

# CLOTH

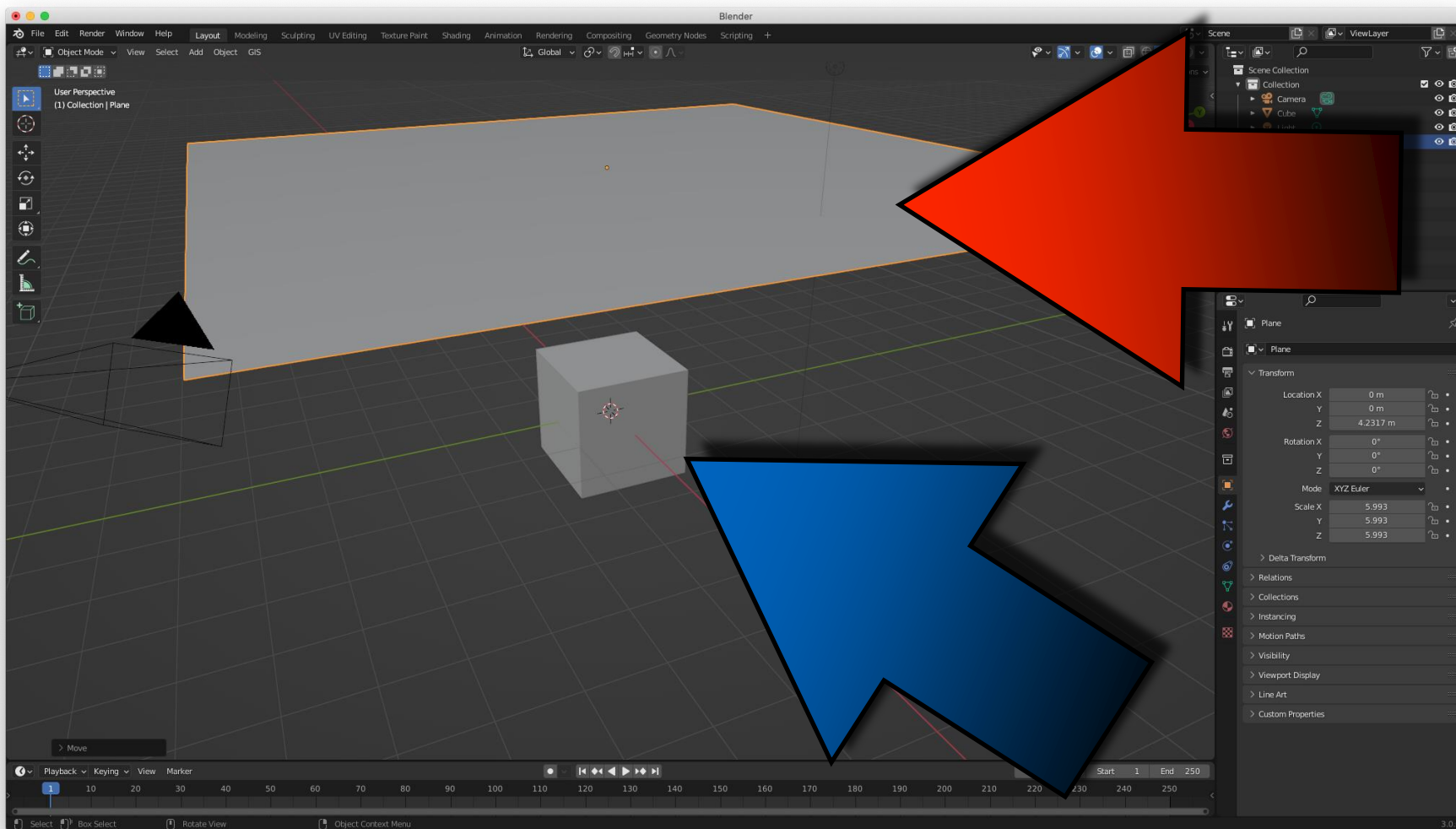


**Co-funded by  
the European Union**



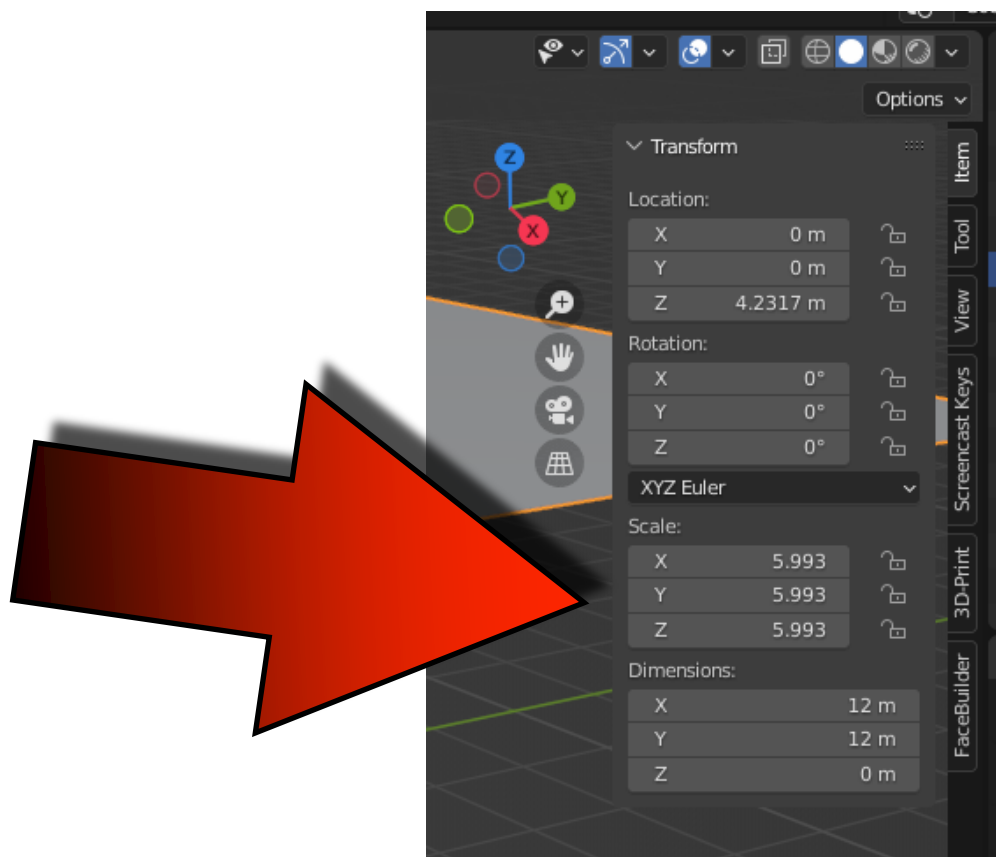
2024-1-PL01-KA220-VET-000243150

## ADD **PLANE** ENLARGE IT AND MOVE OVER **THE CUBE**



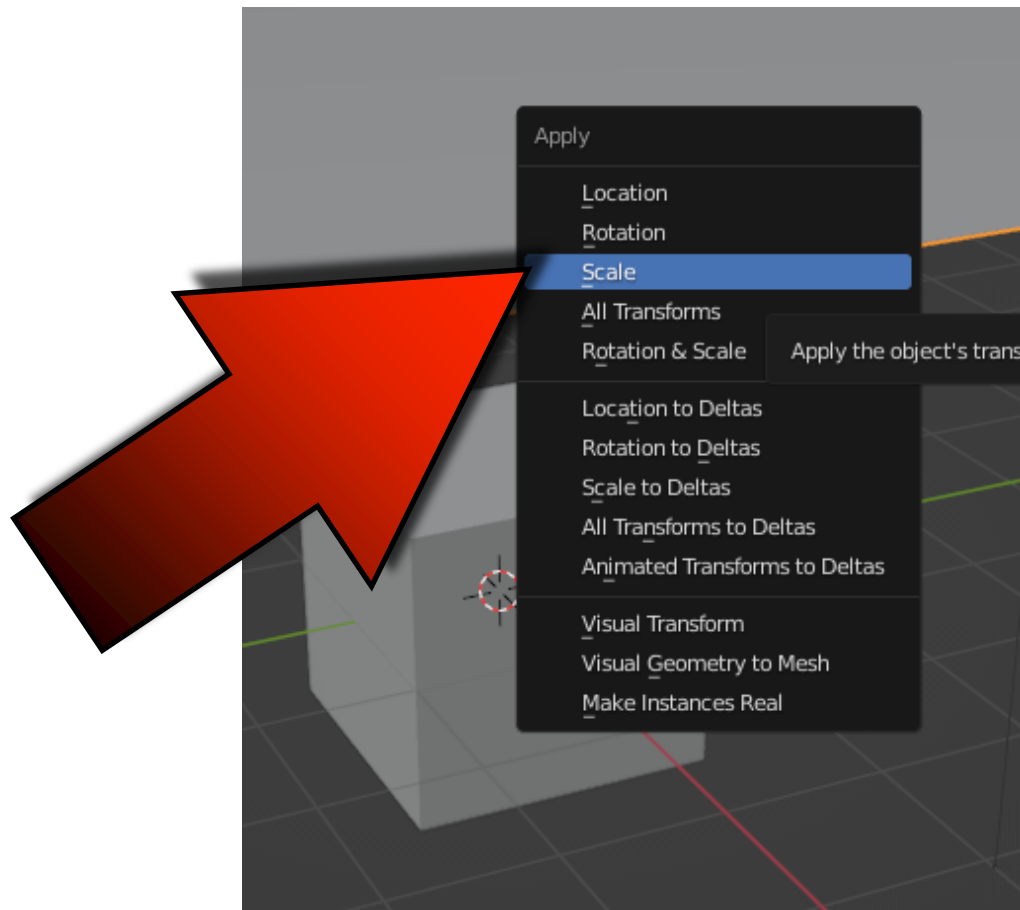
**CLOTH**

# WE HAVE CHANGED THE SCALE FOR PLANE

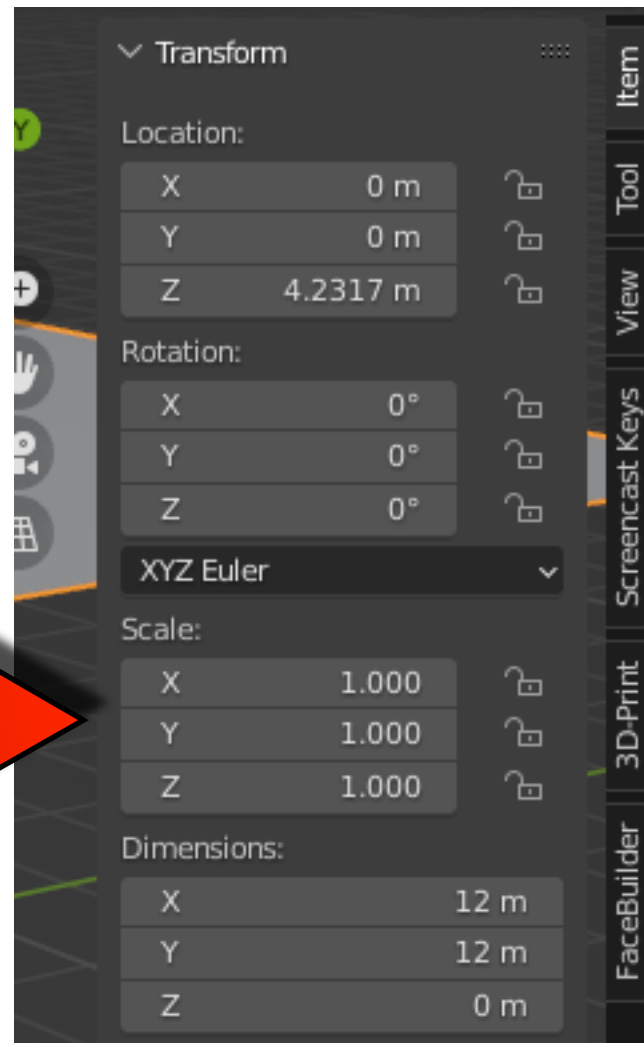
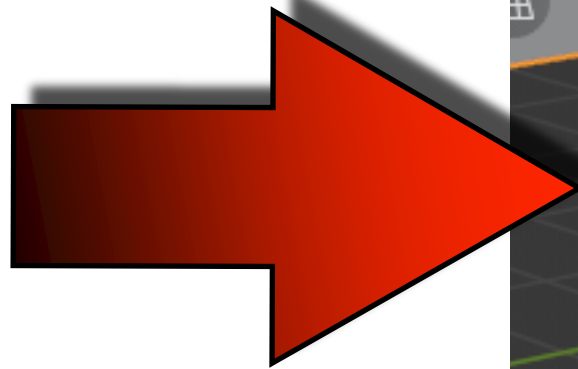


## CLOTH

# PRESS **CTRL+A** AND SELECT **SCALE**

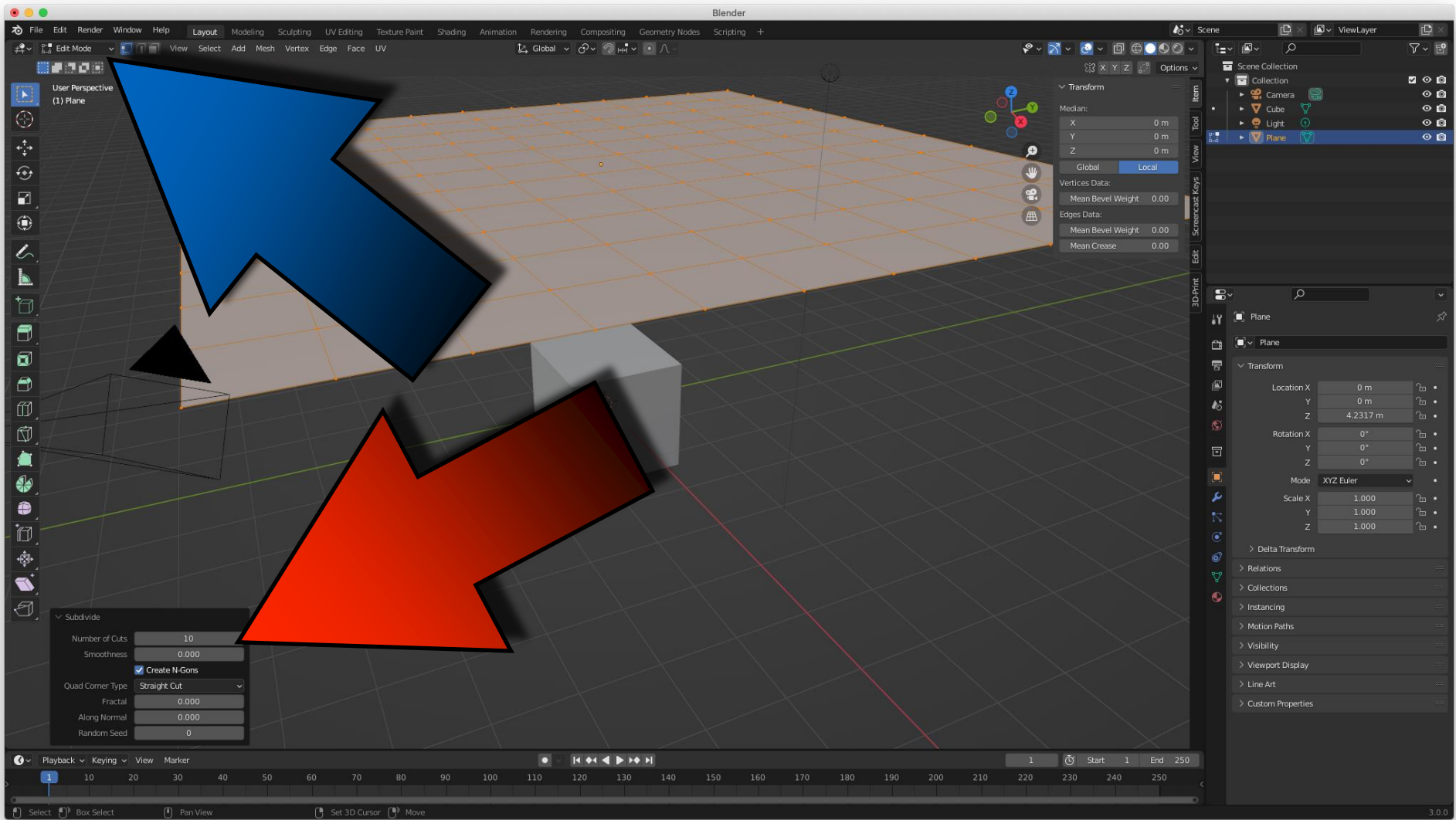


## SCALE HAS SET TO BE 1



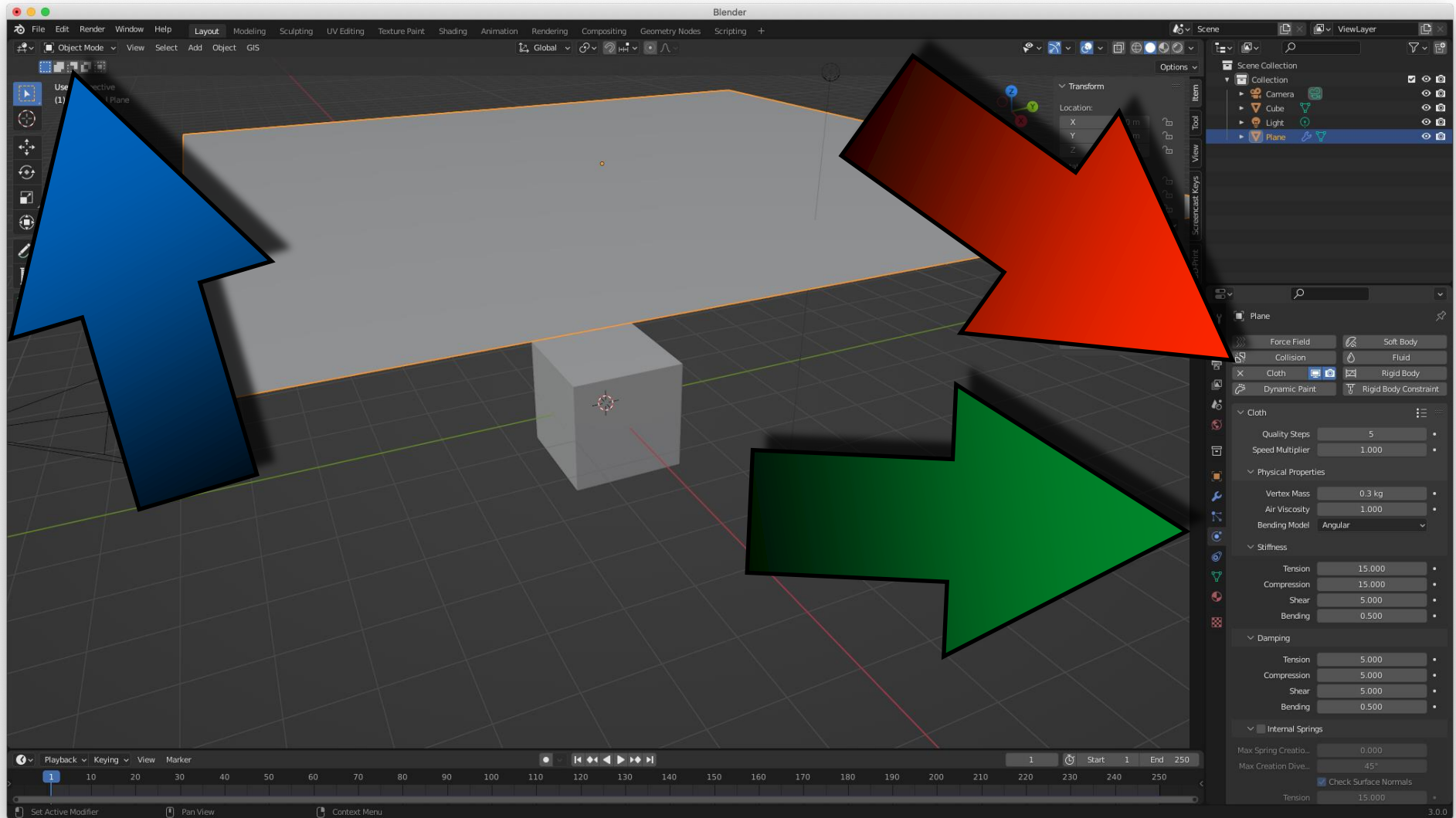
## CLOTH

## IN EDITING MODE WE DIVIDE IT INTO 10



# CLOTH

## IN OBJECT MODE WE ADD A CLOTH



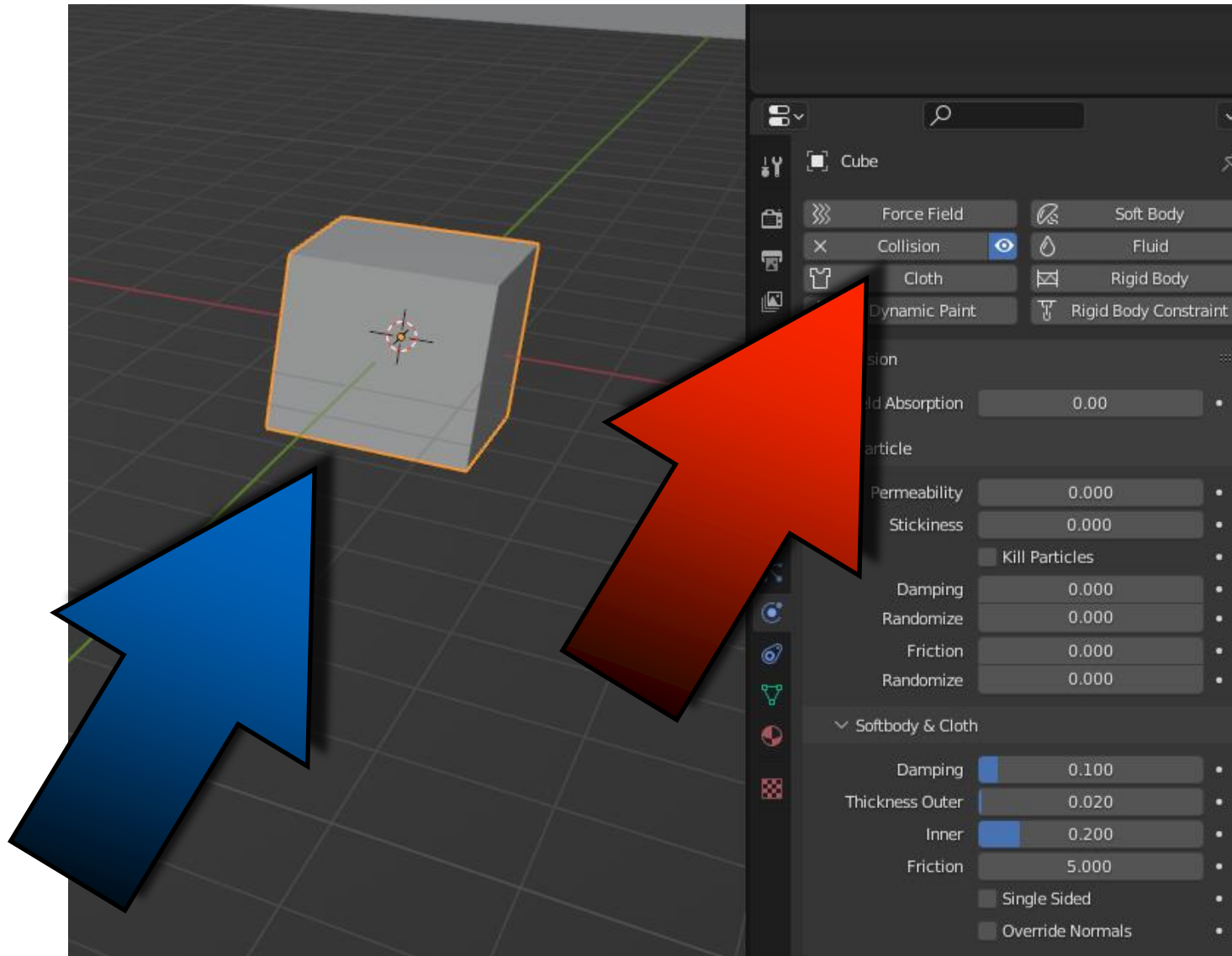
# CLOTH



# POWER OF AR AND VR



# FOR CUBE TURN ON COLLISION



**CLOTH**

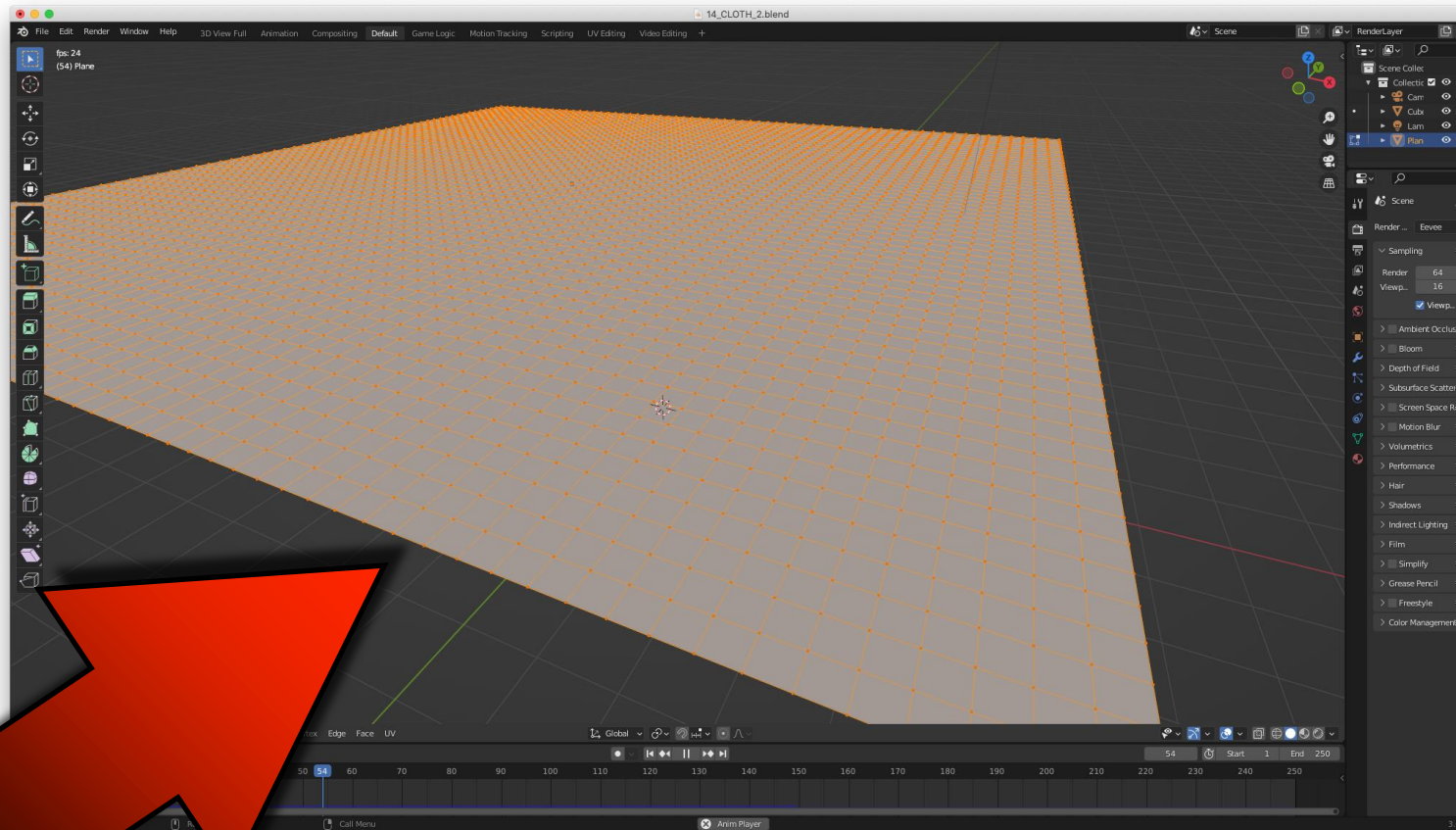


**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



[https://youtu.be/MtIG\\_QTdHz8](https://youtu.be/MtIG_QTdHz8)

# IF WE **DIVIDE** THE **CLOTHING** INTO **MORE PARTS** AND **ENLARGE** THEM



## CLOTH



# POWER OF AR AND VR



**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



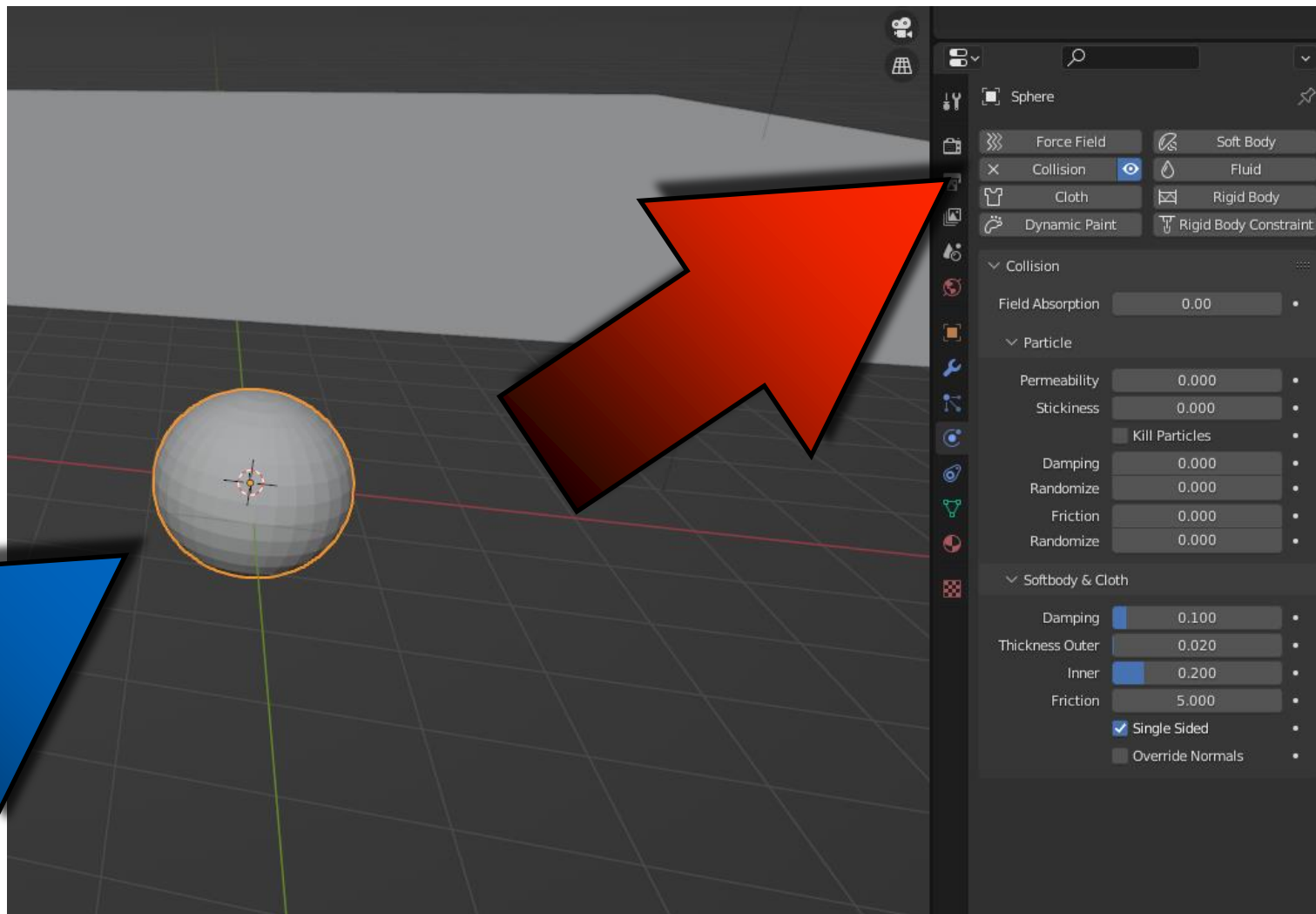
<https://youtu.be/70lp8XEU6F8>

**CLOTH**

# POWER OF AR AND VR

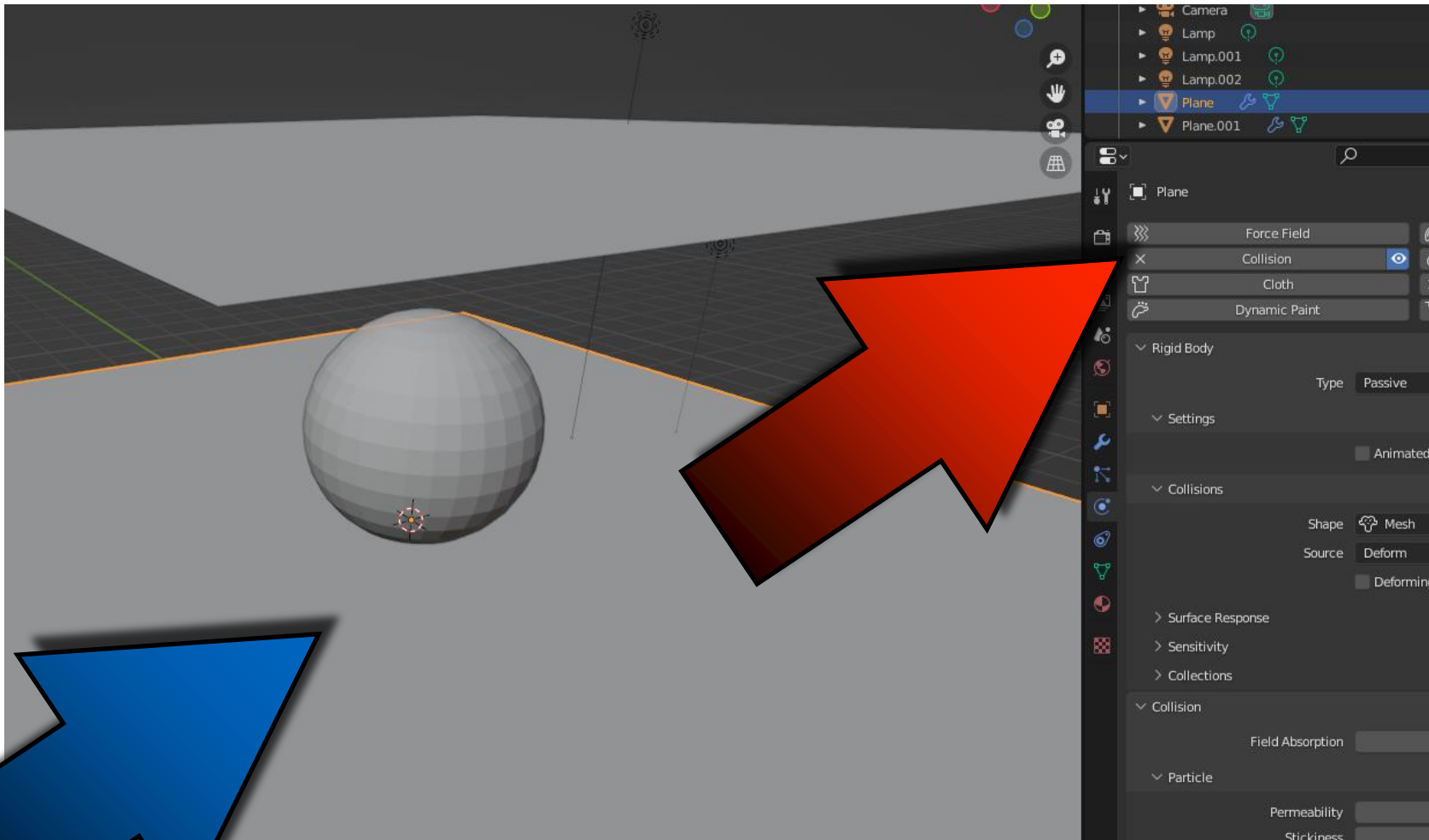
## INSTEAD OF CUBE

LET'S GIVE **SPHERE** AND GIVE IT **COLLISION**



**CLOTH**

## LET'S ADD A SECOND PLANE AS A FLOOR



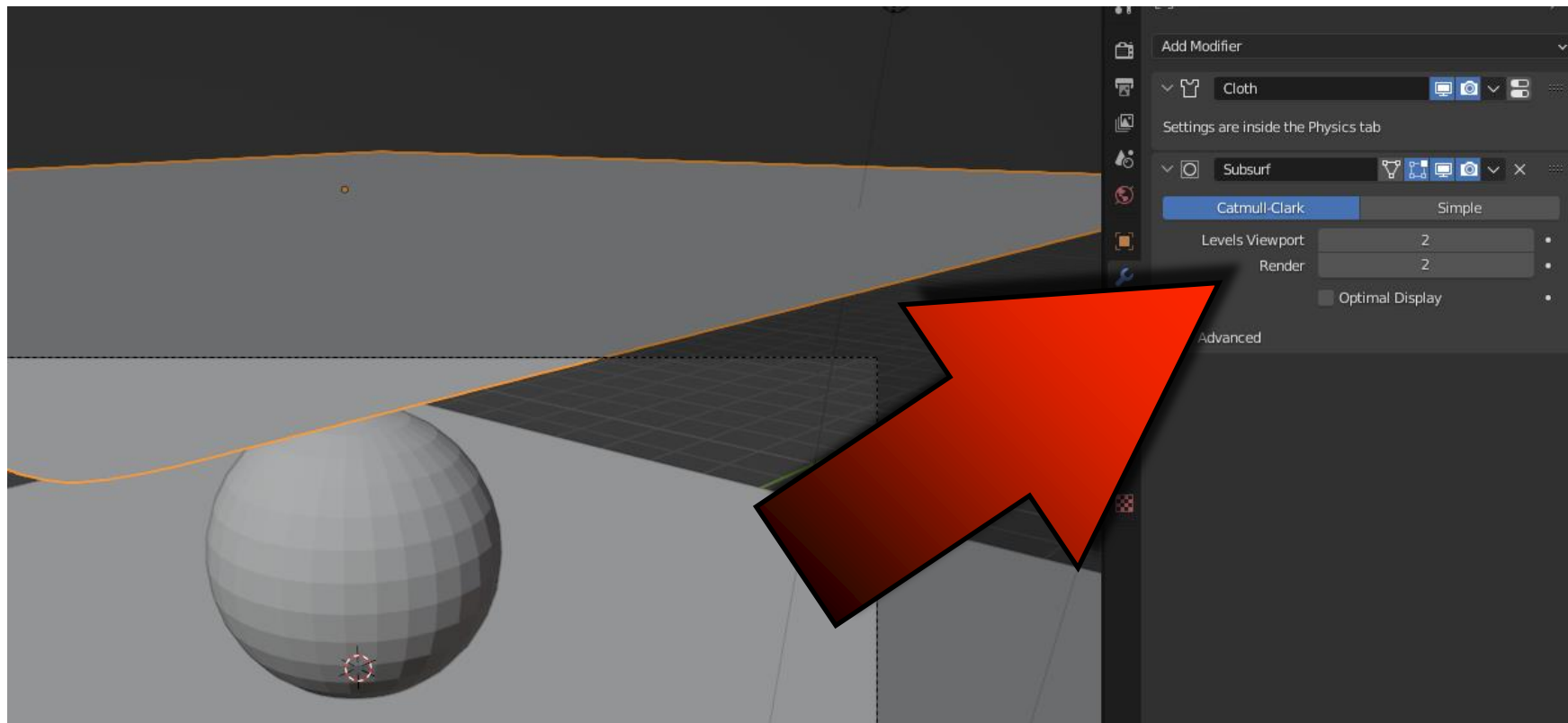
**CLOTH**

**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/d6mmawiL4o>

## FOR CLOTHING ADD MODIFIER SUBDIVISION SURFACE



### CLOTH



# POWER OF AR AND VR



**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**

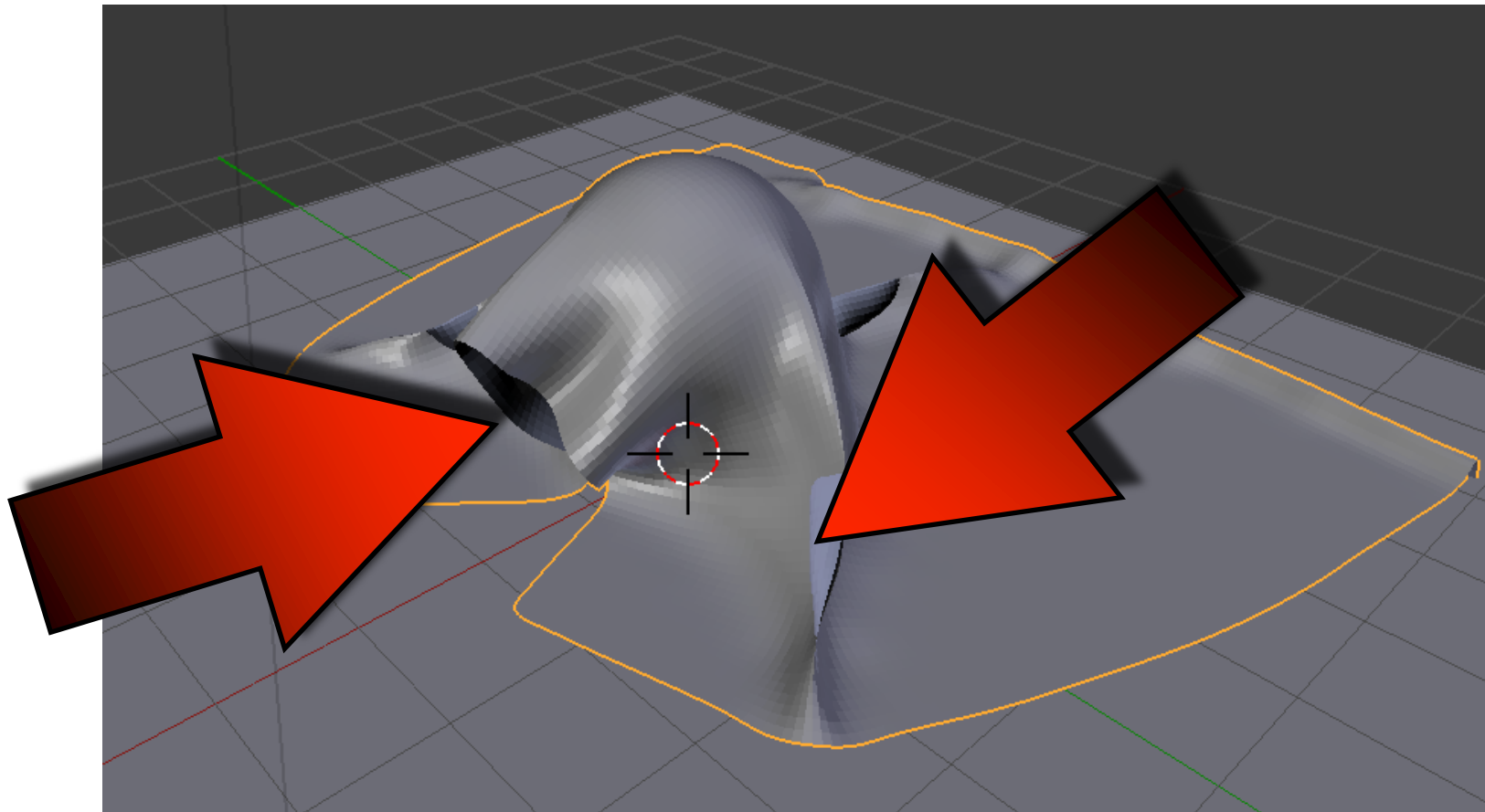


<https://youtu.be/aGH3LSFpVL4>

**CLOTH**



# IN PLACES THE CANVAS CROSSES ITSELF



**CLOTH**



# POWER OF AR AND VR



## WE TURN ON **SELF COLLISION** FOR CLOTHING

The screenshot shows a 3D environment with a sphere and a cloth object. The properties panel on the right is expanded to show the 'Cloth' settings. The 'Self Collisions' checkbox is checked, and the 'Distance' value is set to 0.015. Two large red arrows point to the 'Self Collisions' checkbox and the 'Distance' value.

Property	Value
Force Field	
Collision	
Cloth	
Dynamic Paint	
Soft Body	
Fluid	
Rigid Body	
Rigid Body Constraint	
Quality Steps	5
Speed Multiplier	1.000
Quality	2
Object Collisions	<input checked="" type="checkbox"/>
Distance	0.015
Impulse Clamping	0.000
Vertex Group	
Collision Collection	
Self Collisions	<input checked="" type="checkbox"/>
Friction	5.000
Distance	0.015
Impulse Clamping	0.000
Vertex Group	

**CLOTH**



# POWER OF AR AND VR



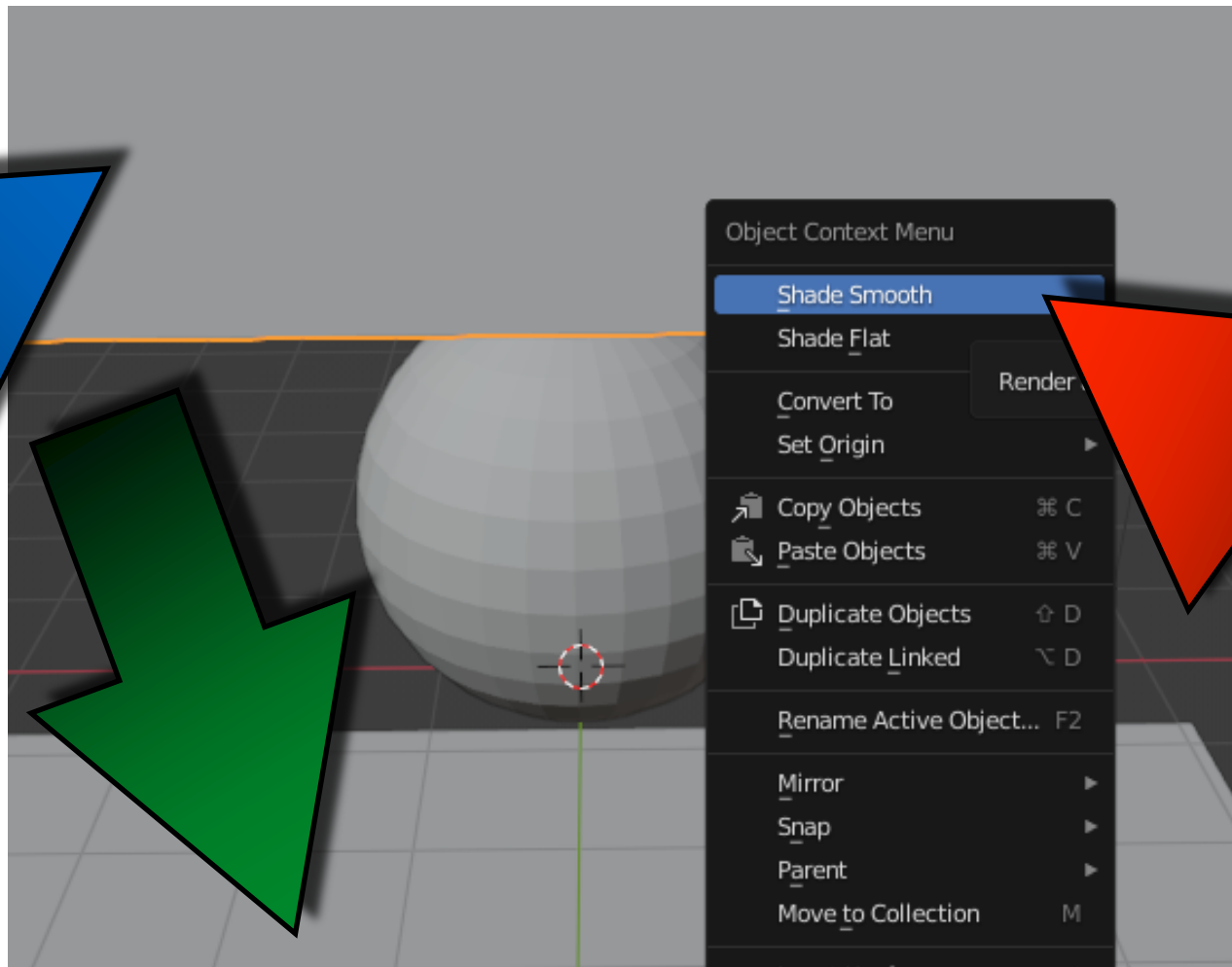
**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/w9QDpEV5YUc>

**CLOTH**

## FOR CLOTHING TURN ON **SHADE** **SMOOTH** AND **PASS THE FLOOR**



**CLOTH**



# POWER OF AR AND VR



**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/xvmuPzldKok>

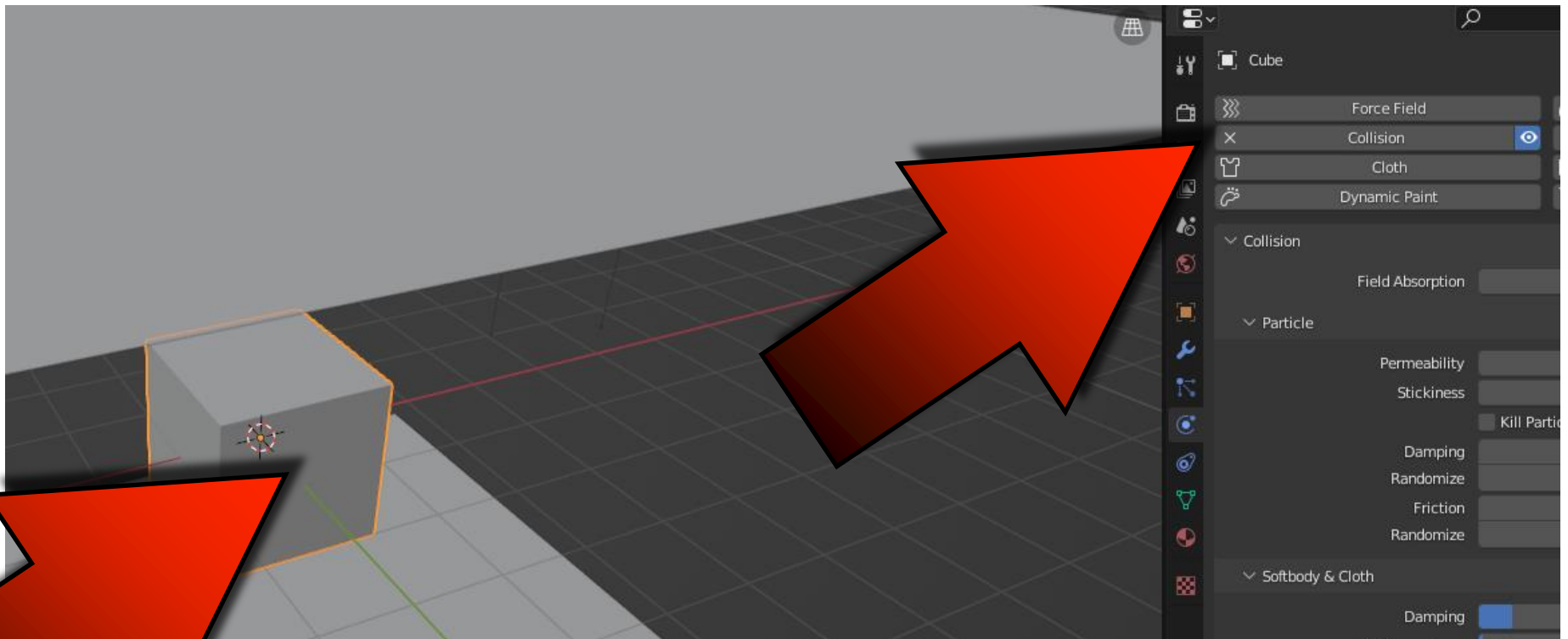
**CLOTH**



# POWER OF AR AND VR



# LET'S REMOVE SPHERE AND ADD **CUBE**



**CLOTH**



# POWER OF AR AND VR



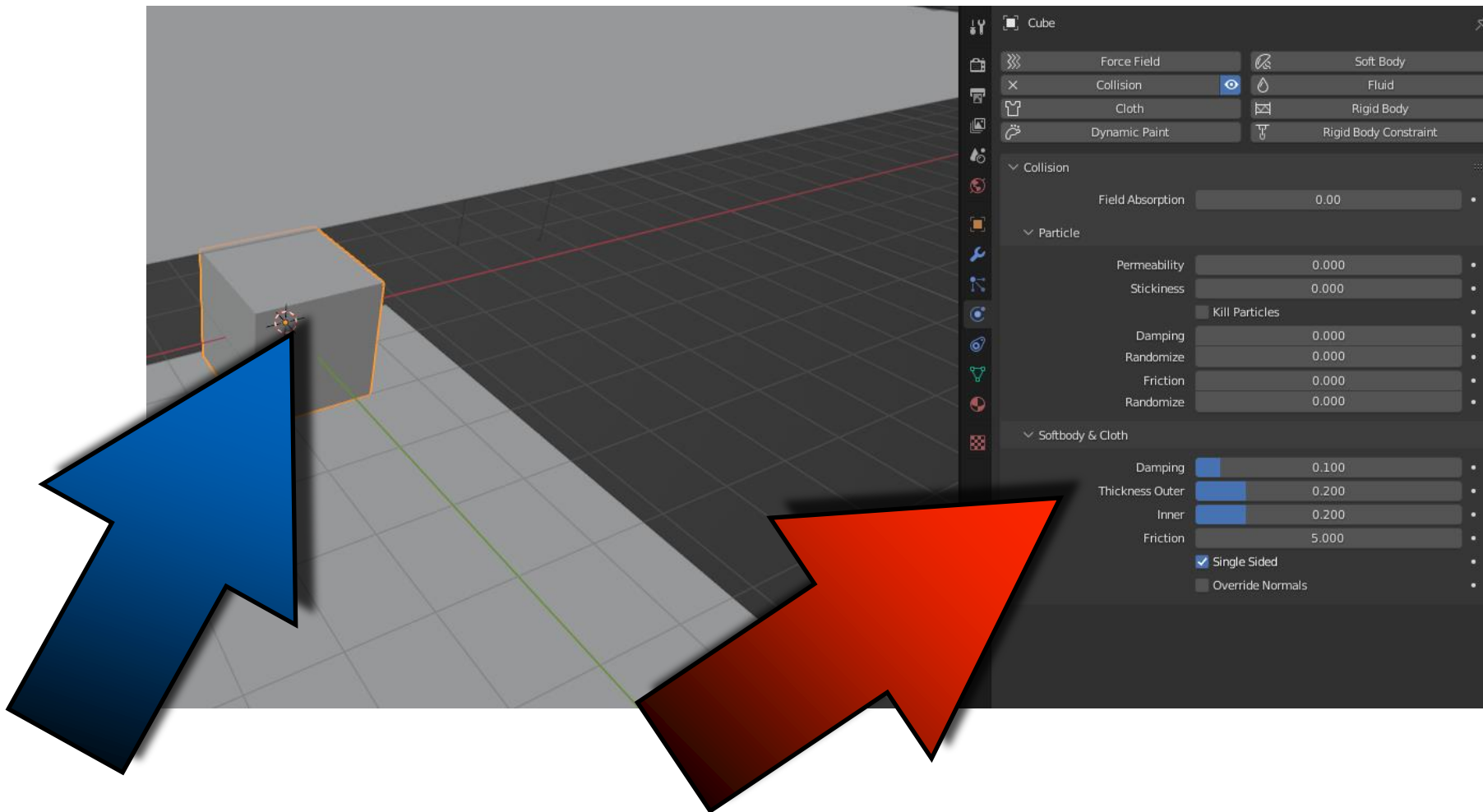
**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



**<https://youtu.be/OHYZoauuWLU>**

**CLOTH**

# FOR **CUBE CHANGE** **THICKNESS OUTER TO 0.2**



## CLOTH





# POWER OF AR AND VR



**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/5x29dTeIBTk>

**CLOTH**

# SUCH ANIMATIONS CAN BE USED IN THE PRESENTATIONS



<https://youtu.be/jhEeIDIXyJg>

## IN OUR PROJECTS WE OFTEN **PRINTED PEOPLE**



**WE ALSO USED ANIMATION  
TO CREATE THE CLOTHES**

**CLOTH**

**POWER OF AR AND VR**

**THANK YOU FOR  
YOUR ATTENTION**



**Co-funded by  
the European Union**



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**JACEK KAWAŁEK**