POWER OF AR AND VR

PARTICLE SYSTEM

Co-funded by the European Union

JACEK KAWAŁEK

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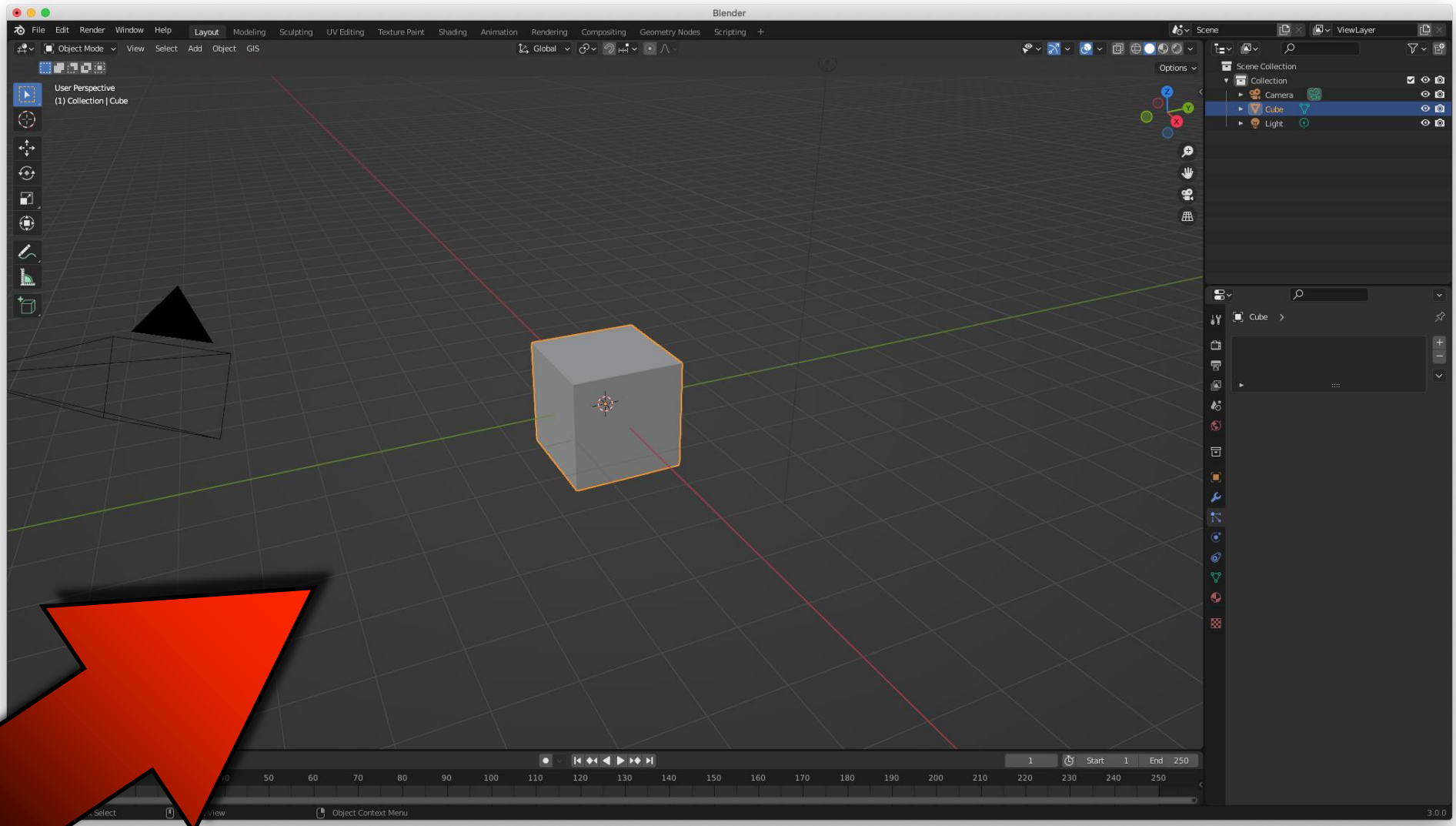
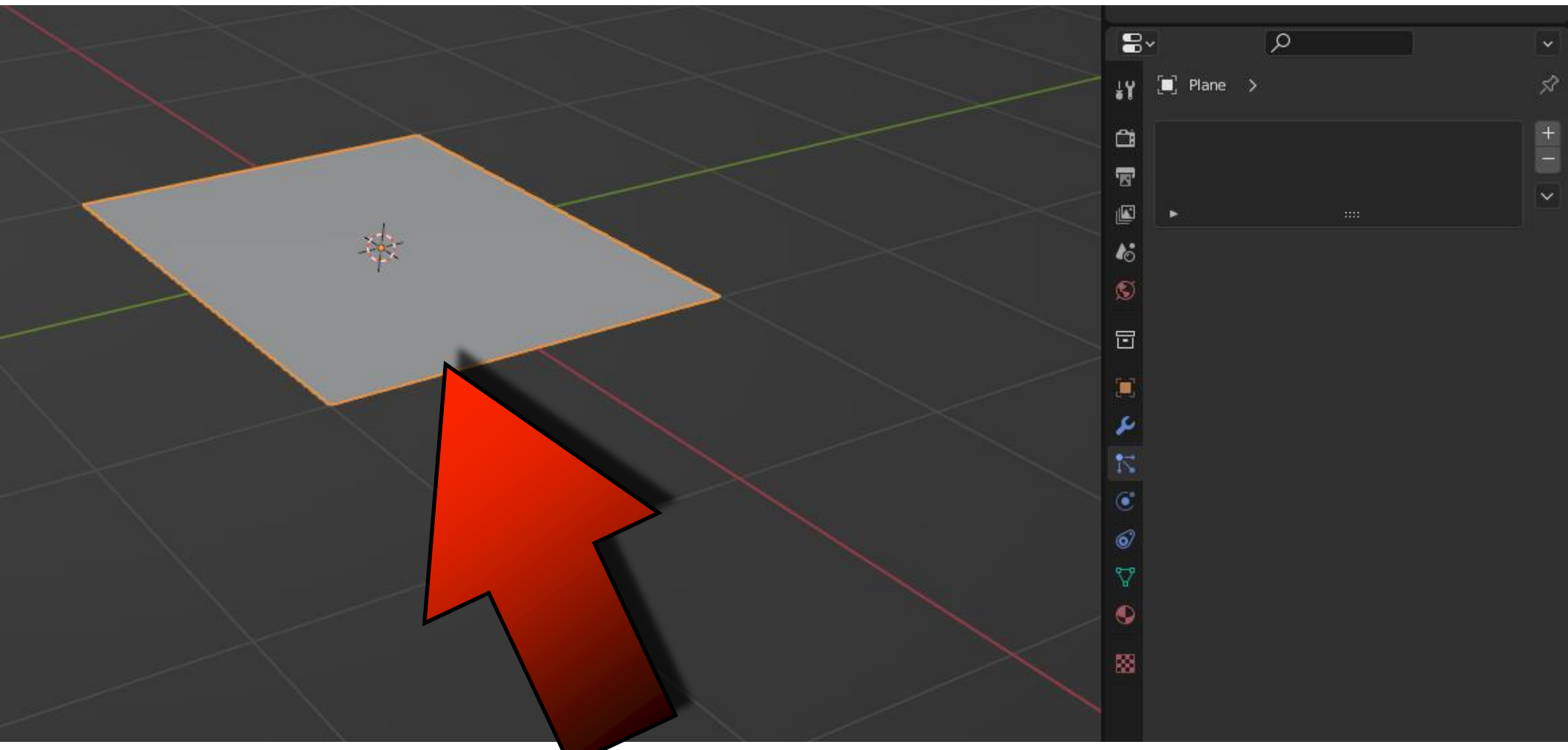
POWER OF AR AND VR

START BLENDER

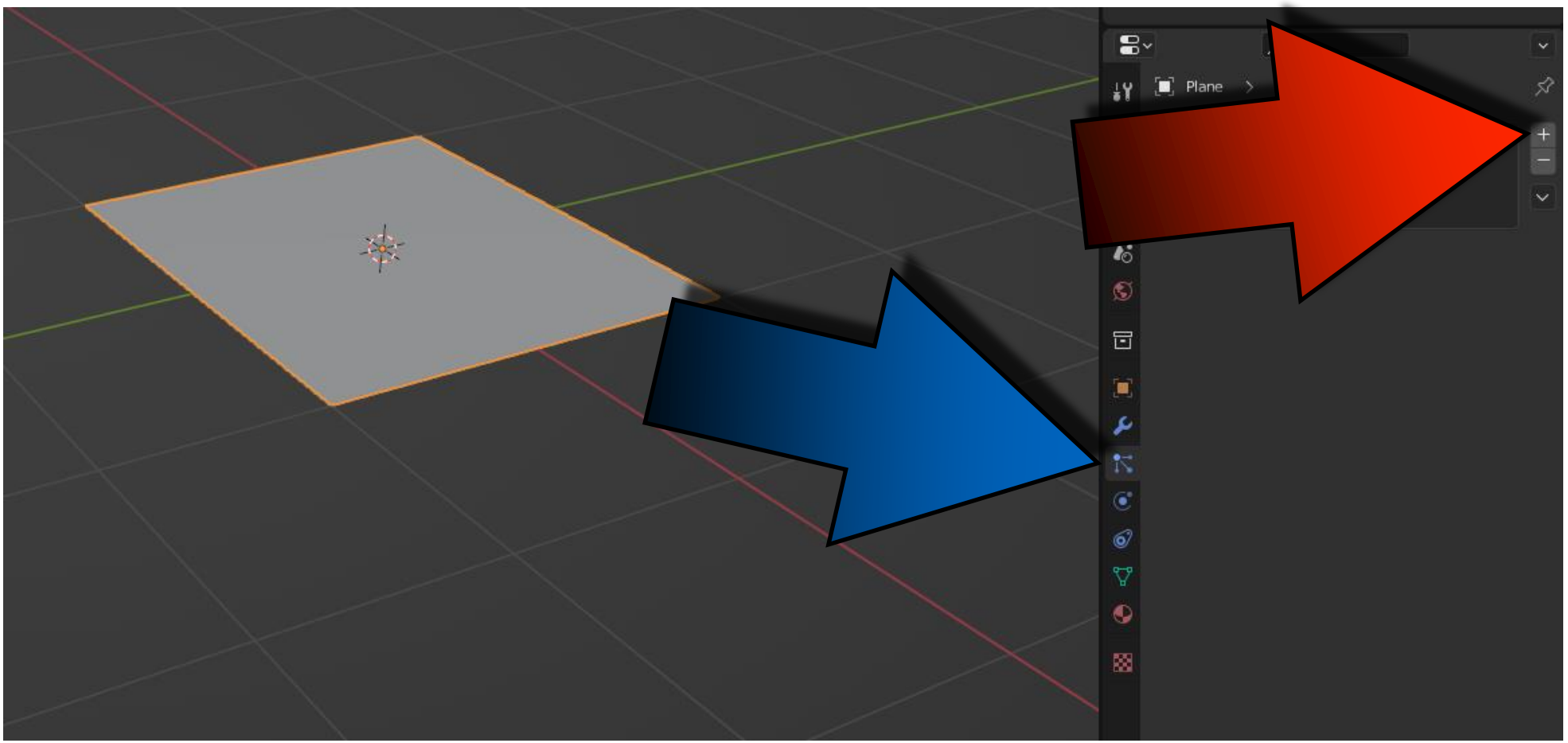


PARTICLE SYSTEM

INSERT PLANE



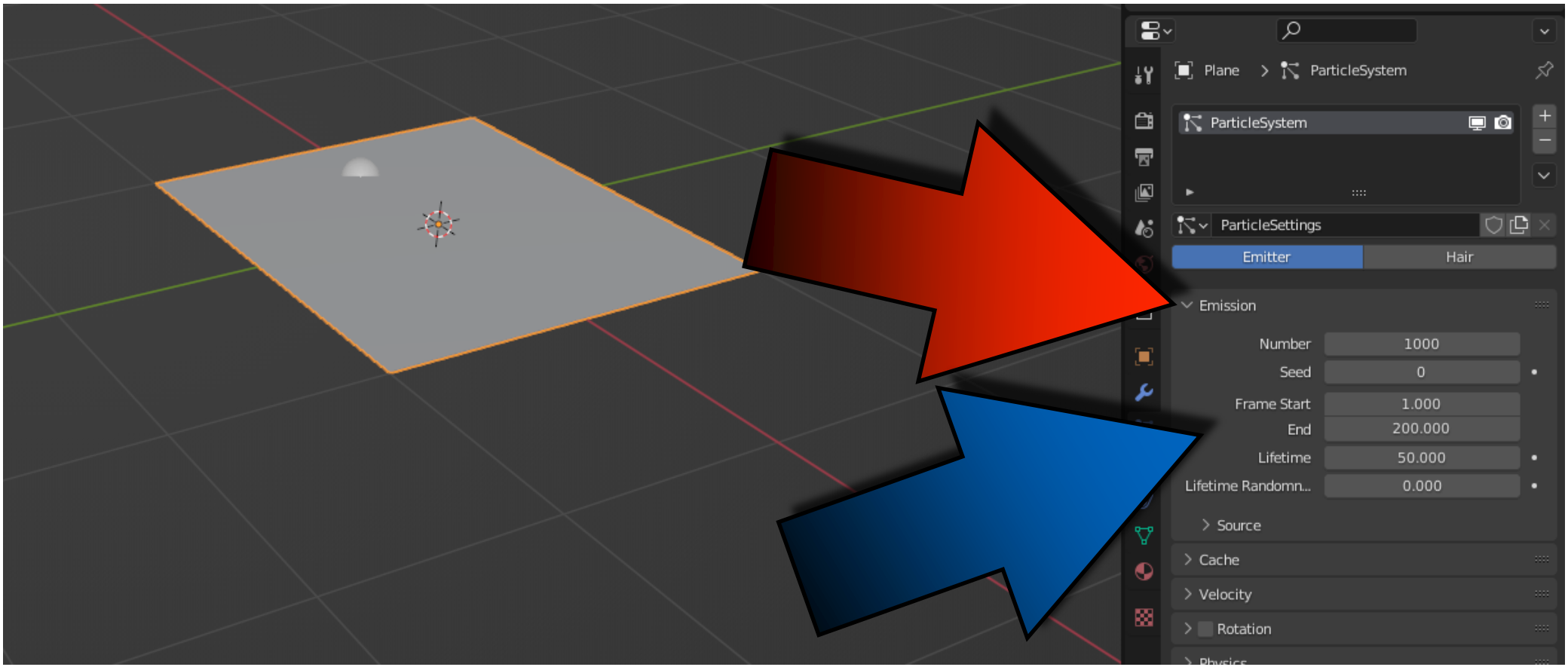
GO TO PARTICLE SYSTEM AND CLICK IN +



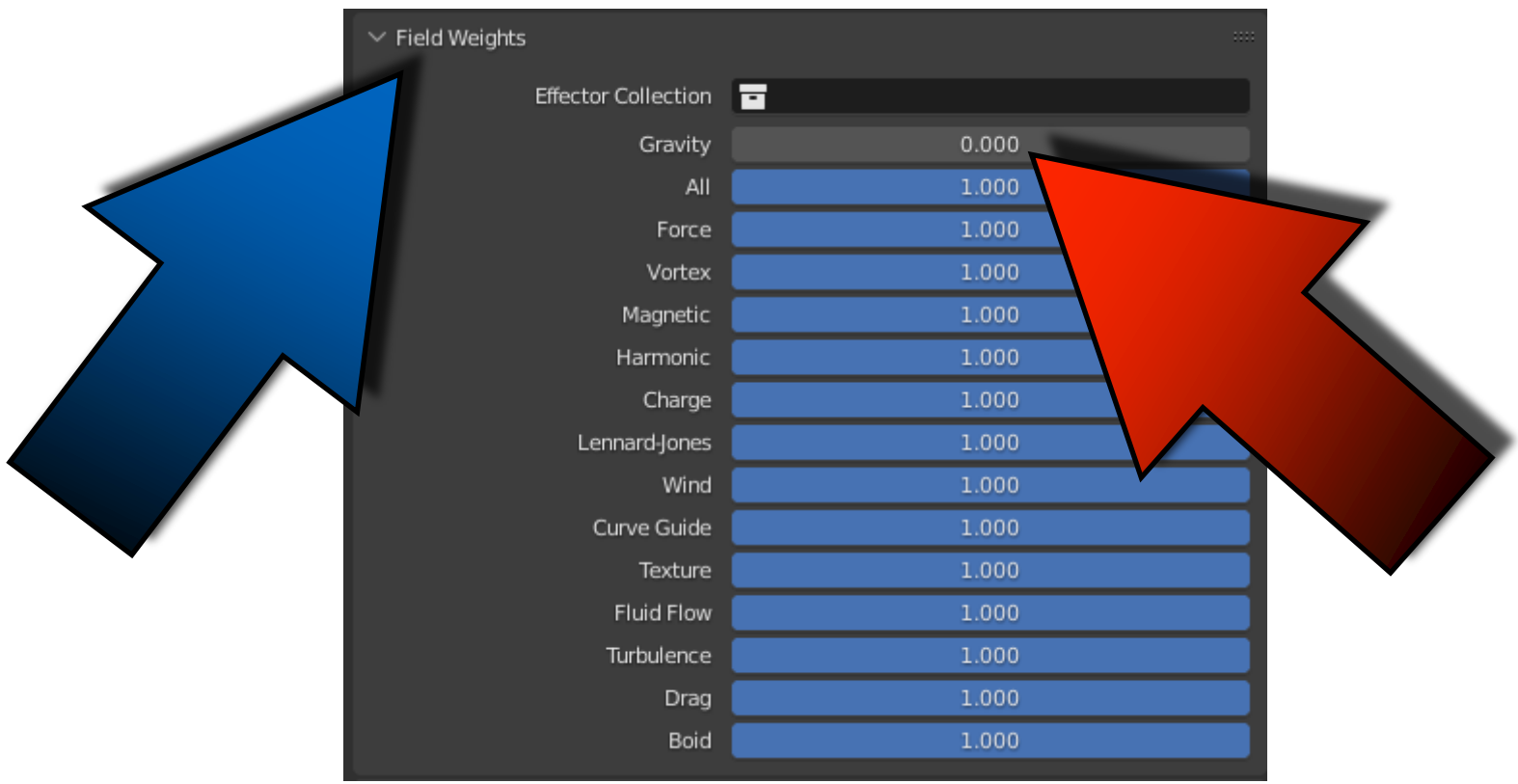
PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtube.com/shorts/eDceRbeUMC4?feature=share

IN EMISSION WE CAN CHANGE THE PARAMETERS OF THE PARTICLES



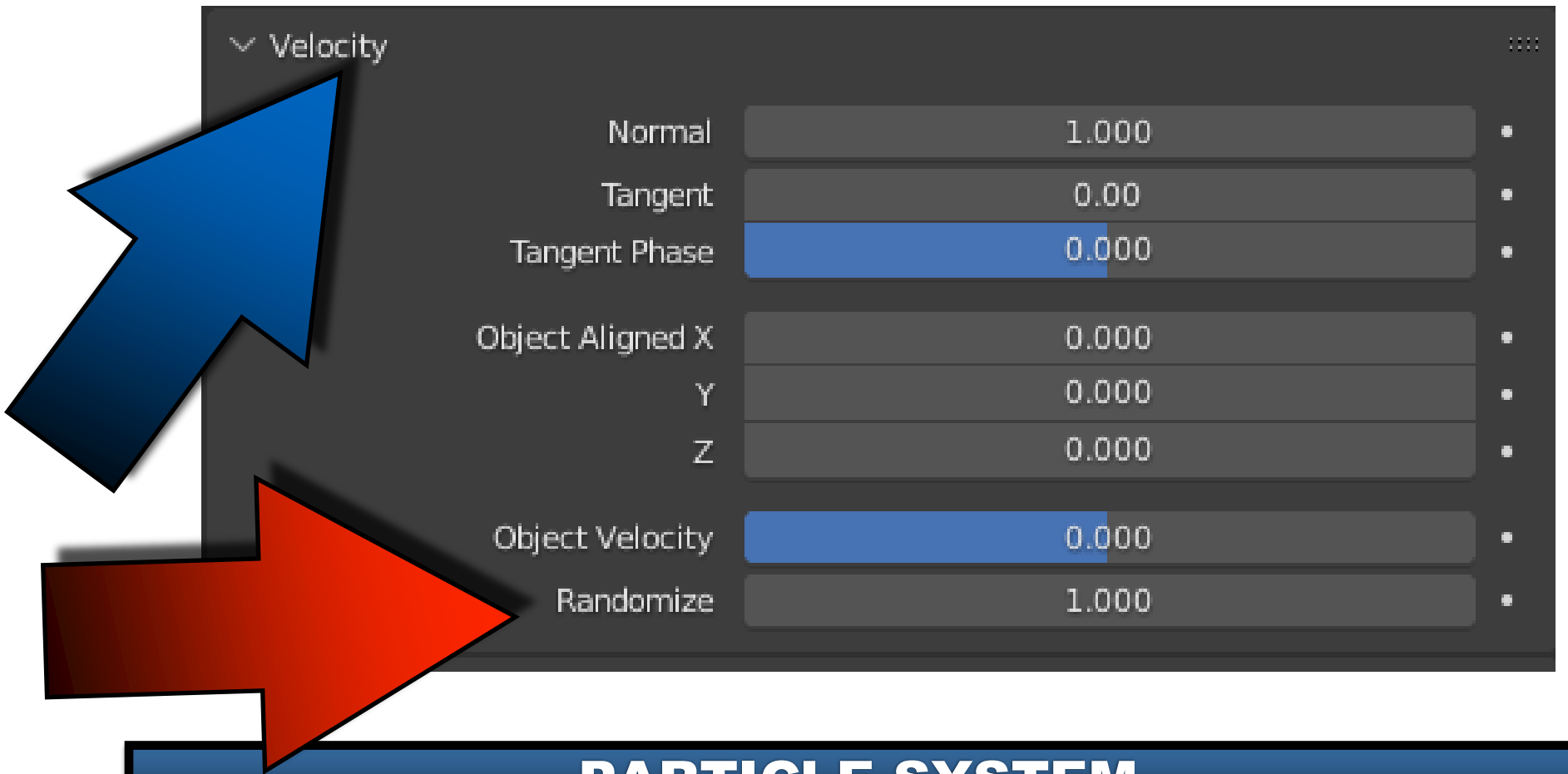
GO TO FILED WEIGHT AND CHANGE GRAVITY TO 0



PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtube.com/shorts/M3k9OiVR5Fk

IN VELOCITY RANDOMIZE SET TO 1

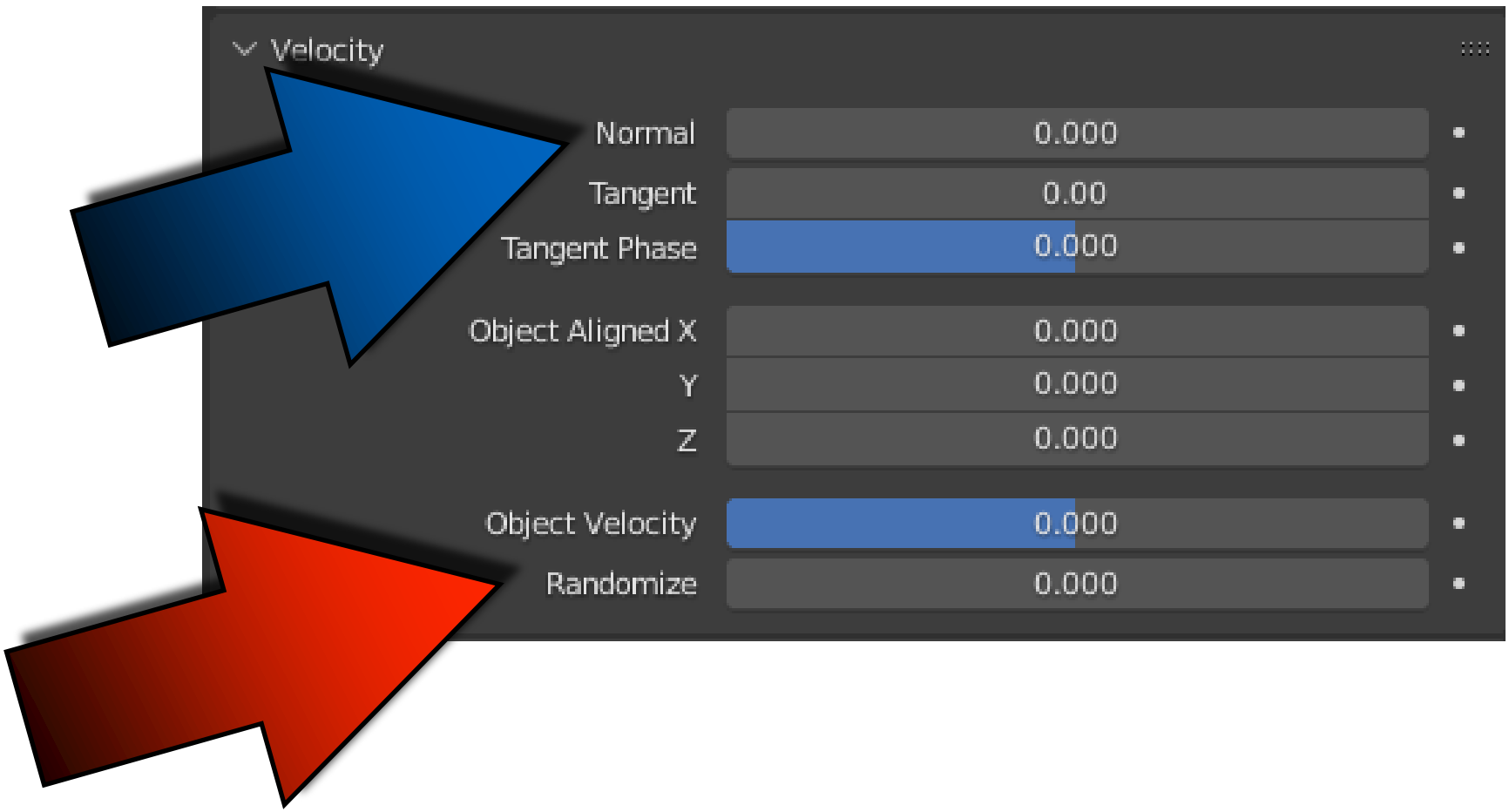


PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtube.com/shorts/5olpm_1cn2s?feature=share

SET NORMAL=0

RANDOMIZE=0



PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/SL4Ee6f9wsg

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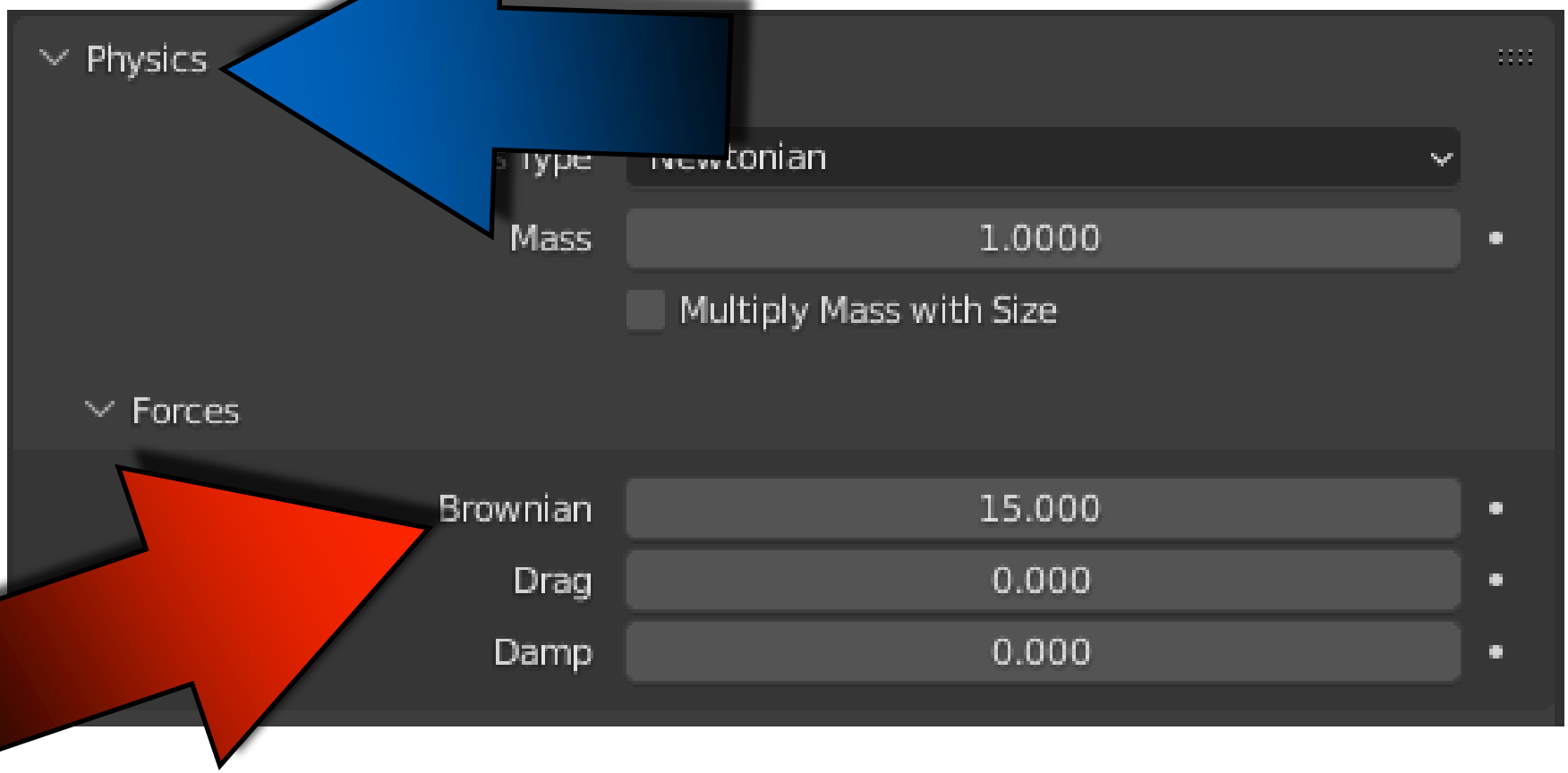
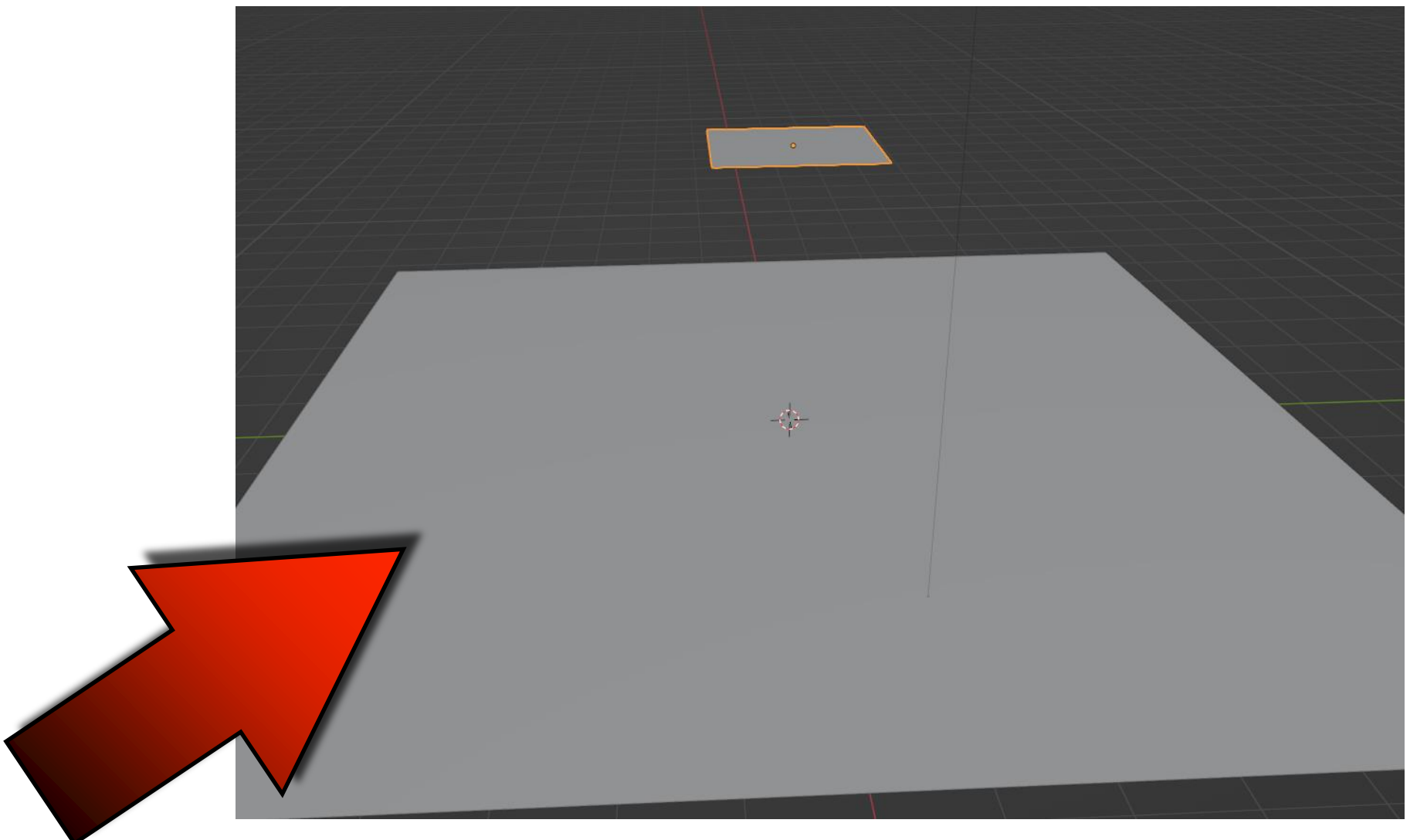
IN PHYSICS SET BROWNIAN TO 15



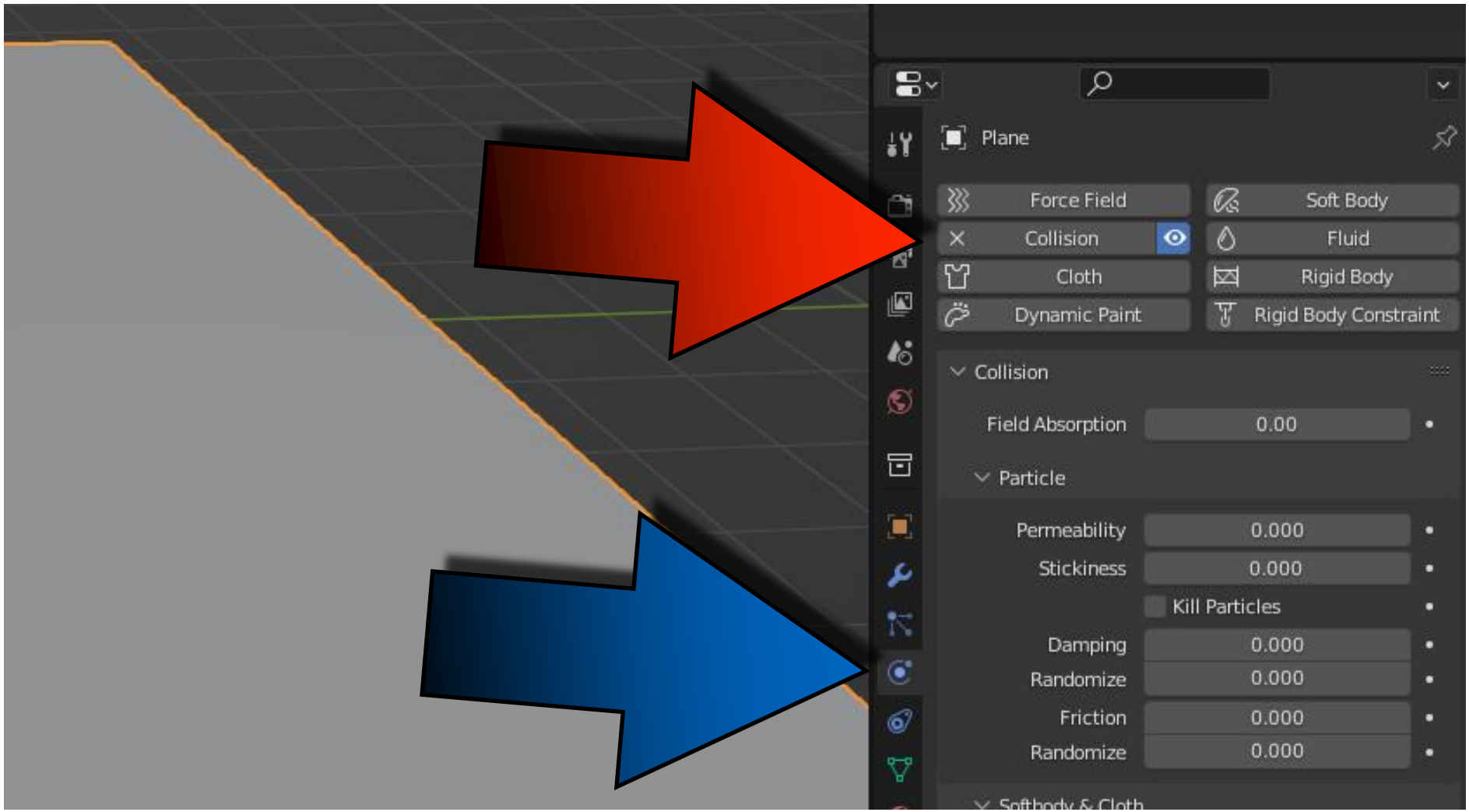
PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/XiQ99ZLVjBA

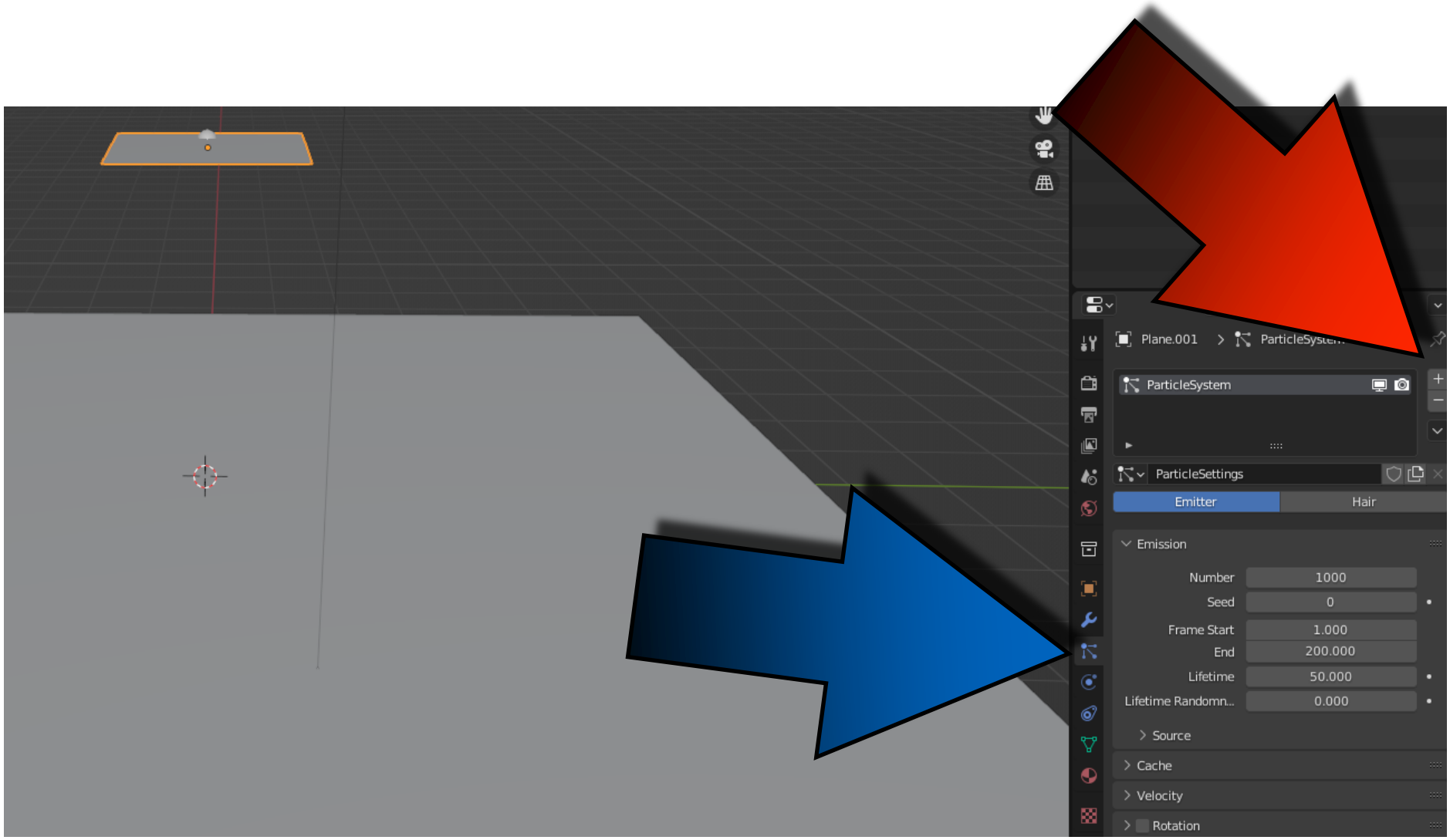
OPEN A NEW BLENDER AND INSERT TWO PLANES AS ON A SCREEN



FOR LOWER TURN ON COLLISION



FOR THE UPPER PARTICLE SYSTEM



PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/SlohDVKPvbY

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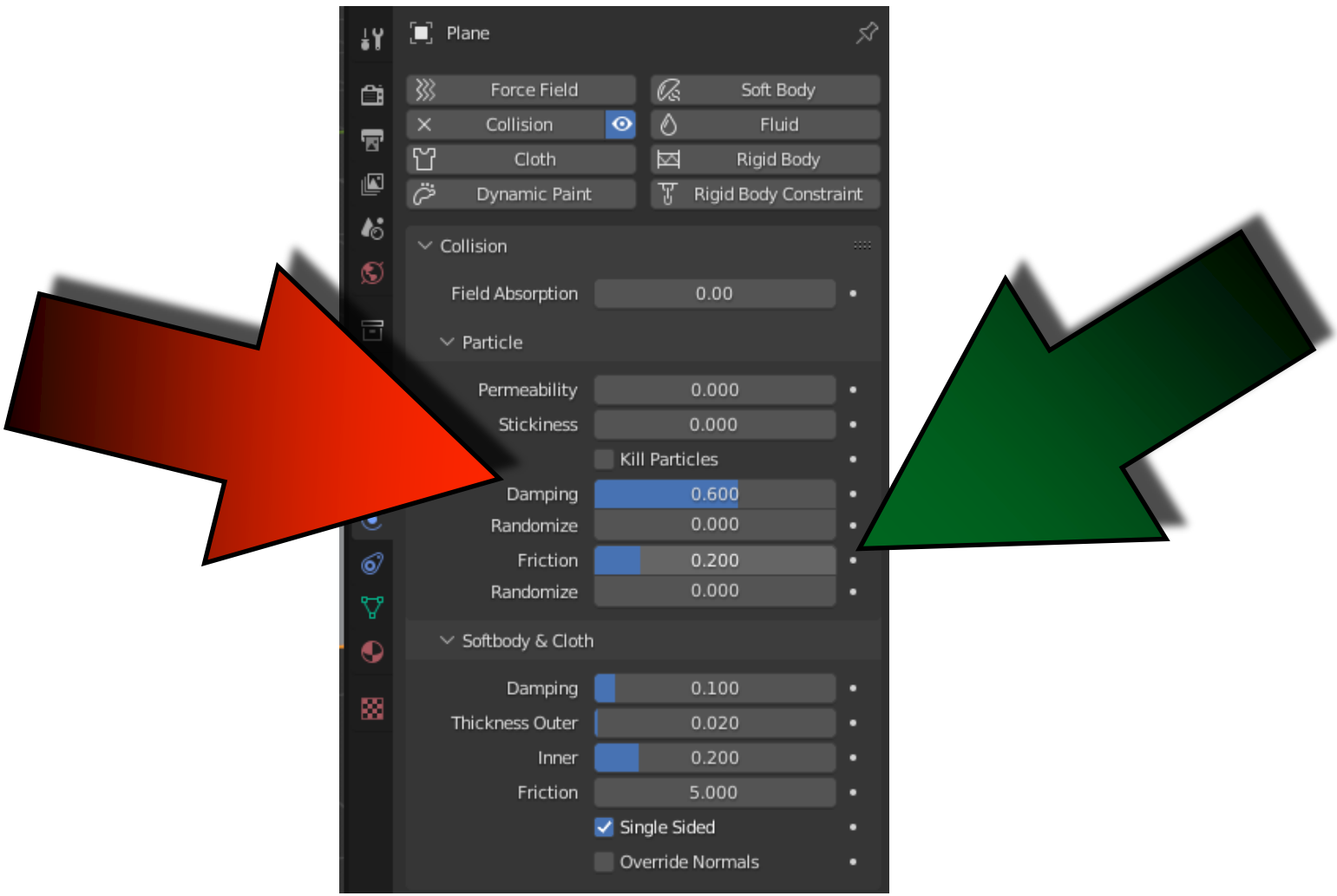
POWER OF AR AND VR

FOR LOWER PLANE SET

DAMPING TO 0.6 FRICTION TO 02

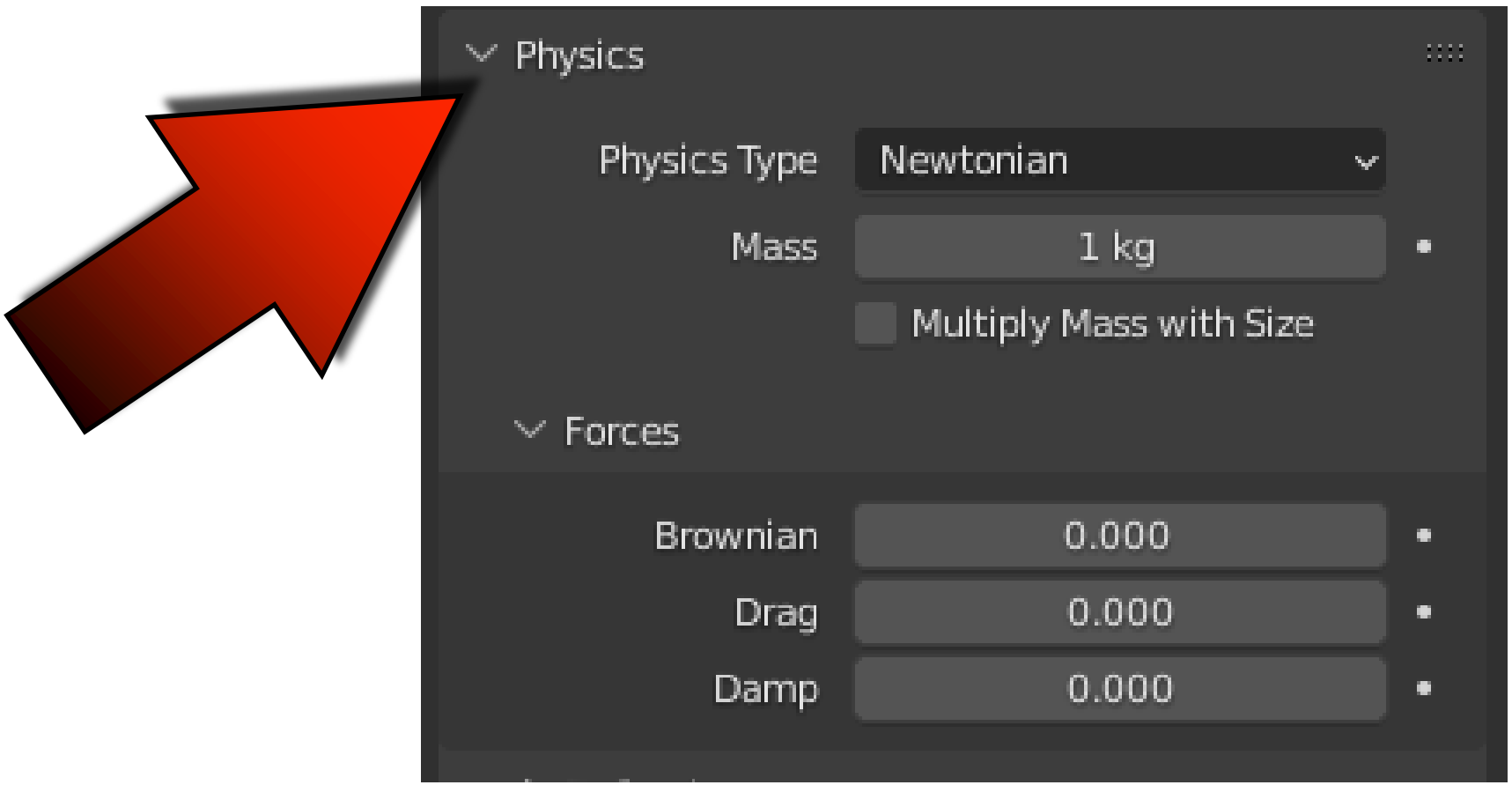


PARTICLE SYSTEM

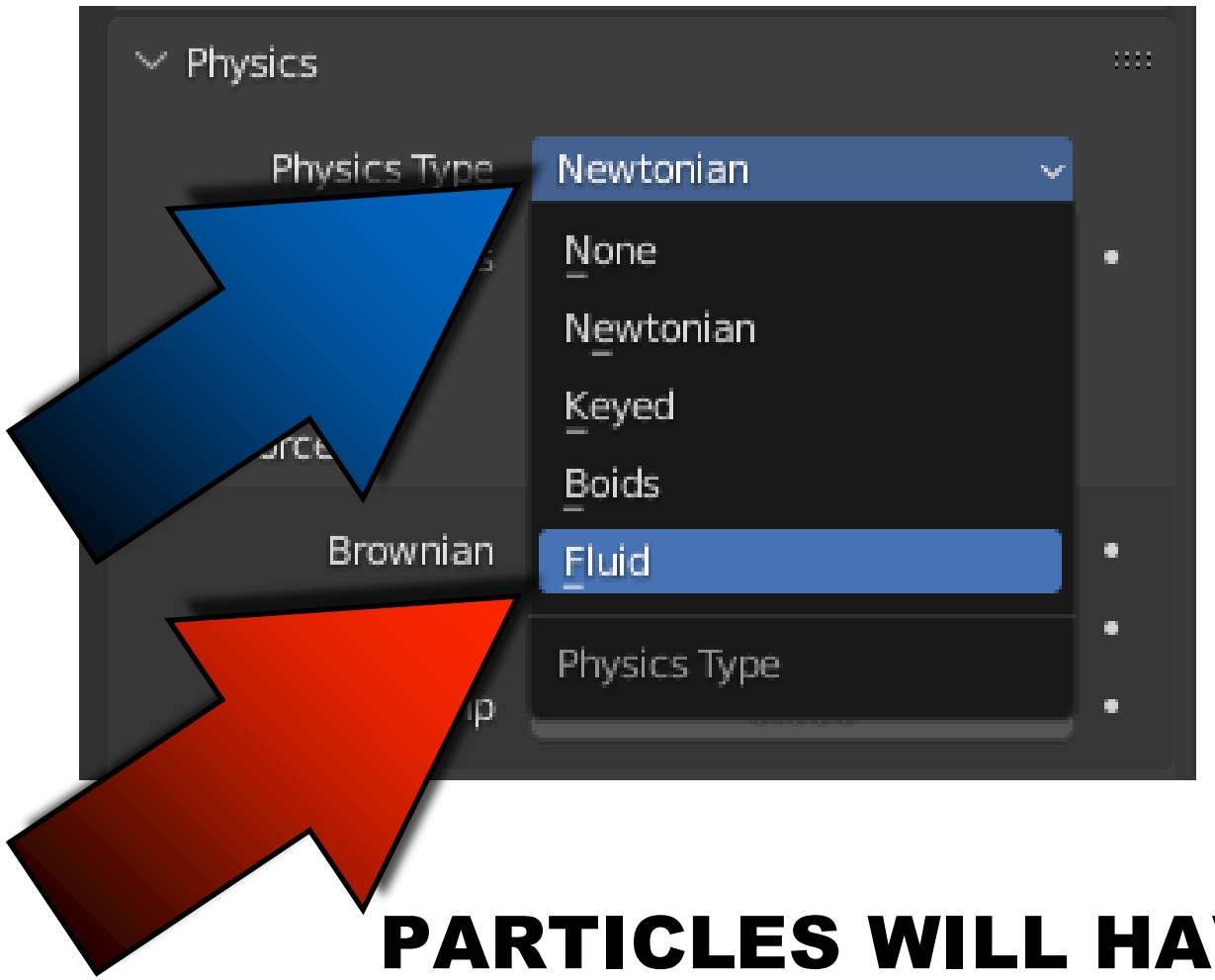
PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/yGaqh4dvwtA

FOR UPPER PLANE
GO TO PHYSICS

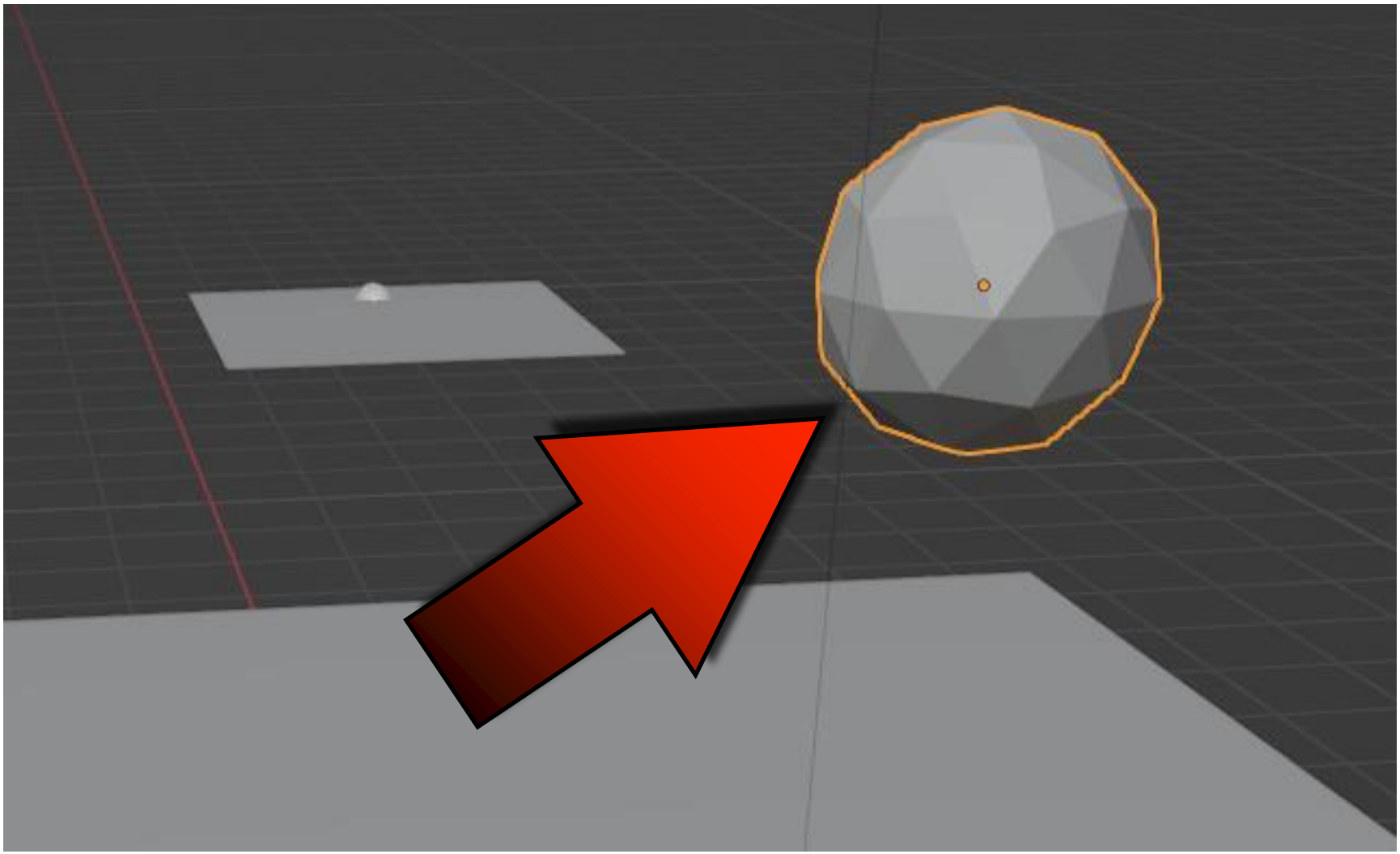


CHANGE
NEWTONIAN TO FLUID



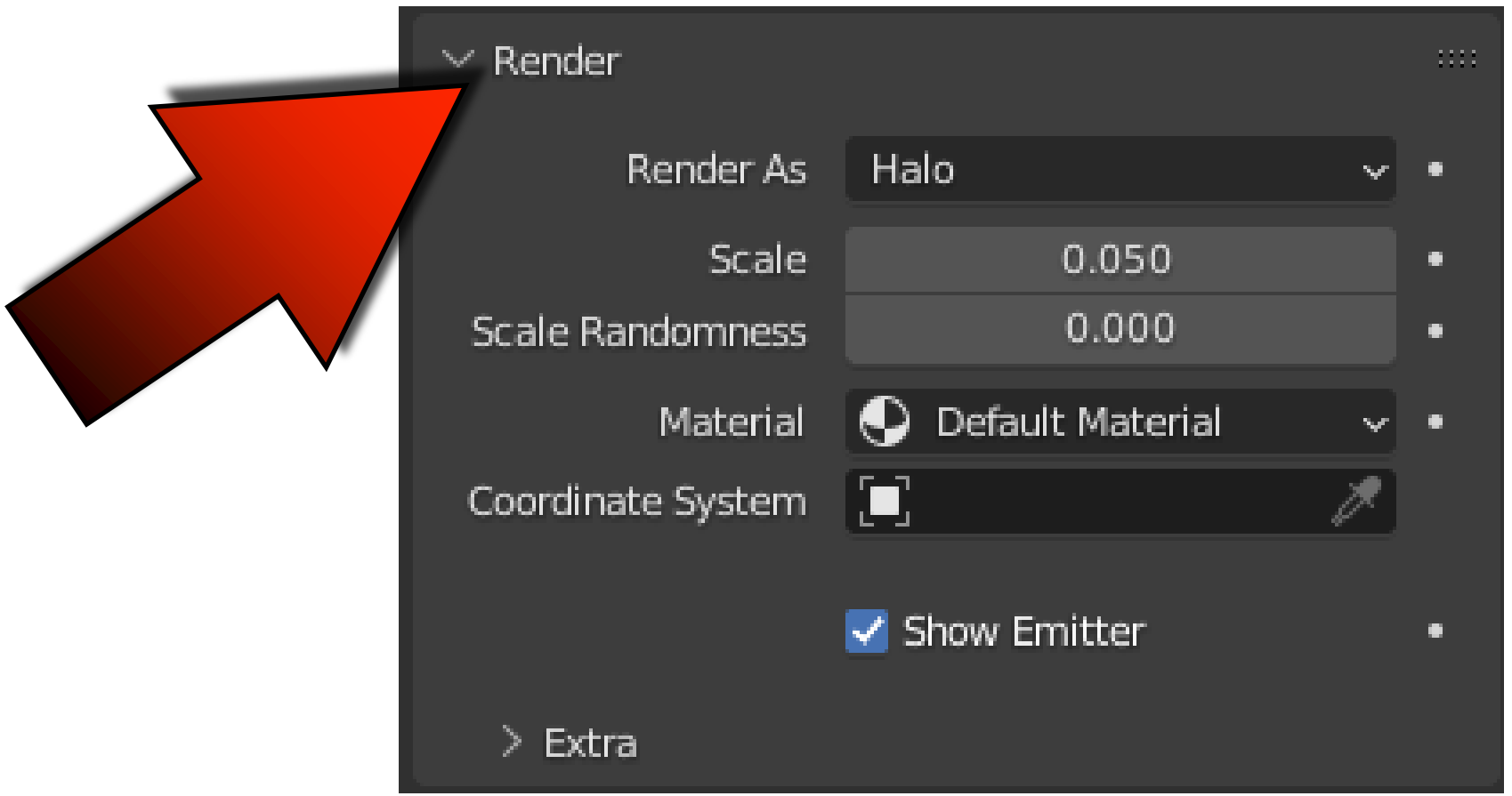
PARTICLES WILL HAVE
A TRENDS TO FOLLOW LIQUID

LET'S ADD ICO SPHERE

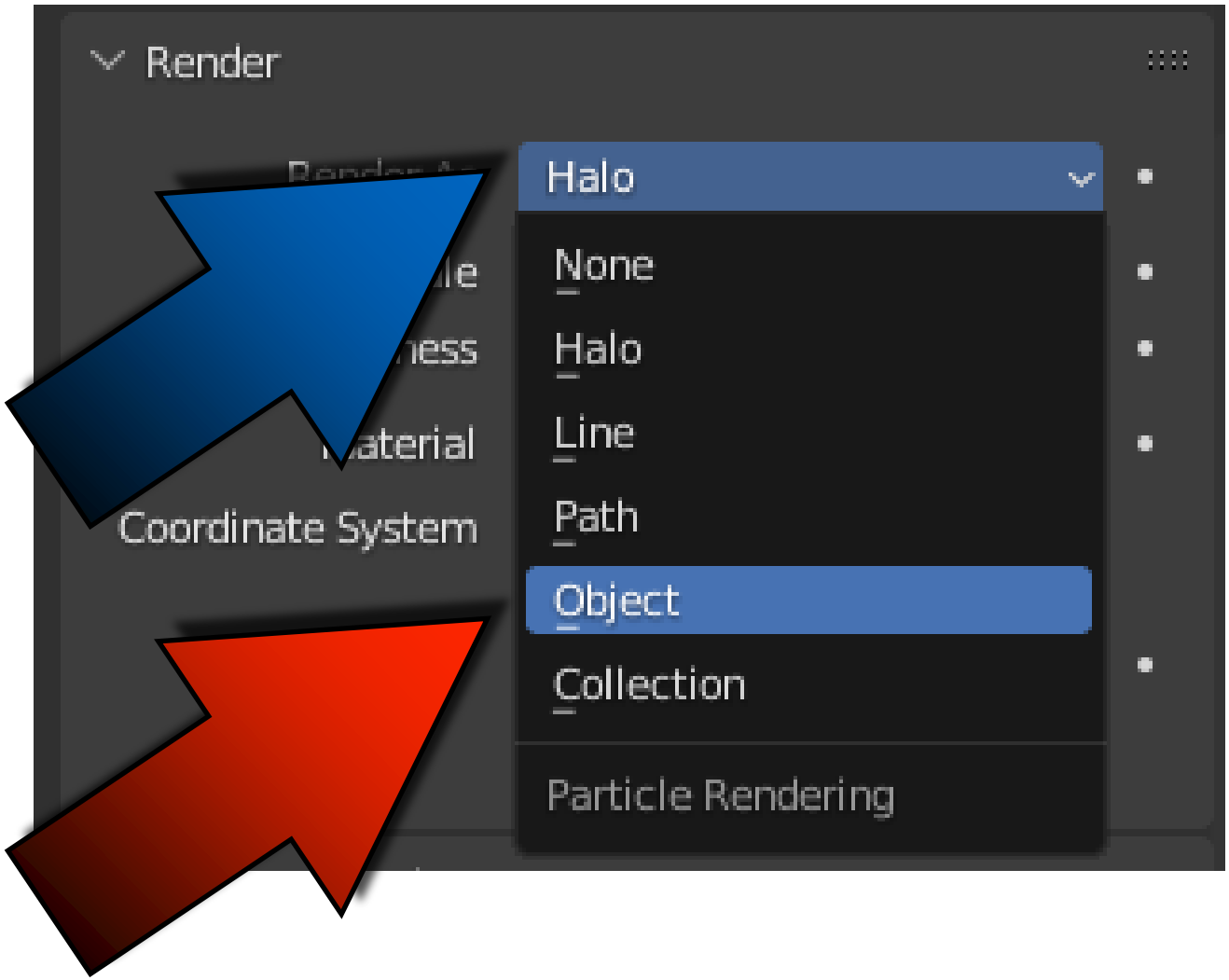


FOR UPPER PLANE

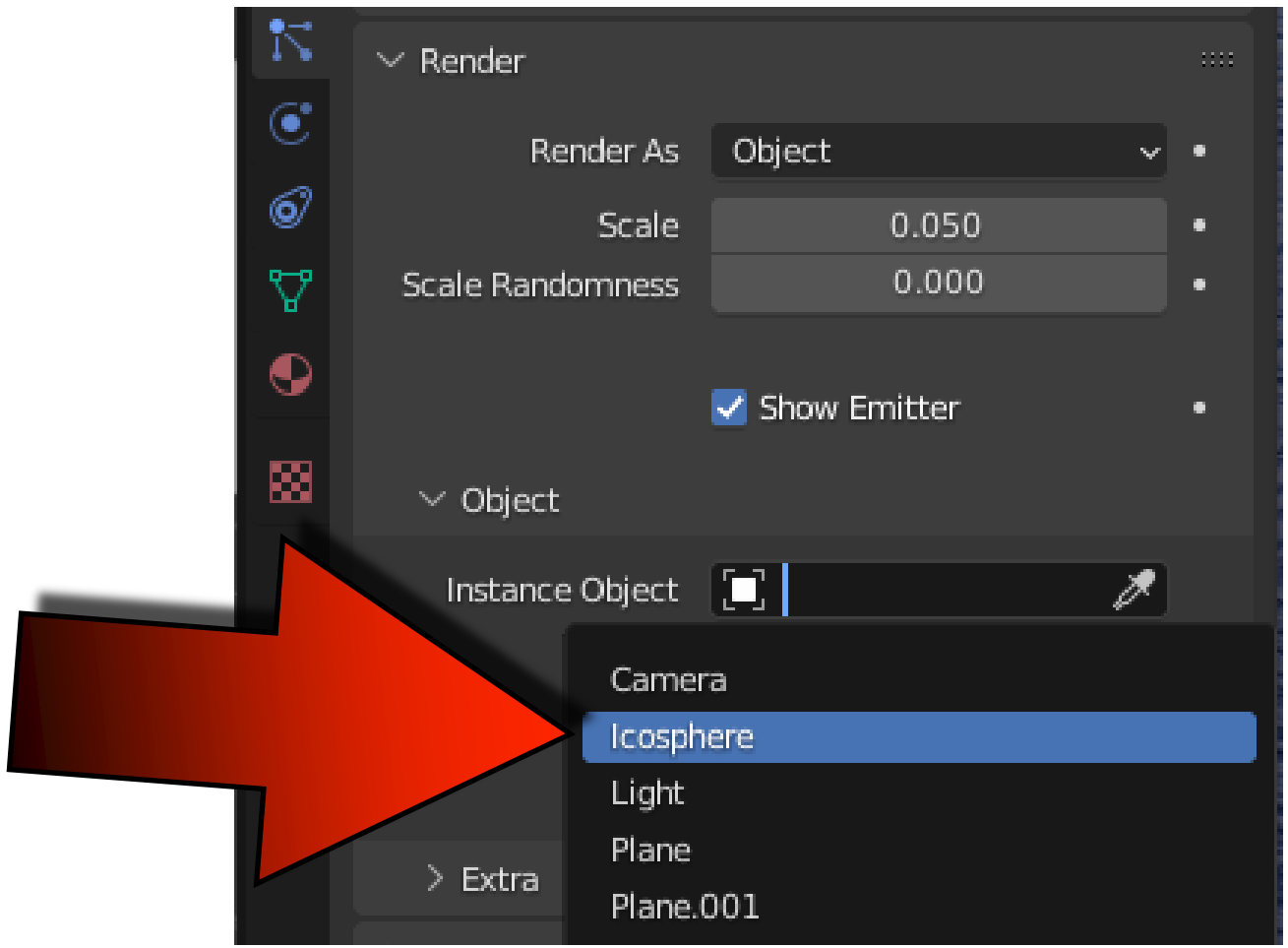
GO TO RENDER



CHANGE
HALO TO OBJECT



THEN CHOOSE ICOSPHERE



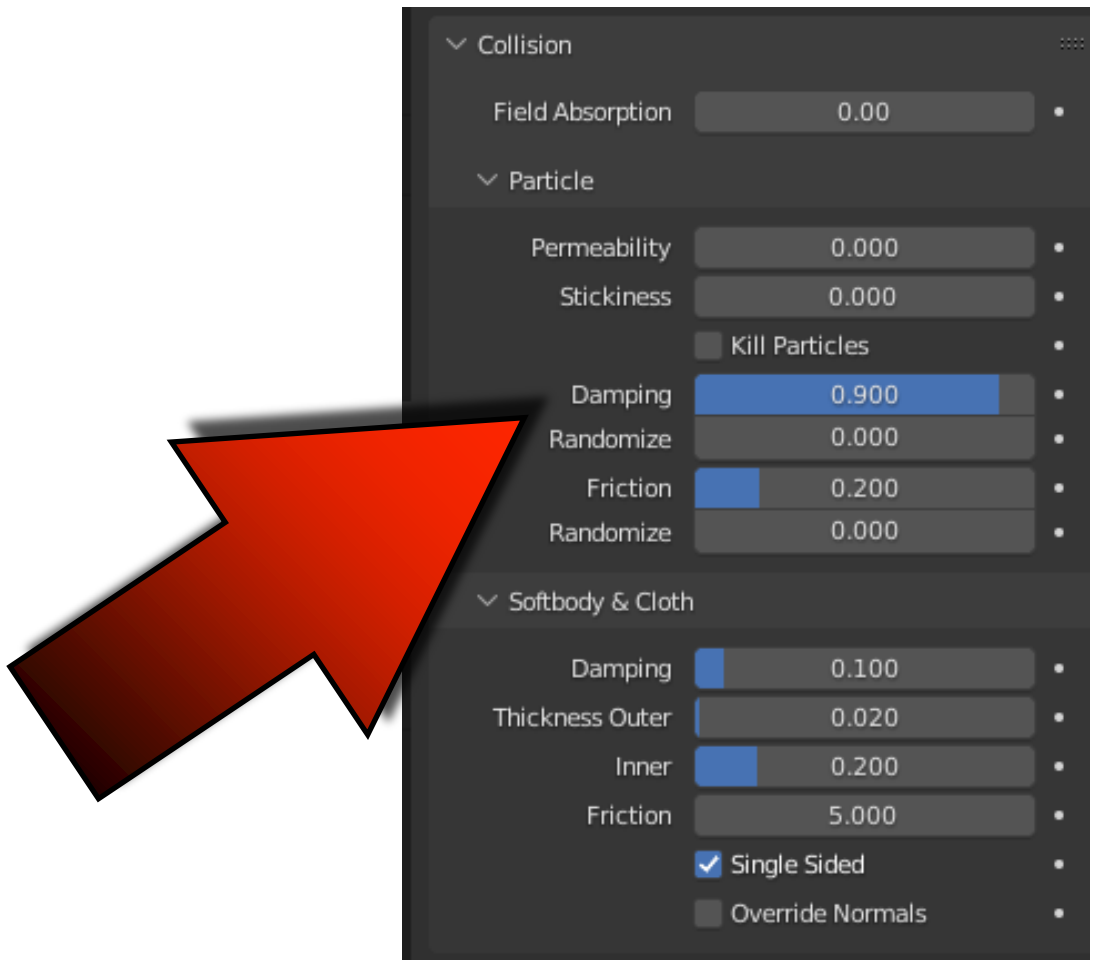
PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

NOW THE PARTICULARS WILL BE ICO SPHERA

https://youtu.be/aOiCcqxW-TU

FOR LOWER PLANE CHANGE DAMPING TO 0.9



PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

WE OBTAIN THE EFFECT OF COMBINING PARTICLES AS IN LIQUIDS

https://youtu.be/IRo2L5wJGLE

THERE MAY BE SEVERAL SOURCES OF PARTICLES

YouTube

https://youtu.be/Qf1P6JgnEcM

WE CAN SIMULATE A FLIGHT OF INSECTS

YouTube

https://youtu.be/aIM0GwKryY8

IN CREATING ANIMATION
WE ARE LIMITED ONLY BY IMAGINATION

YouTube

https://youtu.be/7bvOPuCwF8A

THANK YOU FOR YOUR ATTENTION

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