POWER OF AR AND VR

HUBS

NAVIGATION MESH

Co-funded by
the European Union

JACEK KAWAŁEK

I WILL NOW PRESENT THE SECOND WAY WE USE TO CREATE INTERACTIONIN 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

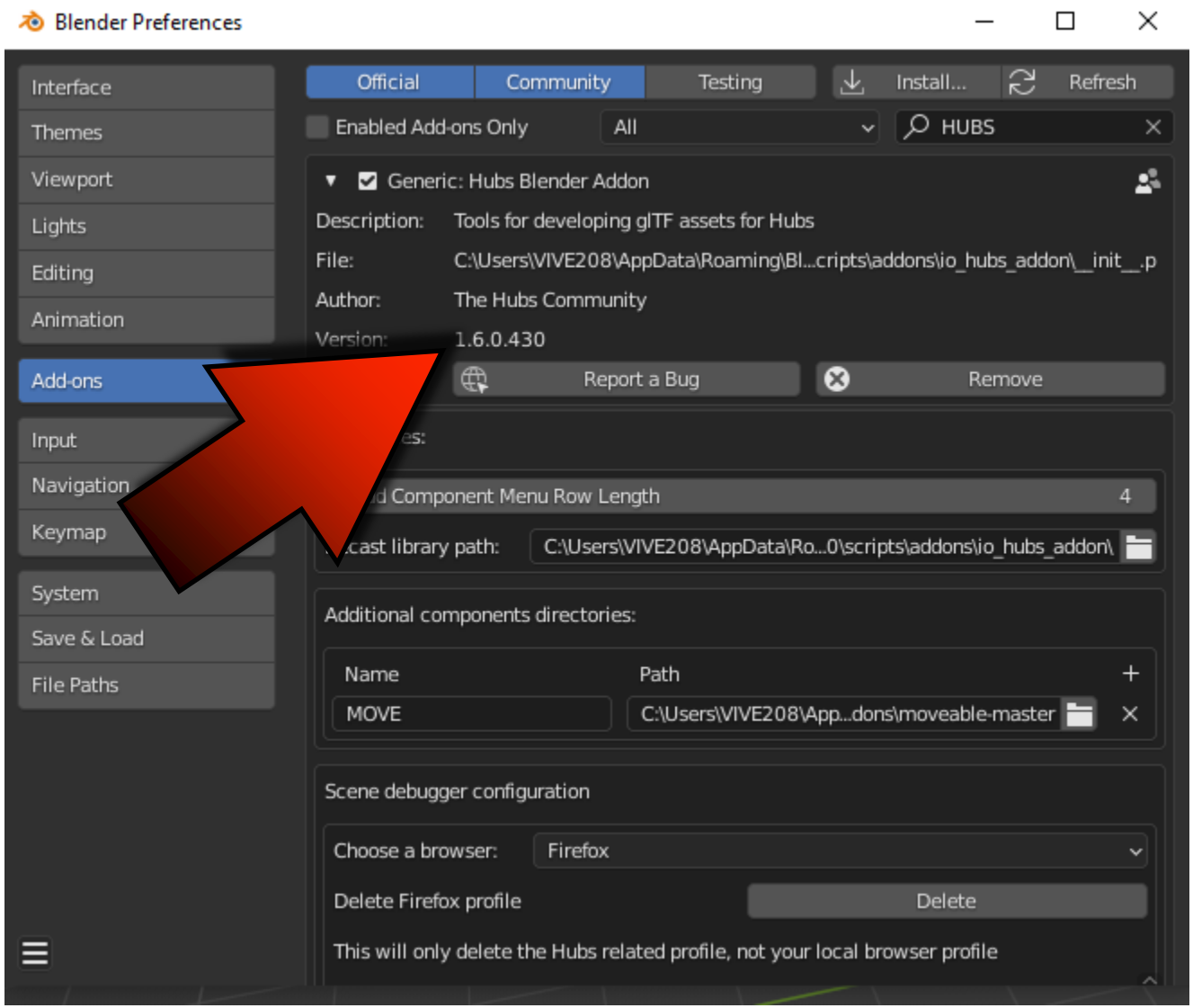
IN OUR CASE WE USE

BLENDER 3.0

AND

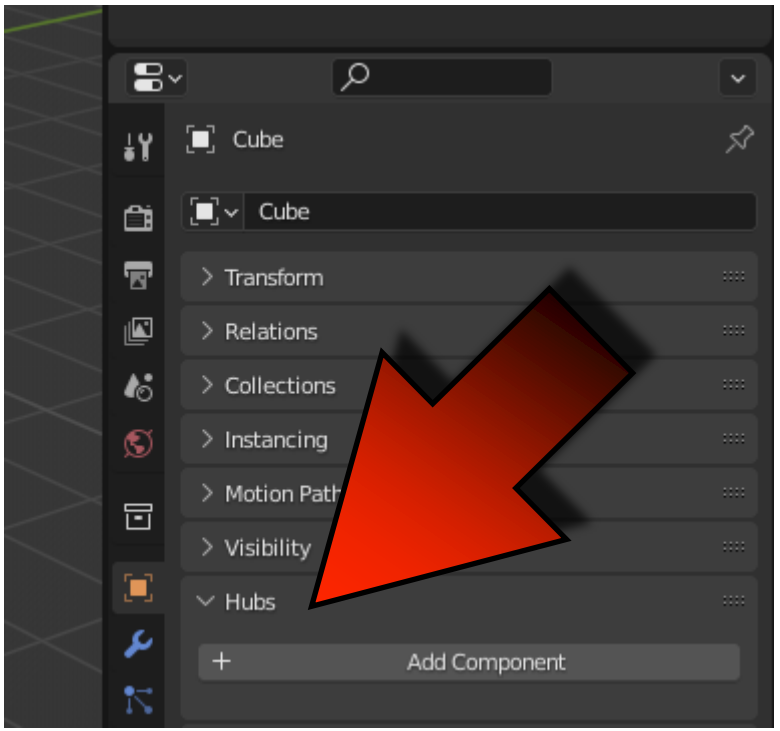
HUBS 1.6.0

INSTALL HUBS 1.6.0



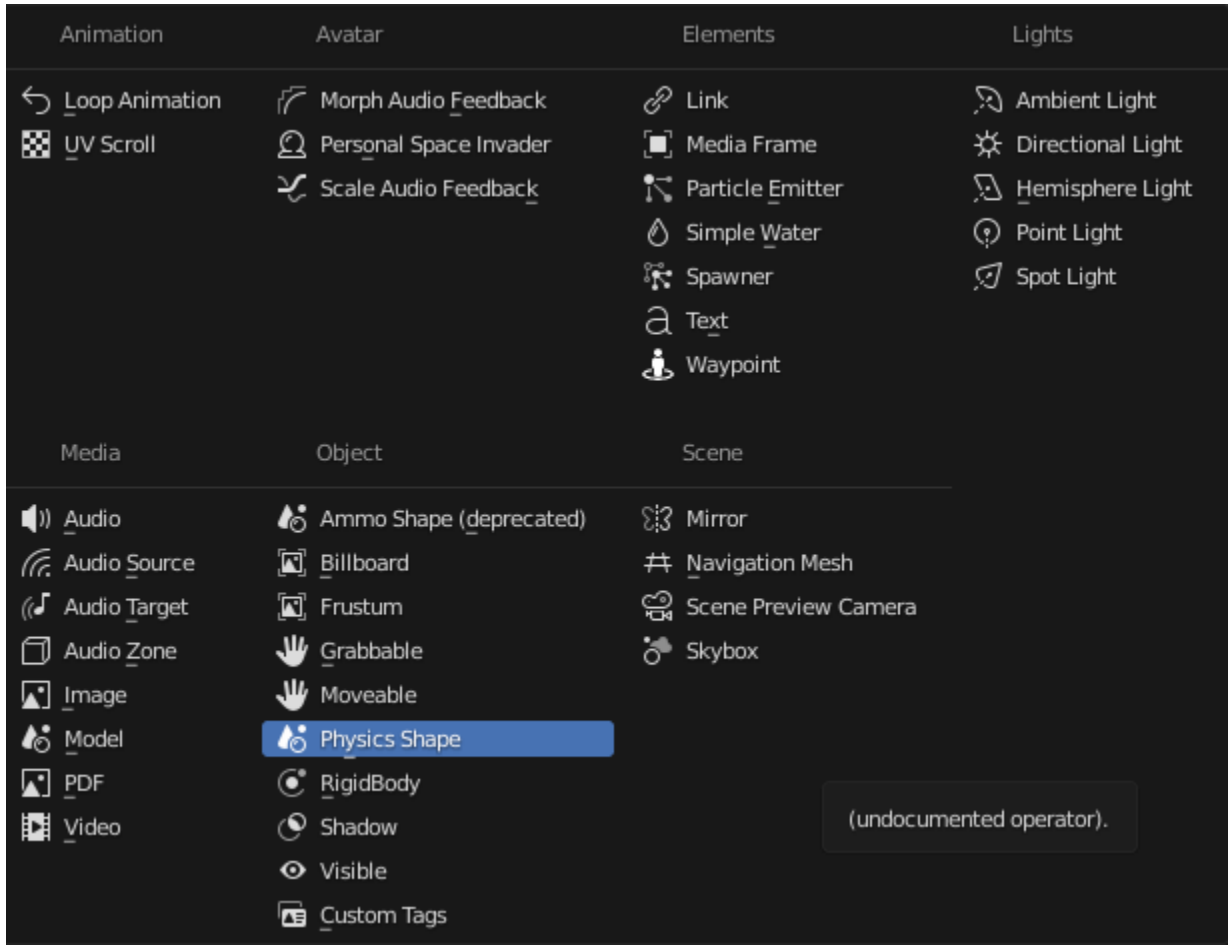
YOU WILL SEE IT

IN THE PROPERTIES WINDOW

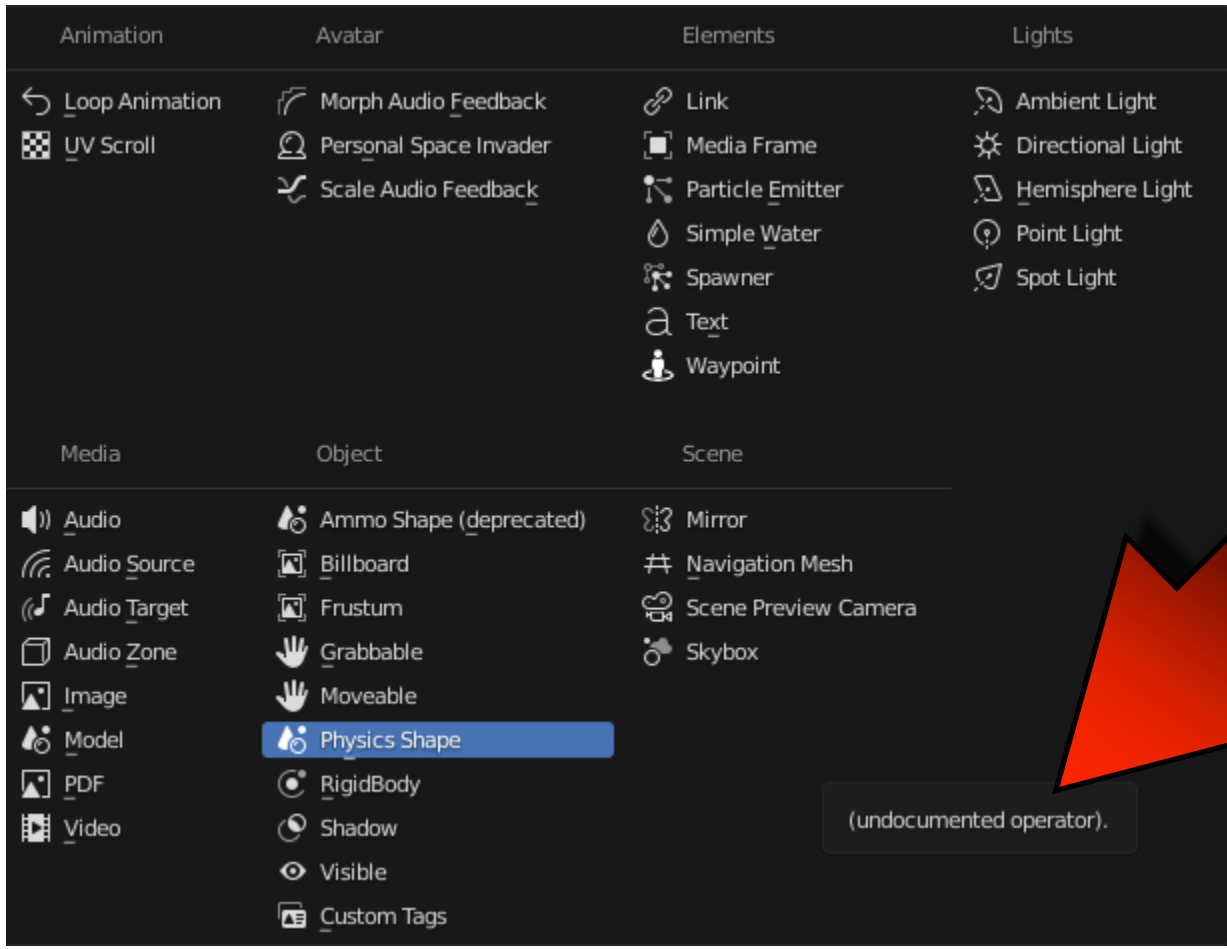


CLICK ON

ADD COMPONENT

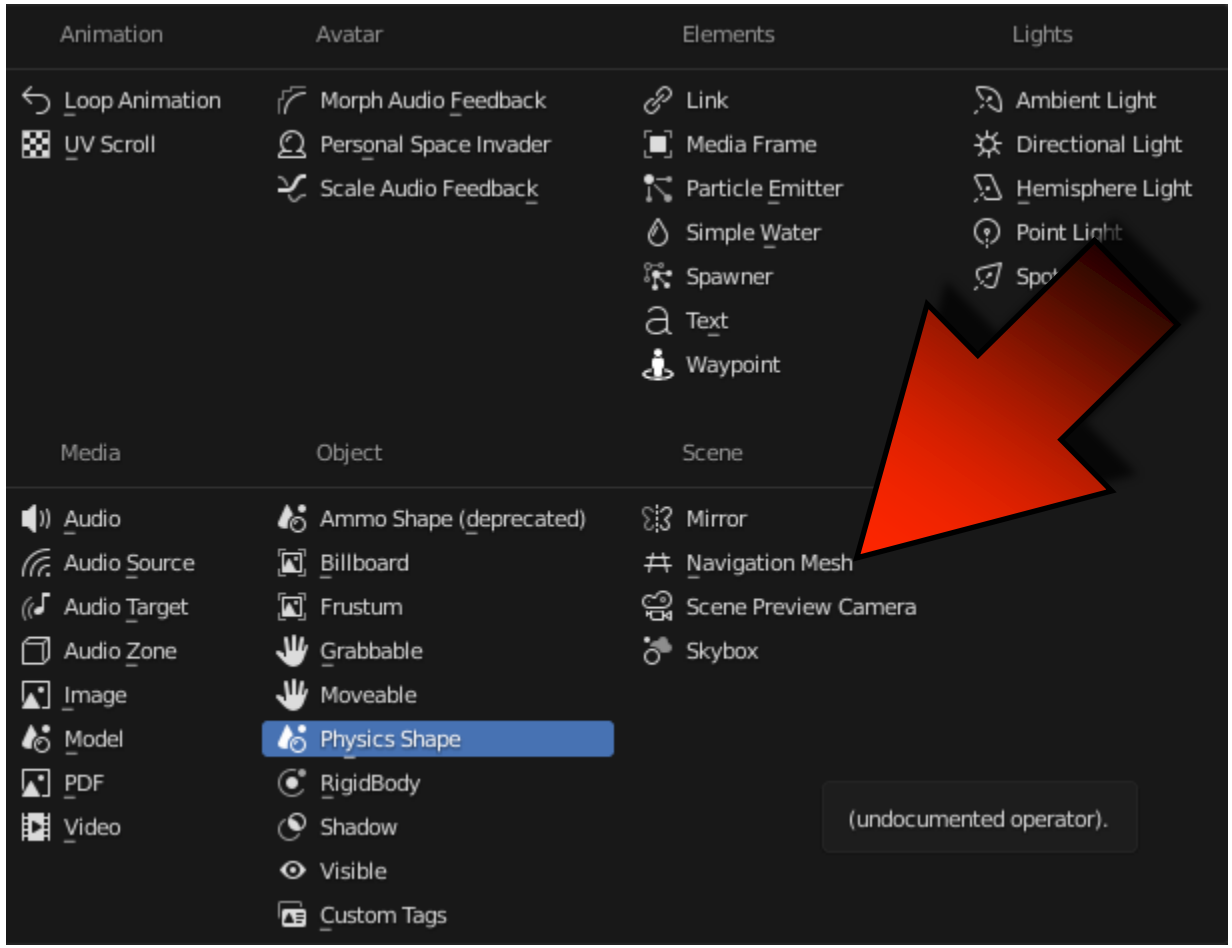


WE HAVE TO LEARN SOME ELEMENTS BY OURSELVES AS THERE IS NO DETAILED DOCUMENTATION



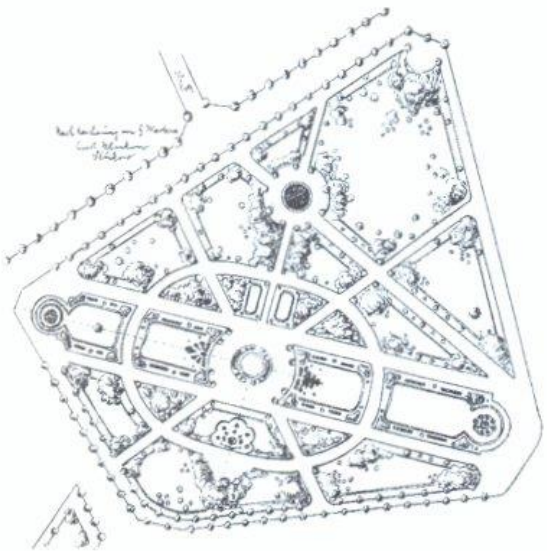
NAVIGATION MESH

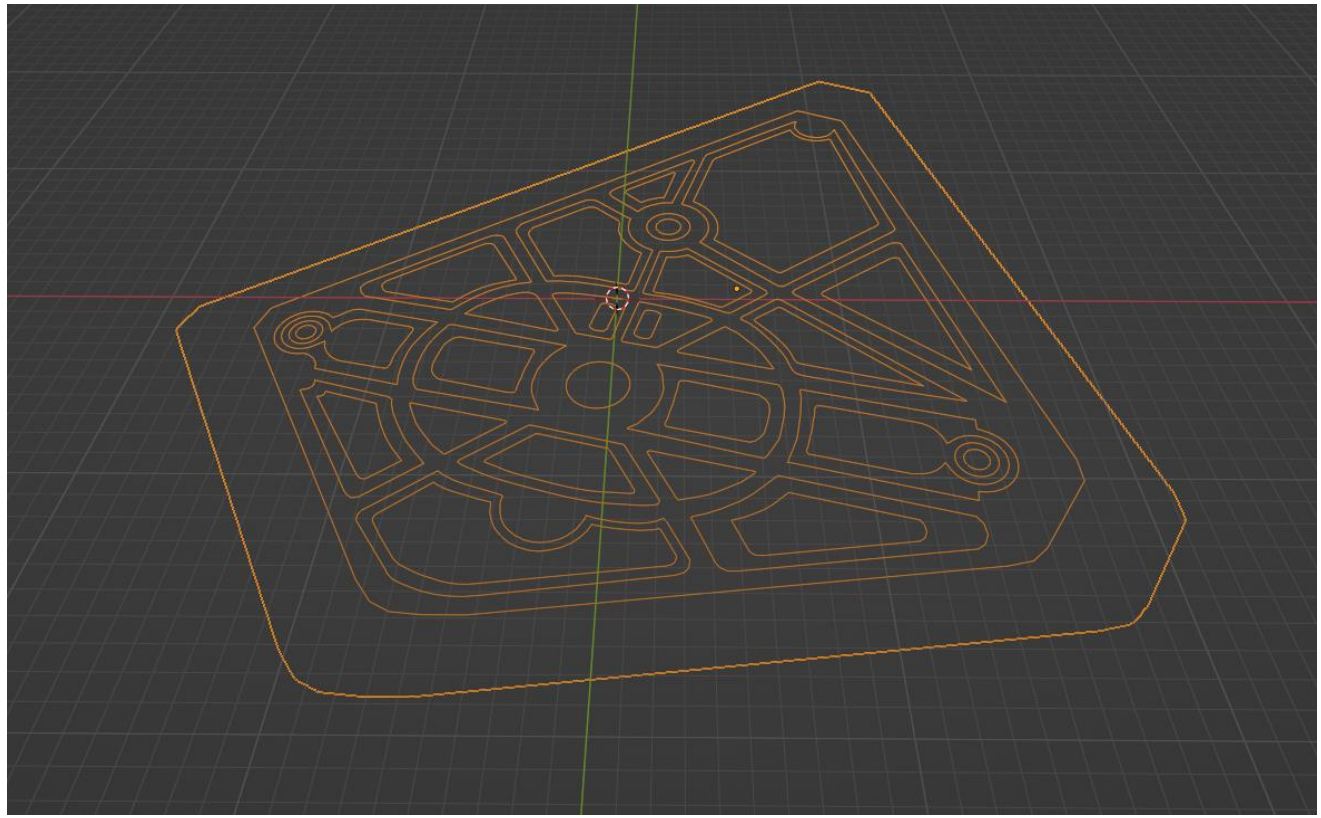
IT IS A SURFACE ON WHICH WE CAN MOVE



I WILL PRESENT THIS ON THE EXAMPLE OF THE KOŁOBRZEG PARK

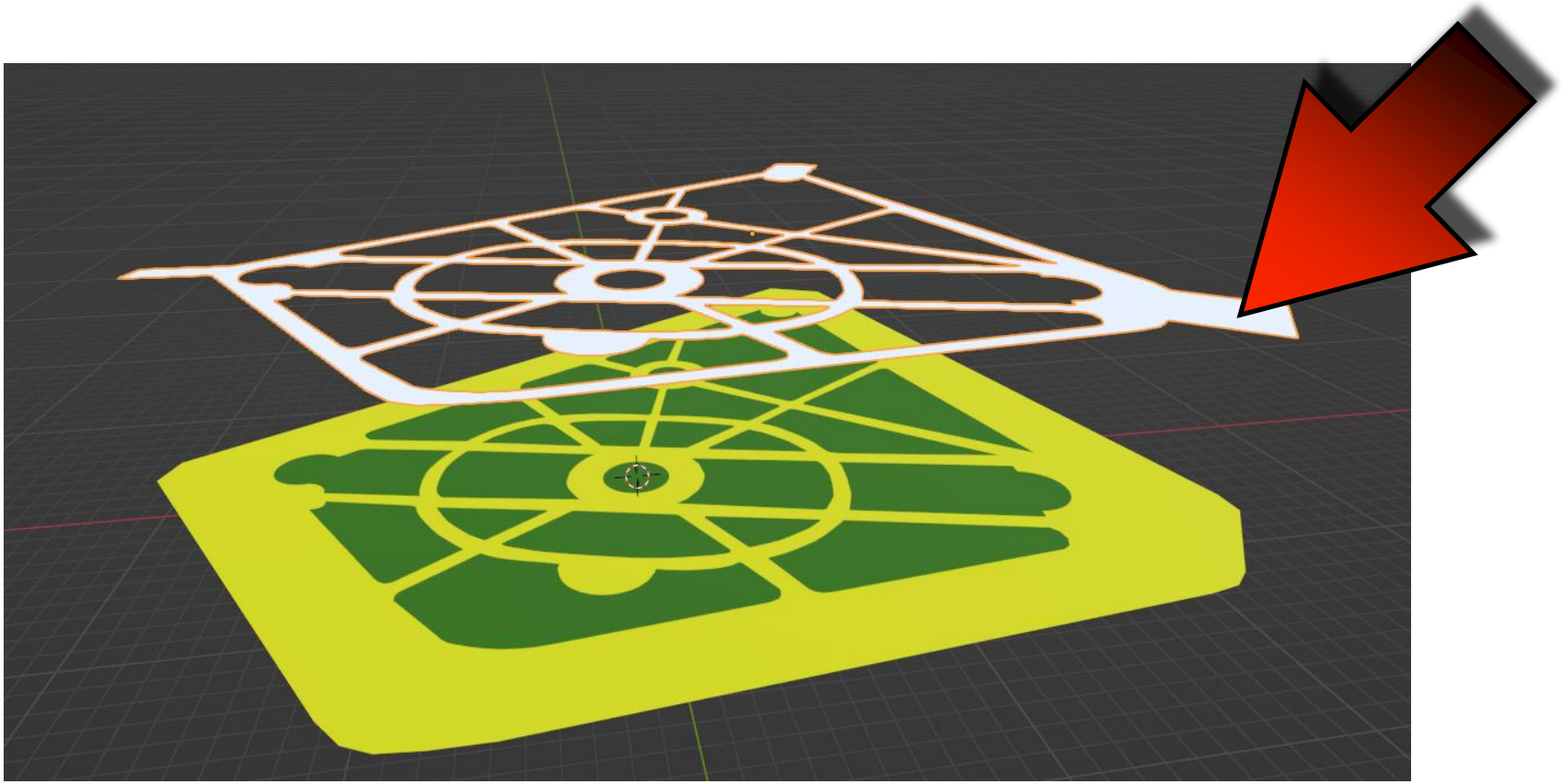
USING CURVES WE RECREATE THE PATHS IN THE PARK





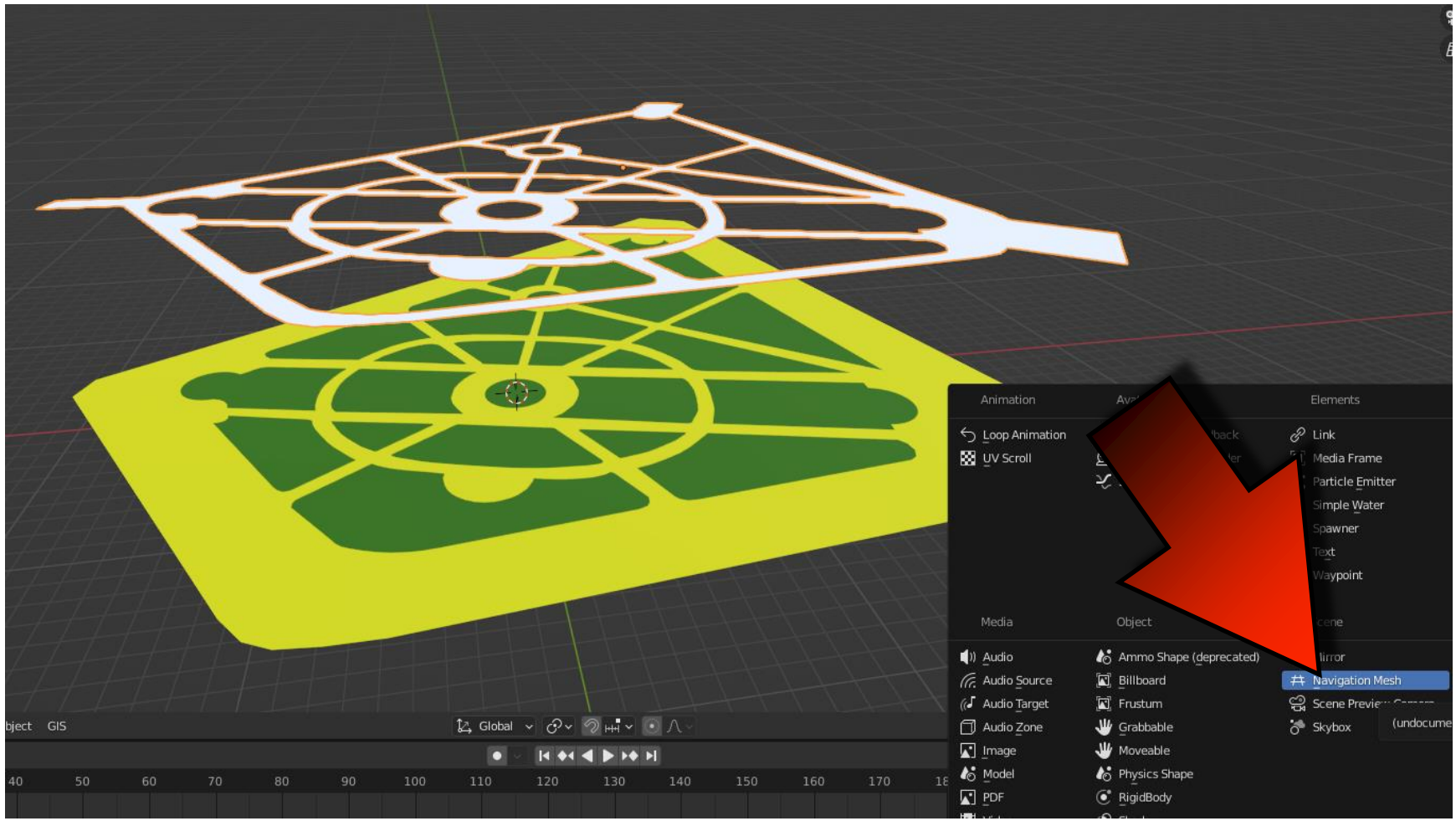
WE CREATE A SEPARATE OBJECT ON WHICH WE WILL WALK

IN OUR CASE IT IS A WHITE MESH



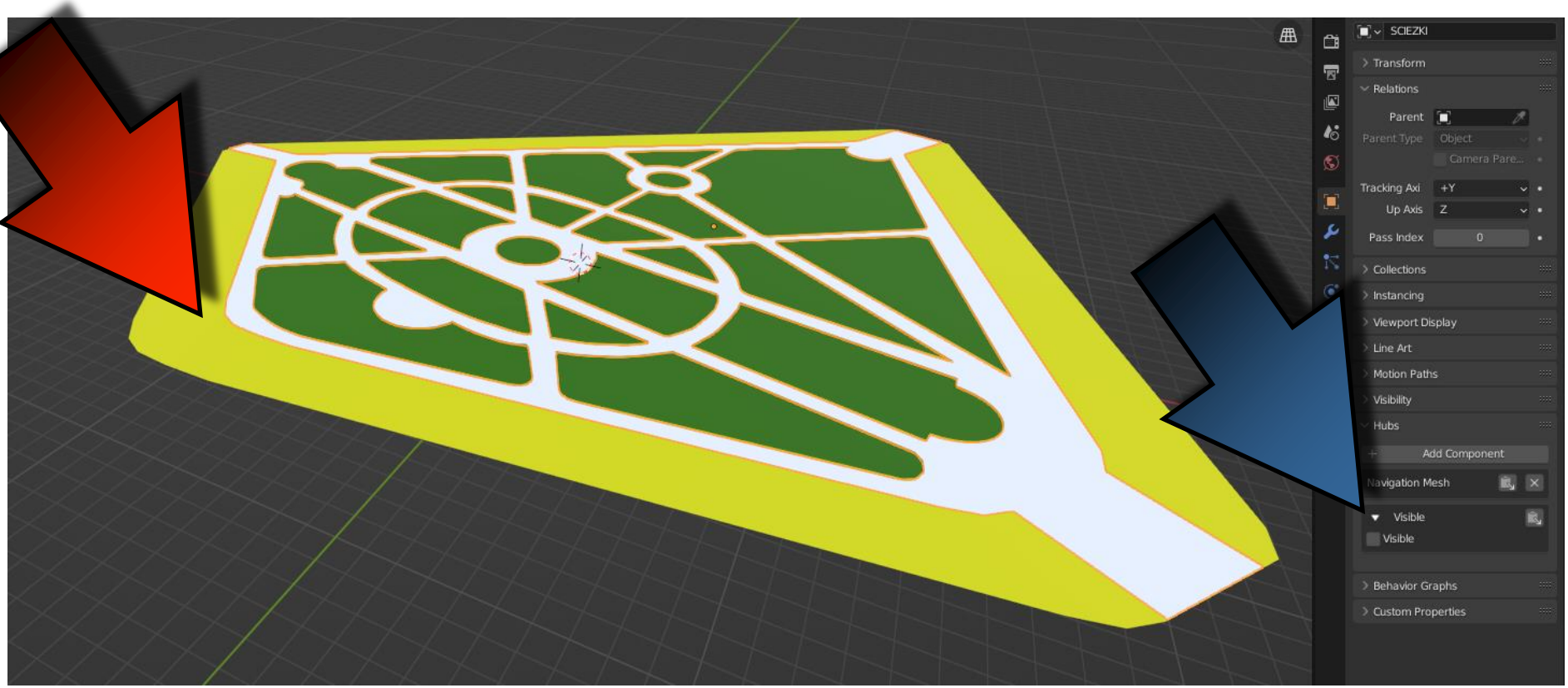
WE ADD A COMPONENT

NAVIGATION MESH



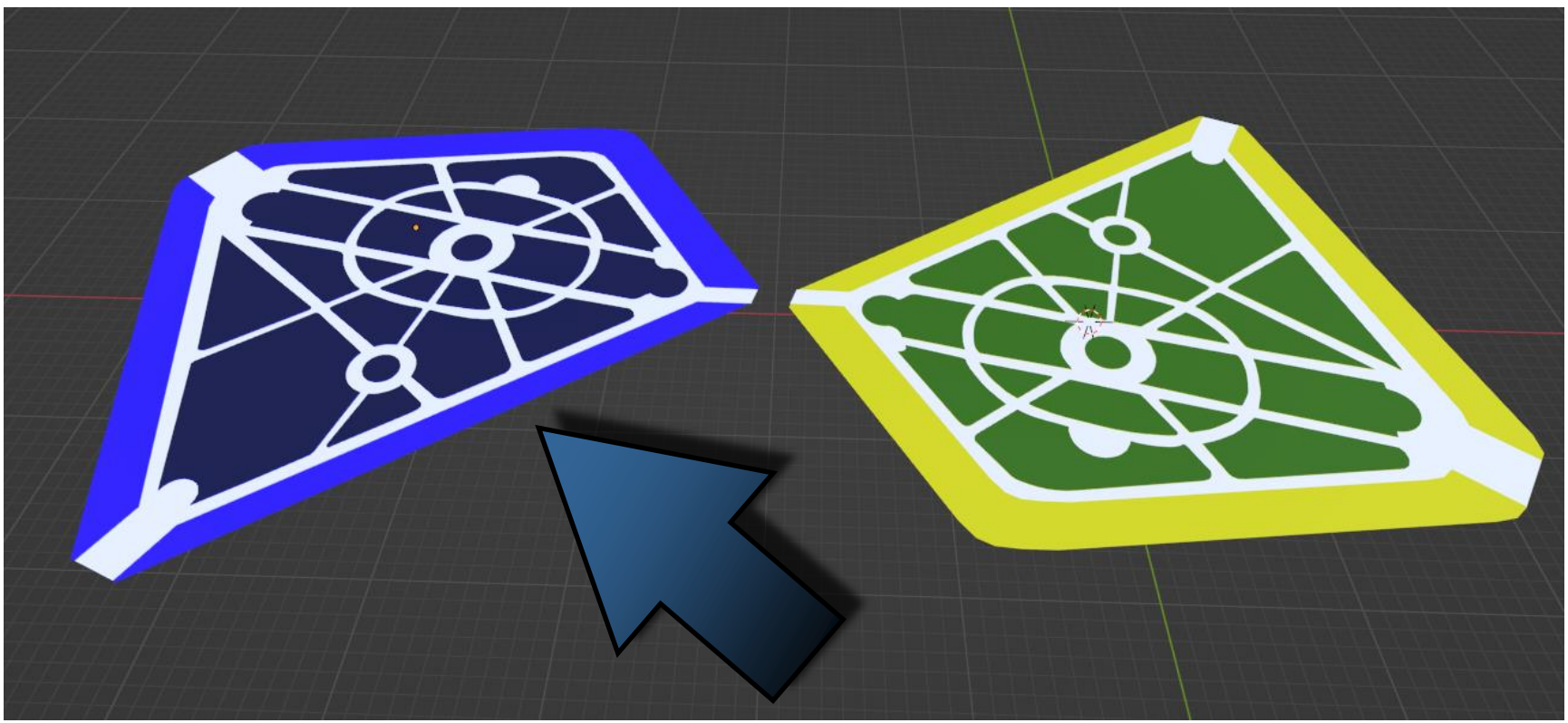
PLACE ON THE GROUND SURFACE

WE DO NOT TURN ON VISIBILITY



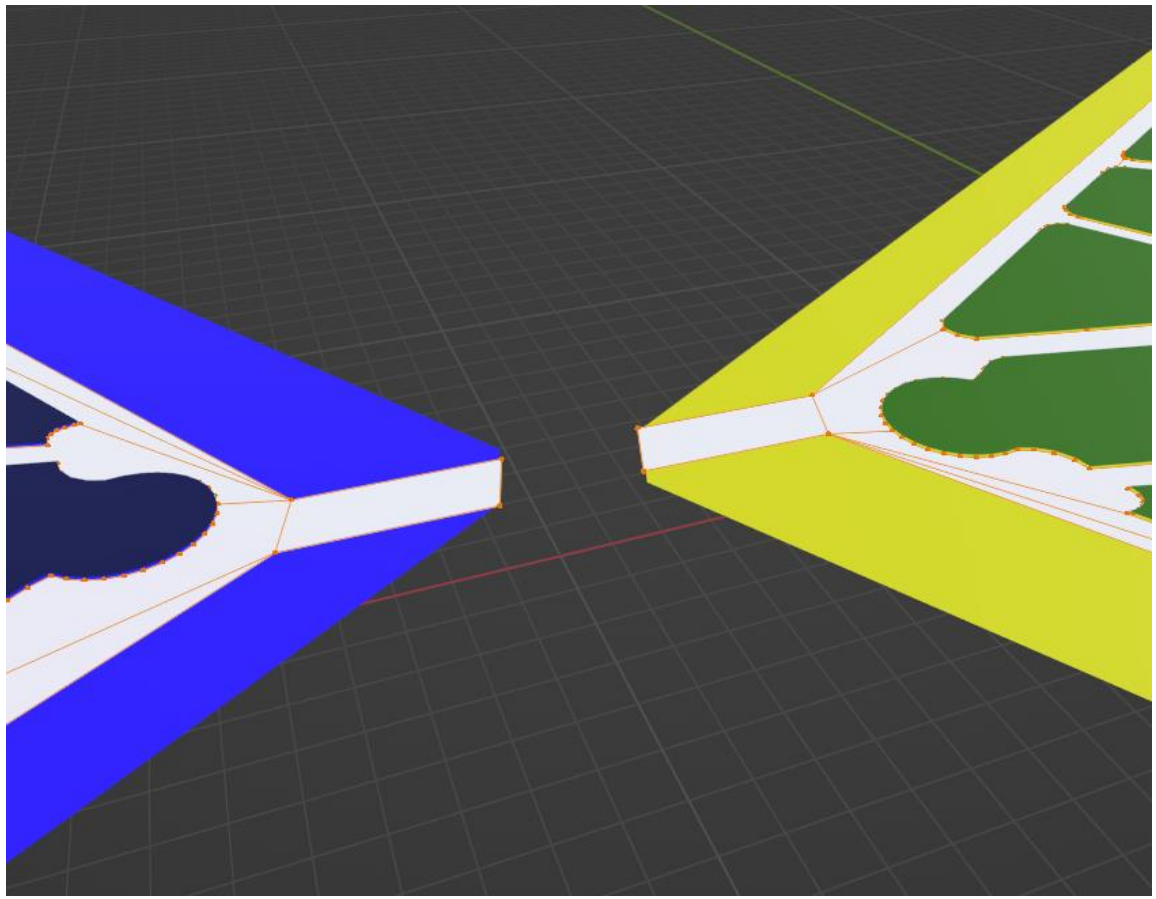
THE MODEL CAN HAVE ONLY ONE NAVIGATION MESH

WE ASSUME THAT THERE IS ANOTHER PARK NEARBY BLUE

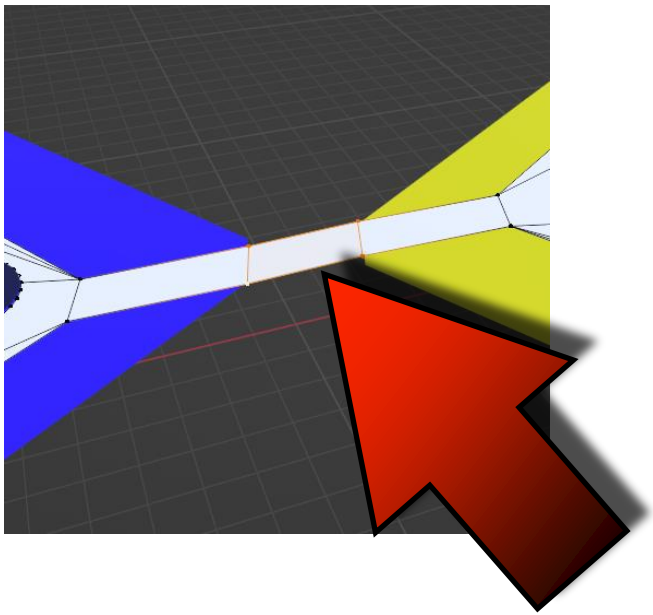


USING CTRL+J

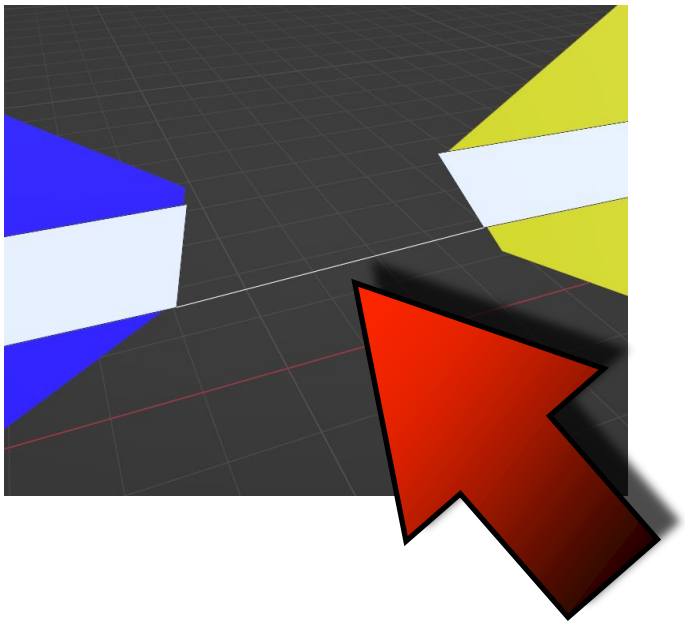
WE CONNECT BOTH WHITE MESHES



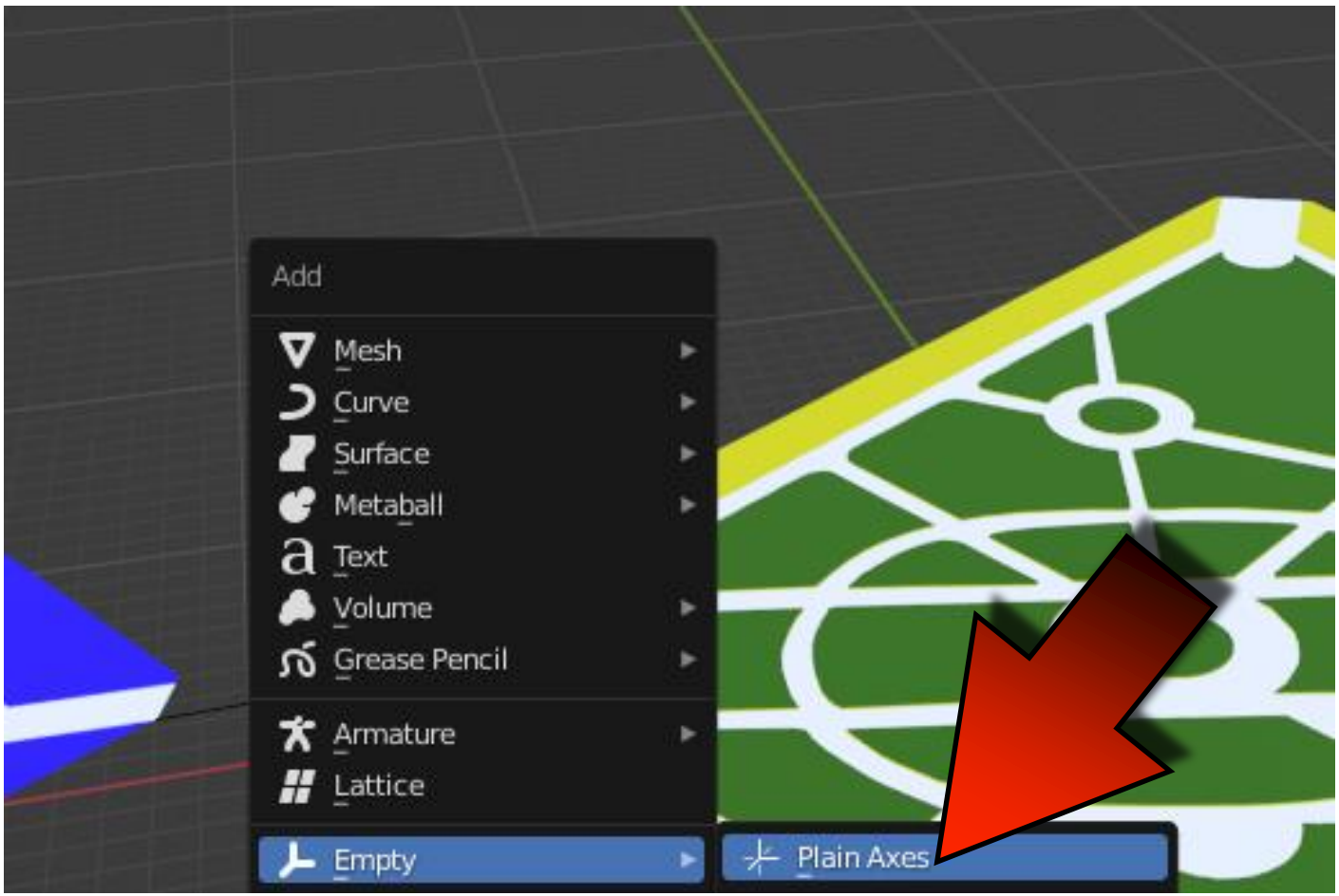
IF WE WANT TO MOVE USING A JOYSTICK, WE HAVE TO CONNECT THE MESHES TO CREATE A PLANE



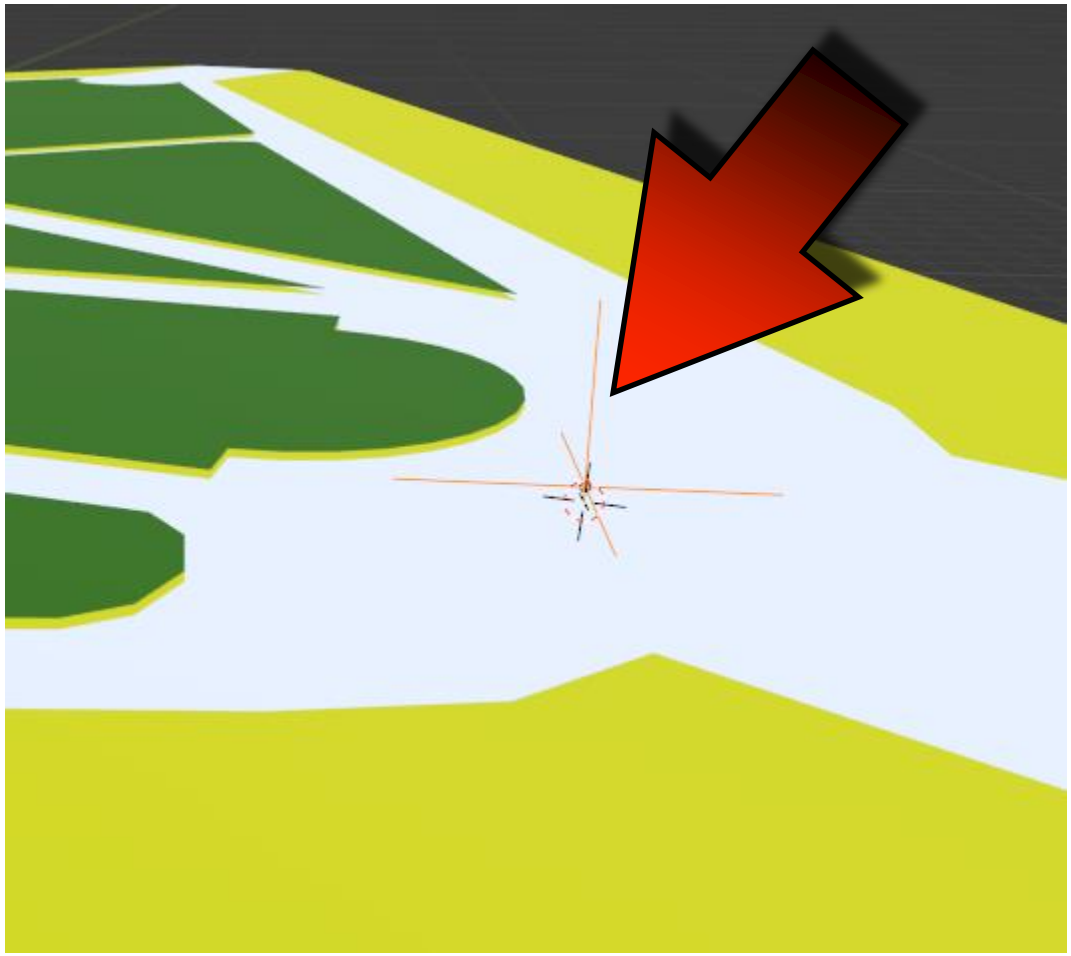
IF WE WANT TO MOVE USING TELEPORTATION WE HAVE TO CONNECT THE MESHES BUT NOT CREATING A PLANE, WE JUST ADD AN EDGE



THEN ADD EMPTY OBJECT

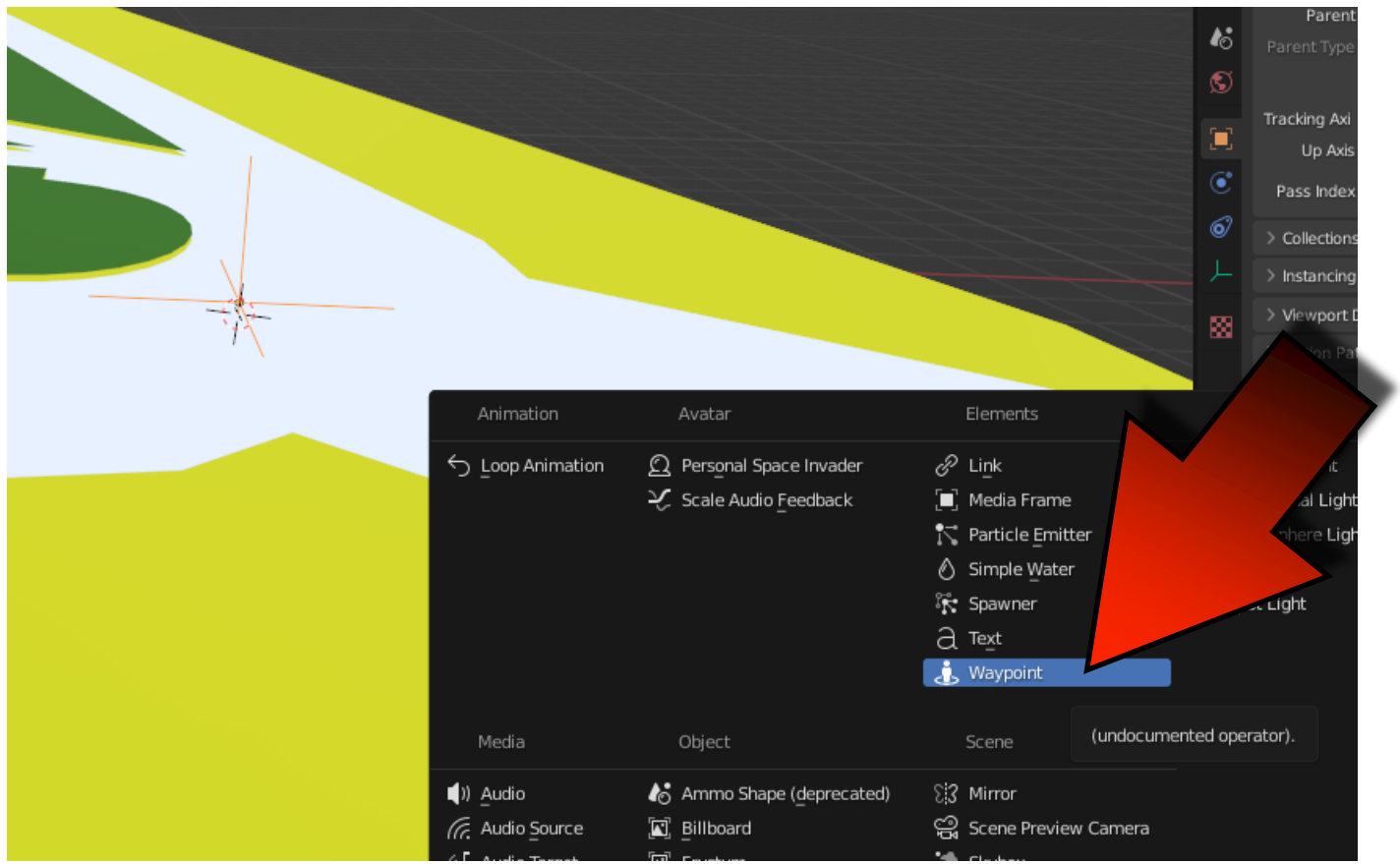


PLACE IT ON
THE SURFACE OF THE PATH



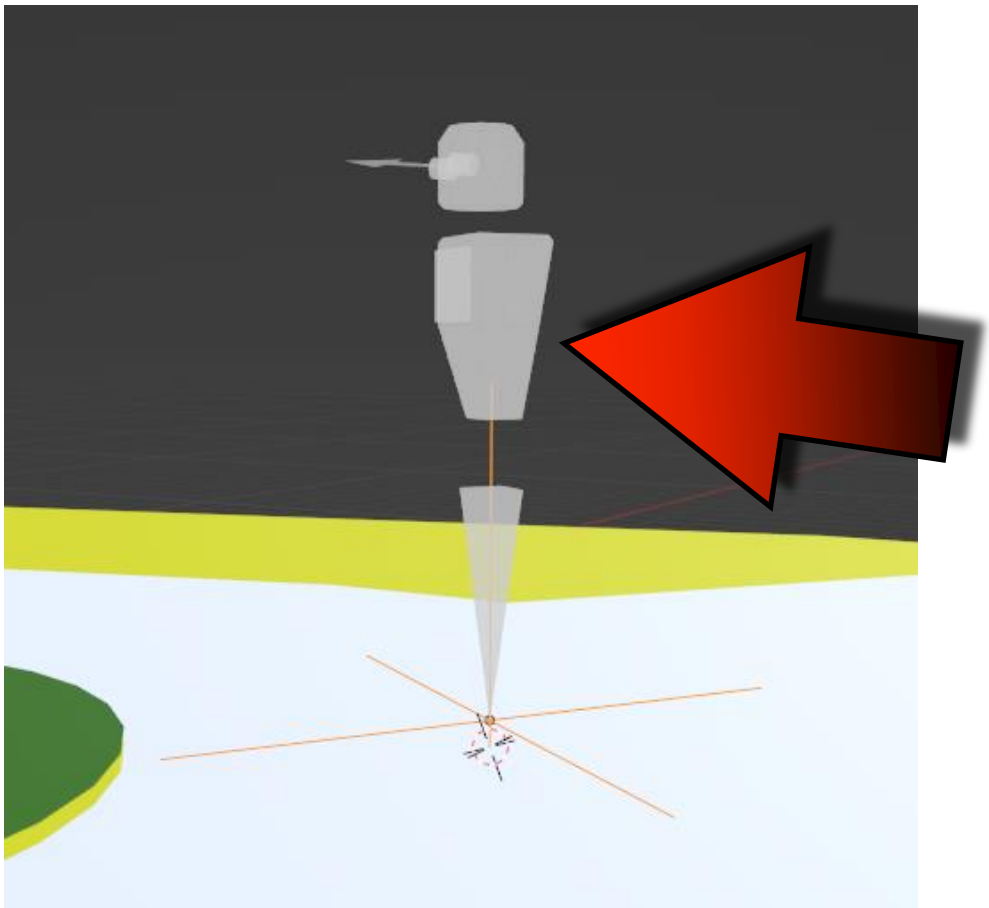
WHEN IT'S SELECTED

GIVE IT A WAYPOINT

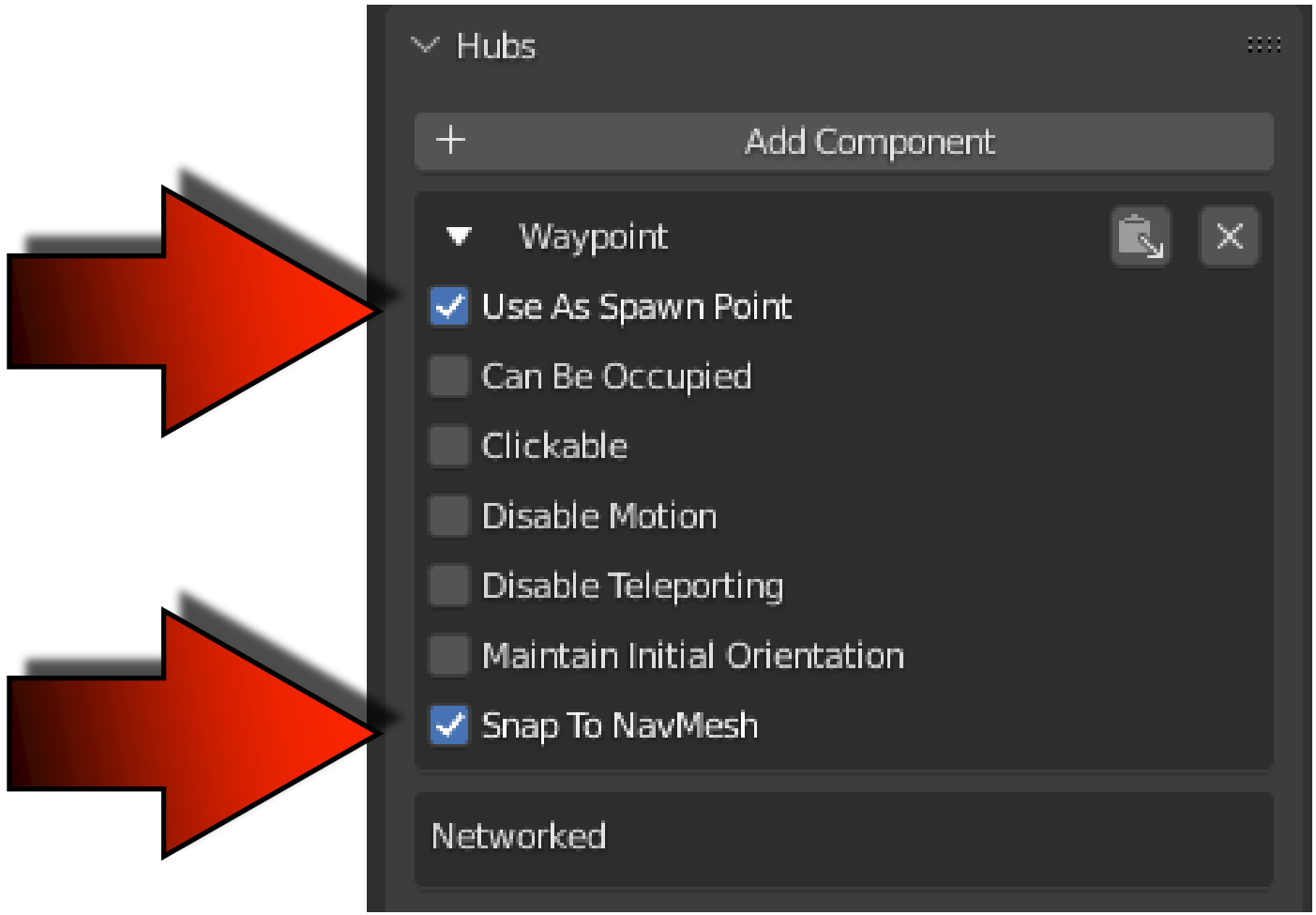


YOU WILL SEE

THE AVATAR SYMBOL



FOR AVATAR SELECT



Co-funded by the European Union

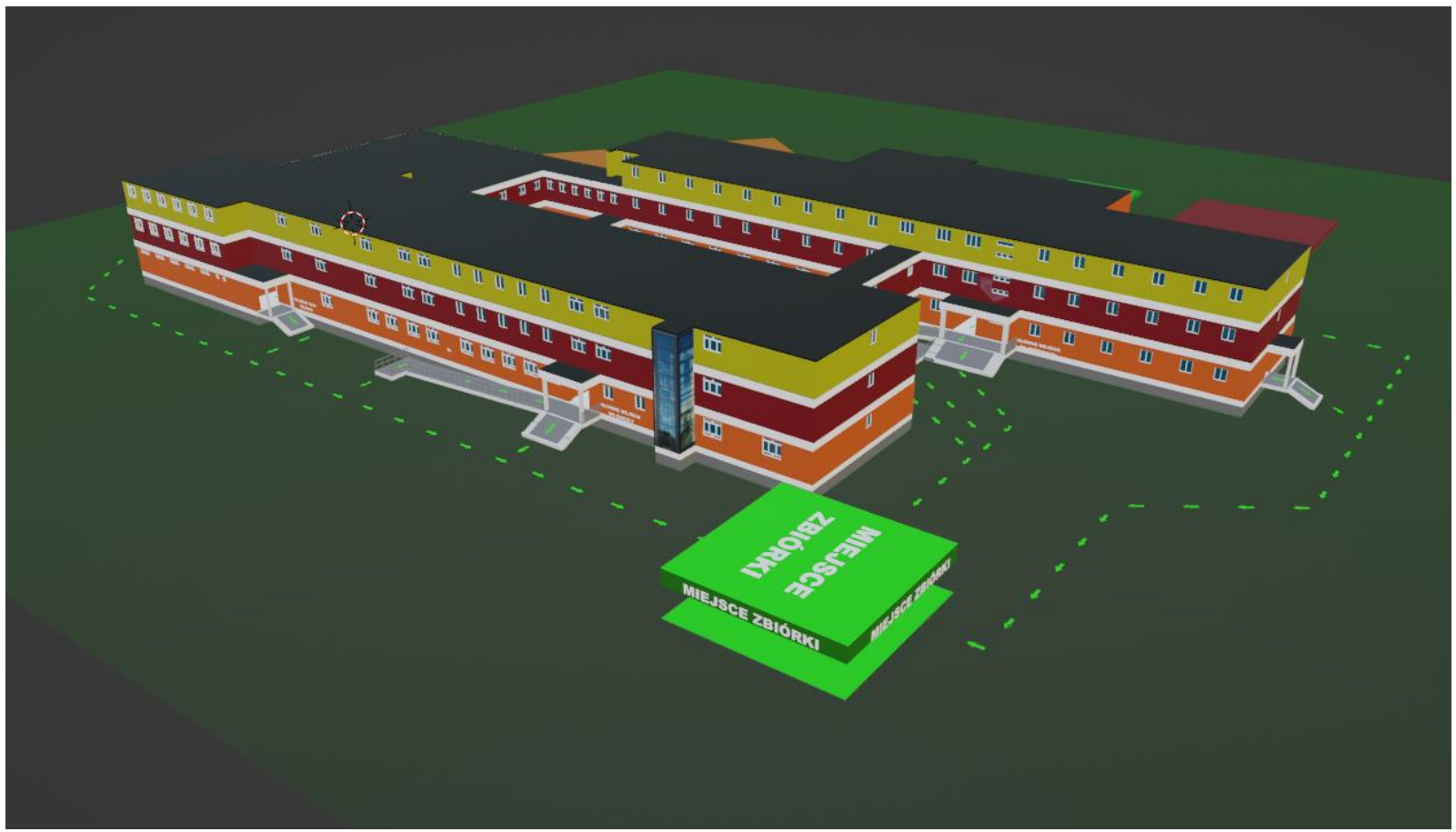
POWER OF AR AND VR

BASED ON EVACUATION PLANS IN THE BLENDER PROGRAM

WE DID A PROJECT FOR OUR SCHOOL

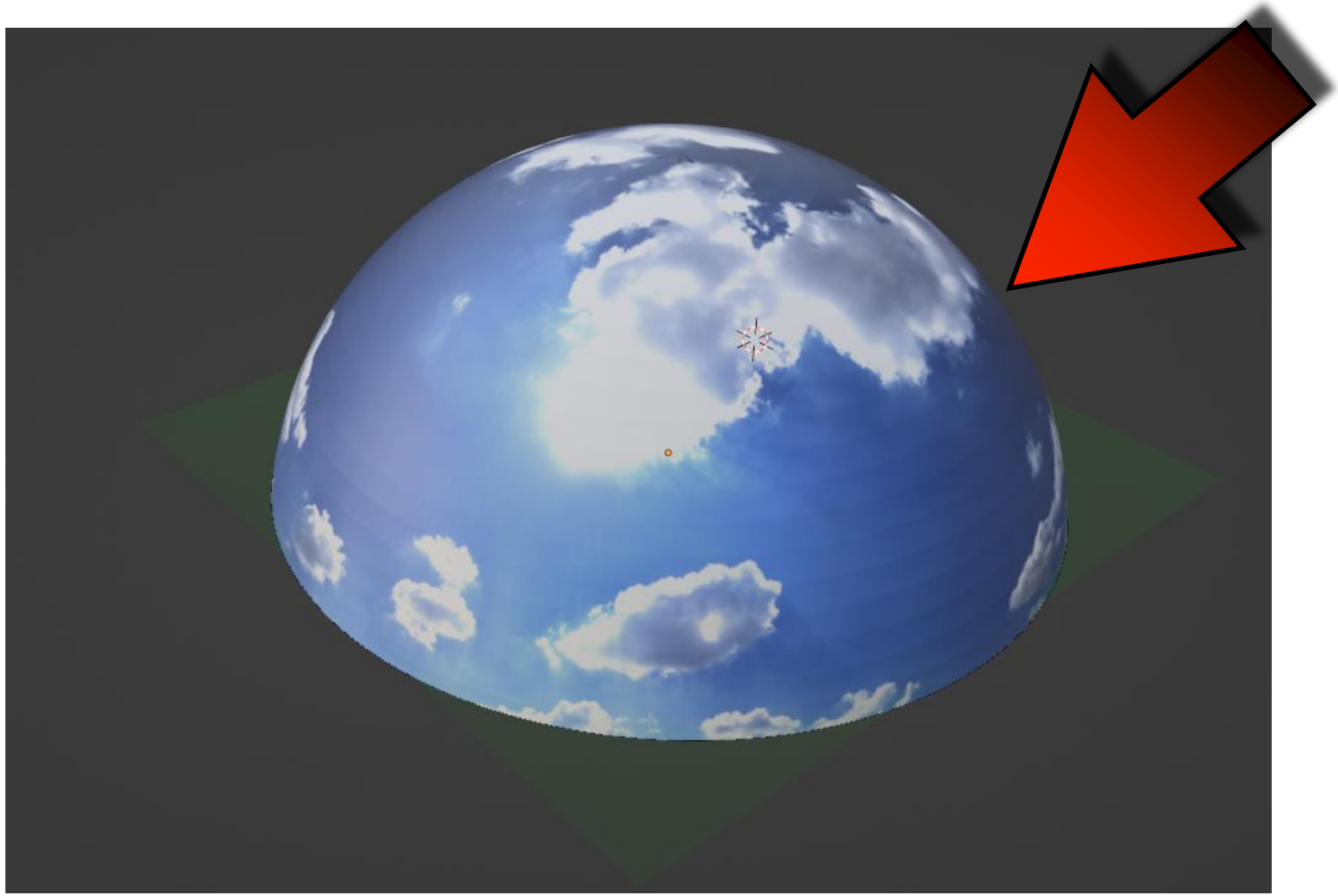
HUBS – NAVIGATION MESH

WE HAVE ADAPTED FOR 3D GLASSES



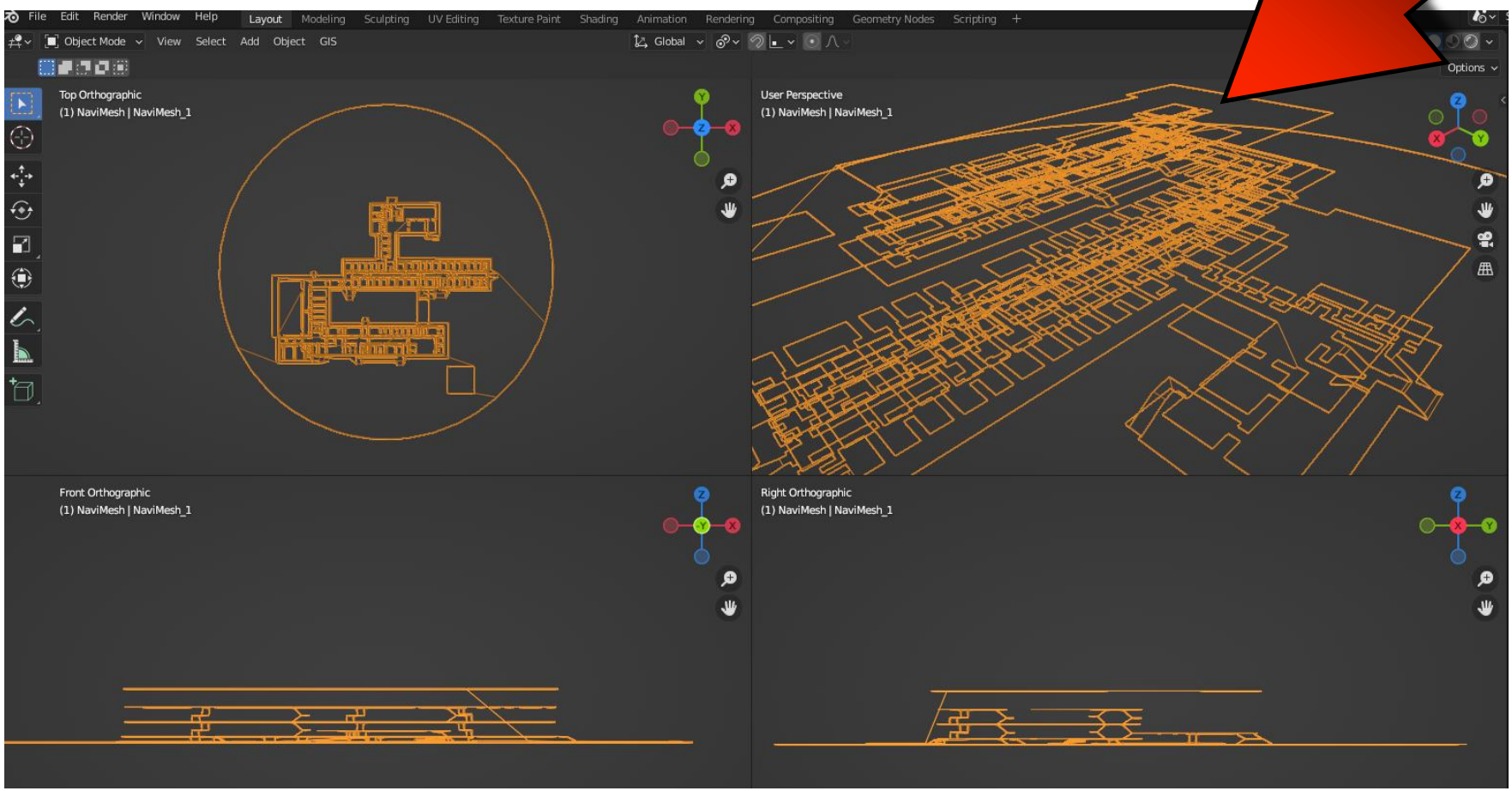
VIEW FOR GLB EXPORT

WITH SKY



WE HAVE ADDED A QUITE COMPLICATEDNAVI MESH

NAVI MESH



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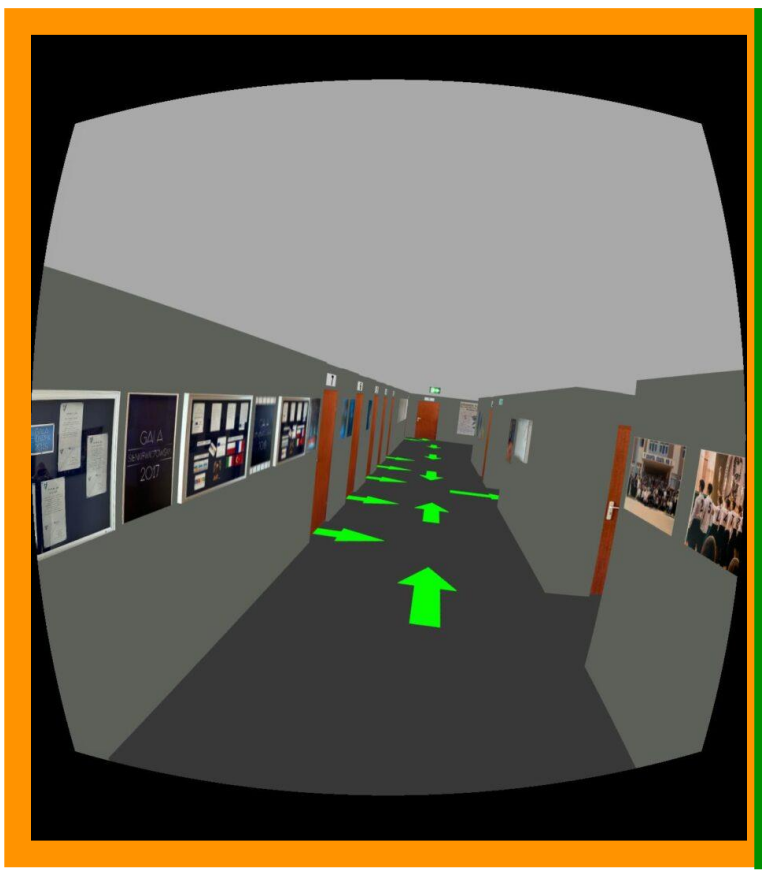
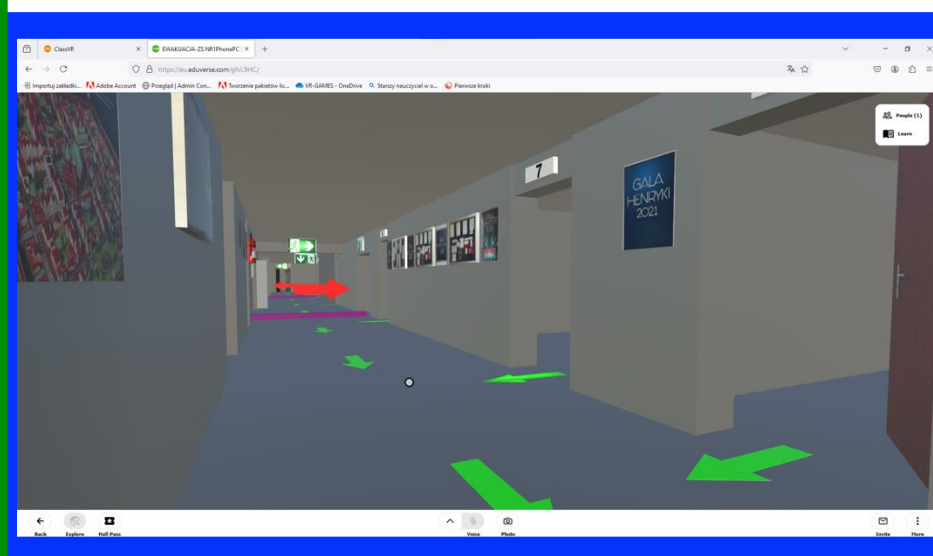
POWER OF AR AND VR

THANKS TO THIS, YOU CAN MOVEIN DIFFERENT DEVICES





GLASSES 3D

SMARTPHONE

COMPUTER

HUBS – NAVIGATION MESH

YOU CAN TELEPORT WITH 3D GLASSES

TEACHER'S VIEW IN CLASS-VR

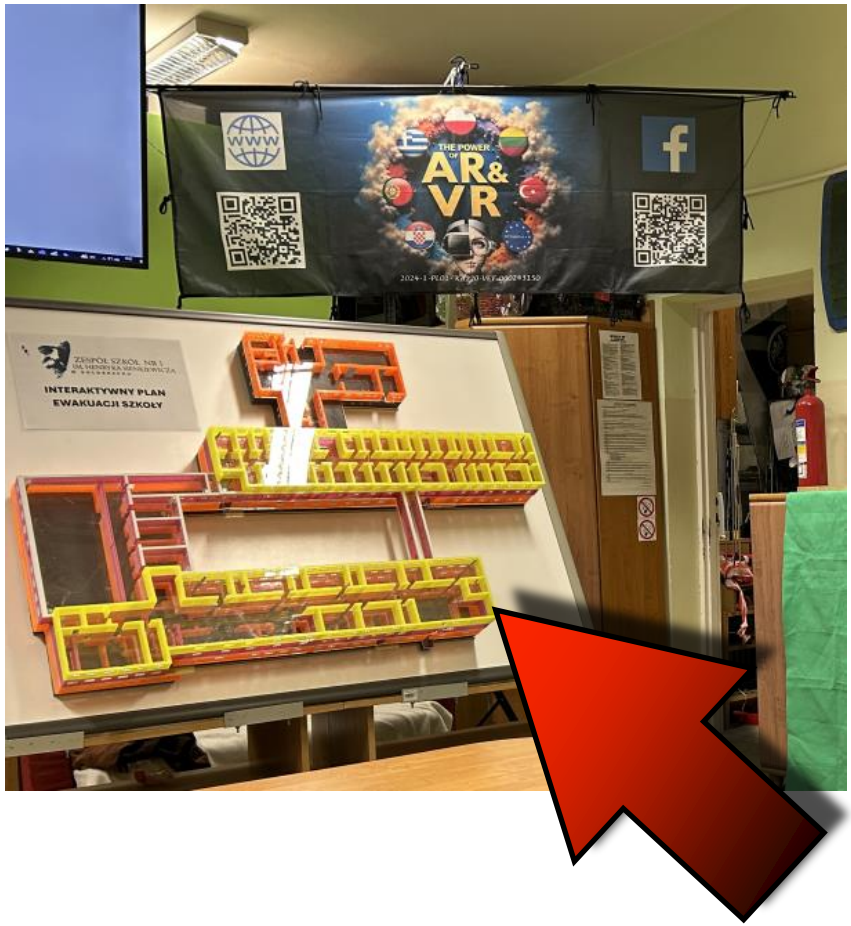
YouTube

https://youtu.be/Eb3tFqcdFDM

POWER OF AR AND VR

BASED ON THE CREATED MODEL

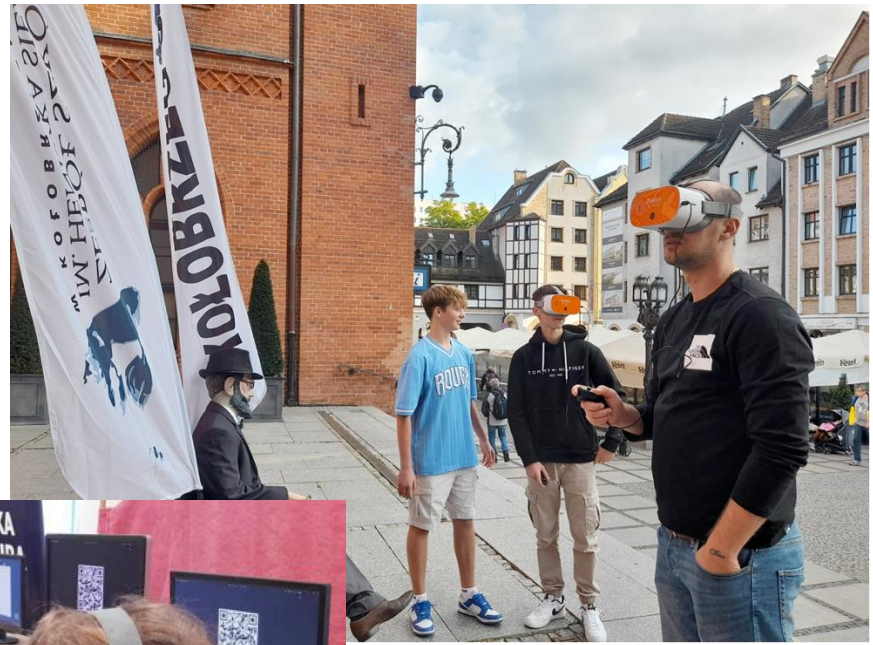
WE CREATE AN INTERACTIVE EVACUATION MODEL OF THE SCHOOL



HUBS – NAVIGATION MESH

POWER OF AR AND VR

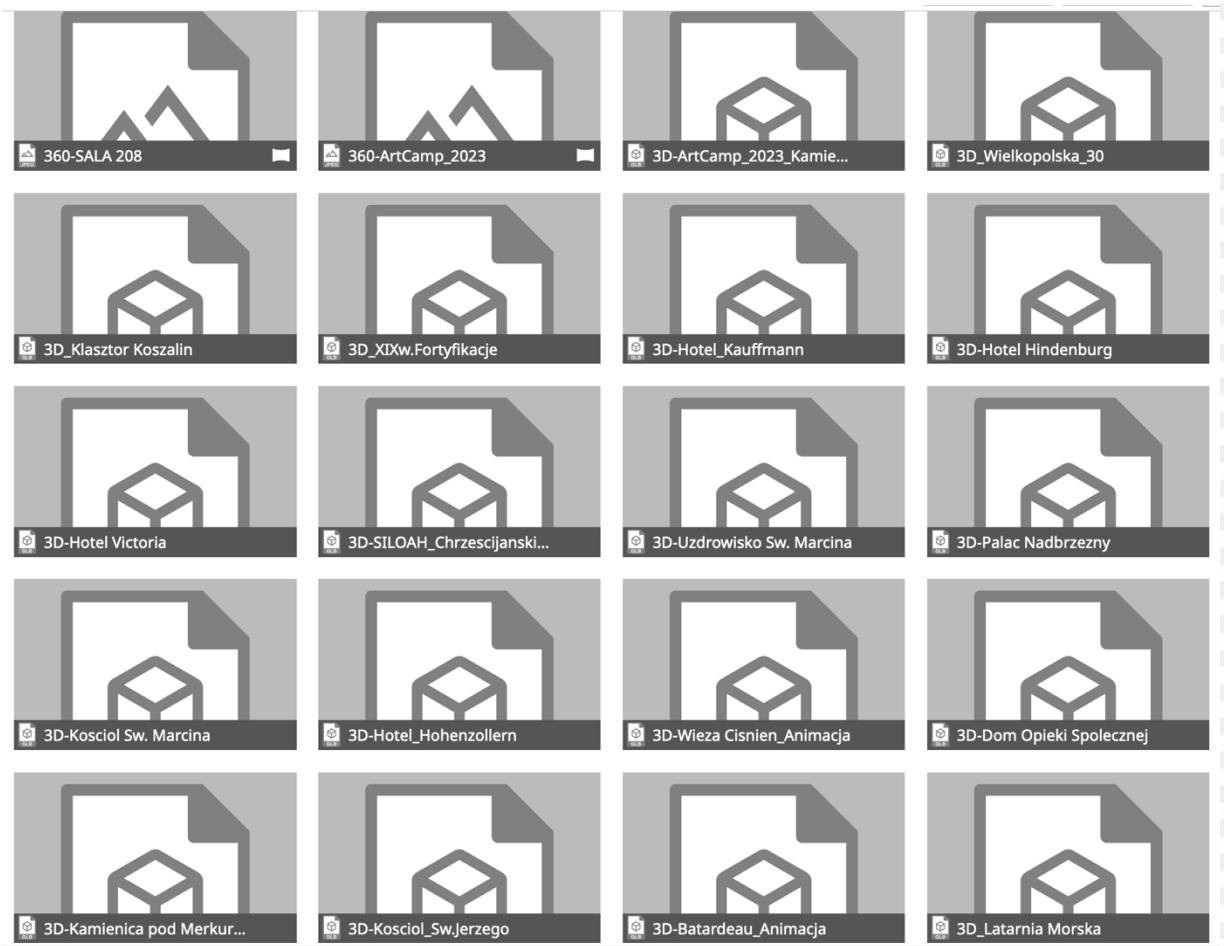
WE USE THIS WAY OF PRESENTATION IN VARIOUS SHOWS AND TRAININGS



HUBS – NAVIGATION MESH

POWER OF AR AND VR

WE ARE CONTINUALLY IMPLEMENTING OUR PROJECT BY INCREASING THE MODEL DATABASE



HUBS – NAVIGATION MESH

THANK YOU FOR YOUR ATTENTION

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