>

WATER

GO TO THE VIEW FROM **THE TOP**

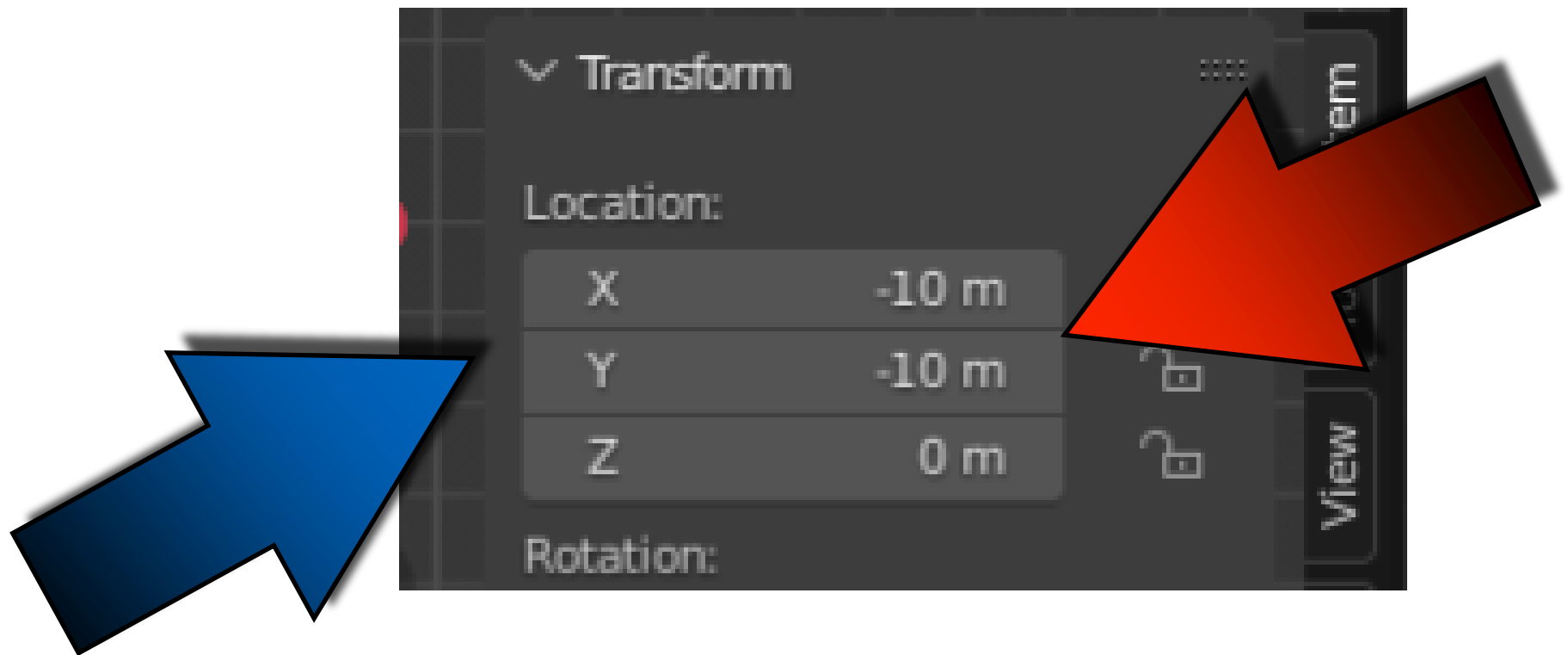


PRESS THE N KEY AND GO TO THE ITEM TAB

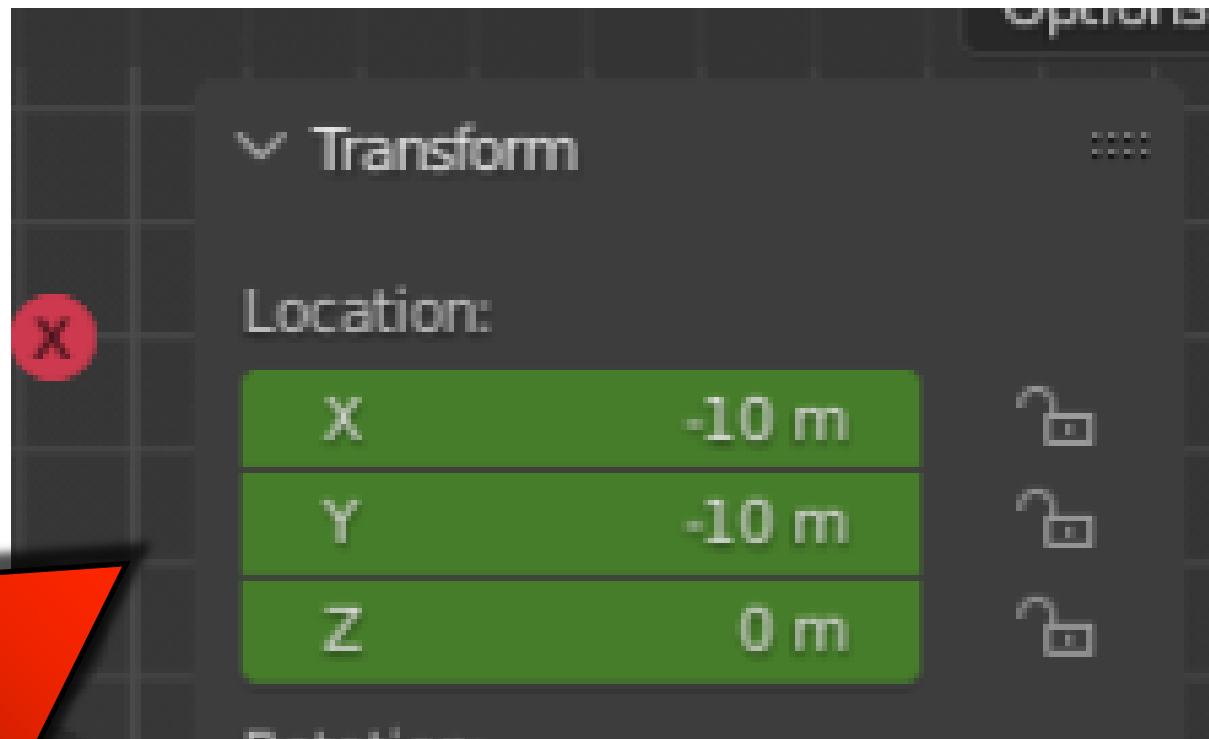


WATER

SET THE CUBE TO **-10** LOCATION FOR **THE X AND Y AXIS**

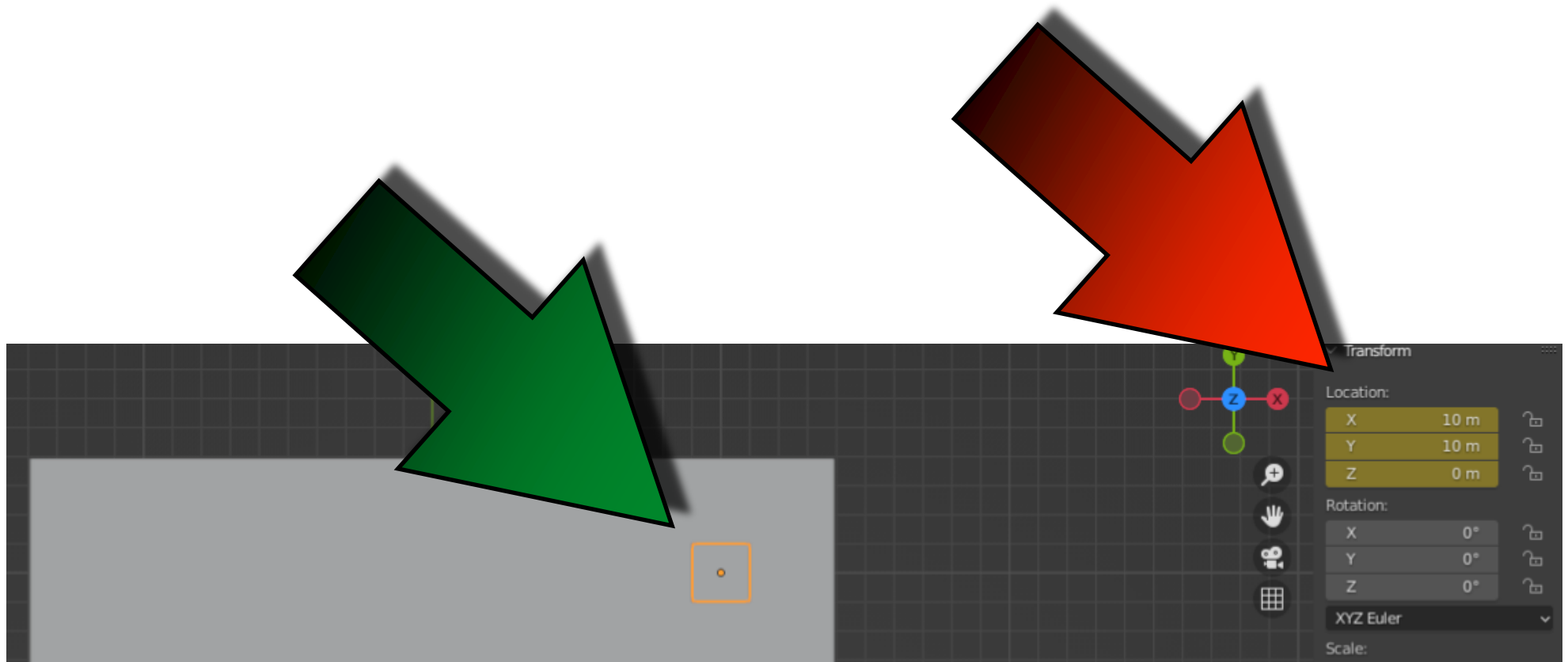


SAVE LOCATION IN THE FIRST FRAME OF ANIMATION



WATER

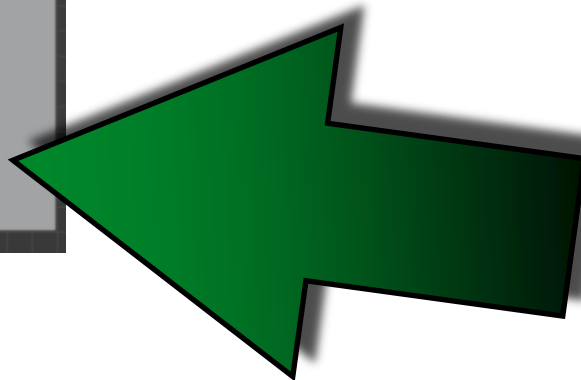
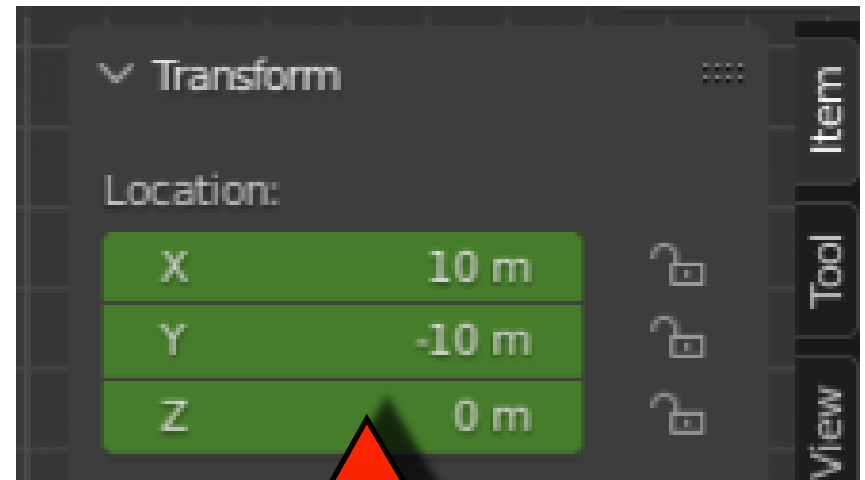
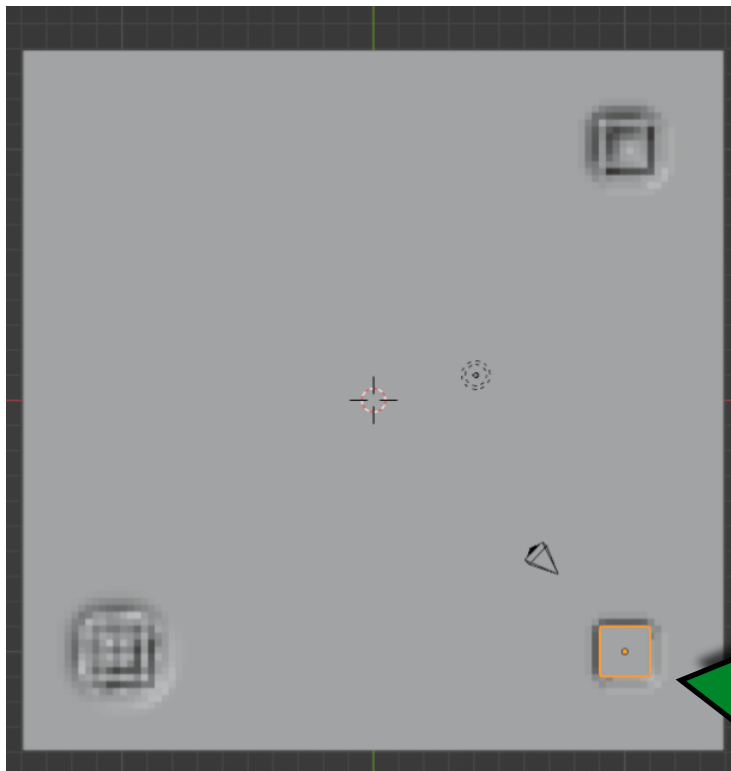
IN FRAME 100 SAVE 10



WATER

IN FRAME 150

SAVE AS ON THE SCREEN

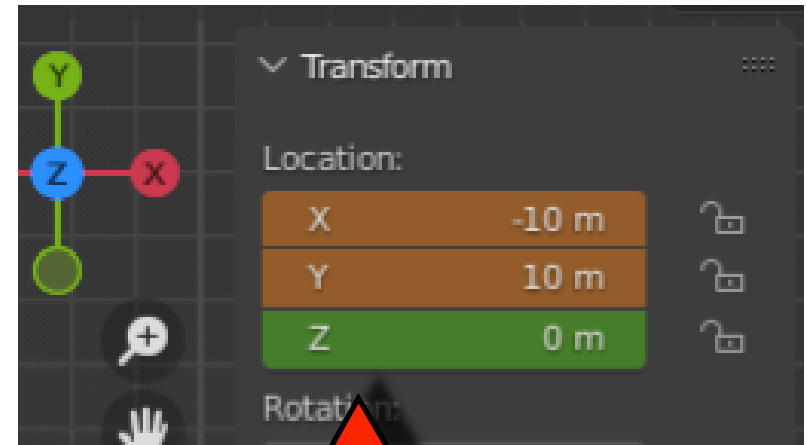
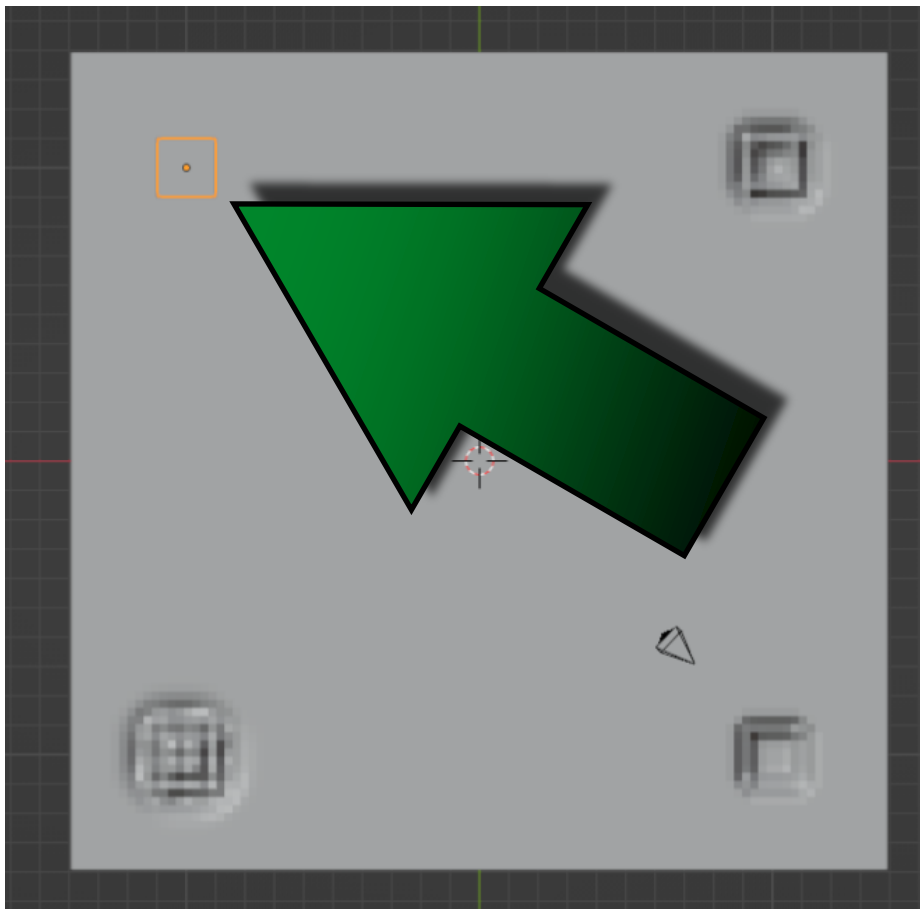


WATER

POWER OF AR AND VR

IN FRAME 200

SAVE AS ON THE SCREEN

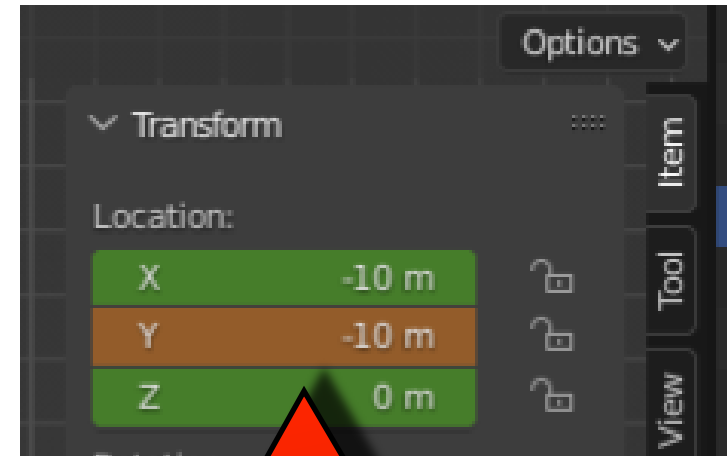
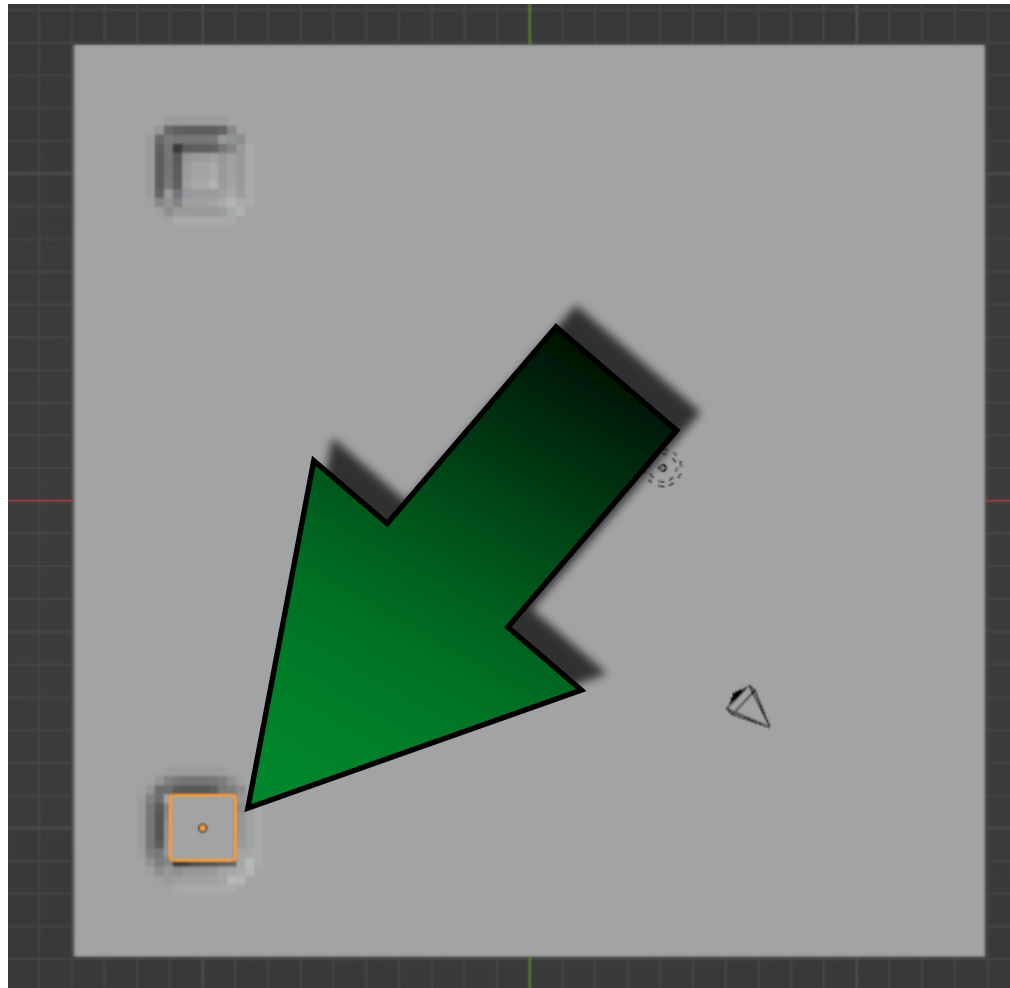


WATER

POWER OF AR AND VR

IN FRAME 250

SAVE AS ON THE SCREEN



WATER



POWER OF AR AND VR



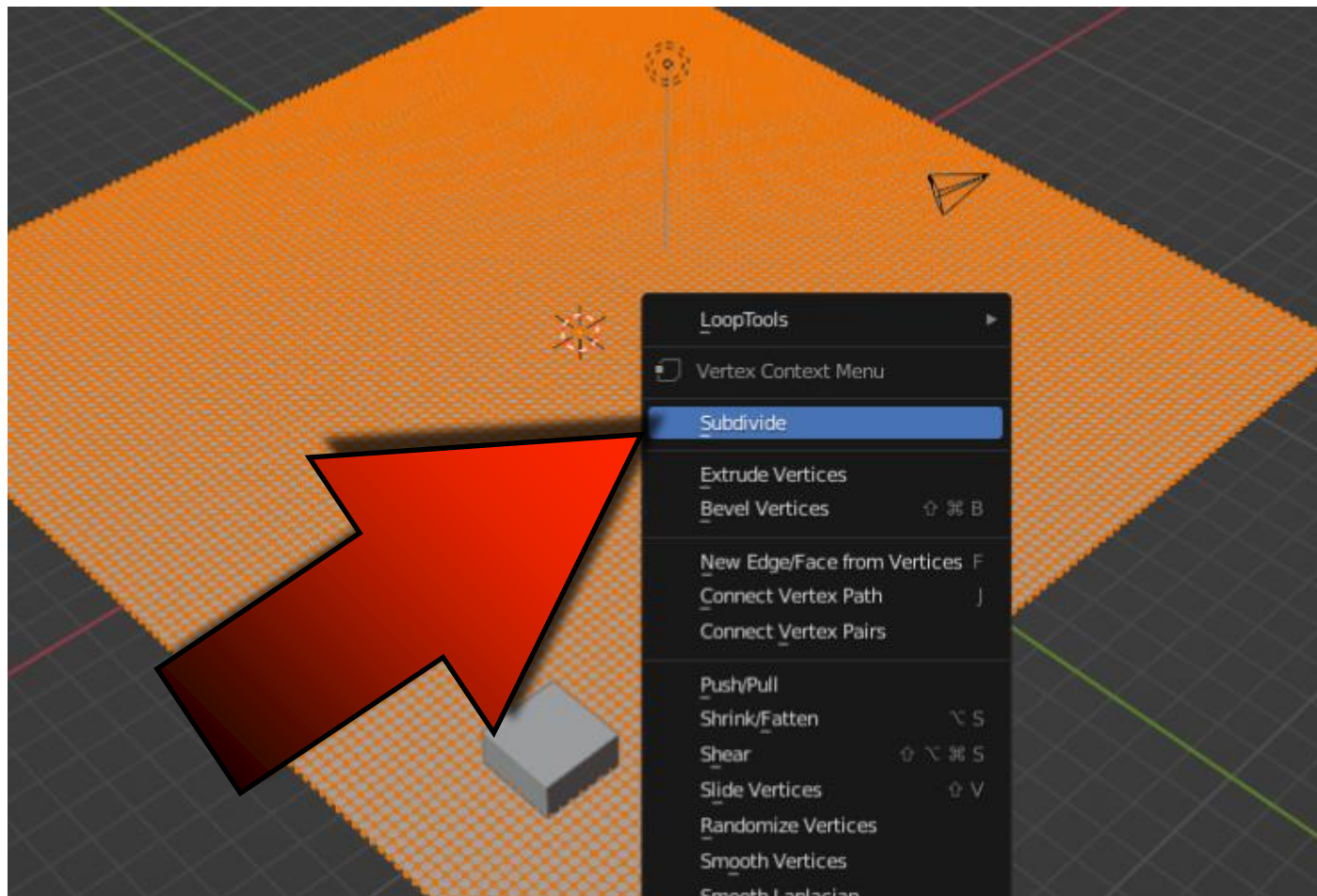
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/a1iLJqaXIQ>

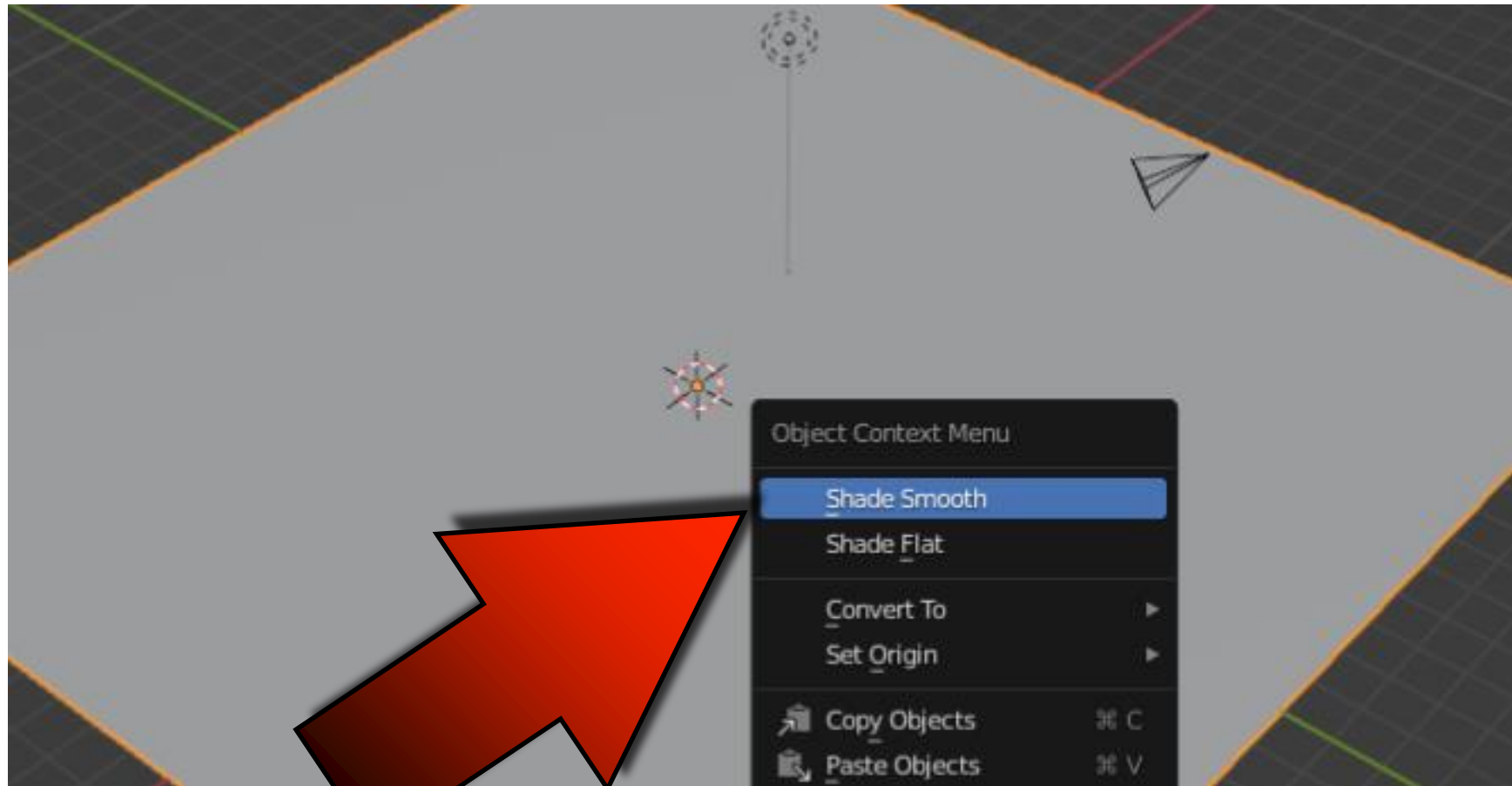
WATER

ENTER **EDIT MODE** AND **SELECT SUBDIVIDE**



WATER

ENTER **OBJECT MODE** AND **SELECT SHADE SMOOTH**



WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/dFE0KL-gLZs>

WATER

ADD **SPHERE** AND DO ANIMATION YOURSELF



<https://youtu.be/0kJeorMkEZM>

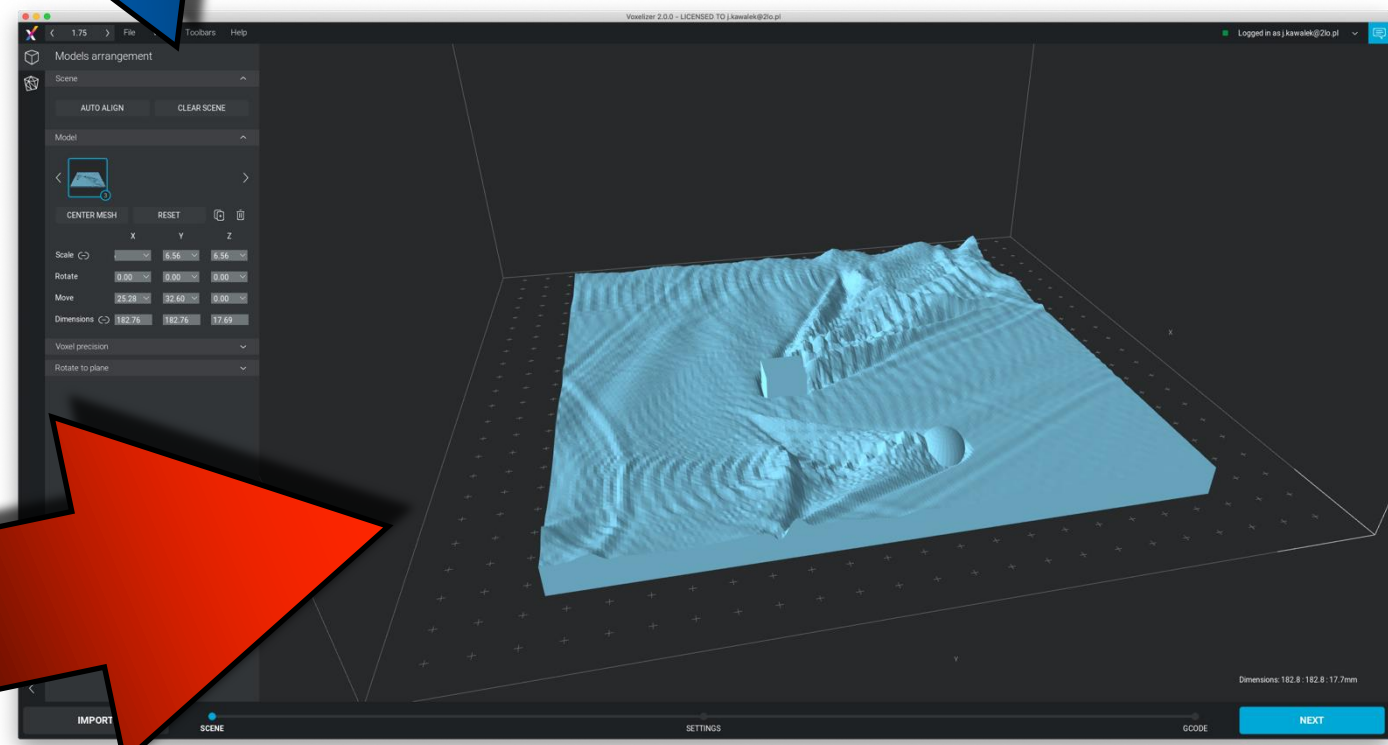
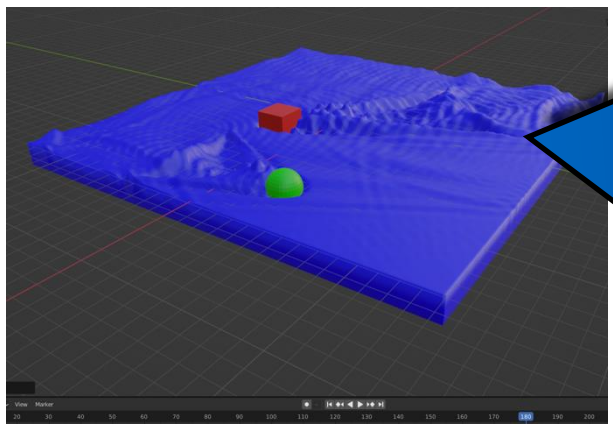


POWER OF AR AND VR



ANIMATION CAN BE STOPPED

THIS MODEL CAN BE PRINTED ON A 3D PRINTER



WATER

THIS **WATER** HAS BEEN DONE IN THE PROJECT



WATER

POWER OF AR AND VR

**GEAR WHEELS CREATED ANIMATION
WERING UNDER THE SHIP
250 FRAME OF THE FILM WAS PRINTED**



WATER

SIMILARLY **WATER ANIMATION** IN THE 15TH CENTURY KOŁOBRZEG FORTRESS PROJECT

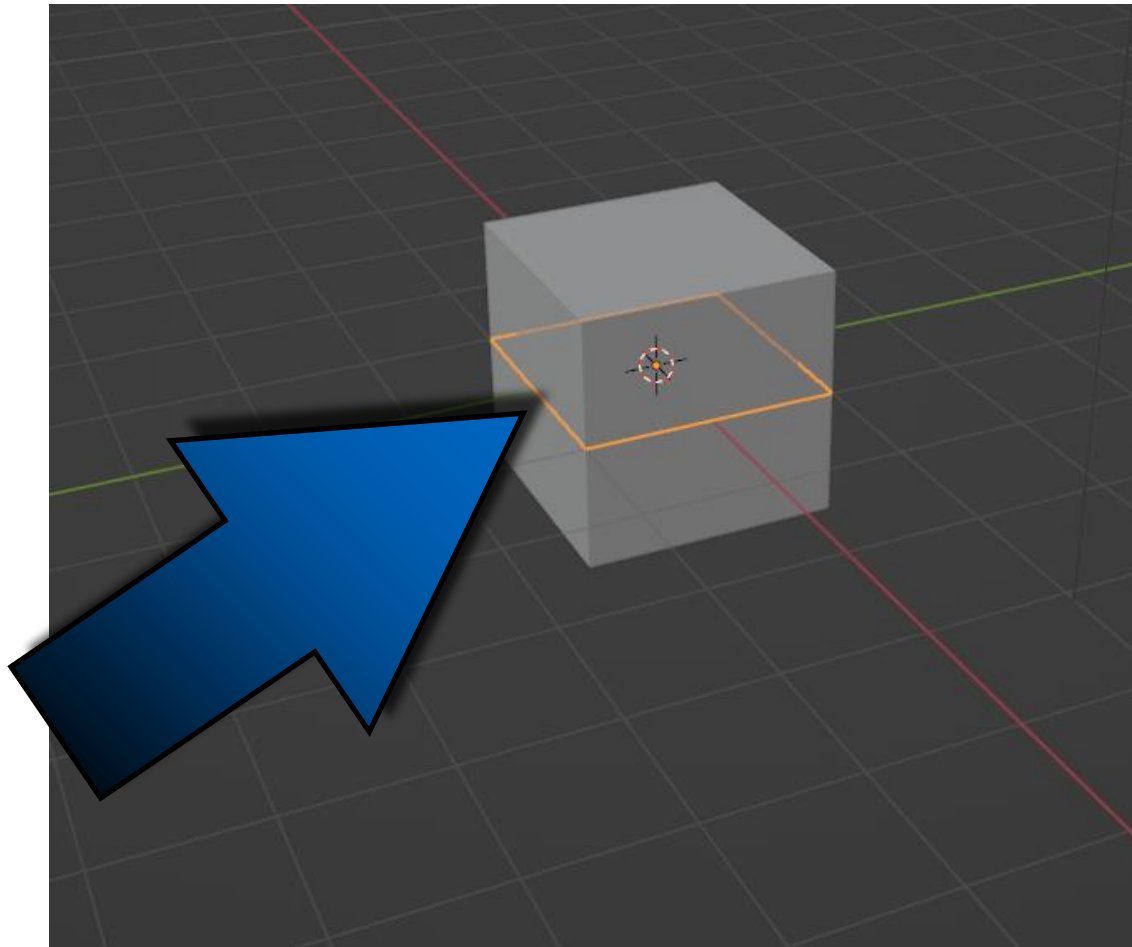


WATER

ANIMATION

OCEAN

RUN THE BLENDER PROGRAM INSERT **PLANE**



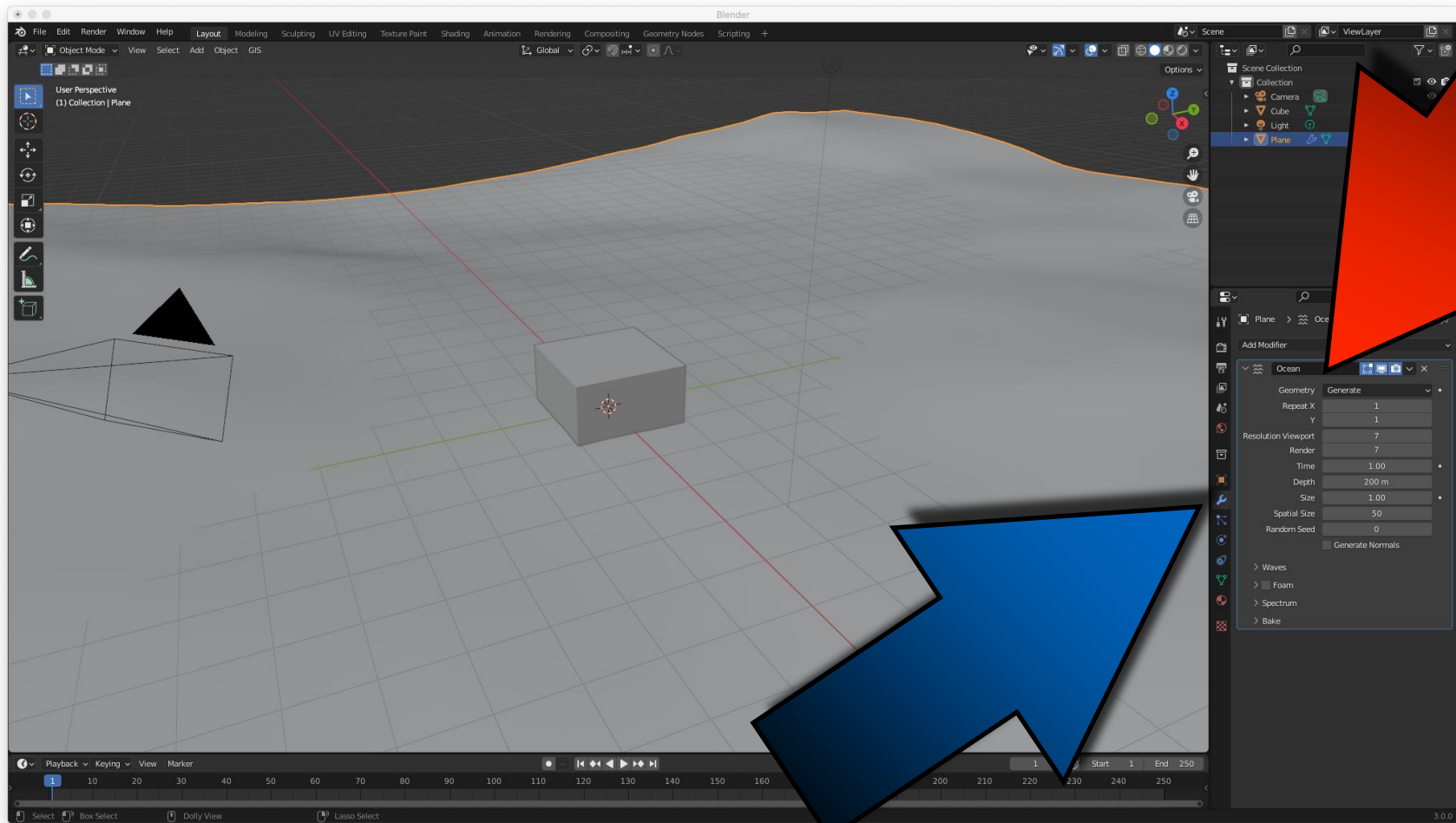
WATER



POWER OF AR AND VR



ADD THE OCEAN MODIFIER



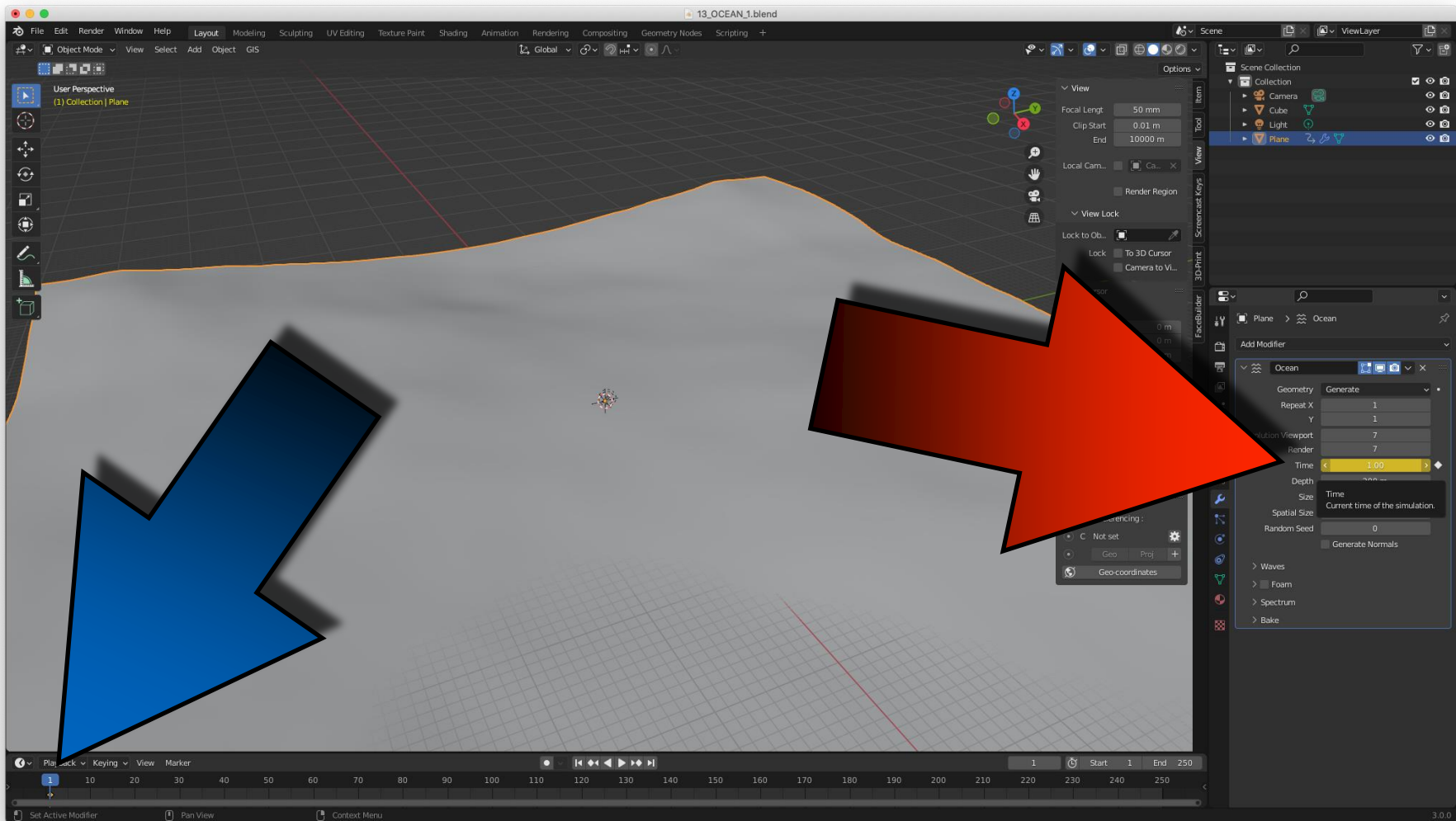
WATER



POWER OF AR AND VR



SAVE THE **TIME** PARAMETER **1** IN **THE FIRST FRAME**



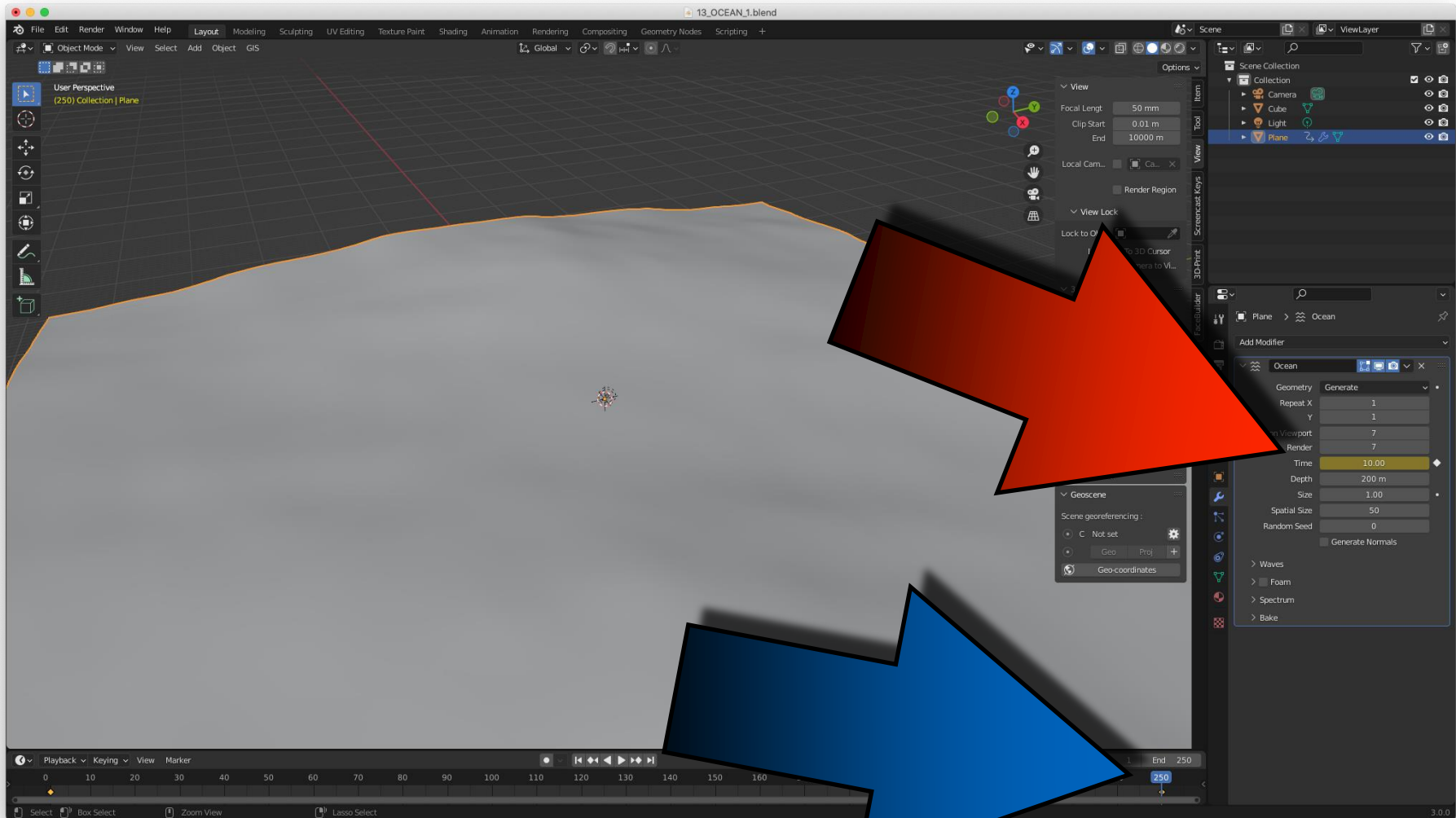
WATER



POWER OF AR AND VR

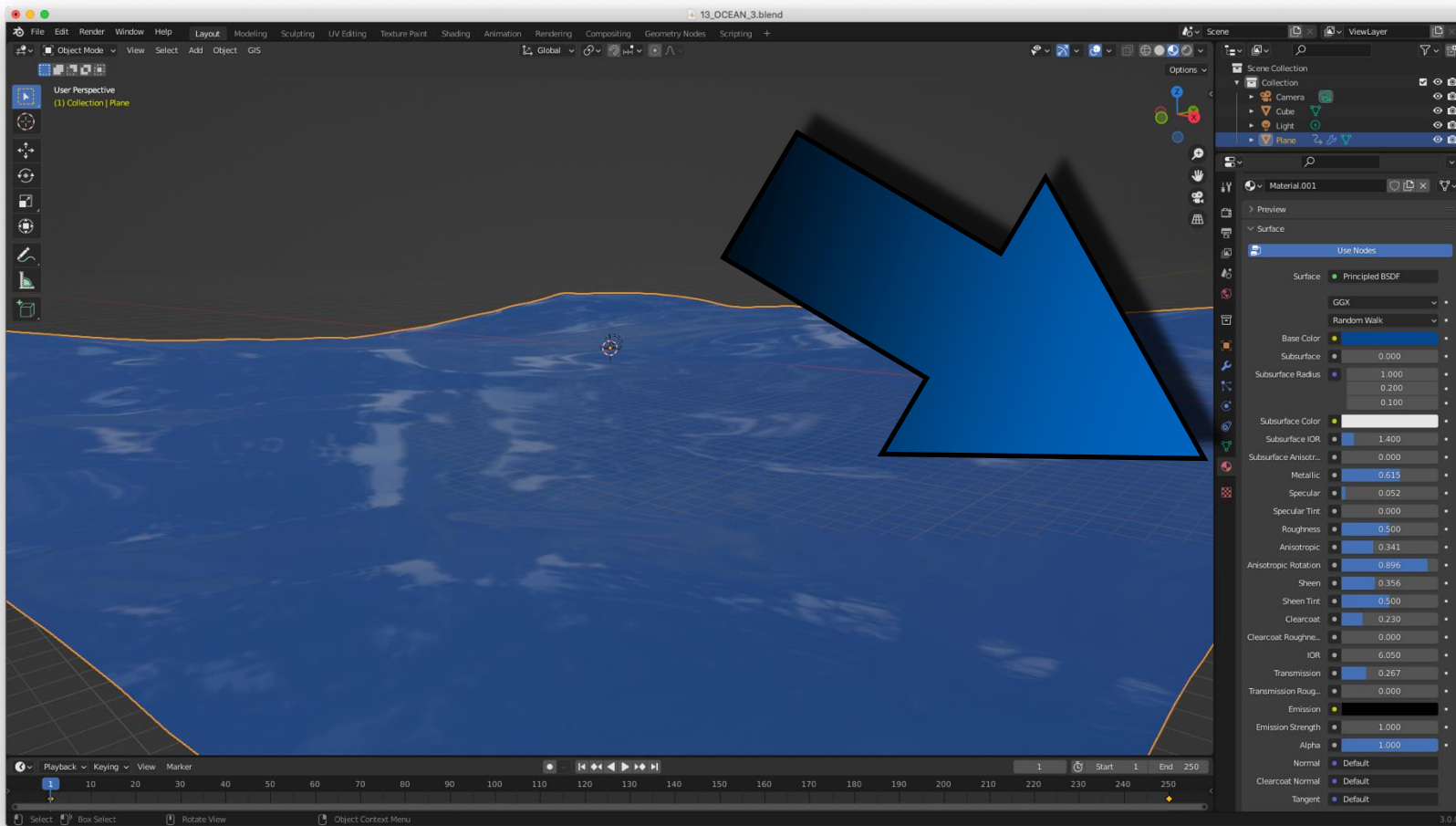


SAVE THE **TIME** PARAMETER **10** IN **THE LAST FRAME**



WATER

ADD THE MATERIAL AND CHANGE THE SETTINGS



WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



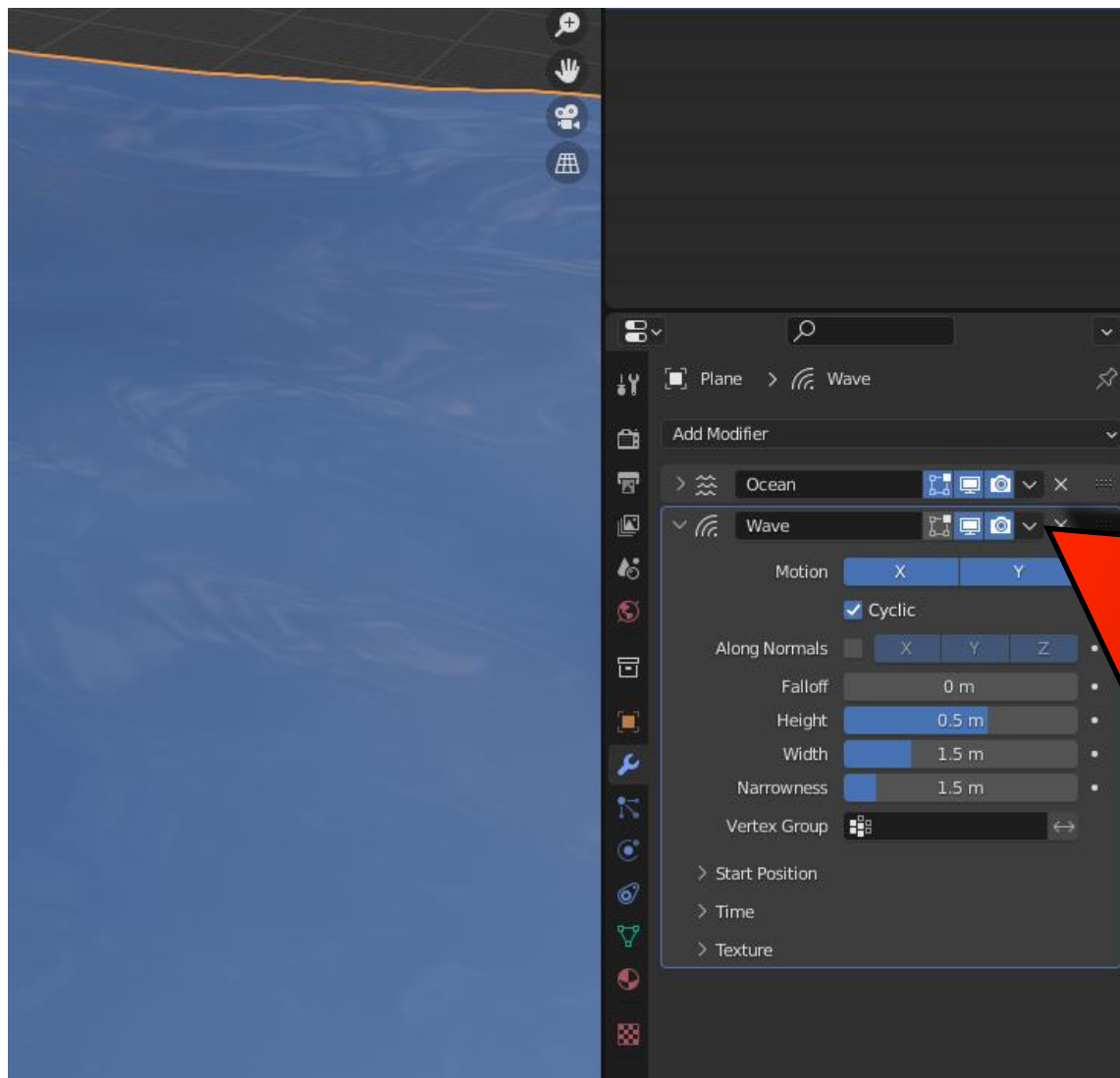
<https://youtu.be/cBOTIoM6Z-8>

WATER

ANIMATION

WAVE

ADD **WAVE** MODIFIER



WATER



POWER OF AR AND VR



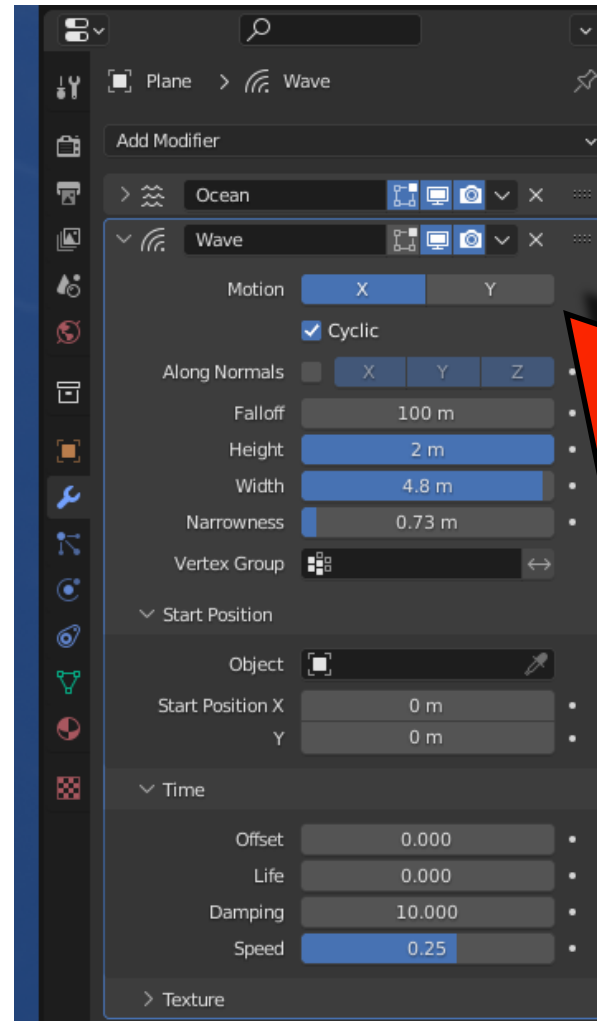
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtu.be/4gvJyry1nQE>

WATER

CHANGE SETTINGS



WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



https://youtu.be/p_Luh7rSBEM

WATER

ANIMATION

LIQUID

WATER

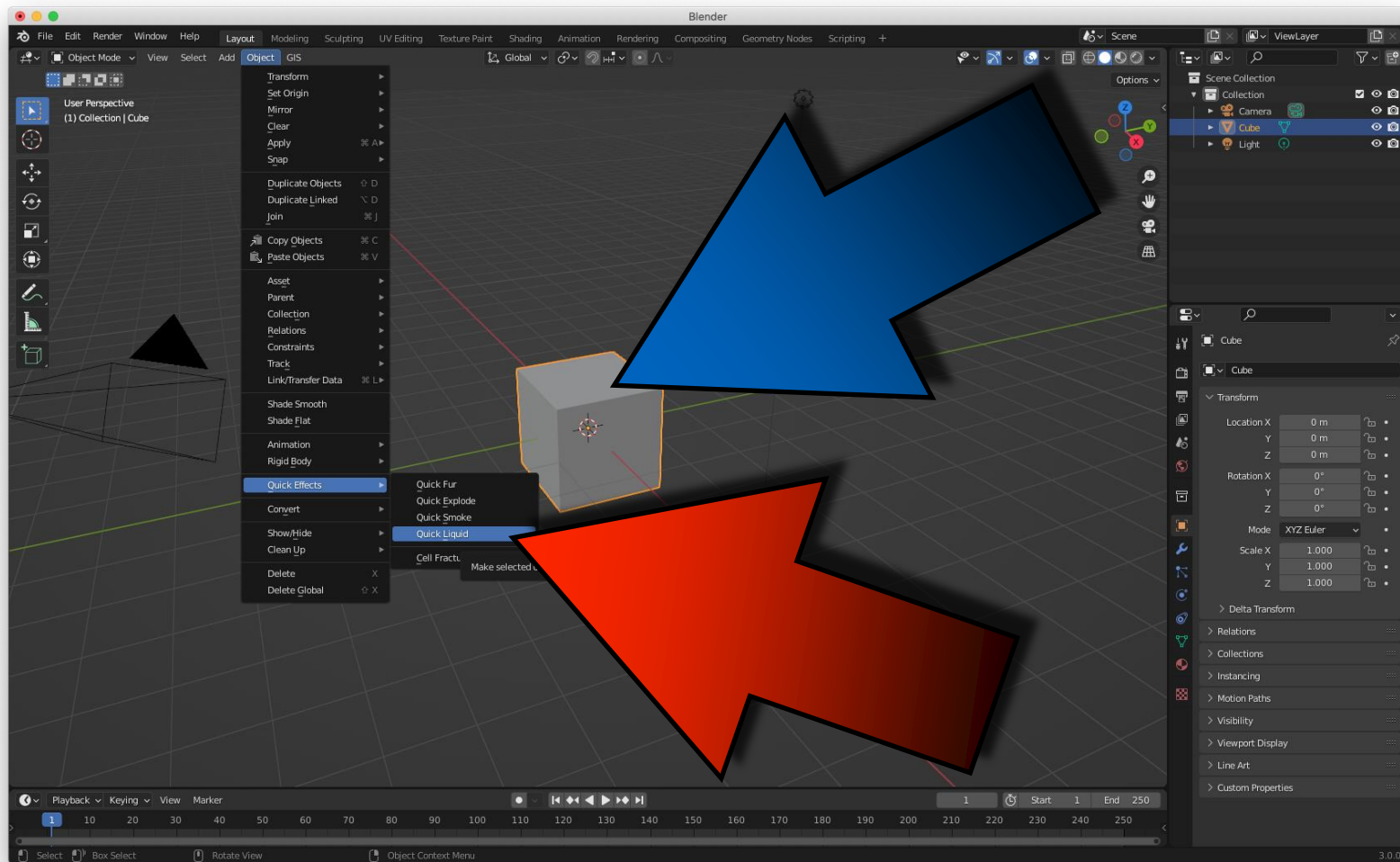
**THIS WAY OF WATER
ANIMATION
IS MORE DIFFICULT
BUT GIVES HUGE
OPPORTUNITIES
SO WE WILL ONLY EXPLORE
THE BASIC DETAILS**



POWER OF AR AND VR

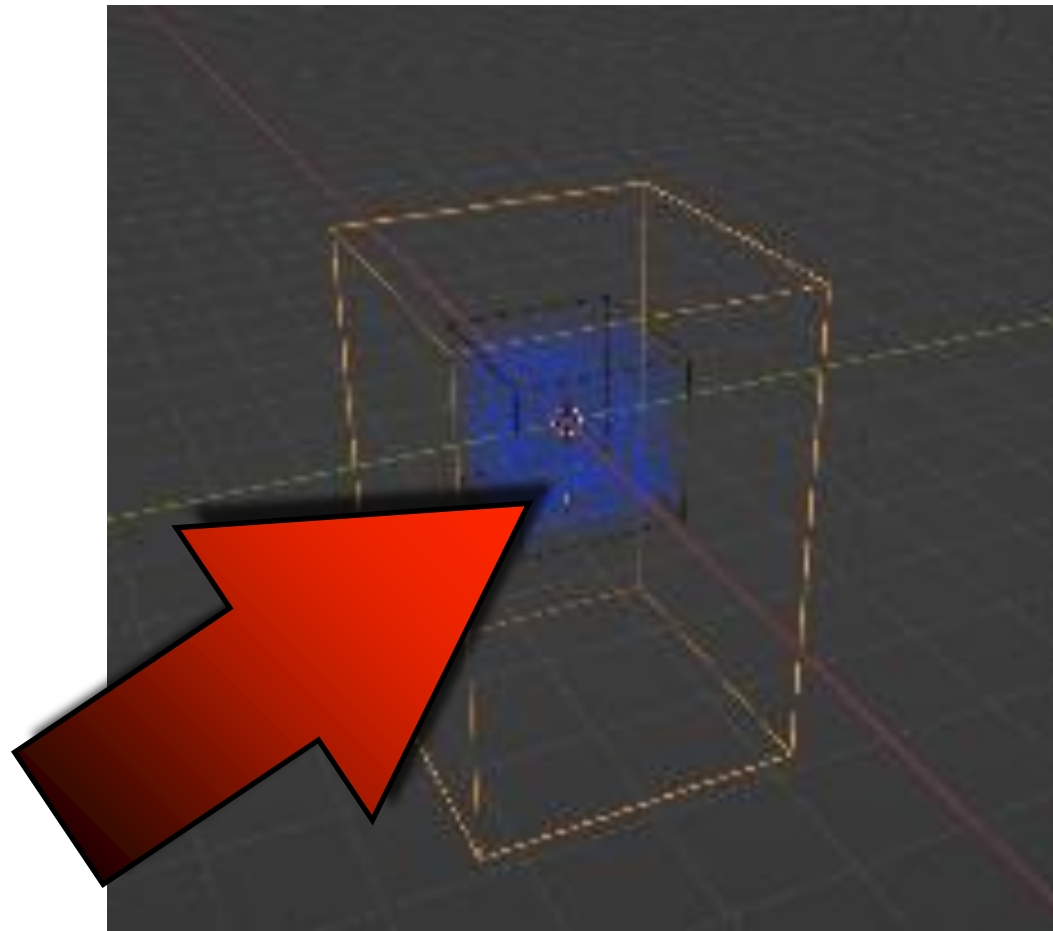


RUN THE PROGRAM AND ADD QUICK LIQUID FOR CUBE



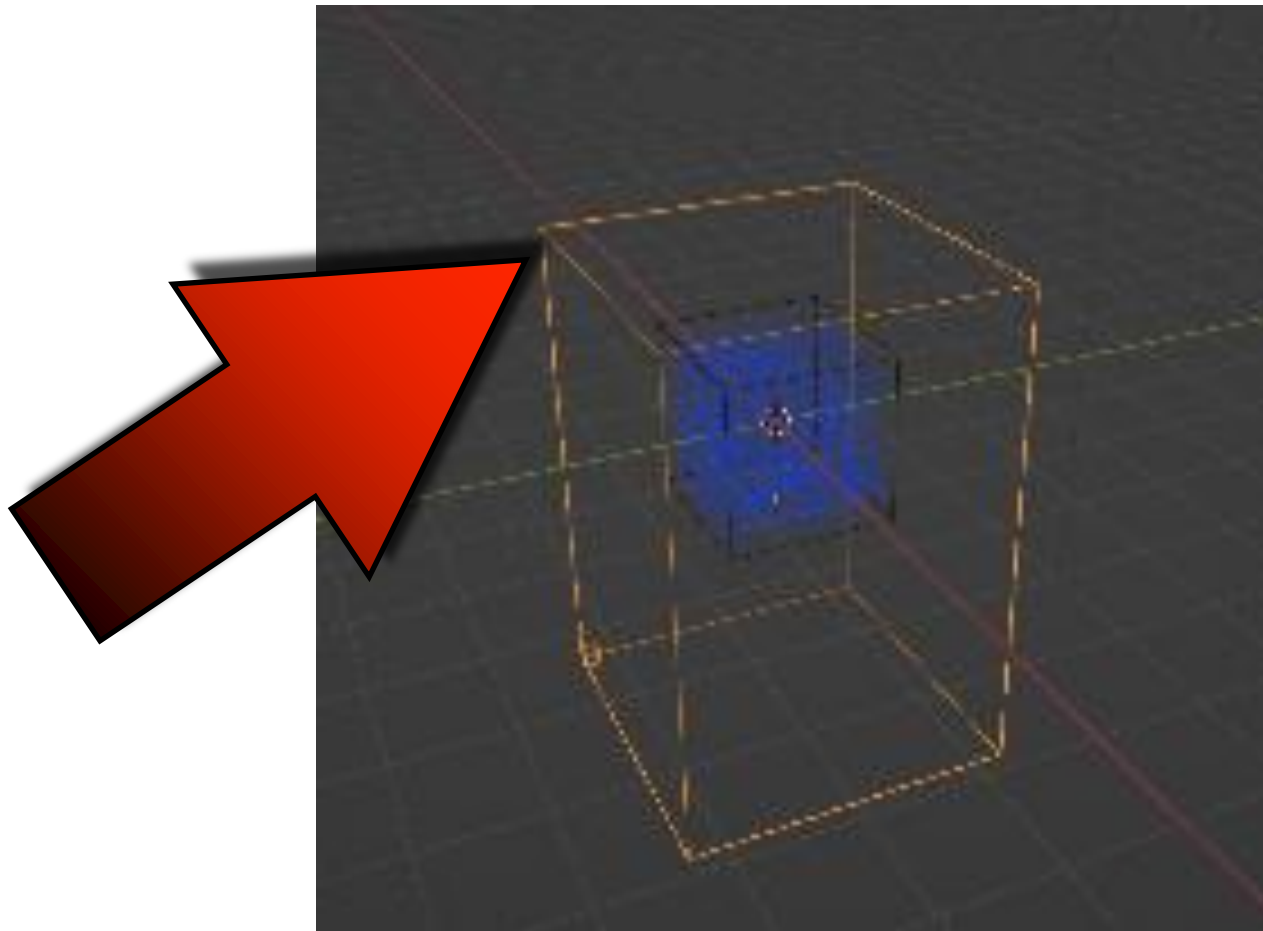
WATER

AREA WHICH WILL CREATE WATER



WATER

AREA WHICH WILL LIMIT WATER



WATER



POWER OF AR AND VR



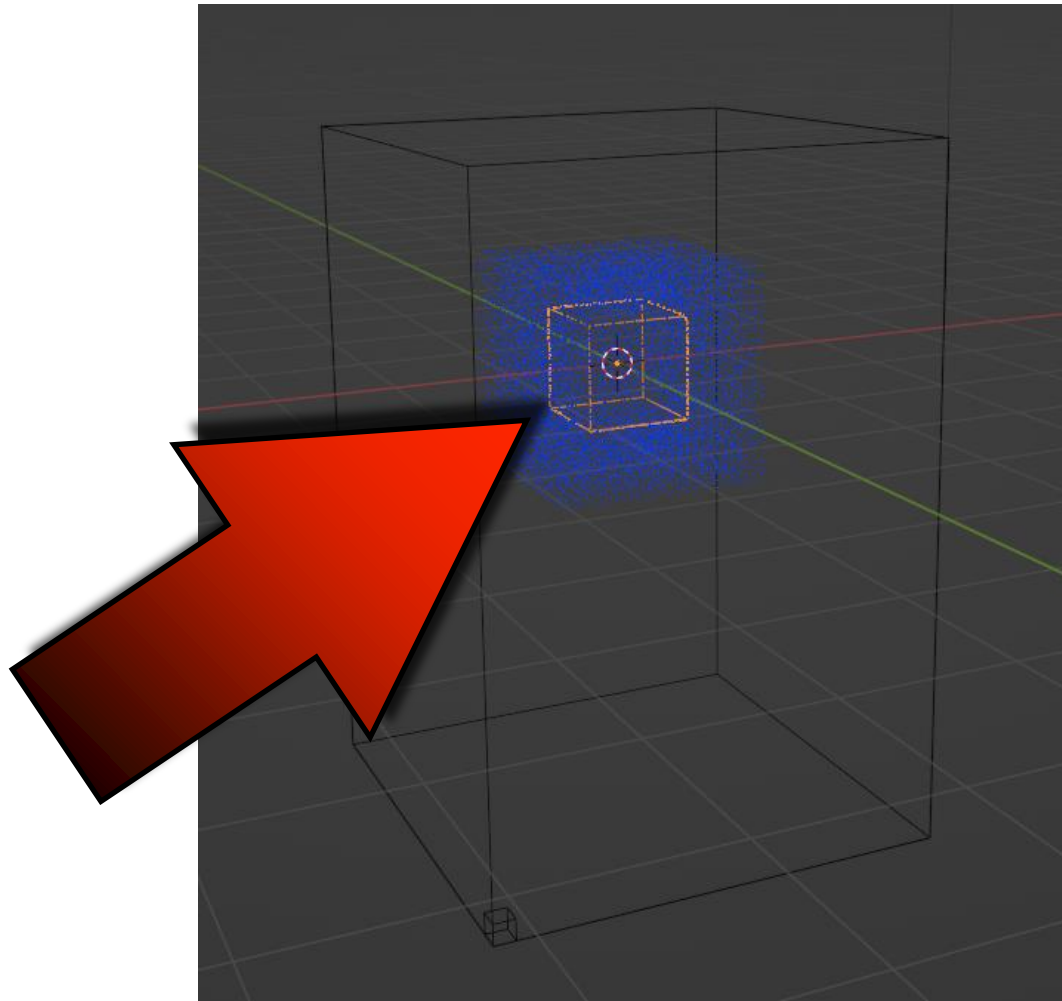
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtube.com/shorts/6r-ILzfotrww?feature=share>

WATER

REDUCE **CUBE**



WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**

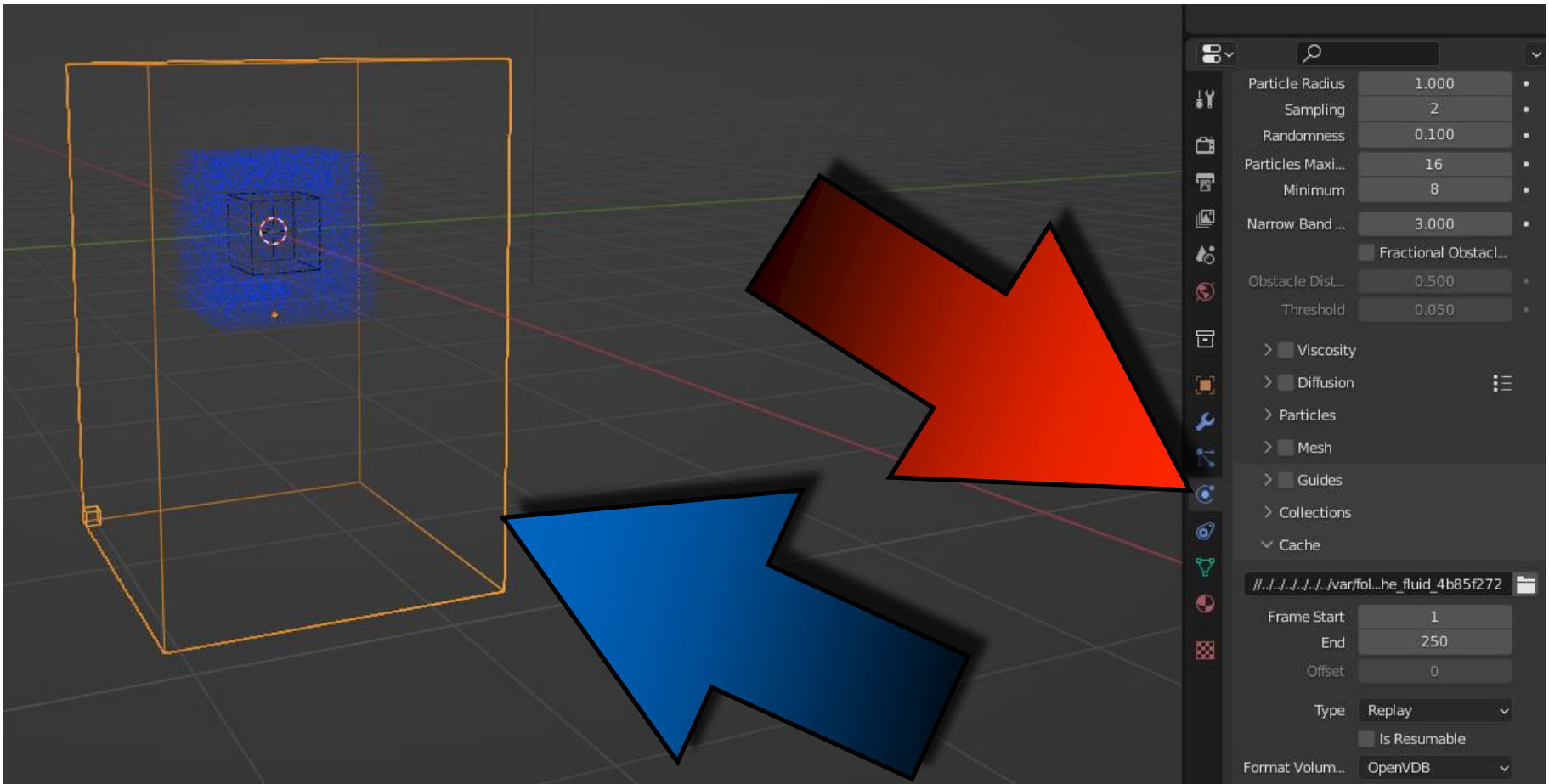


THE BLENDER REMEMBERS THE OLD SETTINGS

<https://youtube.com/shorts/PXpqnXH-XI8?feature=share>

WATER

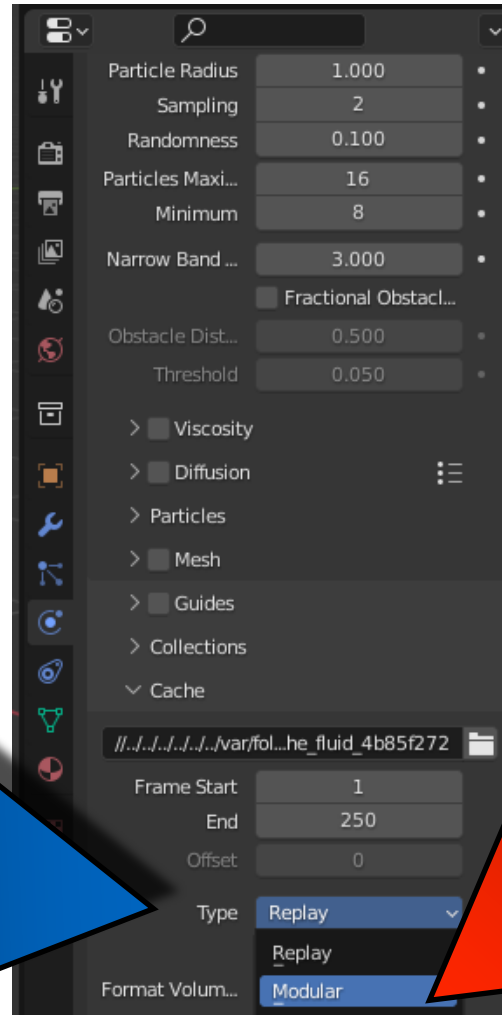
SELECT DOMAIN AND ENTER PHYSICS



WATER

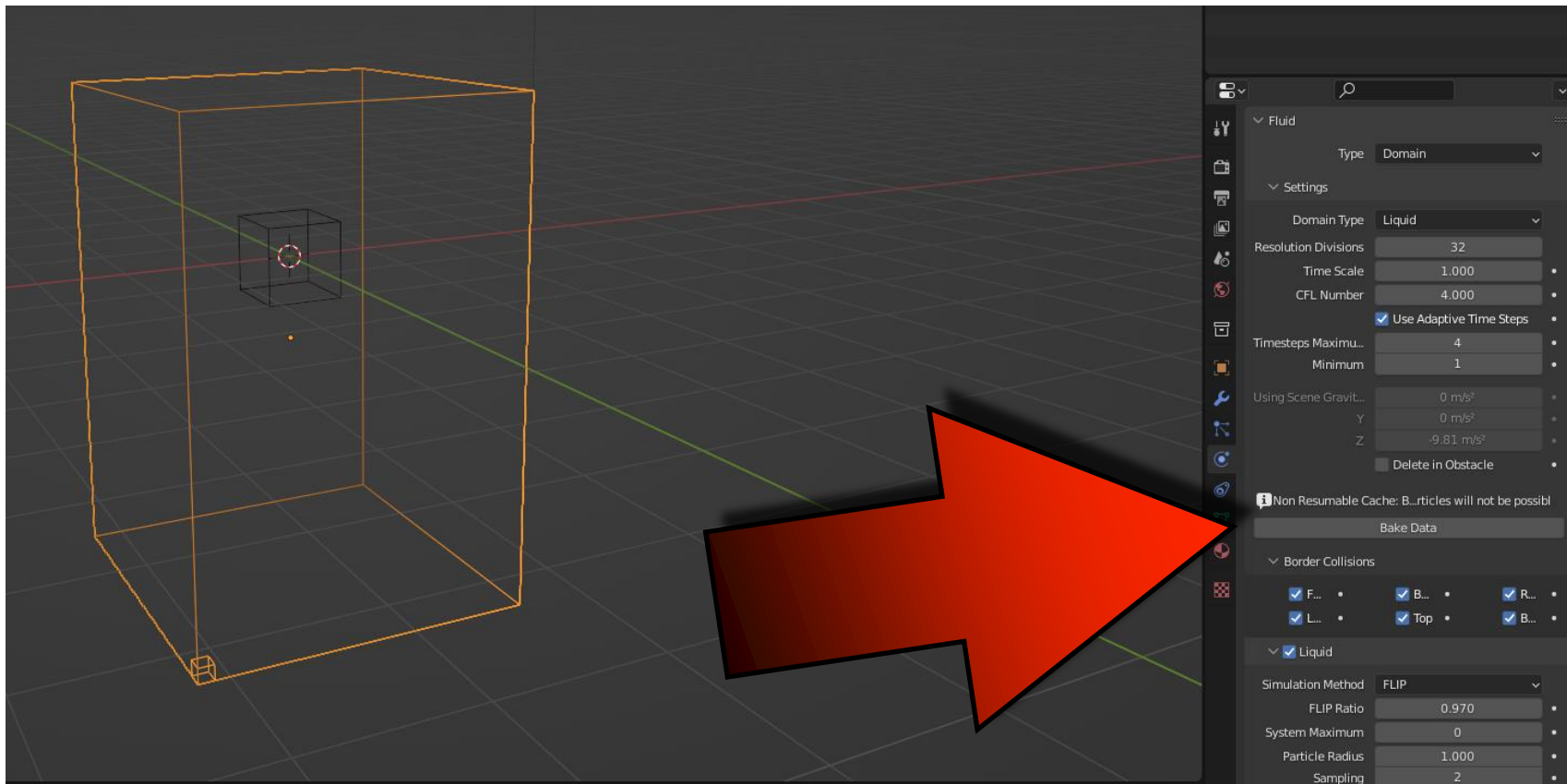
POWER OF AR AND VR

CHANGE IN TYPE THE REPLAY ON THE MODULAR



WATER

NEXT CLICK **BAKE DATA** AN WAIT A MOMENT



WATER



POWER OF AR AND VR



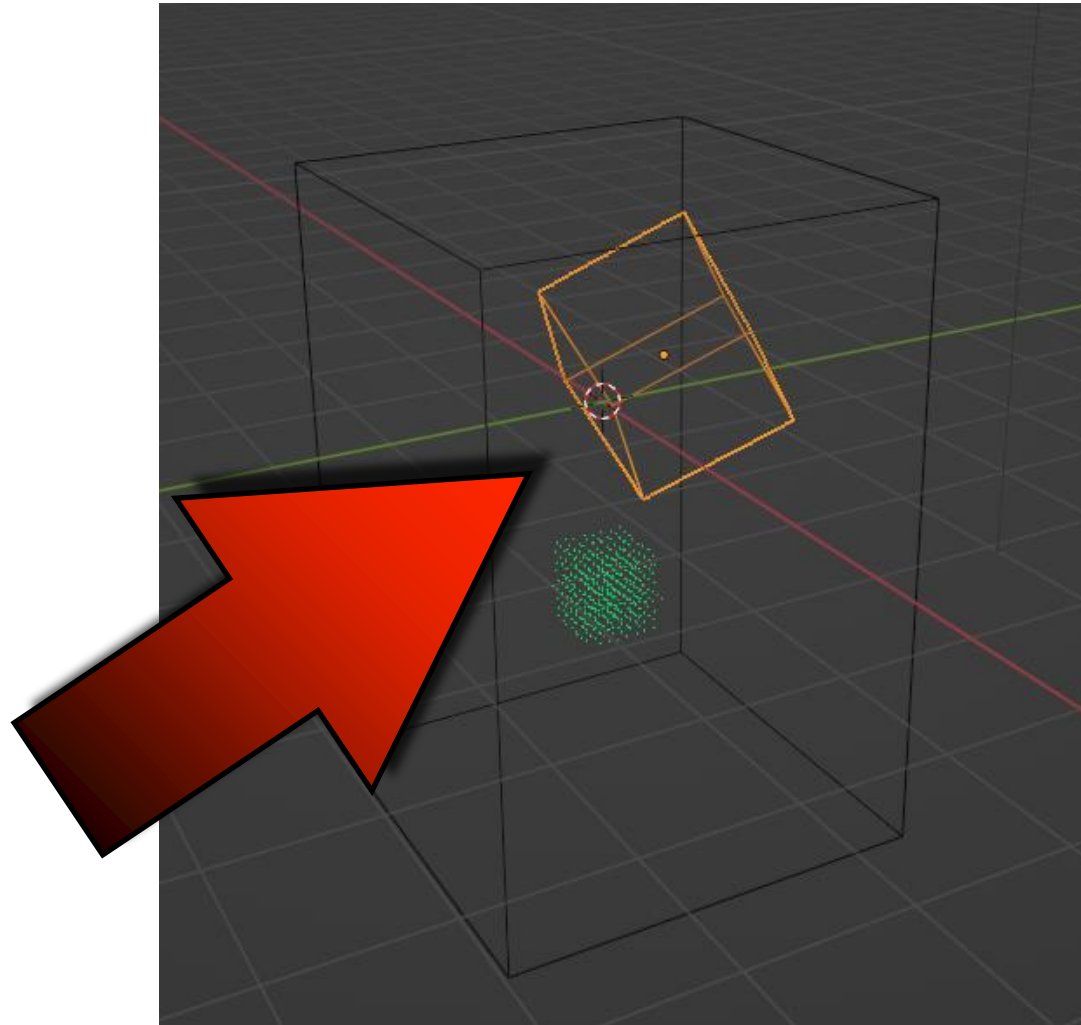
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtube.com/shorts/x-sgCyBZDNc?feature=share>

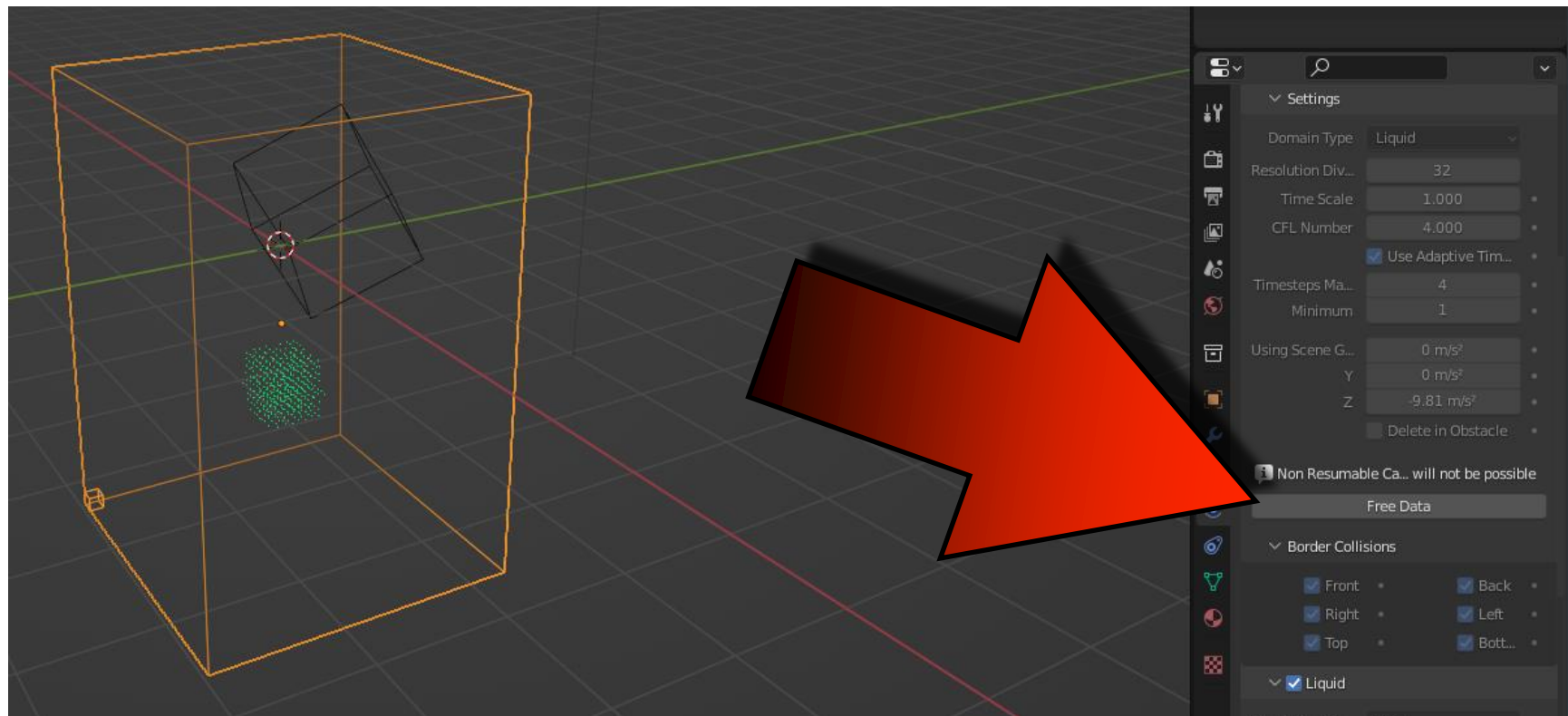
WATER

IF YOU CHANGE OBJECT PARAMETERS



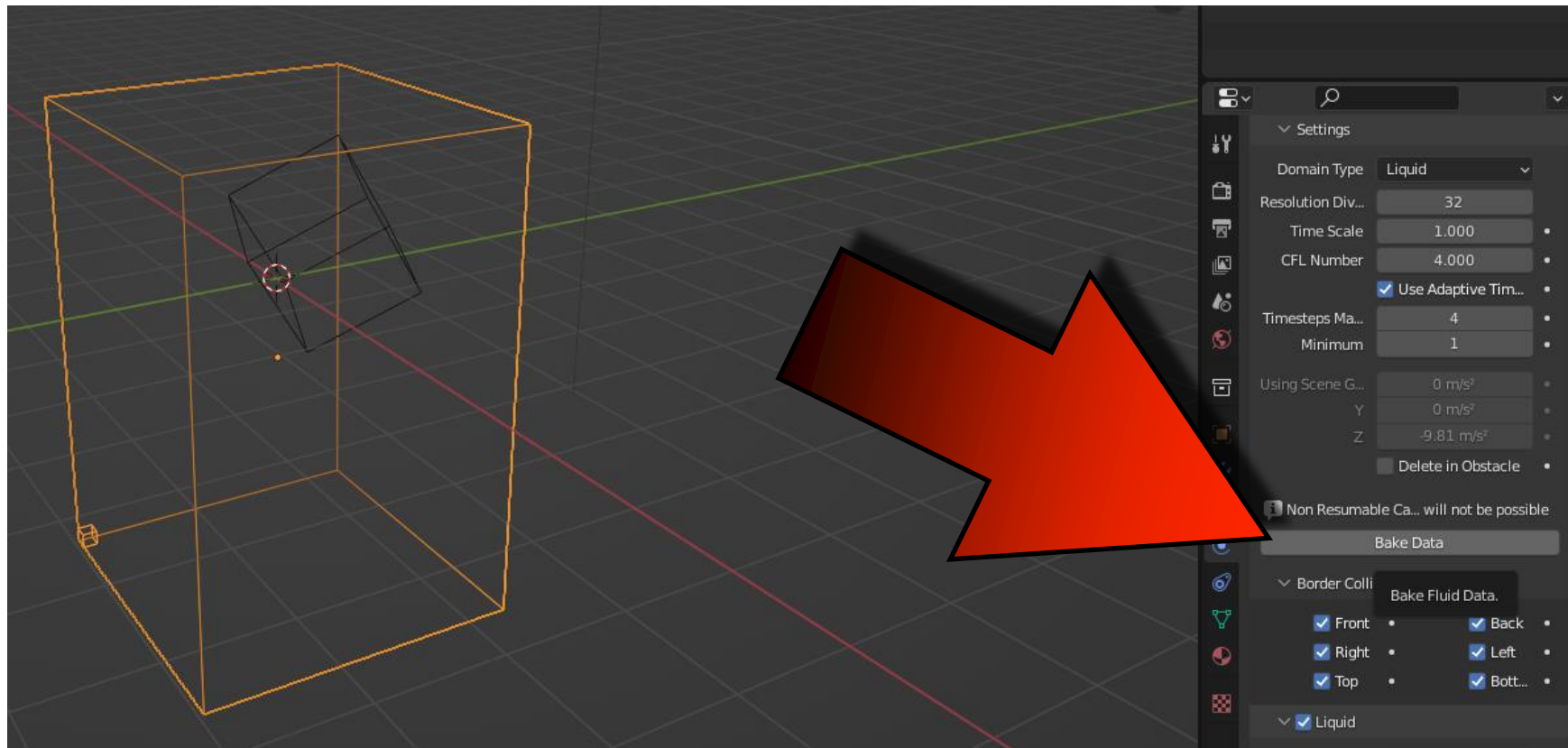
WATER

CLEAR SAVED ANIMATION BY CLICKING FOR **FREE DATA**



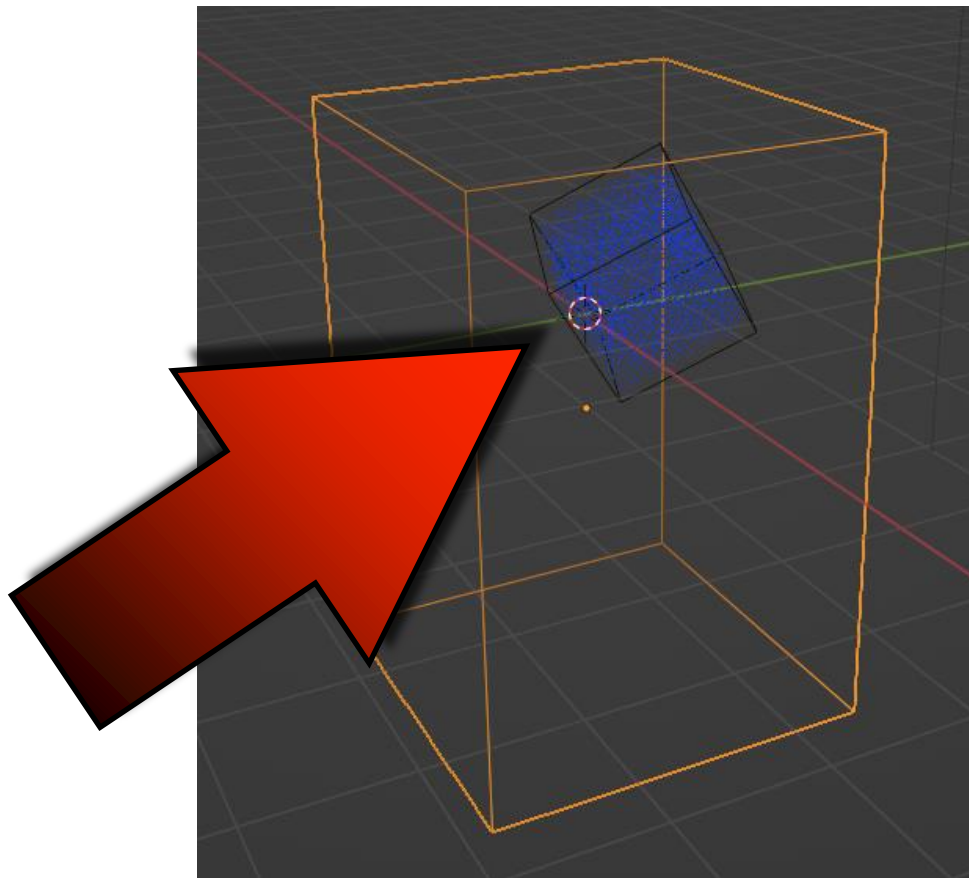
WATER

THEN CLICK ON BAKE DATA



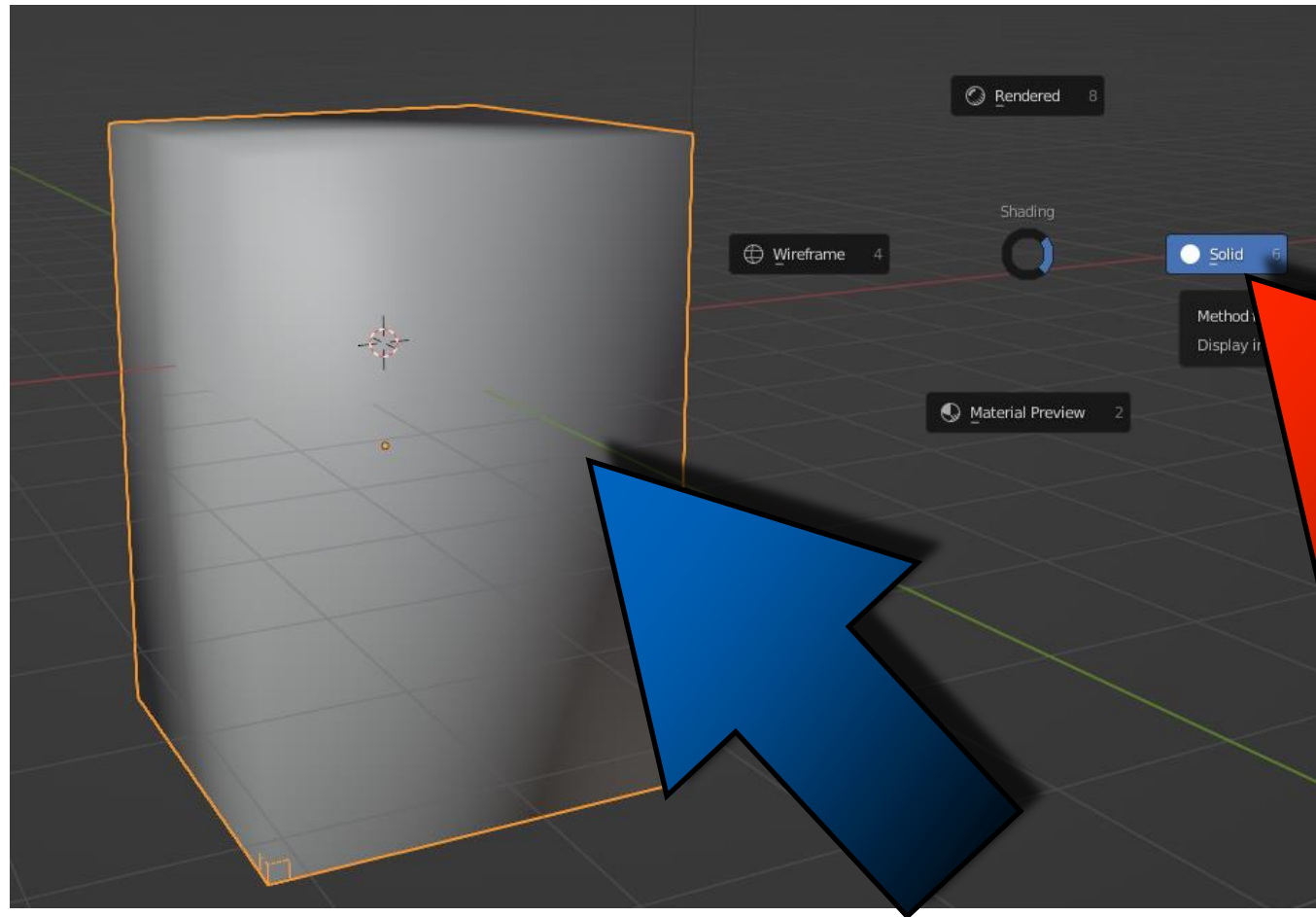
WATER

THE PARTICLE SYSTEM WILL BE RECALCULATED



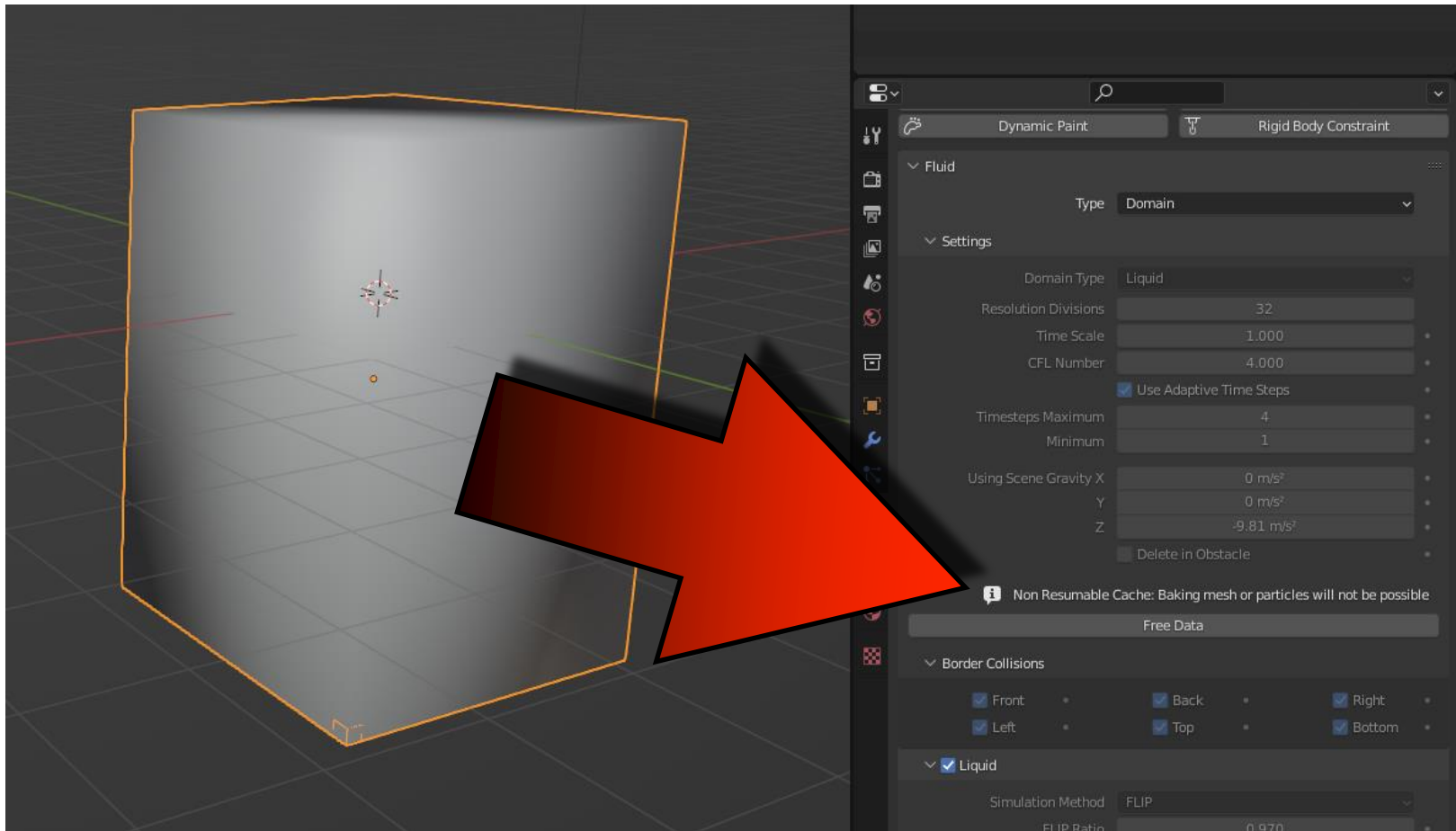
WATER

WHEN YOU GO TO **THE SOLID VIEW** THE DOMAIN WILL CHANGE ITS LOOK



WATER

A NO RESUMABLE CACHE ERROR MESSAGE APPEARS



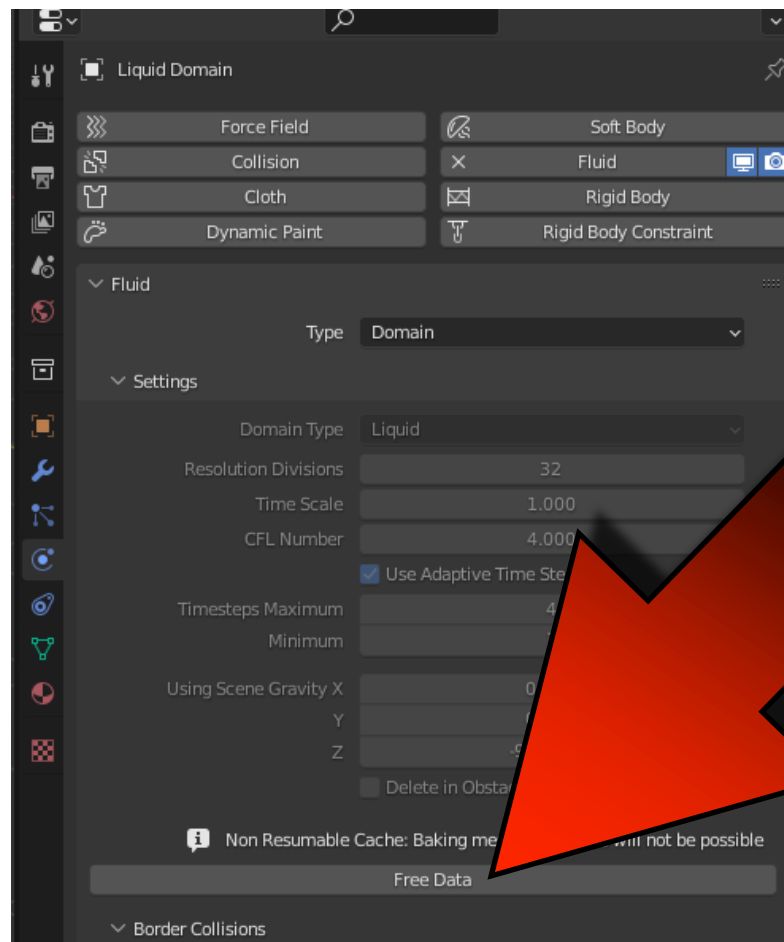
WATER



POWER OF AR AND VR



CLEAR ANIMATION BY CLICKING ON **FREE DATA**



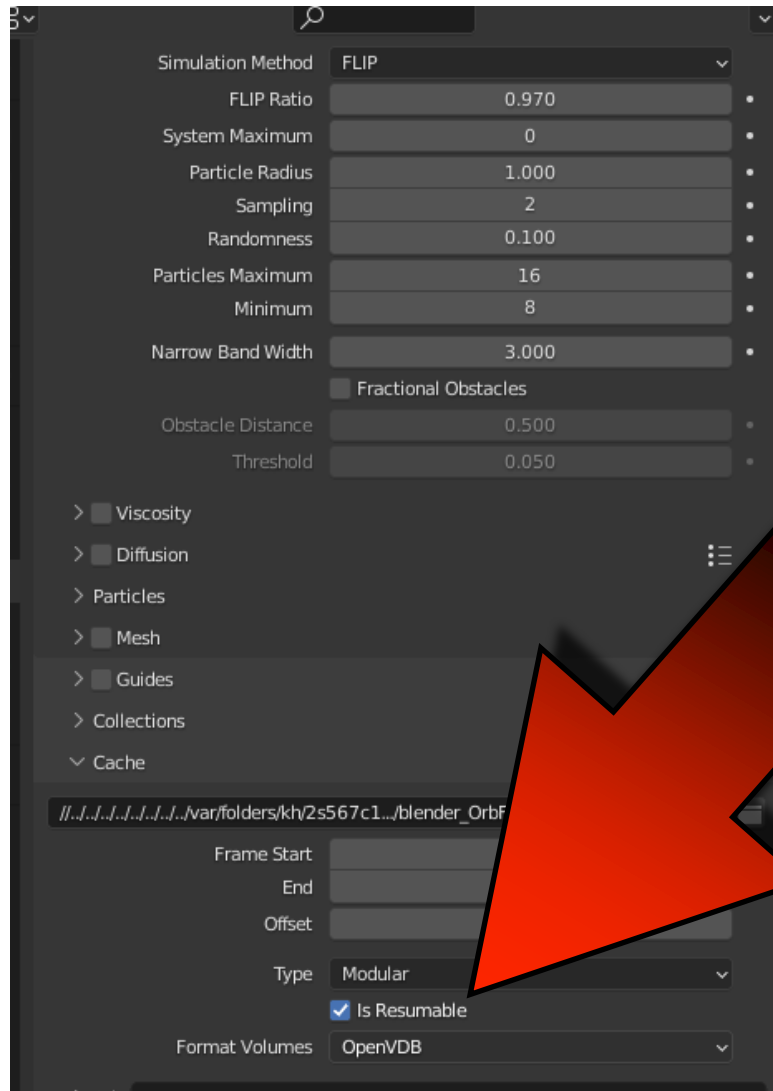
WATER



POWER OF AR AND VR

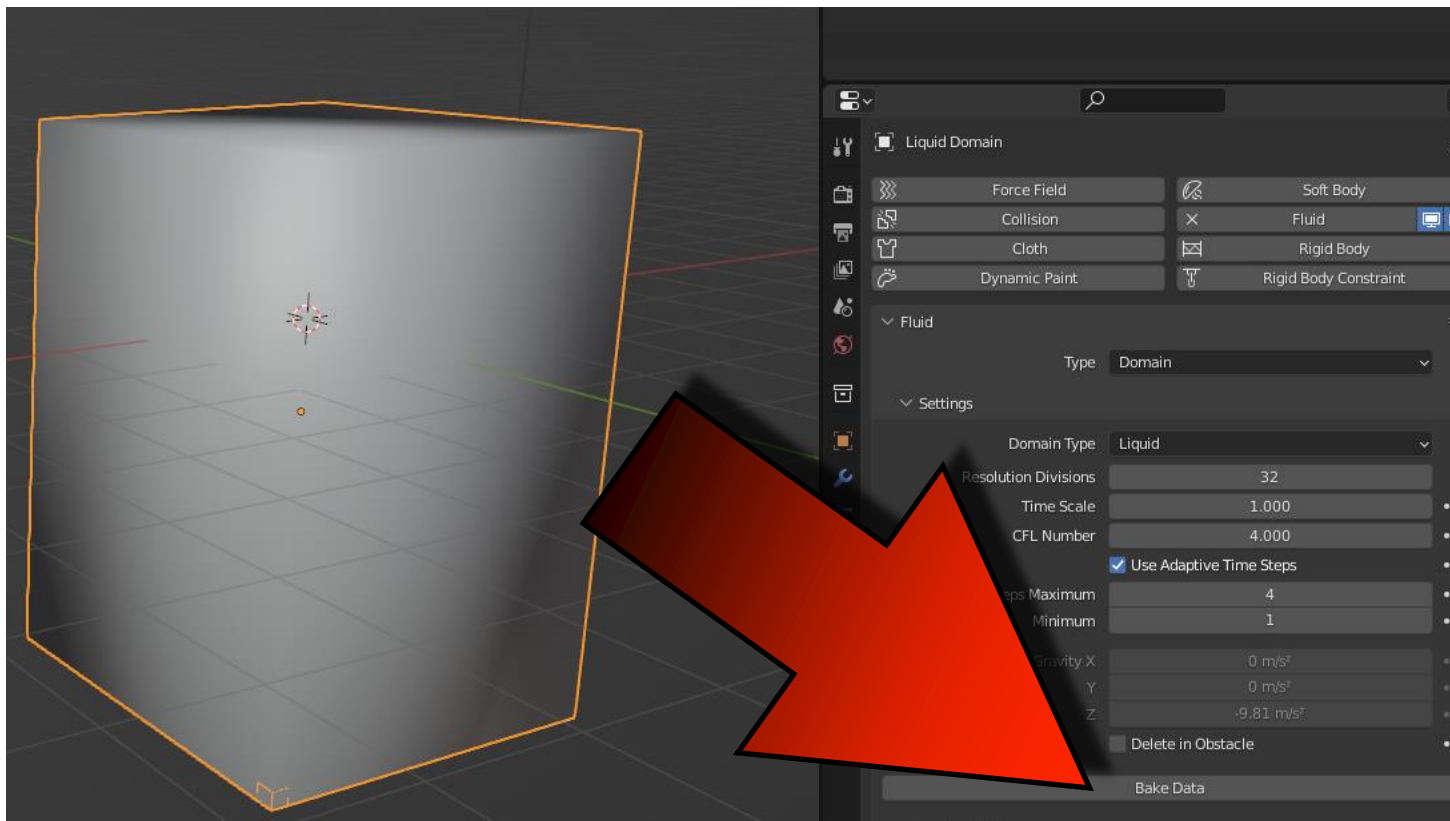


SELECT IS RESUMABLE



WATER

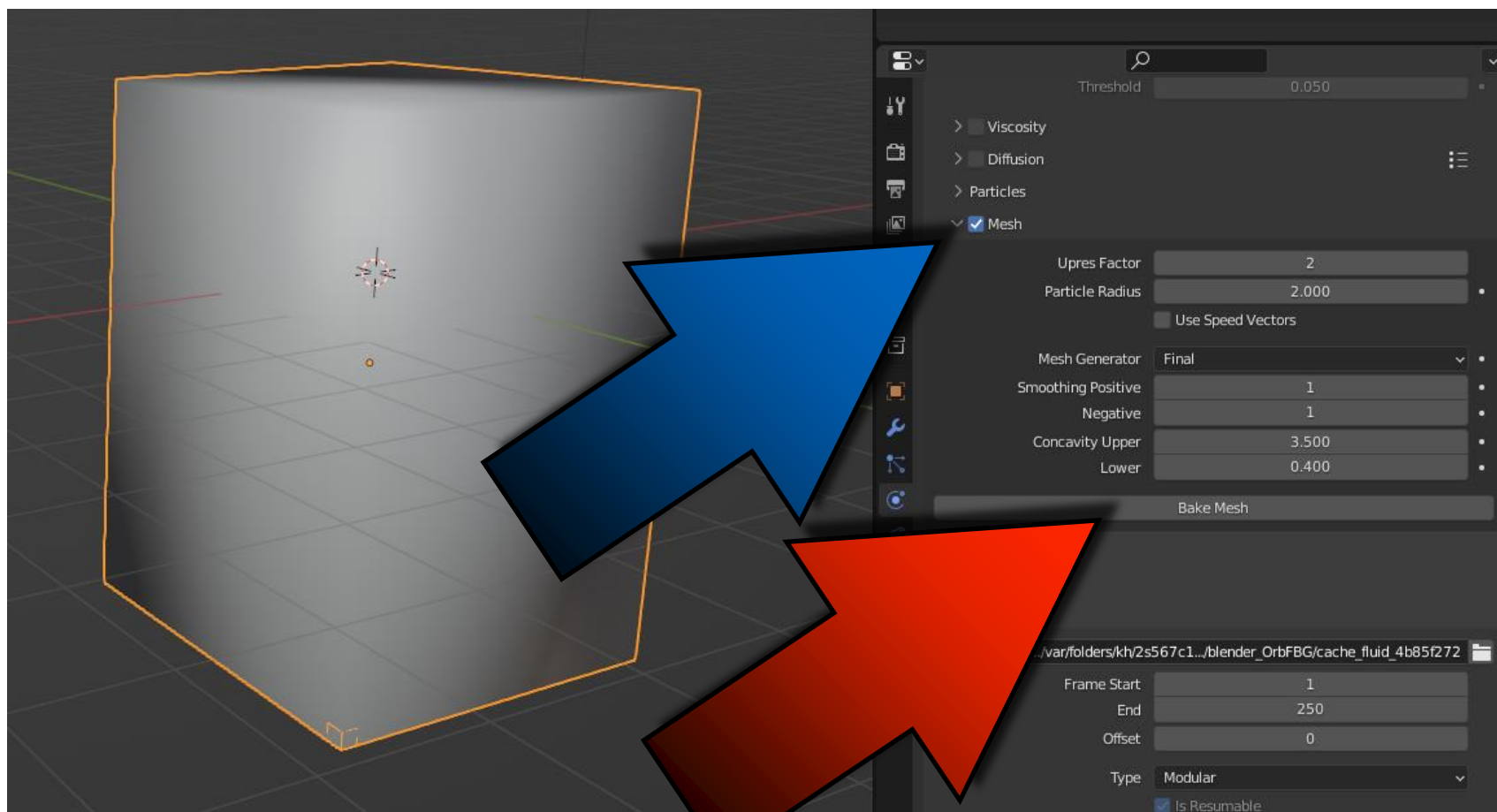
NEXT CLICK IN **BAKE DATA**



WATER

POWER OF AR AND VR

**TO CHANGE THE WATER MODEL YOU
CREATED TO A MESH
IN THE MESH TAB CLICK IN **BAKE MASH****



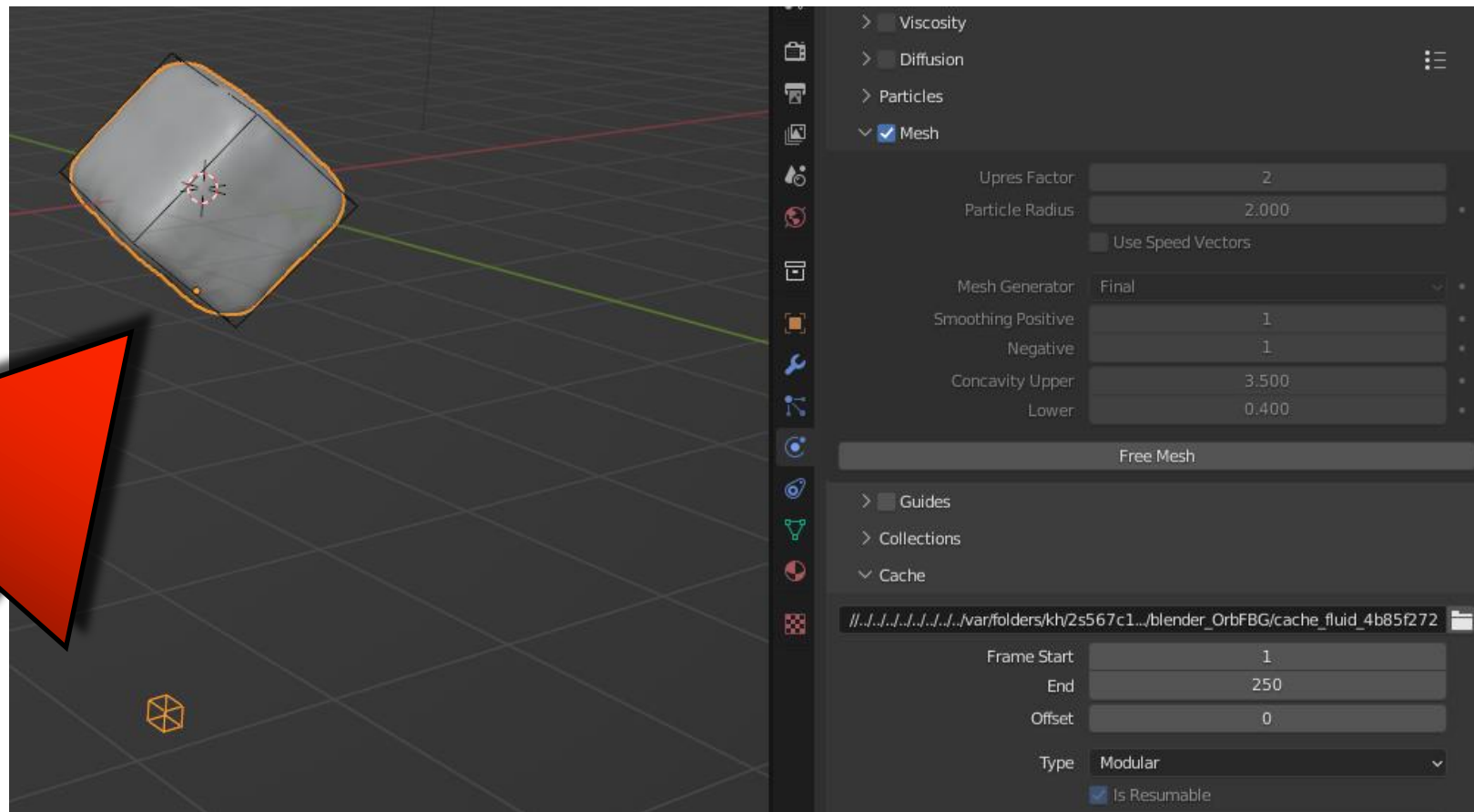
WATER



POWER OF AR AND VR



YOU WILL SEE SOMETHING LIKE THIS



WATER



POWER OF AR AND VR



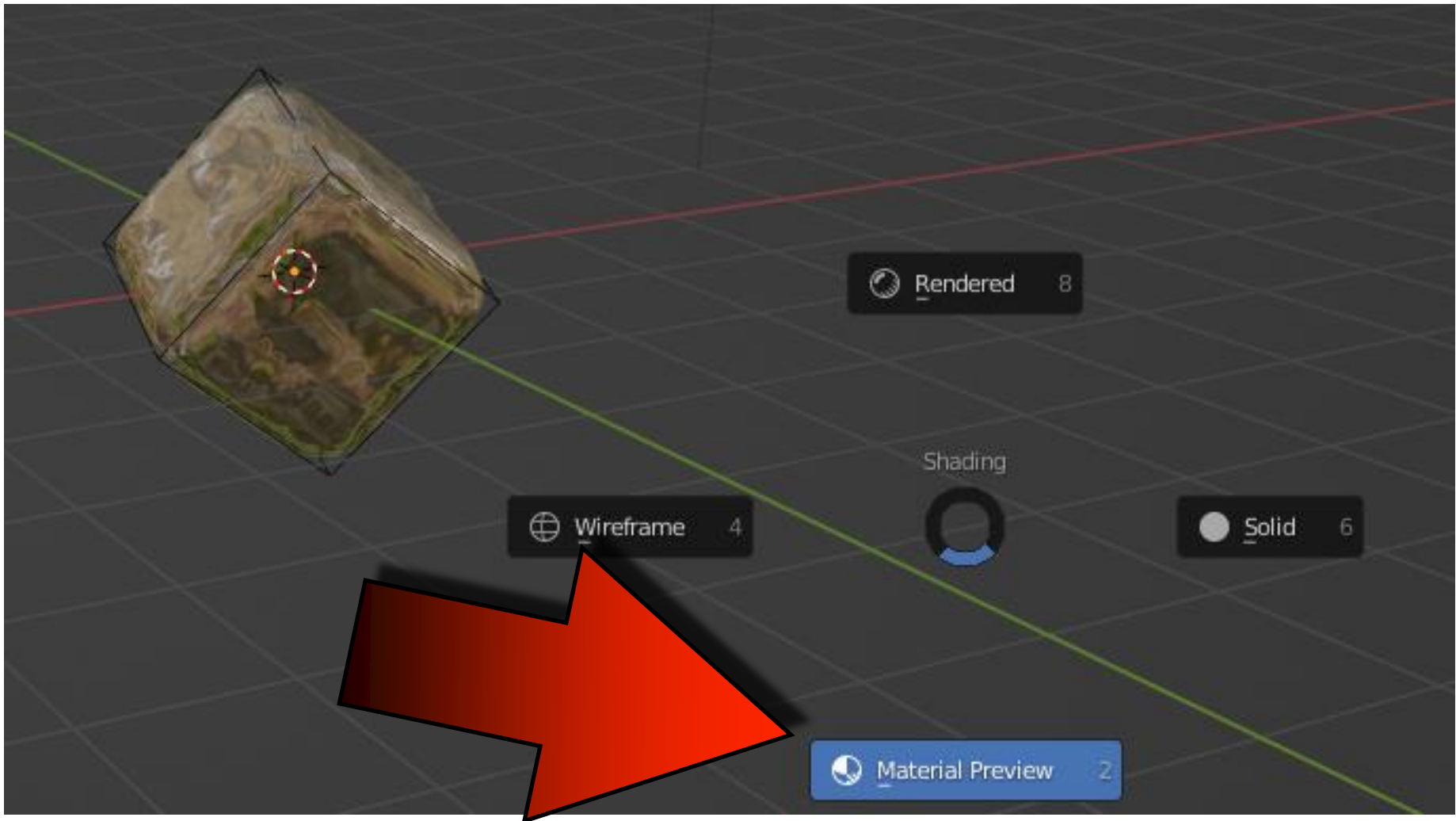
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtube.com/shorts/5-ouQVcQj9A?feature=share>

WATER

GO TO THE MATERIAL PREVIEW



WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtube.com/shorts/ZG4SZWkXo0Q?feature=share>

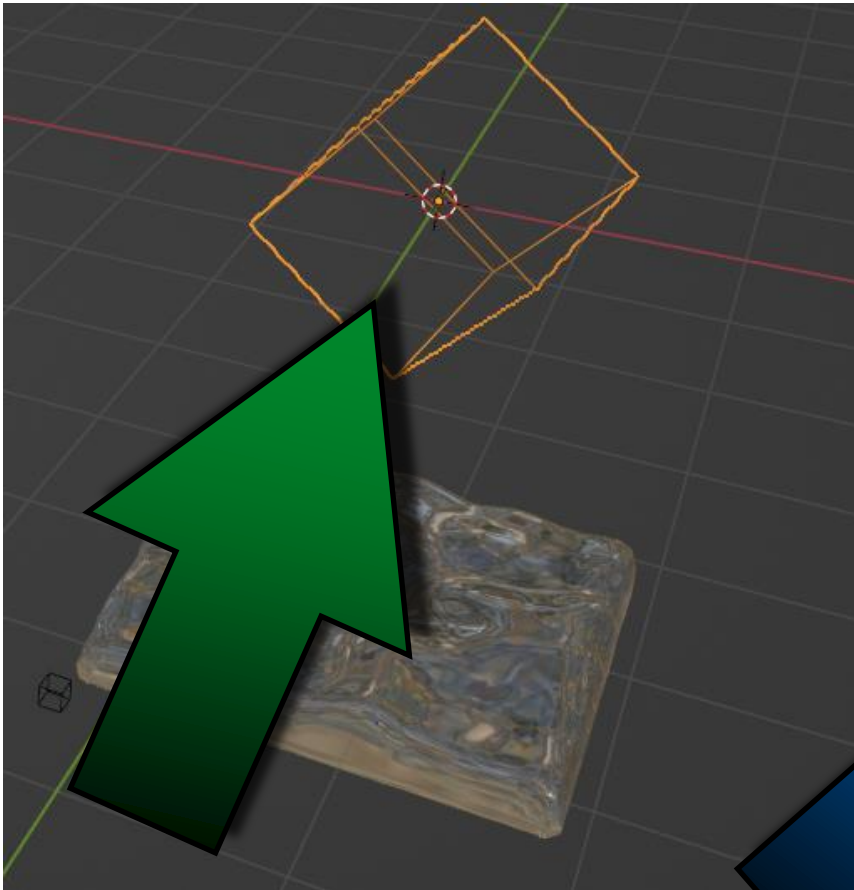
WATER



POWER OF AR AND VR



FOR **FLOW** IN **THE FLOW BEHAVIOR** CHANGE TO **INFLOW**



WATER

EXECUTE AGAIN

CLICK IN FREE DATE

NEXT CLICK IN BAKE DATA

NEXT CLICK IN BAKE MASH

WATER



POWER OF AR AND VR



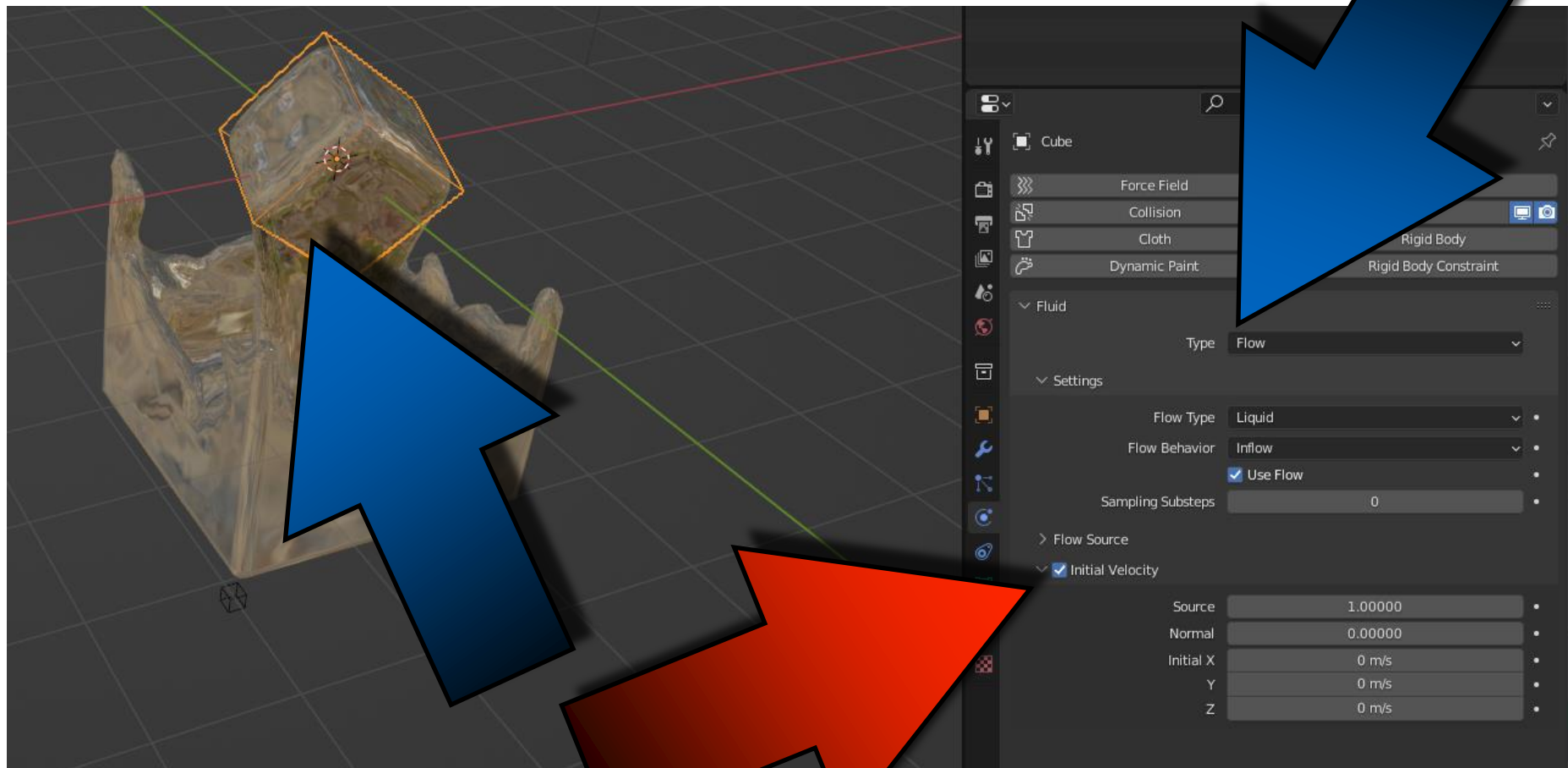
**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtube.com/shorts/xkg96hJXei0?feature=share>

WATER

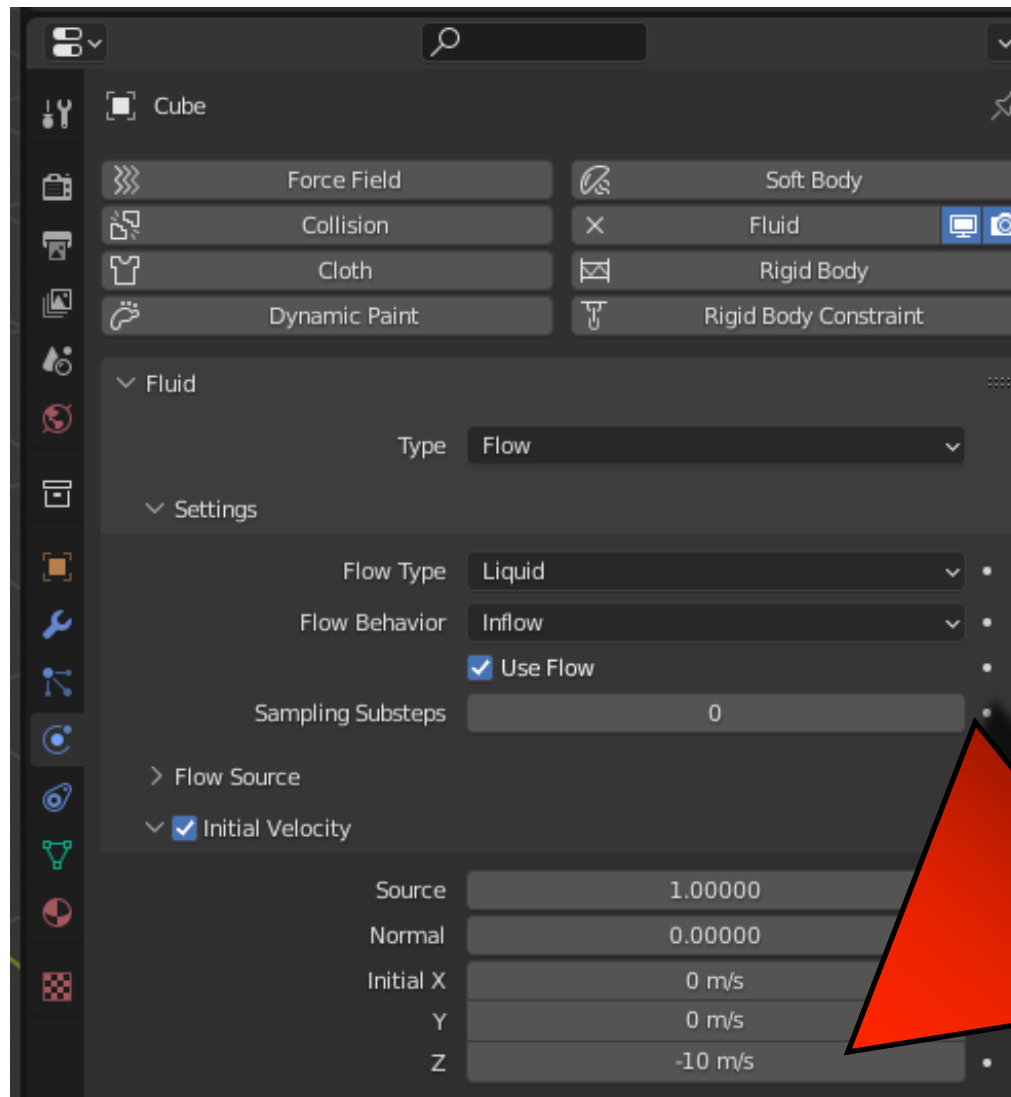
FOR FLOW ENTER INITIAL VELOCITY



WATER

POWER OF AR AND VR

SET Z-AXIS ON -10



The screenshot shows a software interface for configuring a fluid simulation on a cube. The 'Fluid' settings are expanded, showing the following configuration:

- Type: Flow
- Flow Type: Liquid
- Flow Behavior: Inflow
- Use Flow:
- Sampling Substeps: 0
- Flow Source: >
- Initial Velocity:

Property	Value
Source	1.00000
Normal	0.00000
Initial X	0 m/s
Y	0 m/s
Z	-10 m/s

WATER

EXECUTE AGAIN

CLICK IN FREE DATE

NEXT CLICK IN BAKE DATA

NEXT CLICK IN BAKE MASH

WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**

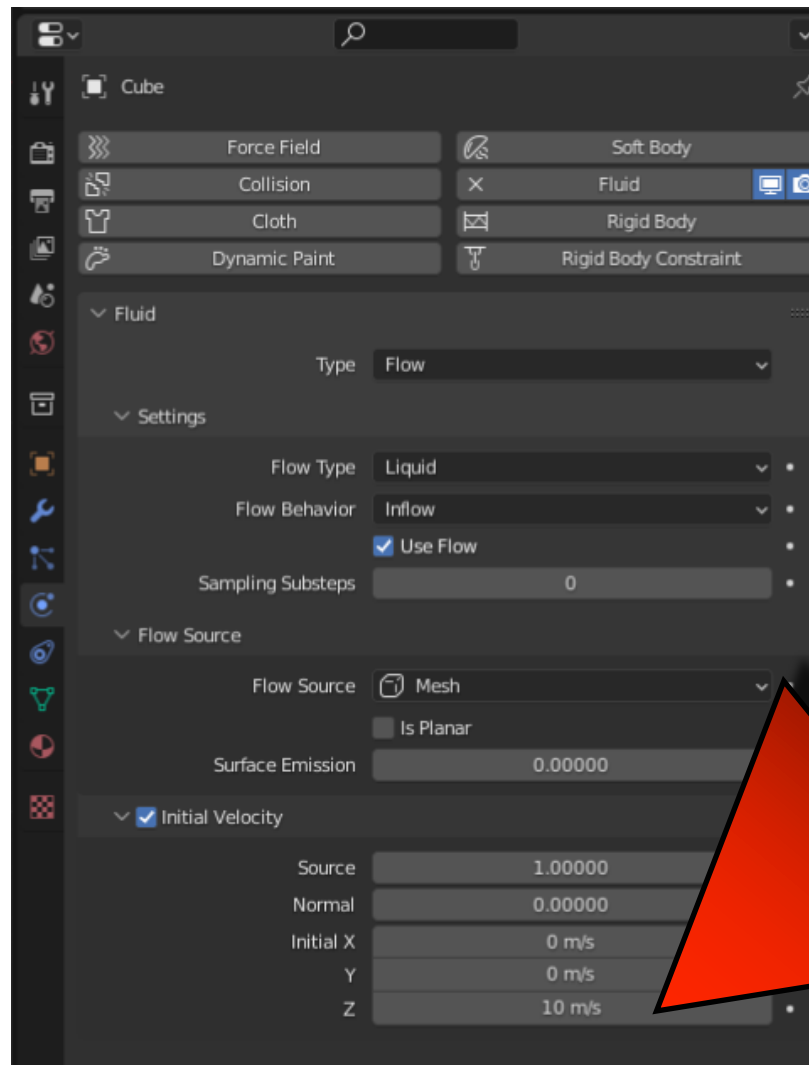


<https://youtube.com/shorts/Qc9KQY3apc8?feature=share>

WATER

POWER OF AR AND VR

SET Z-AXIS ON 10



WATER

EXECUTE AGAIN

CLICK IN FREE DATE

NEXT CLICK IN BAKE DATA

NEXT CLICK IN BAKE MASH

WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



<https://youtube.com/shorts/DVyDkbD24co?feature=share>

WATER



POWER OF AR AND VR



**PRESS THE SPACEBAR
AND SEE THE ANIMATION**



WE CAN DIRECT THE WATER FLOW WITH THIS METHOD

<https://youtube.com/shorts/MnLpstCrEnE?feature=share>

WATER

POWER OF AR AND VR

THANK YOU FOR YOUR ATTENTION



Co-funded by
the European Union



2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK