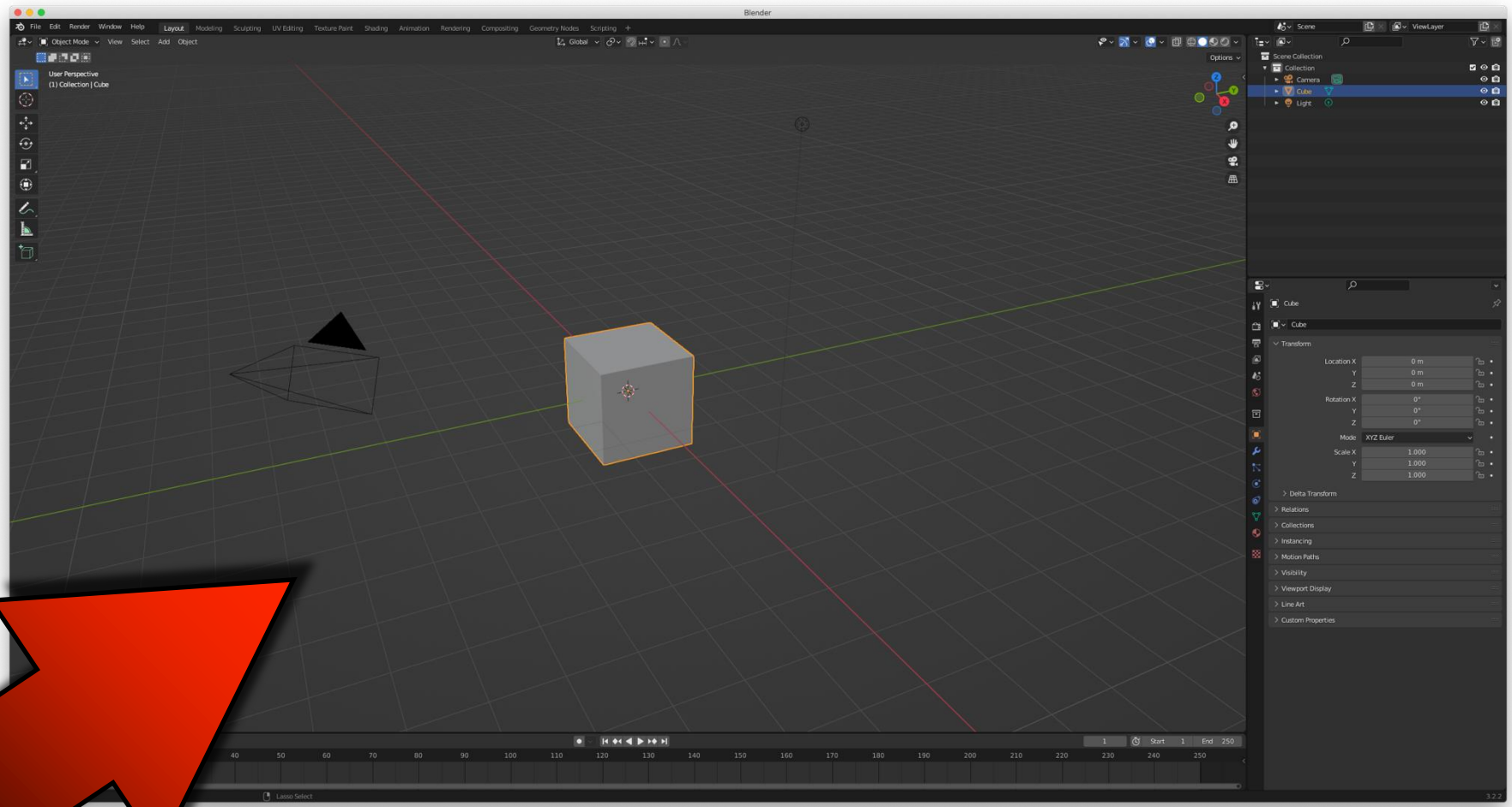
POWER OF AR AND VR

DOMINIO DAY

Co-funded by
the European Union

JACEK KAWAŁEK

START BLENDER

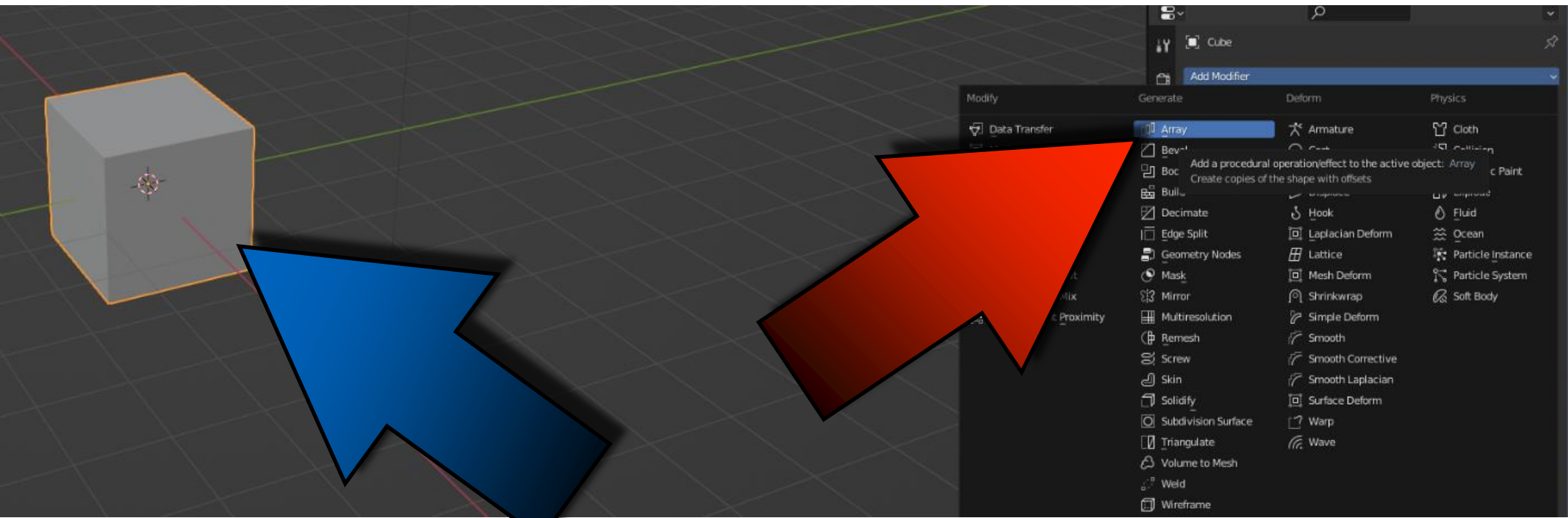


Co-funded by the European Union

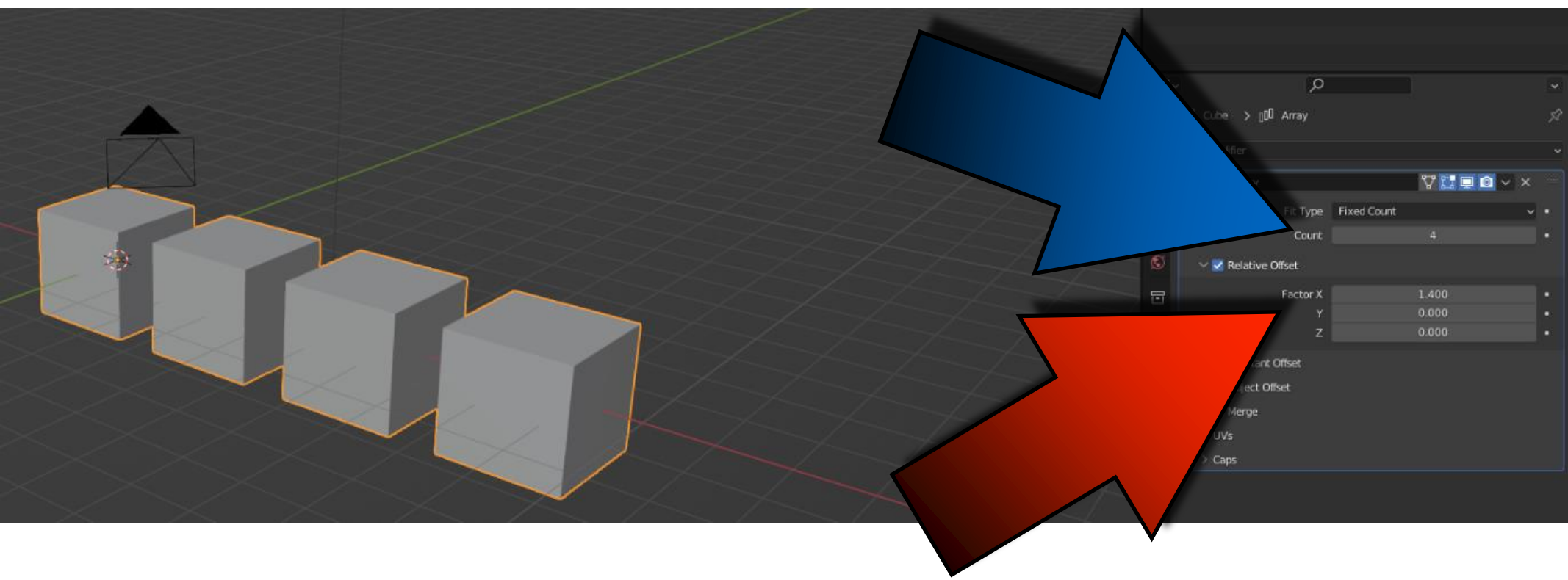
POWER OF AR AND VR

FOR CUBE

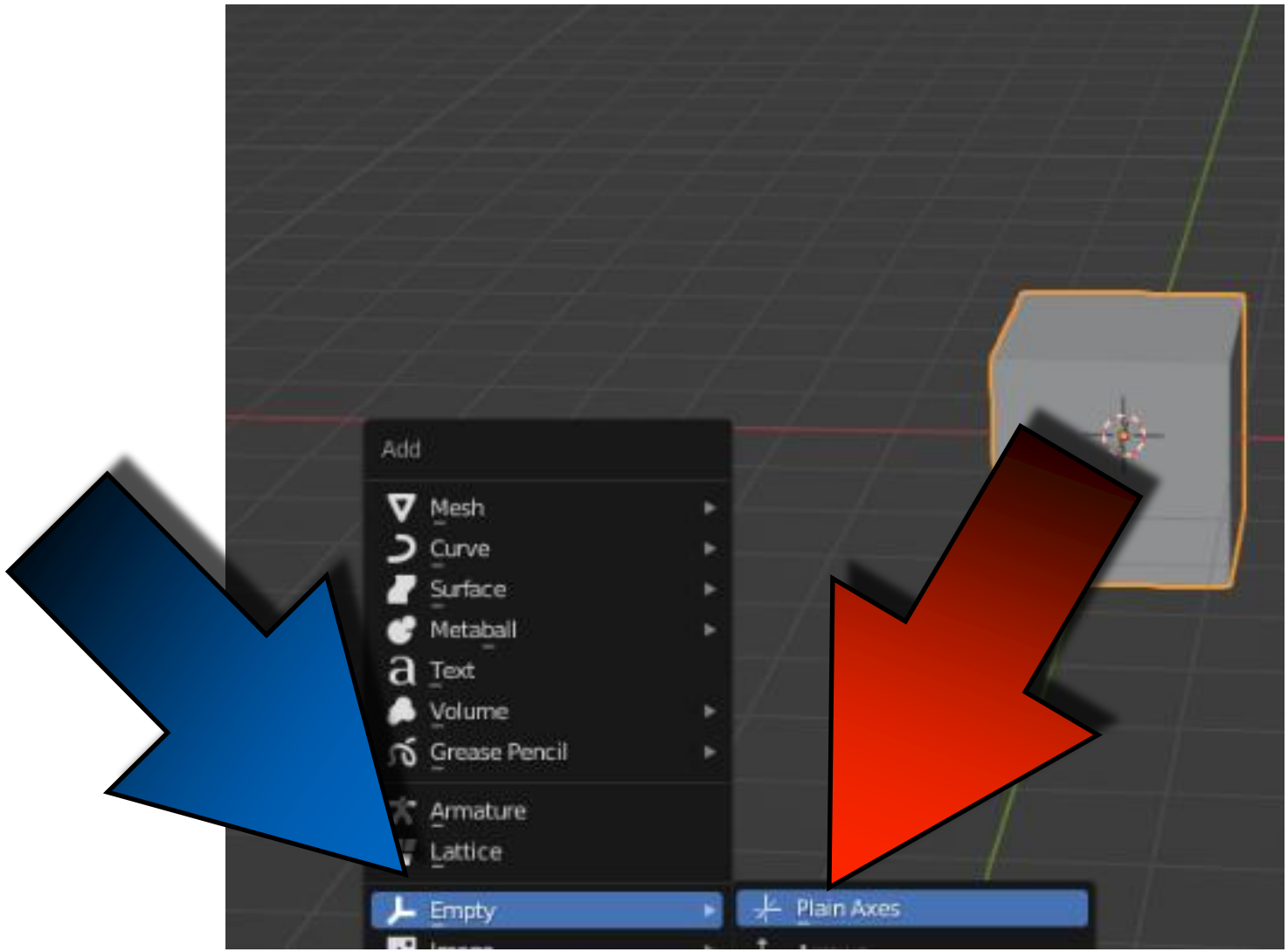
ADD ARRAY MODIFIER



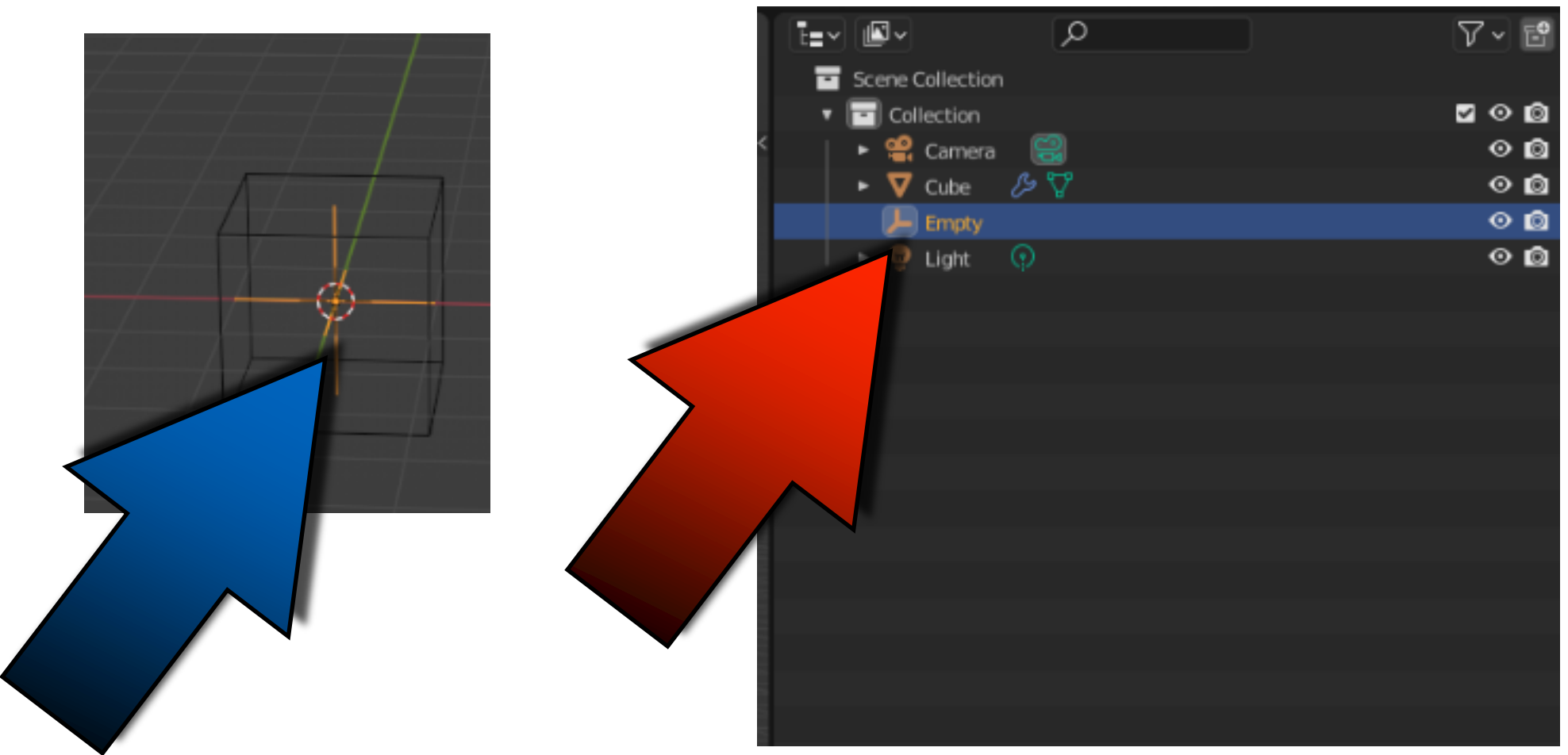
CHANGE
COUNT = 4 AND FACTOR X = 1.4



ADD EMPTY / PLANE AXES



MARK THE EMPTY OBJECT IN THE OUTLINER WINDOW



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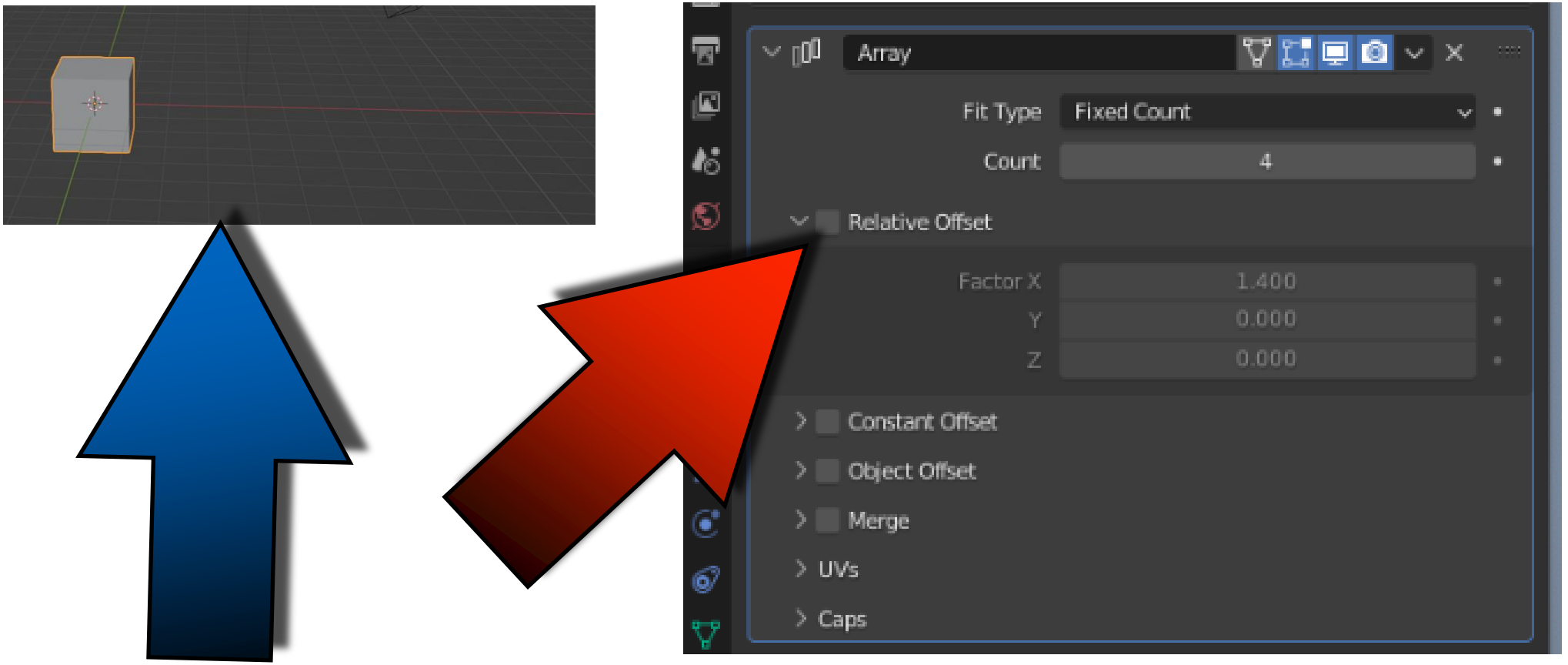
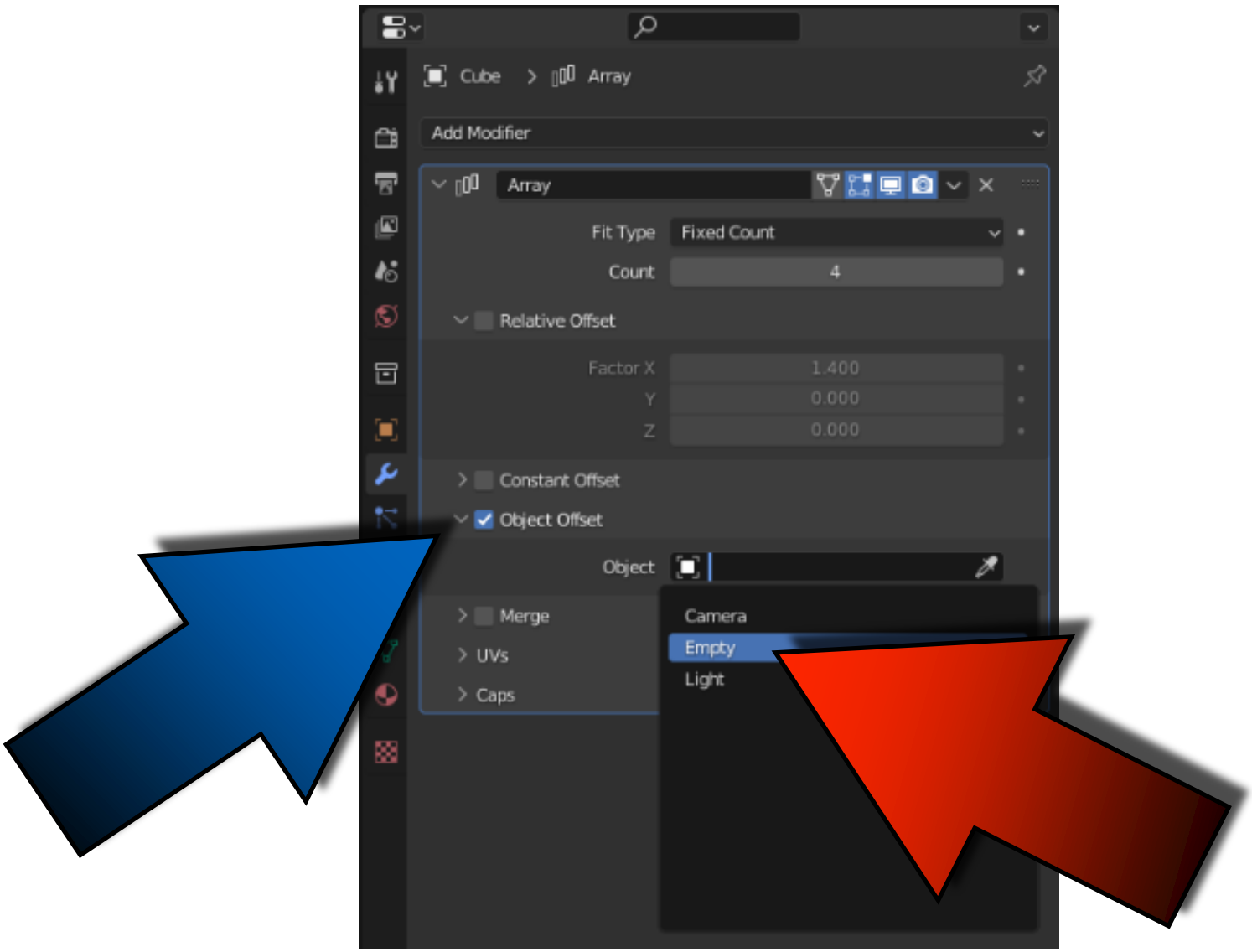
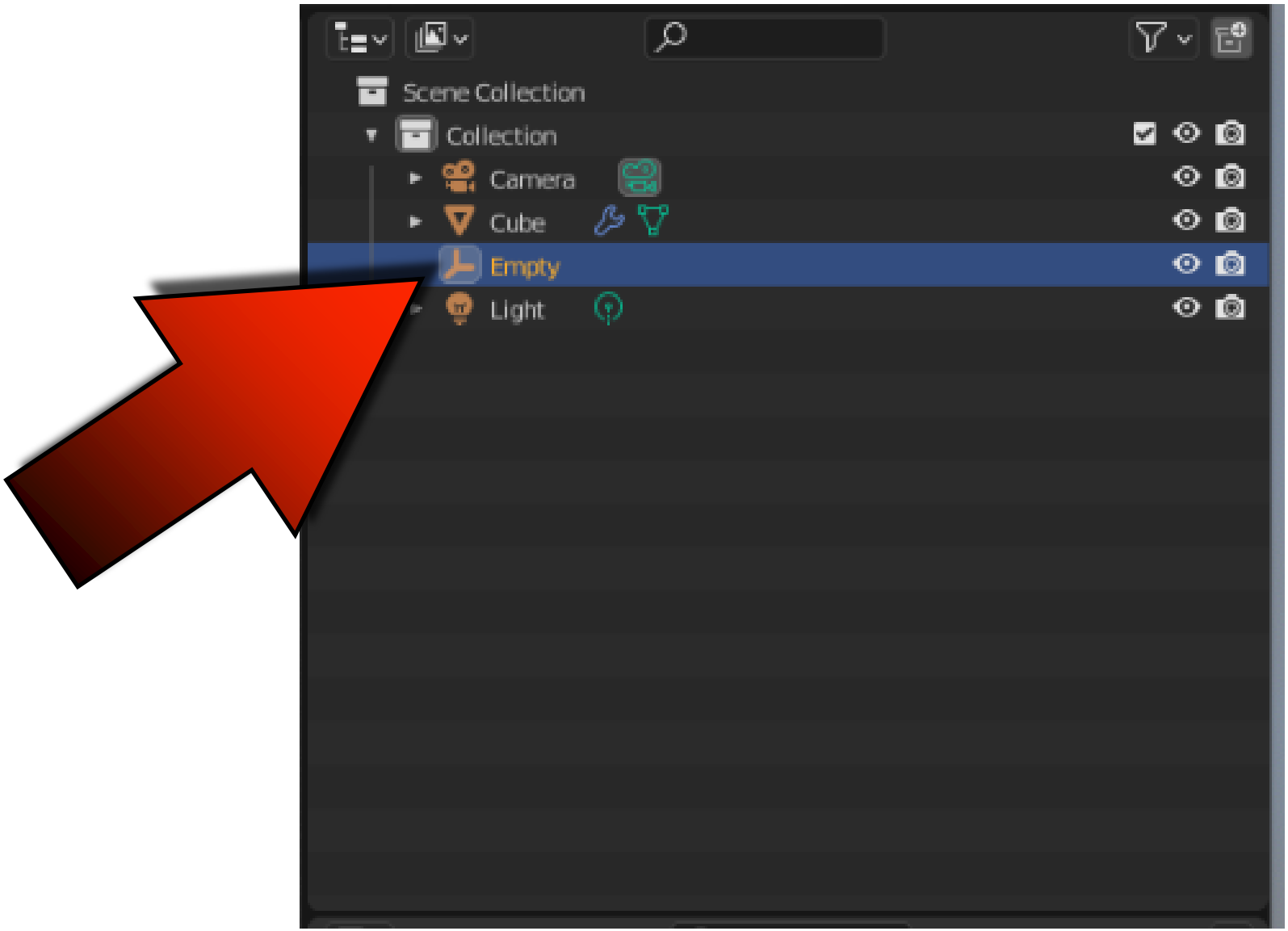
TURN OFF
RELATIVE OFFSET



TURN ON OBJECT OFFSET AND CHOOSE EMPTY



SELECT EMPTY



MOVE EMPTY ON THE X AXIS

https://youtu.be/FB1qBzmSW_I

ROTATE EMPTY - TOP ORTHOGRAPHIC VIEW

https://youtu.be/MZQI3sN4mCc

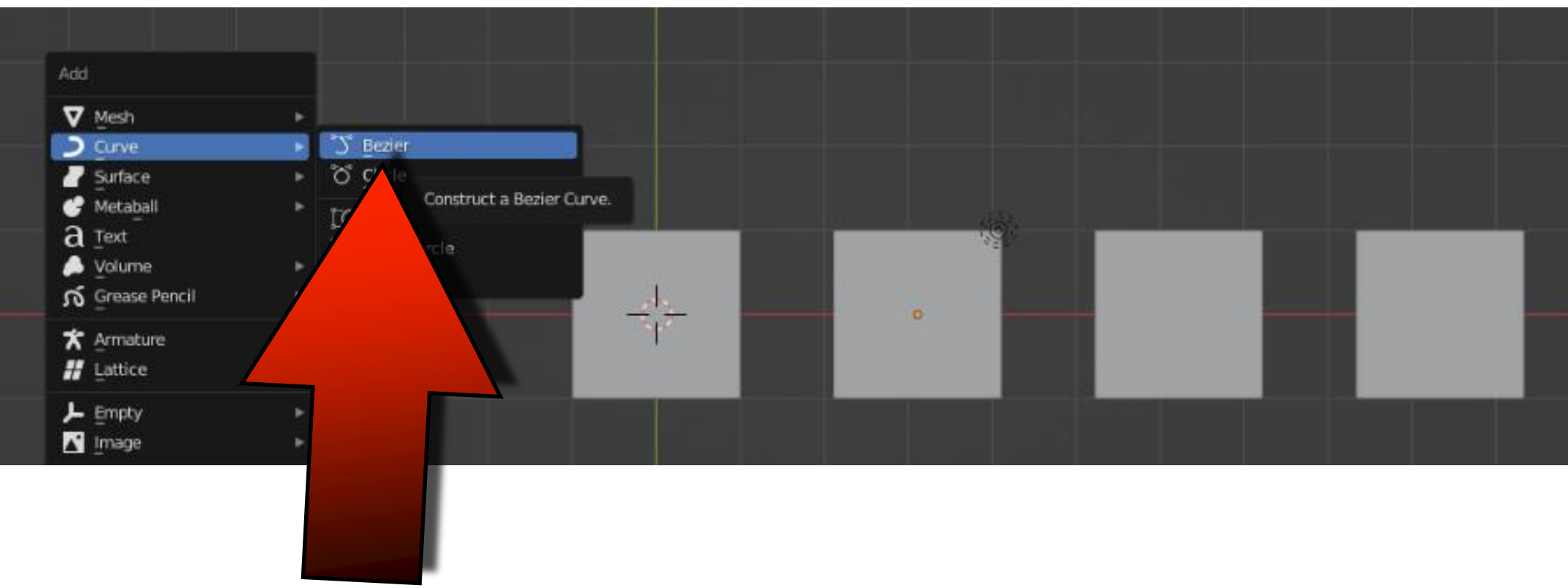
SCALE EMPTY

https://youtu.be/KvbJzDs5qhs

ROTATION OF THE EMPTY ABOUT THE X AXIS

https://youtu.be/jMi4rIRaA-w

ADD BEZIER CURVE



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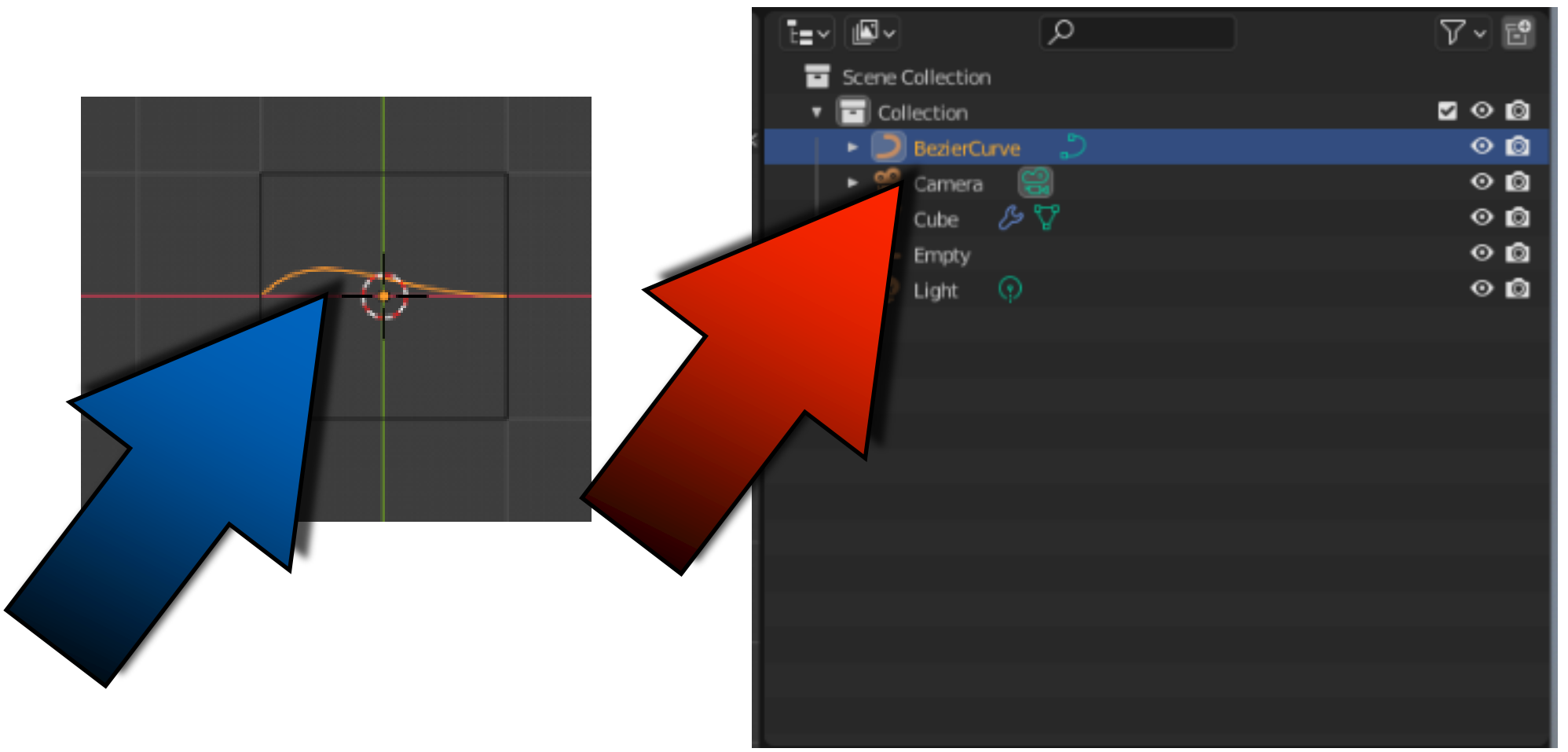
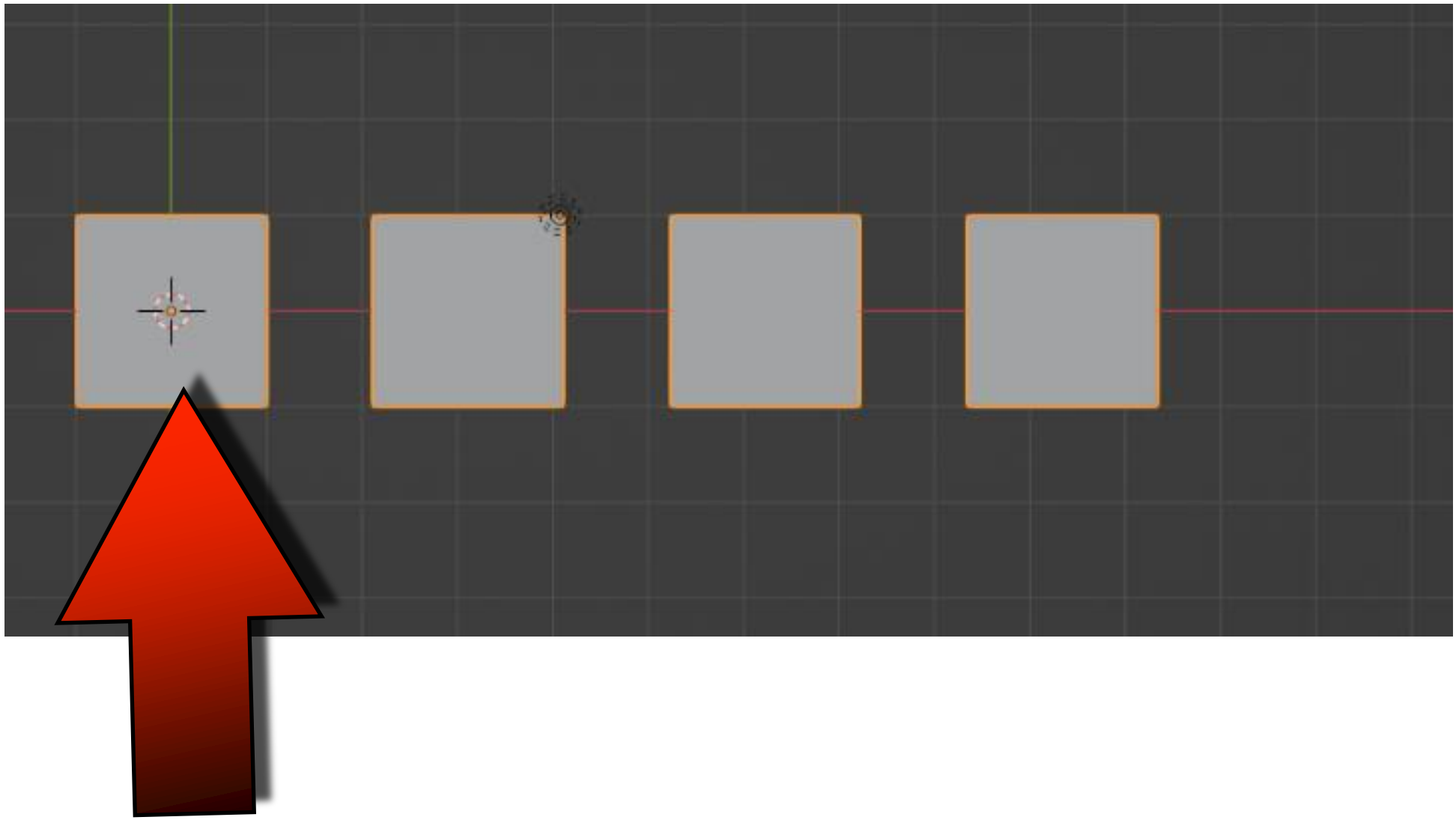
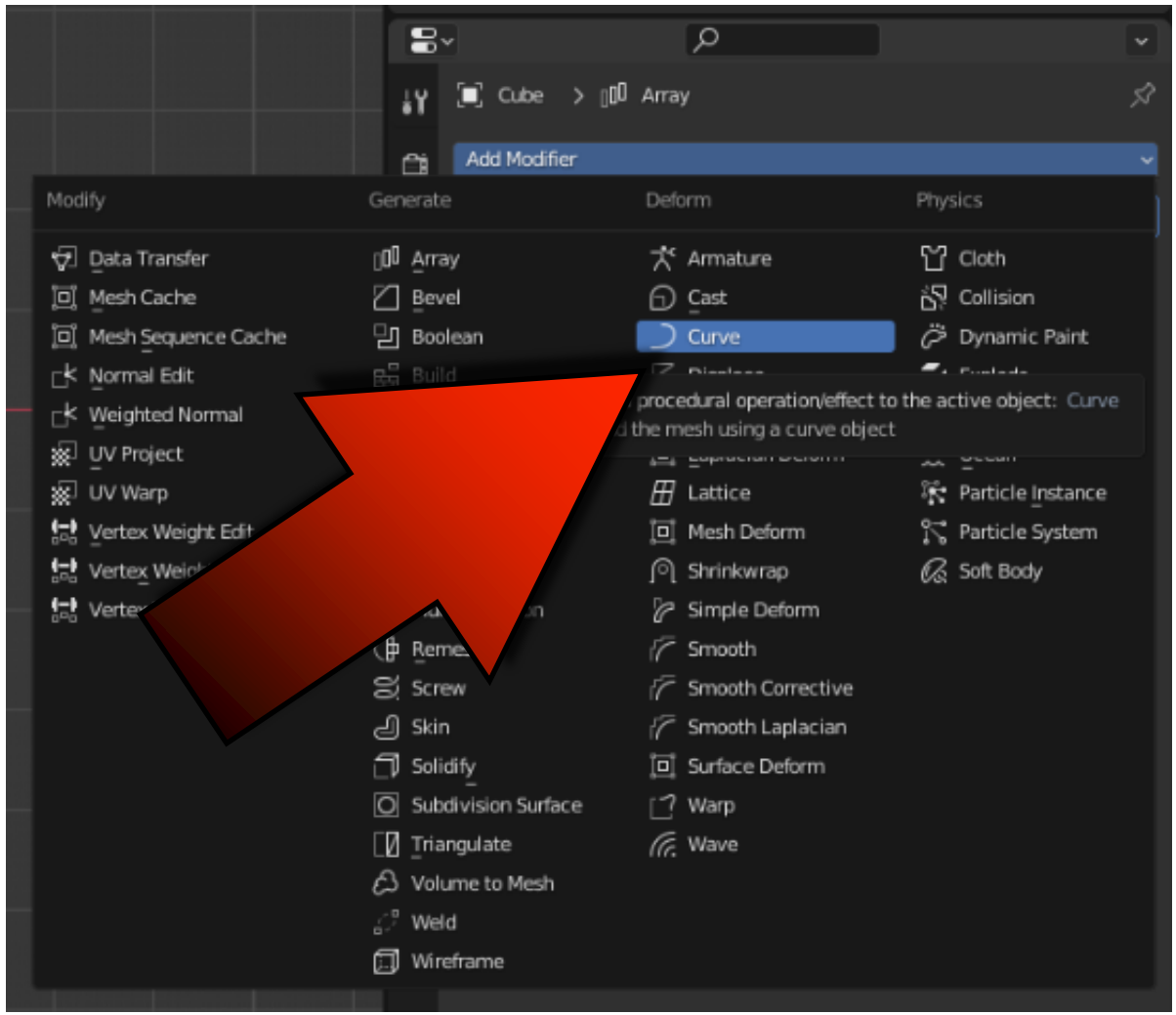
MARK THE BEZIER CURVE IN THE OUTLINER WINDOW



SELECT CUBE



ADD CURVE MODIFIER



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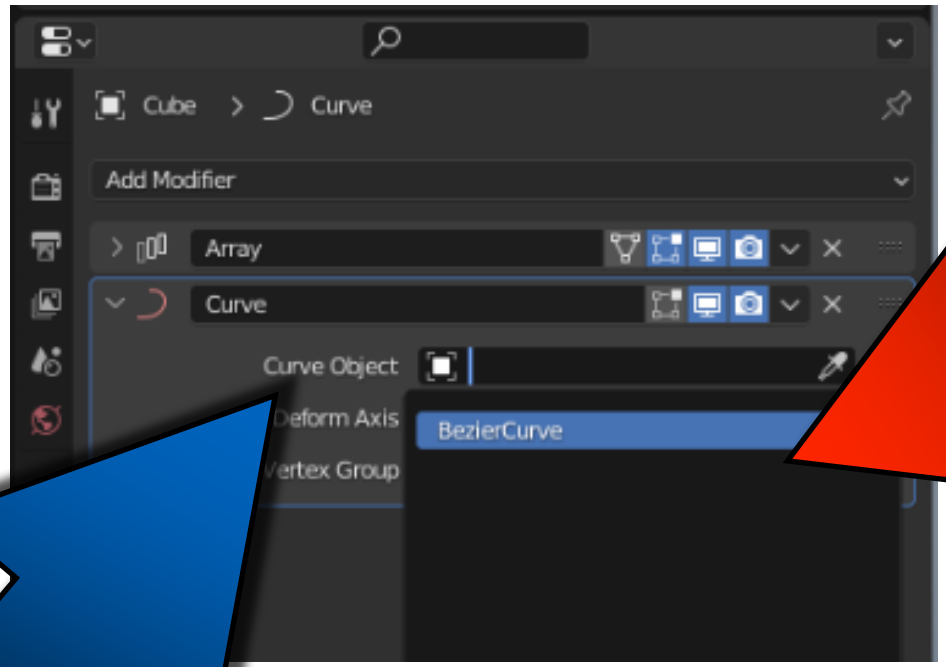
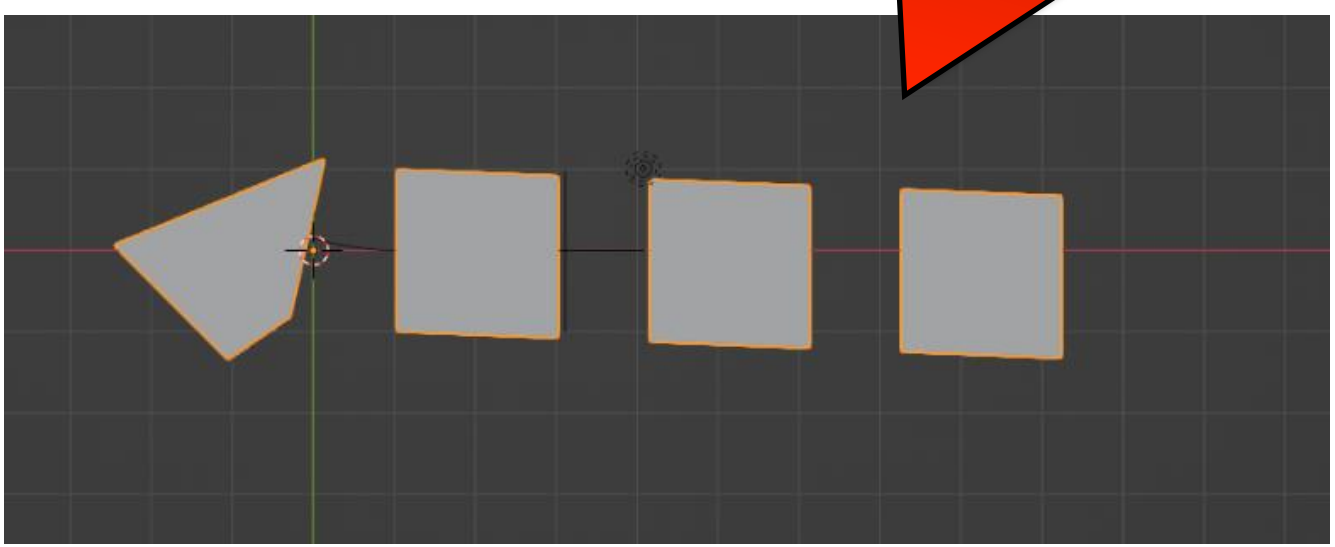
POWER OF AR AND VR

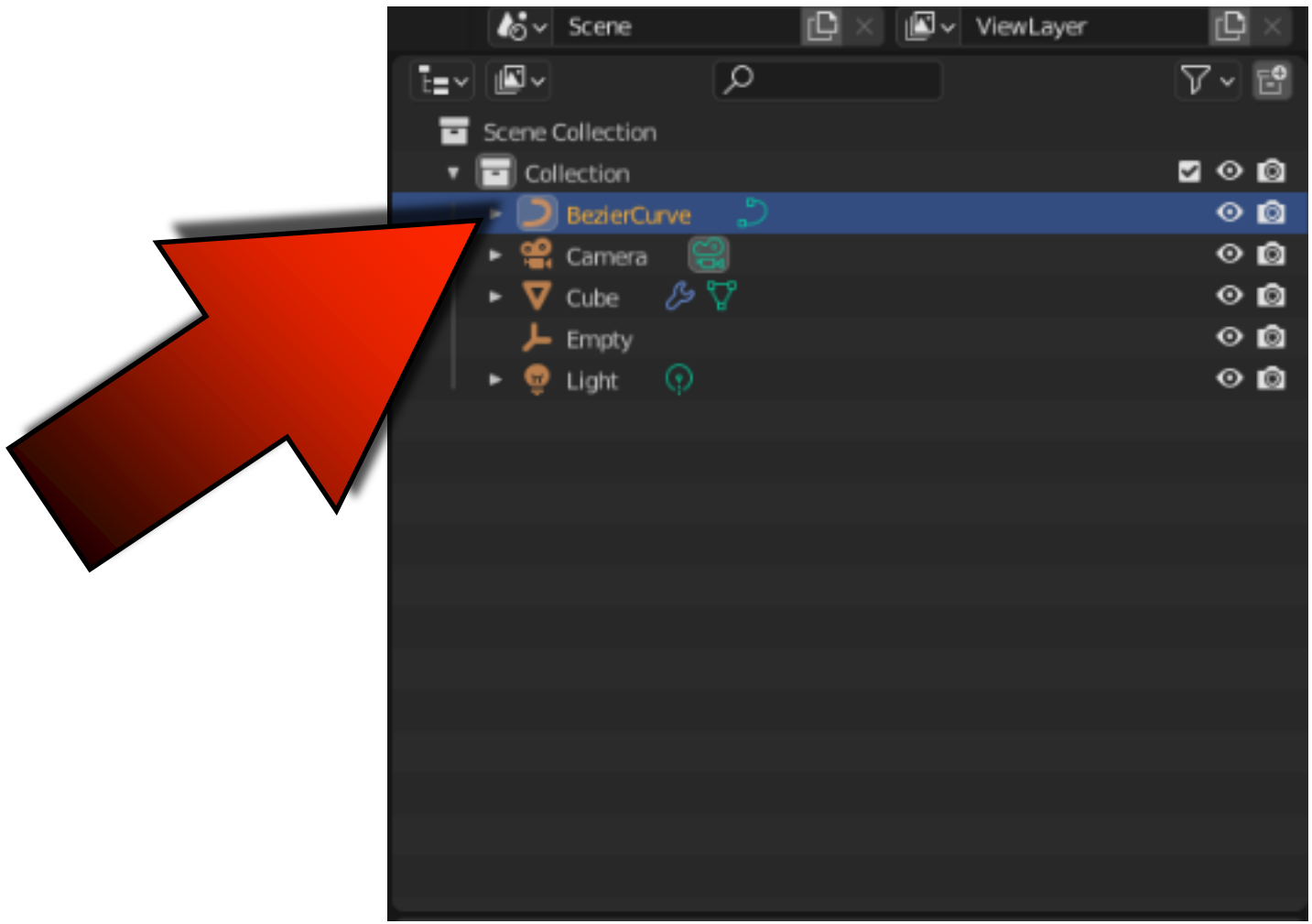
AS CURVE OBJECT CHOOSE BEZIER CURVE





DOMINO DAY

SELECT BEZIER CURVE



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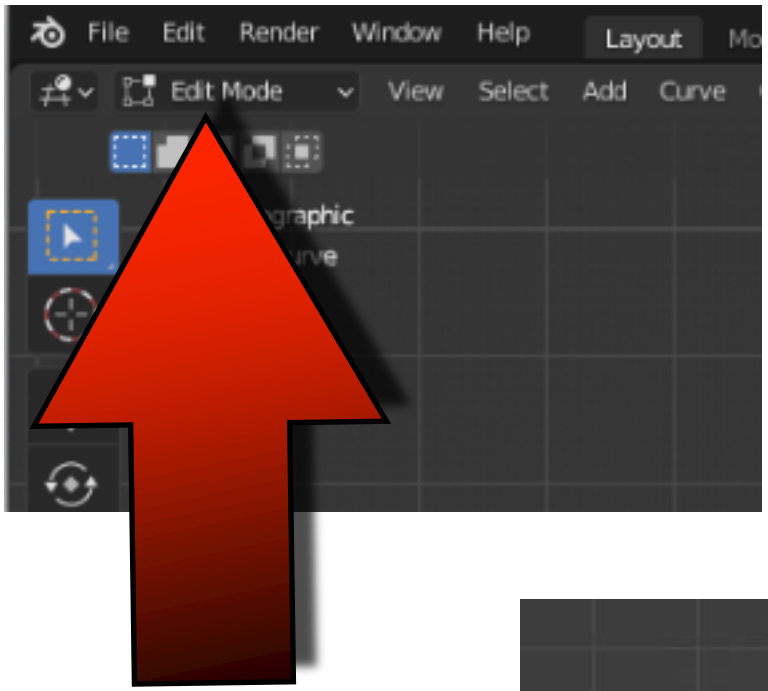
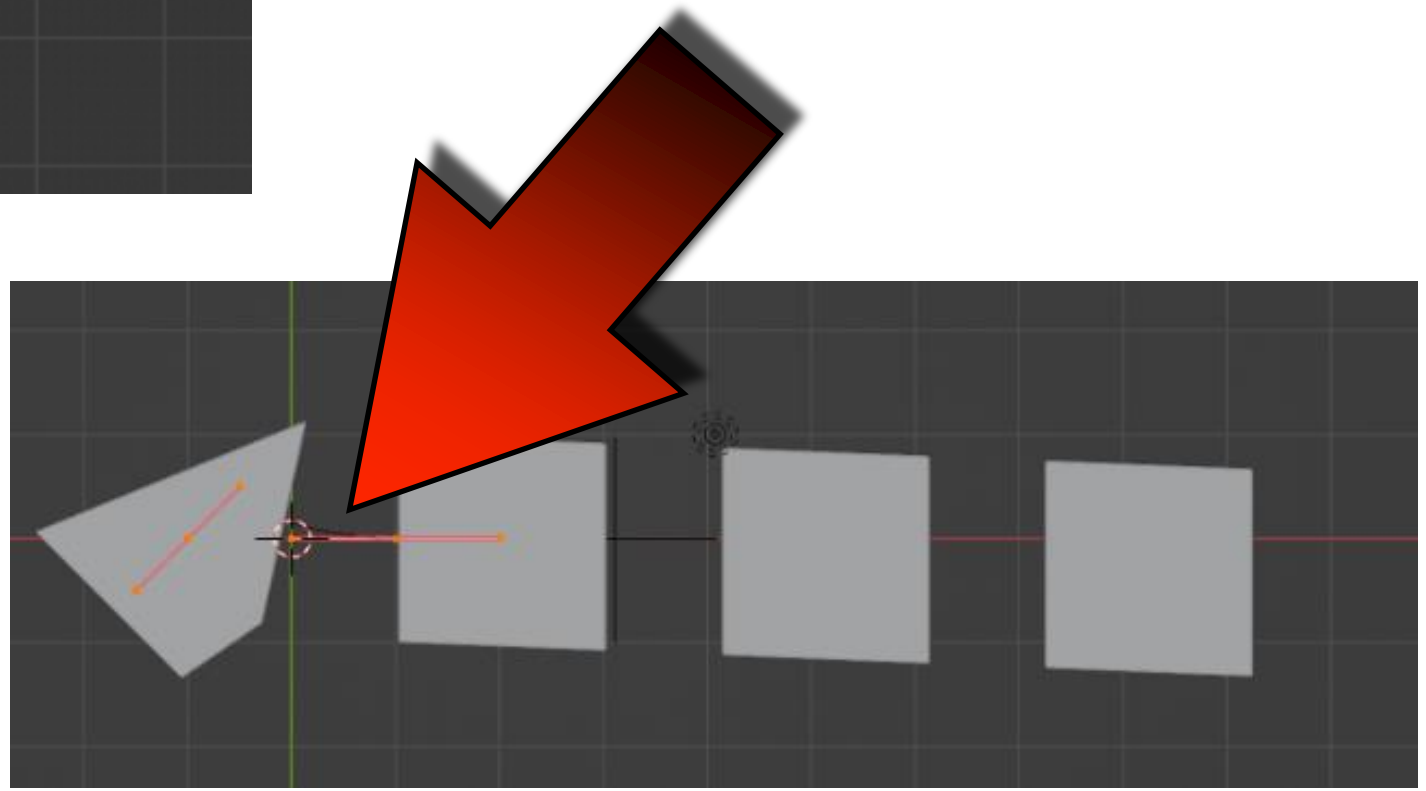
GO TO EDIT MODE





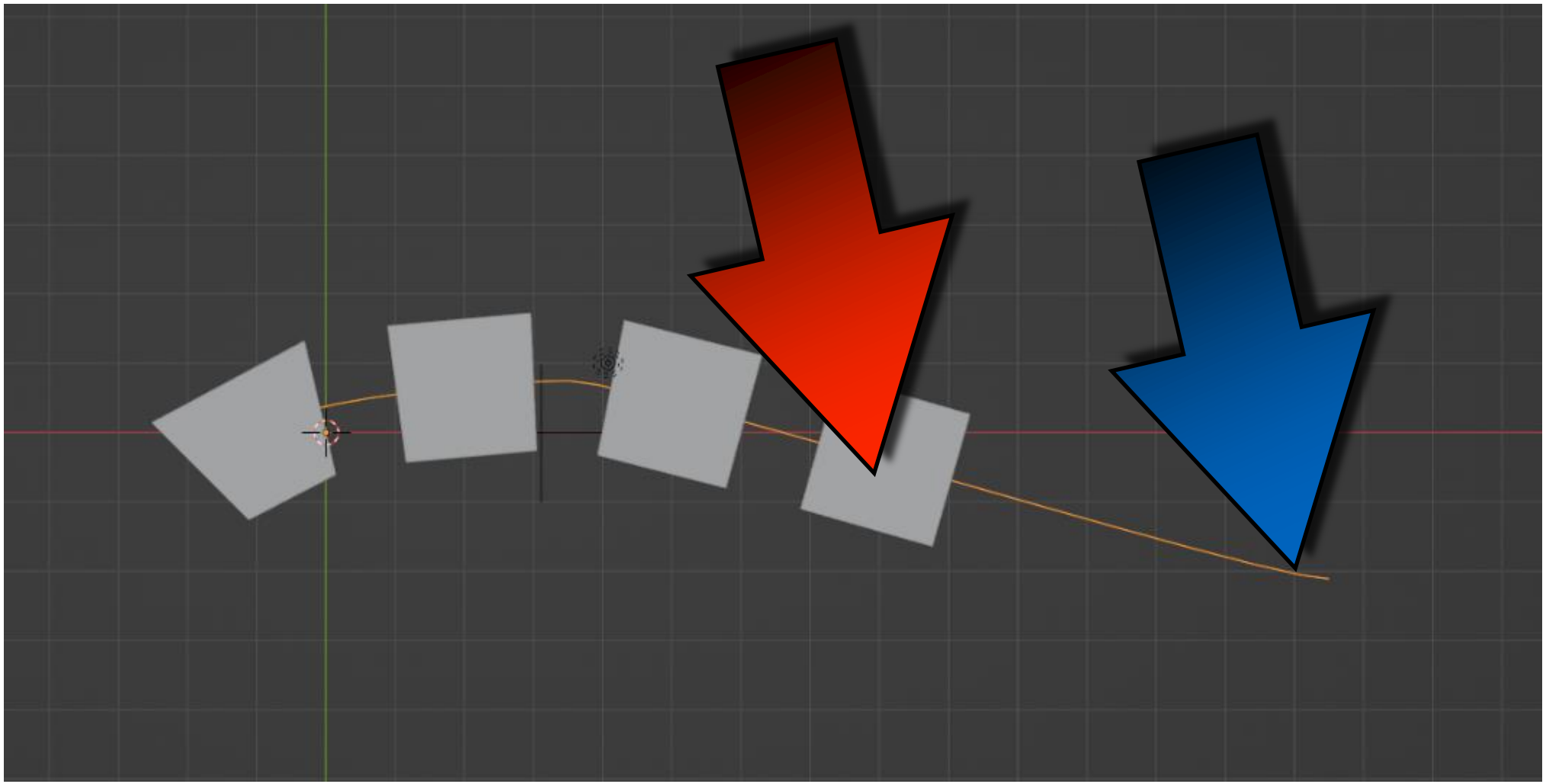
MOVIE AND EXTRUDE VERTEX OF THE CURVE

YouTube

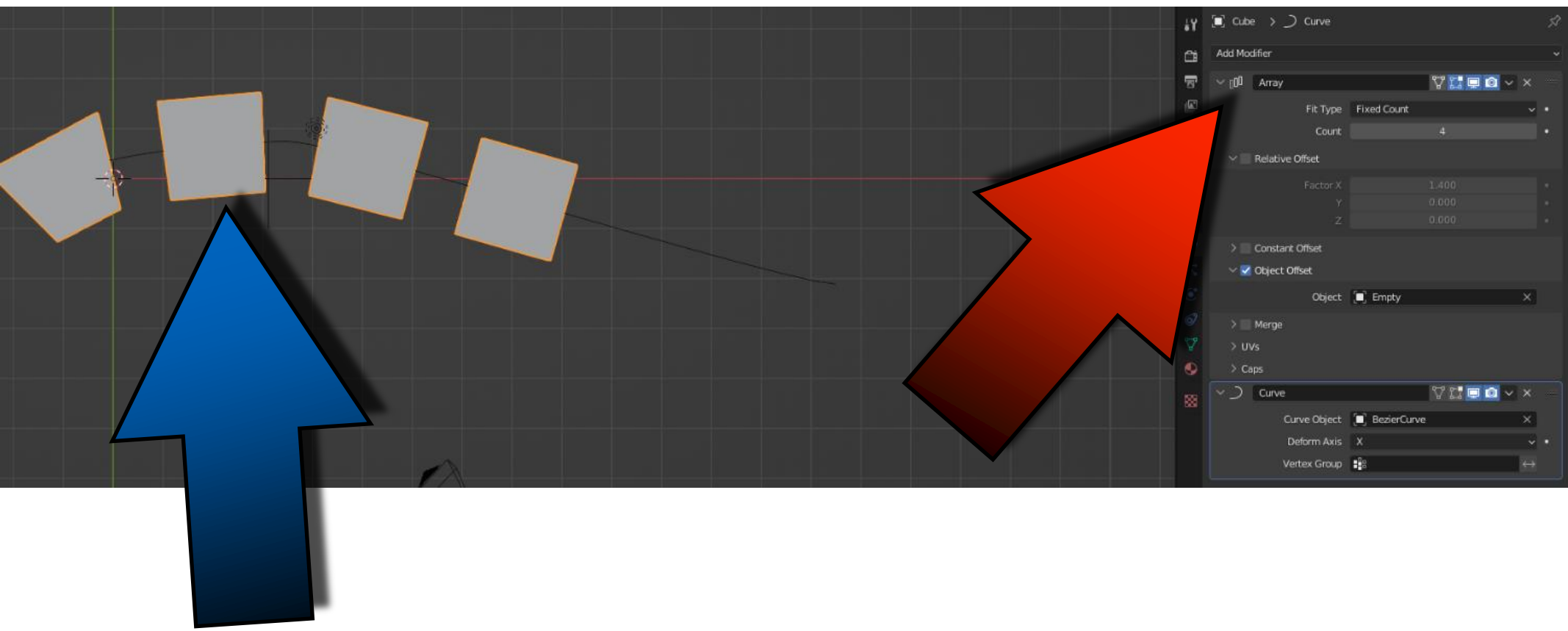
https://youtu.be/BQoJH7HZQ1Q

WHEN WE INCREASE THE CURVE

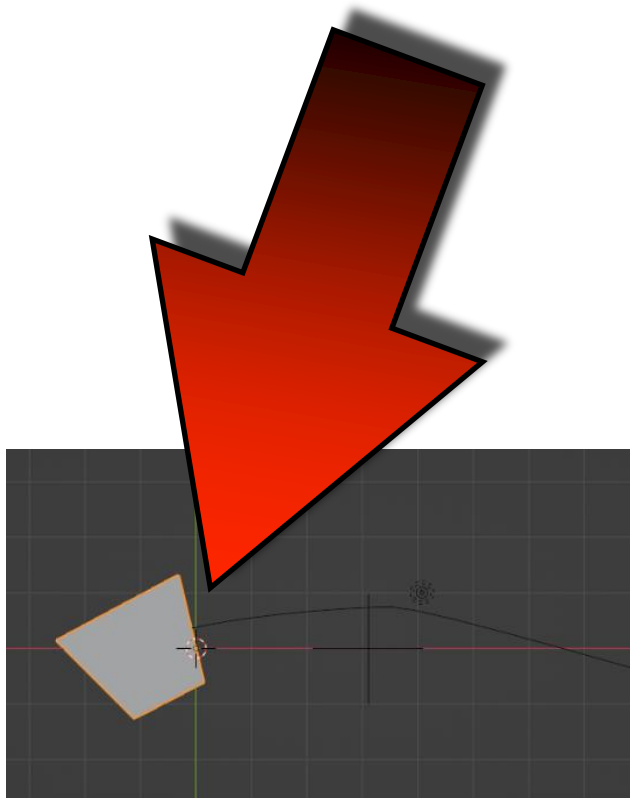
THE NUMBER OF CUBE IS THE SAME

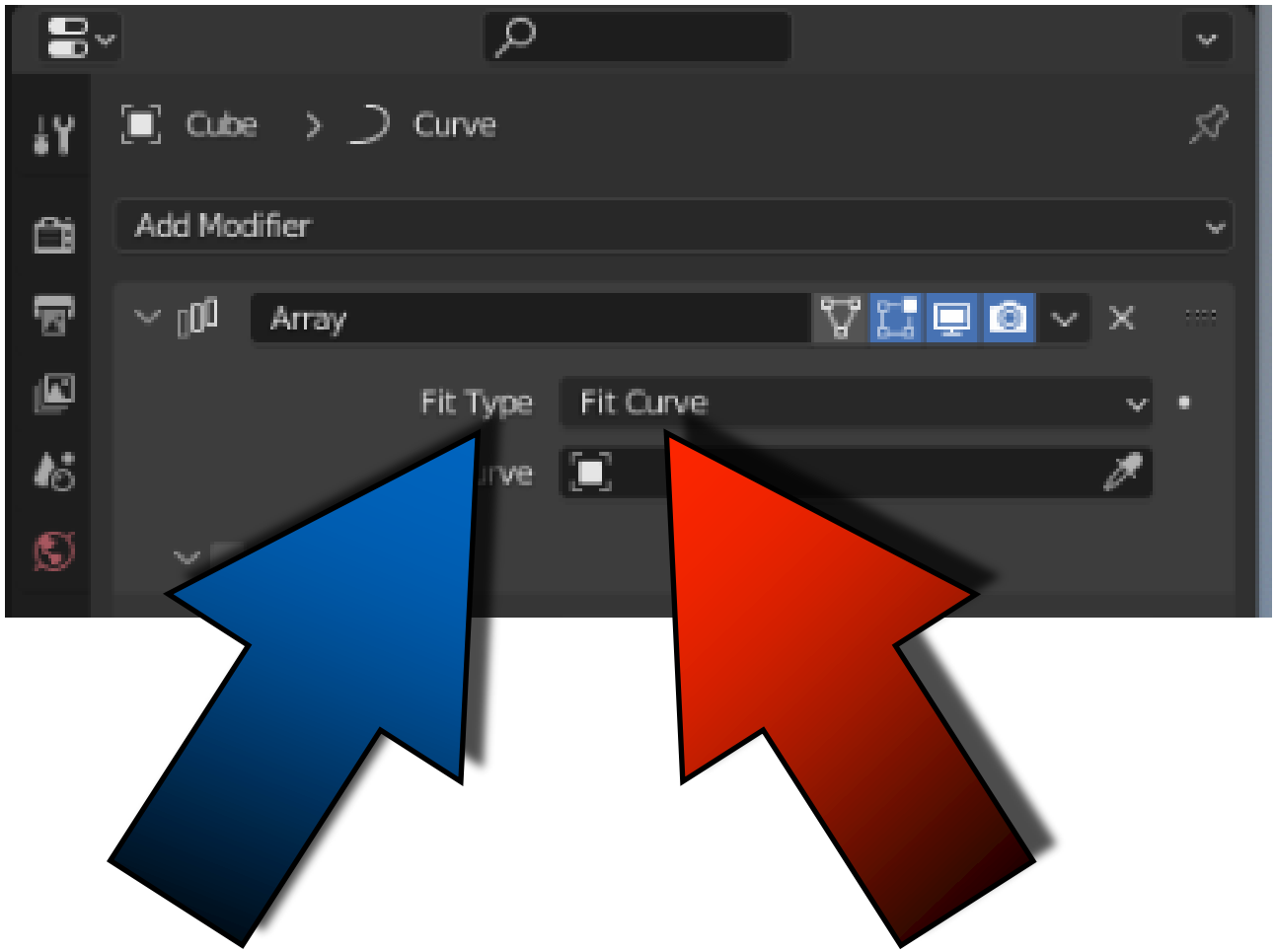


SELECT CUBE AND GO TO ARRAY MODIFIER



FOR FIT TYPE CHOOSE FIT CURVE





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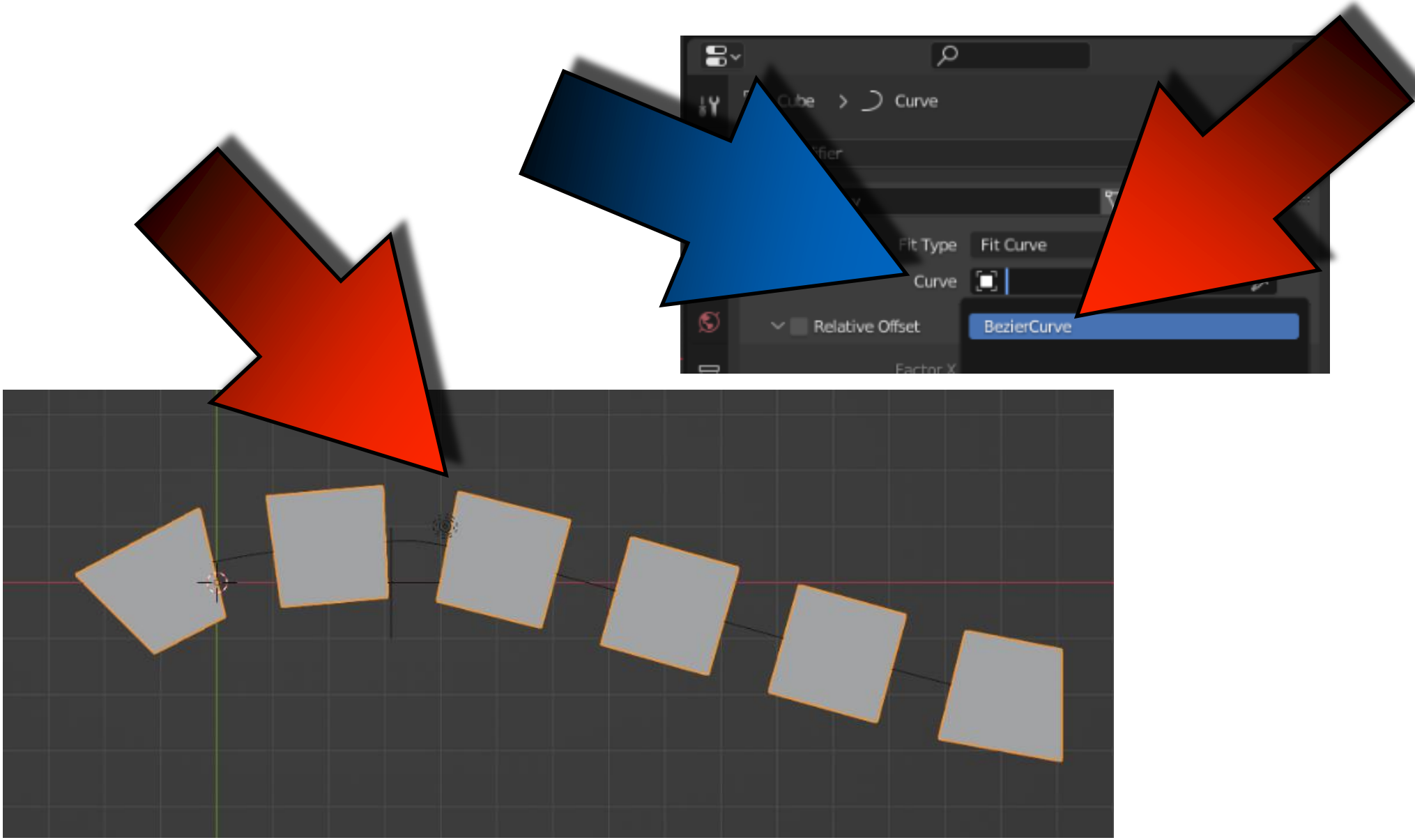
POWER OF AR AND VR

FOR CURVE CHOOSE BEZIER CURVE



DOMINO DAY

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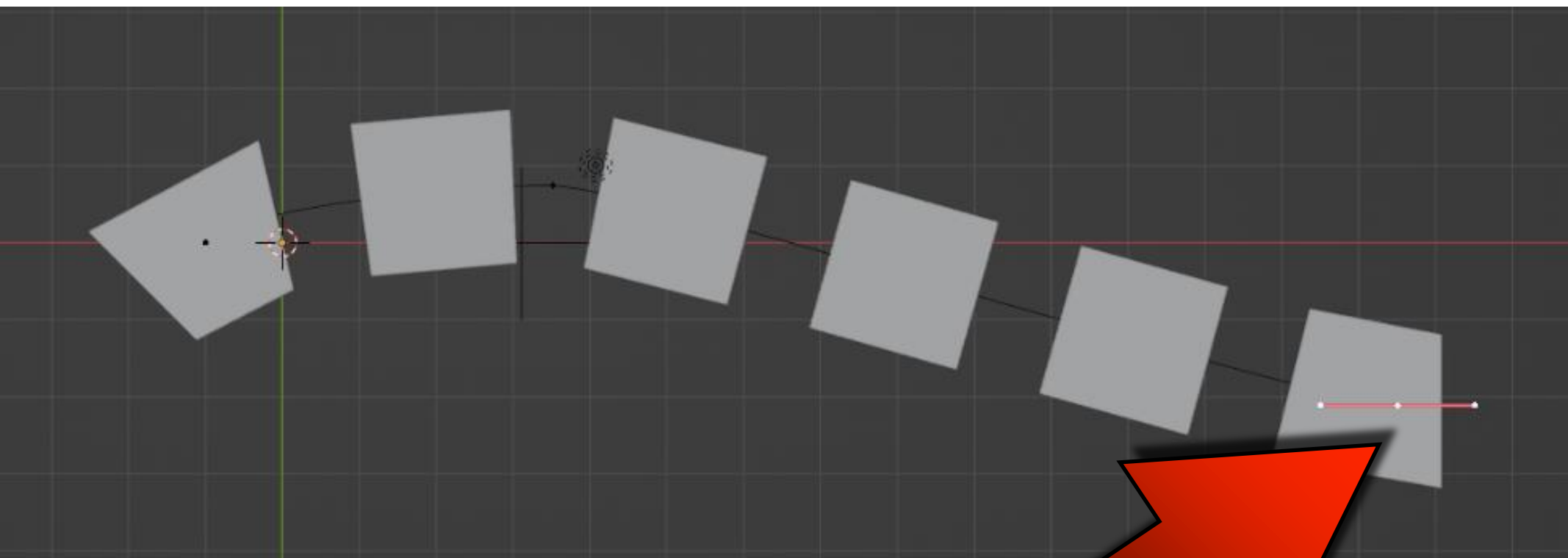
GO TO CURVE EDIT MODE



MOVIE AND EXTRUDE VERTEX OF THE CURVE

YouTube

https://youtu.be/ryZKjftcpgU

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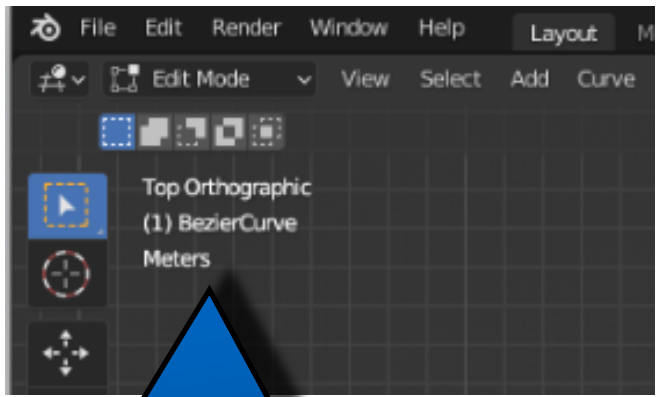
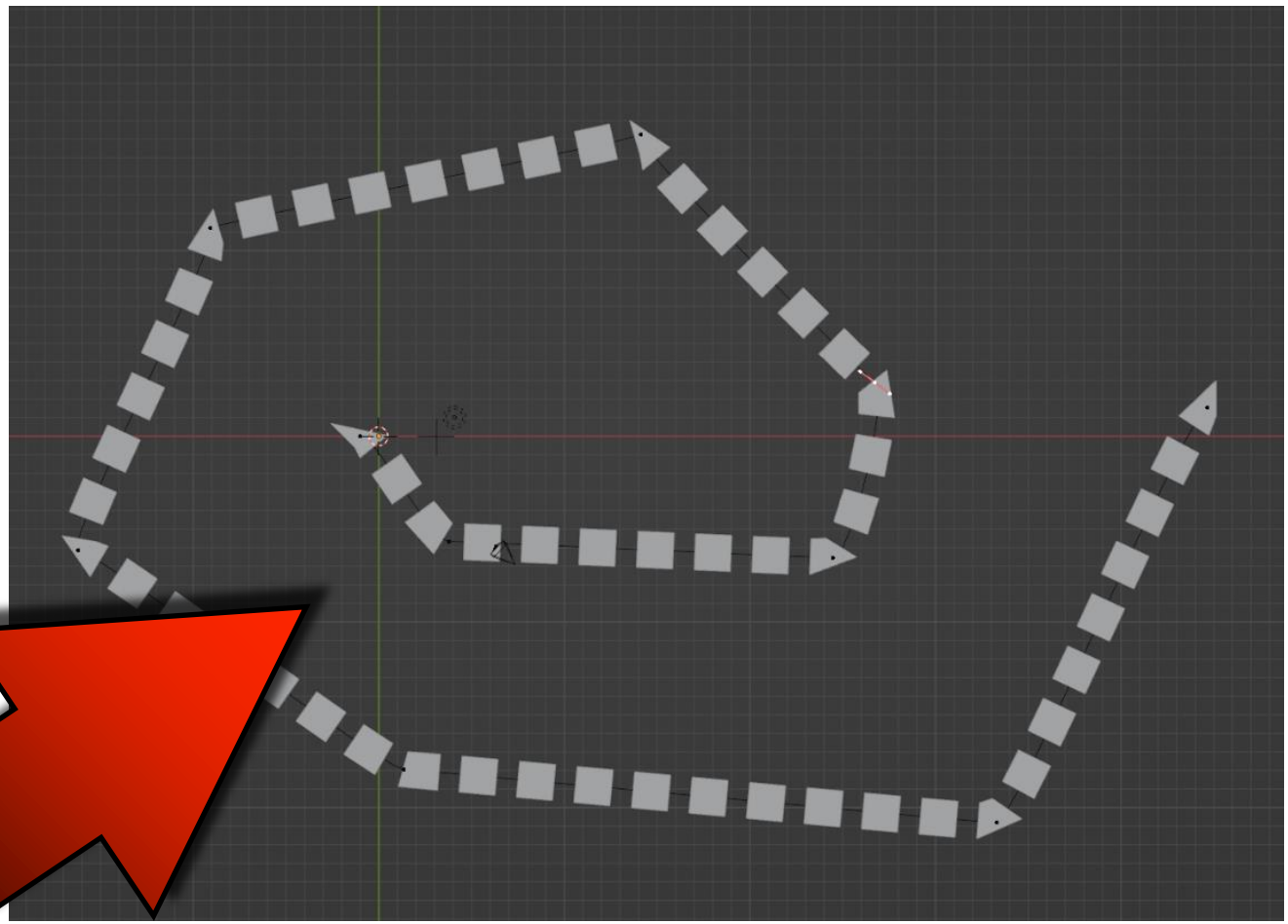
POWER OF AR AND VR

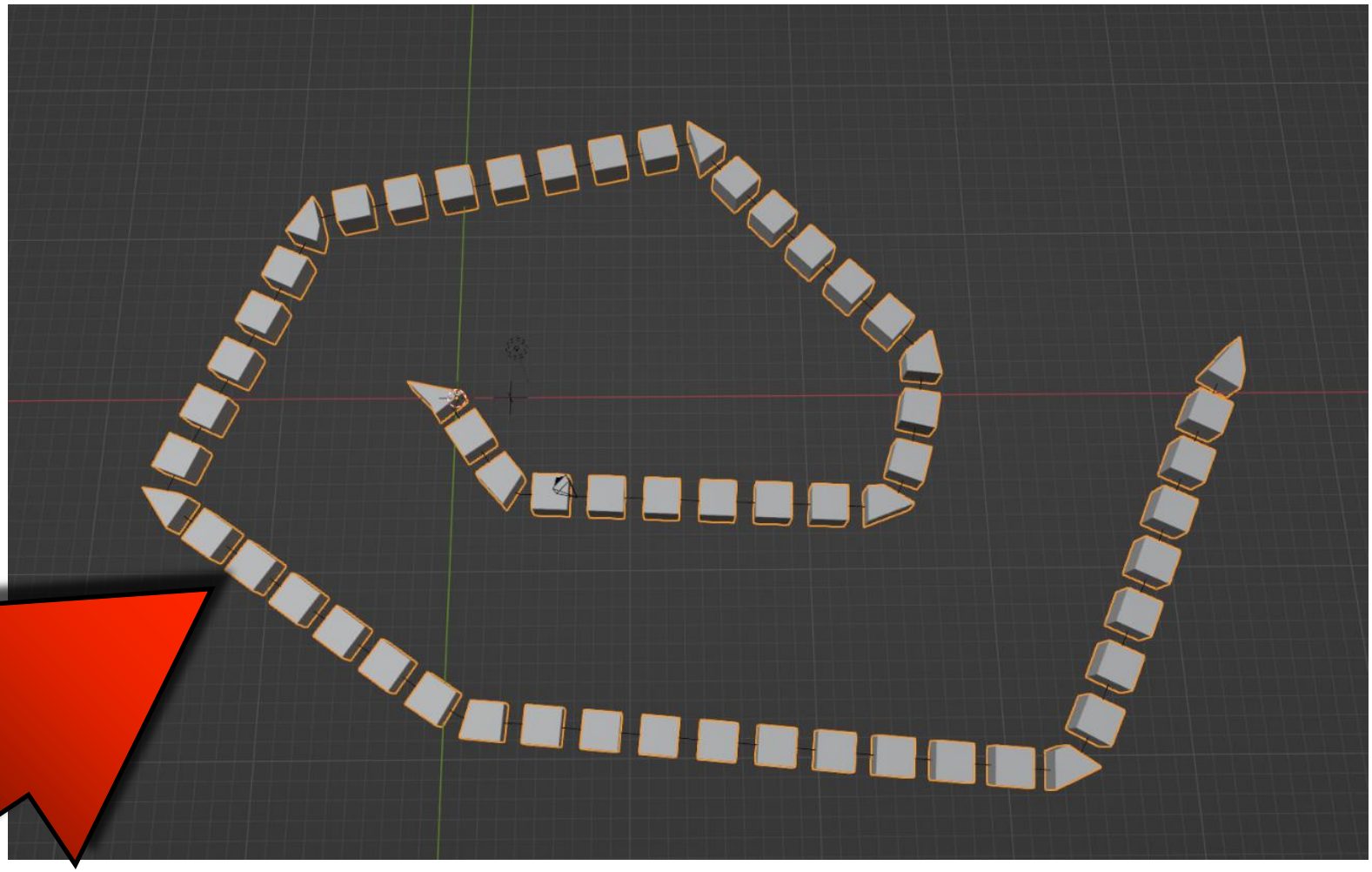
CREATE SOMETHING LIKE THIS
IN THE TOP ORTHOGRAPHIC VIEW



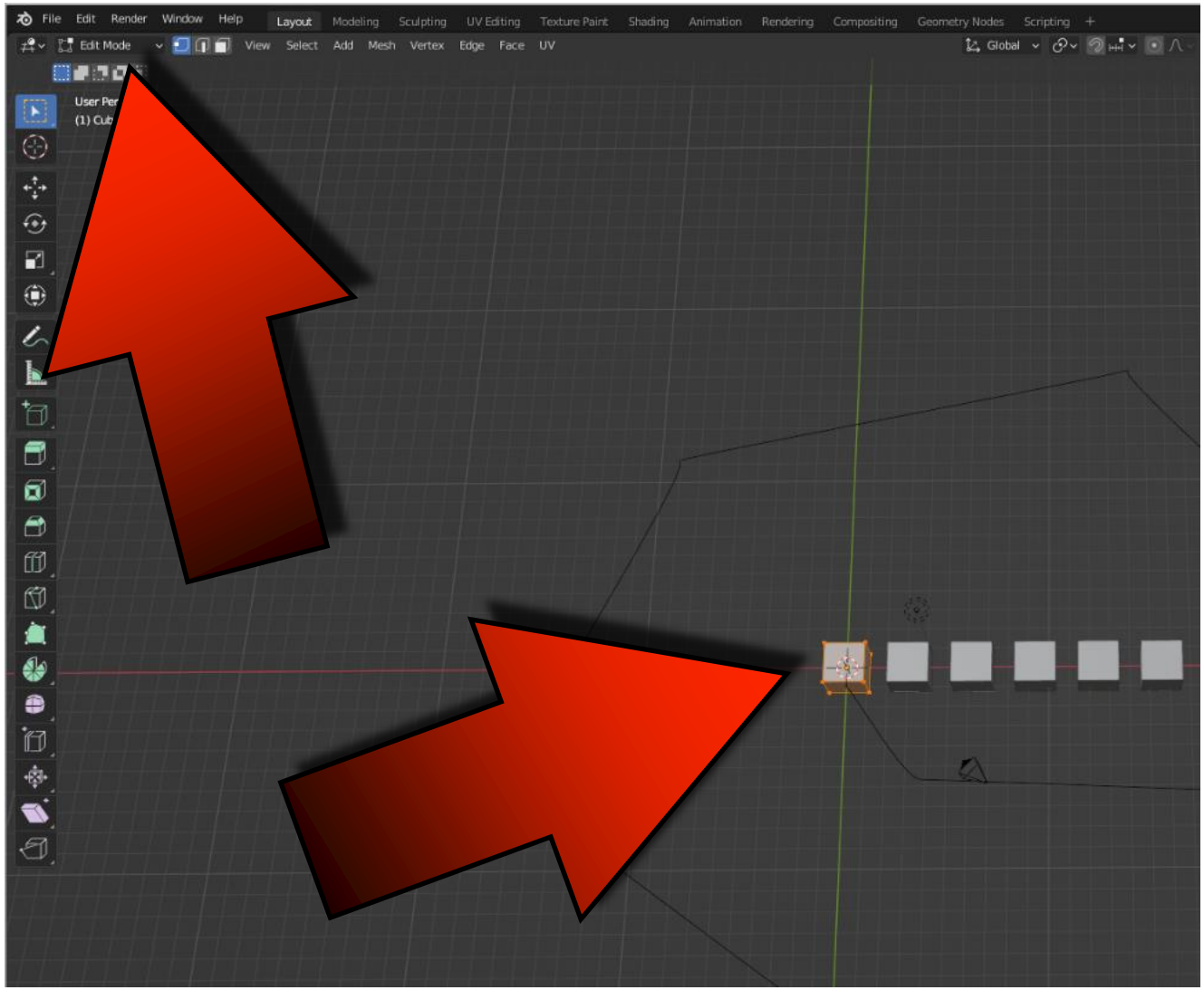


DOMINO DAY

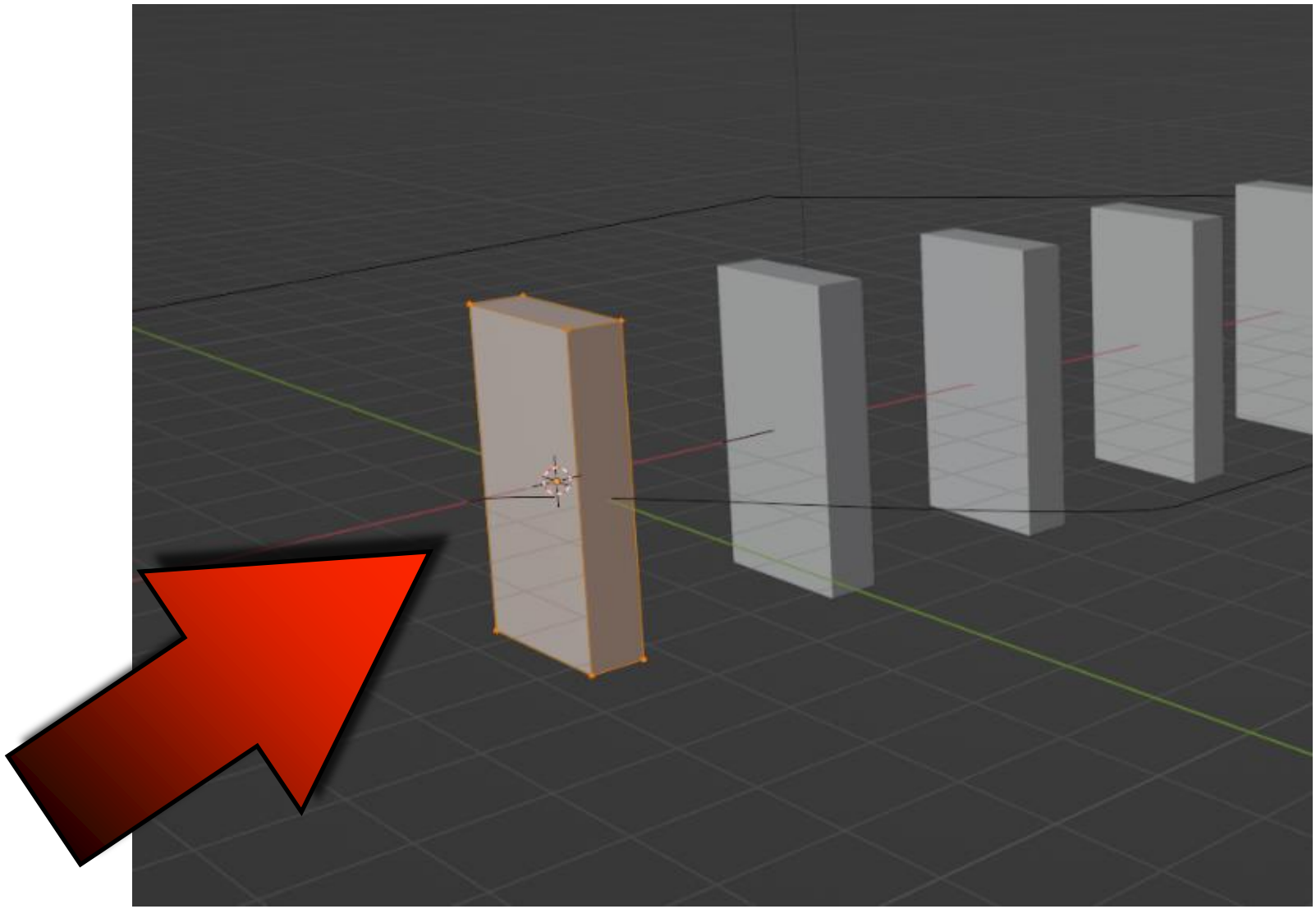
SELECT CUBE IN OBJECT MODE



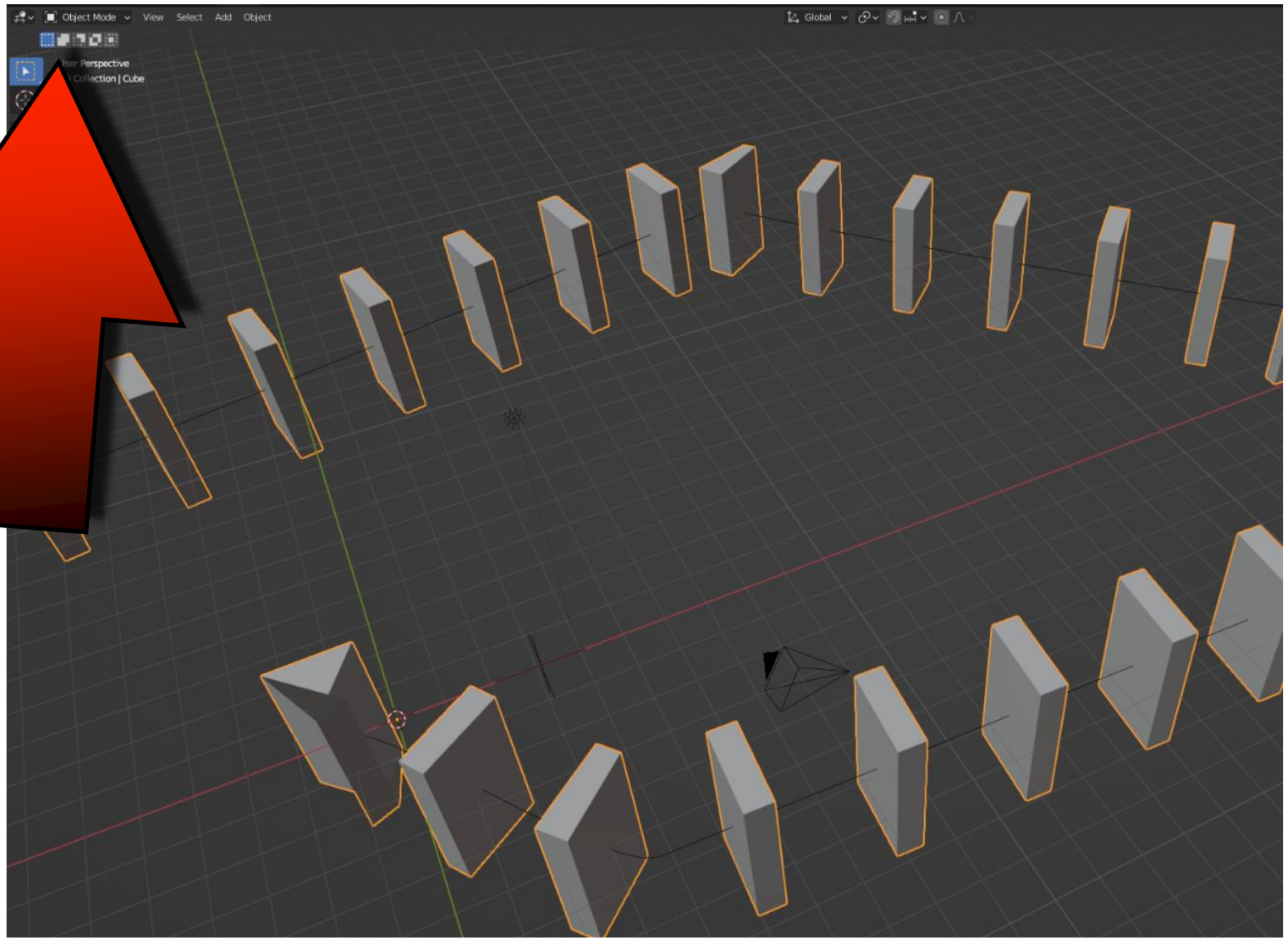
GO TO EDIT MODE



SCALE TO DOMINO



GO TO OBJECT MODE



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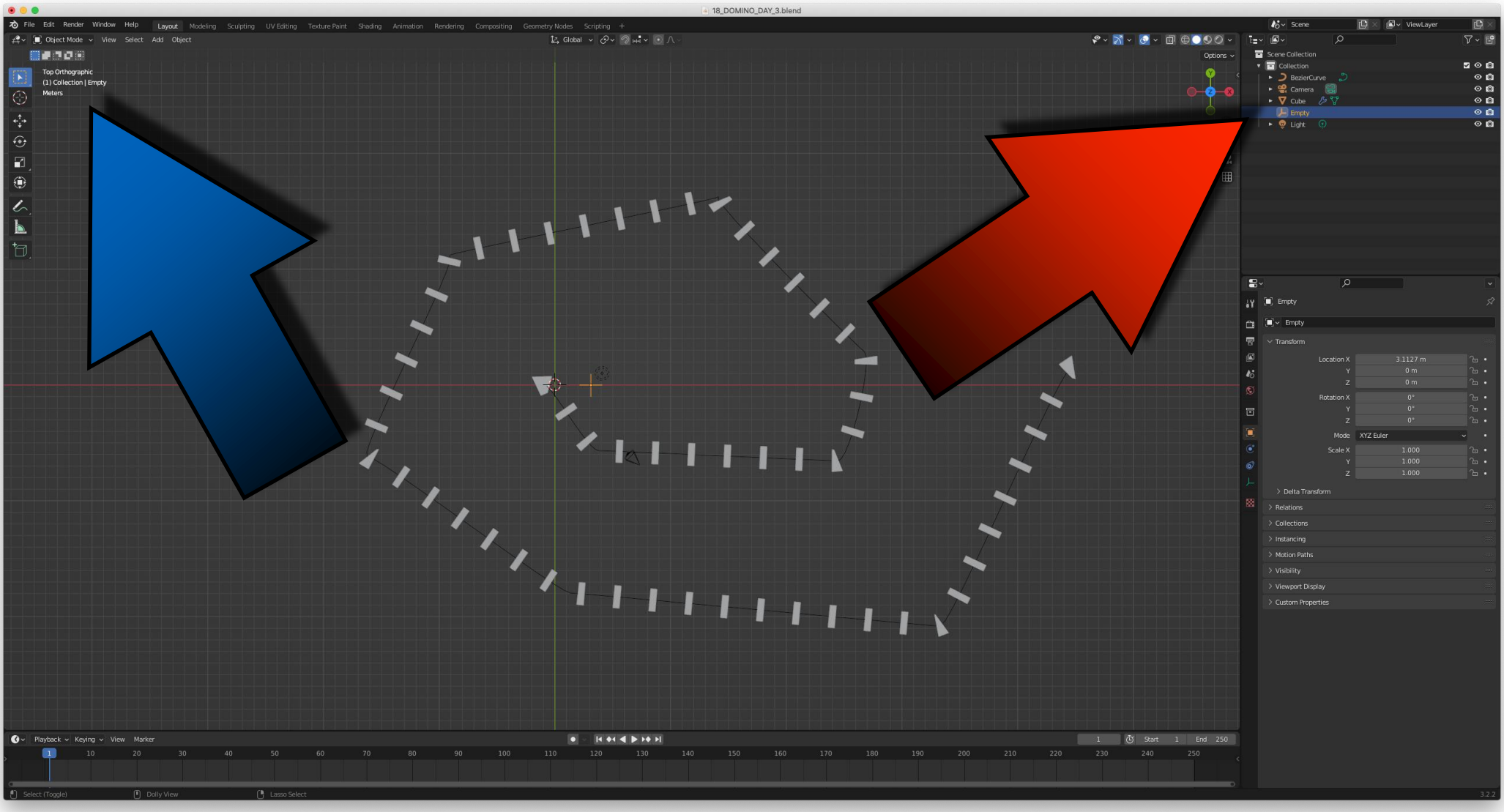
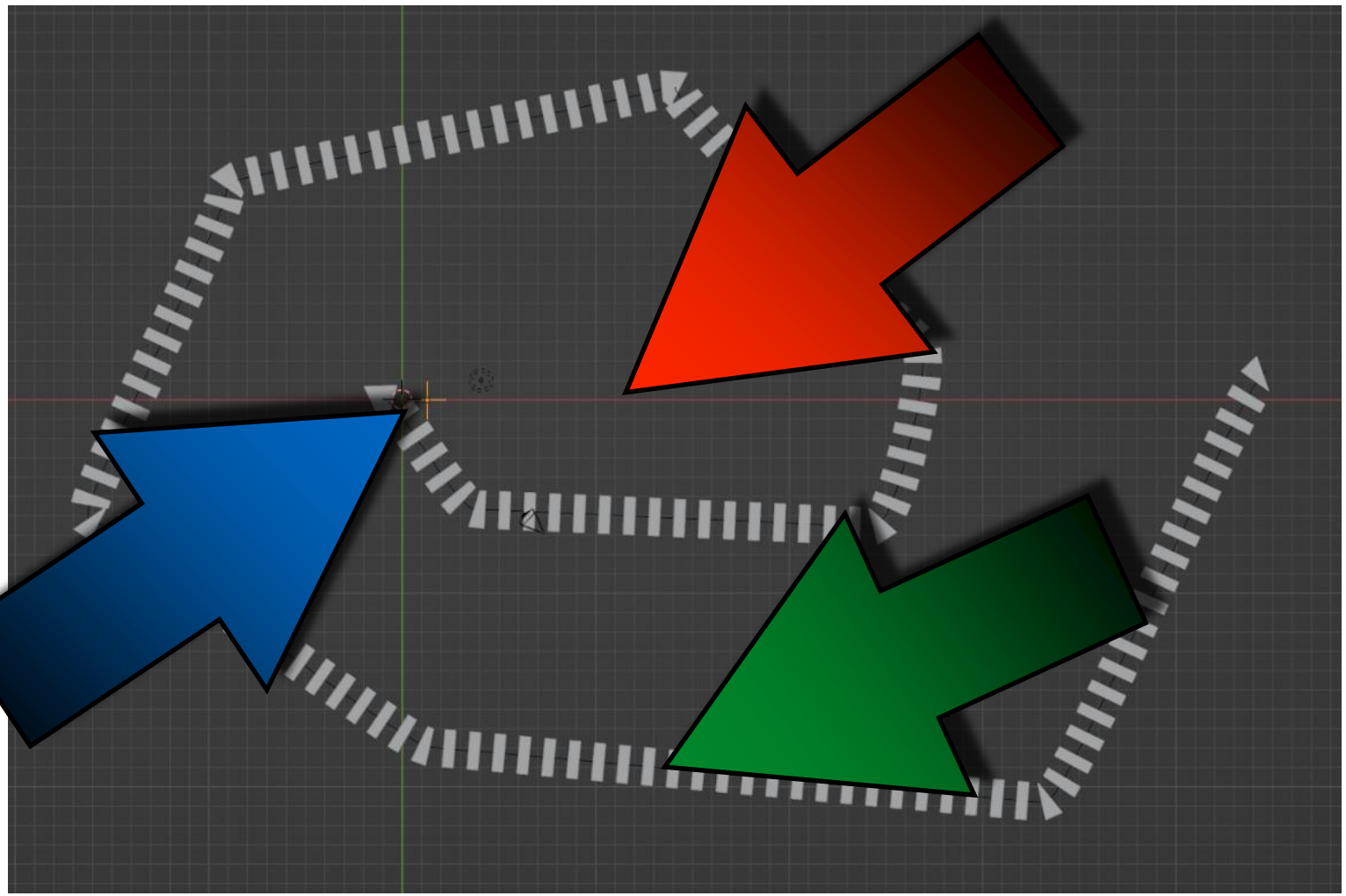
POWER OF AR AND VR

GO TO TOP VIEW AND SELECT EMPTY

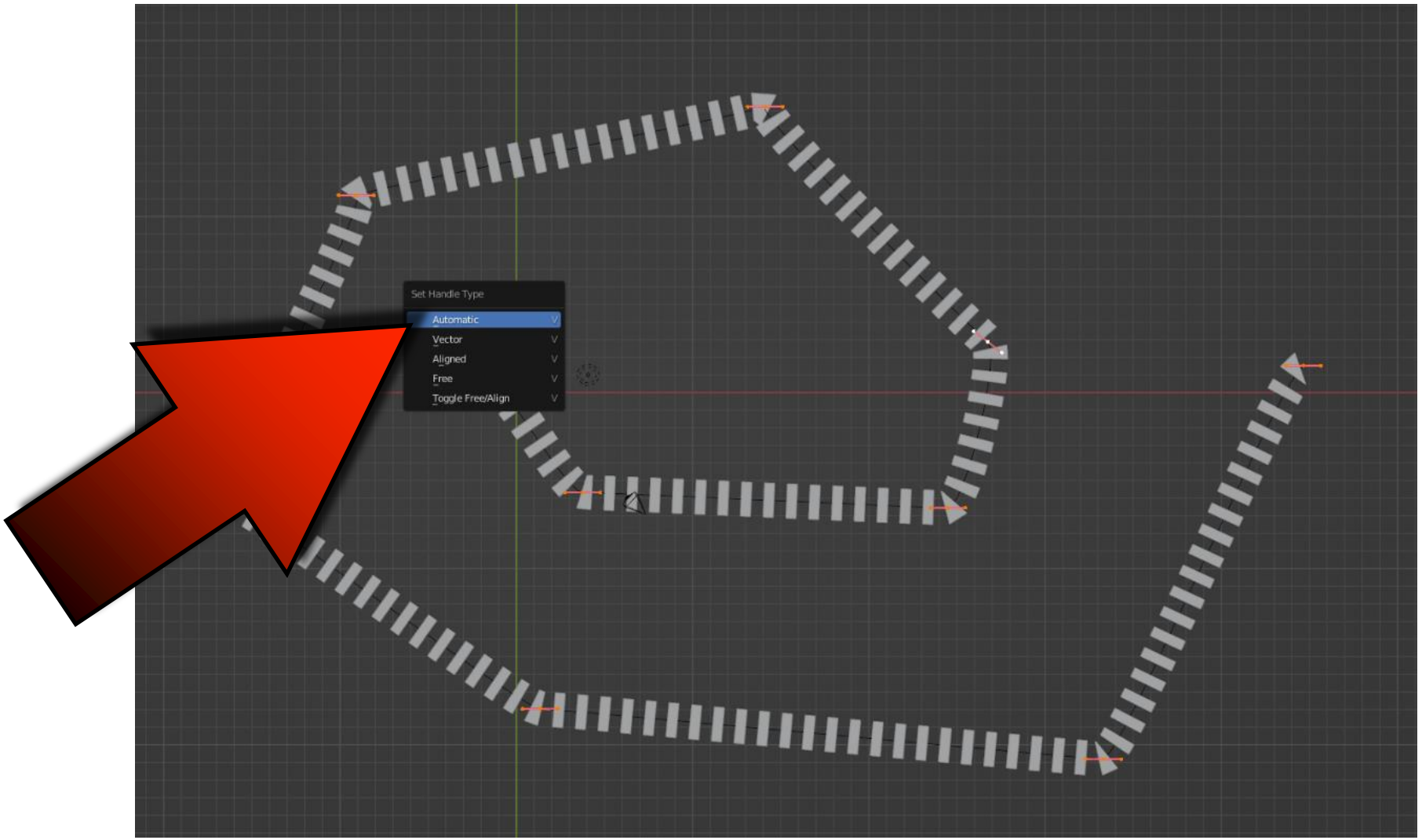


DOMINO DAY

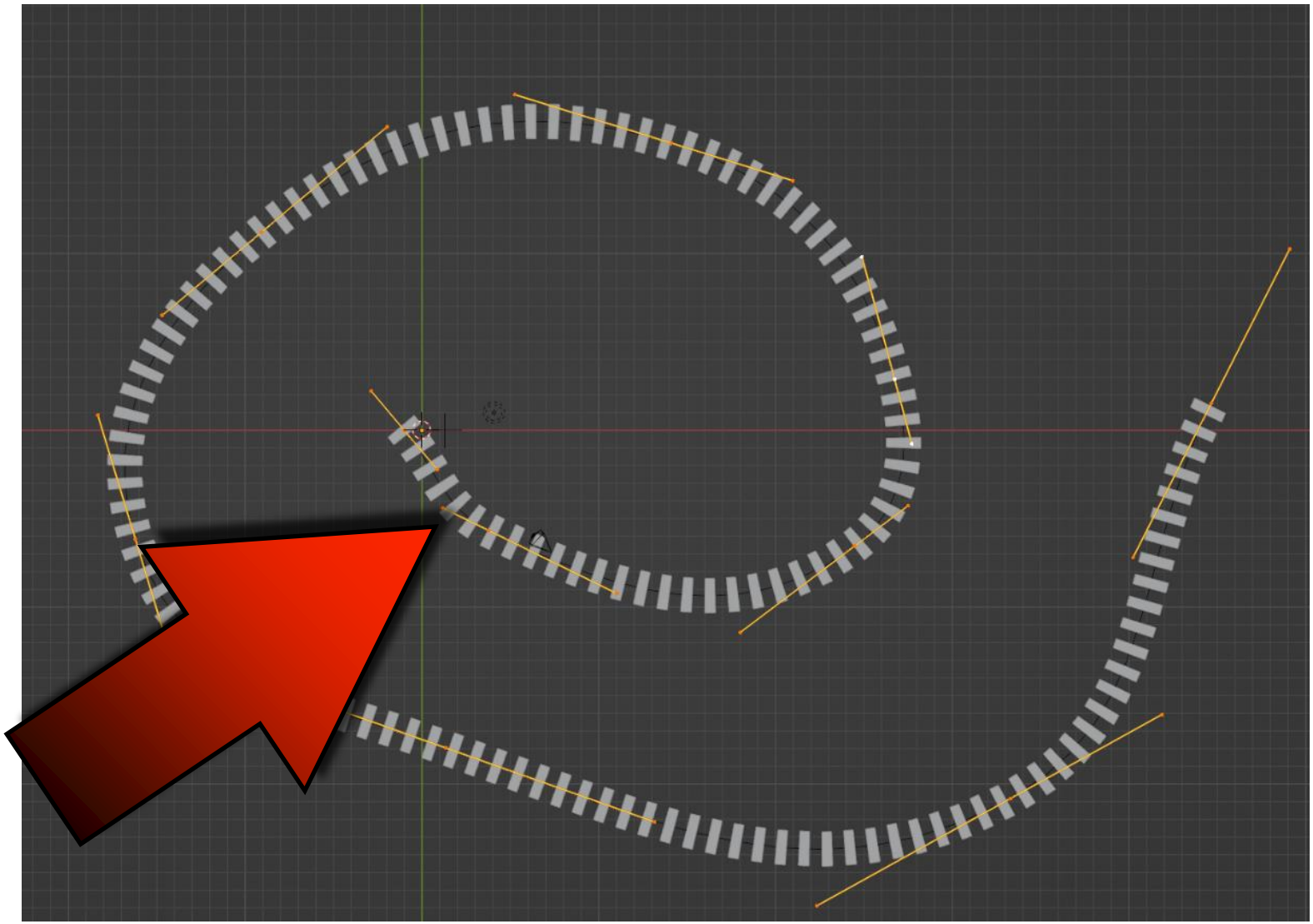
MOVE THE EMPTY ON THE X-AXIS AND SET THE NUMBER OF BLOCKS



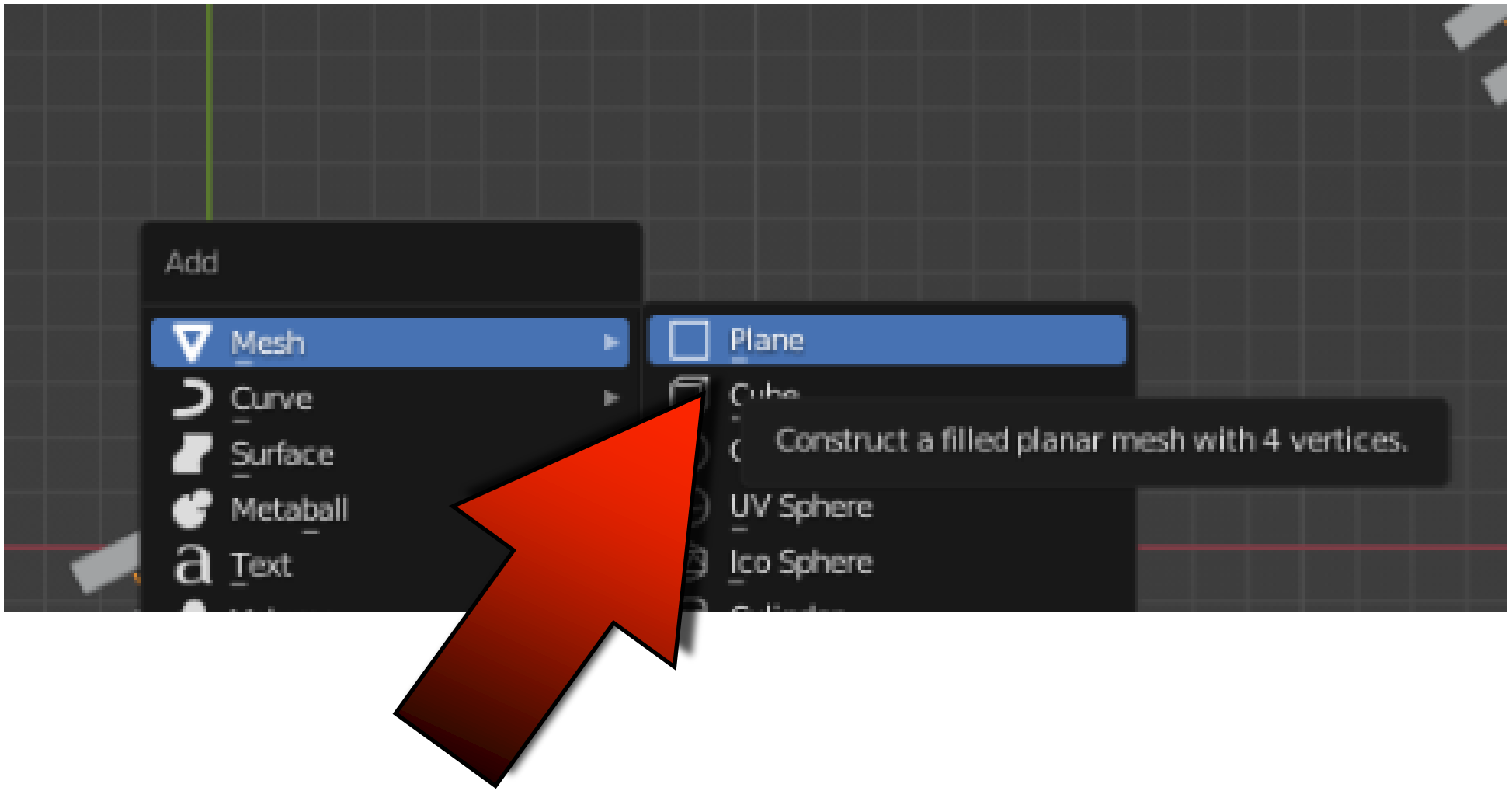
GO TO CURVE EDIT MODE AND CHANGE VERTEX TO AUTOMATIC



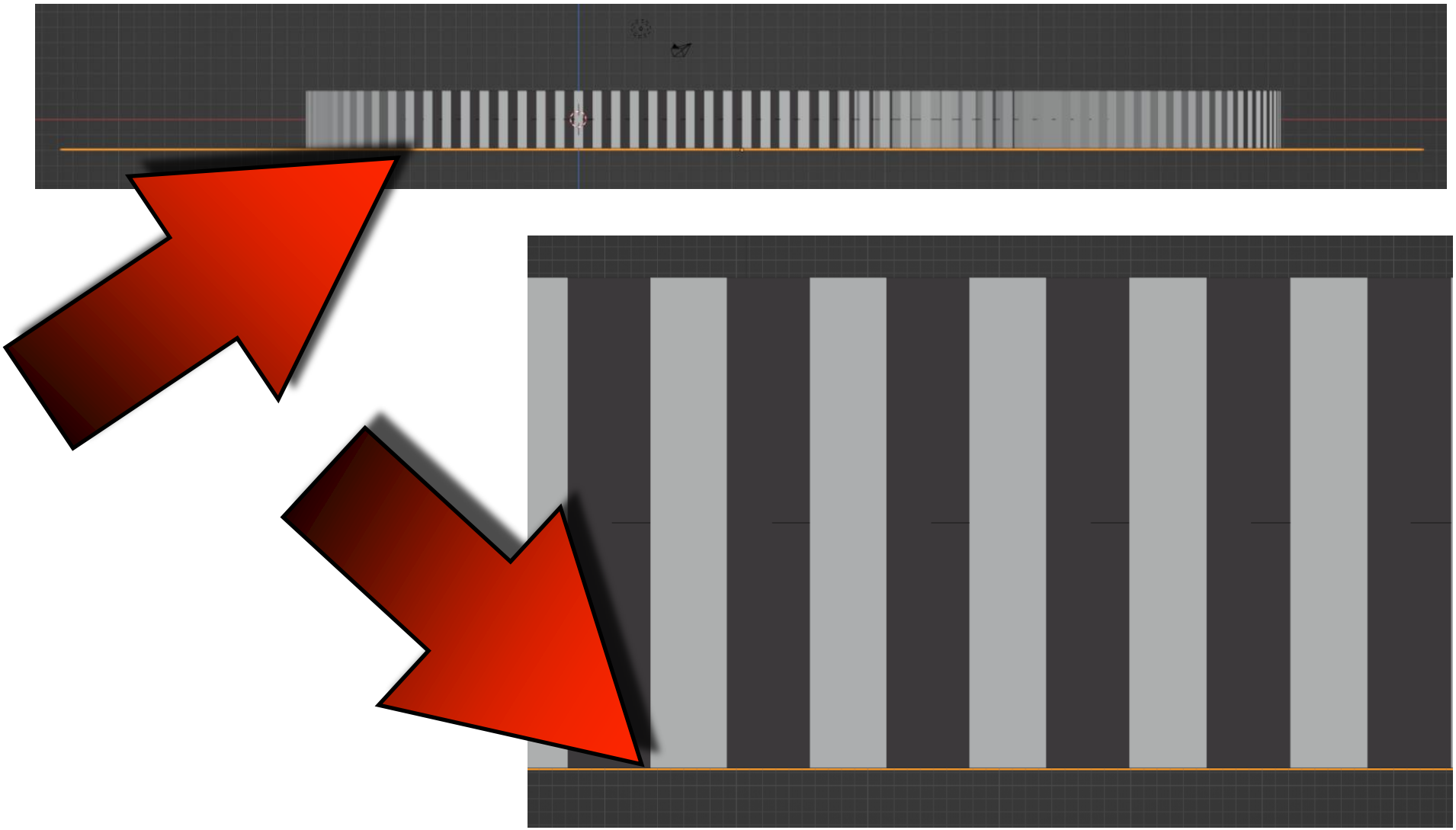
IMPROVE BLOCK PLACEMENT IN PLACE



ADD PLANE

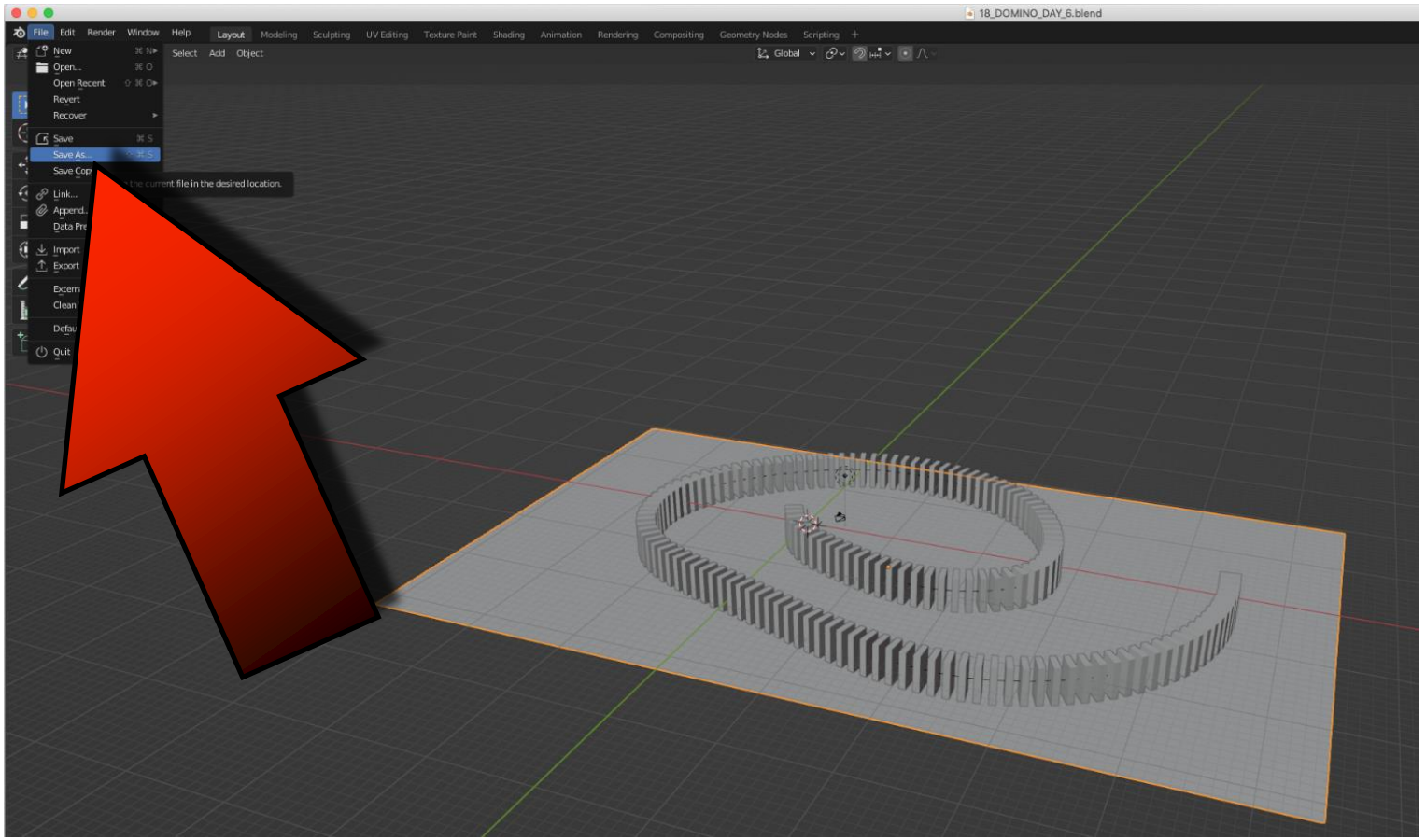

Add
Mesh
Curve
Surface
Metaball
Text
Plane
Construct a filled planar mesh with 4 vertices.
UV Sphere
Ico Sphere

MOVE IT SO THAT THE BLOCKS STAND ON IT

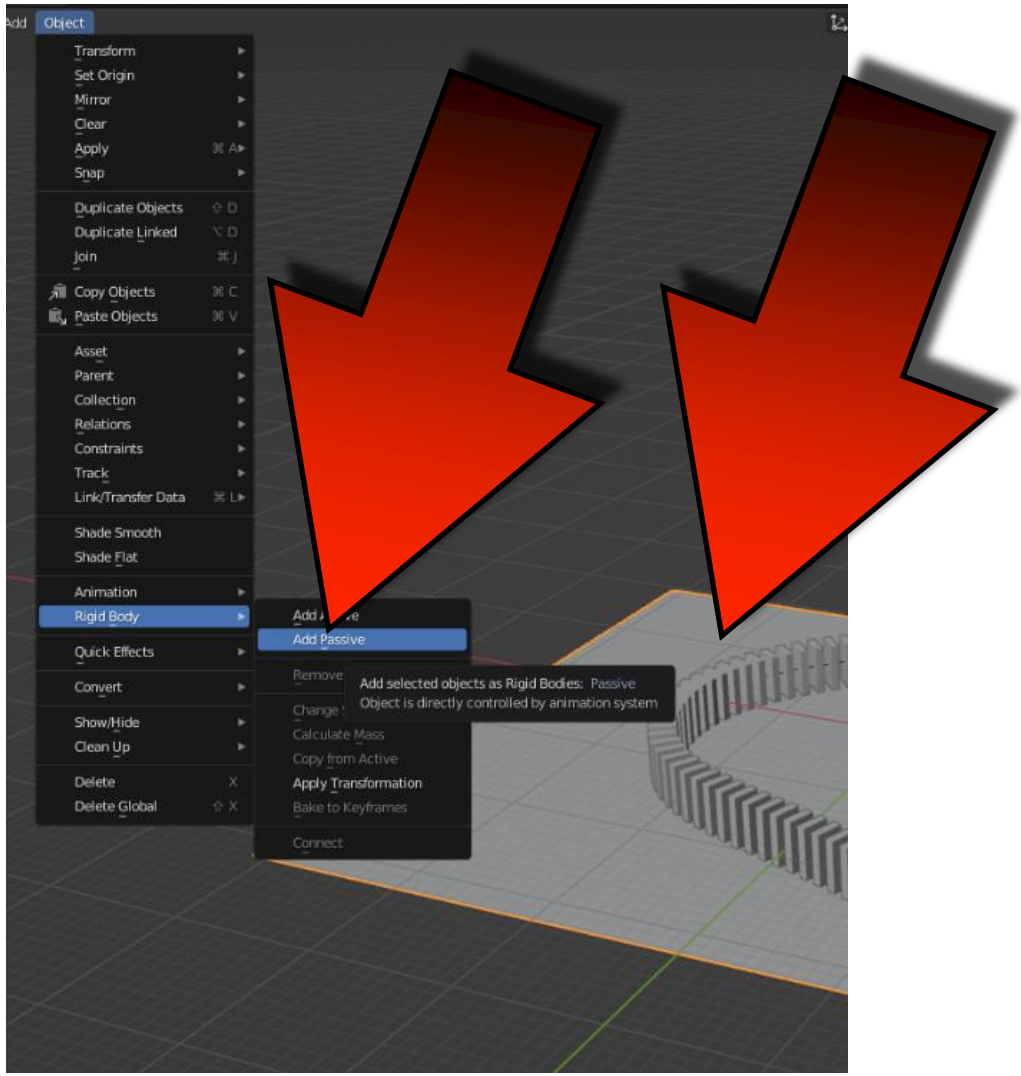


WERY IMPORTANT

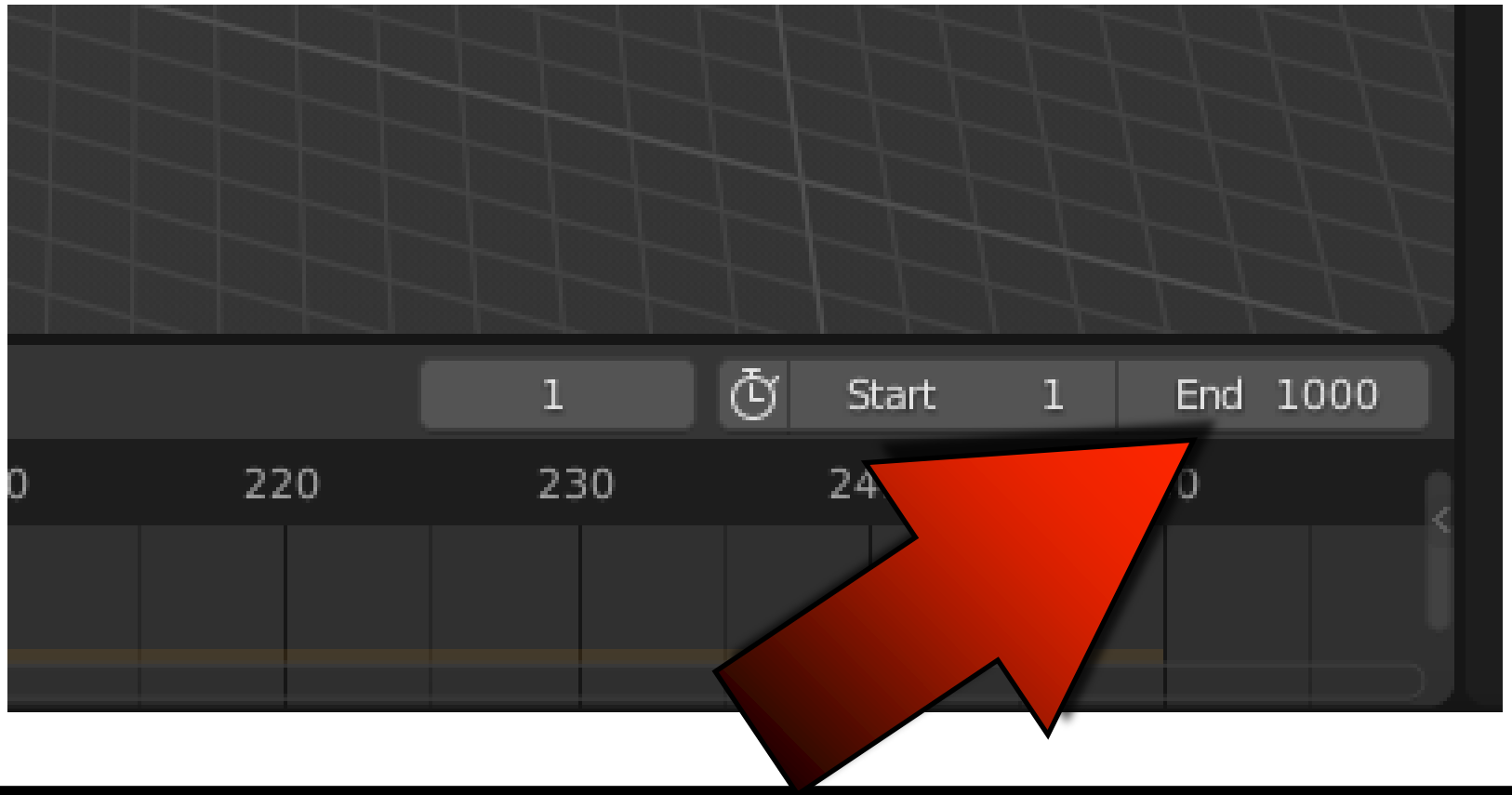
SAVE FILE IN THIS MOMENT



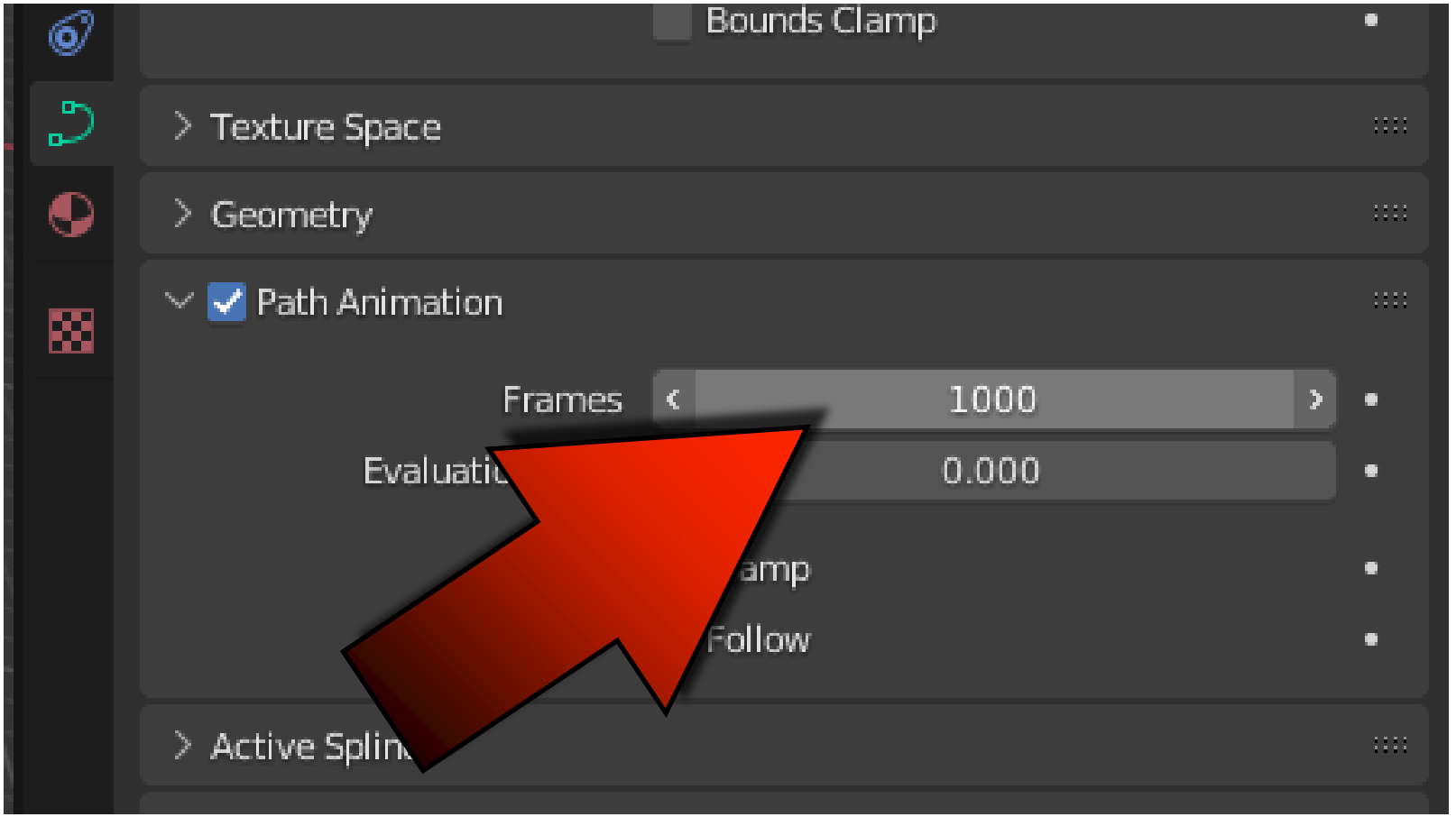
ADD PASSIVE FOR PLANE



SET NUMBER OF FRAMES ON 1000



SET NUMBER OF FRAMES FOR CURVE ON 1000



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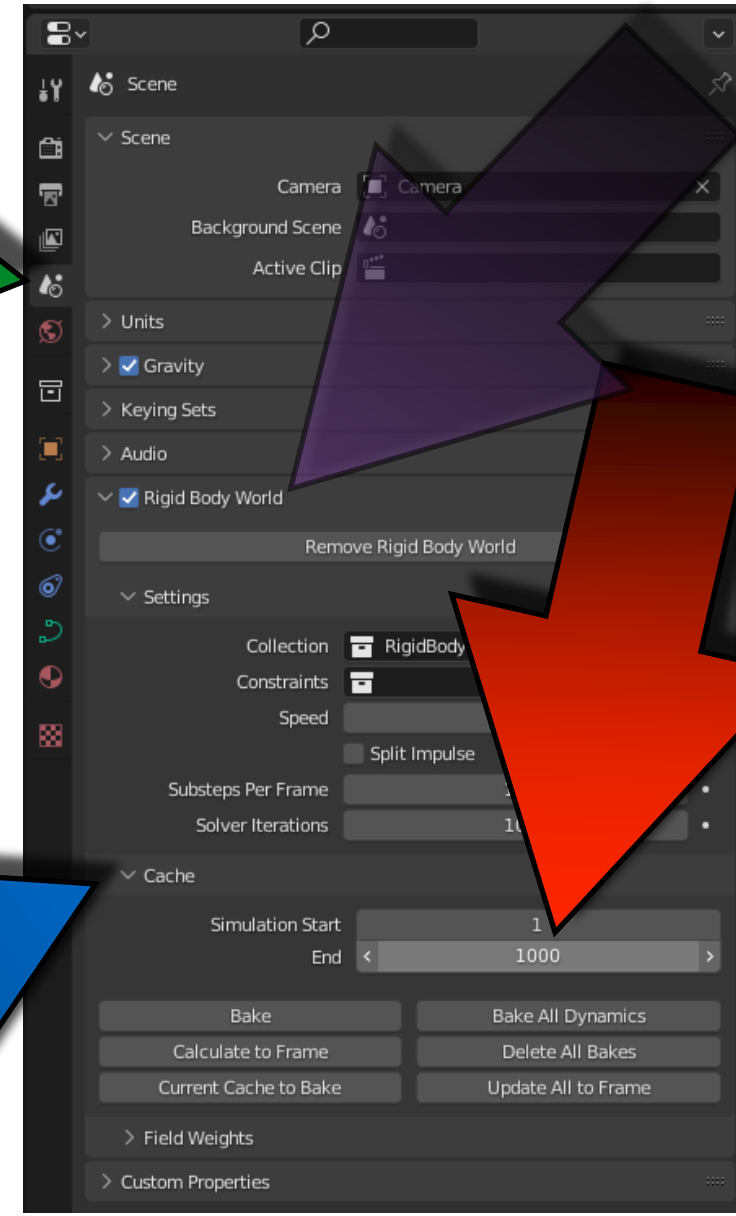
SET END FOR CACHE ON 1000



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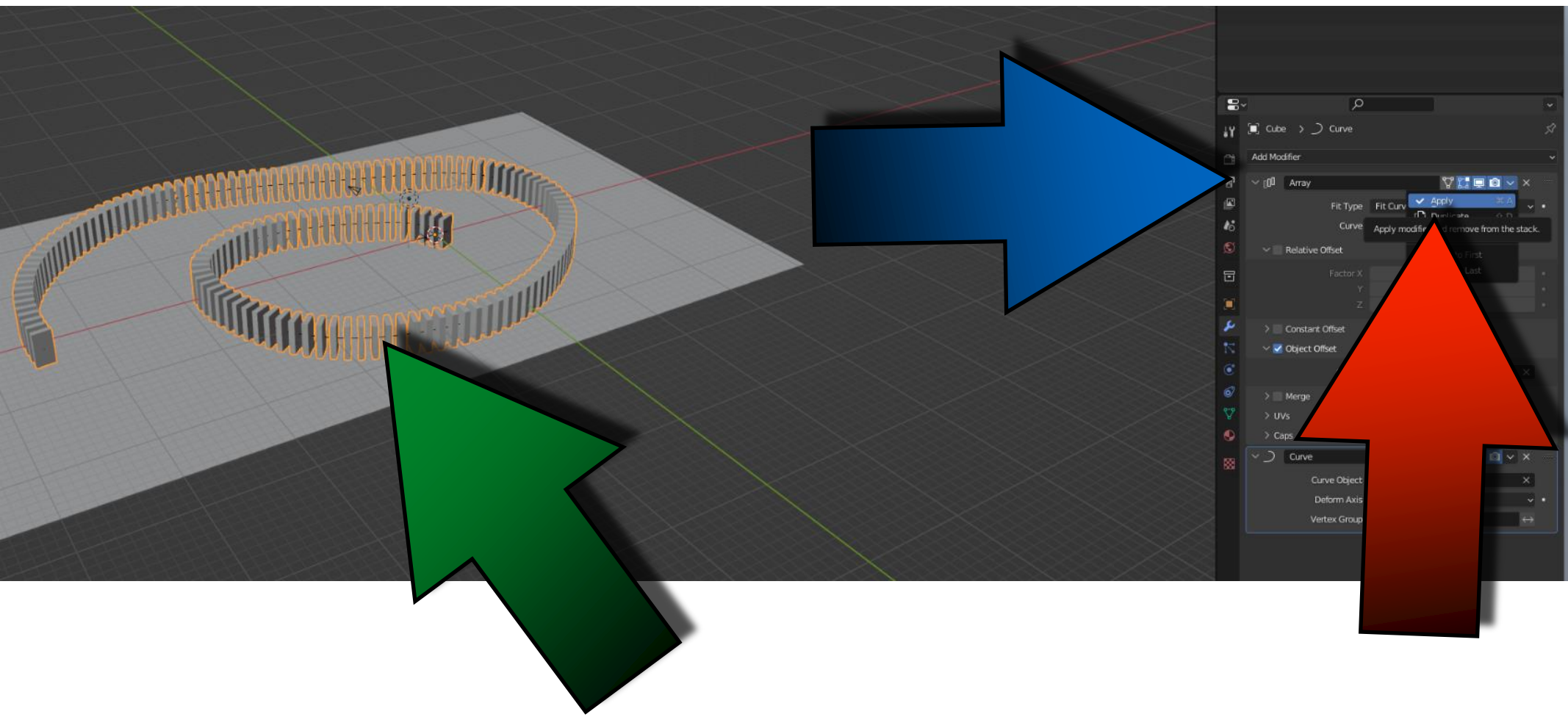
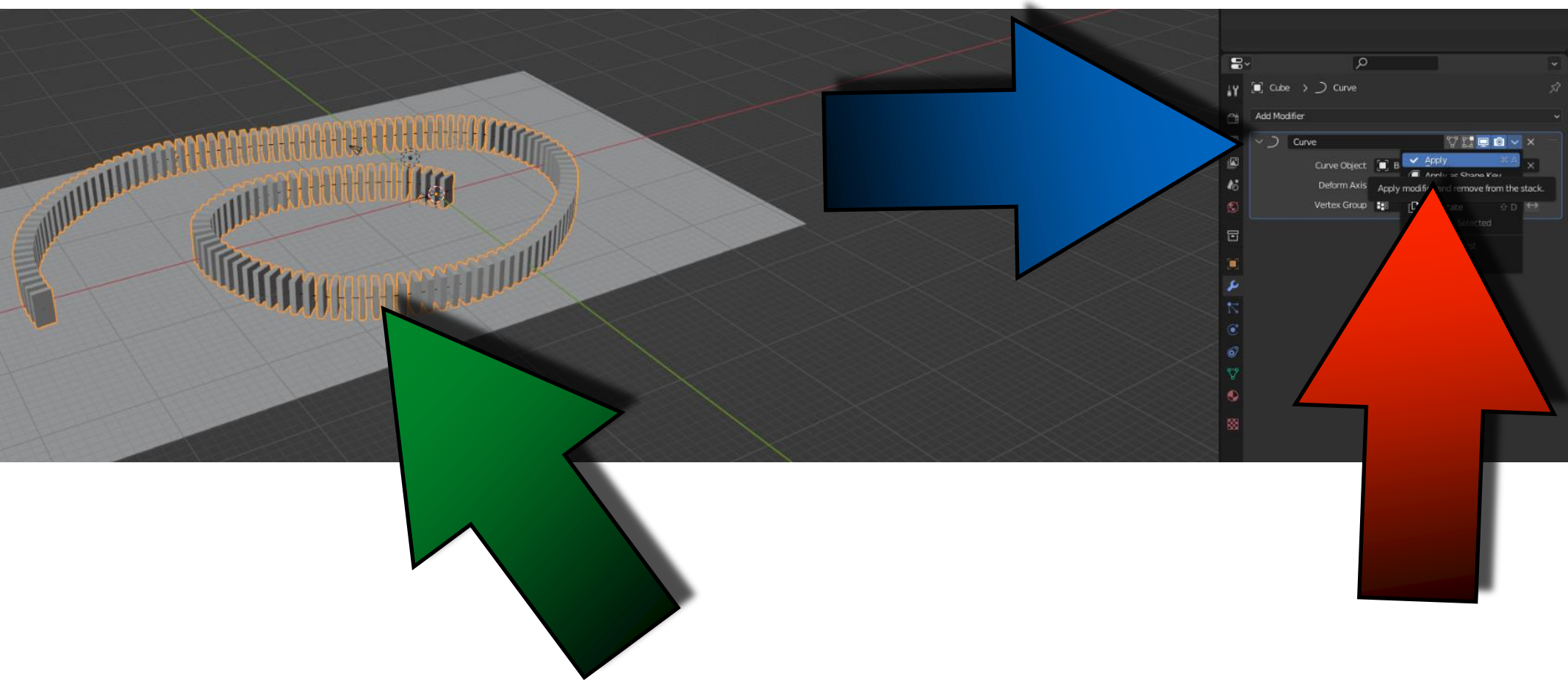
POWER OF AR AND VR

FIRST APPLY ARRAY MODIFIER



SECOND APPLY CURVE MODIFIER



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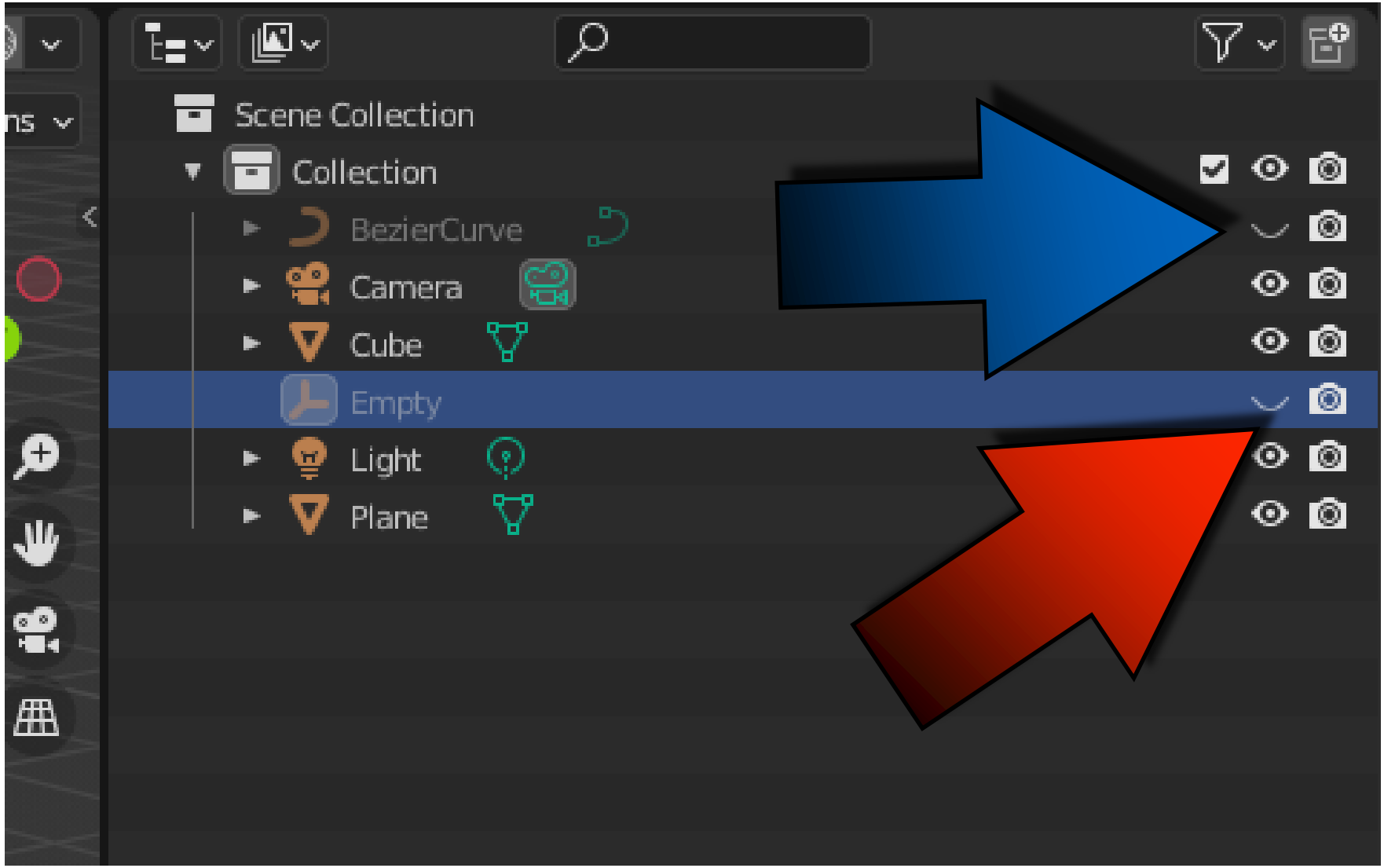
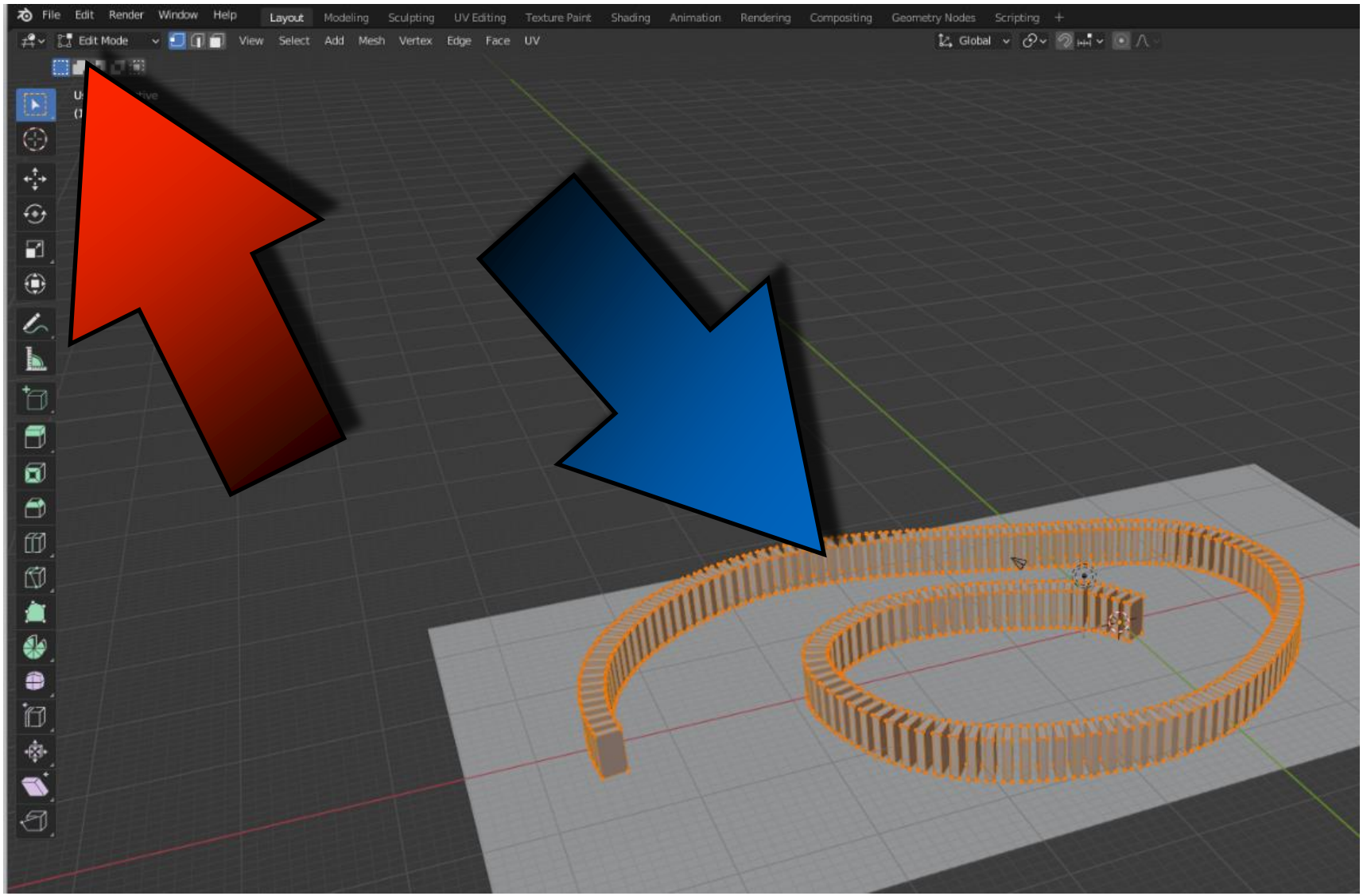
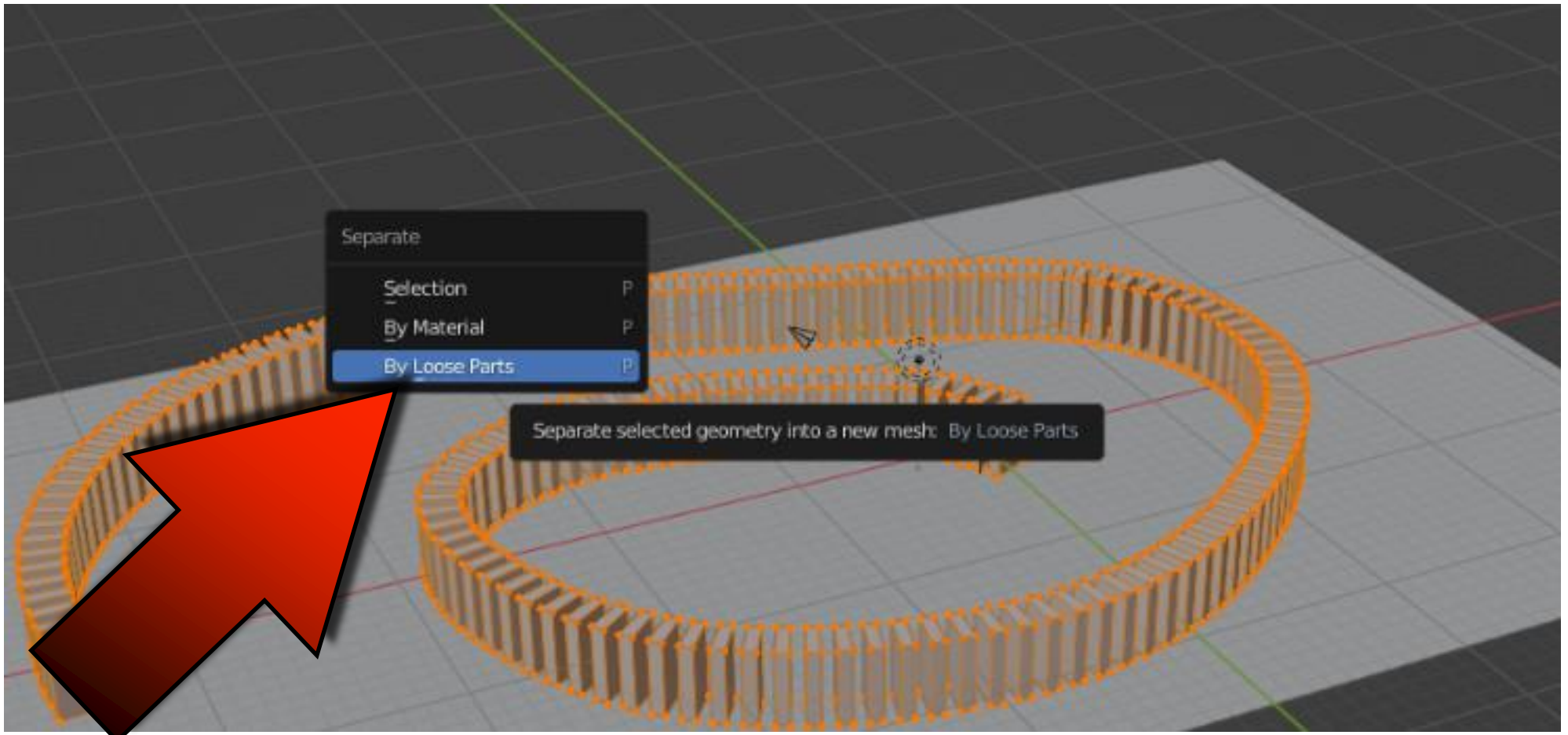
HIDE EMPTY AND BEZIER CURVE



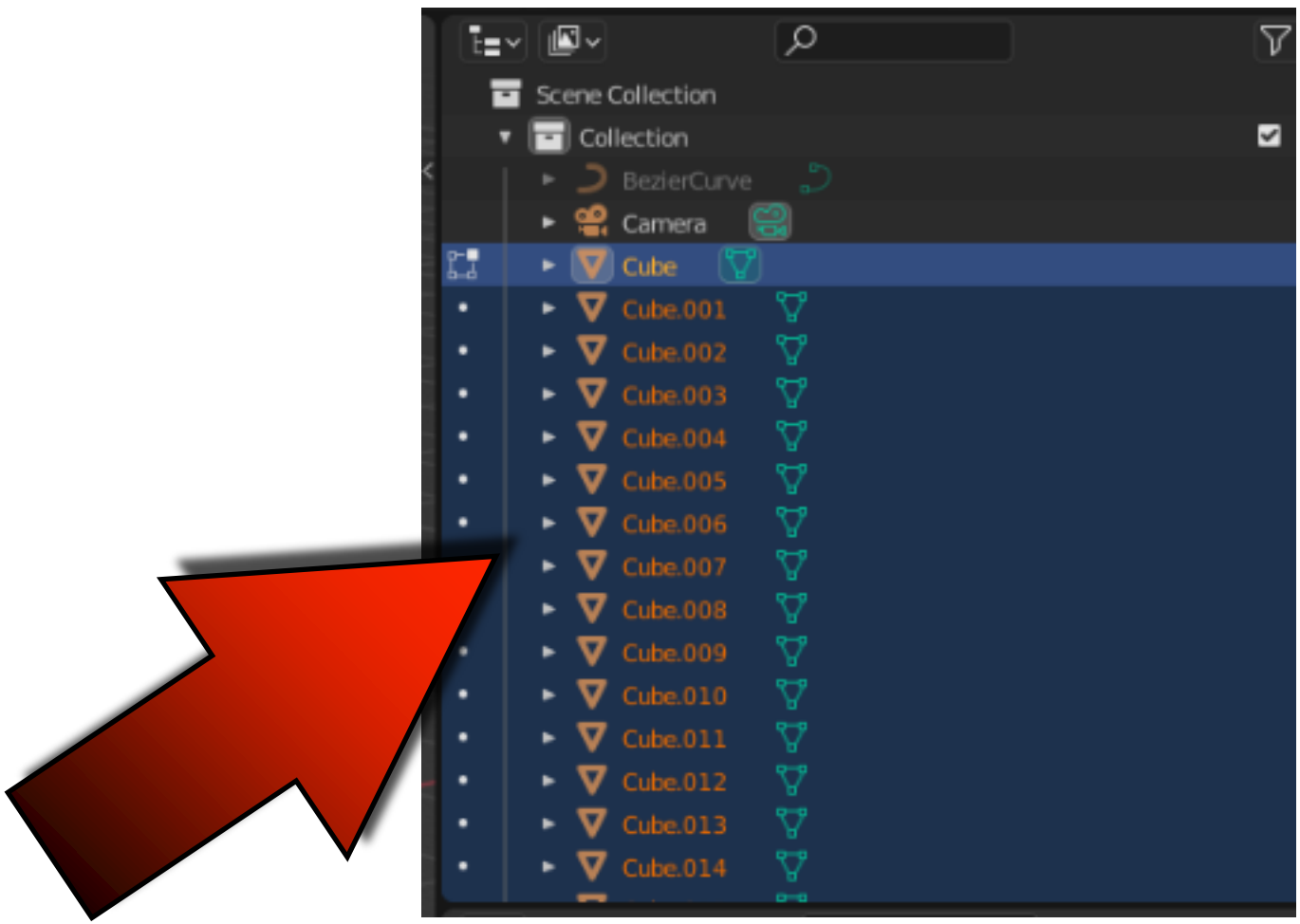
GO TO DOMINO EDIT MODE



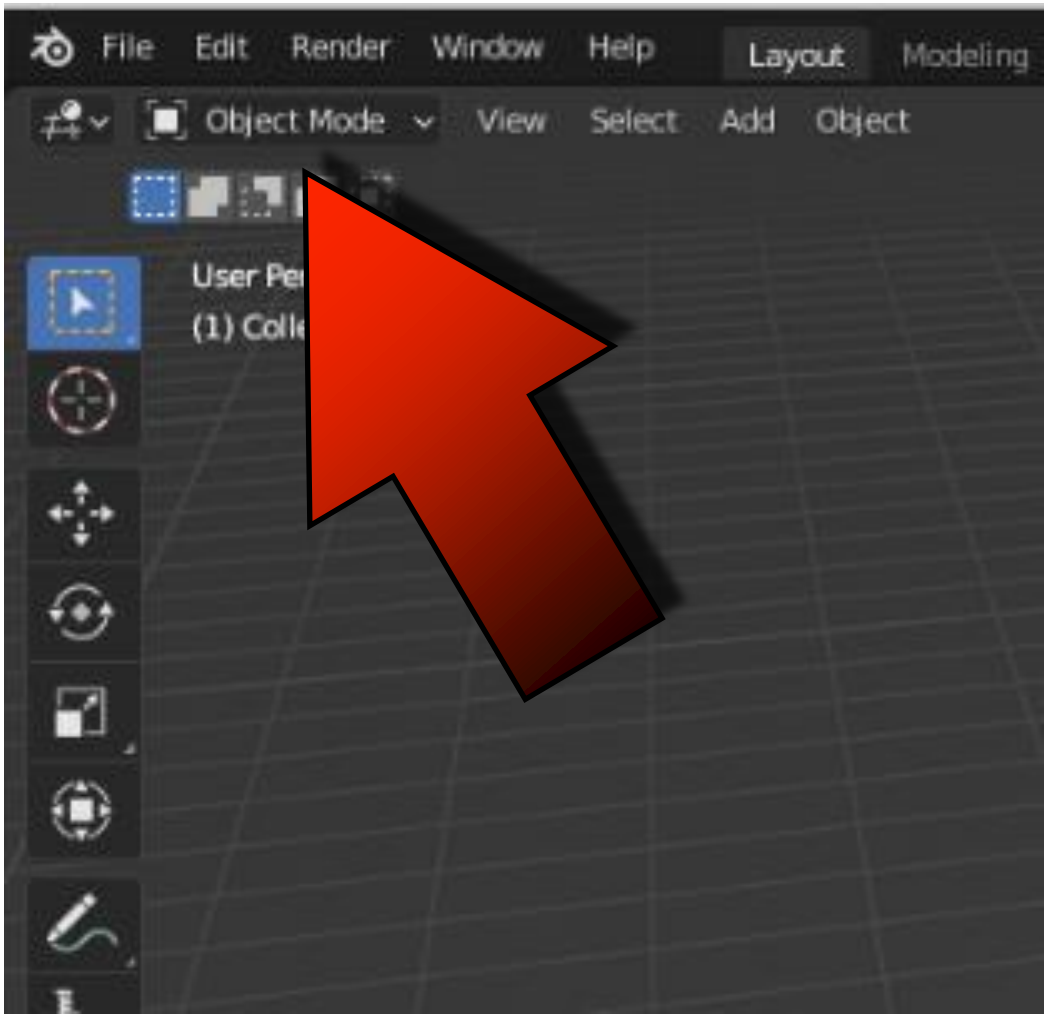
PRESS THE P KEY AND CHOOSE BY LOOSE PARTS



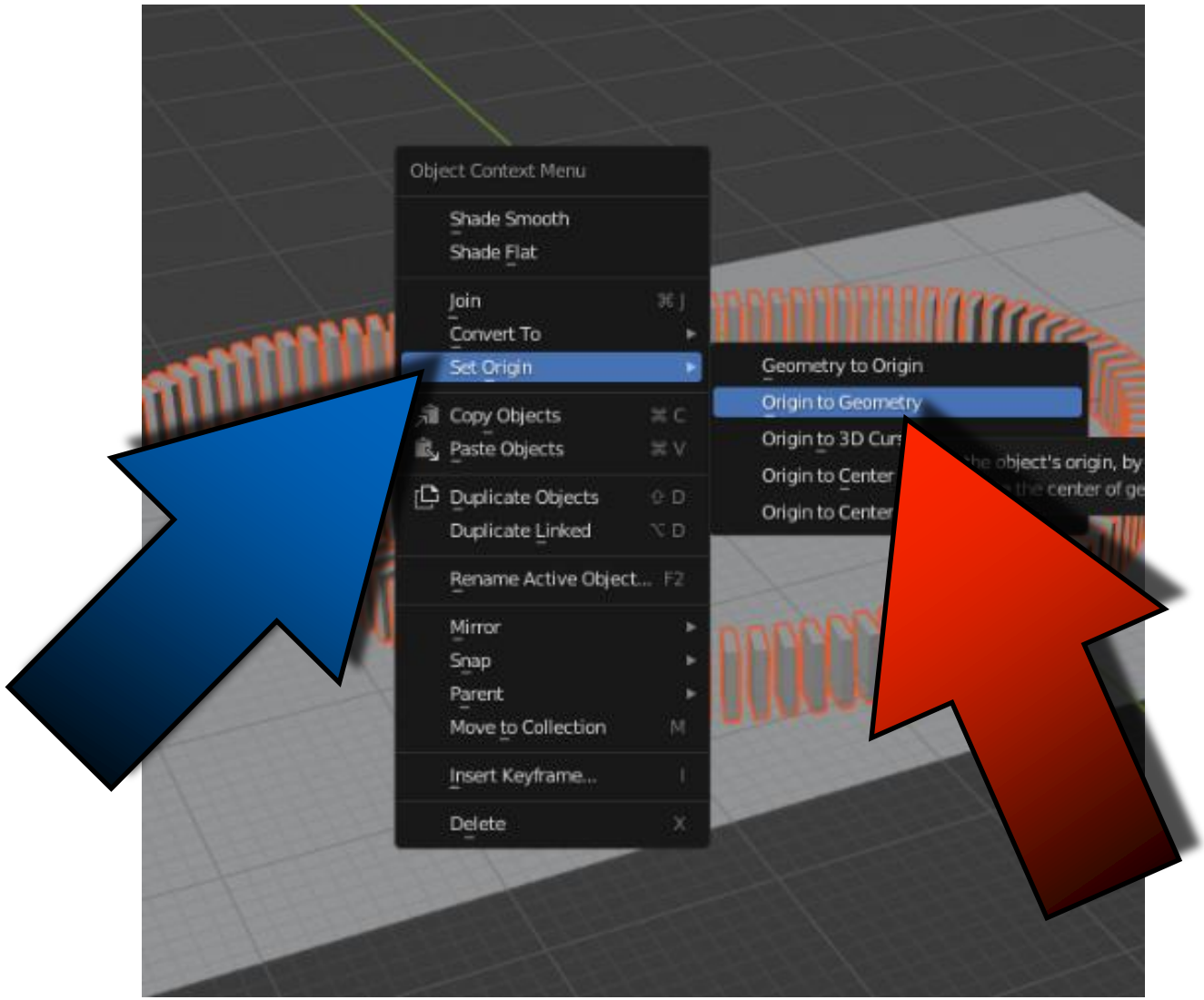
A LOT OF DOMINO BLOCKS WAS MADE



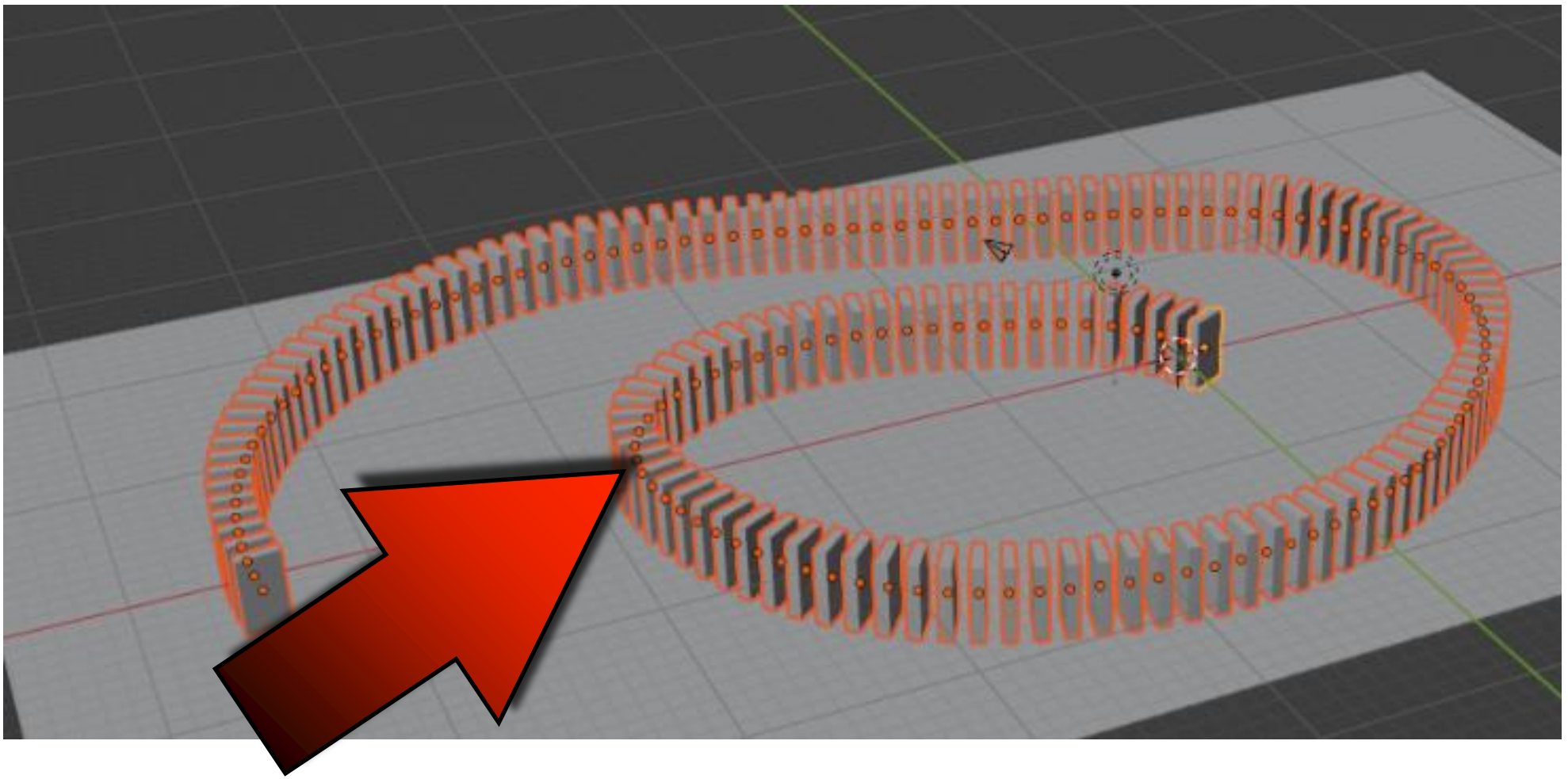
GO TO OBJECT MODE



CHOOSE ORIGIN TO GEOMETRY



ORIGIN WILL BE IN THE CENTER OF EVERY BLOCK



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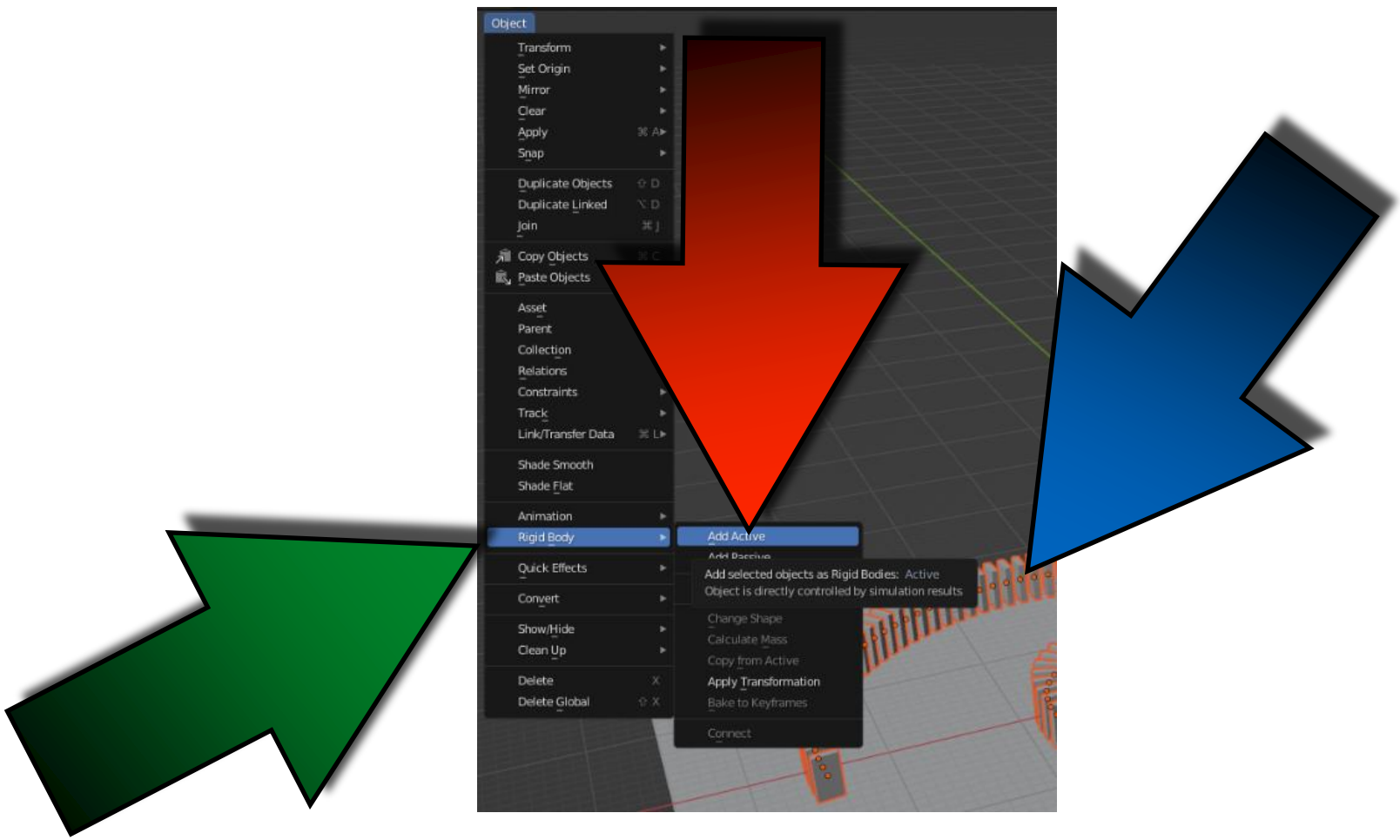
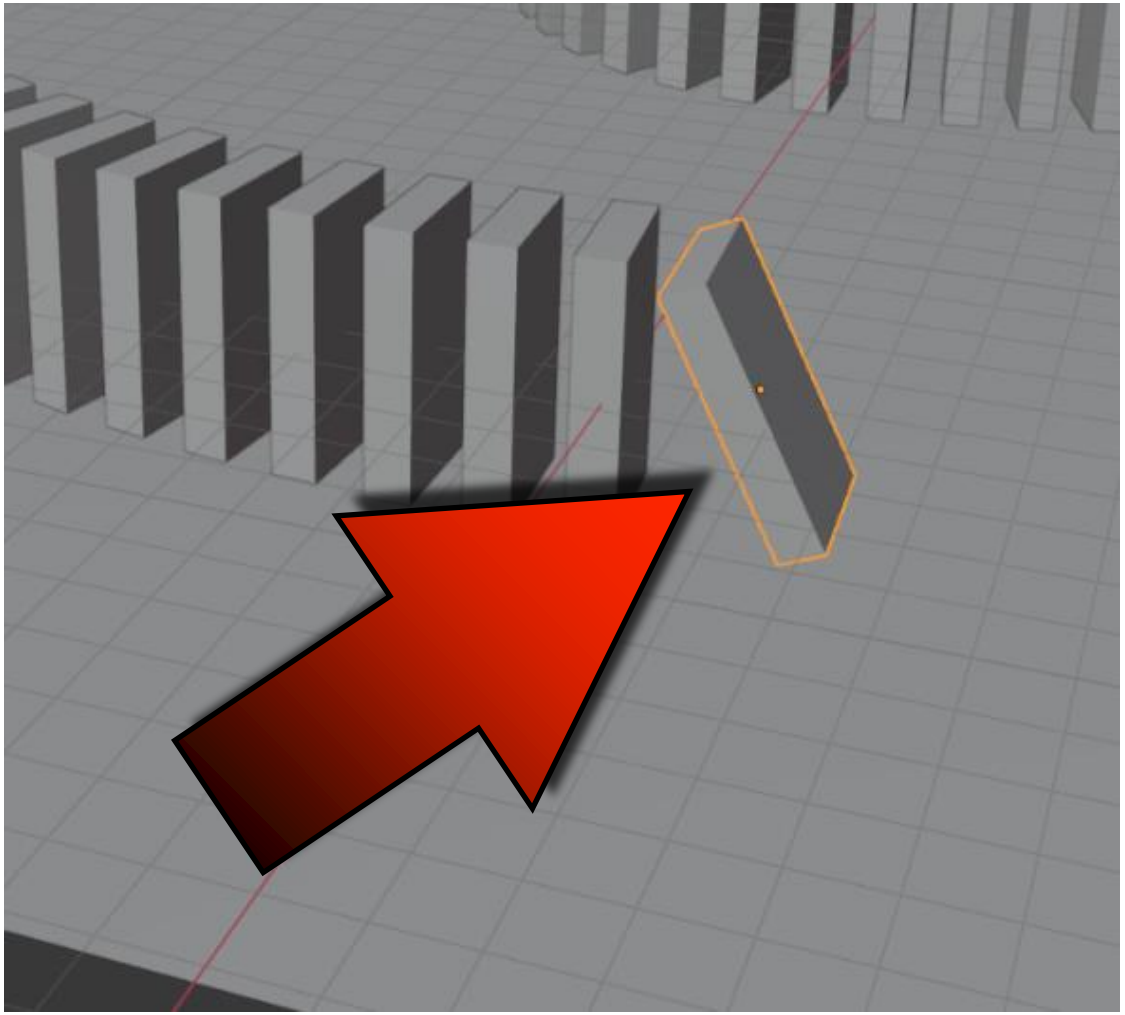
POWER OF AR AND VR

FOR DOMINO BLOCKS ADD RIGID BODY ADD ACTIVE



DOMINO DAY

ROTATE THE FIRST DOMINO BLOCK



PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/P0_eOxuSJ2w

MAKE A FLAG ANIMATION LIKE THIS WAY

YouTube

https://youtu.be/z85miUezdIo

PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

THE STUDENT DID IT THIS WAY HIDING THE TILT AND THE CYLINDER

https://youtu.be/9sMUulhp_xM

WE USED THIS METHOD OF LAYING THE CUBES TO CREATE A DEFENSIVE WALL IN OUR PROJECT

THANK YOU FOR YOUR ATTENTION

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