

HUBS

MOVEMENT



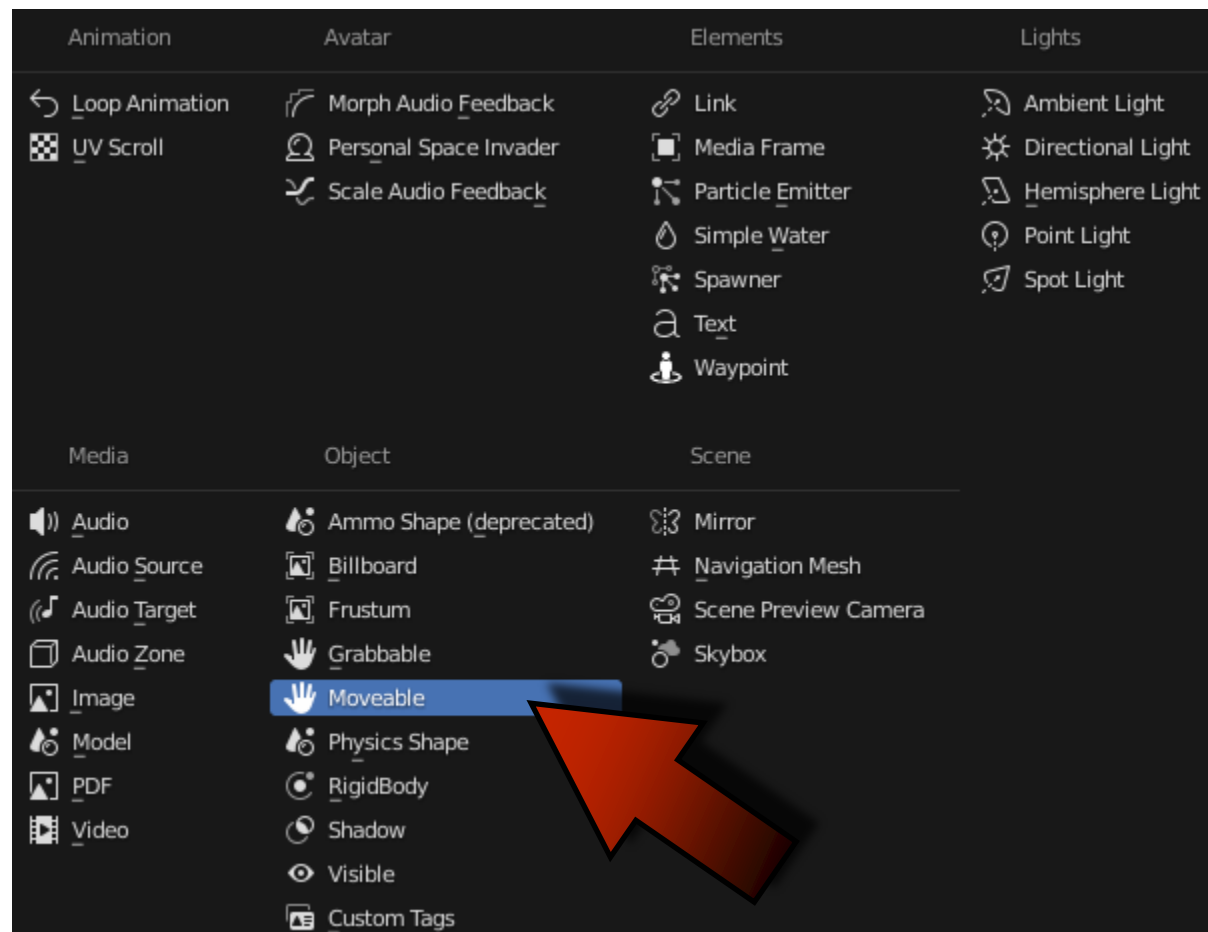
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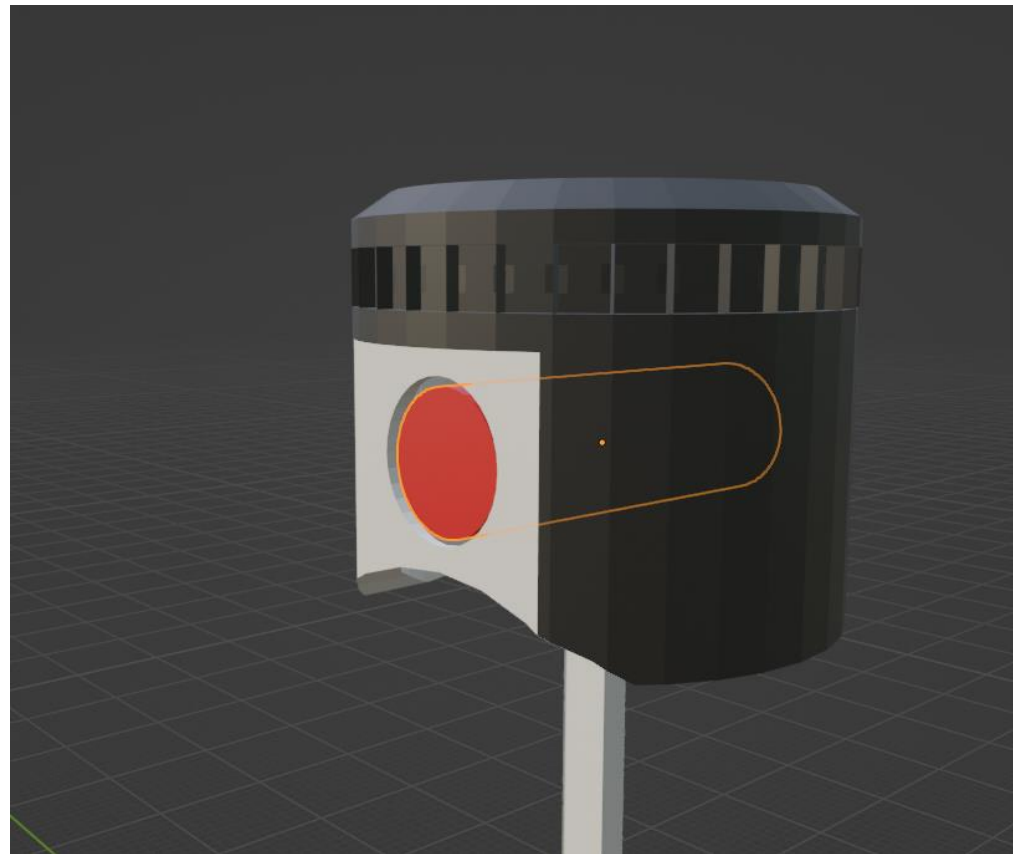
POWER OF AR AND VR

IN THE FIRST CLASS I SHOWED WHERE TO COPY THE SCRIPT WHICH WE WILL USE NOW



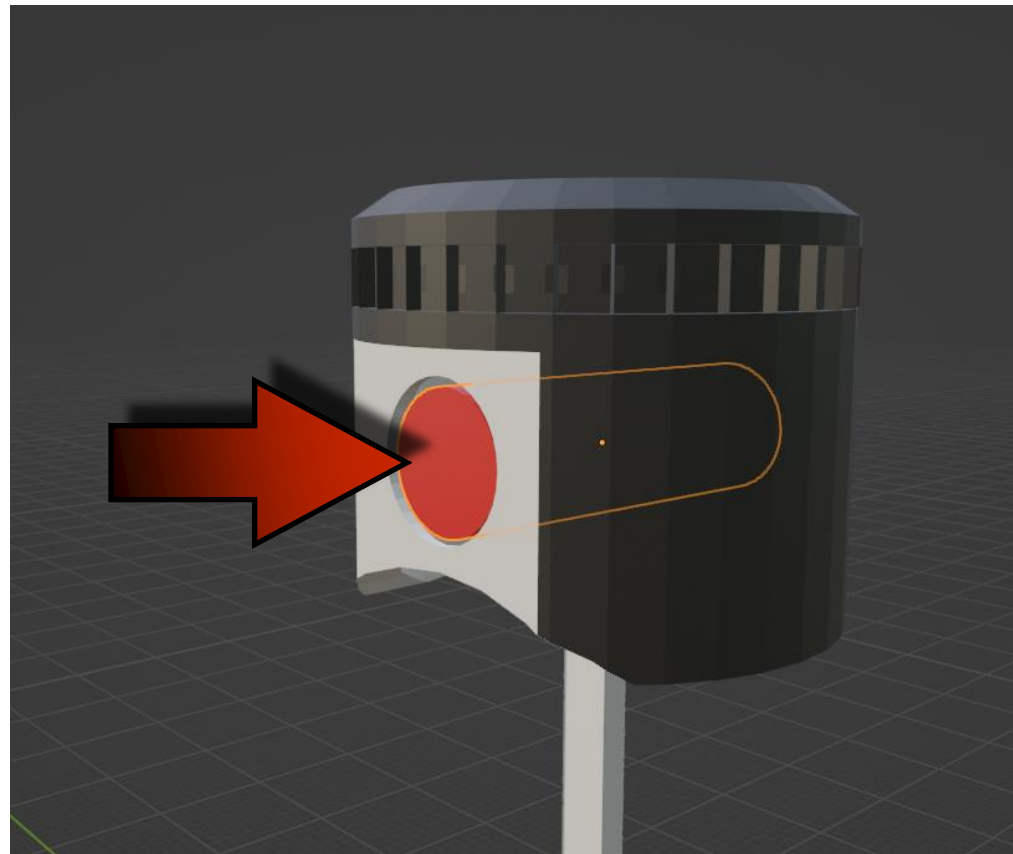
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**USING THIS COMPONENT IT IS VERY SIMPLE
FOR EXAMPLE WE HAVE A 3D PRINTING
MODEL MADE BY OUR STUDENT**



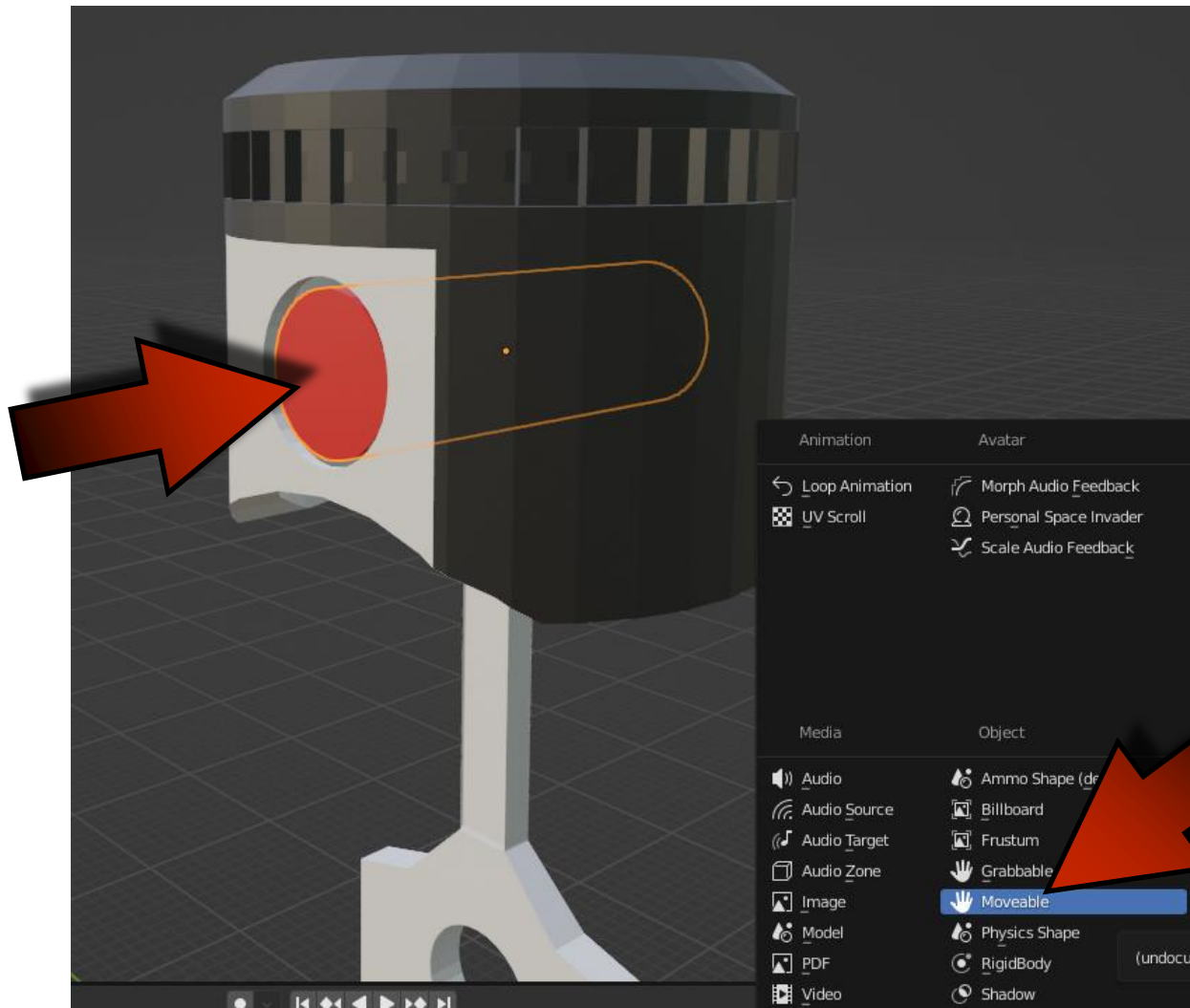
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**WE WOULD LIKE TO HAVE
THE POSSIBILITY TO REMOVE THIS
RED ELEMENT WITH 3D GLASSES**



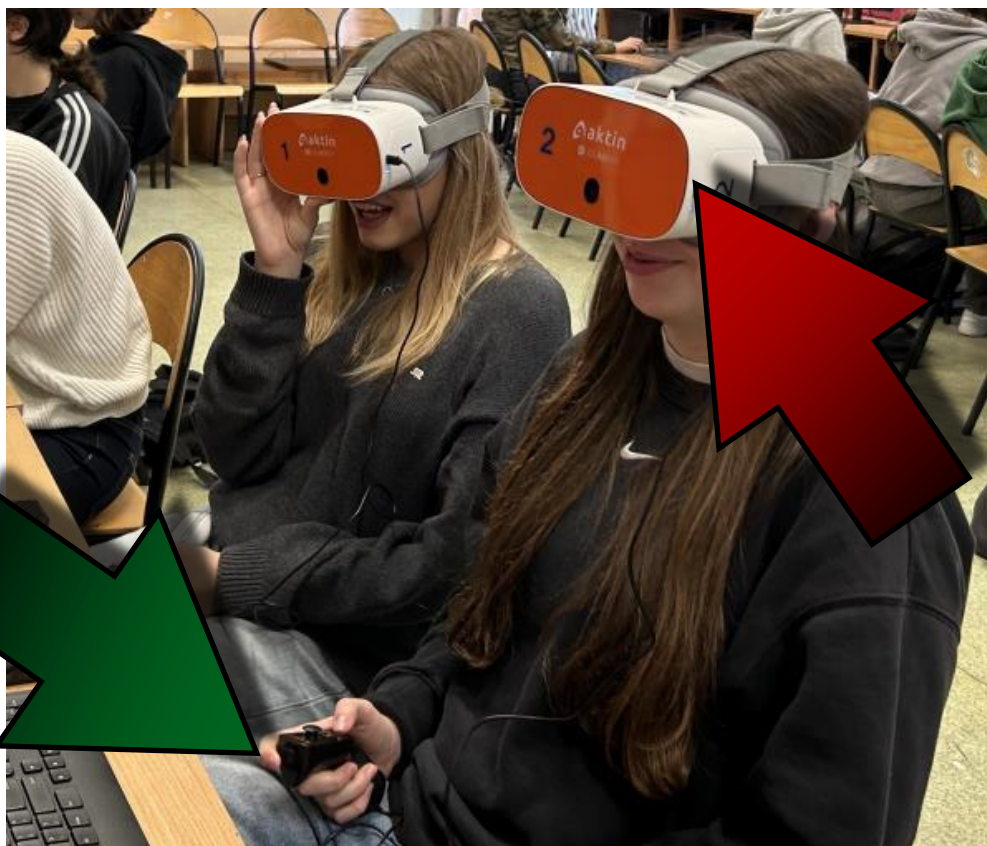
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JUST ADD **MOVEABLE**



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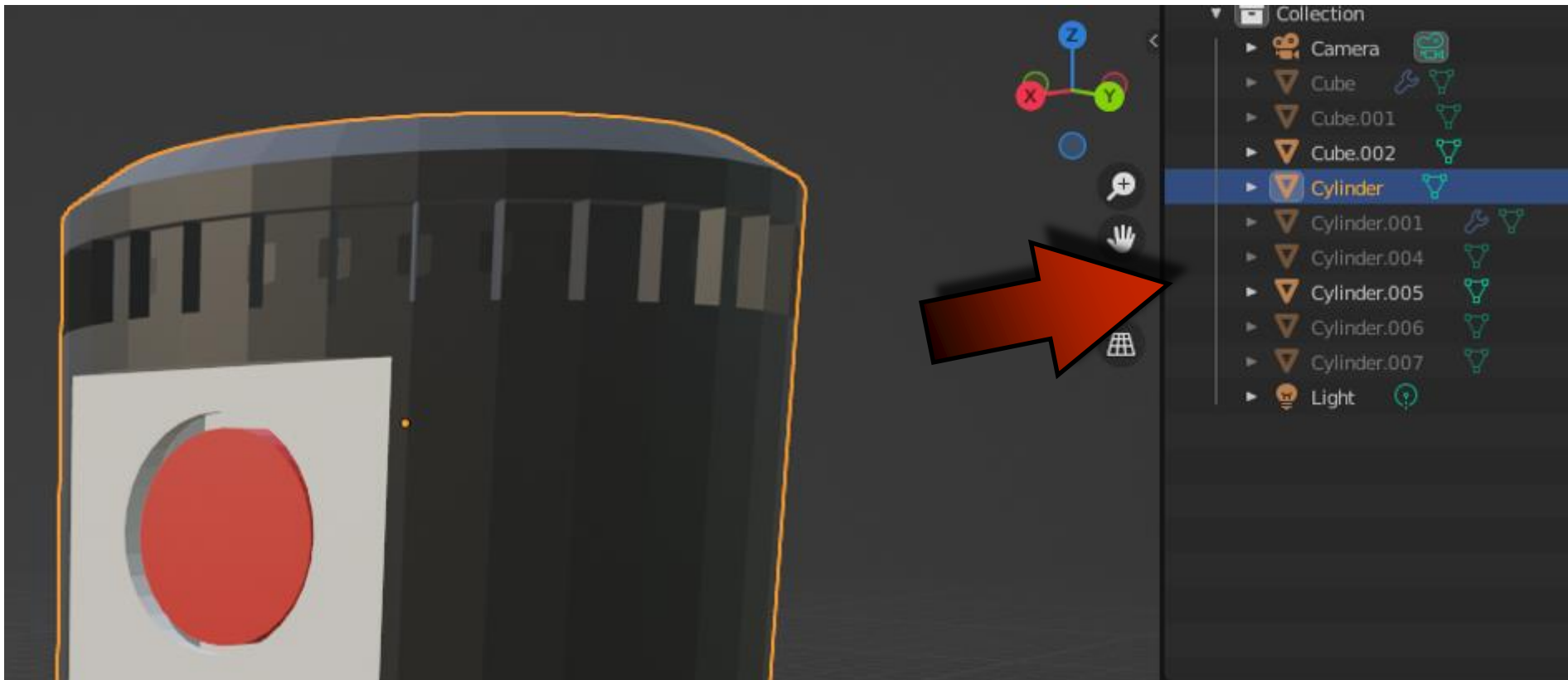
WITH THE **3D GLASSES** BY HOLDING
THE TRIGGER AND MOVING THE HEADWE
WILL BE ABLE TO MOVE THE ELEMENT



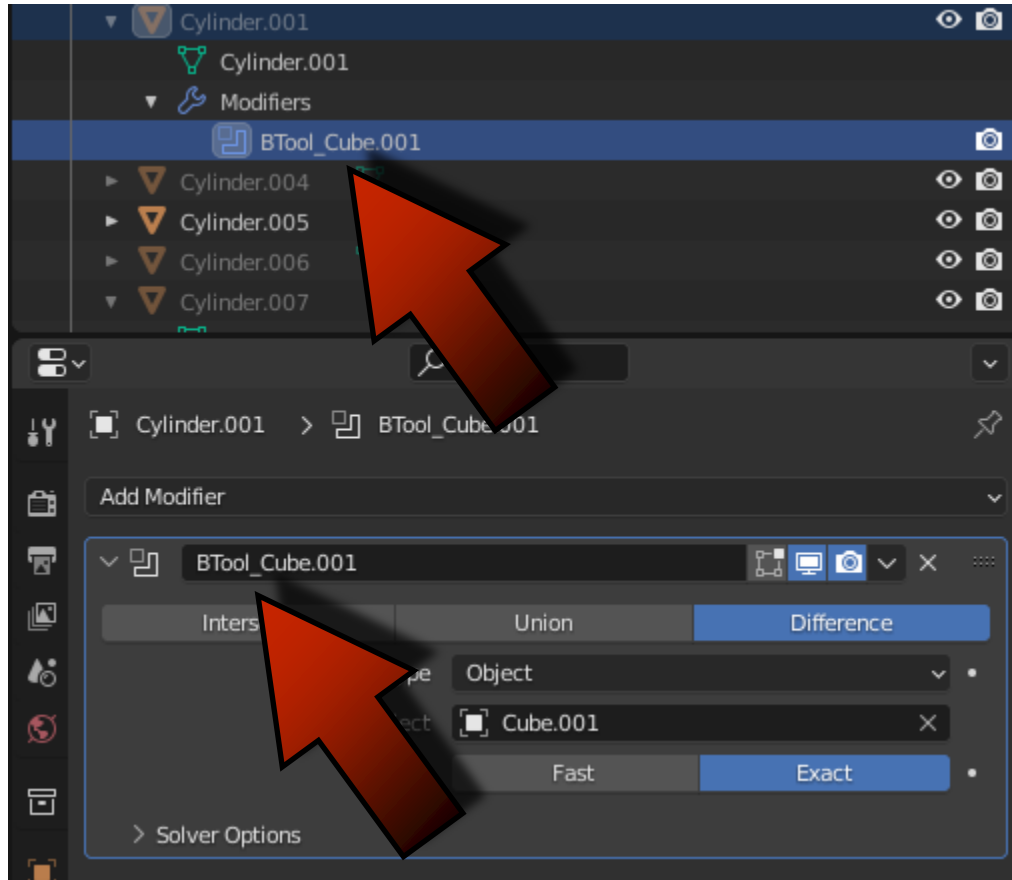
**SOMETIMES AFTER TRANSFERRING AN OBJECT
INTO A 3D SYSTEM WE CAN SEE
SOMETHING LIKE THIS**



**THIS MEANS THAT WE HAVE HIDDEN MODELS
WHICH WE CAN SEE IN THE OUTLINER WINDOW**



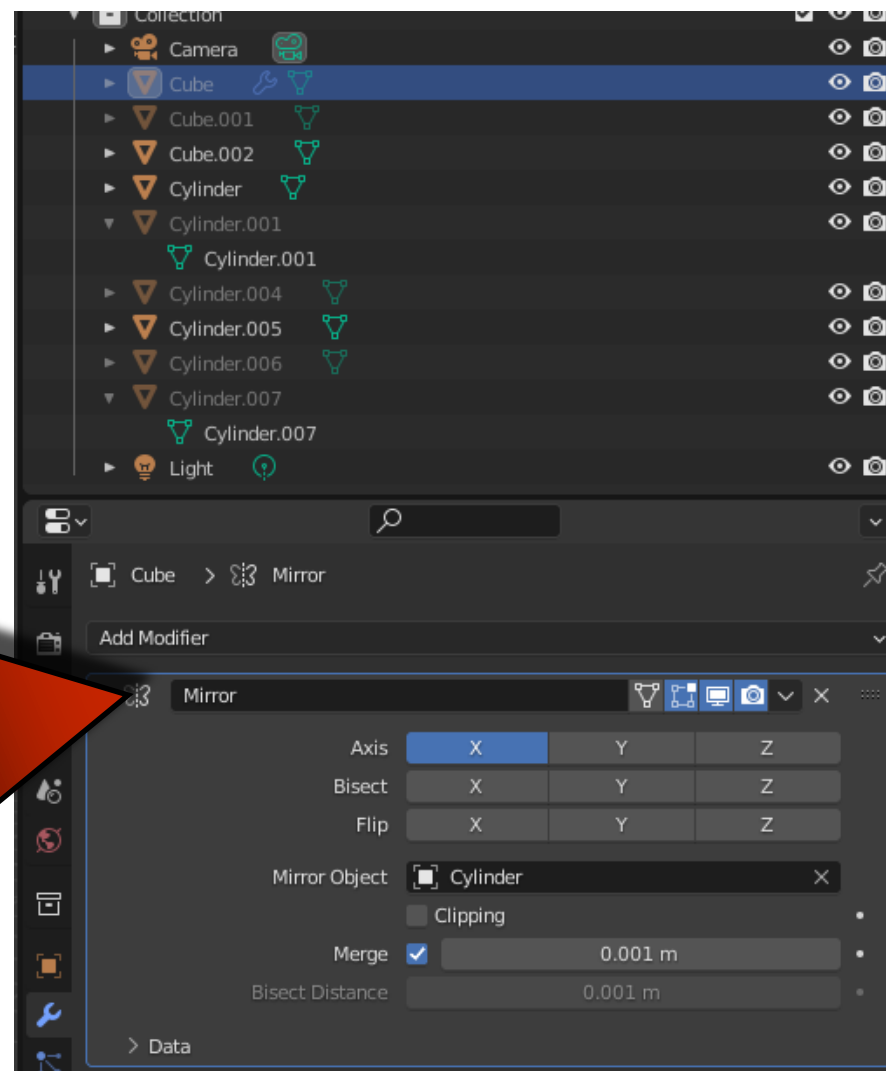
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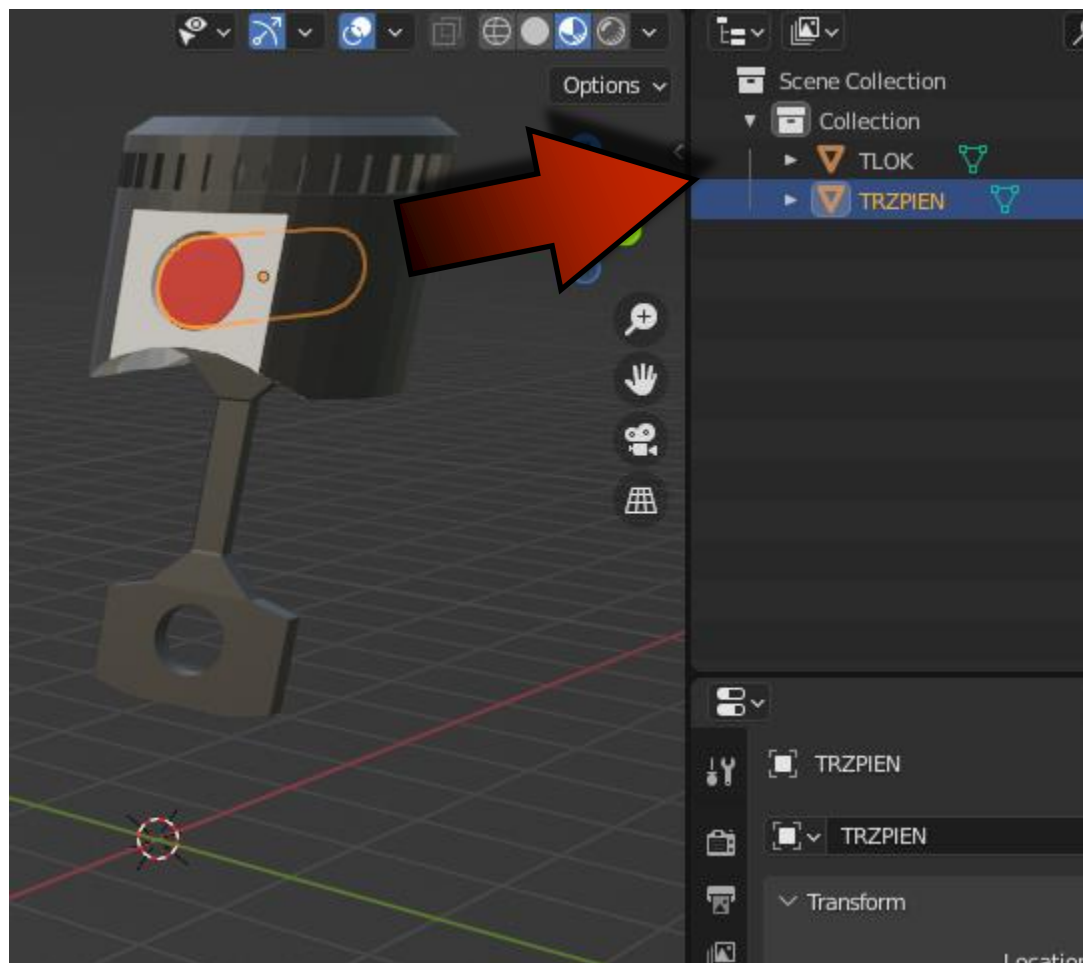


**THIS CAN HAPPEN
IF WE START
USING OTHER
TOOLS FOR
EXAMPLE
BOOL TOOL**

**OR AS IN
THIS CASE**

**MODIFIER
MIRROR**





**WE NEED TO
CREATE A
SITUATION
WHERE
WE WANT TO
HAVE ONLY
THESE
ELEMENTS
THAT WE WANT
TO EXPORT**

REMEMBER

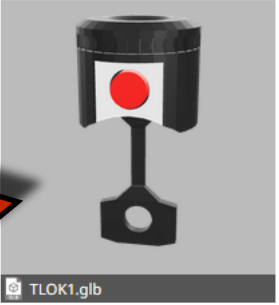
EVERYTHING CAN ALWAYS BE FIXED



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WE CAN ADD A PREVIEW ICON

← TLOK1.glb



TLOK1.glb

Filename	TLOK1.glb
Type	model/gltf-binary
Size (bytes)	165 752
Timestamp	2024-12-14T19:39:37.000Z


Akcje

- Przemianować
- Skopiuj link
- Pobieranie
- Usuń

Głoska bezdźwięczna

- Dodaj znacznik sceny
- Ustaw ikonę z podglądu

Podgląd



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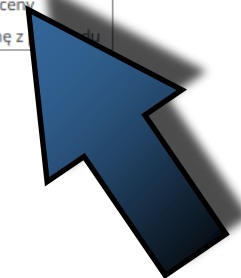
WE CAN ADD SCENE MARKER

← TLOK1.glb



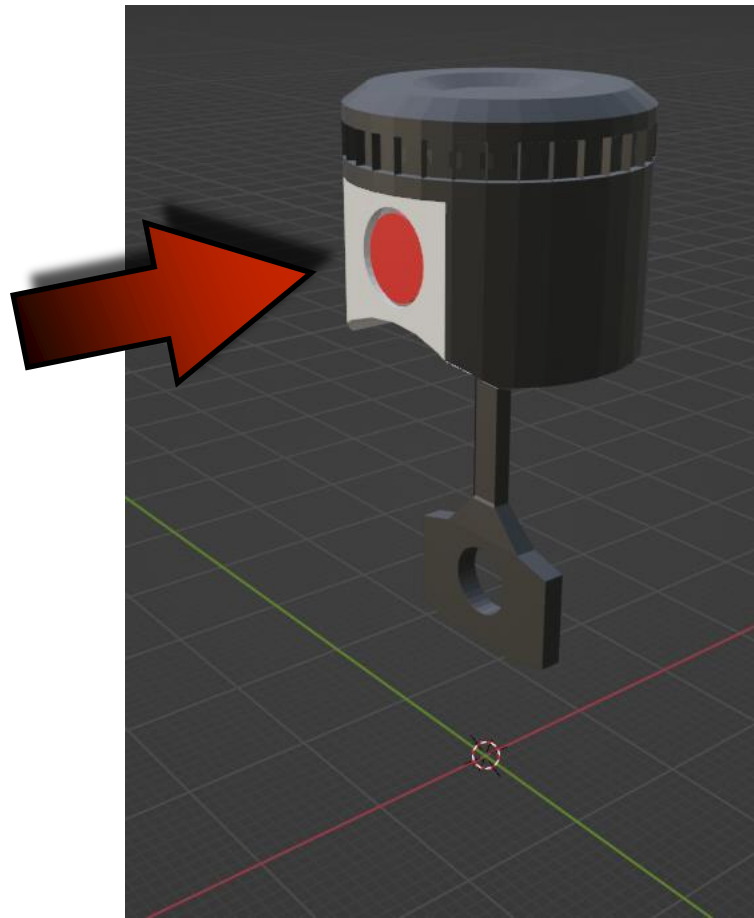
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Type	model/gltf-binary;disp=scene
Size (bytes)	165 752
Timestamp	2024-12-14T19:39:37.000Z

Akcje
Przemianować
Skopiuj link
Pobieranie
Usuń
Głoska bezdźwięczna
Usuń tag sceny
Ustaw ikonę z



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**WE MUST ALSO REMEMBER
THE SIZE OF THE OBJECT
THIS OBJECT WAS DRAWN FOR 3D PRINTING**



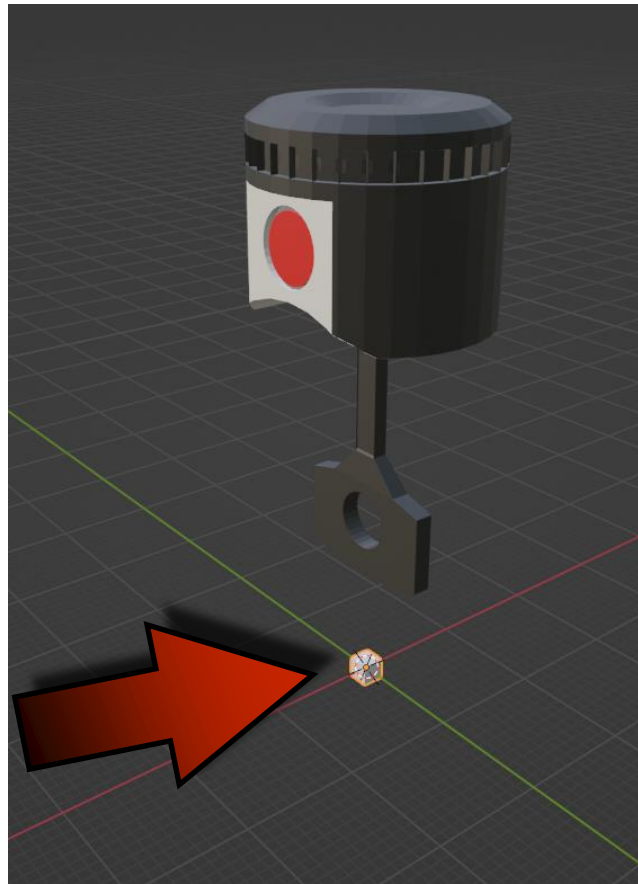
**IN 3D GLASSES WE CAN SEE SOMETHING LIKE
THIS**

THE MODEL IS TOO BIG



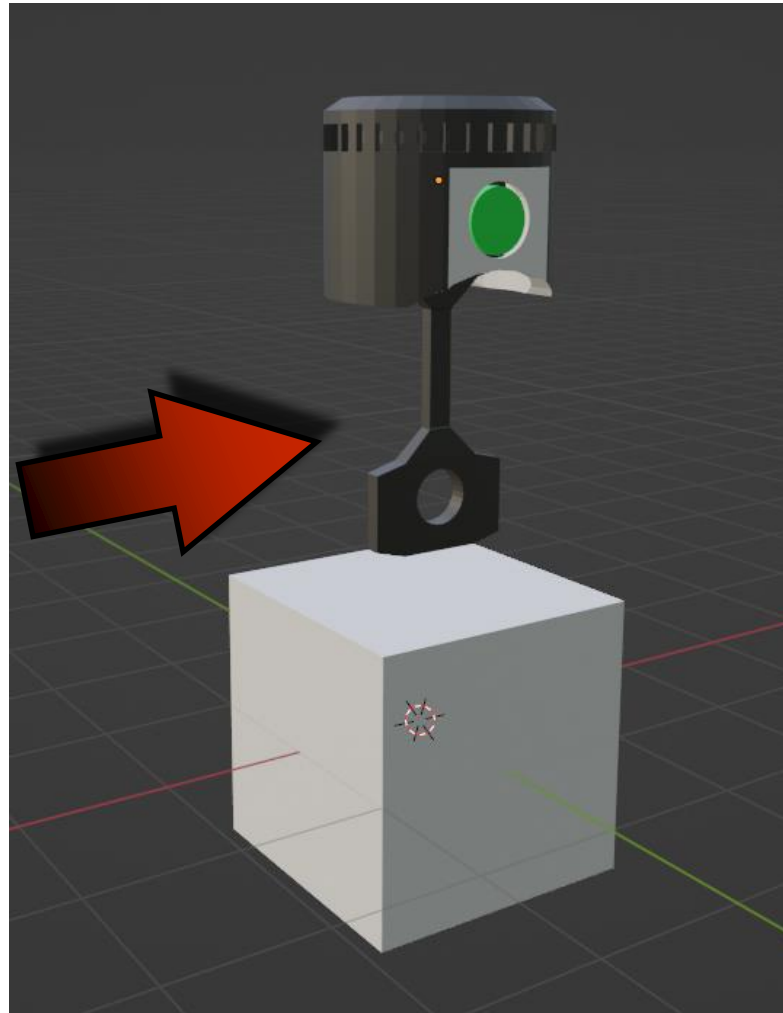
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LET'S PUT IN A STANDARD CUBE
WE'LL SEE THAT IT'S MUCH SMALLER

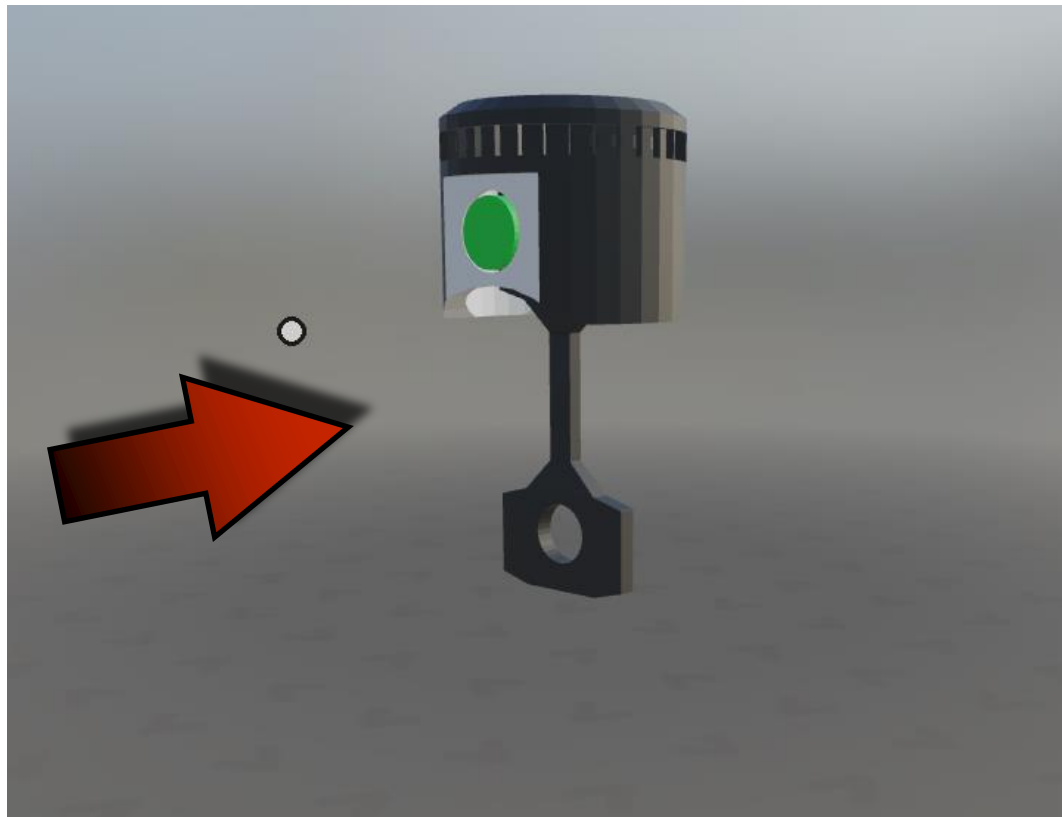


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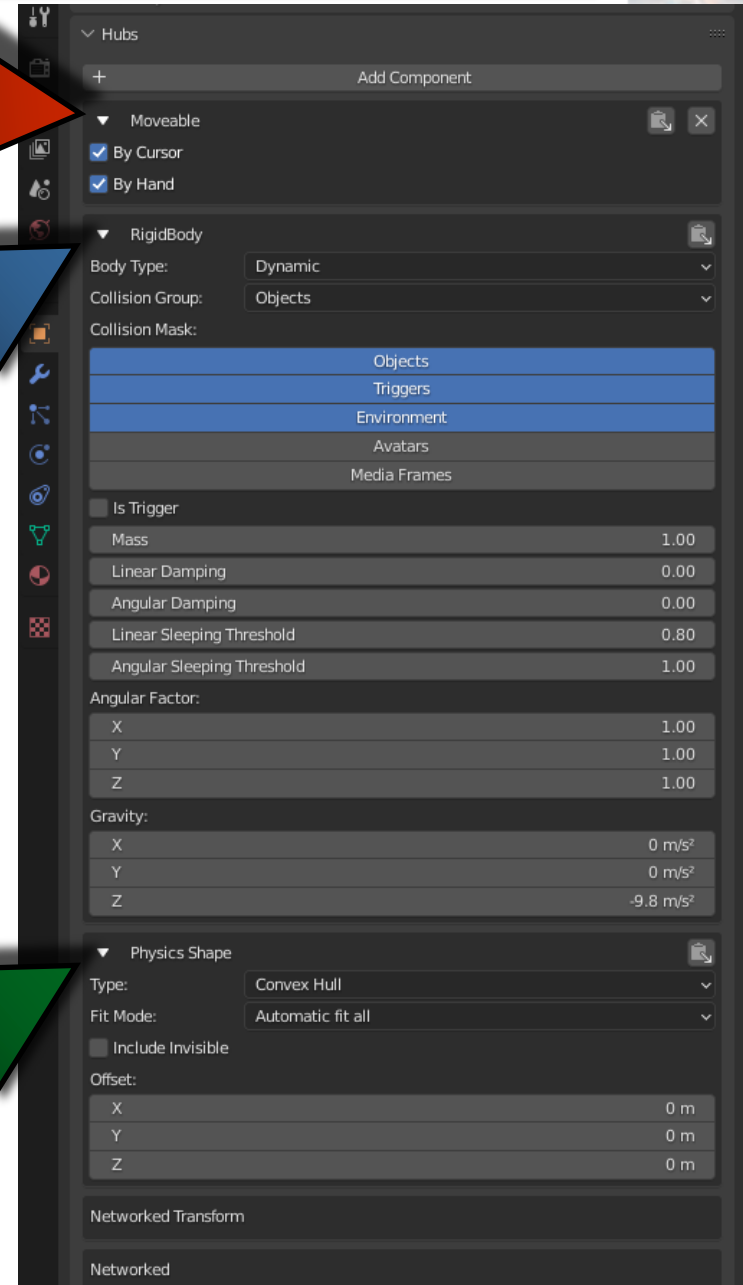
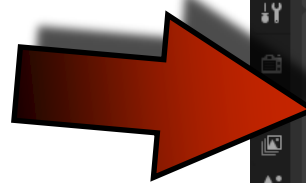
LET'S REDUCE IT TO SUCH PROPORTIONS

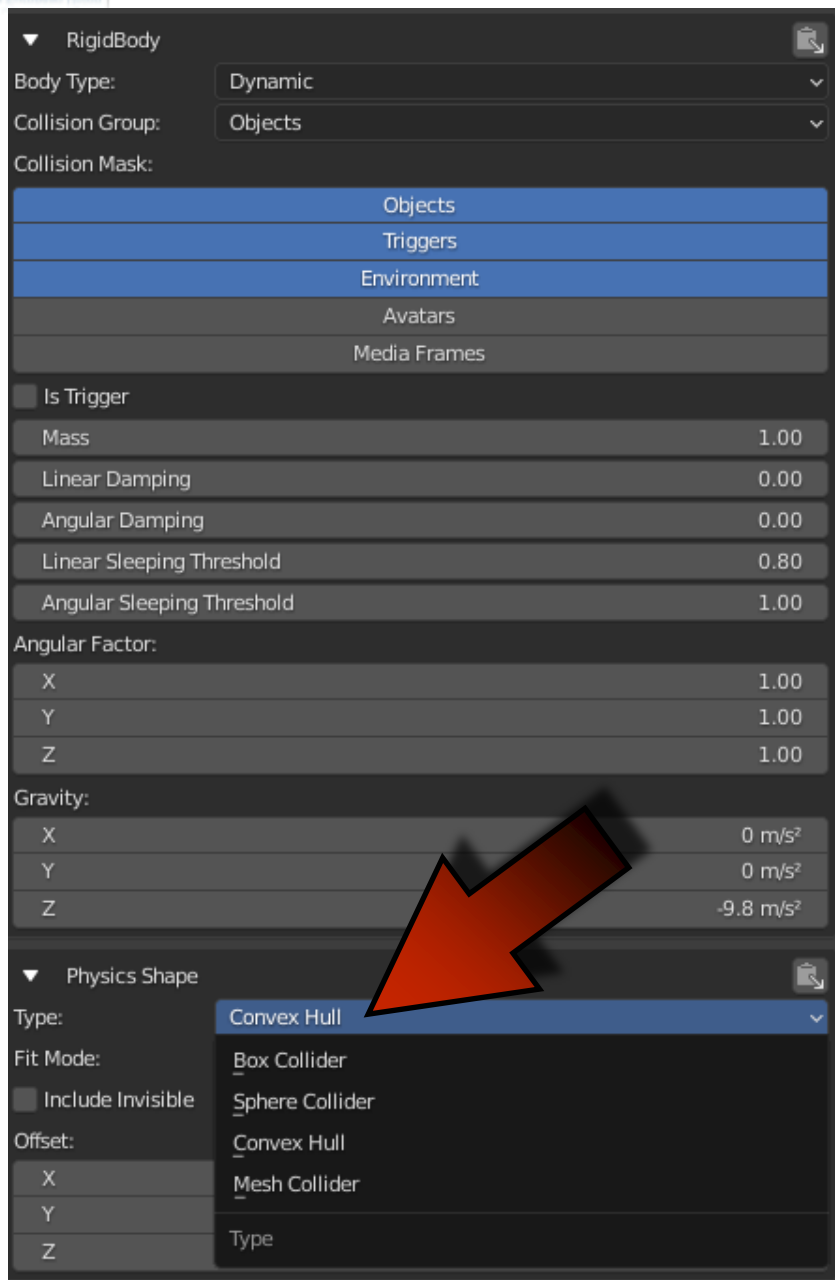


NOW AFTER EXPORT THE VIEW IS CORRECT



**AS WE SEE, WITH
MOVEABLE,
OTHER
ELEMENTS WERE
AUTOMATICALLY
ADDED,
WHICH DO ALL
THE WORK
FOR US**





**THERE ARE MANY
CONFIGURATION
POSSIBILITIES
WHICH THE NAMES
AND OPERATIONS
ARE THE SAME AS
IN SIMILAR
COMPONENTS OF
THE BLENDER
PROGRAM**

ON THE SITE

[HTTPS://KOŁOBRZEG3D.2LO.PL](https://kolobrzeg3d.2lo.pl)

**YOU CAN SEE HOW WE USE 3D TECHNOLOGY
IN EDUCATION IN PRACTICE**



The screenshot displays the website 'PROJEKT KOŁOBRZEG 3D' with the URL 'http://kolobrzeg3d.2lo.pl'. The header features a navigation menu with categories: 3D GRAPHICS, 3D ANIMATION, 3D PRINTING, ELECTRONICS, and VIRTUAL REALITY. Below the header is a navigation bar with links: START, HISTORYCZNE, EDUKACYJNE, FILMOWE-TANECZNE, PARTNERZY, NAUCZYCIELE, UCZNIOWIE, SZKOLA, WSPÓLPRACA, and MODELOWANIE 3D. The main content area includes a video player showing a 3D model of a city with the text 'PROJEKT ZERALIZOWANY W 2020 ROKU' and 'HISTORIA KOŁOBRZESKIEJ BAZYKLIKI'. To the right of the video player are two video thumbnails: 'VIZUALIZATION OF THE RUINED CITY IN THE KOŁOBRZEG 3D PROJECT' and 'VIZUALIZATION USING VIRTUAL REALITY IN THE KOŁOBRZEG 3D PROJECT'.

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POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



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JACEK KAWAŁEK