POWER OF AR AND VR

HUBS

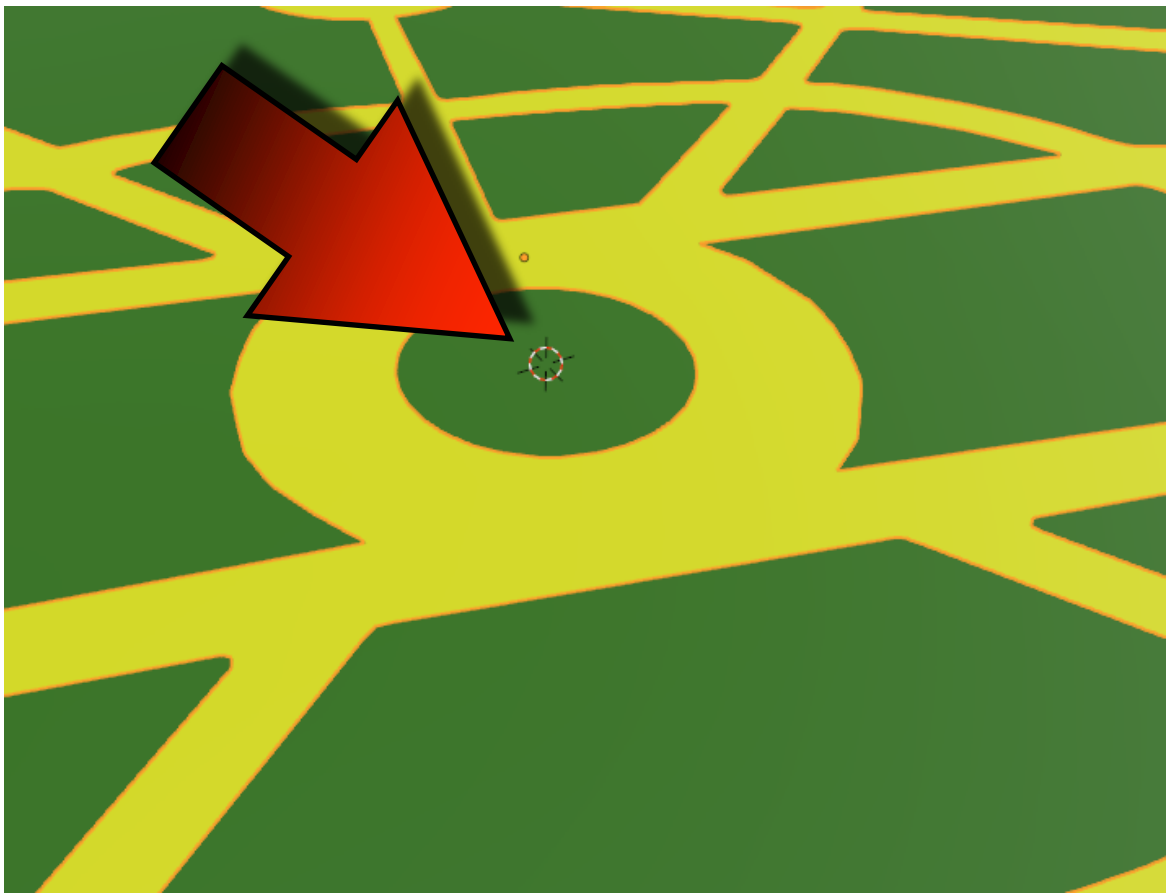
UV SCROLL

Co-funded by
the European Union

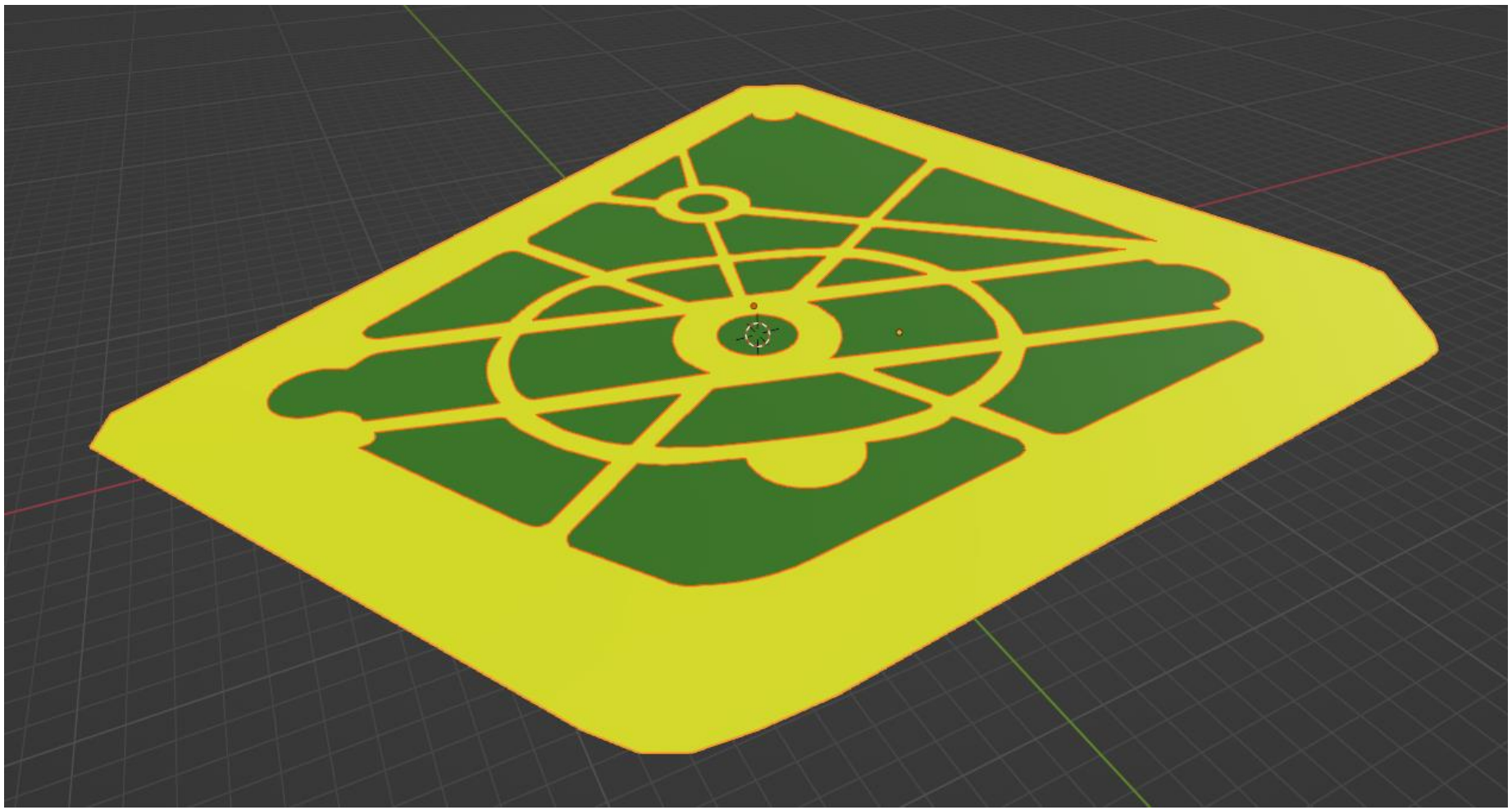
JACEK KAWAŁEK

I WILL SHOW YOU THE NEXT ITEM USING THE HUBS ADD-ON

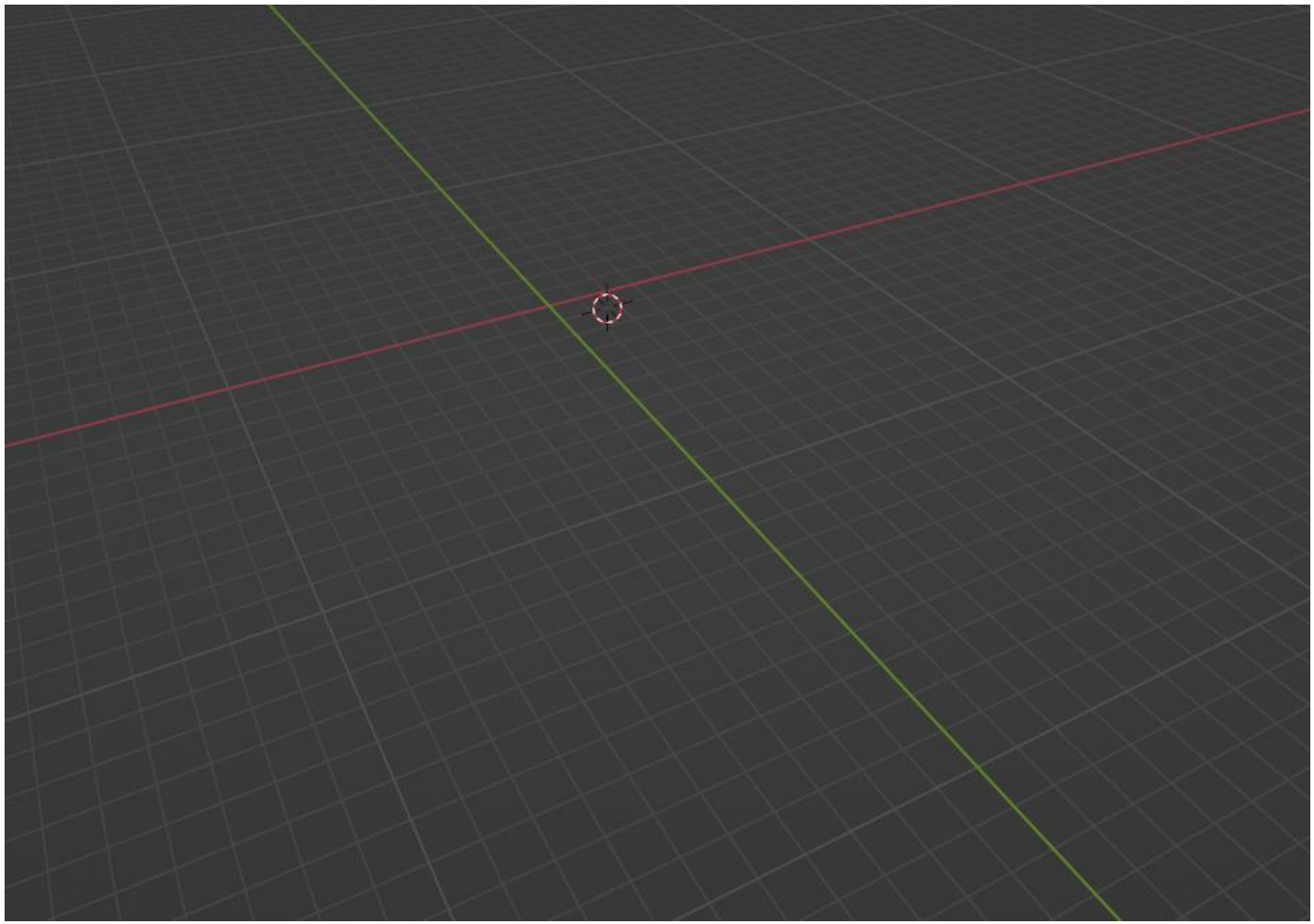
FOR EXAMPLE, WE WANT TO HAVE A FOUNTAIN IN THE CENTER OF THE SQUARE



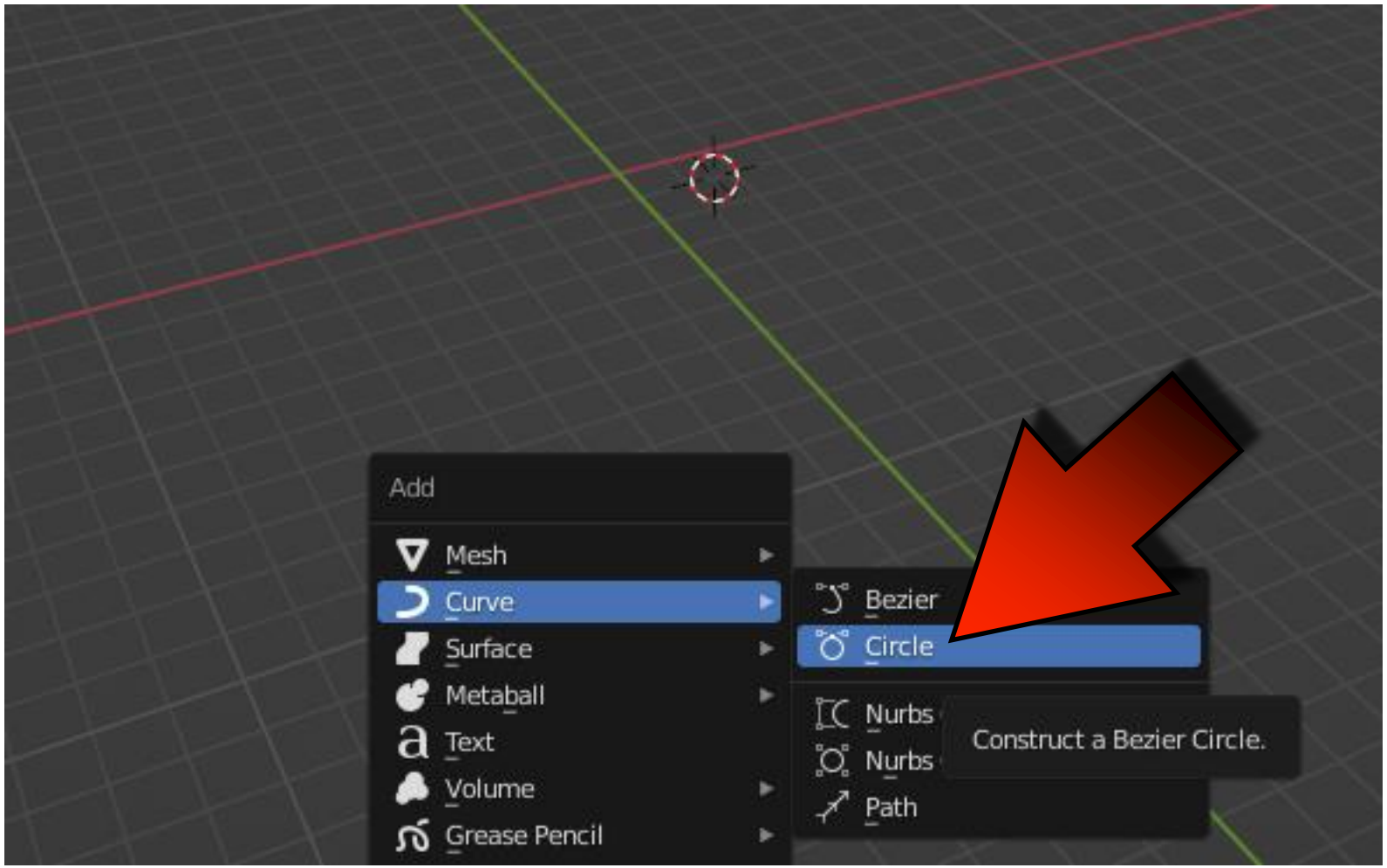
LET'S START BY DRAWING IT
LET'S SELECT EVERYTHING WITH THE A KEY



PRESS THE H KEY TO HIDE ALL OBJECTS

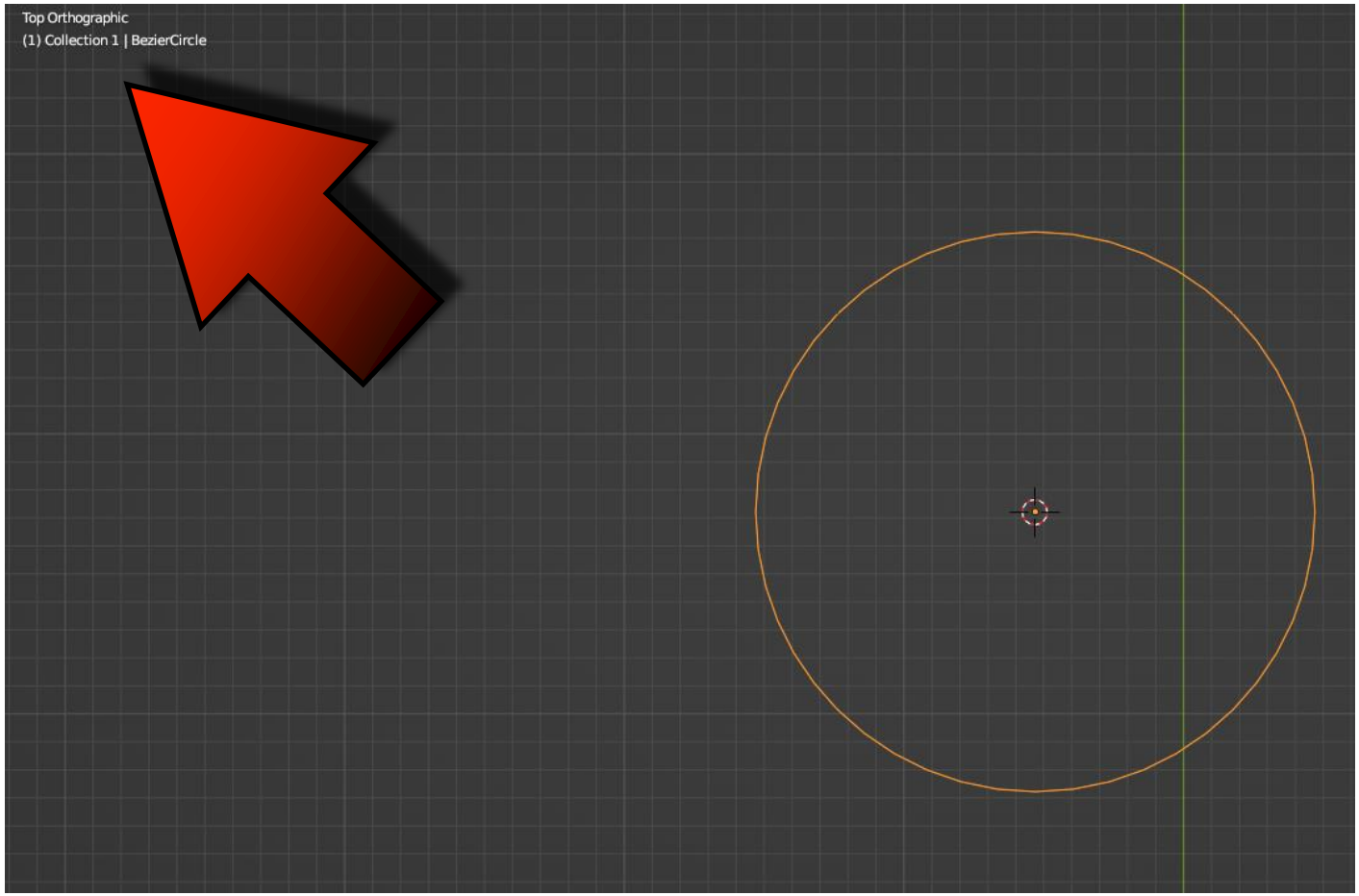


INSERT CURVE/CIRCLE

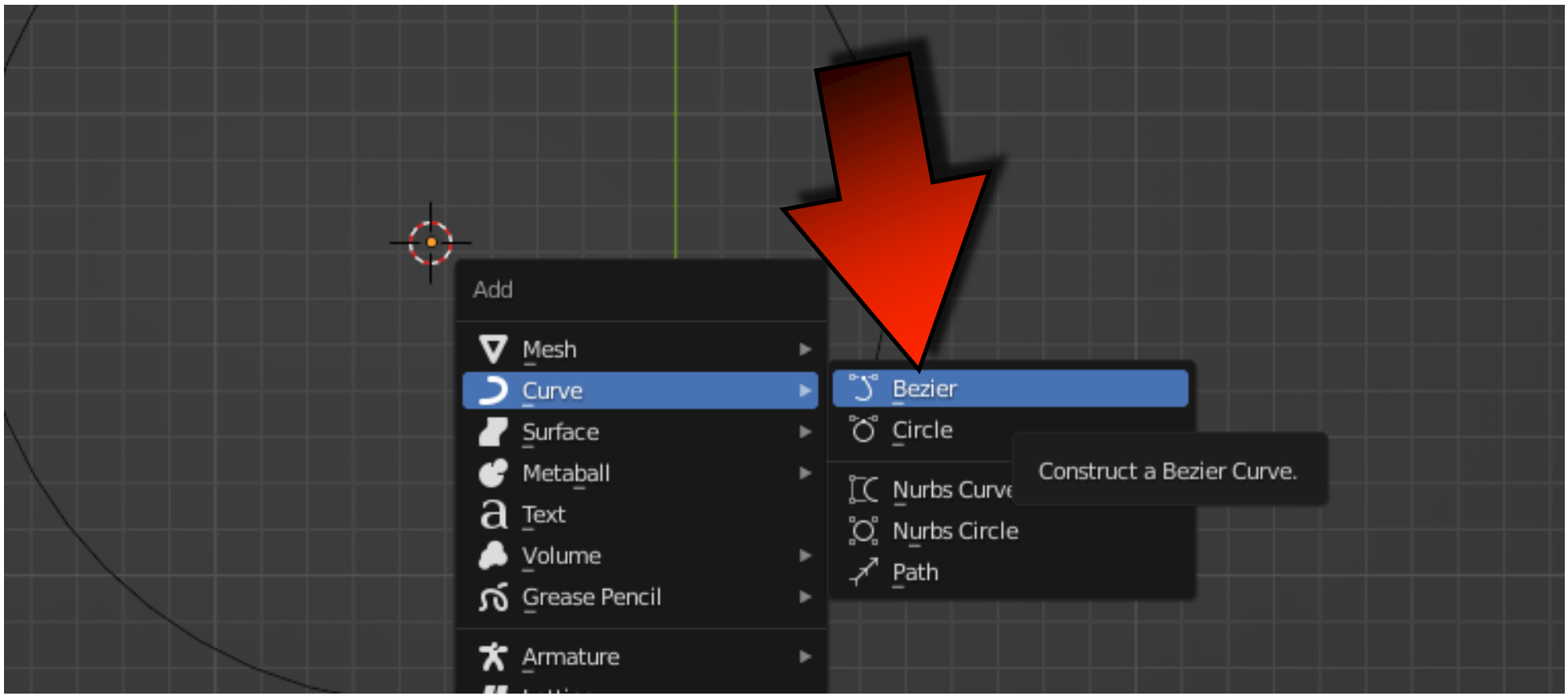


GO TO

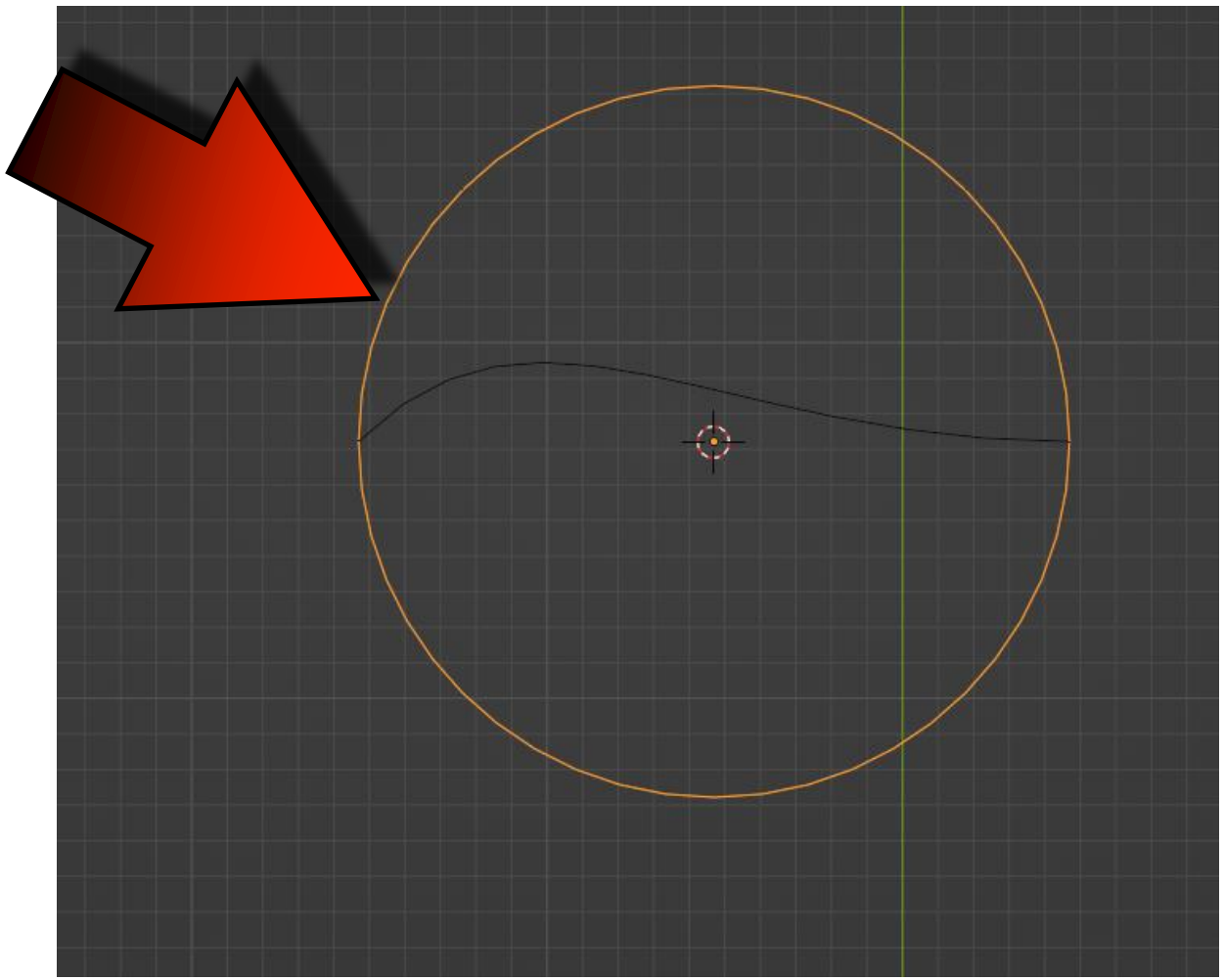
TOP ORTOGRAPHIC VIEW



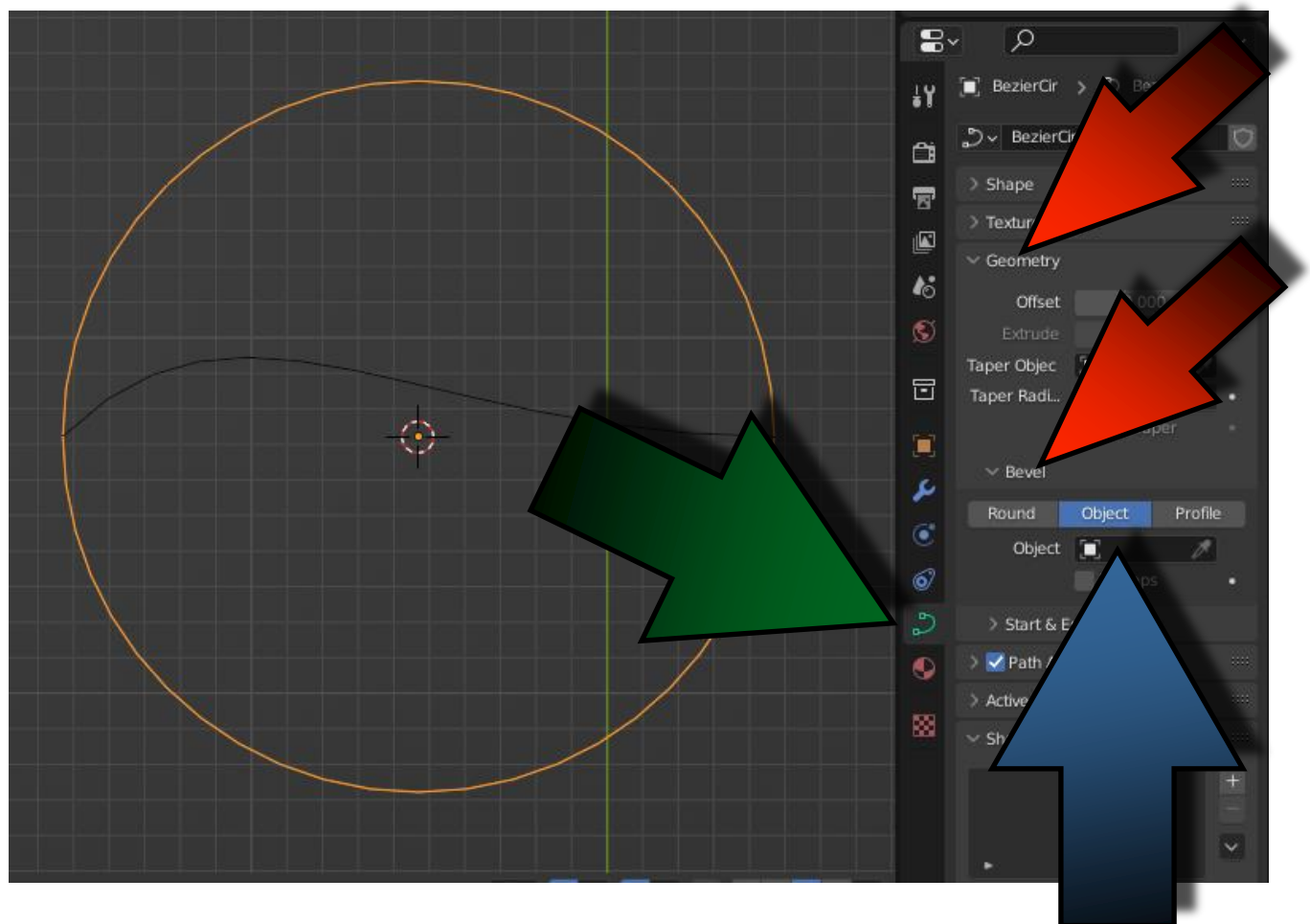
INSERT CURVE/BEZIER



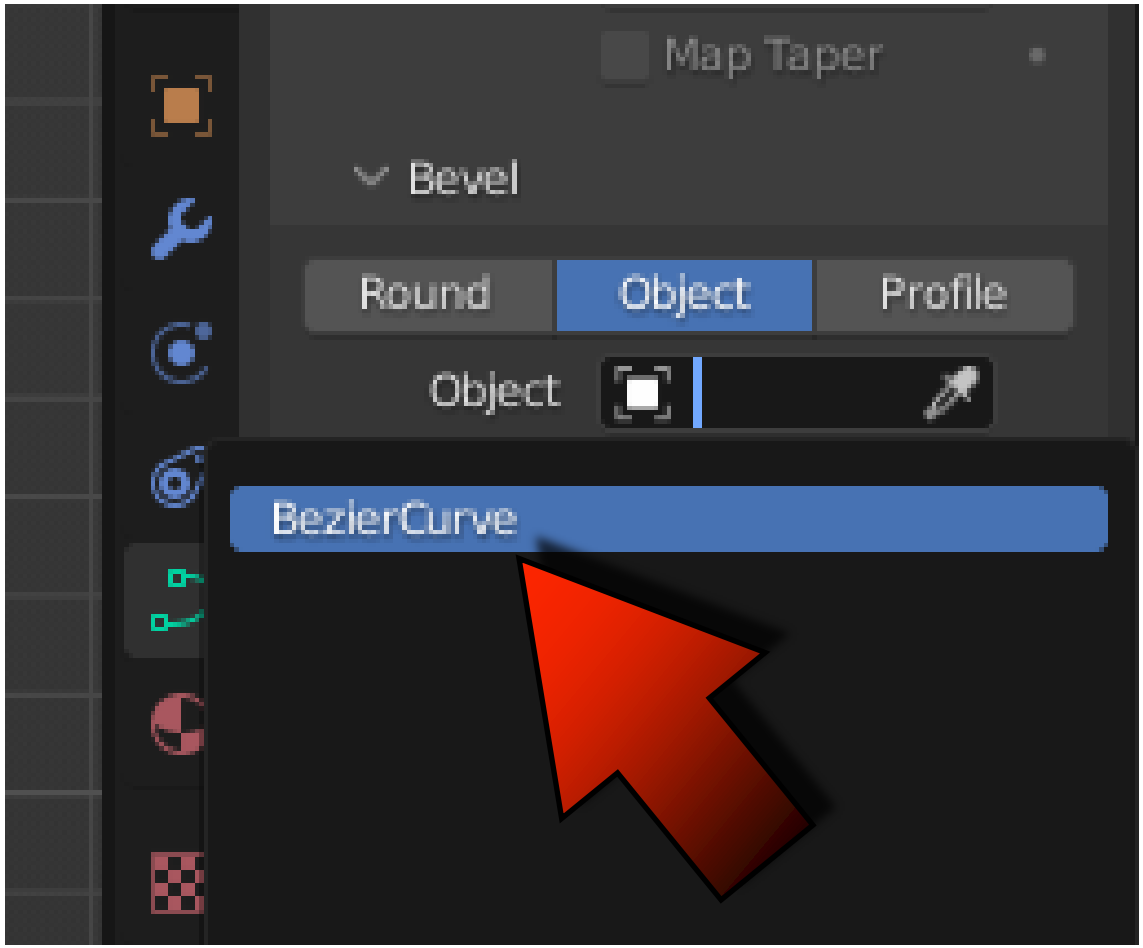
SELECT BEZIERCIRCLE



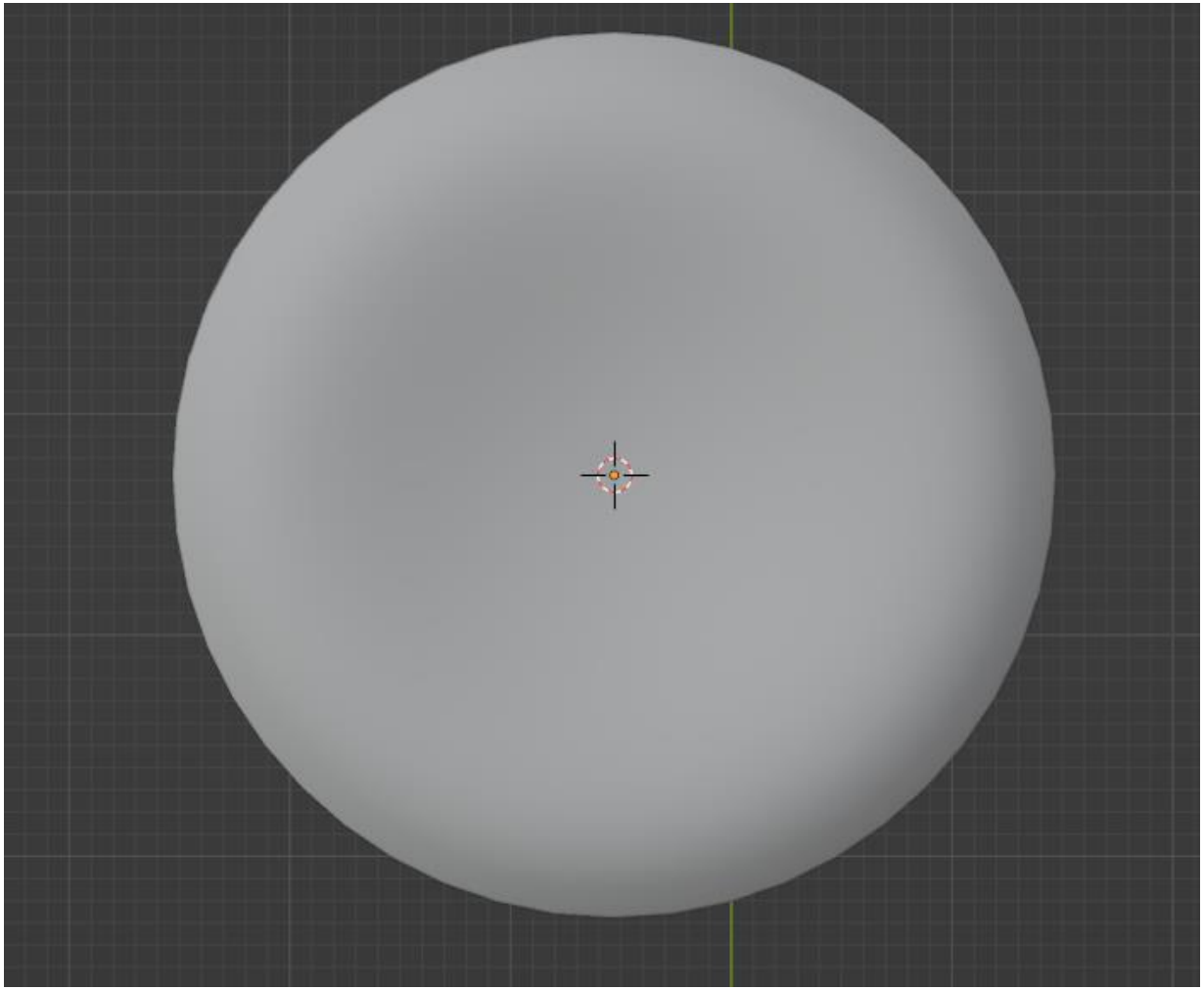
GO TO
GEOMETRY/BEVEL
AND SELECT OBJECT



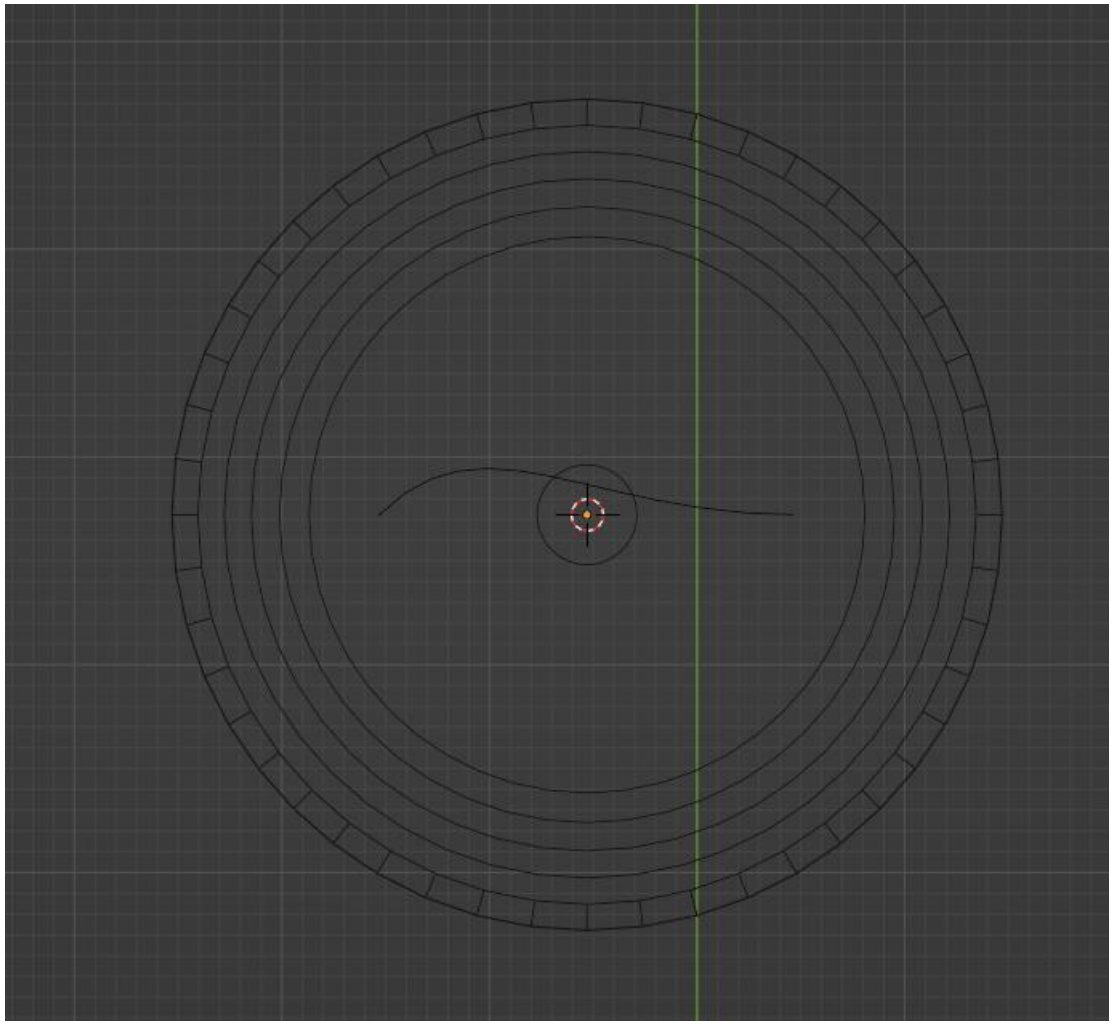
WYBIERZ BEZIERCURVE



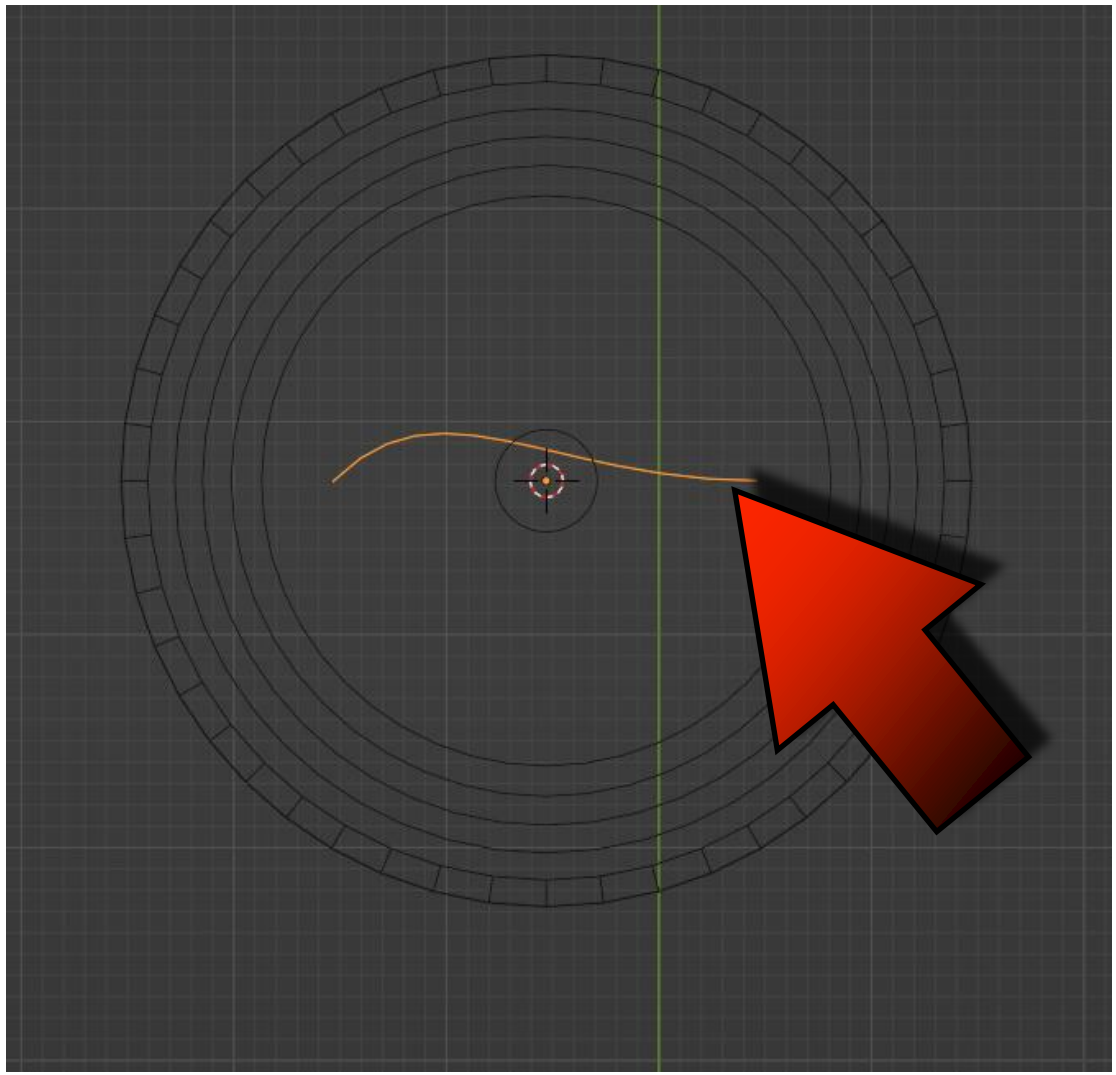
YOU WILL SEE SUCH AN OBJECT



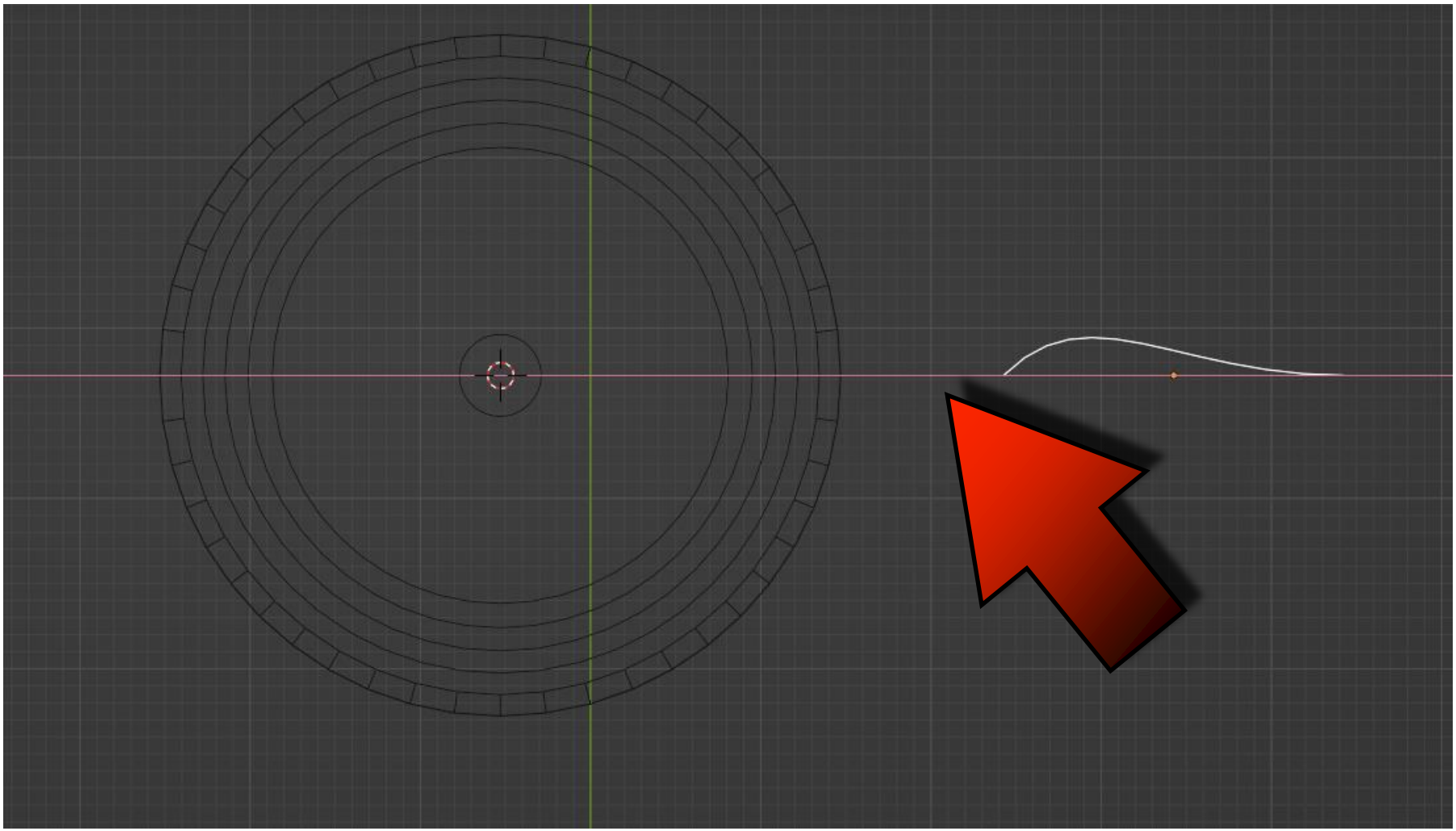
PRESS SHIFT+Z



SELECT BEZIERCURVE



MOVE X AXIS

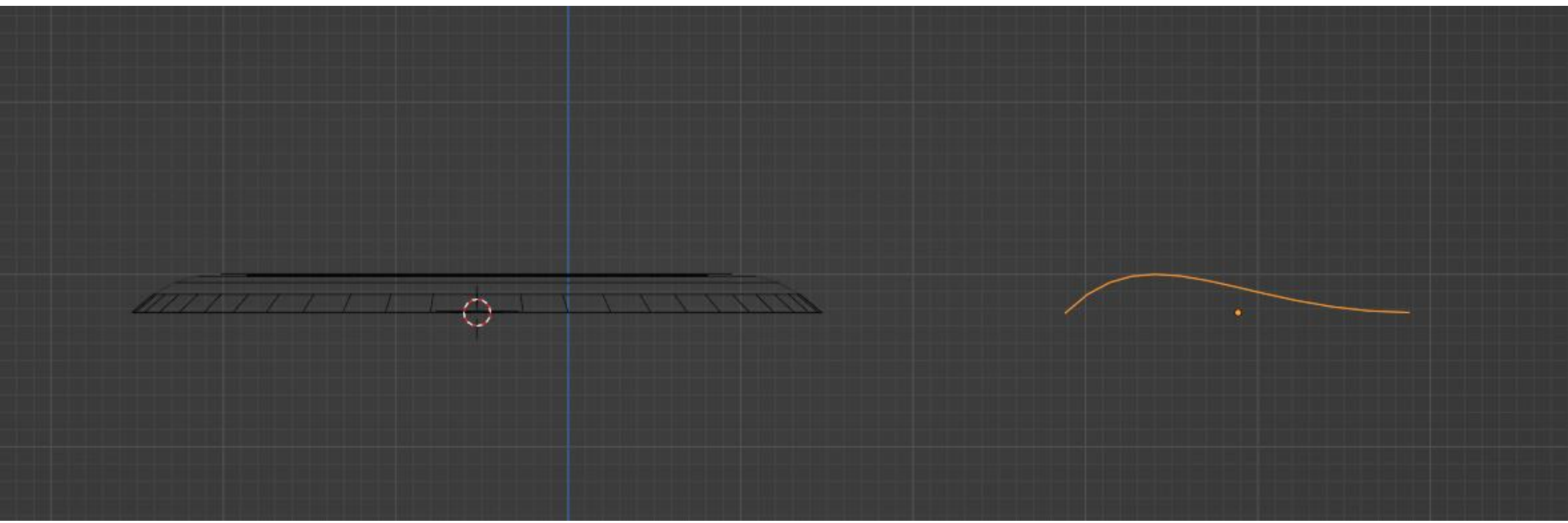


ROTATE 90 DEGREES

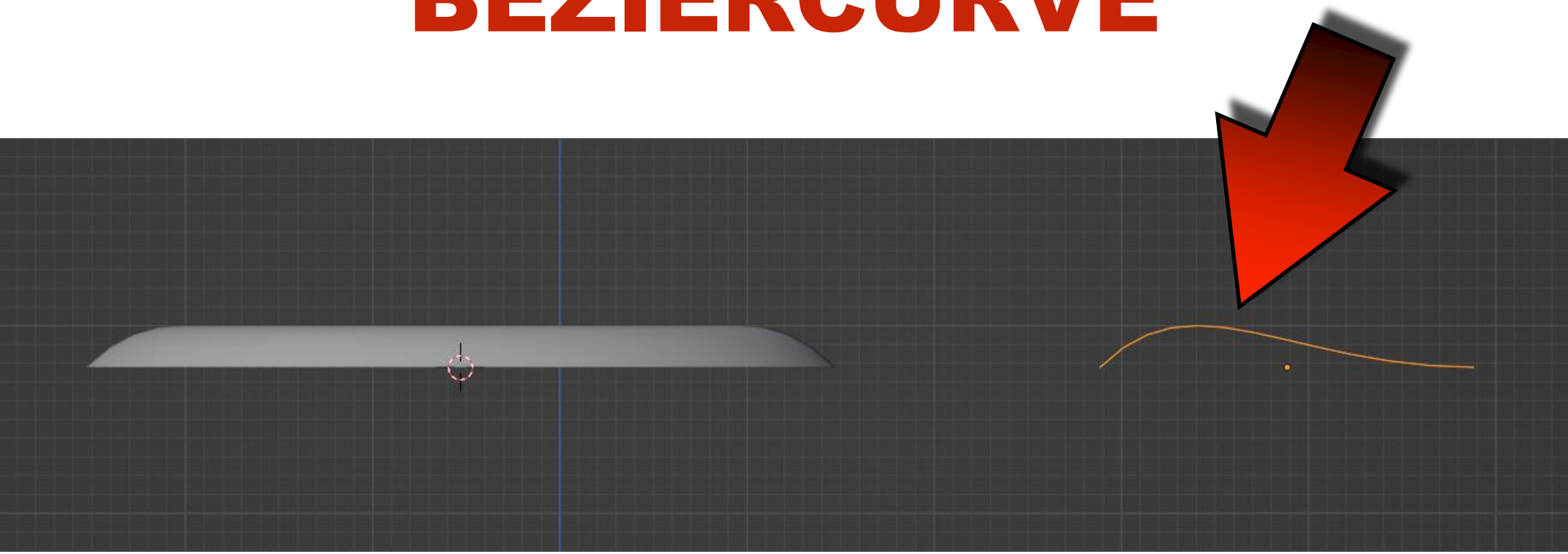
R X 90 ENTER

THEN PRESS 1

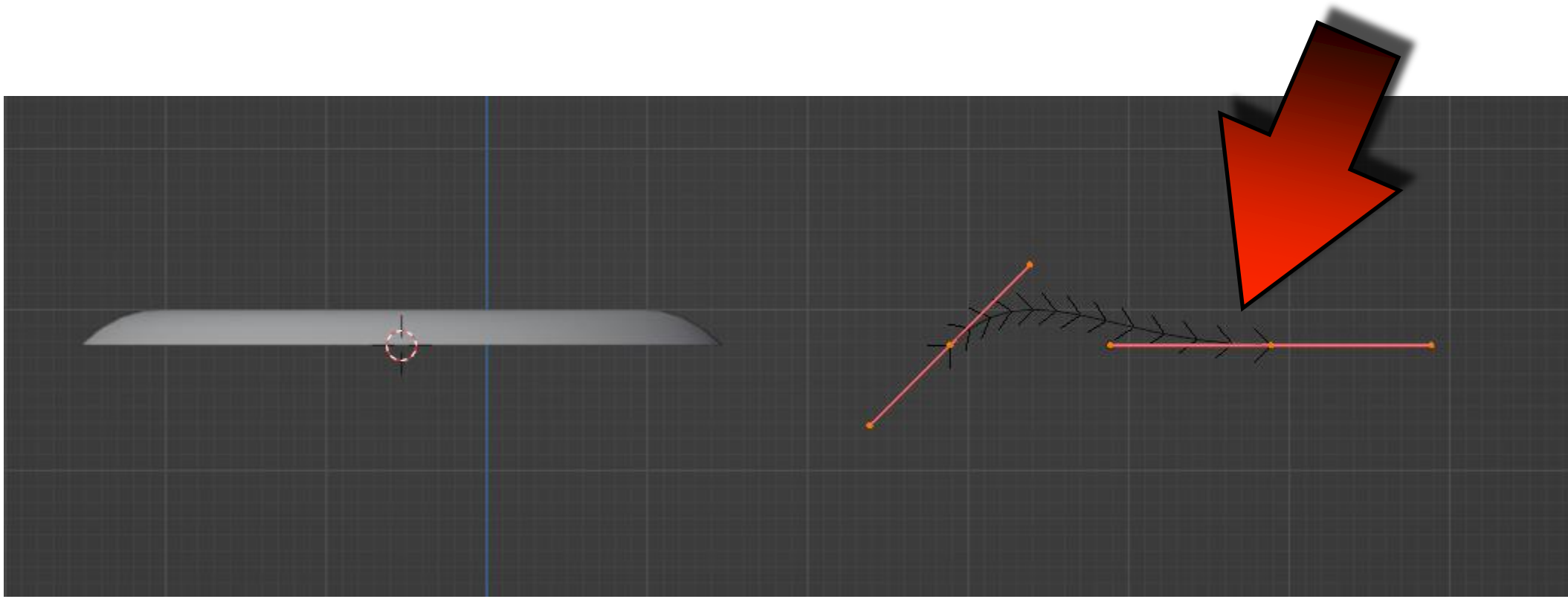
ON THE NUMERIC KEYPAD



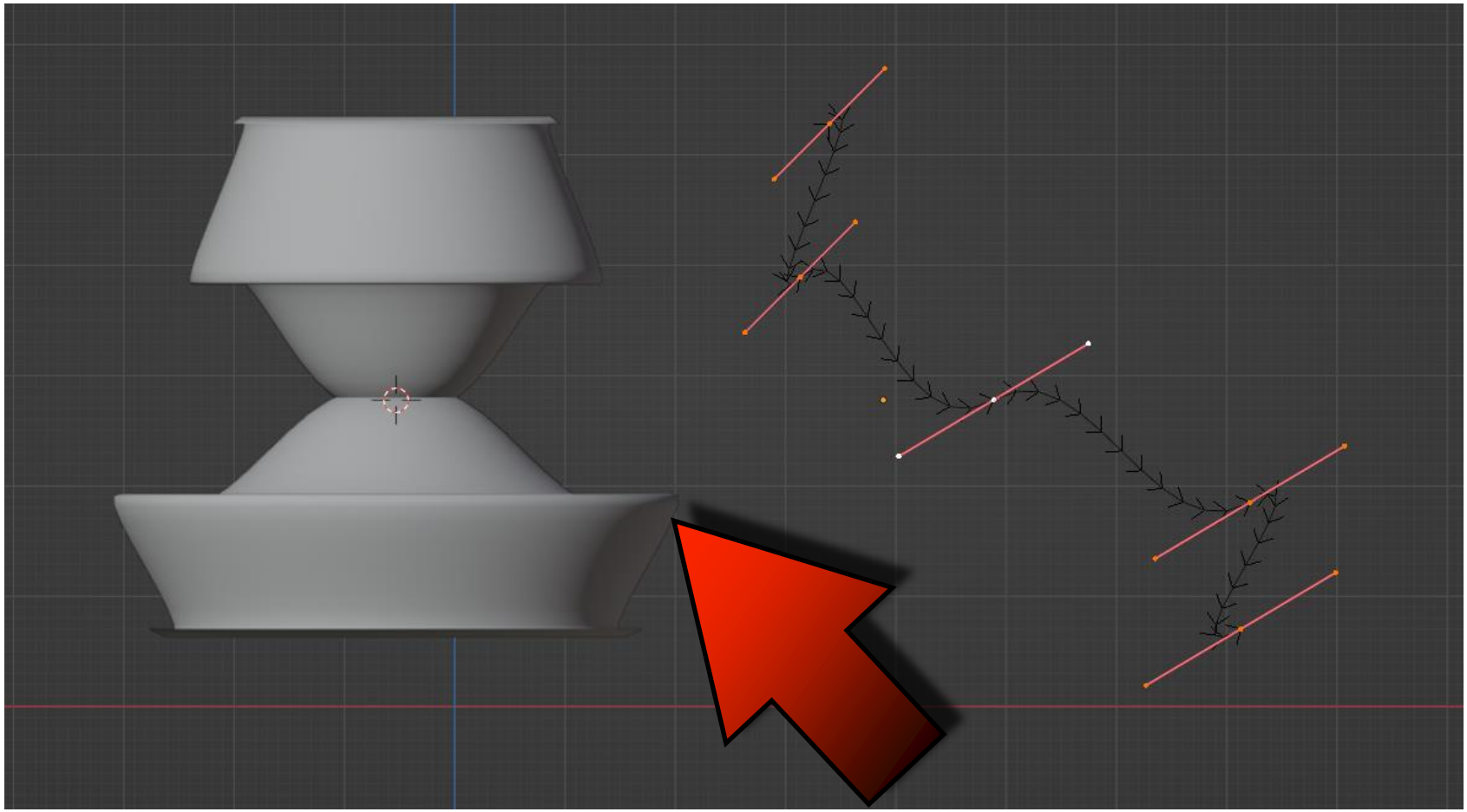
PRESS SHIFT+Z AND SELECT BEZIERCURVE



ENTER CURVE
EDIT MODE

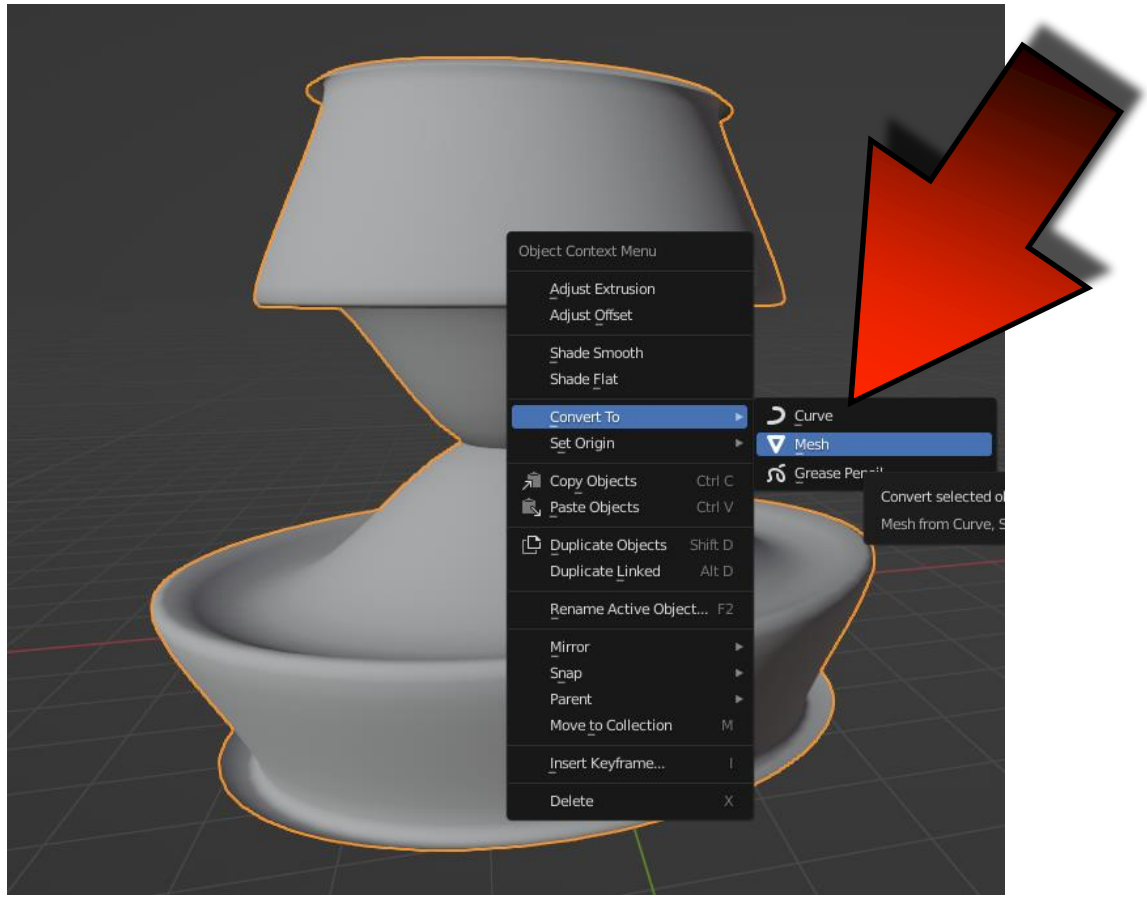


USING THE G AND E KEYS
MODEL YOUR FOUNTAIN

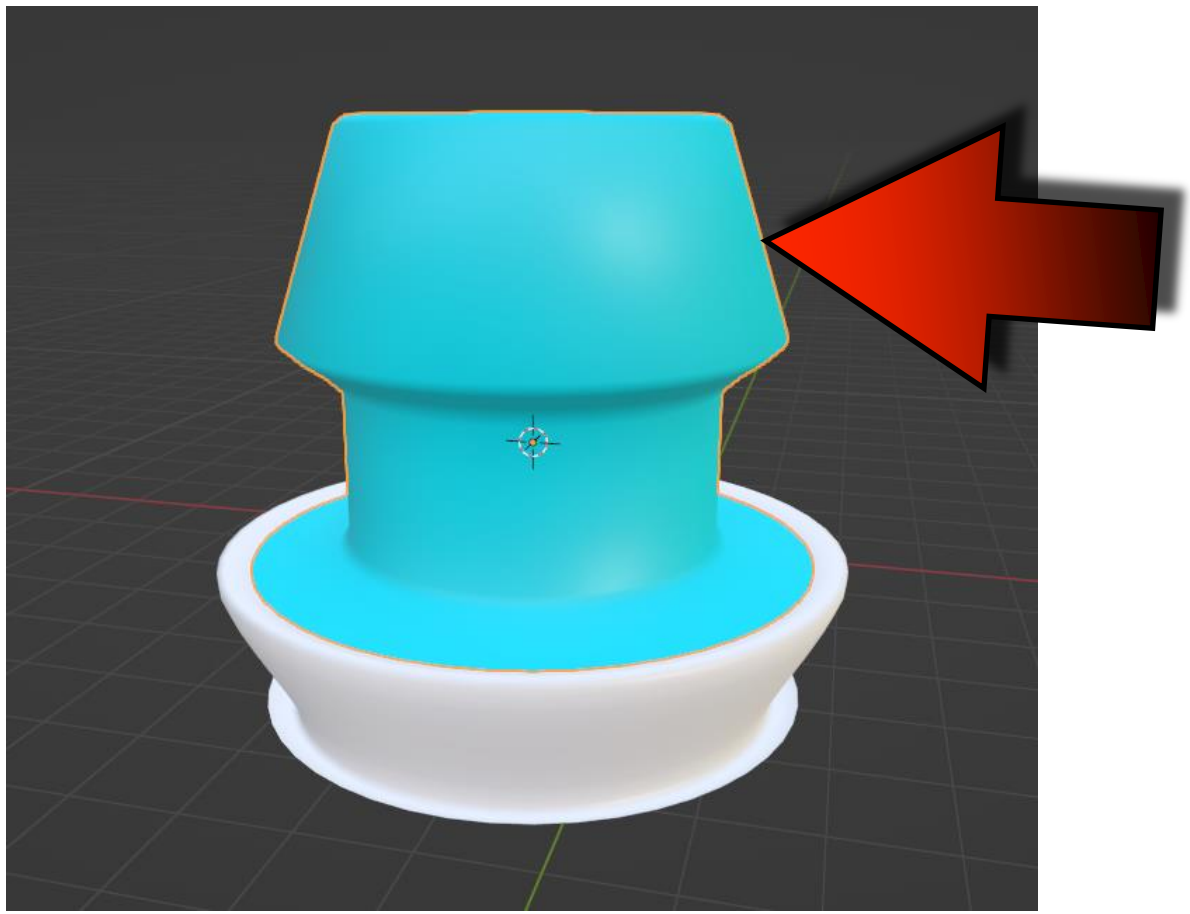


THEN

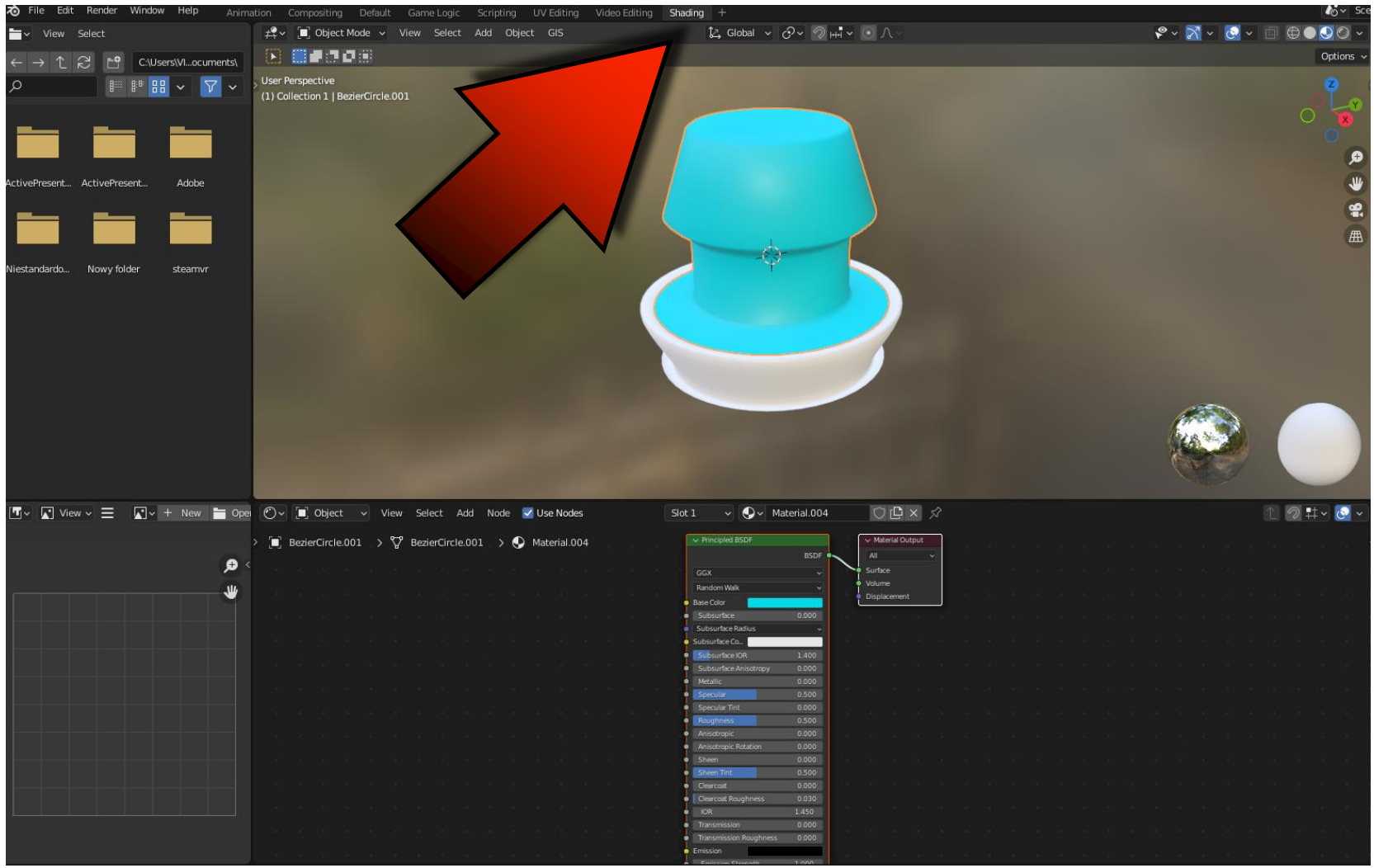
CONVERT TO MESH



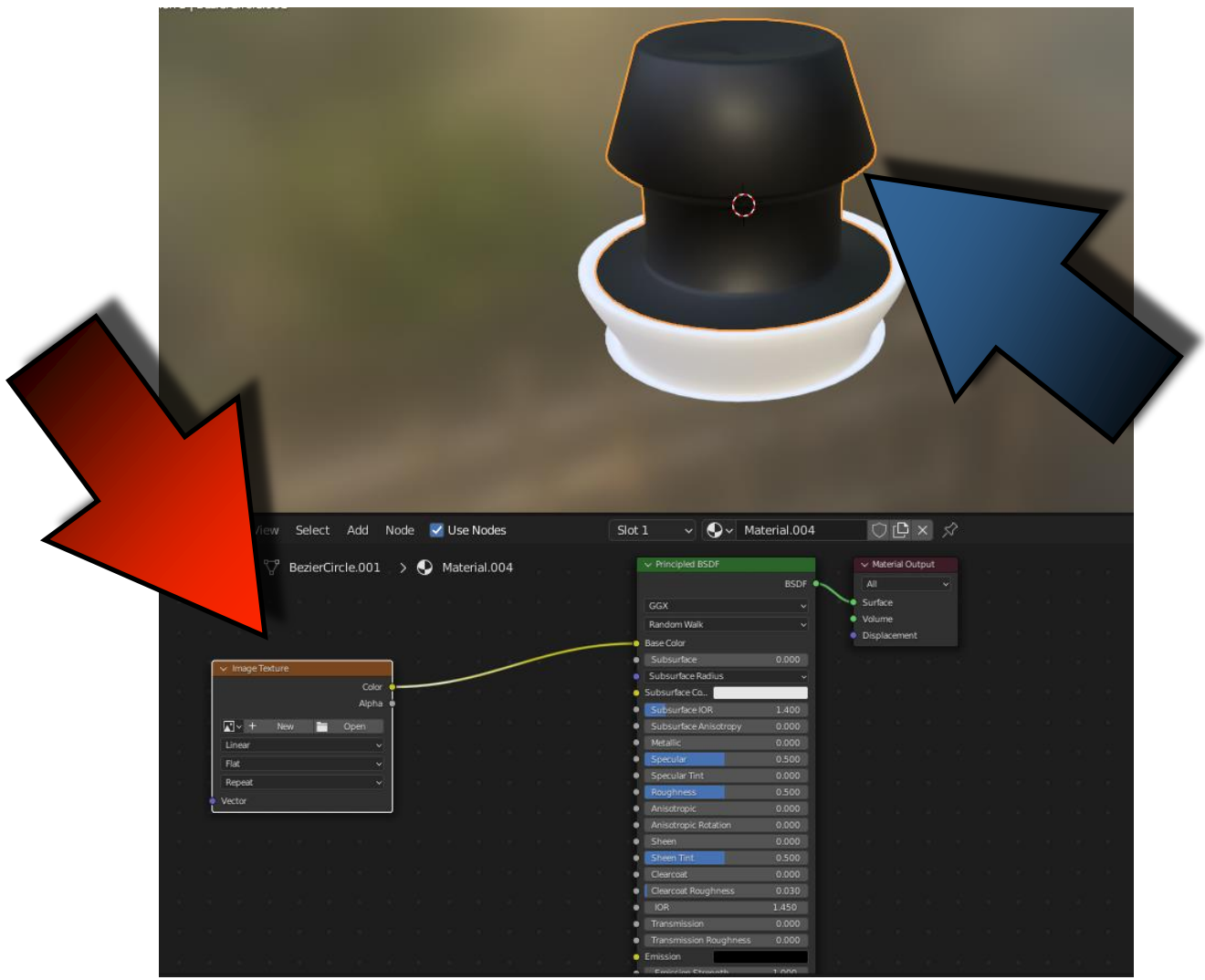
USING THE DRAWN FOUNTAIN, CREATE A MESH THAT WILL SIMULATE WATER YOURSELF



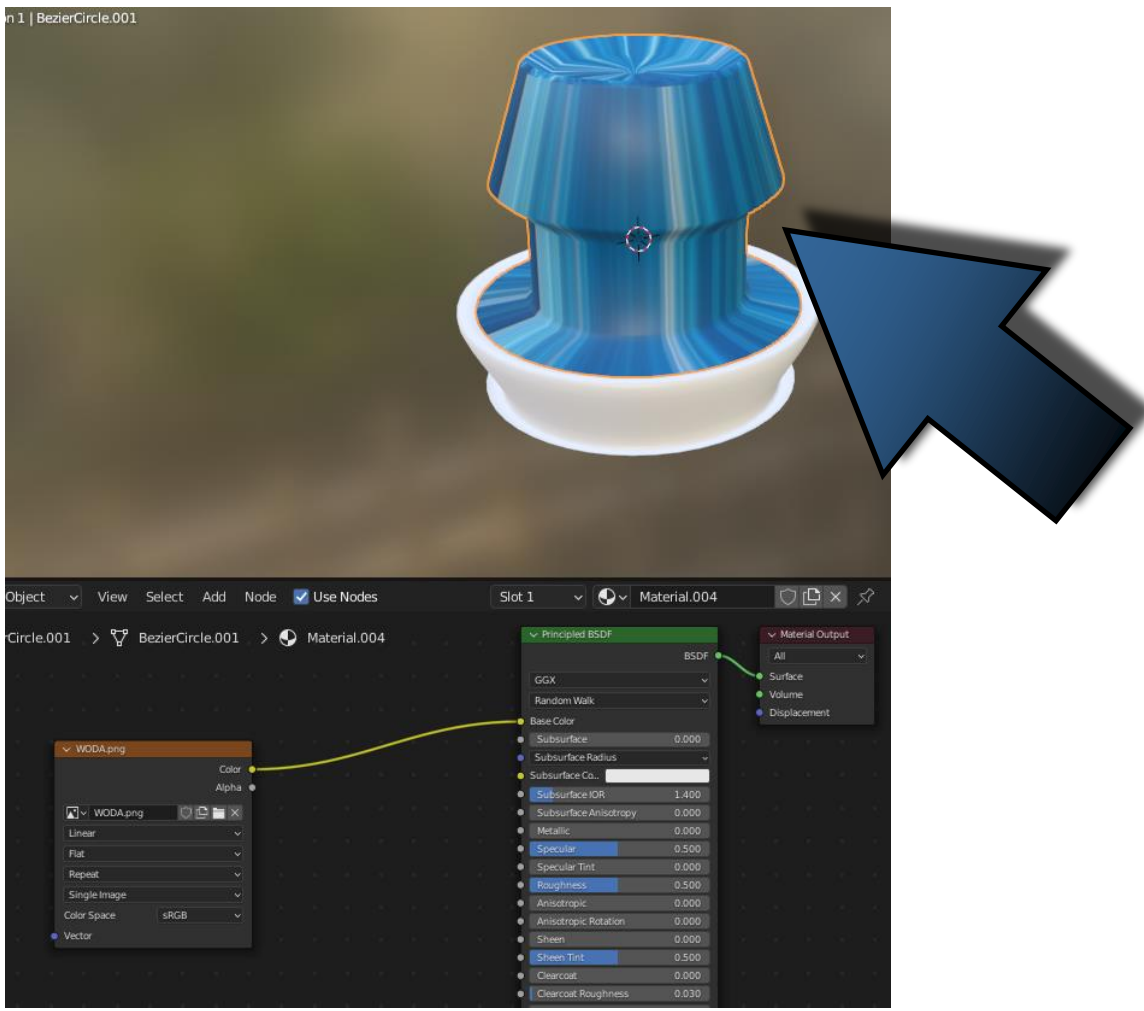
GO TO SHADING



FOR SELECTED ELEMENT ADD IMAGE TEXTURE

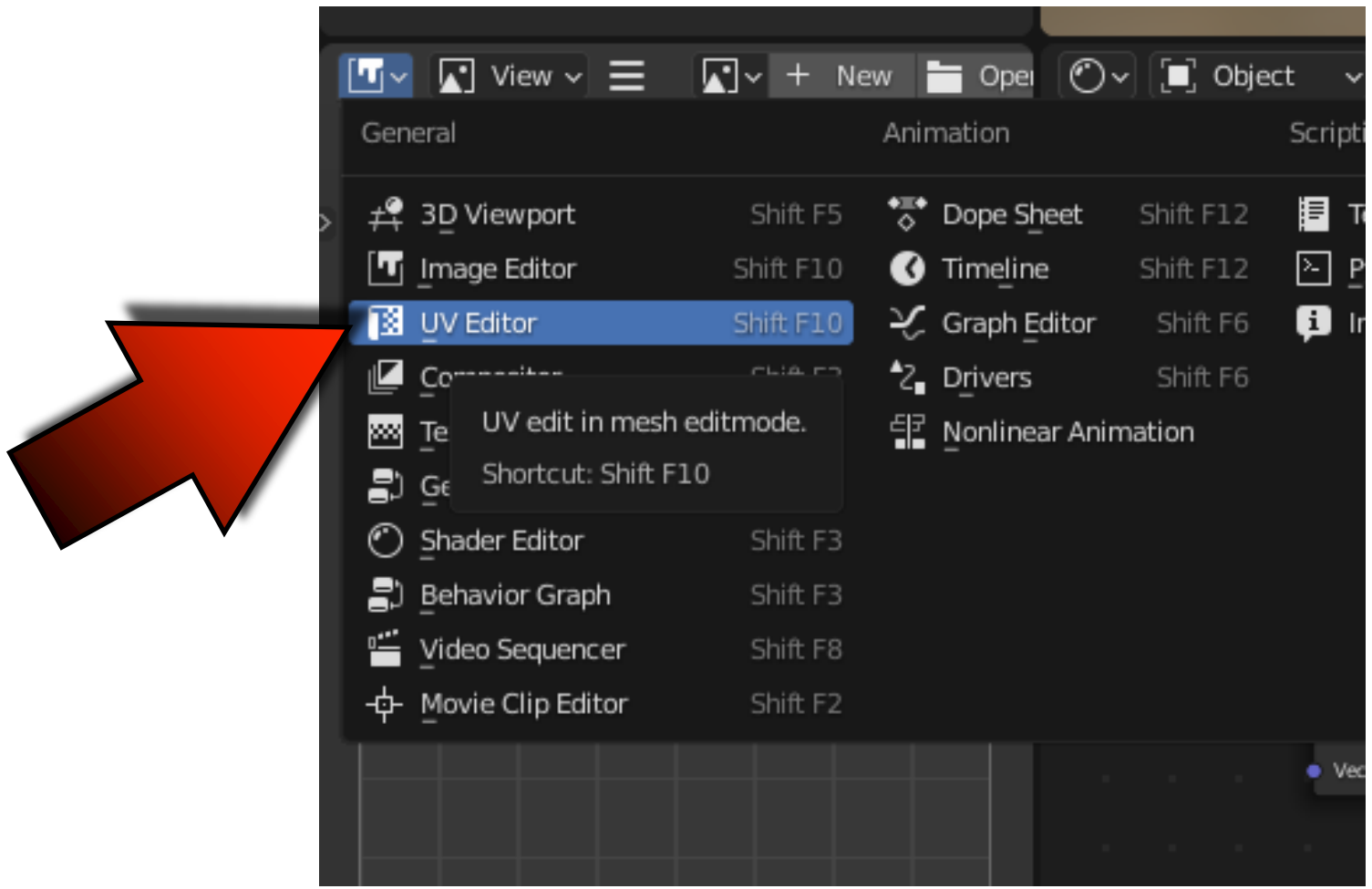


ADD PREVIOUSLY DOWNLOADED WATER TEXTURE

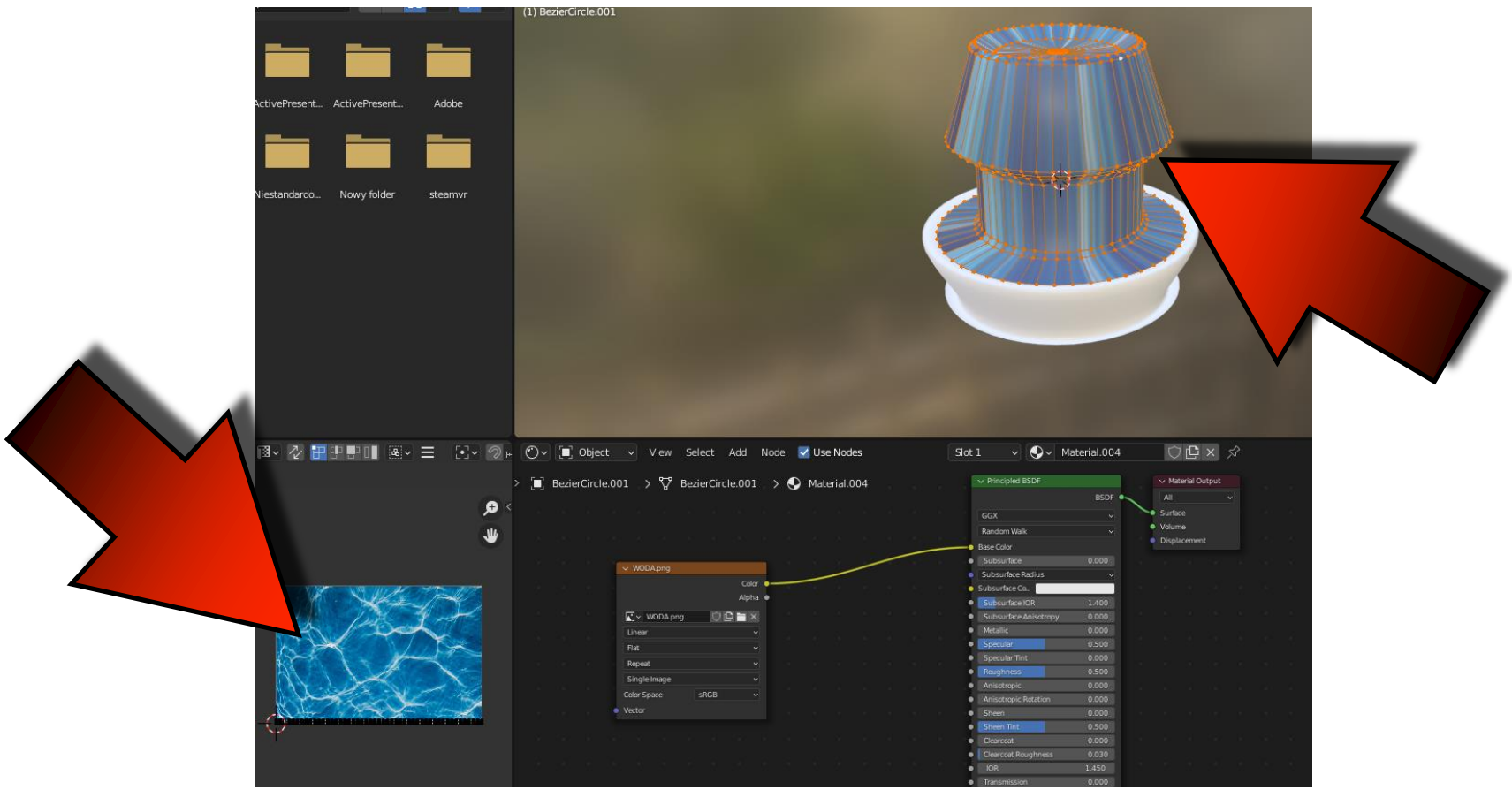


OPEN WINDOW

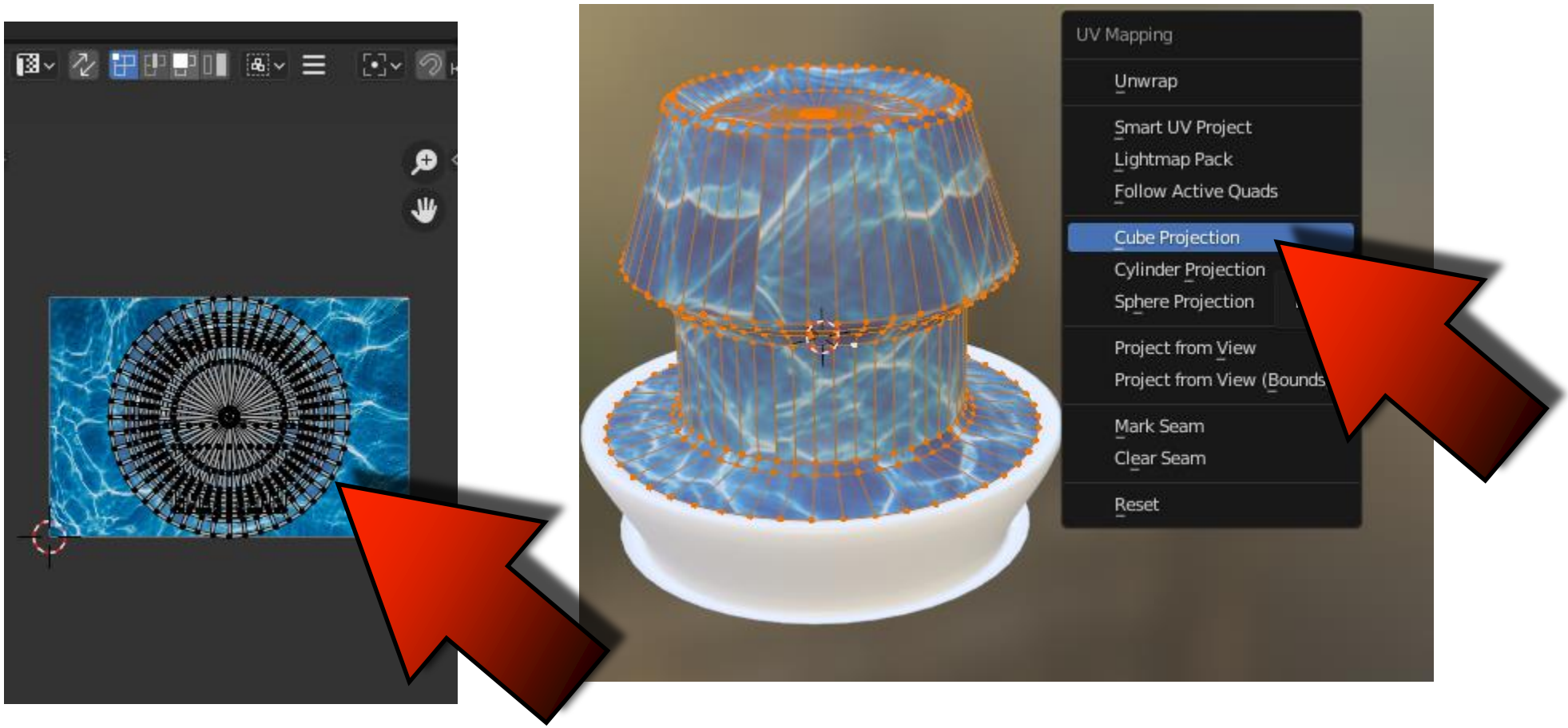
UV EDITOR



ENTER EDIT MODE
WATER MESH

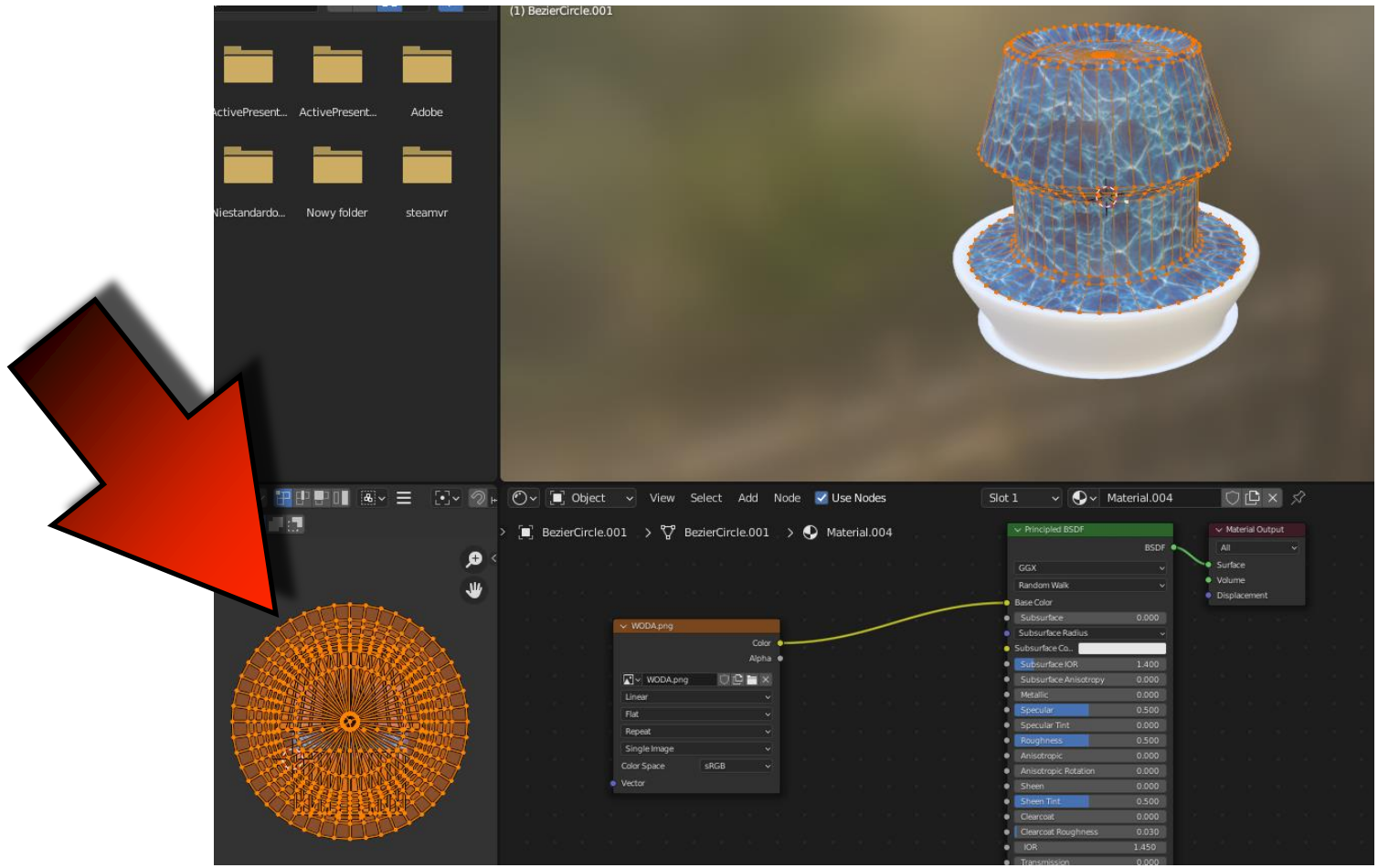


PRESS U AND SELECT CUBE PROJECTION

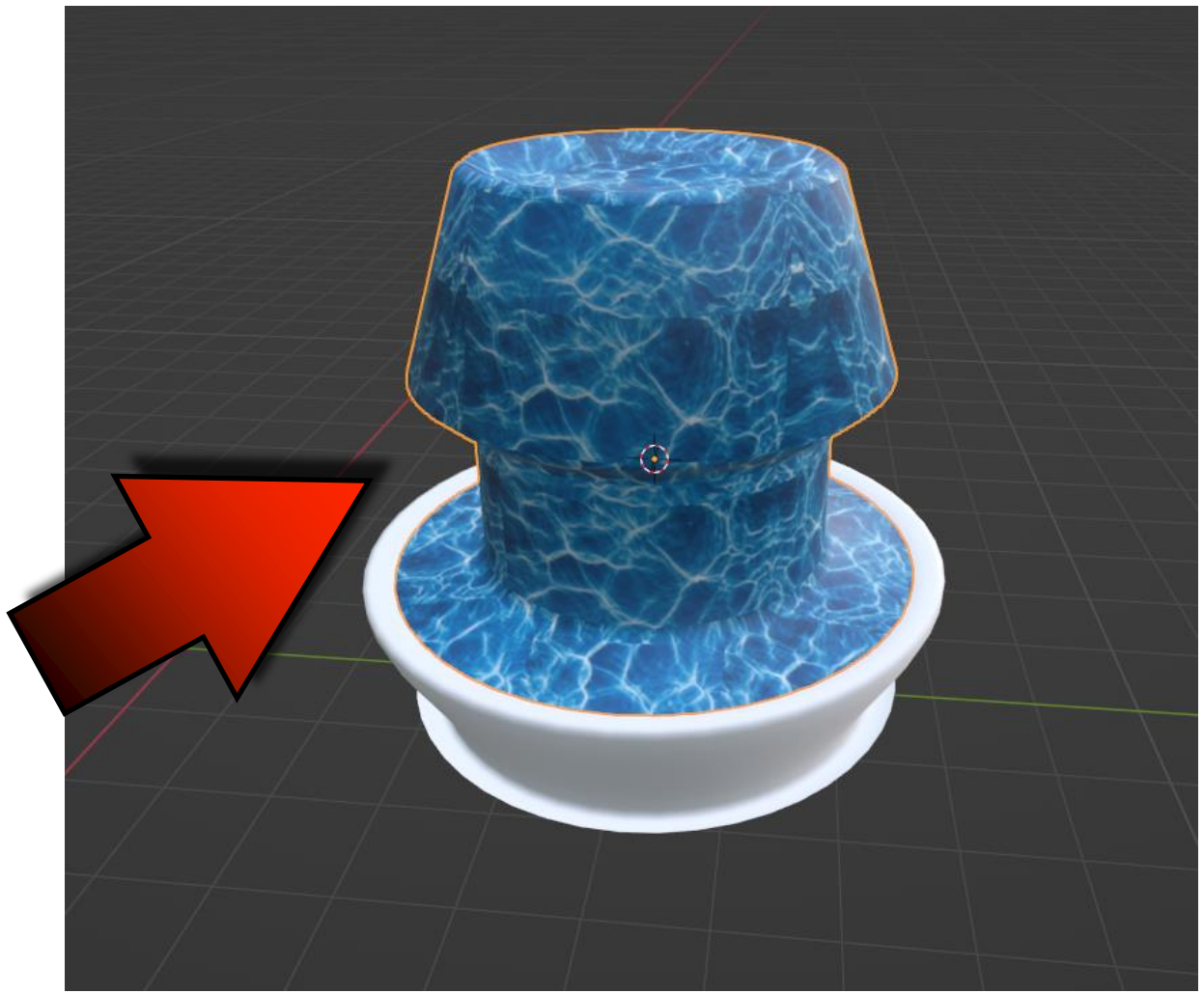


YOU CAN

ENLARGE THE MESH

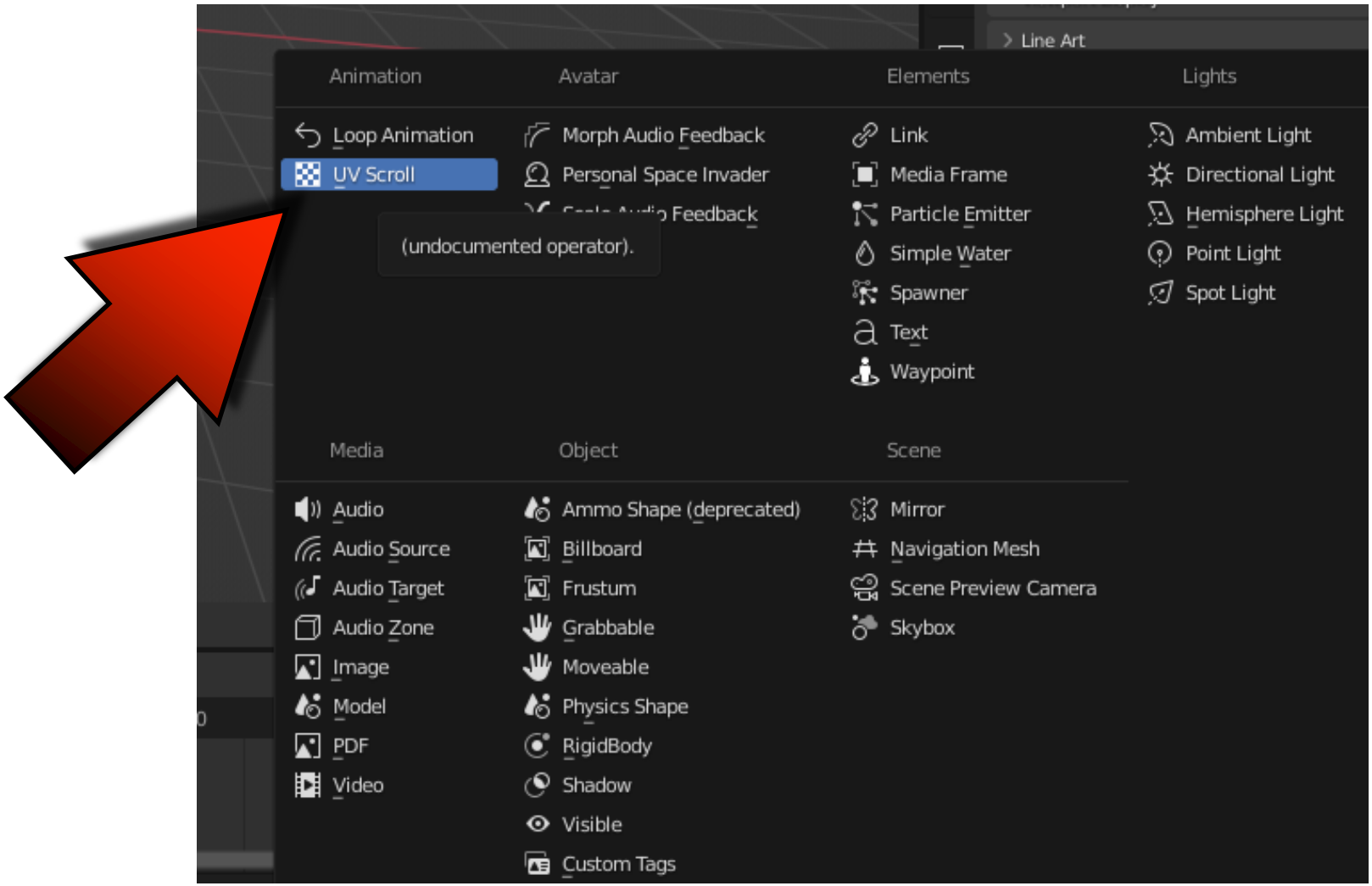


BACK TO 3D VIEW

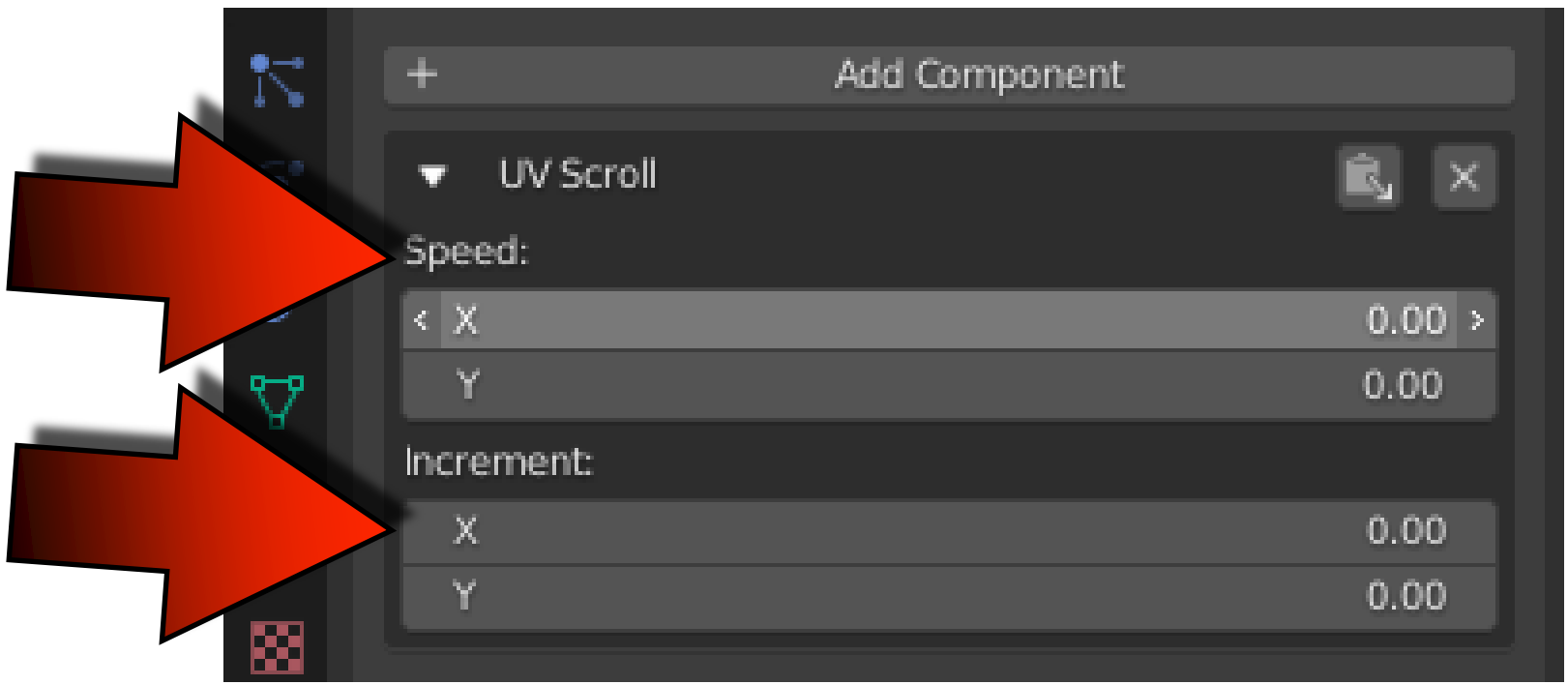


WATER ADD COMPONENT

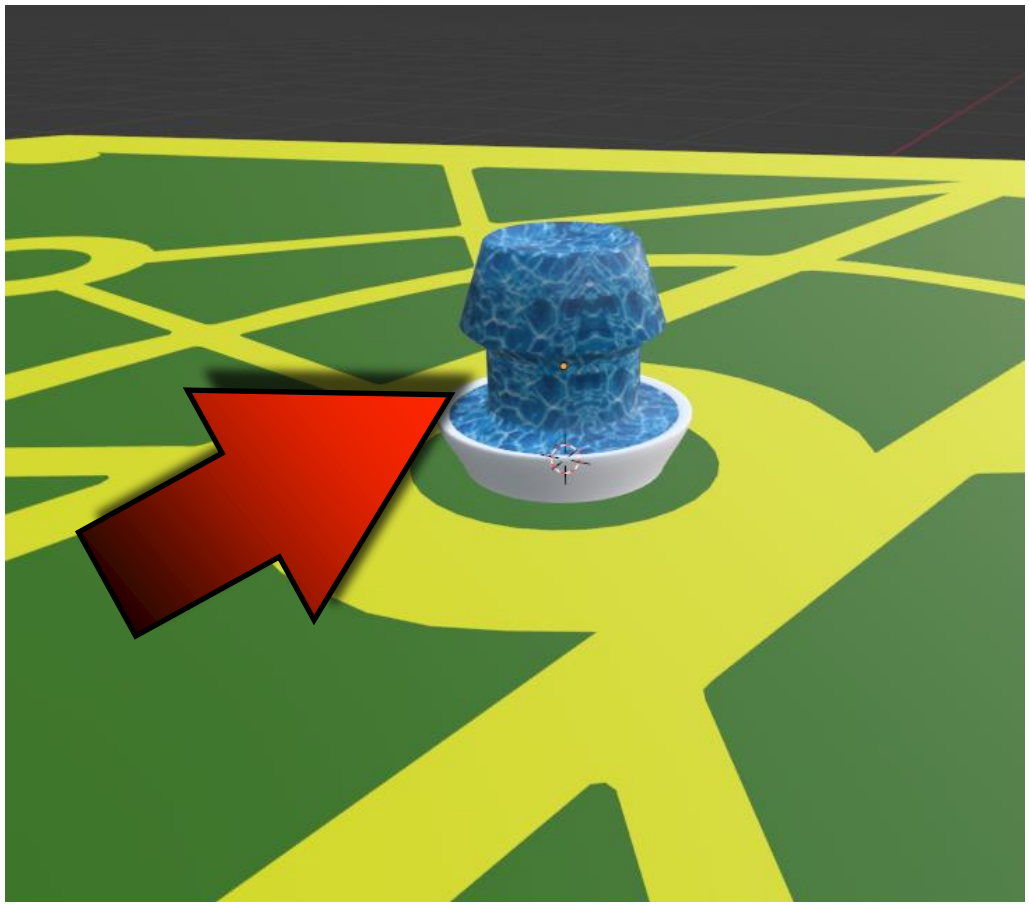
UV SCROLL



BY CHANGING THE PARAMETERS SPEED AND INCREMENT YOU CAN CHANGE WATER FLOW SIMULATIONS



PLACE IT IN
THE CENTER OF THE SQUARE



PLACE THE FILE IN YOUR SYSTEM AND SEE WORK

YouTube

SPEED Y =-0.5

https://youtu.be/haiEJbhUTBc

THANK YOU FOR YOUR ATTENTION

Co-funded by the European Union