DESTROY



Co-funded by the European Union



2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK







INSERT CUBE AND SCALE IT LIKE ON SCREEN









PUT UV SPHERE ABOVE CUBE









FOR CUBE SET RIGID BODY TYPE PASSIVE









ADD CELL FRACTURE IN PREFERENCES





POWER OF AR AND VR SELECT CUBE AND CHOOSE CELL FRACTURE









PRESS OK

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THE CREATION OF 100 ELEMENTS

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PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

WE ADDED RIGID BODY ONLY TO UV SPHERE AND NOT TO ANOTHER ELEMENTS

https://youtu.be/qLmI6JrgLYE







FIRST LET'S SELECT UV SPHERE AND THEN WITH THE SHIFT KEY ALL ELEMENTS AND CHOOSE COPY FROM ACTIVE







PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

RIGID BODY UV SPHERE AND ELEMENTS AFFECT THEMSELVES

https://youtu.be/A6IM1Iw_PvM







DELETE UV SPHERE



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PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

ONLY ELEMENTS HAVE A RIGIB BODY

https://youtu.be/cVj306R8Z44





POWER OF AR AND VR ADD MATERIAL ON THE FIRST ELEMENT











TURN ON COLLISION MARGIN FOR FIRST ELEMENT





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PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

ITEMS ARE PUSHED FROM IT

https://youtu.be/5Hdu6-rdlic







COPY PROPERTIES TO OTHER ITEMS AS BEFORE

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PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/yuk1LEA-HF8







DELETE UV SPHERE AND INSERT CUBE AND MOVIE IT LIKE ON SCREEN







BOWER OF AR AND VR GO TO CELL FRACTURE SELECT OWN VERTS AND CLICKI OK

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CUBE WILL BE DIVIDED INTO AS MANY PARTS AS IT HAS VERTEX







POWER OF AR AND VR INSERT NEW CUBE





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ADD PARTICLE SYSTEM









SET NUMBER ON 100



DESTROY





SET END ON 1



DESTROY





EMIT FORM ON VOLUME THIS CAUSES THAT THE PARTICLES WILL BE APPLIED INSIDE THE CUBE AND NOT ONLY ON ITS SURFACE









IN CELL FRACTURE CHOOSE OWN PARTICLES

Operator Presets	Cell fracture selected mesh ob	ojects				
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ENTER THE NAME HERE FOR ALL NEW ELEMENTS TO BE SAVED IN A SEPARATE COLLECTION

DESTROY

Cell fracture selected mesh	objects						
Operator Presets							~ + -
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POWER OF AR AND VR NO PARTICLE SYSTEM SHOWN ON THE RENDER











INSERT NEW CUBE









CHOOSE ANNOTATE

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THEN CHOOSE SURFACE TO DRAW ON THE SURFACE OF THE MODEL









DRAW SOMETHING LIKE THE SCREEN









CHOOSE ANNOTATION PENCIL

Operator Presets Point Source Own Veris Child Veris Own Veris Child Veris Own Veris Child Veris Own Particles Child Particles Annotation Pencil Source Limit 1.00 Recursive Shatter Recursion 0 Source Limit 8 Clamp Recursion 250 Rando 0.25 Rando 0.25 Rando 0 Source Limit 8 Clamp Recursion 250 Rando 0.25 Rando 0.25 Rando 0.25 Rando 0 Source Limit 8 Clamp Recursion 250 Rando 0.25 Random Smooth Interior Sharp Edges Apply Spilt Edge Material 0 Interior VGroup Margin 0.00 Spilt Islands Physics Mass Mode: Volume Mass 1.00 Object Petug Object Show Progress Realtime Debug Points Debug Boolean	Cell fracture selected m	esh objects									
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POWER OF AR AND VR PRESS OK



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INSERT NEW CUBE















SELECT FIRST ELEMENT AND THEN WITH SHIFT KEY OTHERS









PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

IN THIS CASE, AS WE ADD A RIGID BODY, IT ONLY WILL RECEIVE IT ACTIVE ELEMENT

https://youtu.be/uXONRXyO_JA







CHOOSE COPY FROM ACTIVE









PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/DEE4_TD2prM







NEXT CHOOSE CONNECT



DESTROY





WE WILL SEE CONSTRAINTS

DESTROY



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CLICK WITH THE RIGHT MOUSE KEY ON BREAKABLE

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	DESTROY	





AND CHOOSE COPY TO SELECTED

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PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/wL7_dVRwKG4





IN TRERSHOLD ENTER 3

Co-funded by the European Unic

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DESTROY





CLICK WITH THE RIGHT MOUSE KEY ON THRESHOLD









AND CHOOSE COPY TO SELECTED

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DESTROY





PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube



TRESHOLD = 5

https://youtu.be/7iRC7-f9q0M

https://youtu.be/fN0yetDqyIA

DESTROY





CRERATE FILE FROM CUBE LIKE ON THE DRAW









PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

IF YOU RUN ANIMATION WALL STANDS

https://youtu.be/riDgEUzmDsc







INSERT FORCE



DESTROY





PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

NOW THE WALL IS COMING DOWN

https://youtu.be/i5FrgHOhozc







SET FIELD STRENGTH TO 2000

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PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

THE FIELD WORKS STRONGER AND ON A LARGE AREA

https://youtu.be/HkhsMC6yA9o





@~

1

Playback



WE WILL REDUCE THE FIELD IN TIME SAVE FIELD STRENGTH FOR THE FIRST FRAME OF ANIMATION









SAVE FIELD STRENGTH = 0 FOR THE 40 FRAME OF ANIMATION









PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/GF1v18PChnk







INCREASE STRENGTH TO 5000 AND SAVE THE FIRST FRAME OF ANIMATION

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			Gravitation	1		
83			Absorption			
		Wind Factor		0.000		
	\checkmark Falloff					
		Shape	Sphere			•
		Z Direction	Both Z			· ·
		Power		0.000		•
		Min Distance				•
		Max Distance				•







INSERT CYLINDER AS ON SCREEN









GIVE CYLINDER A RIGID BODY ACTIVE







PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/30kWWw0Q0JI

DESTROY





FOR A POWER FIELD MAX DISTANCE SET AT 5M







PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/4Kpn-i02B40





POWER OF AR AND VR CREATE SUCH A FILE AND USE THREE WAYS TO DESTROY IT









APPLY KNOWN WAYS OF ANIMATION CREATE ELEMENTS IN SEPARATE COLLECTIONS

 Scene Collection Collection Collection SFORCE_force-field SFORCE_force-field SCROUND SCROUND SCROCK_annotate-pencil SCROCK_gigid-body SCROCK_gigid		∑~ E°
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EXAMPLE OF USING CELL FRACTURE IN OUR PROJECTS

YouTube

https://youtu.be/WPX7RSiMY6c


POWER OF AR AND VR

THANK YOU FOR YOUR ATTENTION



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JACEK KAWAŁEK