

POWER OF AR AND VR

DRIVERS



**Co-funded by
the European Union**

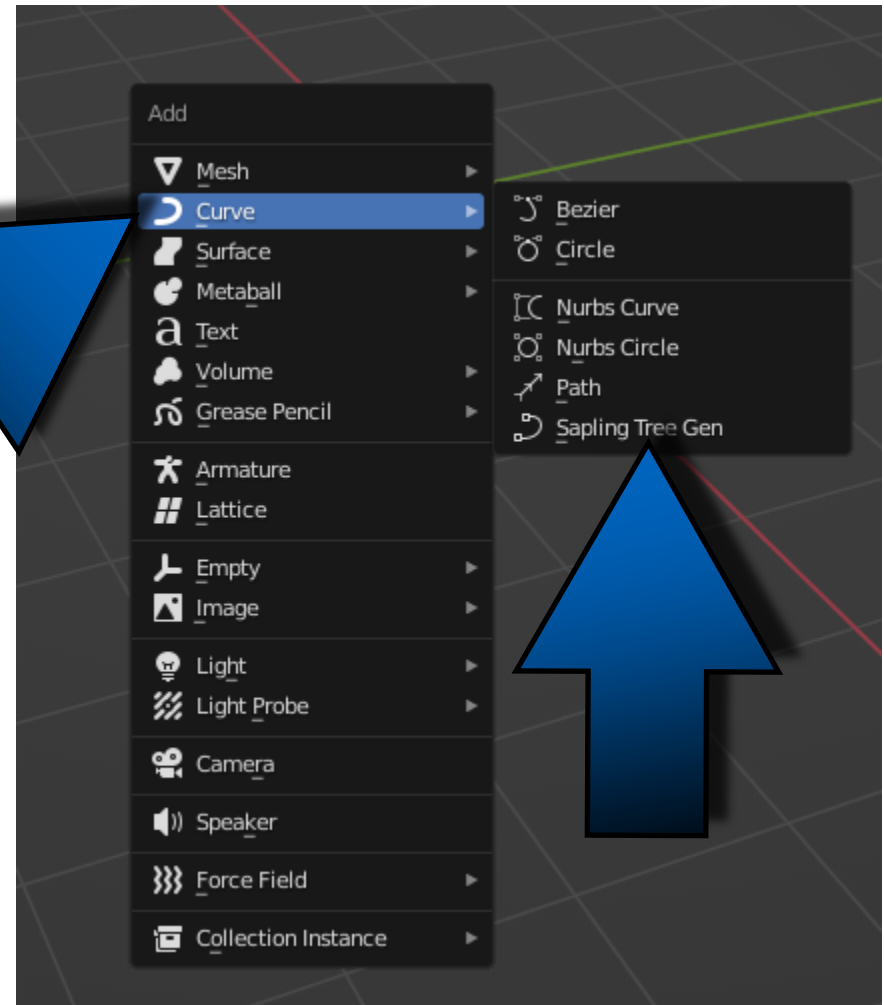
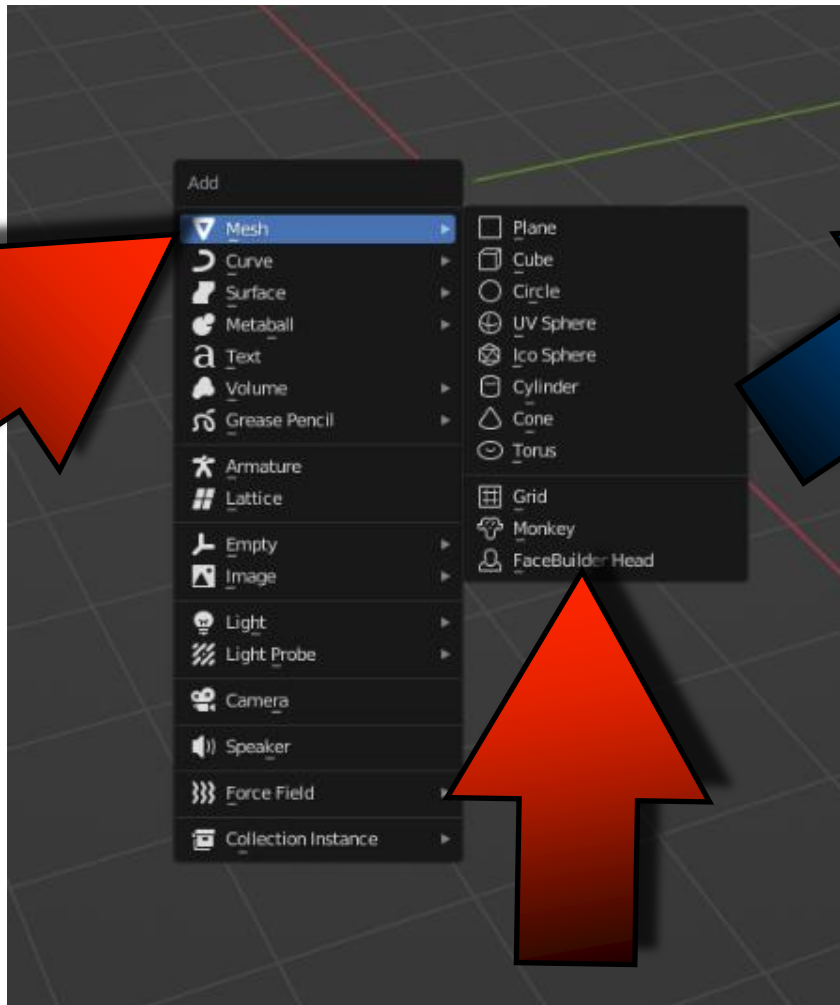


2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK

POWER OF AR AND VR

STANDARD, WE HAVE THE POSSIBILITY OF ADDING BASIC MODELS FOR **MESH AND **CURVES****



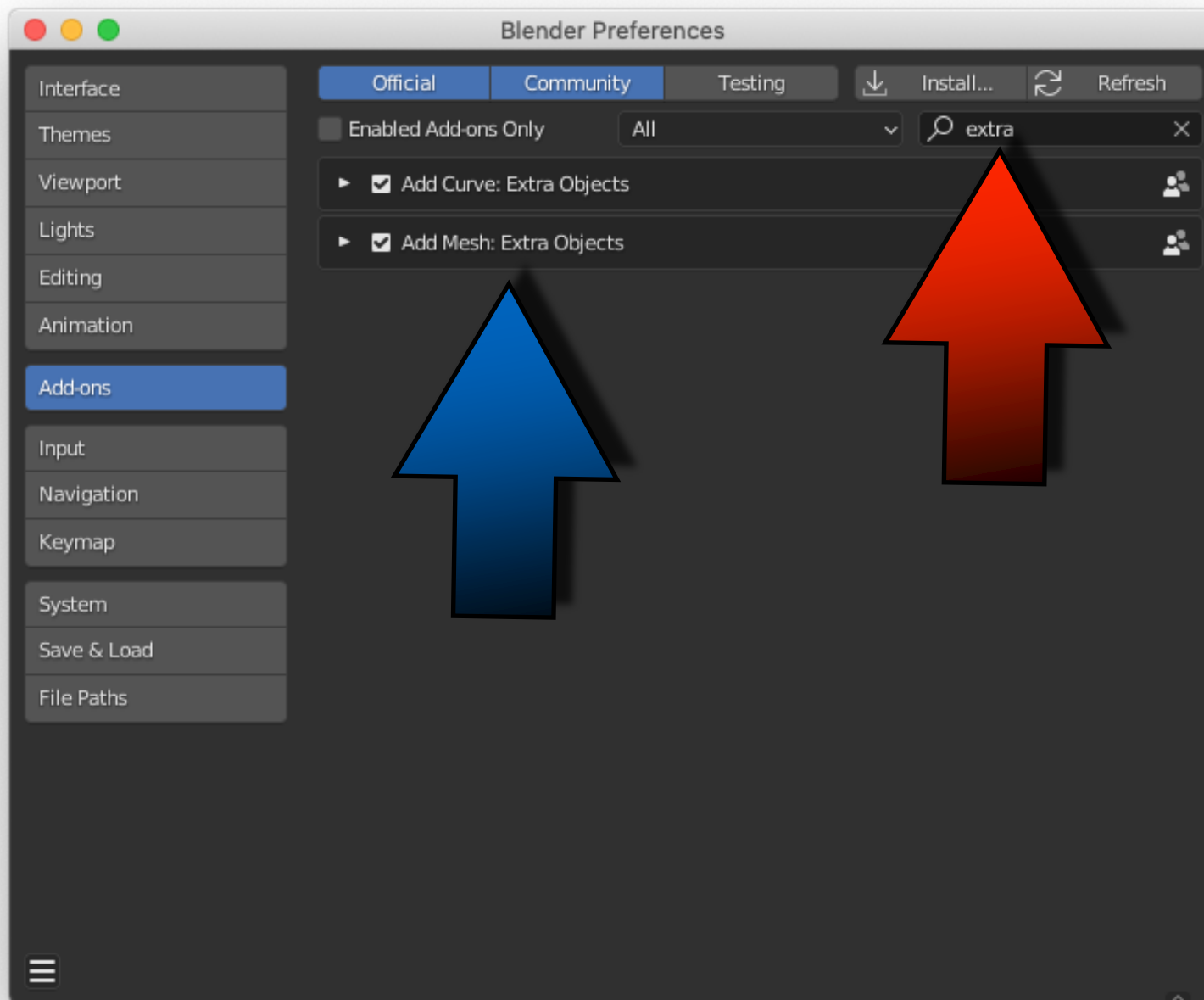
DRIVERS



POWER OF AR AND VR

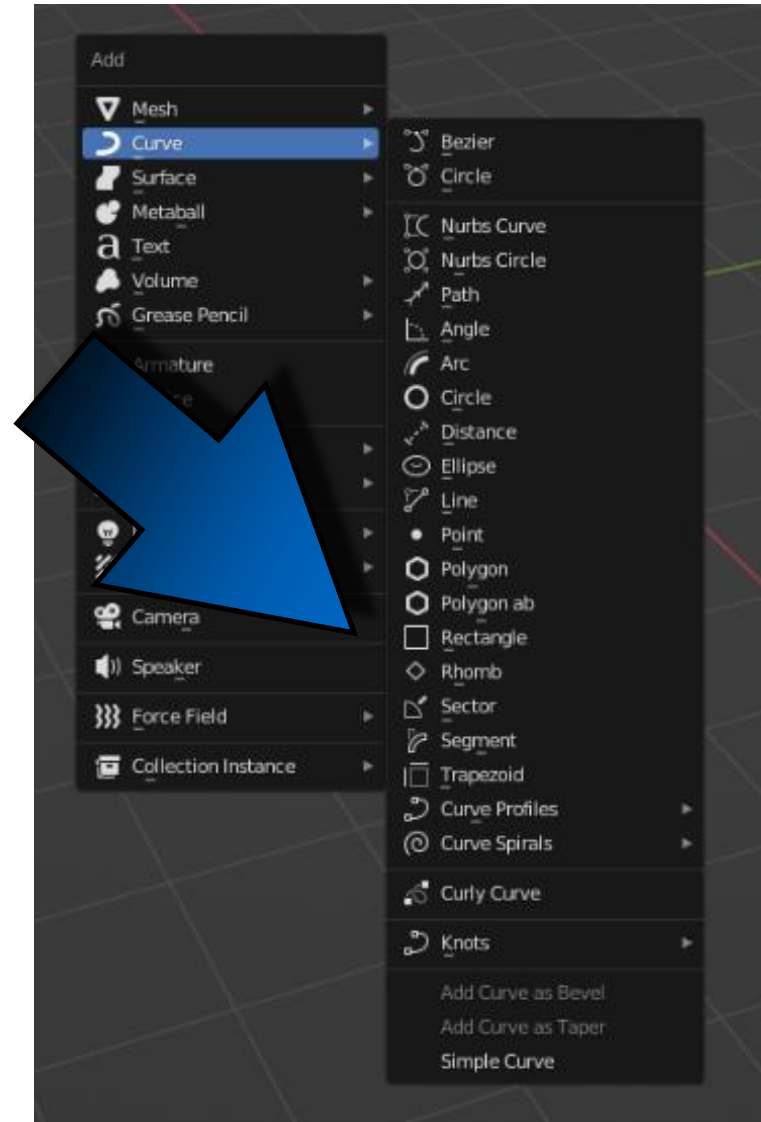
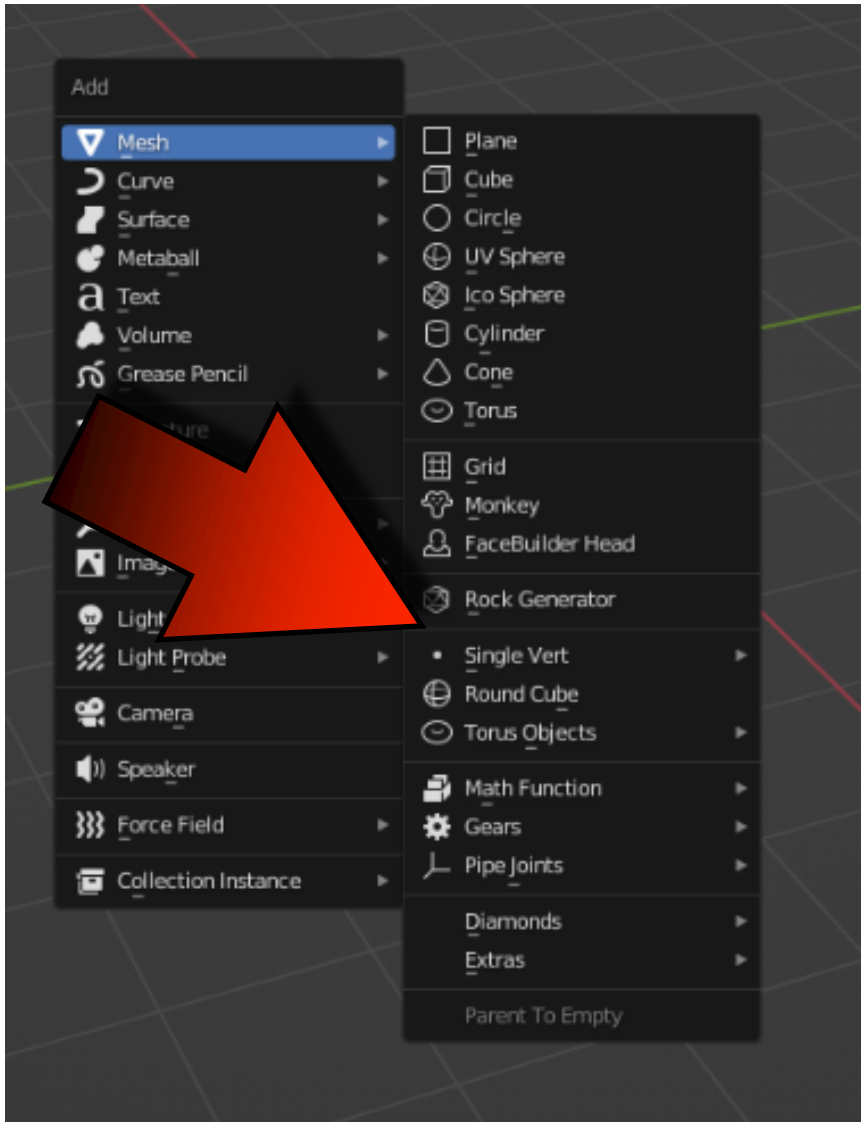


IN PREFERENCES, ENTER **EXTRA AND **ADD MORE MODELS****



DRIVERS

WE WILL HAVE TO CHOOSE MORE OPTIONS

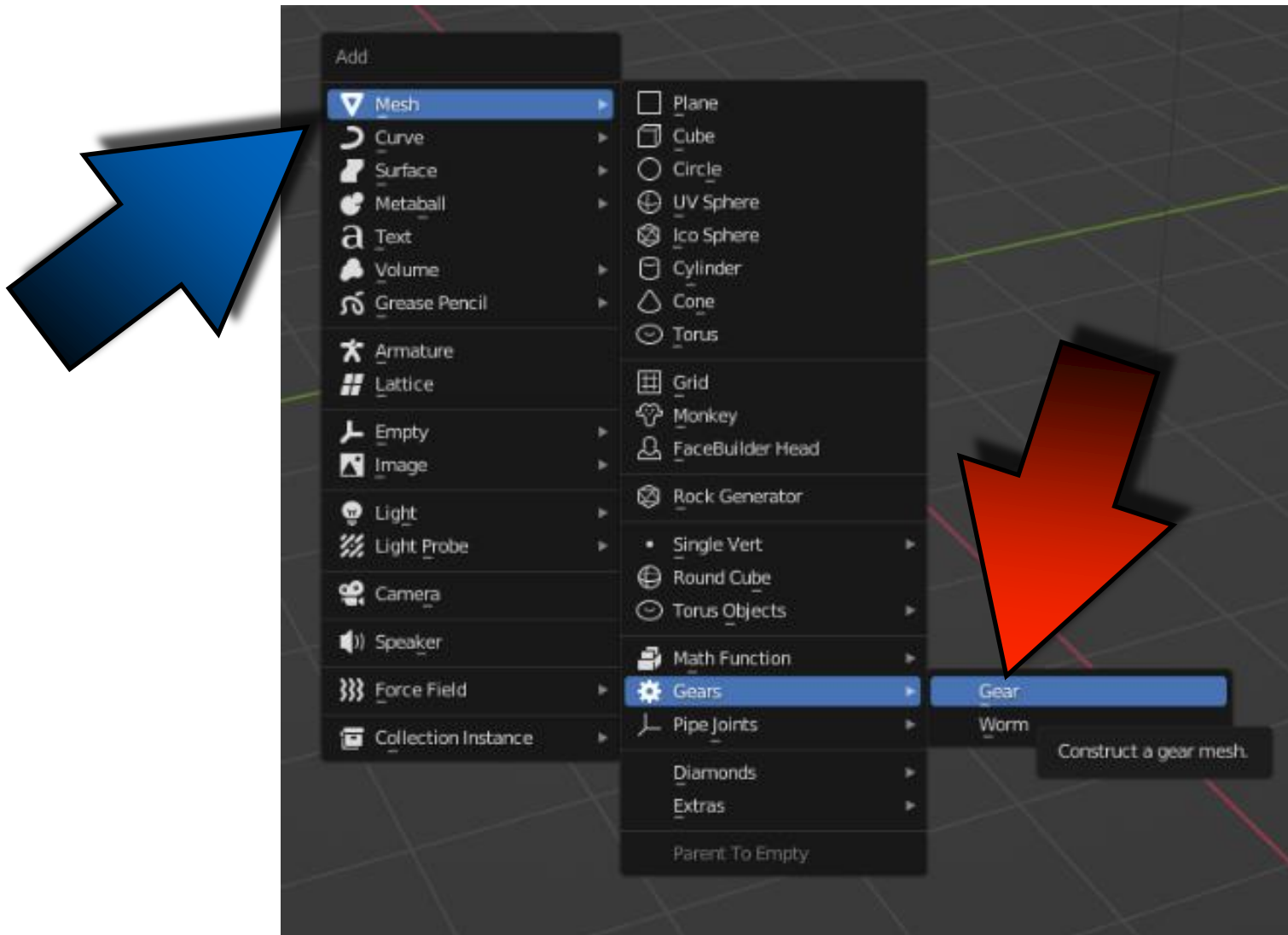




POWER OF AR AND VR



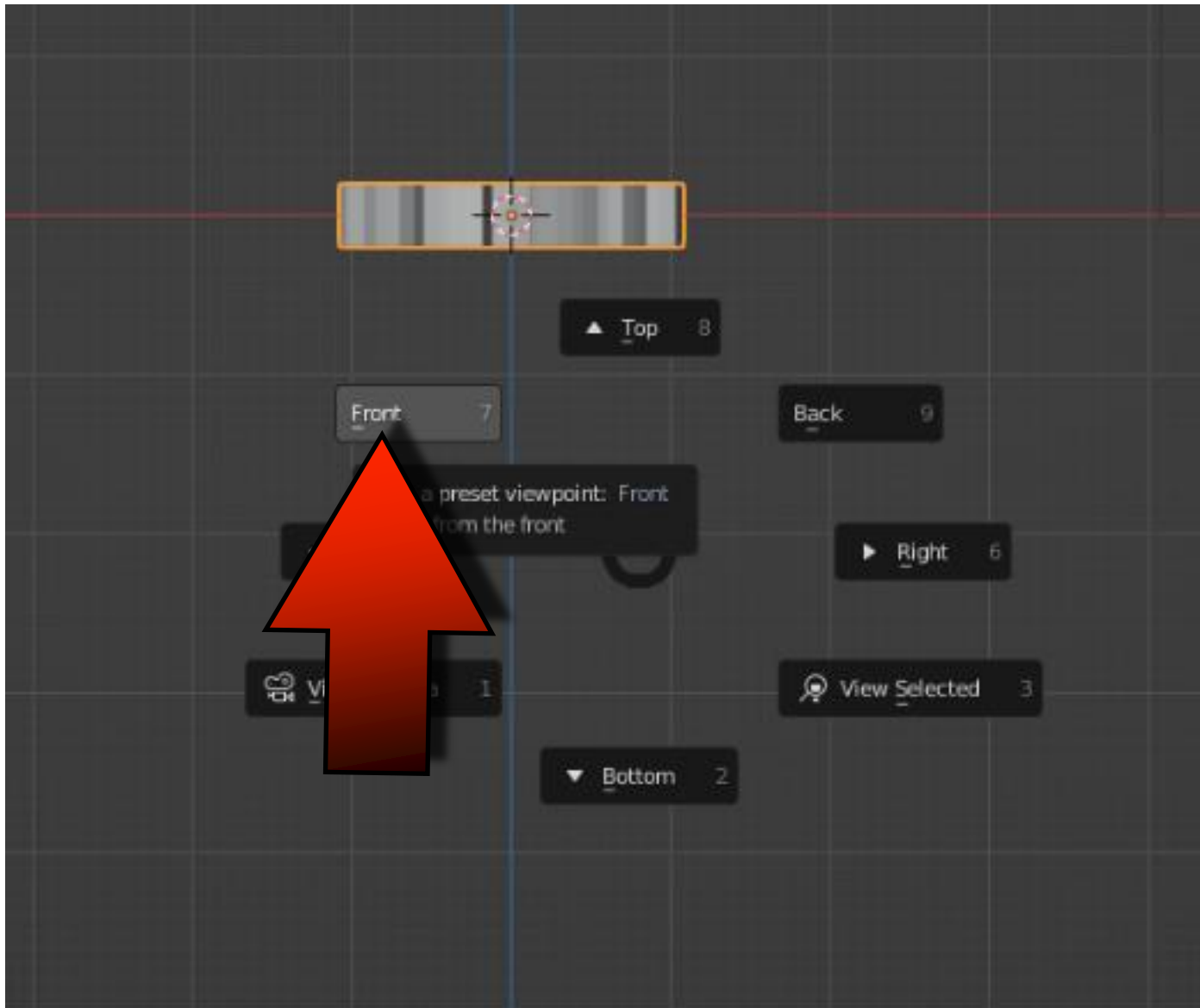
AS MESH ADD GEAR



DRIVERS

POWER OF AR AND VR

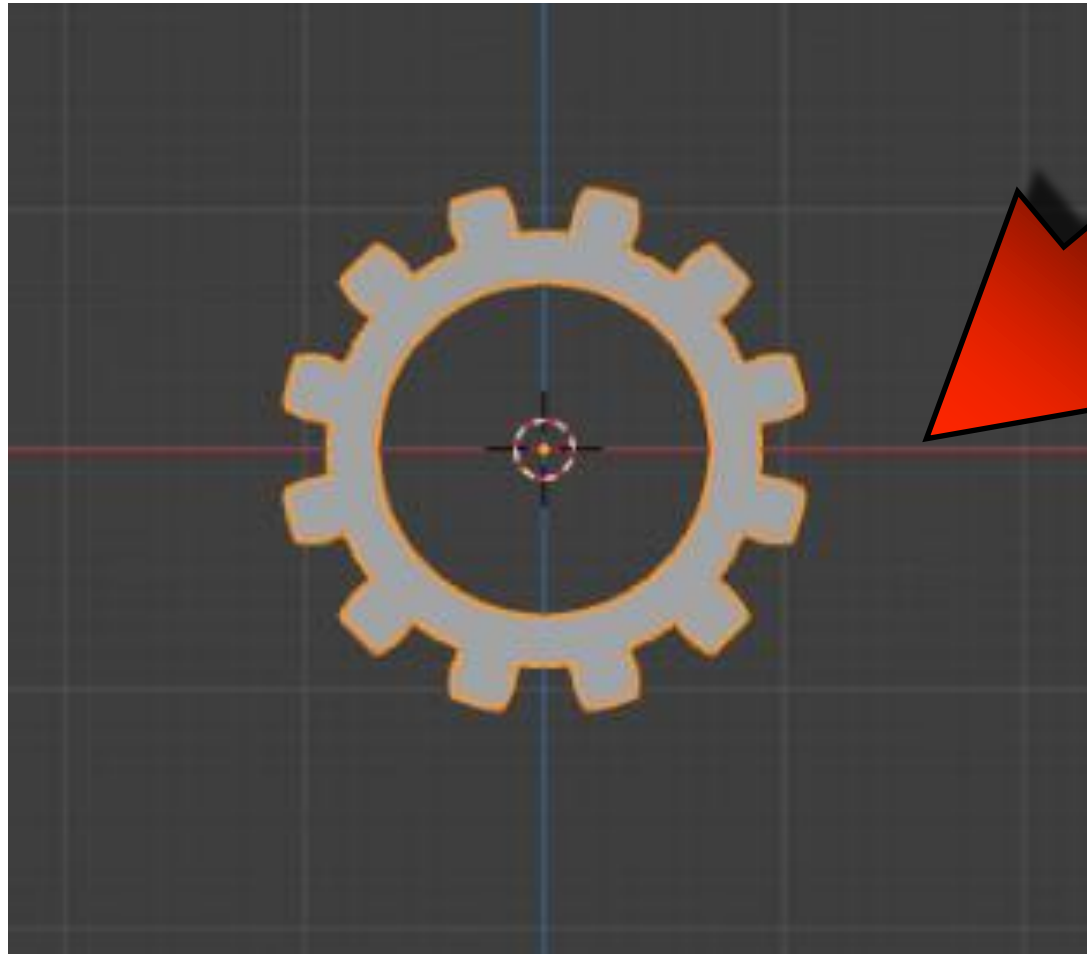
GO TO FRONT VIEW



DRIVERS

POWER OF AR AND VR

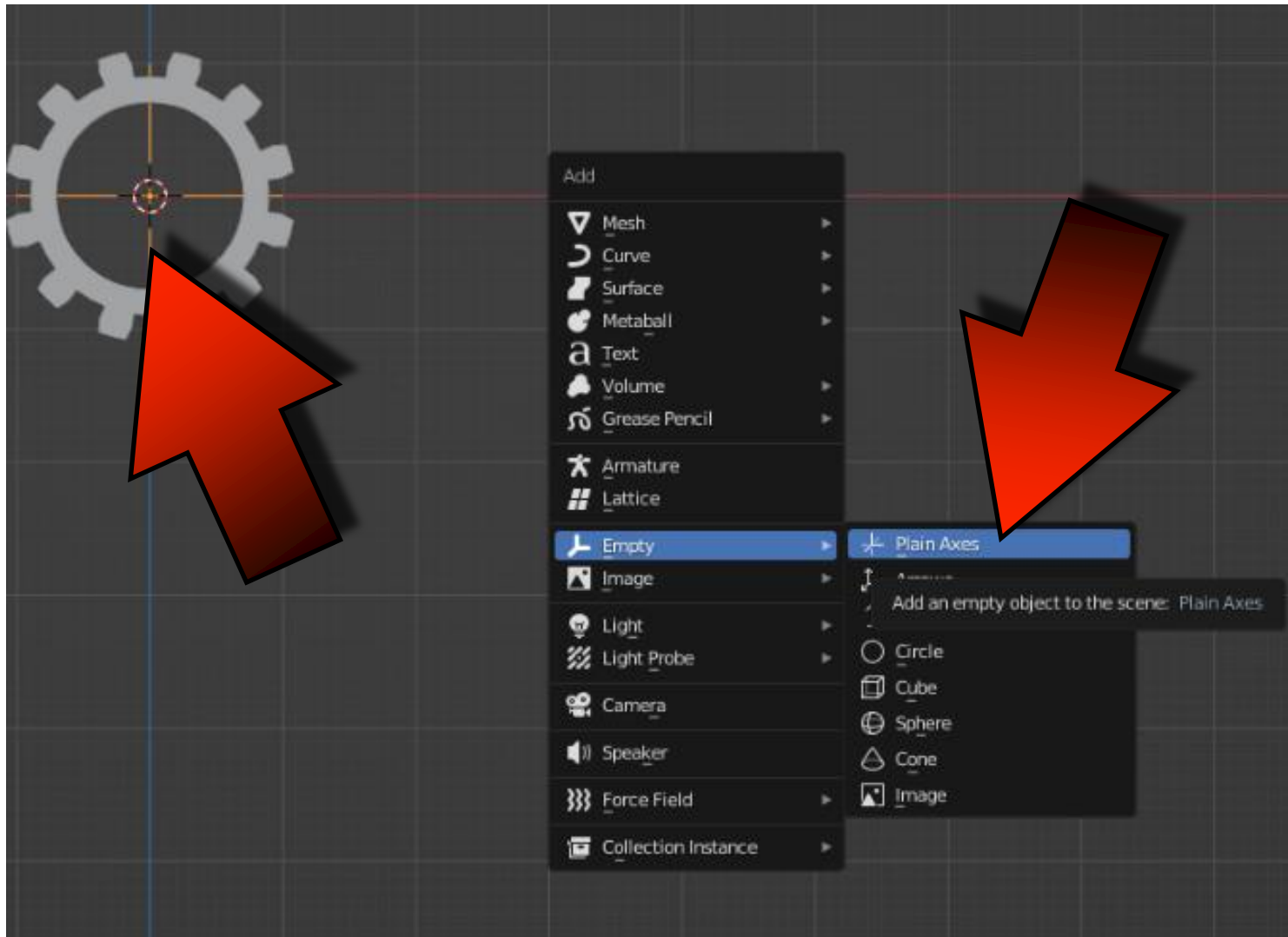
**ROTATE GER 90 DEGREES AROUND X-AXIS
WITH R, X, 90 AND ENTER**



DRIVERS

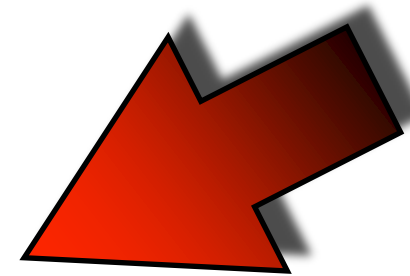
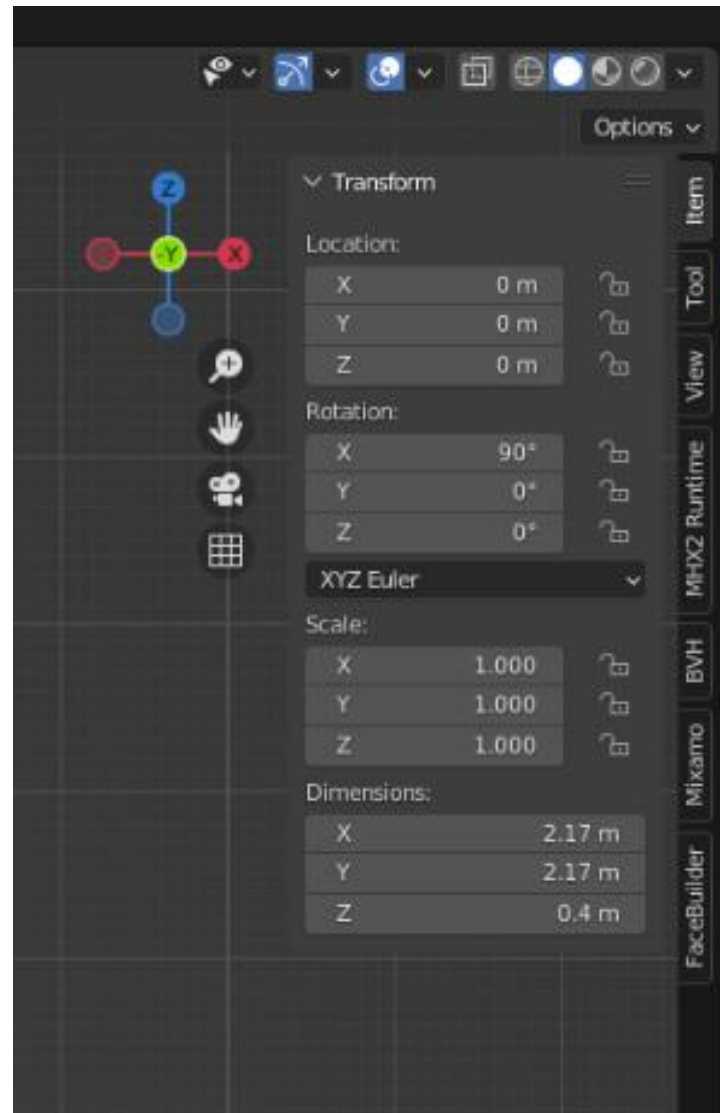
POWER OF AR AND VR

ADD EMPTY OBJECT



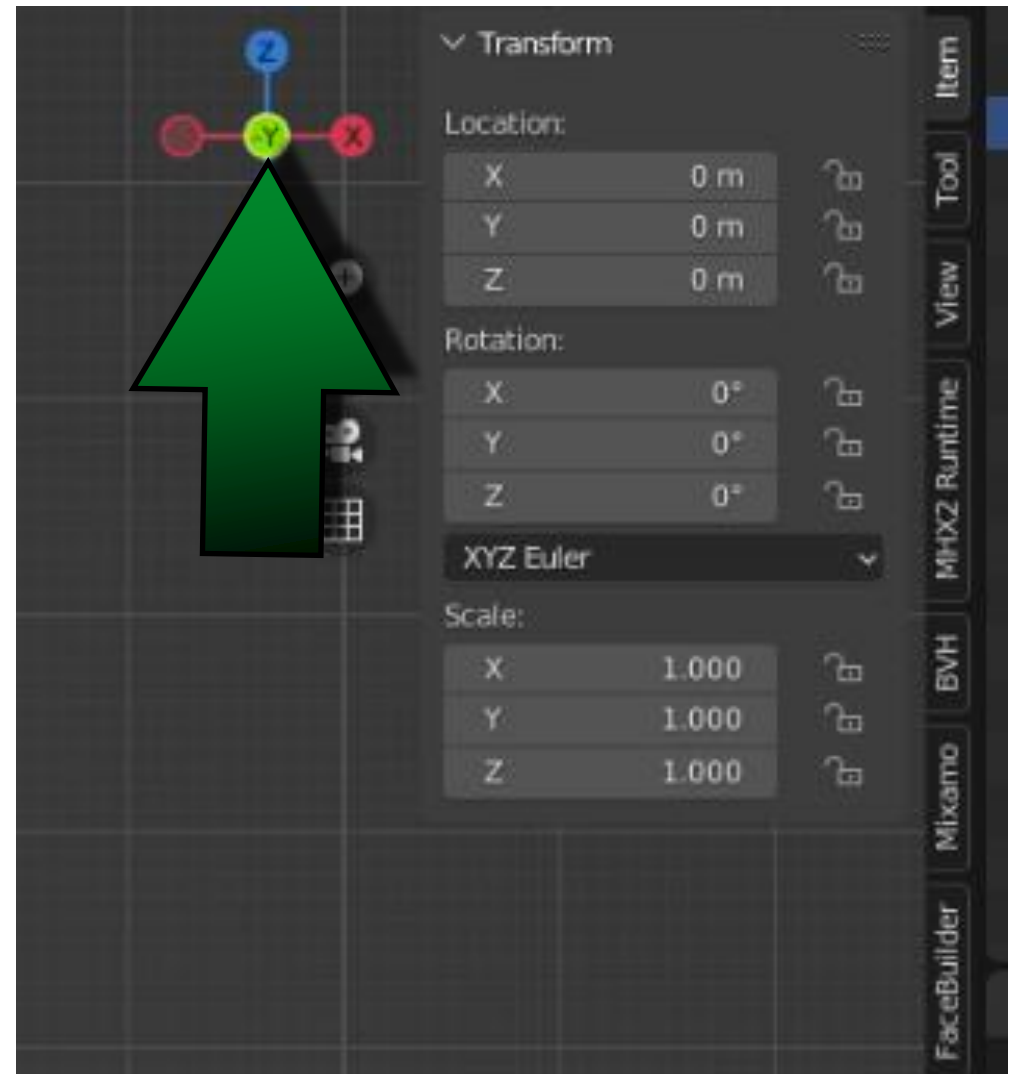
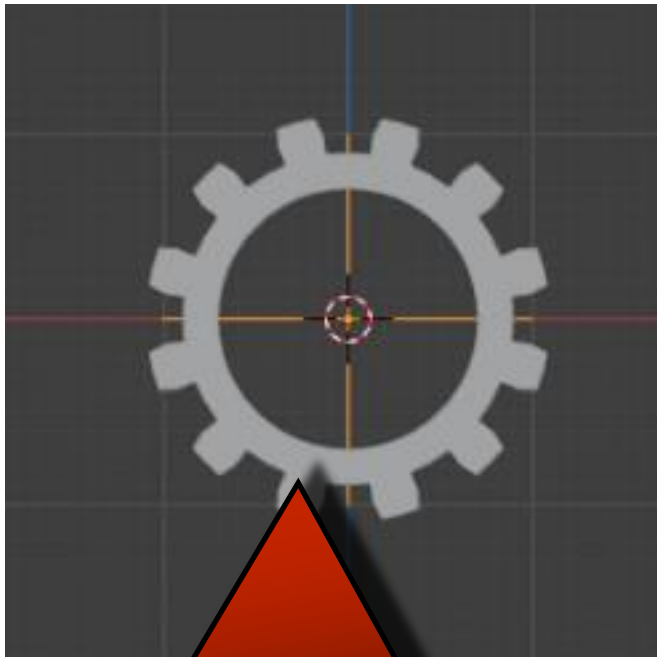
DRIVERS

PRESS **N-KEY** TO SEE **OPTION WINDOW**



POWER OF AR AND VR

WE WANT TO **ROTATE** AROUND
THE **Y-AXIS** WHICH IS TOWARDS US

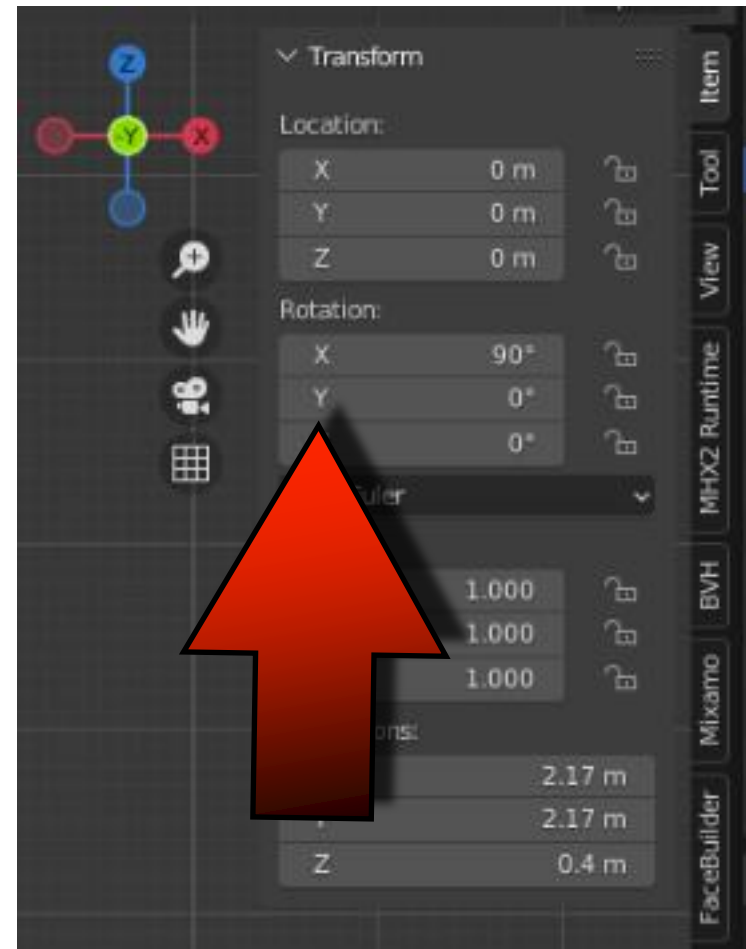
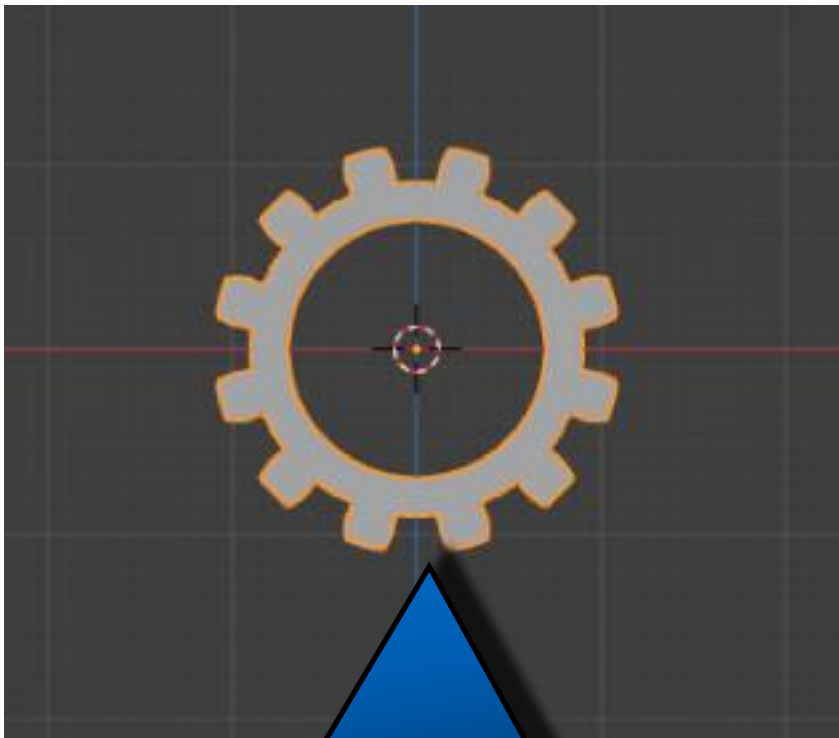


DRIVERS

POWER OF AR AND VR

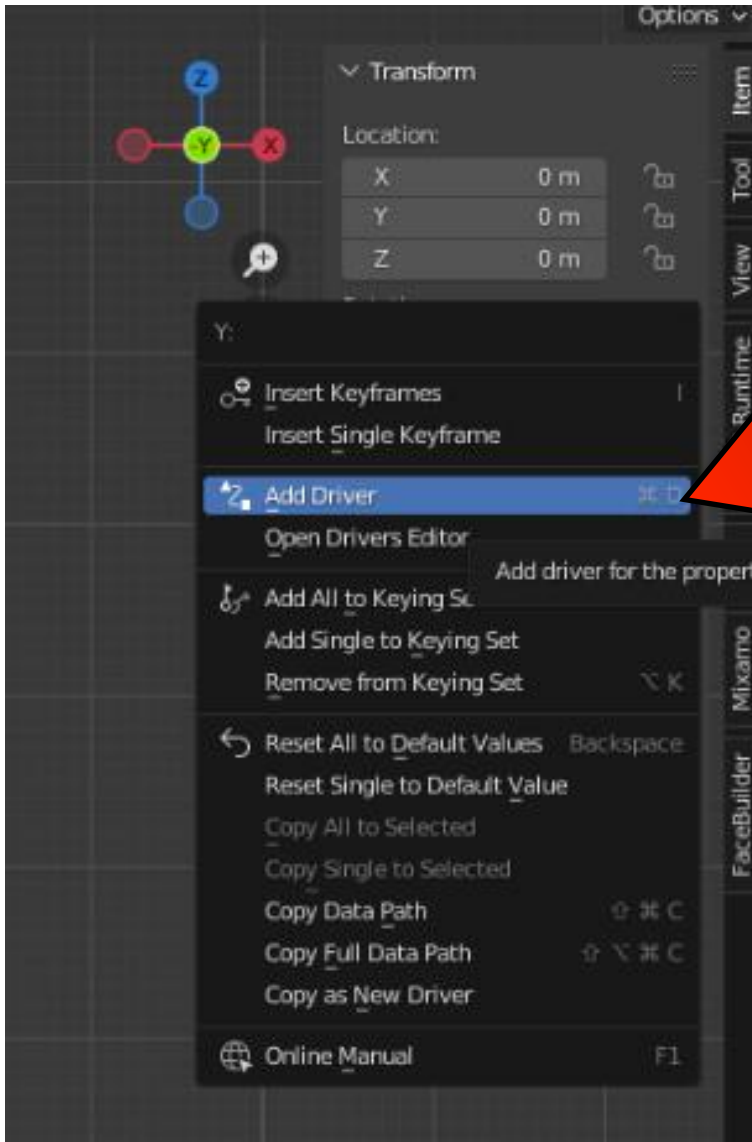
SELECT GEAR AND THEN

MOVE YOUR MOUSE ON THE ROTATION OF THE Y-AXIS

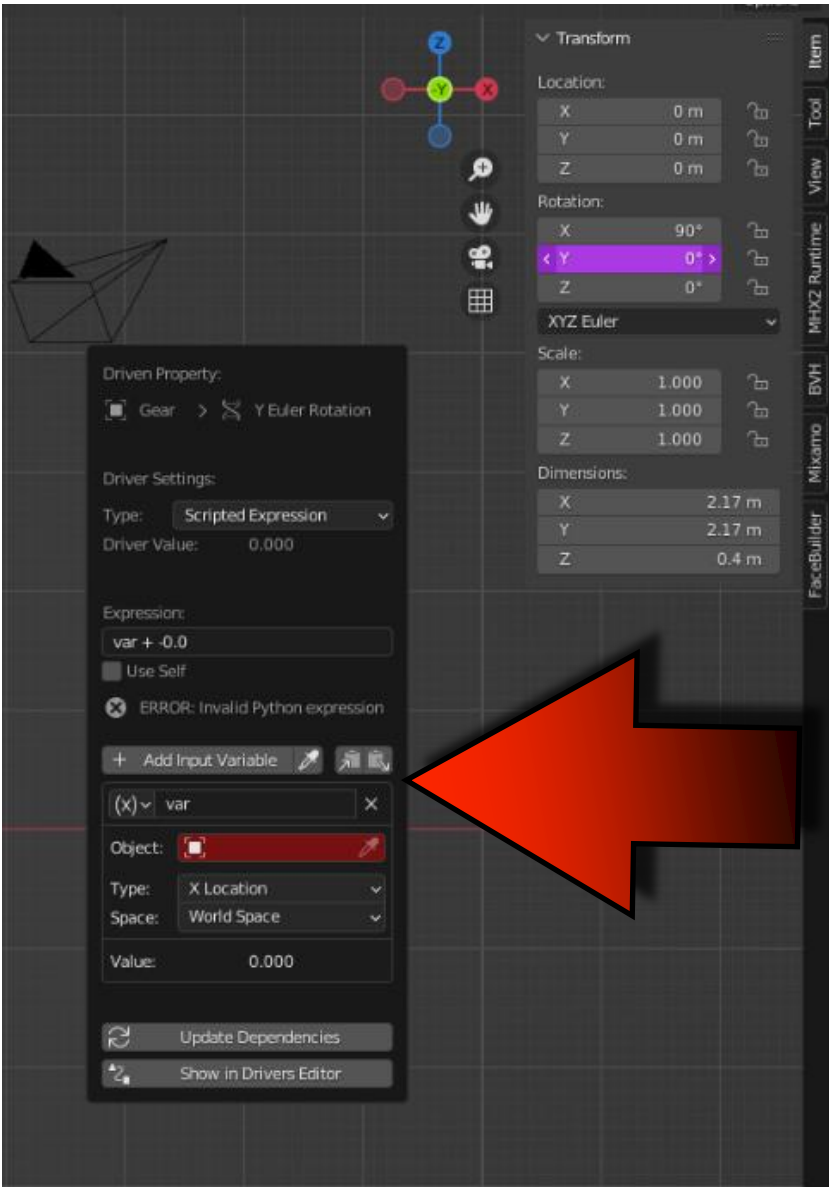


DRIVERS

**PRESS RIGHT MOUSE KEY
AND CHOOSE **ADD DRIVER****

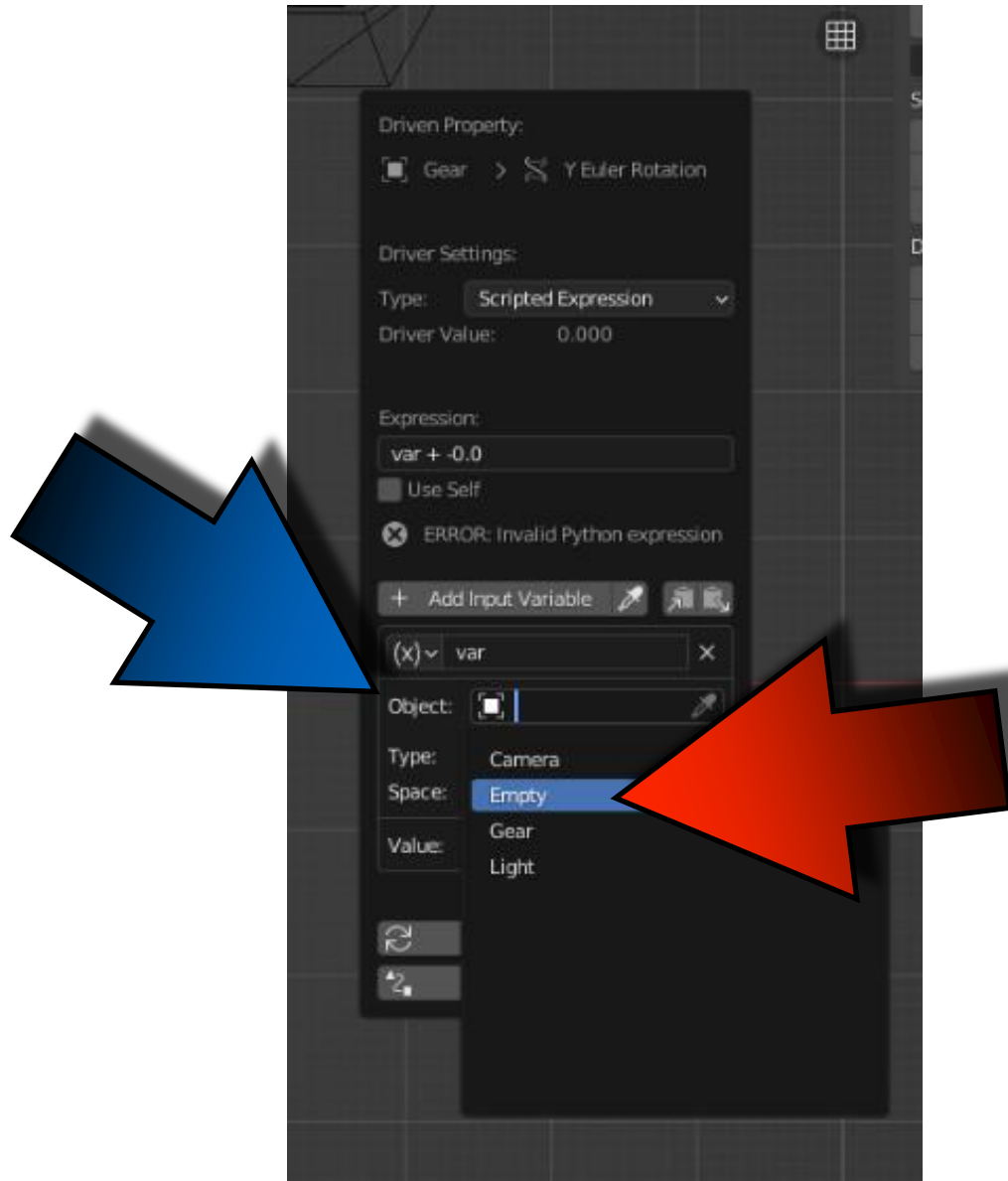


DRIVERS

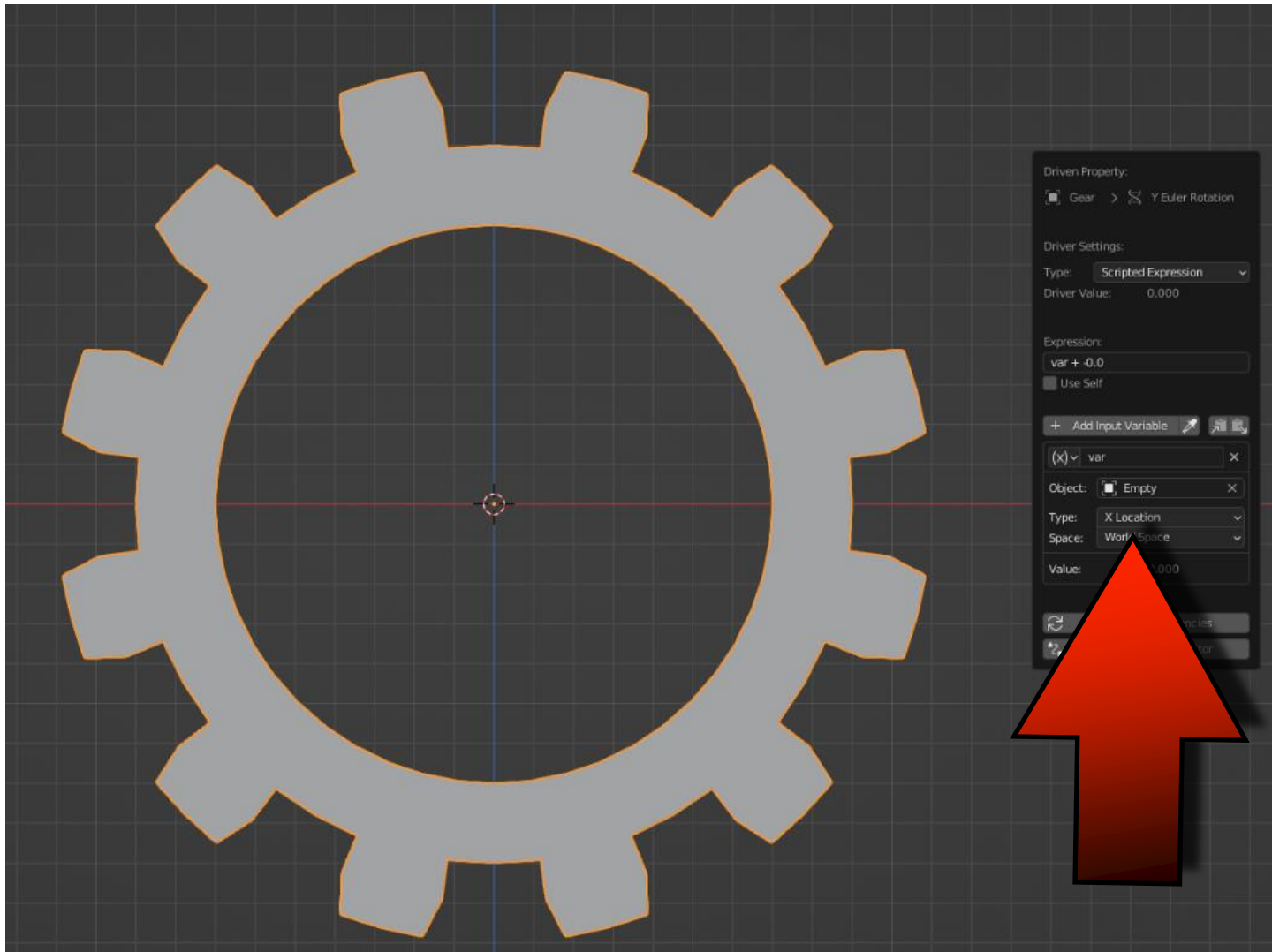


**YOU WILL
SEE
SUCH
A WINDOW**

CHOOSE **EMPTY** IN THE OBJECT WINDOW



THE TYPE IS THE X LOCATION

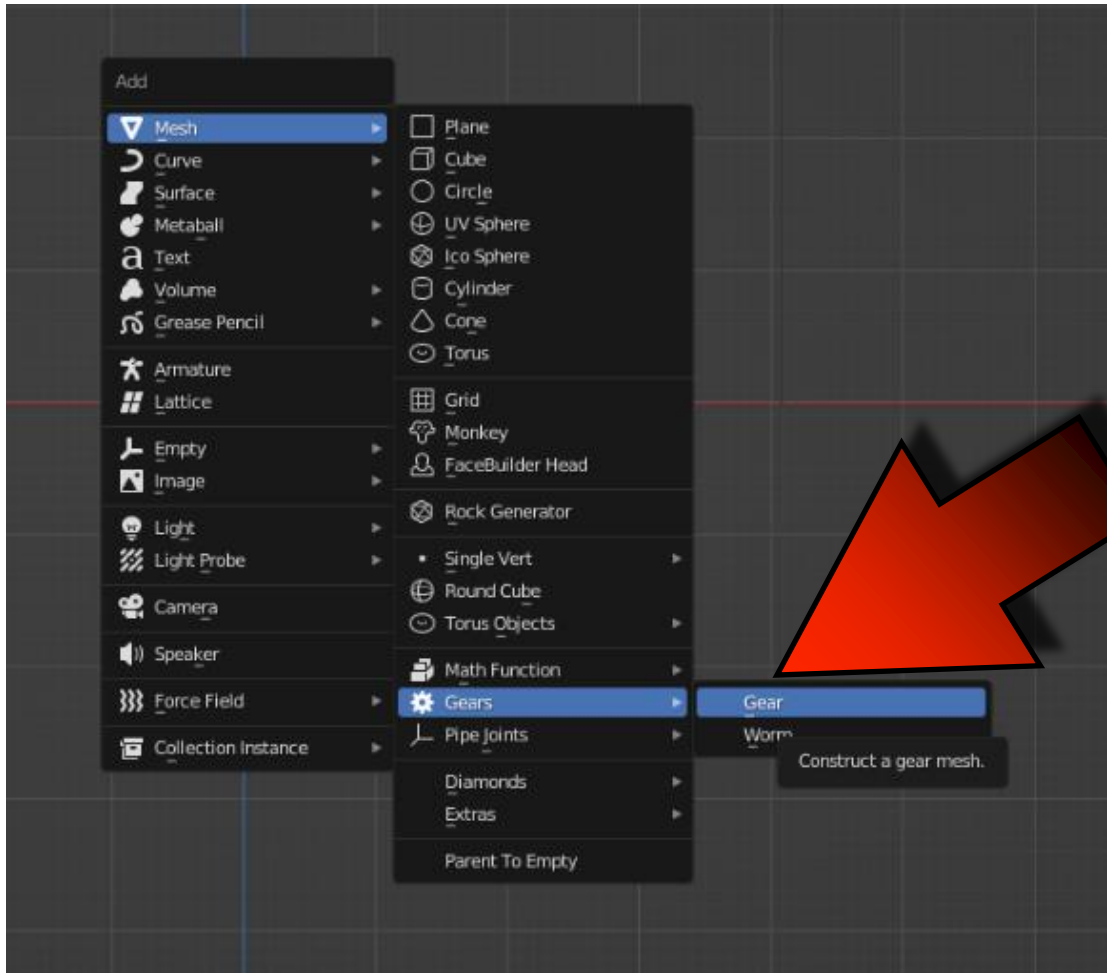


MOVE EMPTY OBJECT ON THE X AXIS

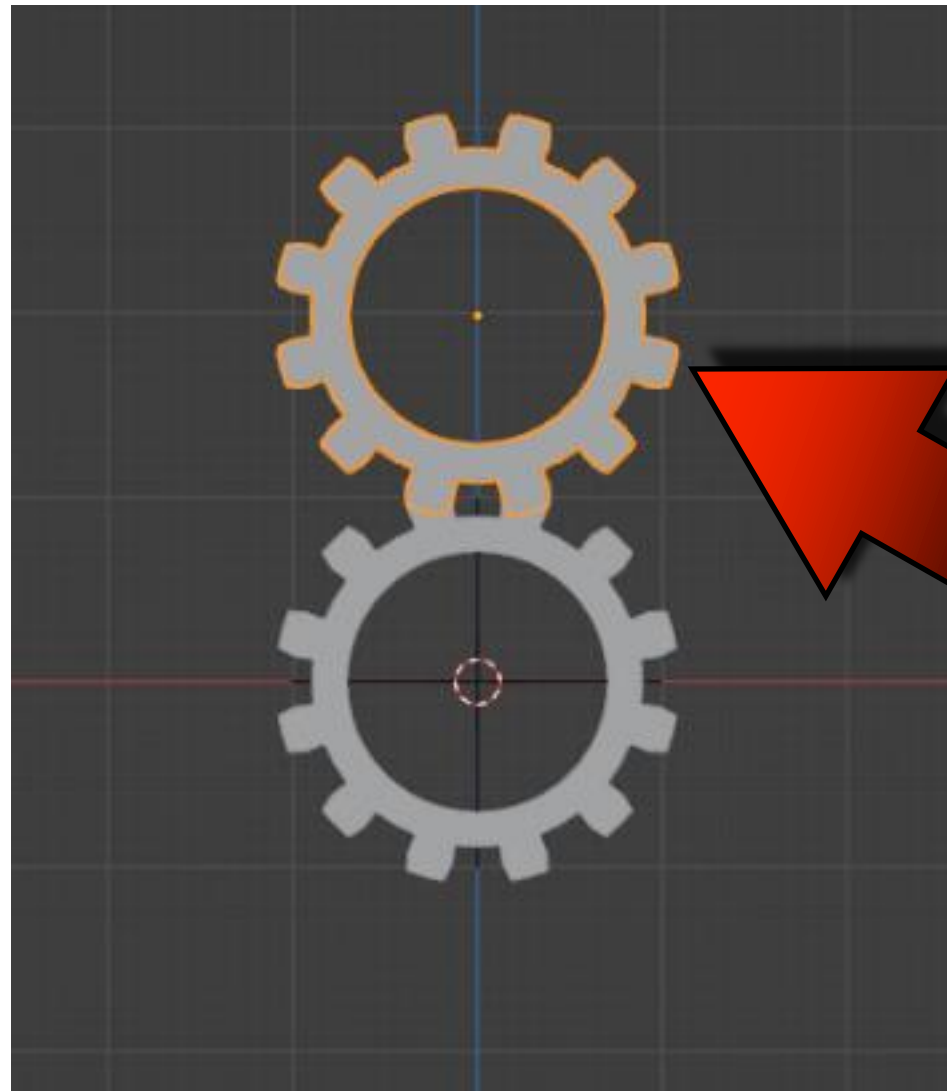


<https://youtu.be/xmSER4p9qnl>

ADD SECOND GEAR



MOVE AXIS Z AND ADD DRIVER THE SAME WAY



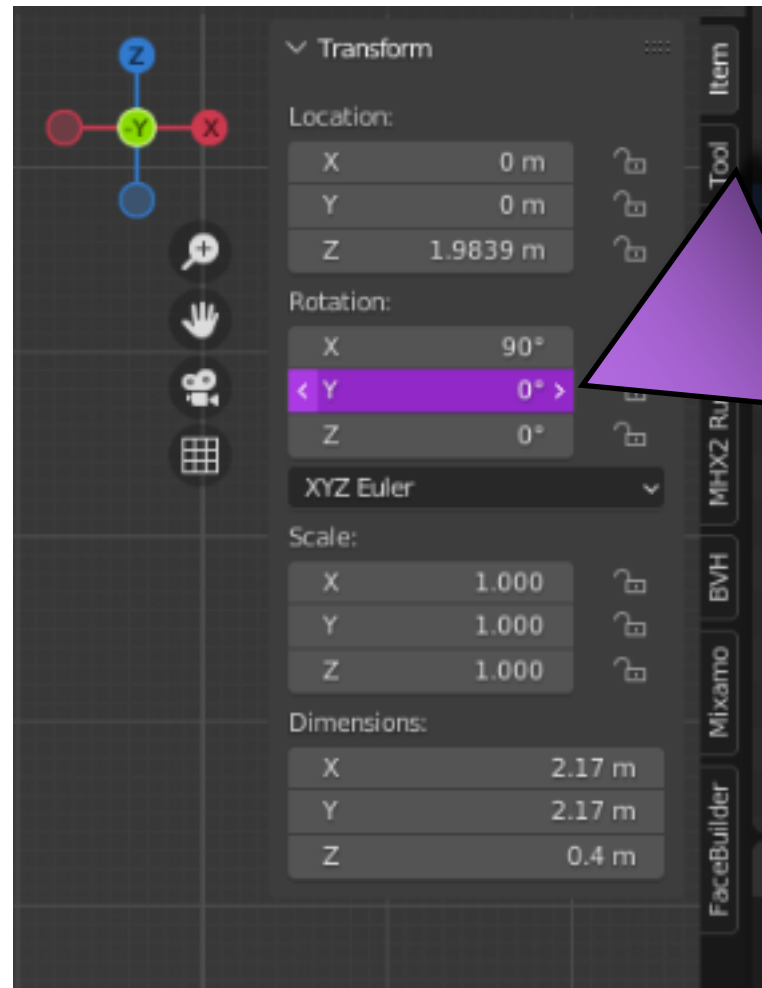
DRIVERS

MOVE EMPTY OBJECT ON THE X AXIS



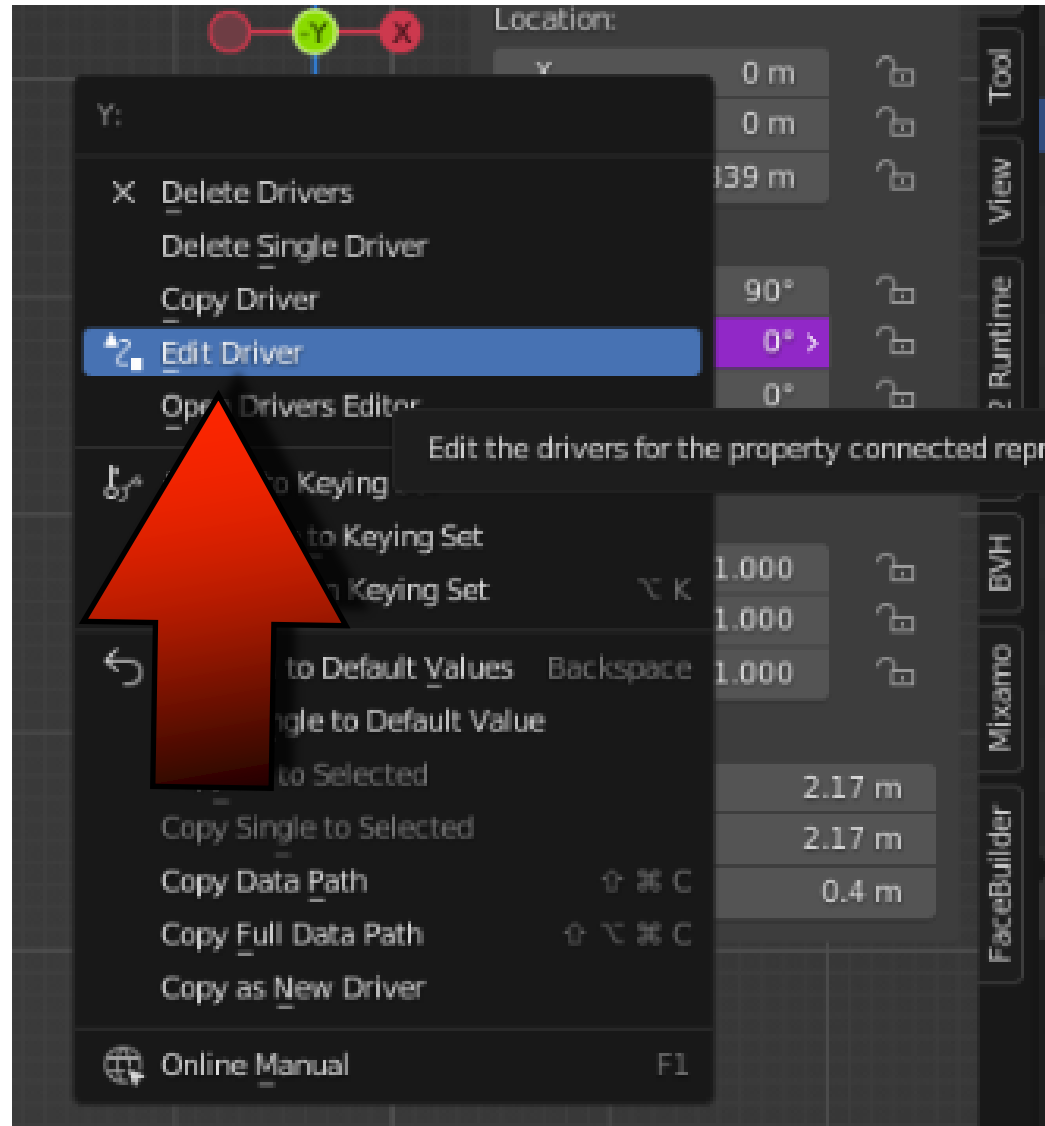
<https://youtu.be/MYTNvRLff9U>

WE HAVE TO IMPROVE THE DRIVER CLICK WITH THE RIGHT KEY ON FIELD Y



POWER OF AR AND VR

CHOOSE EDIT DRIVER



DRIVERS

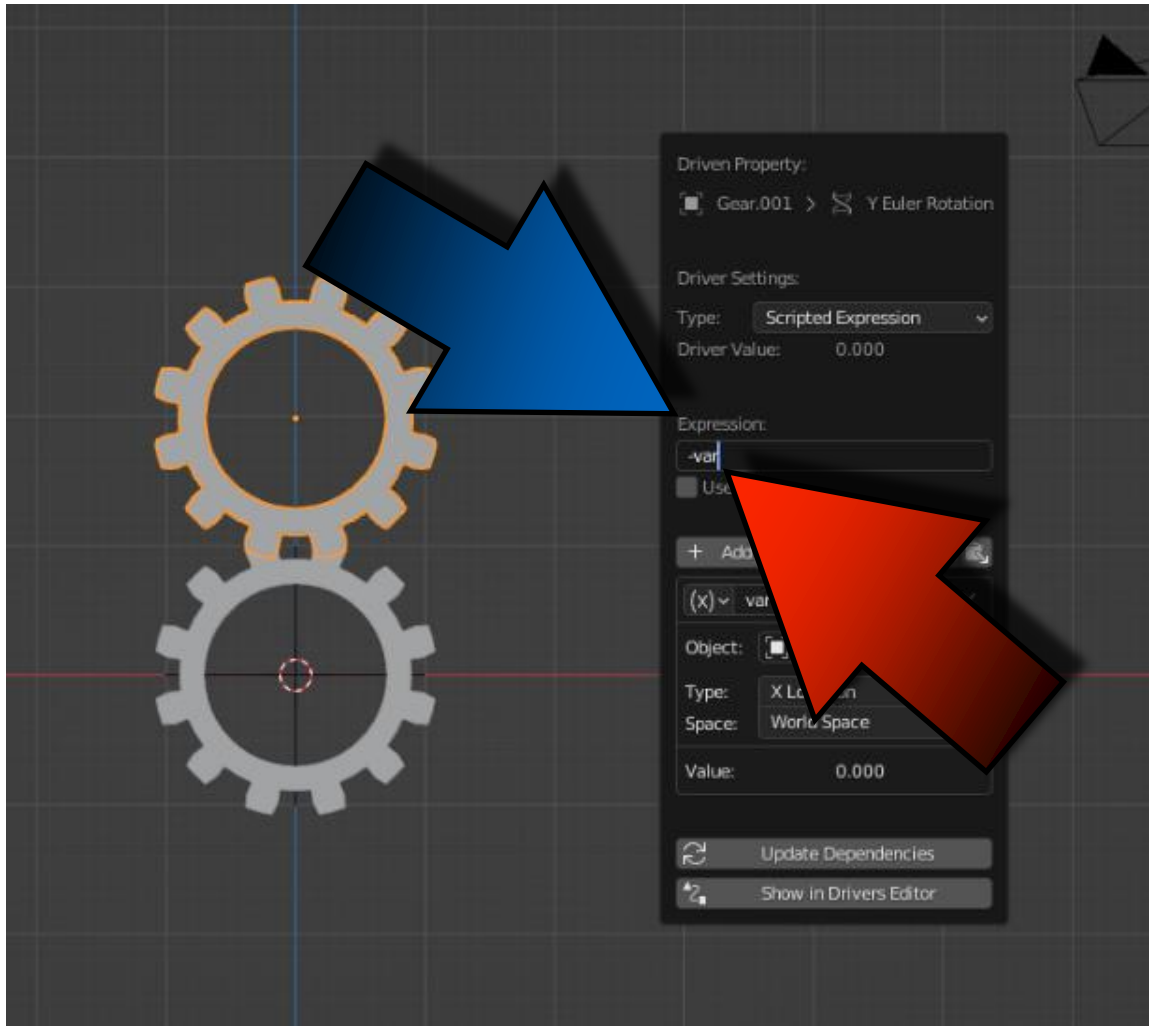


POWER OF AR AND VR



IN THE EXPRESSION WINDOW

ENTER **-VAR**



DRIVERS

MOVE EMPTY OBJECT ON THE X AXIS

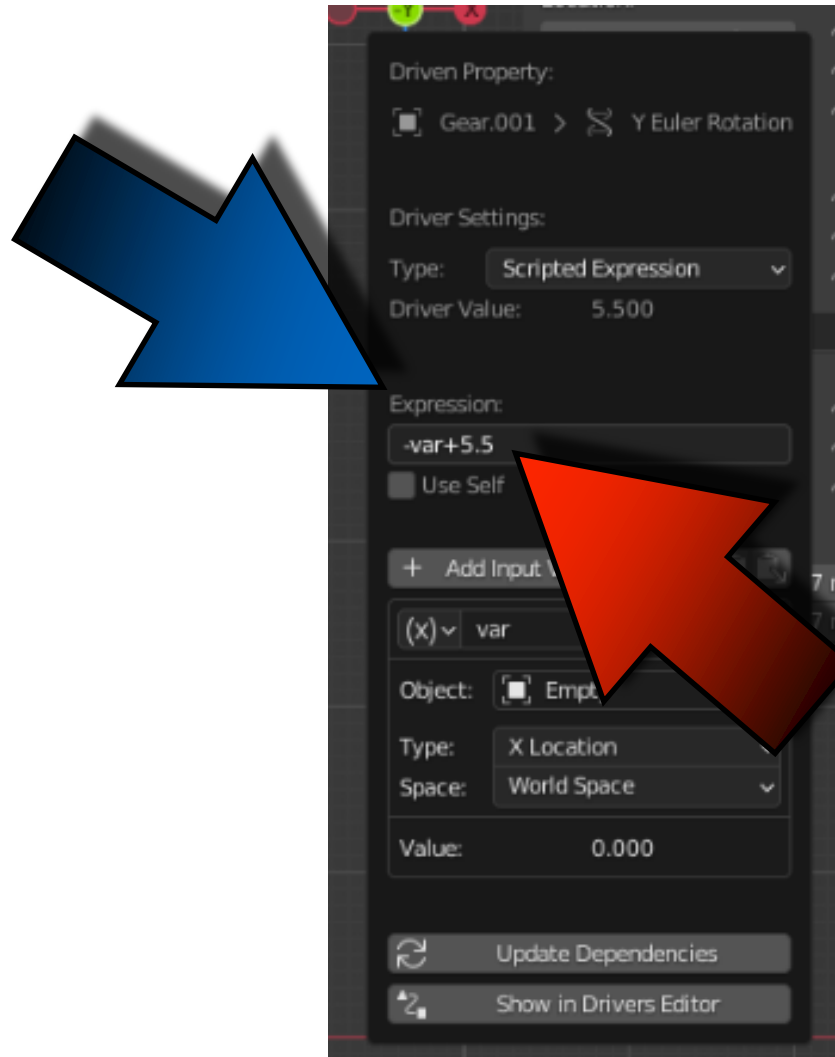


<https://youtu.be/wSoMtrzkdOE>

POWER OF AR AND VR

IN THE EXPRESSION WINDOW

ENTER **-VAR+5.5**



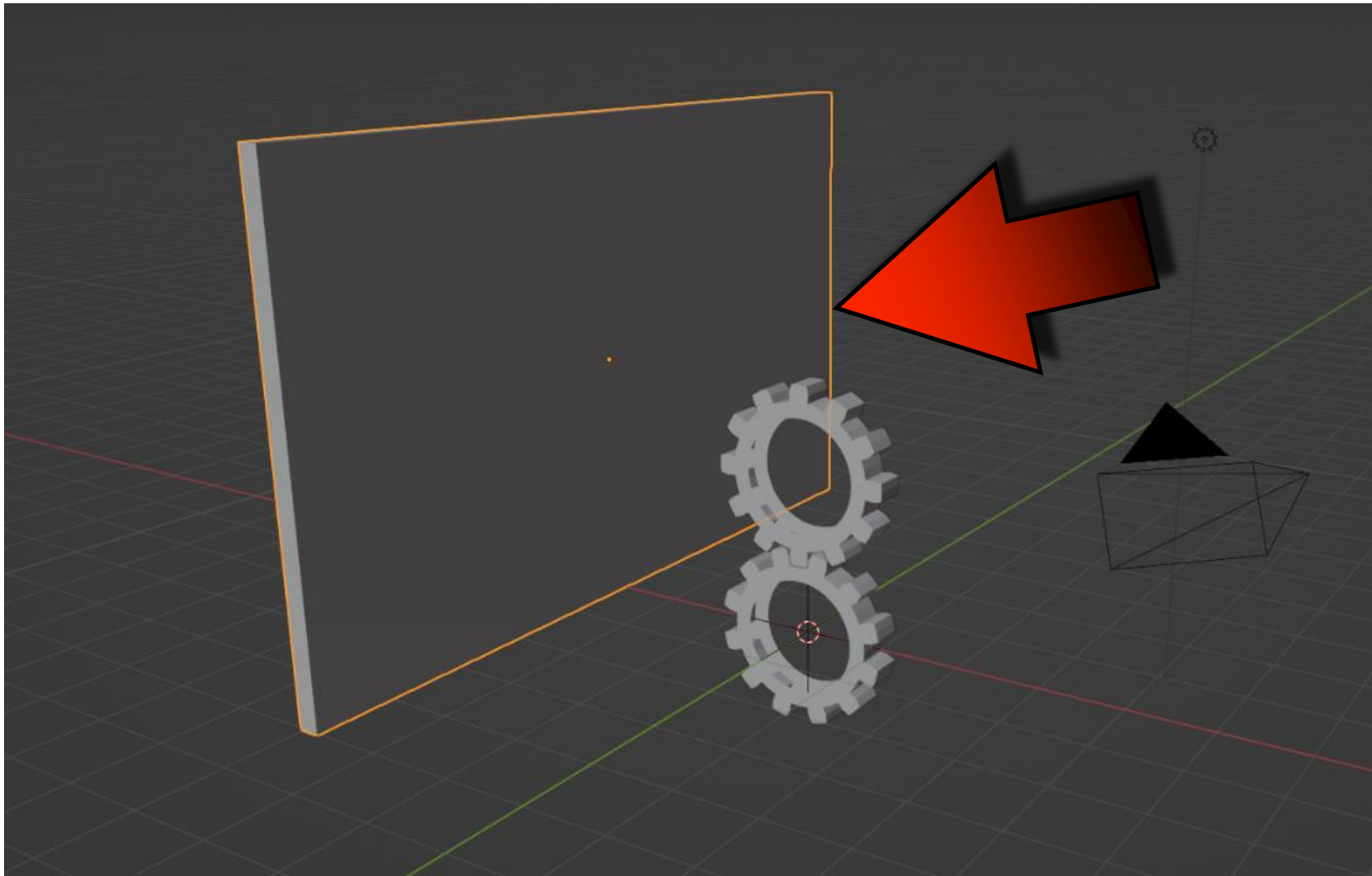
DRIVERS

MOVE EMPTY OBJECT ON THE X AXIS

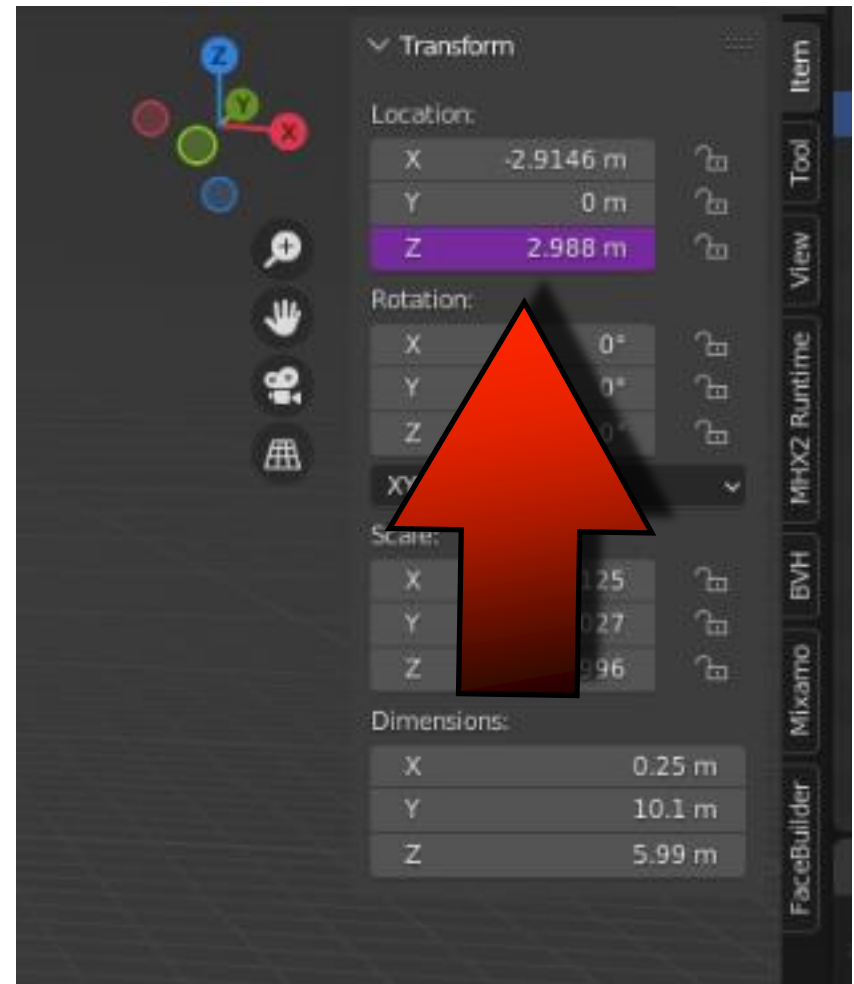
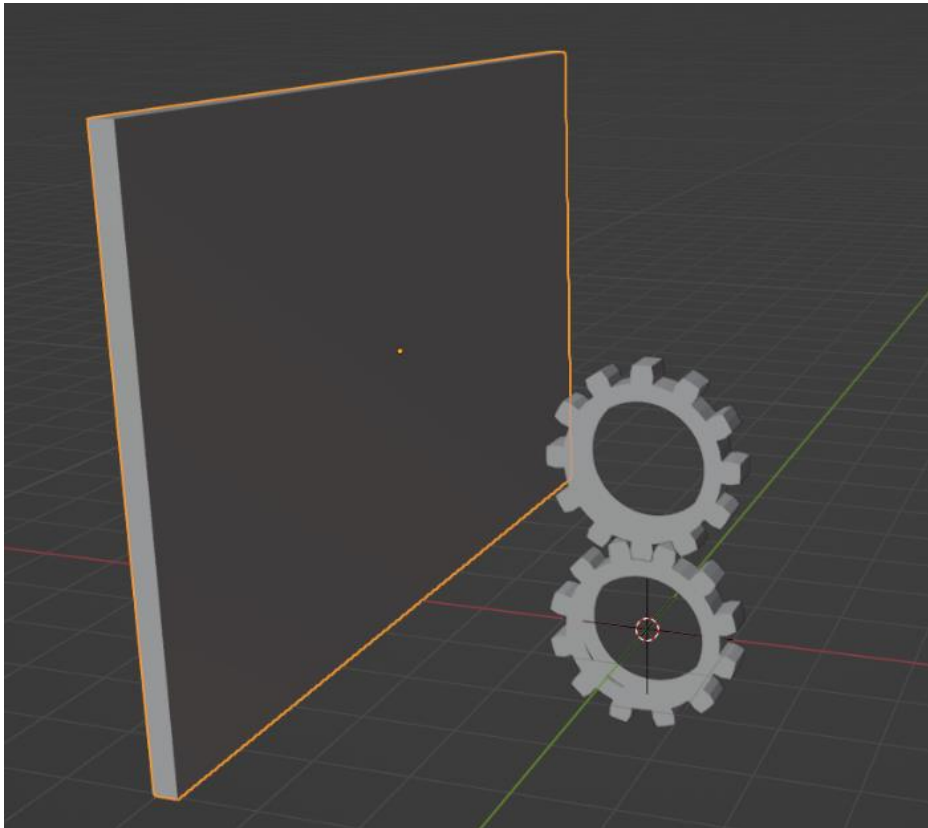


<https://youtu.be/lqe3XwkidQc>

INSERT CUBE AND SCALE IT LIKE ON SCREEN



ADD DRIVER FOR Z-AXIS LOCATIONS



MOVE EMPTY OBJECT ON THE X AXIS

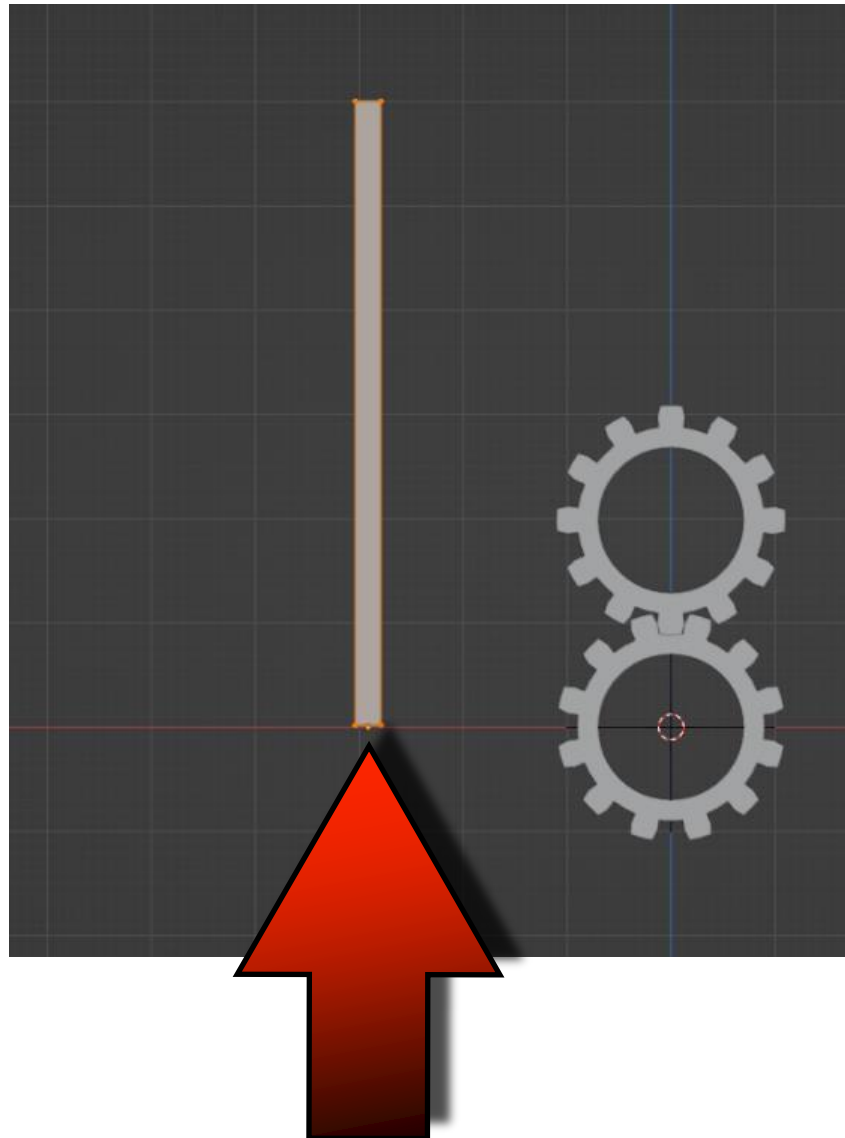


<https://youtube.com/shorts/SG3voaxkuSw>

POWER OF AR AND VR

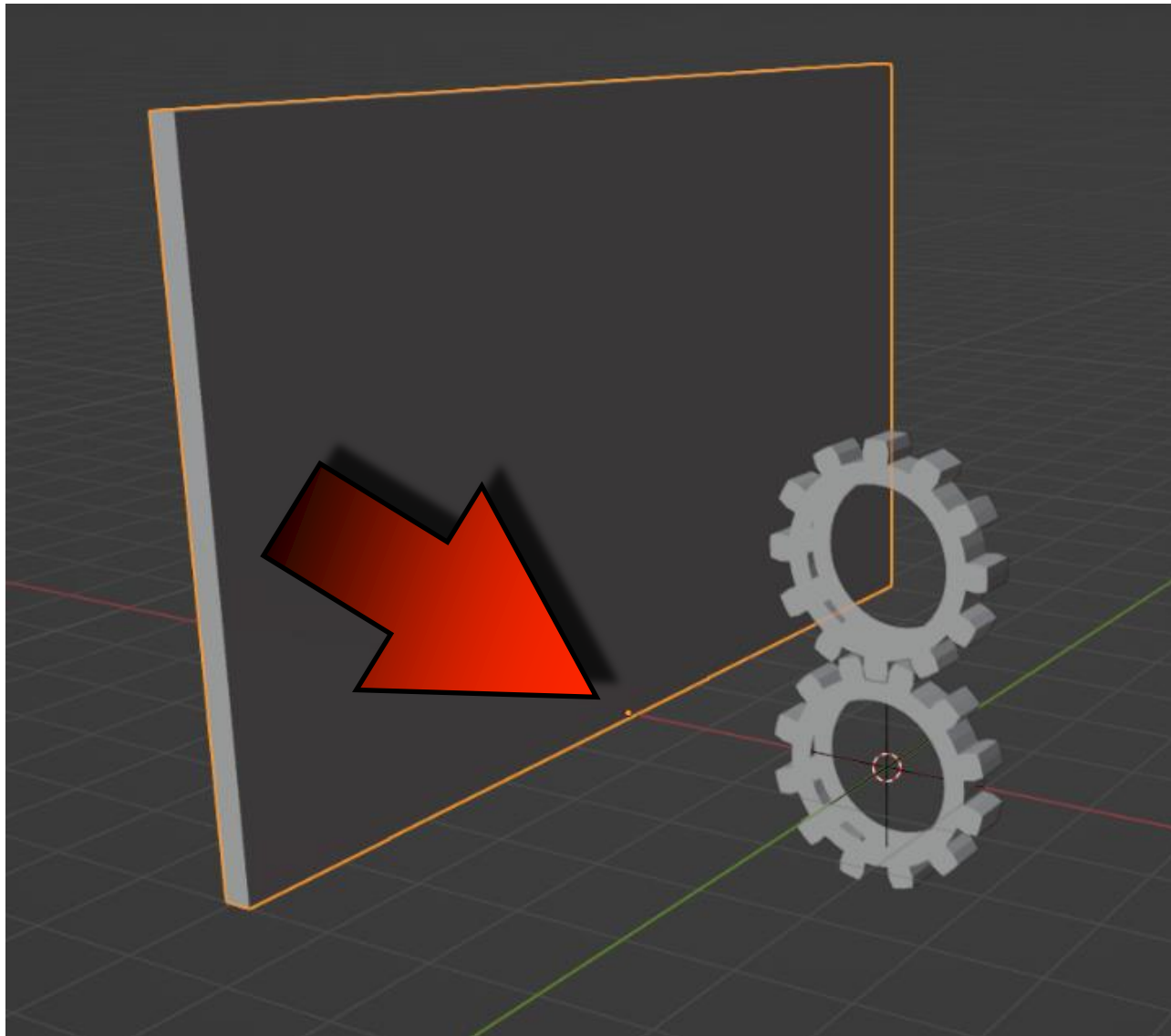


**ENTER THE CUBE EDIT MODE AND MOVE IT ON THE Z-AXIS
SO THAT ORIGIN IS DOWN**



DRIVERS

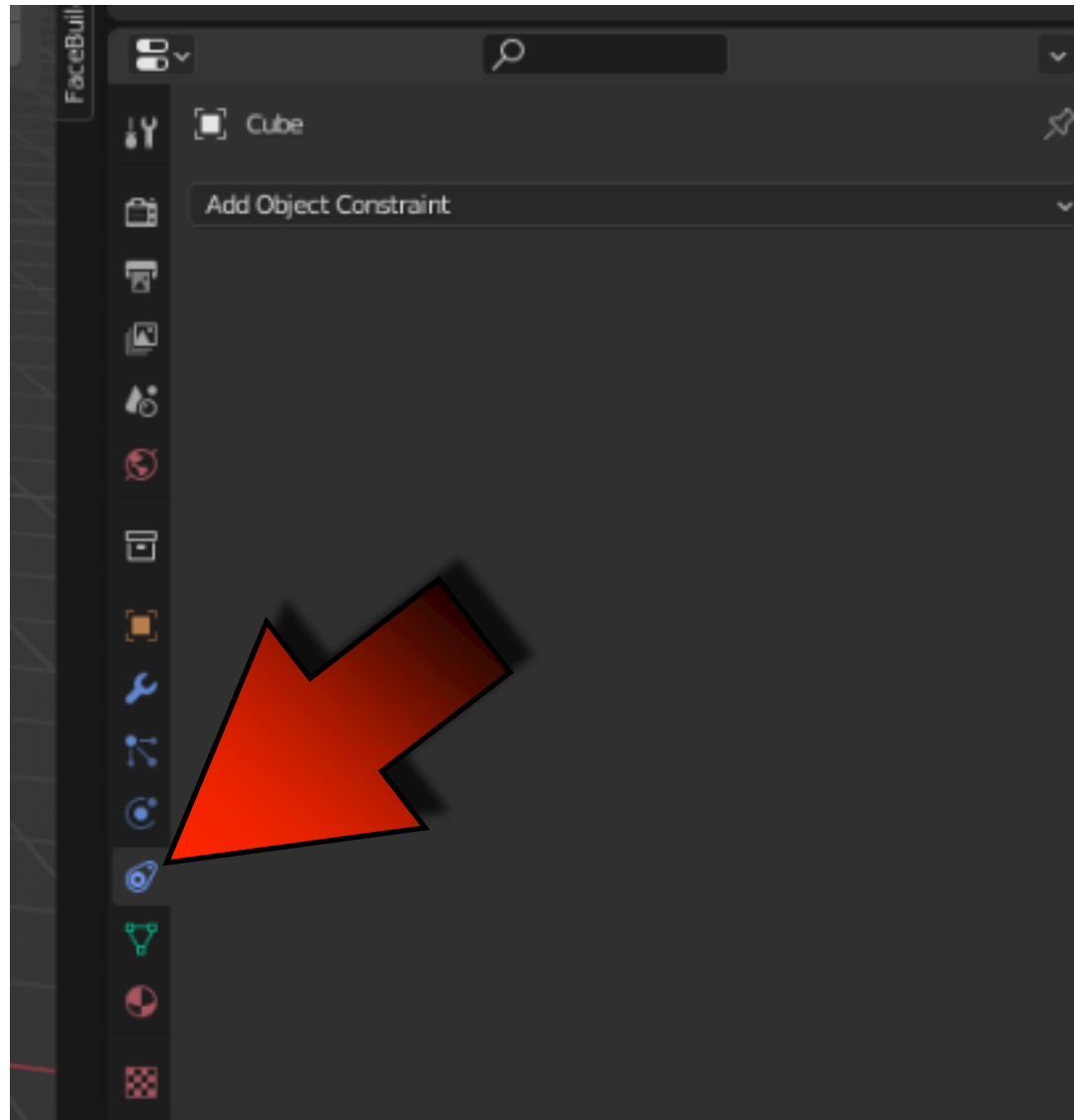
GO BACK TO OBJECT MODE



DRIVERS

POWER OF AR AND VR

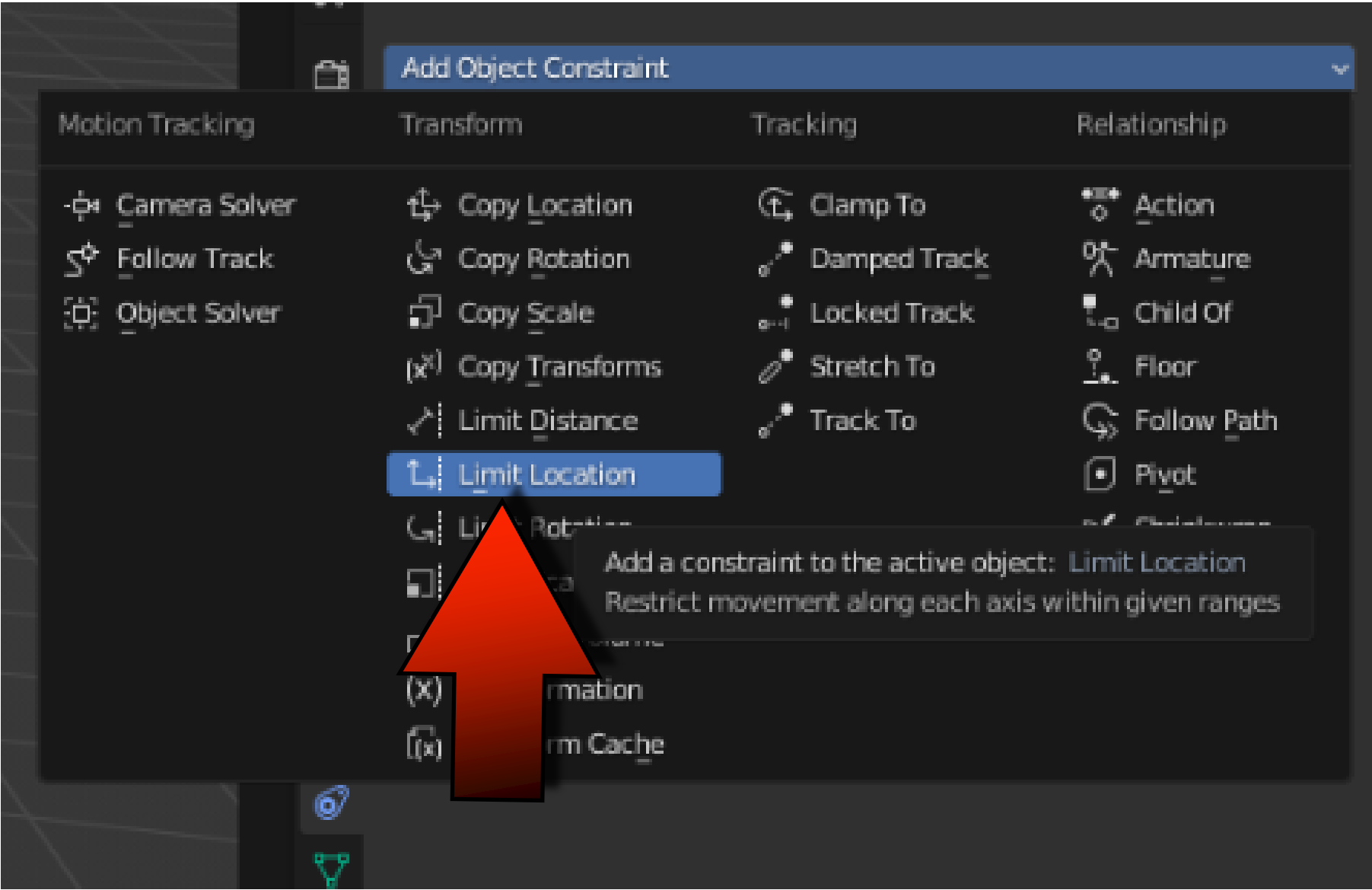
GO TO **CONSTRAINT**



DRIVERS

POWER OF AR AND VR

AND CHOOSE **LIMIT LOCATION**



The image shows a screenshot of the Blender 2.80 software interface, specifically the 'Add Object Constraint' menu. The menu is organized into four columns: Motion Tracking, Transform, Tracking, and Relationship. The 'Limit Location' option is highlighted in blue, and a large red arrow points to it. A tooltip is visible over the 'Limit Location' option, providing a description of the constraint.

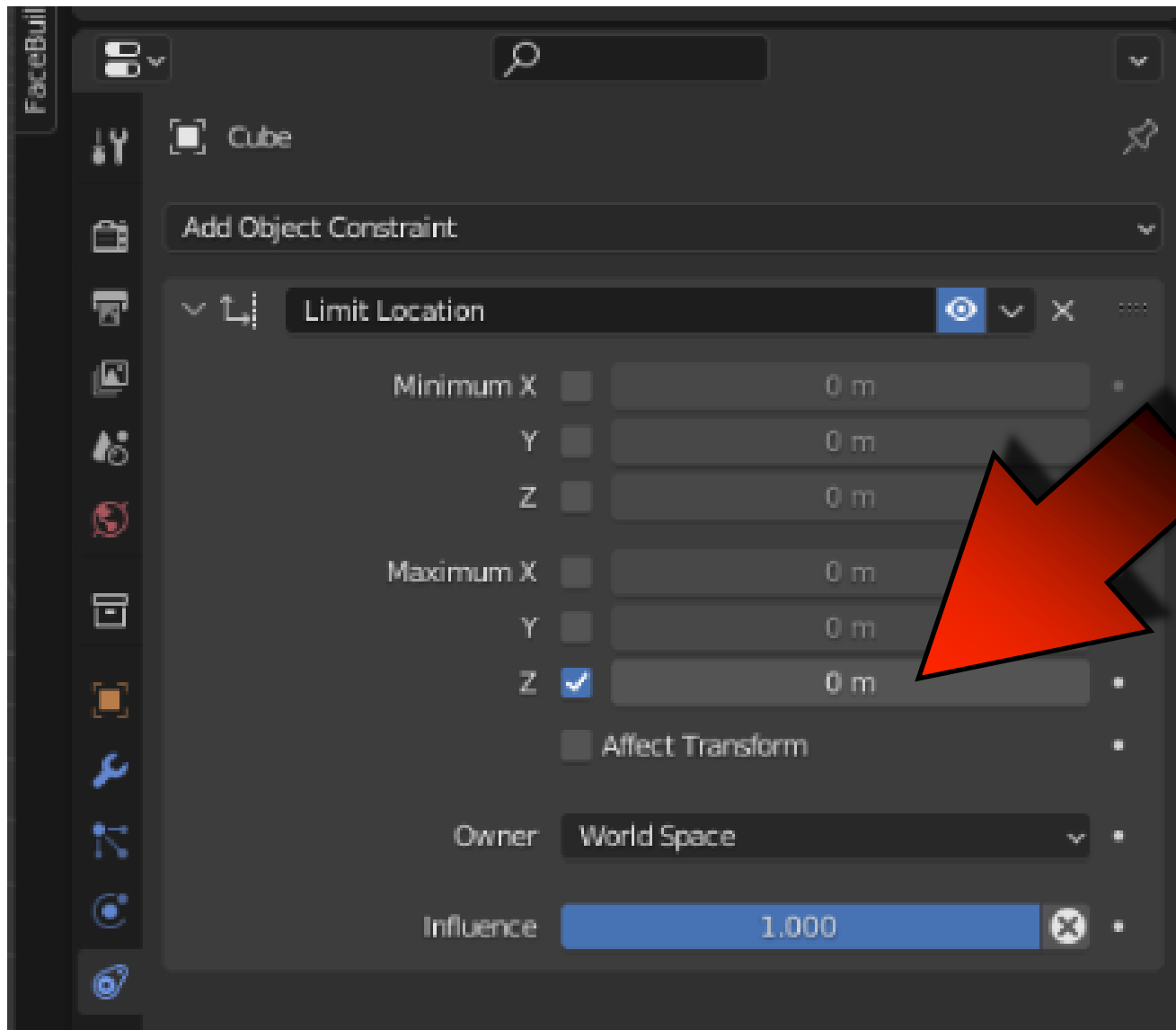
Motion Tracking	Transform	Tracking	Relationship
Camera Solver	Copy Location	Clamp To	Action
Follow Track	Copy Rotation	Damped Track	Armature
Object Solver	Copy Scale	Locked Track	Child Of
	Copy Transforms	Stretch To	Floor
	Limit Distance	Track To	Follow Path
	Limit Location		Pivot
	Limit Rotation		Child of
	Limit Scale		
	Limit Transform		
	Limit Transform Cache		

Limit Location
Add a constraint to the active object: Limit Location
Restrict movement along each axis within given ranges

DRIVERS

POWER OF AR AND VR

SET MAXIMUM Z=0



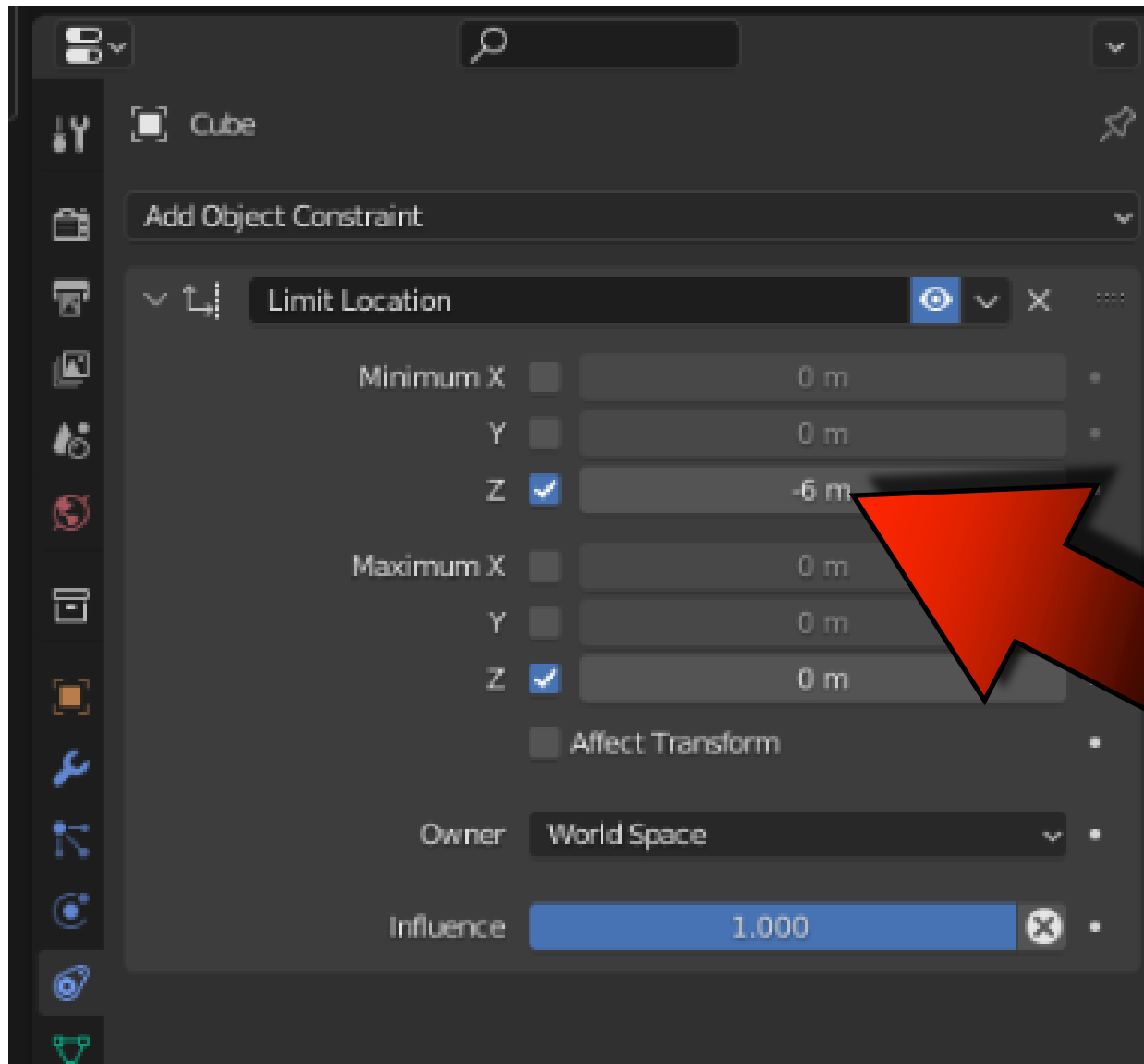
DRIVERS

MOVE EMPTY OBJECT ON THE X AXIS



<https://youtube.com/shorts/WZY6mwxWOUk>

SET MINIMUM Z=-6





POWER OF AR AND VR



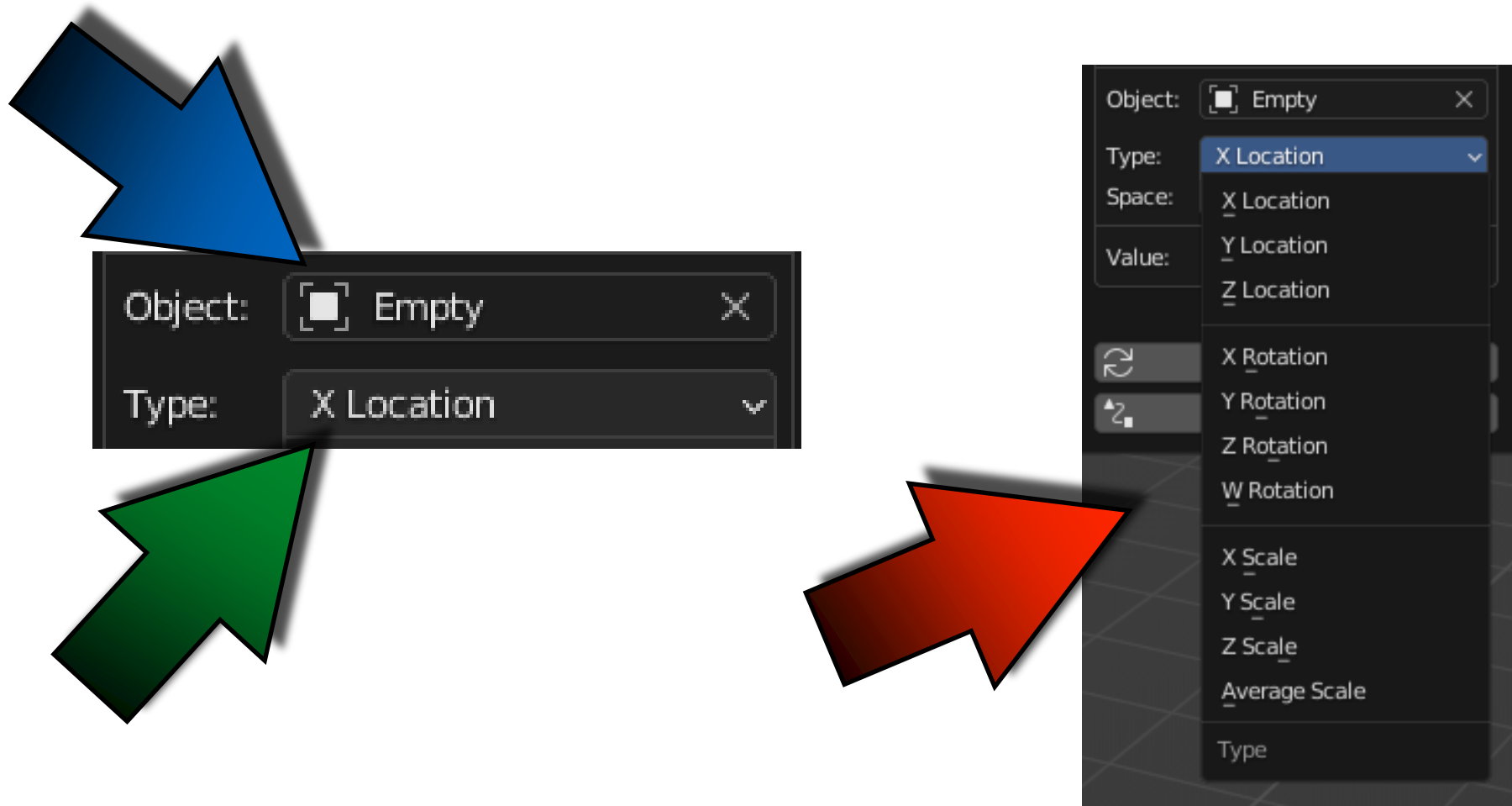
MOVE EMPTY OBJECT ON THE X AXIS



<https://youtube.com/shorts/dkKfT1toocc>

DRIVERS

**WE DID ALL THE EXERCISES FOR
OBJECT EMPTY AND TYPE X LOCATION
THERE ARE A LOT OF POSSIBILITIES**



DO THIS EXERCISES YOURSELF



<https://youtu.be/8H7uuEFbu2w>

<https://youtube.com/shorts/CAenWi7EG7Y>

IN OUR PROJECTS WE USED DRIVERS TO ANIMATE THE TANK



https://youtu.be/_wUZc4KE7TI

CREATE A SIMILAR ANIMATION YOURSELF



<https://youtu.be/biMHAqRdIdA>

POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



**Co-funded by
the European Union**



2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK