## HUBS uv scroll



### Co-funded by the European Union



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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

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## 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

			> Line Art	
	Animation	Avatar	Elements	Lights
	← Loop Animation	了 Morph Audio Feedback	🖉 Link	🔊 Ambient Light
	🔛 UV Scroll	Ω Personal Space Invader	🔳 Media Frame	🔆 Directional Light
		> C'- *··"p Feedback	🂦 Particle Emitter	应 Hemisphere Light
	(undocumen	ited operator).	🖉 Simple Water	Point Light
			ិត្តិ Spawner	河 Spot Light
			a Te <u>x</u> t	
			遺 Waypoint	
	Media	Object	Scene	
	()) <u>A</u> udio	Ammo Shape (deprecated)	∑¦3 Mirror	_
$\langle \rangle$	(r. Audio Source	🖾 Billboard		
	((🎜 Audio Target	🖾 Frustum	🤗 Scene Preview Camera	
	🗍 Audio Zone	Ψ Grabbable	💝 Skybox	
	💽 Image	🖐 Moveable		
0	🍪 Model	🐻 Physics Shape		
		C RigidBody		
	▶ Video	🕑 Shadow		
		🔄 Custom Tags		





### 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



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