WATER



Co-funded by the European Union



2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK





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









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

	LoopTools
Ð	Vertex Context Menu
	Subdivide
	Extrude Vertice Bevel Vertices Subdivide selected edges.
	New Edge/Face from Vertices F Connect Vertex Path J Connect Vertex Pairs
	Push/Pull
	Shrink/Fatten NS



POWER OF AR AND VR OPEN A WINDOW IN THE LOWER LEFT CORNER







SET NUMBER OF CUTS ON 100

Sut	divide			Ħ	
N	umber of Cuts	< 1	.00	> 1	
	Smoothness	0.	000		
		🛃 Create N-G	ons	11	
Qua	d Corner Type	Straight Cut		• 🗖	The
	Fractal	0.	000		
	Along Normal	0.	000		
	Random Seed		0		
🕑 🗸 🛛 Playback	✓ Keying ✓	View Marke	r		
	10 2	0 30	40	50	





RETURN TO OBJECT MODE









GO TO THE PHYSICS TAB







CLICK ON DYNAMIC PAINT AND ADD CANVAS









SELECT WAVES AS A SURFACE TYPE







SELECT CUBE





POWER OF AR AND VR ADD DYNAMIC PAINT AND CHOOSE BRUSH











AND CLICK ON ADD BRUSH

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ĉ	💥 Force Field	🕼 Soft Body	
	ර්ට් Collision	S Fluid	
	쑵 Cloth	🖾 🛛 Rigid Body	
	🗙 Dynamic Paint 📮 🙆	😗 Rigid Body Constra	int
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Ø	✓ Dynamic Paint		
2	Type Brus	h v	
	✓ Settings		
	Jettings		
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s			
	Toggle whether given ty	ype is active or not: Brush	1
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THE PLANE WILL BE BENT







YouTube

https://youtu.be/FuFYq8lwh5E





GO TO THE VIEW FROM THE TOP







PRESS THE N KEY AND GO TO THE ITEM TAB

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







SAVE LOCATION IN THE FIRST FRAME OF ANIMATION







IN FRAME 100 SAVE 10







POWER OF AR AND VR IN FRAME 150 SAVE AS ON THE SCREAN





POWER OF AR AND VR IN FRAME 200 SAVE AS ON THE SCREAN







POWER OF AR AND VR IN FRAME 250 SAVE AS ON THE SCREAN











YouTube

https://youtu.be/al1iLJqaXIQ



POWER OF AR AND VR ENTER EDIT MODE AND SELECT SUBDIVIDE







POWER OF AR AND VR ENTER OBIECT MODE AND SELECT SHADE SMOOTH











YouTube

https://youtu.be/dFE0KL-gLZs





ADD SPHERE AND DO ANIMATION YOURSELF

YouTube

https://youtu.be/0kJeorMkEZM





ANIMATION CAN BE STOPPED THIS MODEL CAN BE PRINTED ON A 3D PRINTER







THIS WATER HAS BEEN DONE IN THE PROJECT







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









SIMILARLY WATER ANIMATION IN THE 15TH CENTURY KOŁOBRZEG FORTRESS PROJECT







ANIMATION

OCEAN







RUN THE BLENDER PROGRAM INSERT PLANE







ADD THE OCEAN MODIFIER





POWER OF AR AND VR SAVE THE TIME PARAMETER 1 IN THE FIRST FRAME





POWER OF AR AND VR SAVE THE TIME PARAMETER 10 IN THE LAST FRAME






ADD THE MATERIAL AND CHANGE THE SETTINGS









https://youtu.be/cBOTIoM6Z-8





ANIMATION

WAVE





POWER OF AR AND VR ADD WAVE MODIFIER









https://youtu.be/4gvJyry1nQE





CHANGE SETTINGS









https://youtu.be/p_Luh7rSBEM





ANIMATION

LIQUID







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







POWER OF AR AND VR AREA WHICH WILL CREATE WATER









POWER OF AR AND VR AREA WHICH WILL LINIT WATER











https://youtube.com/shorts/6r-ILzfotrw?feature=share





REDUCE CUBE









THE BLENDER REMEMBERS THE OLD SETTINGS

https://youtube.com/shorts/PXpqnxH-XI8?feature=share





SELECT DOMAIN AND ENTER PHYSICS







CHANGE IN TYPE THE REPLAY ON THE MODULAR







NEXT CLICK BAKE DATA AN WAIT A MOMENT







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





IF YOU CHANGE OBJECT PARAMETERS







CLEAR SAVED ANIMATION BY CLICKING FOR FREE DATA







THEN CLICK ON BAKE DATA





POWER OF AR AND VR THE PARTICLE SYSTEM WILL BE RECALCULATED







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









A NO RESUMABLE CACHE ERROR MESSAGE APPEARS







POWER OF AR AND VR CLEAR ANIMATION BY CLICKING ON FREE DATE









SELECT IS RESUMABLE

~	م		*	
	Simulation Method	FLIP ~		
	FLIP Ratio	0.970		
	System Maximum	0		
	Particle Radius	1.000		
	Sampling	2		
	Randomness	0.100		
	Particles Maximum	16		
	Minimum	8		
	Narrow Band Width	3.000		
		Fractional Obstacles		
	Obstacle Distance			
	Threshold			
	> Viscosity			
	> Diffusion	:=		
	> Mesh			
	> Guides			
	> Collections			
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NEXT CLICK IN BAKE DATA







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







YOU WILL SEE SOMETHING LIKE THIS







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





GO TO THE MATERIAL PREVIEW









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











EXECUTE AGAIN

CLICK IN FREE DATE

NEXT CLICK IN BAKE DATA

NEXT CLICK IN BAKE MASH





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




FOR FLOW ENTER INITIAL VELOCITY









SET Z-AXIS ON -10

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				101105		







EXECUTE AGAIN

CLICK IN FREE DATE

NEXT CLICK IN BAKE DATA

NEXT CLICK IN BAKE MASH





YouTube

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





SET Z-AXIS ON 10

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40	✓ Fluid					
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	Flow Type	Liquid			•	
بر	Flow Behavior	Inflow			•	
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	✓ Flow Source					
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Å		Is Plar	nar			
9	Surface Emission	15110		0.00000		
88	🗸 🛃 Initial Velocity					
	Source			1.00000		
	Normal			0.00000		
	Initial X			0 m/s		
	Y			0 m/s		
	Z			10 m/s	•	







EXECUTE AGAIN

CLICK IN FREE DATE

NEXT CLICK IN BAKE DATA

NEXT CLICK IN BAKE MASH





YouTube

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





YouTube

WE CAN DIRECT THE WATER FLOW WITH THIS METHOD

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

THANK YOU FOR YOUR ATTENTION



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