

HUBS

NAVIGATION MESH



**Co-funded by
the European Union**



**I WILL NOW PRESENT
THE SECOND WAY
WE USE TO CREATE
INTERACTION IN
CLASS-VR GLASSES**

**IN ORDER FOR
EVERYTHING TO WORK
CORRECTLY, WE NEED
TO CORRECTLY SELECT
THE VERSION
OF THE BLENDER
AND THE HUBS ADD-ON**

IN OUR CASE WE USE
BLENDER 3.0
AND
HUBS 1.6.0



POWER OF AR AND VR



INSTALL HUBS 1.6.0

Blender Preferences

Interface Themes Viewport Lights Editing Animation **Add-ons** Input Navigation Keymap System Save & Load File Paths

Official Community Testing Install... Refresh

Enabled Add-ons Only All HUBS

Generic: Hubs Blender Addon

Description: Tools for developing glTF assets for Hubs

File: C:\Users\VIVE208\AppData\Roaming\Blender Foundation\Blender\2.80\scripts\addons\io_hubs_addon__init__.py

Author: The Hubs Community

Version: 1.6.0.430

Report a Bug Remove

Additional components directories:

Name	Path	
MOVE	C:\Users\VIVE208\AppData\Roaming\Blender Foundation\Blender\2.80\scripts\addons\moveable-master	X

Scene debugger configuration

Choose a browser: Firefox

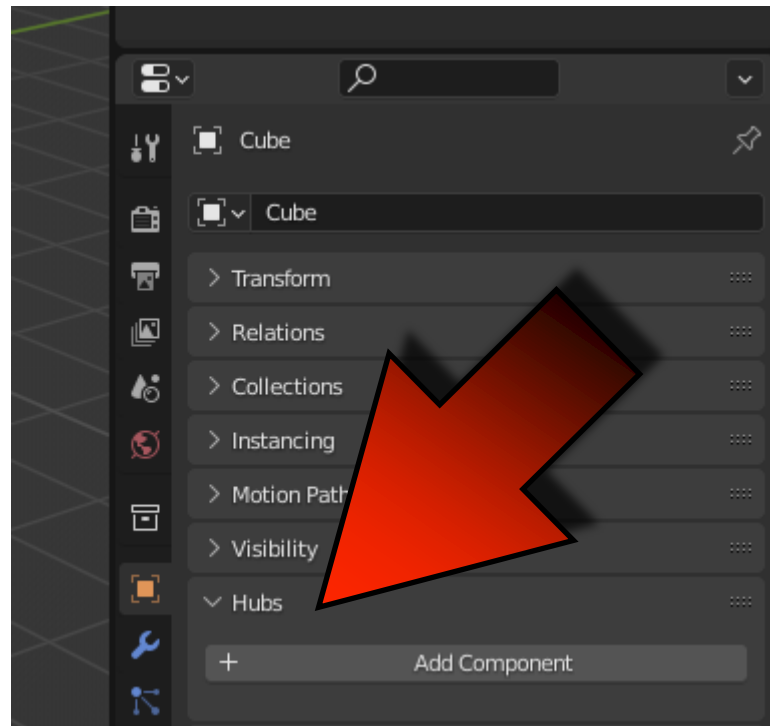
Delete Firefox profile Delete

This will only delete the Hubs related profile, not your local browser profile

HUBS – NAVIGATION MESH

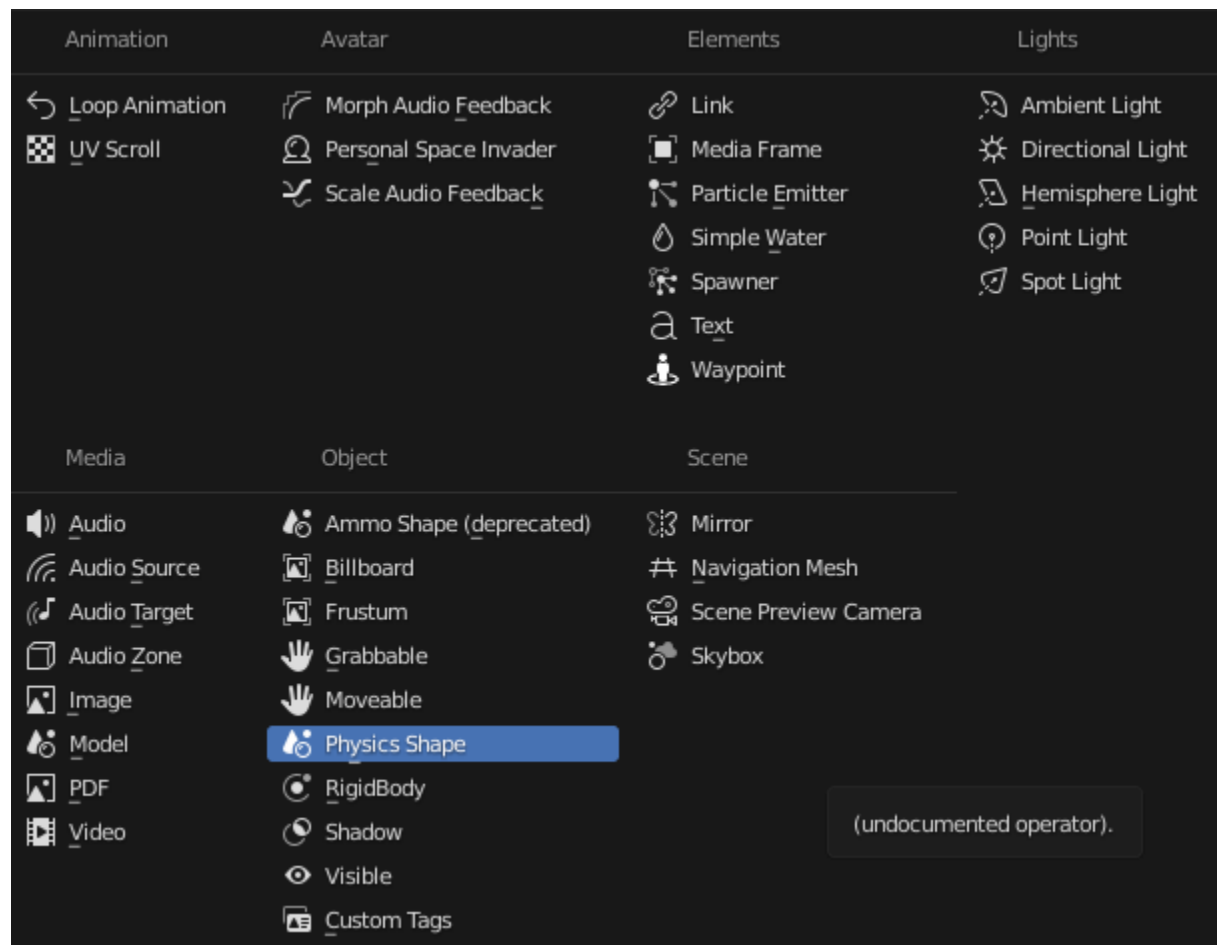
POWER OF AR AND VR

YOU WILL SEE IT IN THE PROPERTIES WINDOW

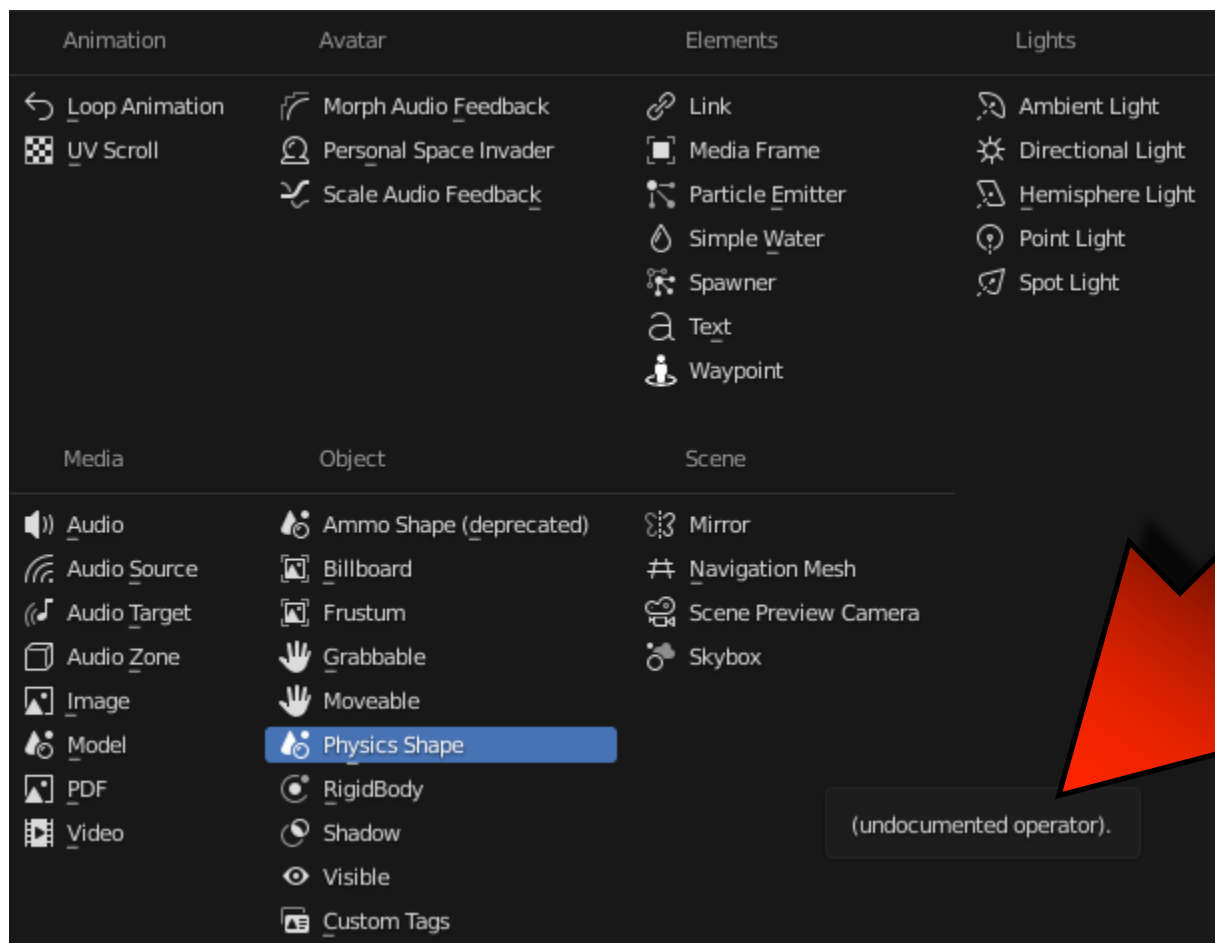


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CLICK ON ADD COMPONENT



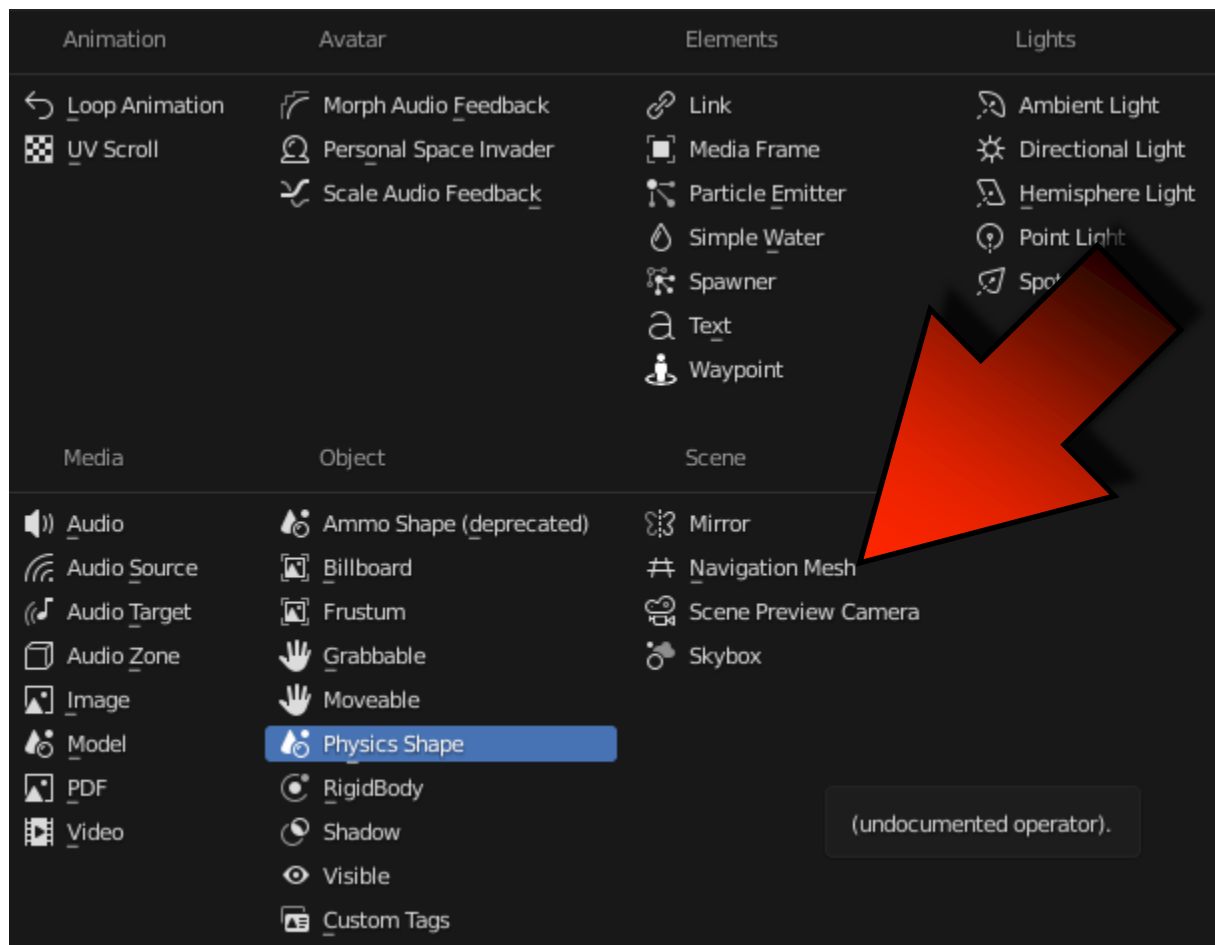
**WE HAVE TO LEARN SOME ELEMENTS
BY OURSELVES AS THERE
IS NO DETAILED DOCUMENTATION**



POWER OF AR AND VR

NAVIGATION MESH

IT IS A SURFACE ON WHICH WE CAN MOVE

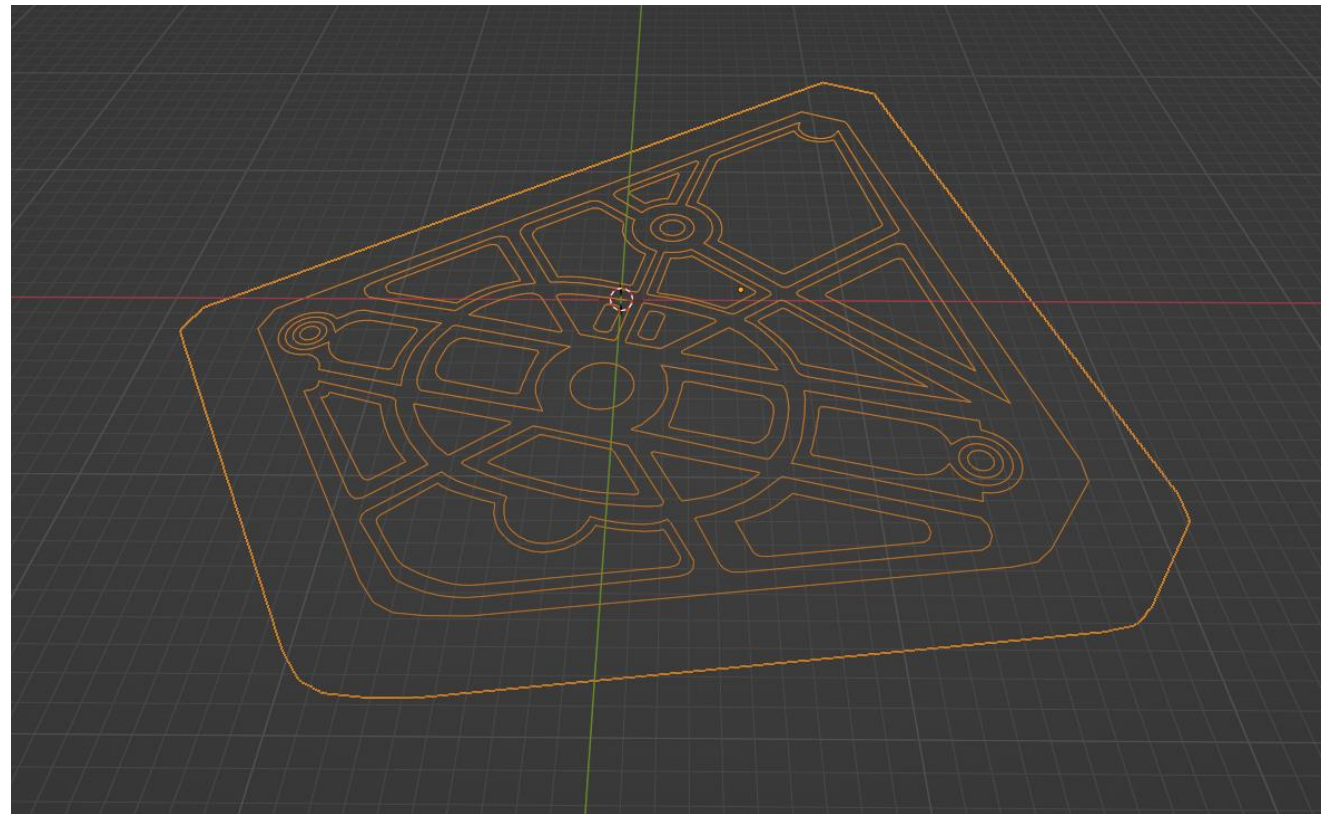
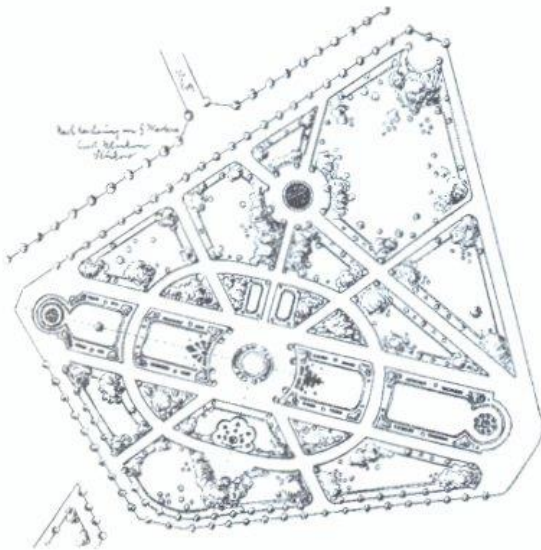


HUBS – NAVIGATION MESH

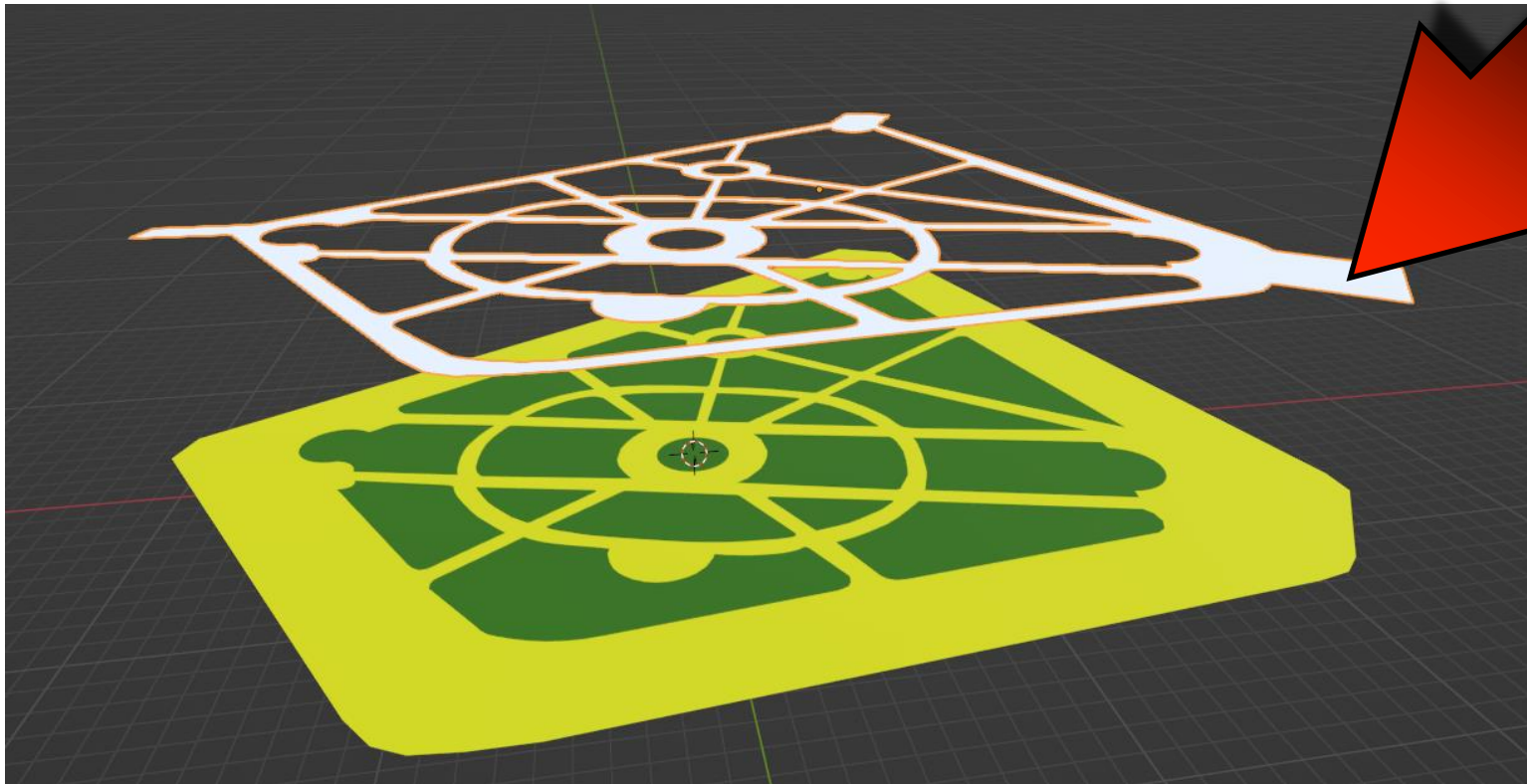
I WILL PRESENT THIS ON THE EXAMPLE OF THE KOŁOBRZEG PARK



USING CURVES WE RECREATE THE PATHS IN THE PARK

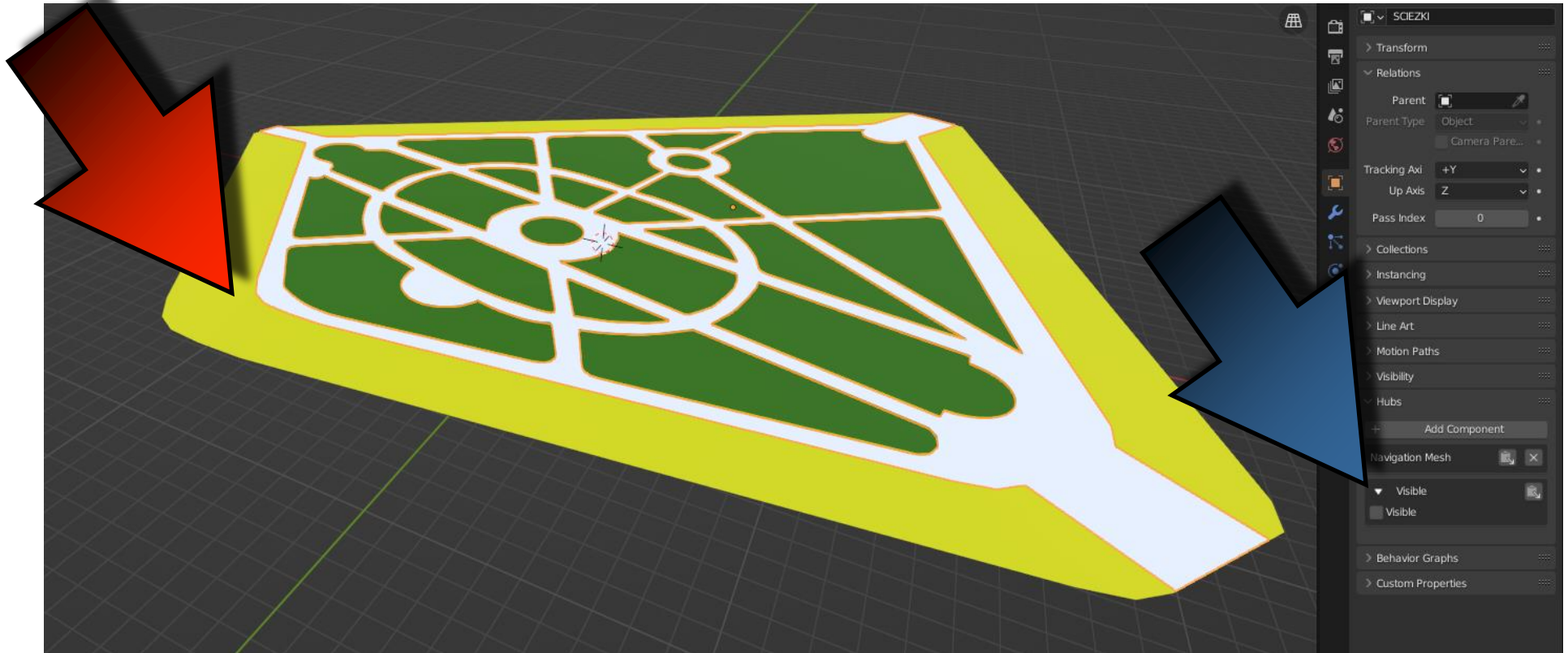


**WE CREATE A SEPARATE OBJECT ON WHICH
WE WILL WALK
IN OUR CASE IT IS A WHITE MESH**



HUBS – NAVIGATION MESH

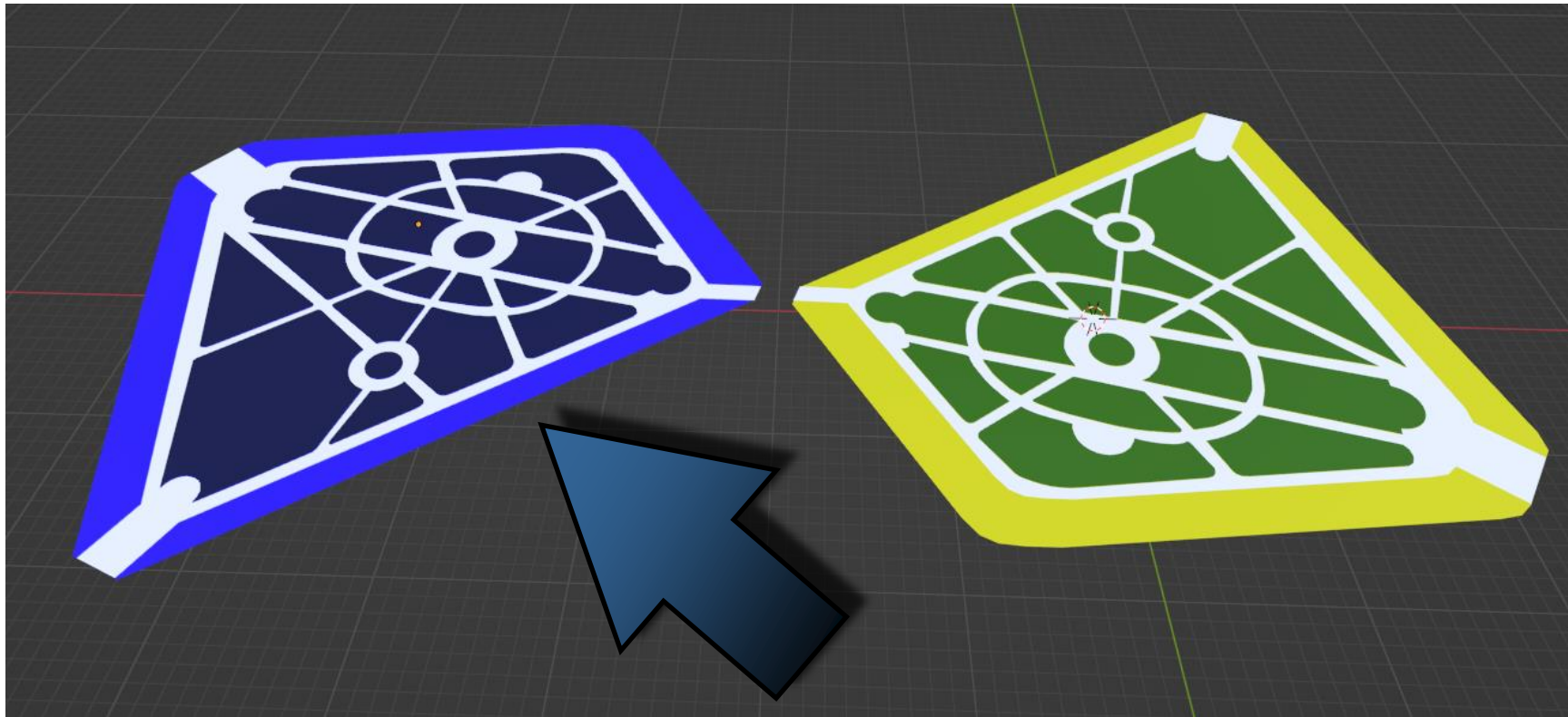
PLACE ON THE GROUND SURFACE WE DO NOT TURN ON VISIBILITY



**THE MODEL CAN
HAVE ONLY ONE
NAVIGATION
MESH**

WE ASSUME THAT THERE IS ANOTHER PARK NEARBY

BLUE

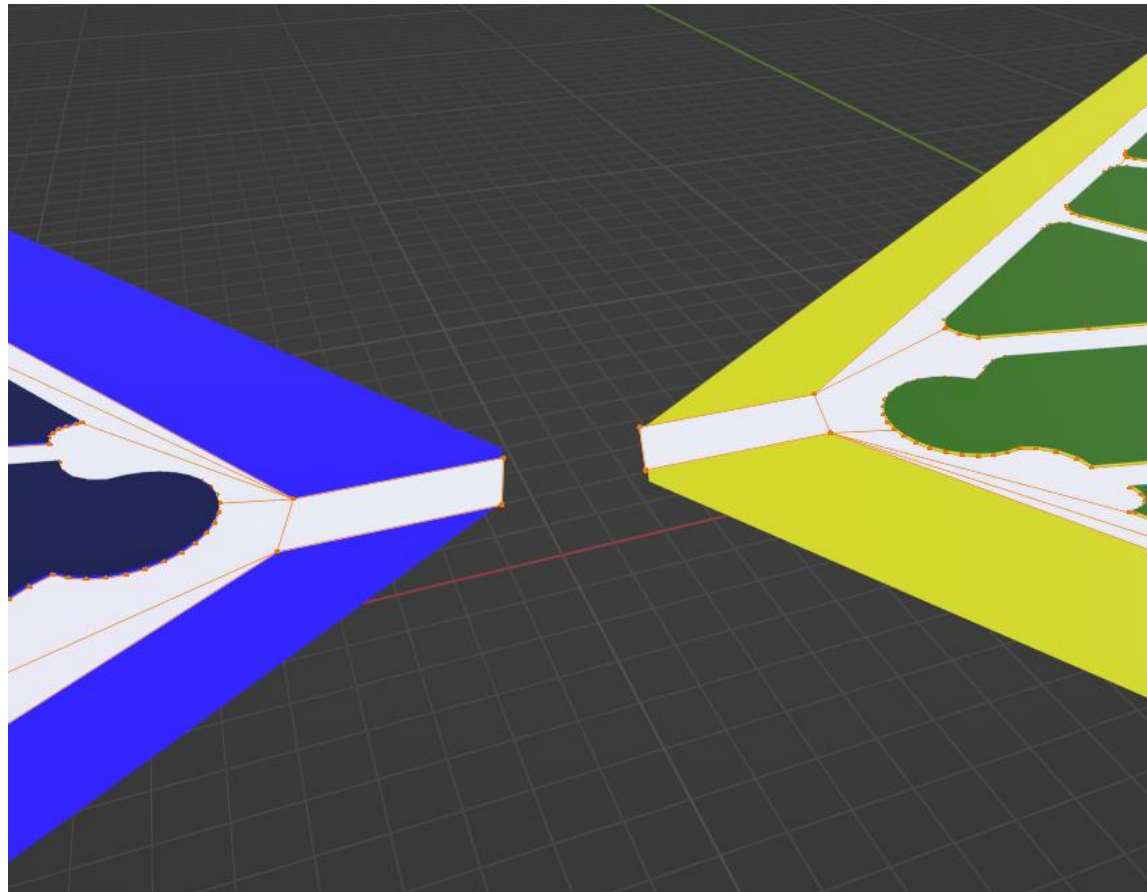


HUBS – NAVIGATION MESH

POWER OF AR AND VR

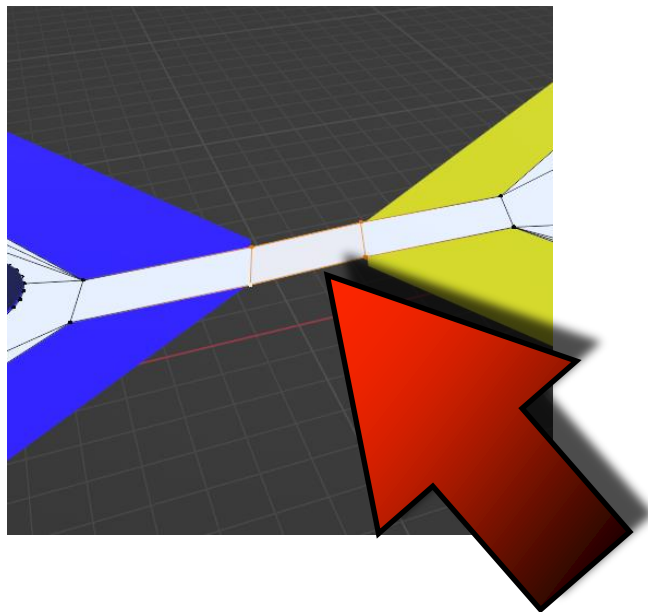
USING CTRL+J

WE CONNECT BOTH WHITE MESHES

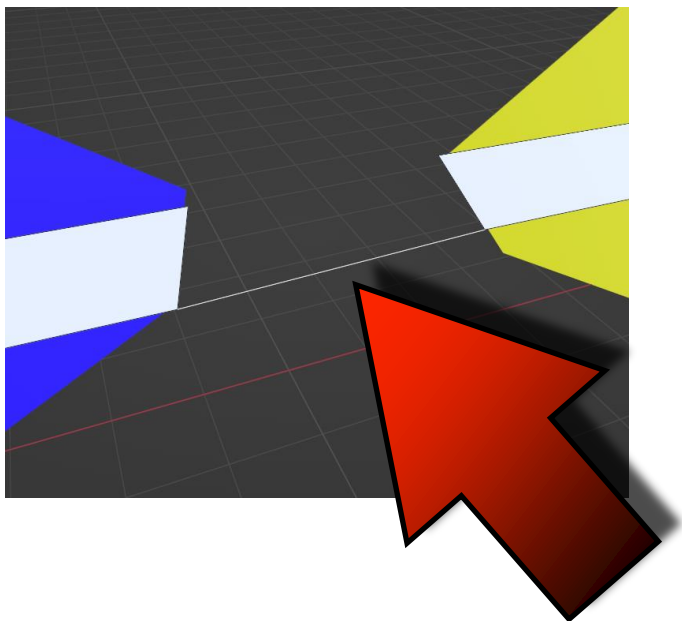


HUBS – NAVIGATION MESH

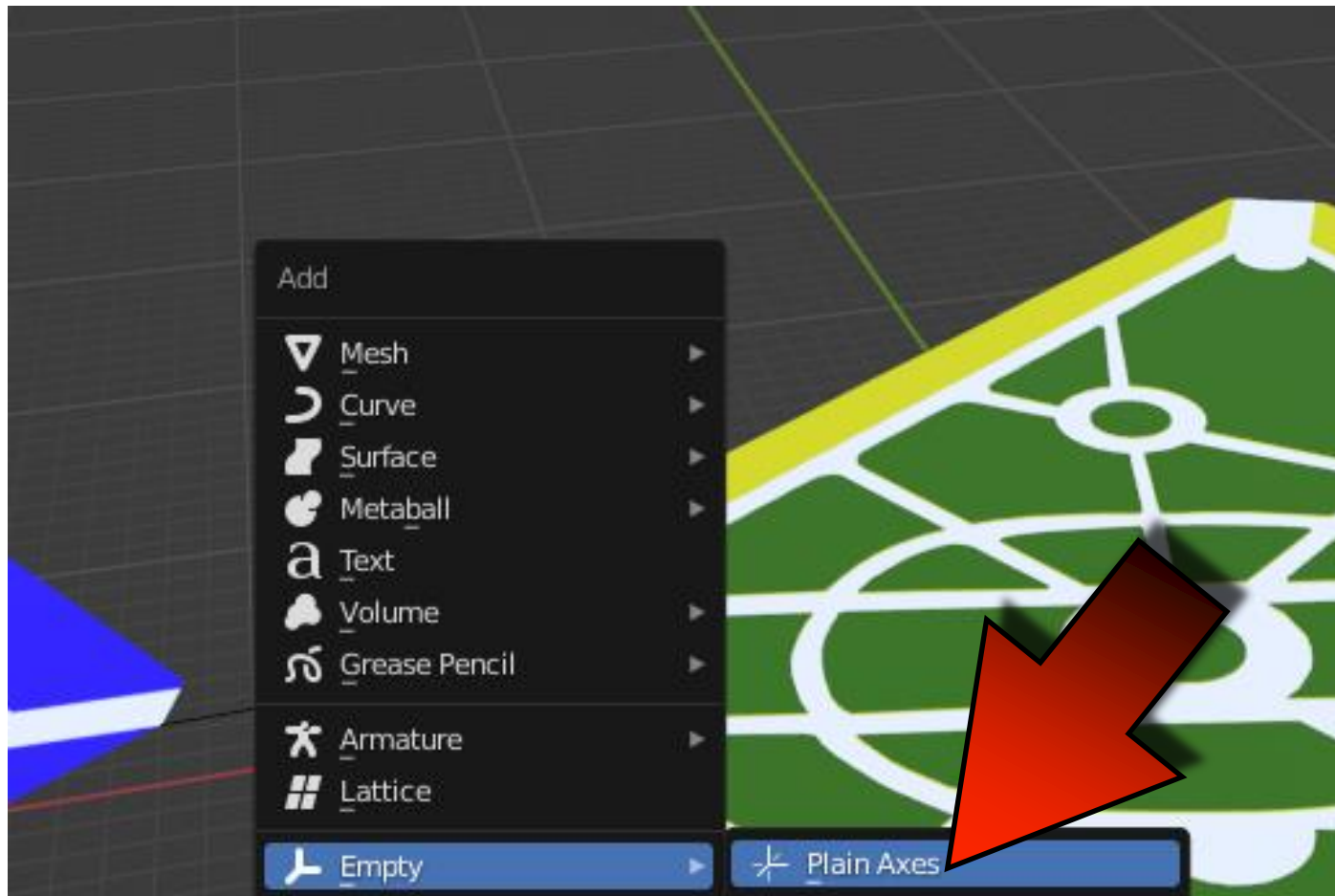
**IF WE WANT TO MOVE USING
A JOYSTICK, WE HAVE TO
CONNECT THE MESHES TO
CREATE A PLANE**



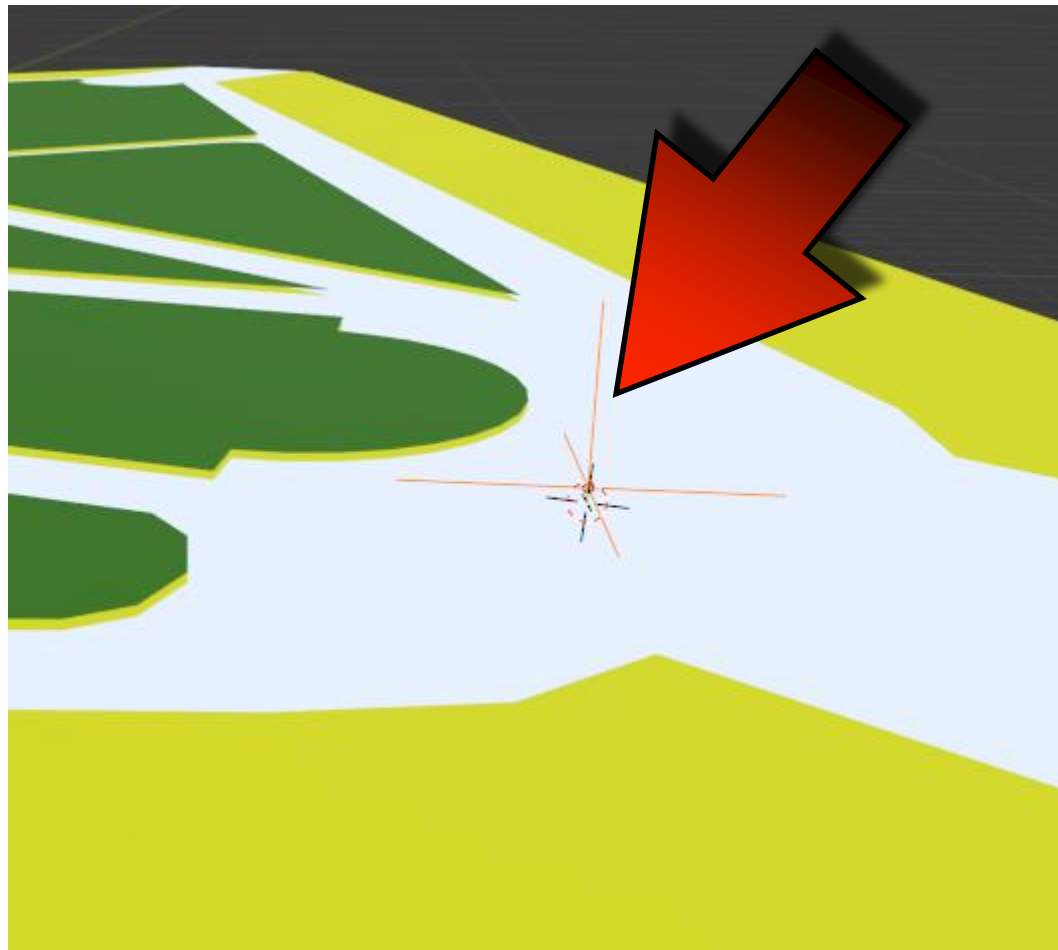
**IF WE WANT TO MOVE USING
TELEPORTATION WE HAVE TO
CONNECT THE MESHES BUT NOT
CREATING A PLANE,
WE JUST ADD AN EDGE**



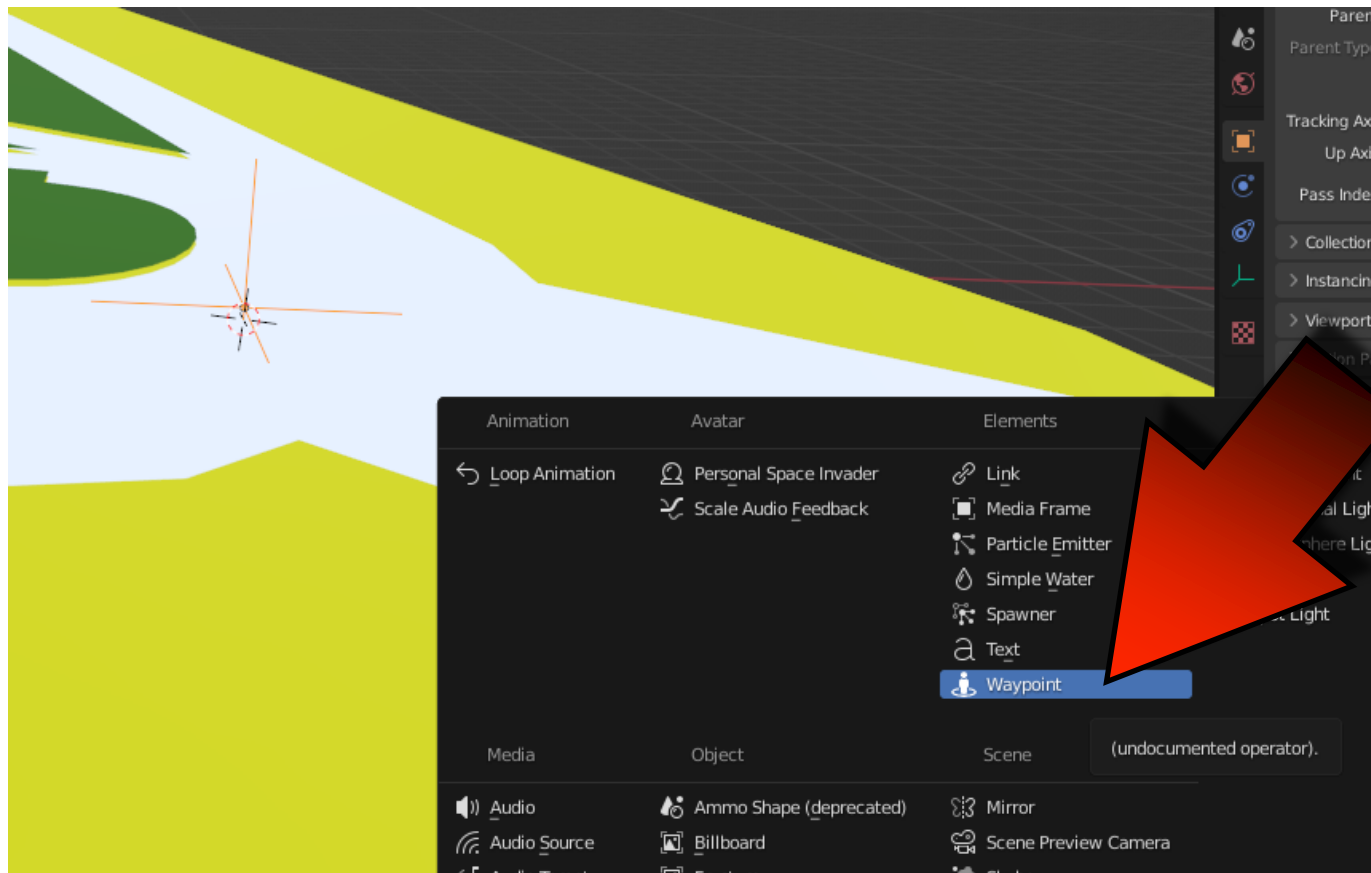
THEN ADD **EMPTY** OBJECT



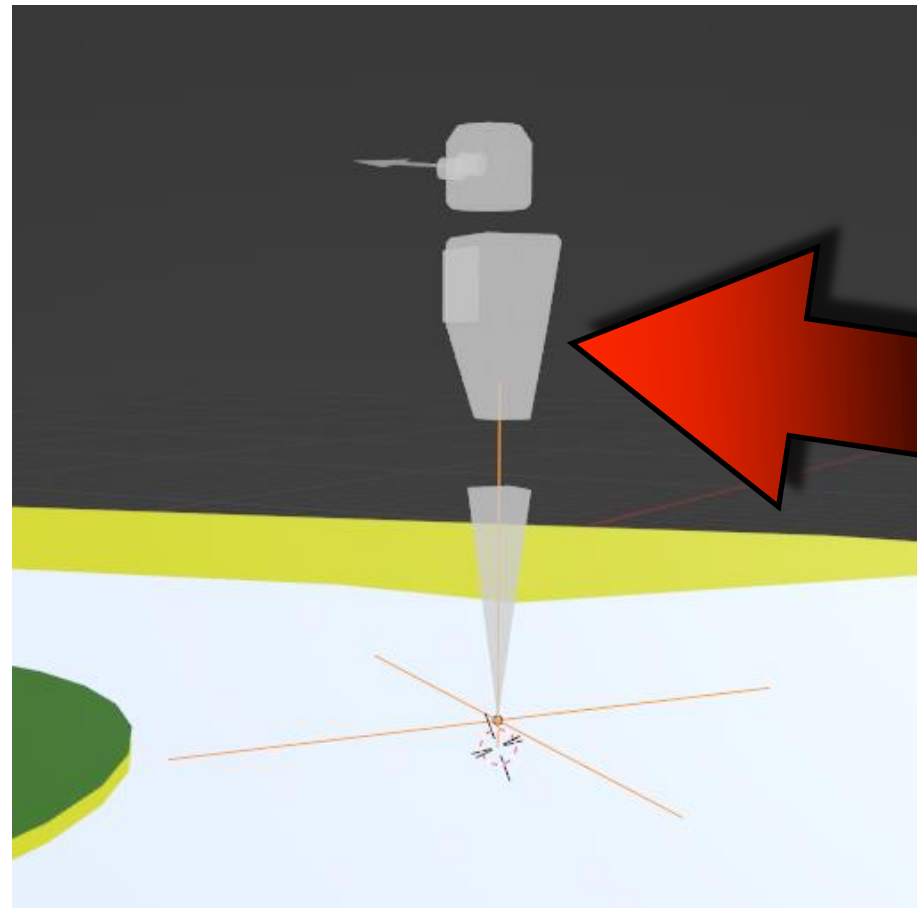
PLACE IT ON THE SURFACE OF THE PATH



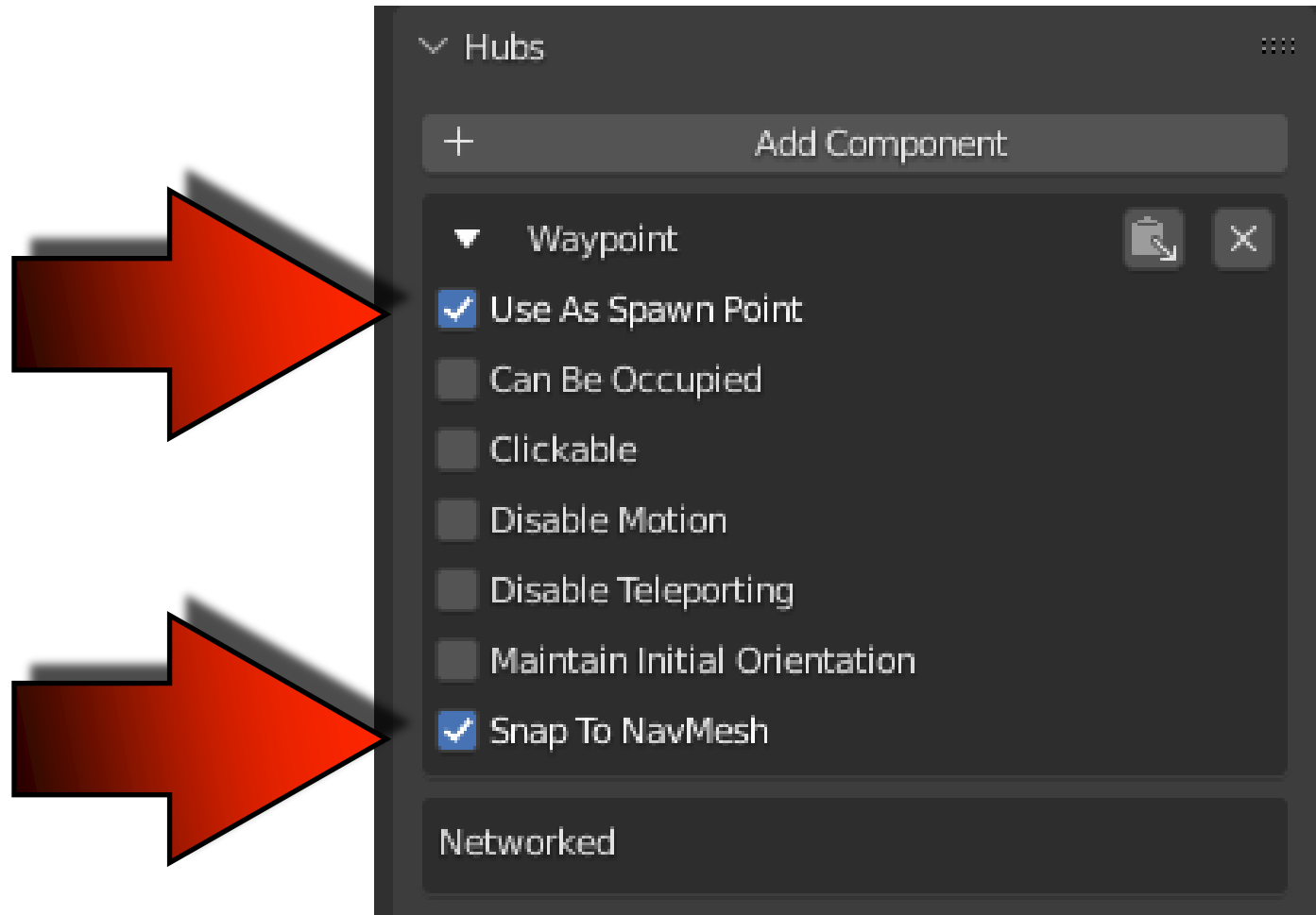
WHEN IT'S SELECTED GIVE IT A WAYPOINT



YOU WILL SEE THE AVATAR SYMBOL



FOR AVATAR **SELECT**



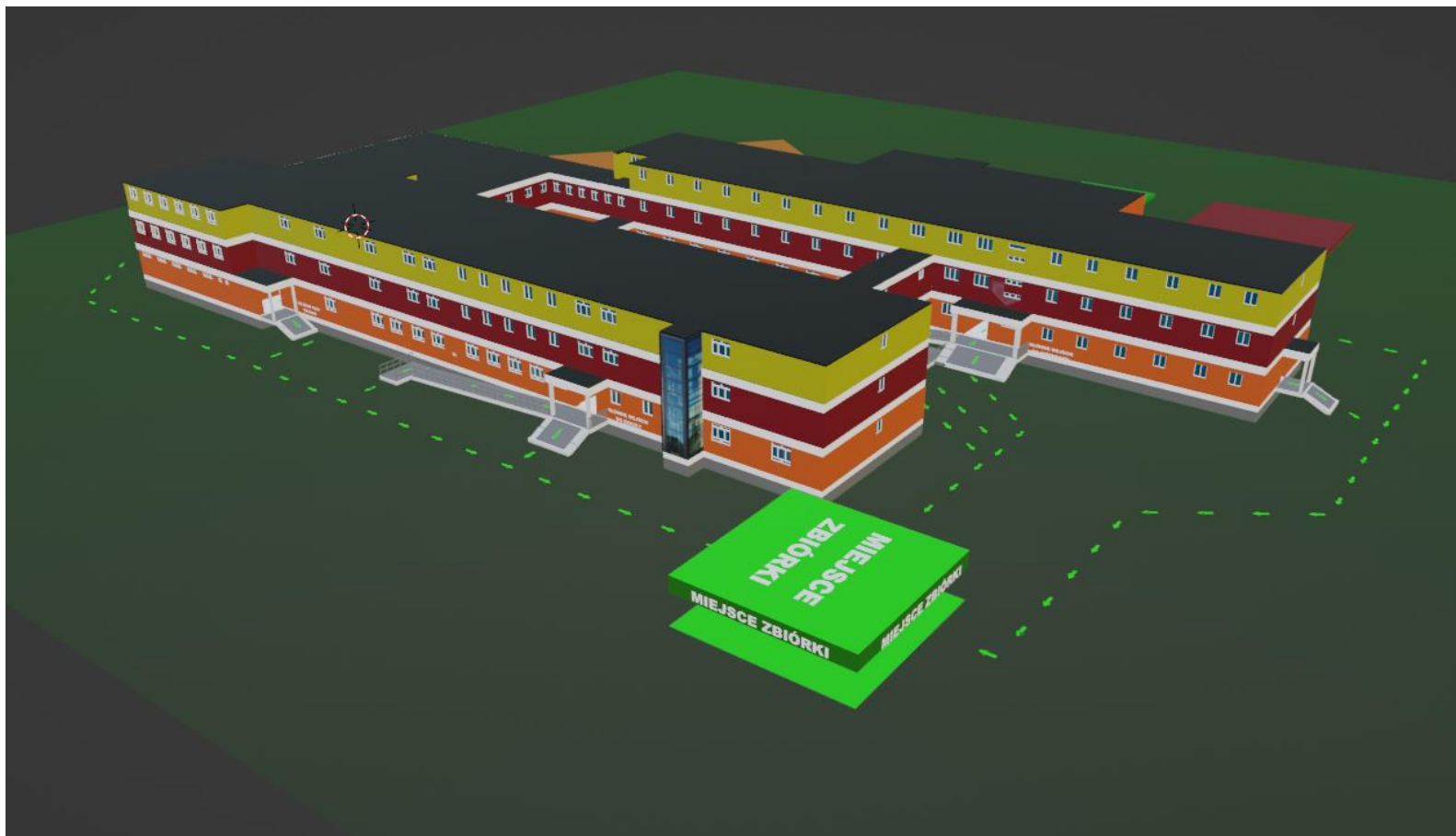
POWER OF AR AND VR

BASED ON EVACUATION PLANS IN THE BLENDER PROGRAM WE DID A PROJECT FOR OUR SCHOOL



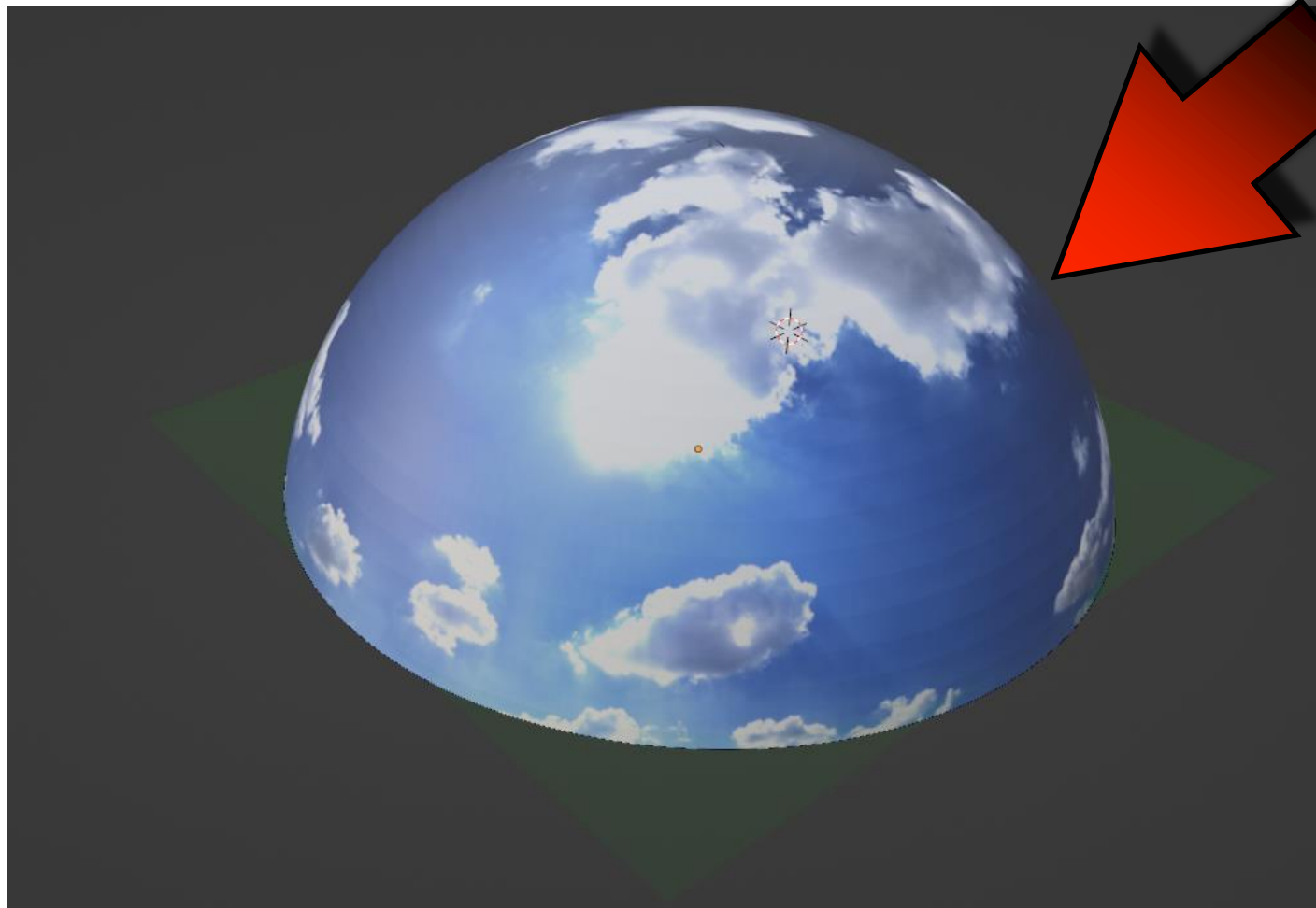
HUBS – NAVIGATION MESH

WE HAVE ADAPTED FOR 3D GLASSES



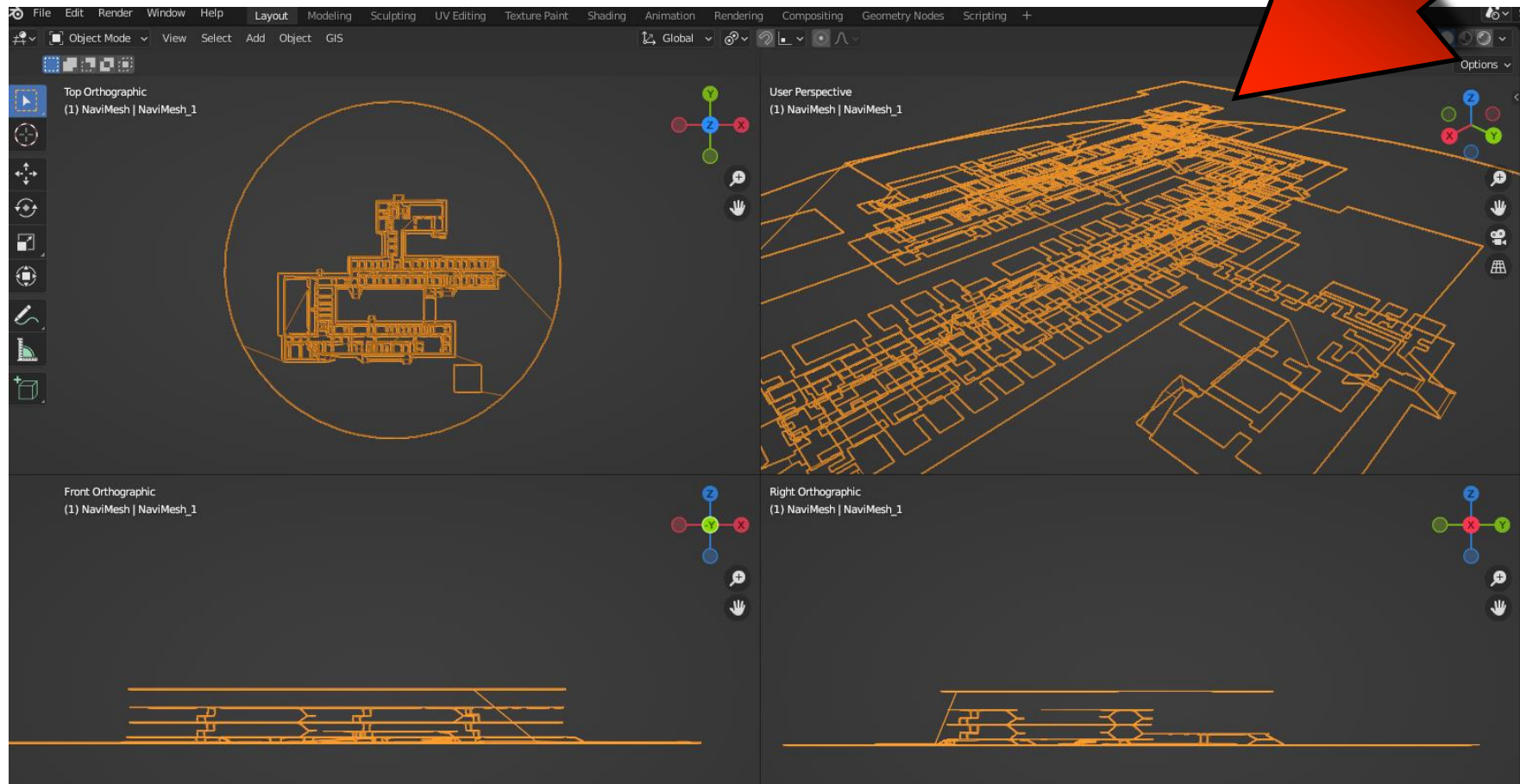
HUBS – NAVIGATION MESH

VIEW FOR GLB EXPORT WITH SKY



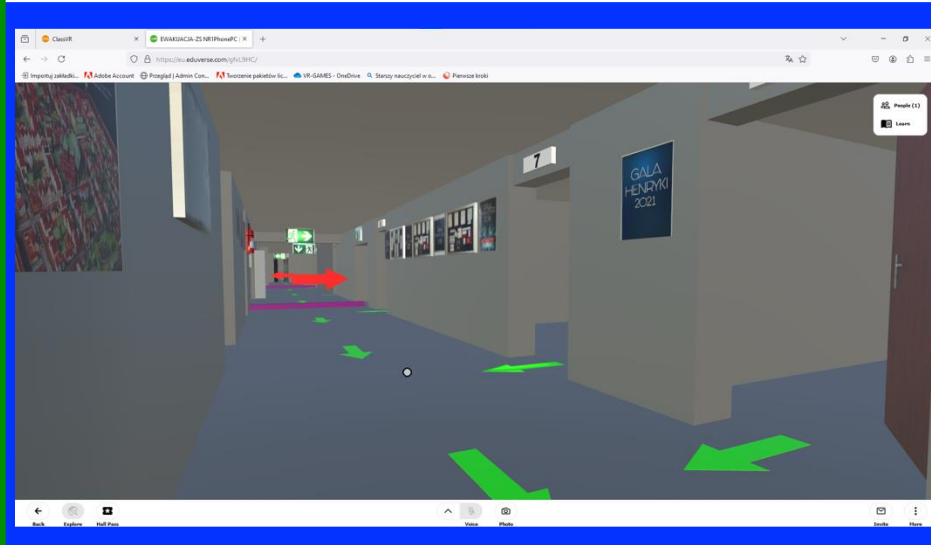
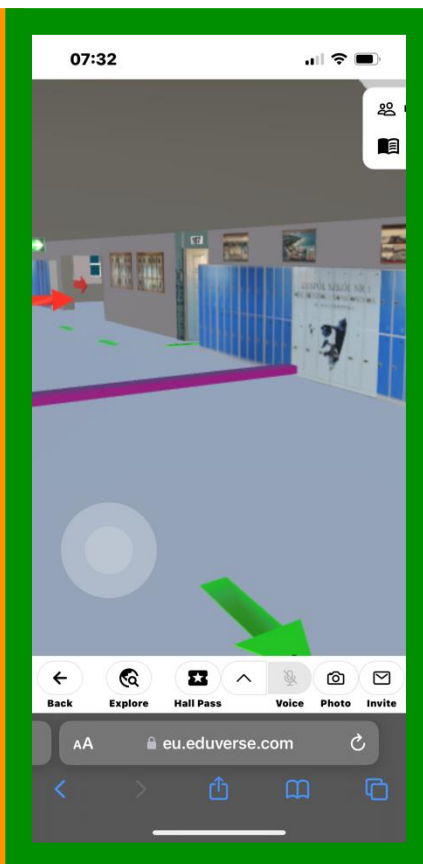
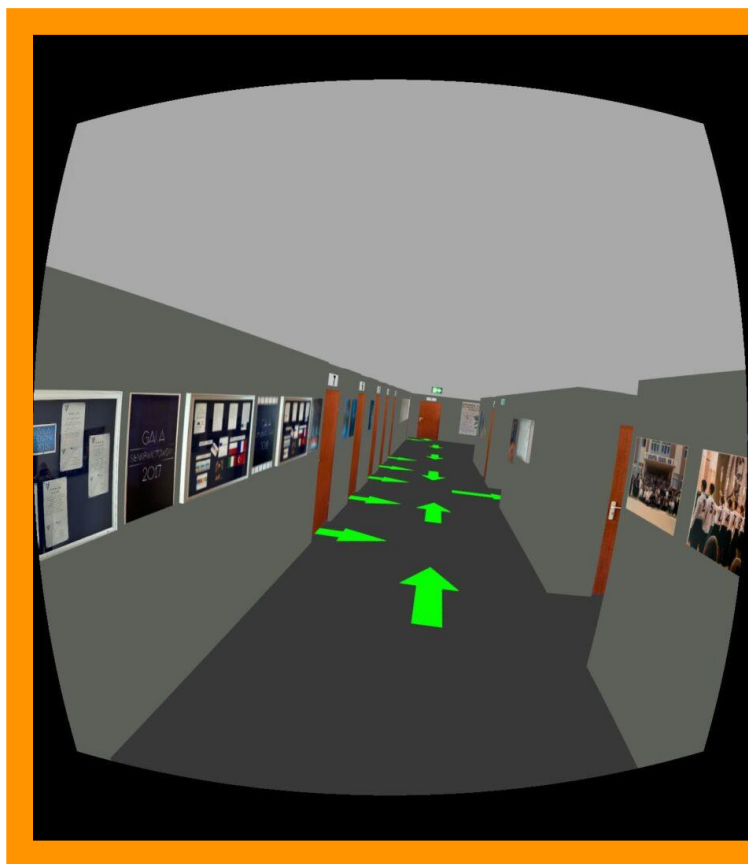
POWER OF AR AND VR

WE HAVE ADDED A QUITE COMPLICATED NAVI MESH **NAVI MESH**



HUBS – NAVIGATION MESH

THANKS TO THIS, YOU CAN MOVE IN DIFFERENT DEVICES



COMPUTER

GLASSES 3D

SMARTPHONE

HUBS – NAVIGATION MESH

YOU CAN TELEPORT WITH 3D GLASSES



HUBS – NAVIGATION MESH

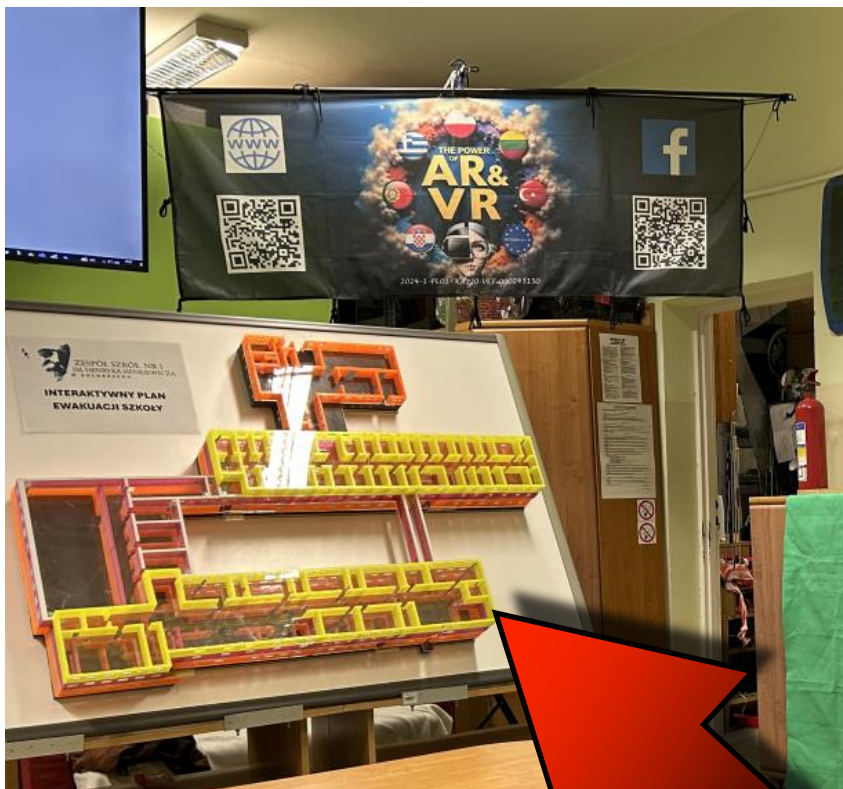
TEACHER'S VIEW IN CLASS-VR



<https://youtu.be/Eb3tFqcdFDM>

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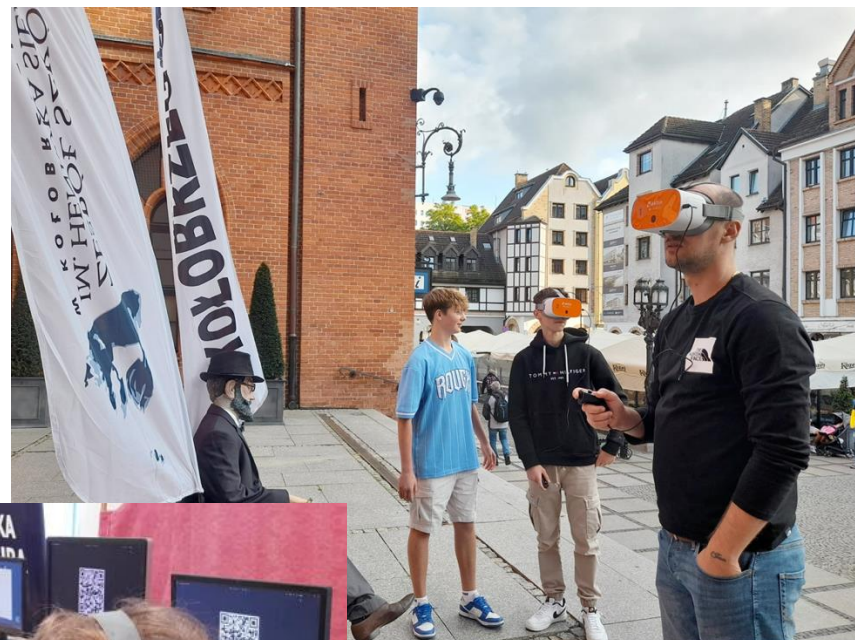
**BASED ON THE CREATED MODEL
WE CREATE AN INTERACTIVE EVACUATION
MODEL OF THE SCHOOL**



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POWER OF AR AND VR

WE USE THIS WAY OF PRESENTATION IN VARIOUS SHOWS AND TRAININGS



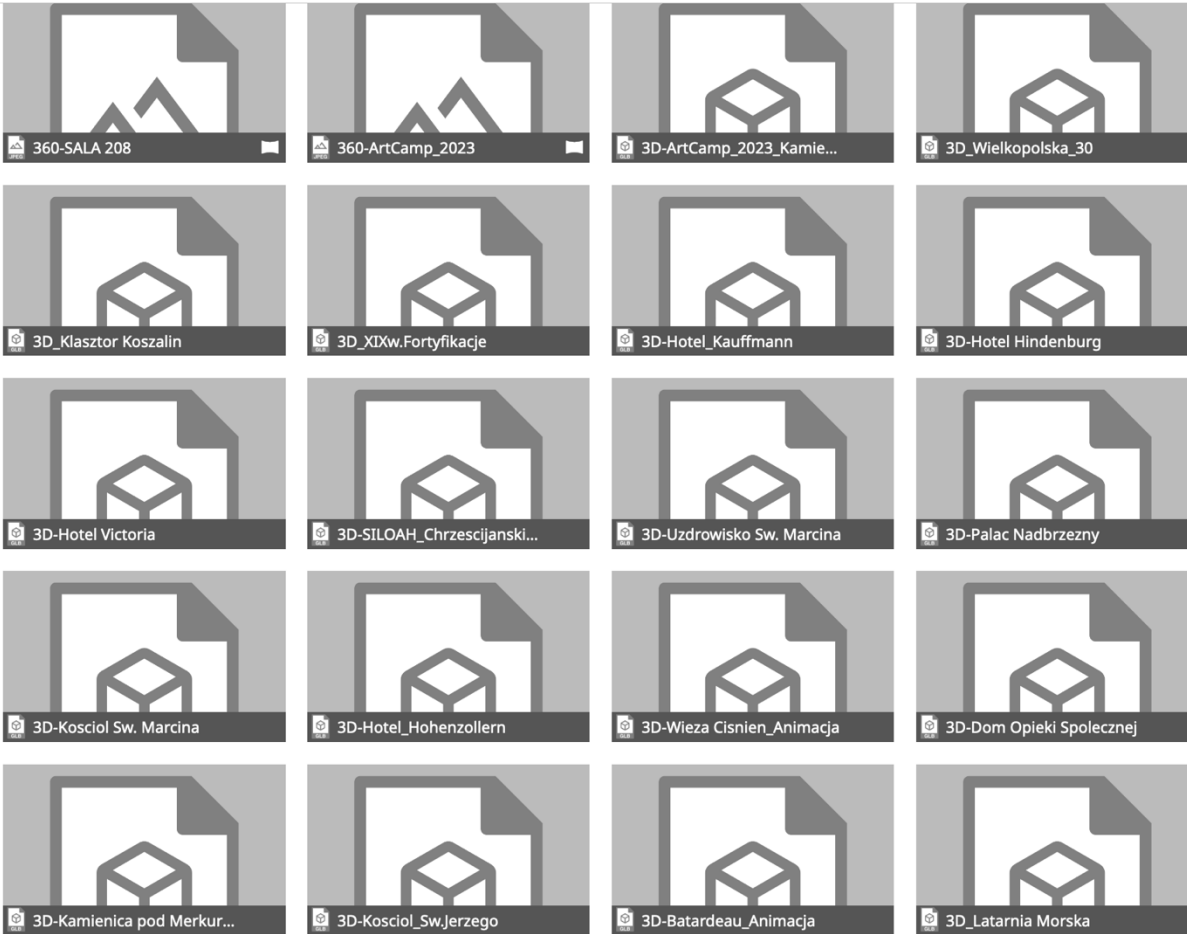
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WE ARE CONTINUALLY IMPLEMENTING OUR PROJECT BY INCREASING THE MODEL DATABASE



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POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



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2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK