

POWER OF AR AND VR

# DYM-OGIEŃ



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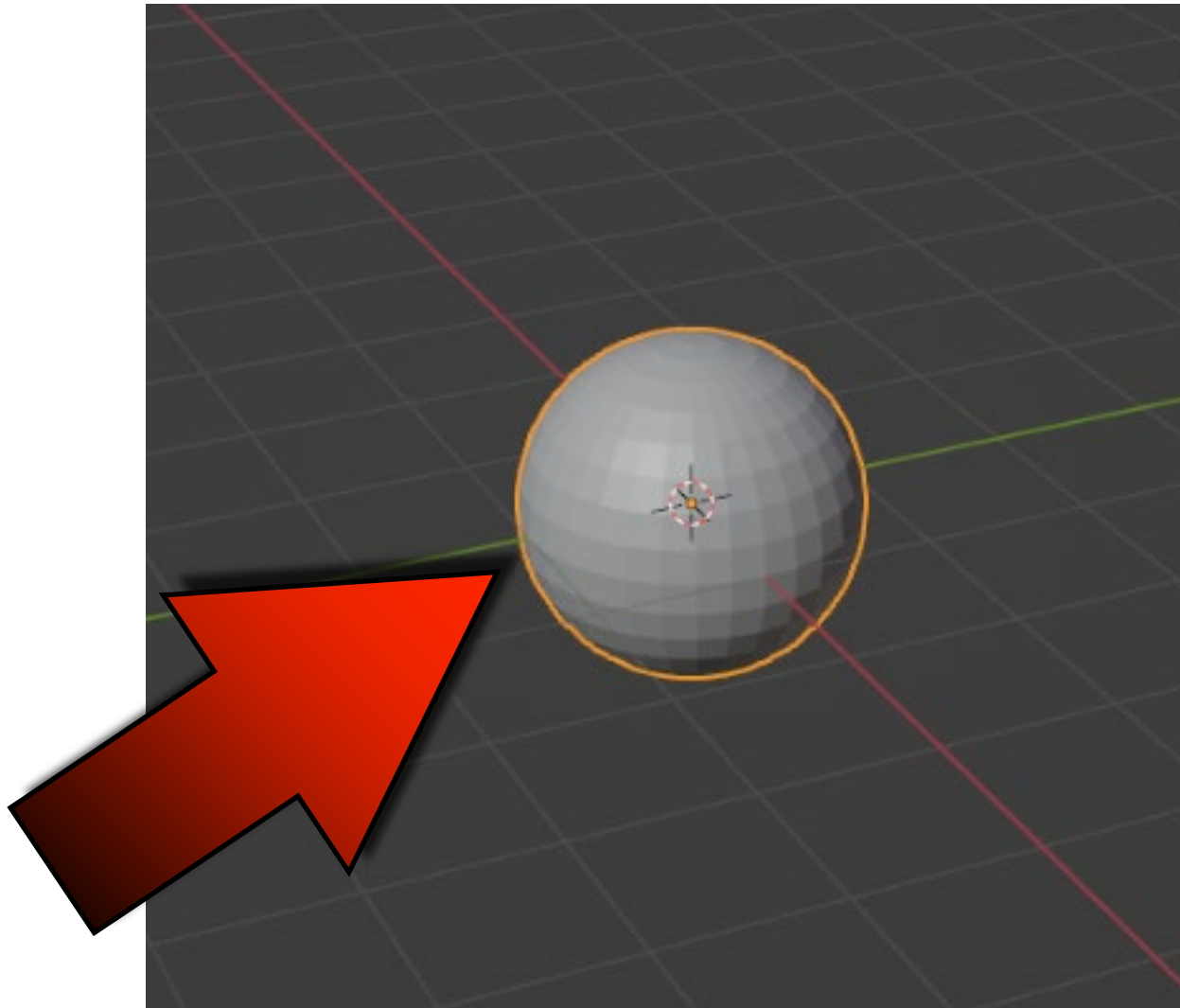


2024-1-PL01-KA220-VET-000243150

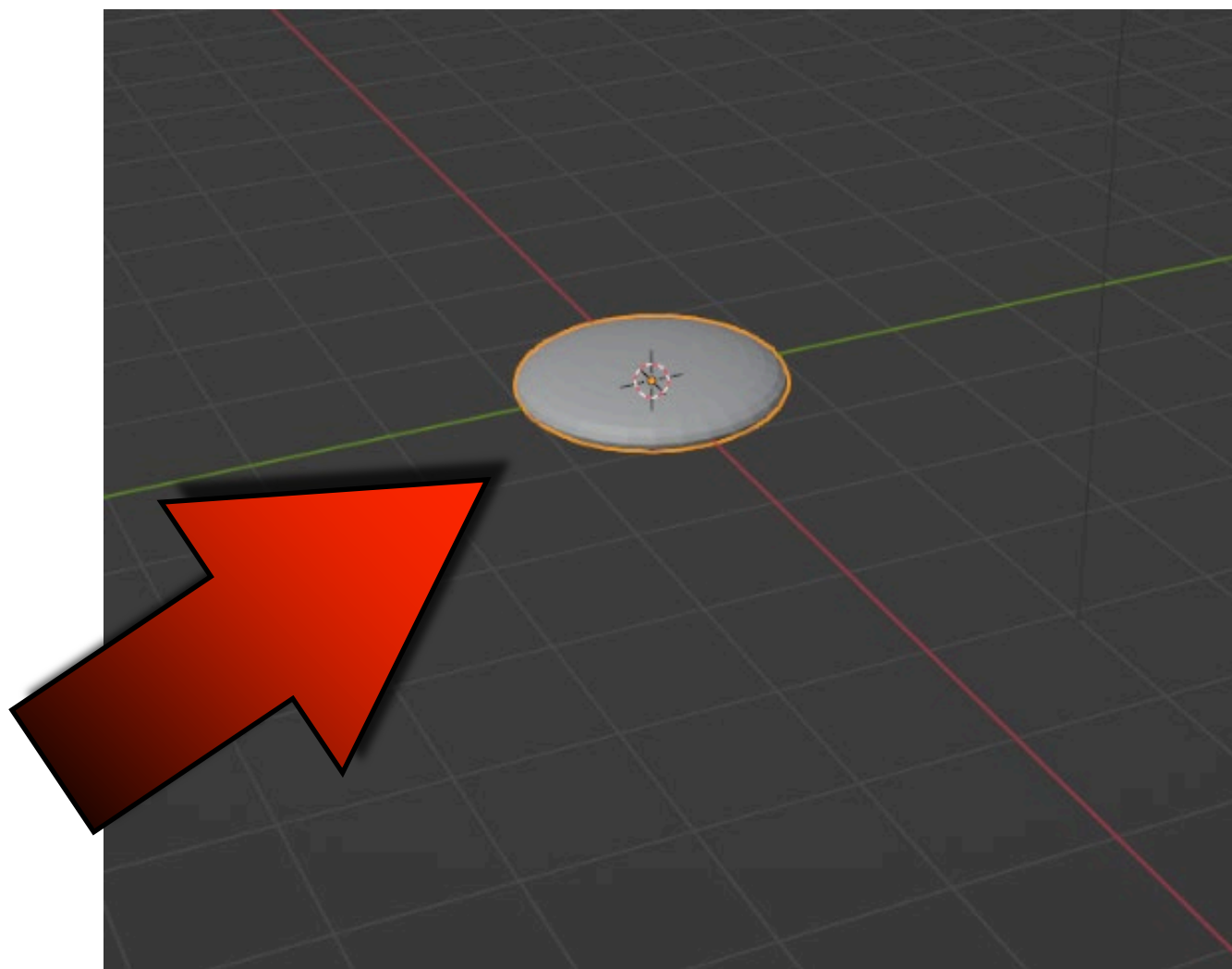
ημε Ενωθεν ηνιον  
Co-funded by

2024-1-PL01-KA220-VET-000243150

# WSTAW **SPHERE**

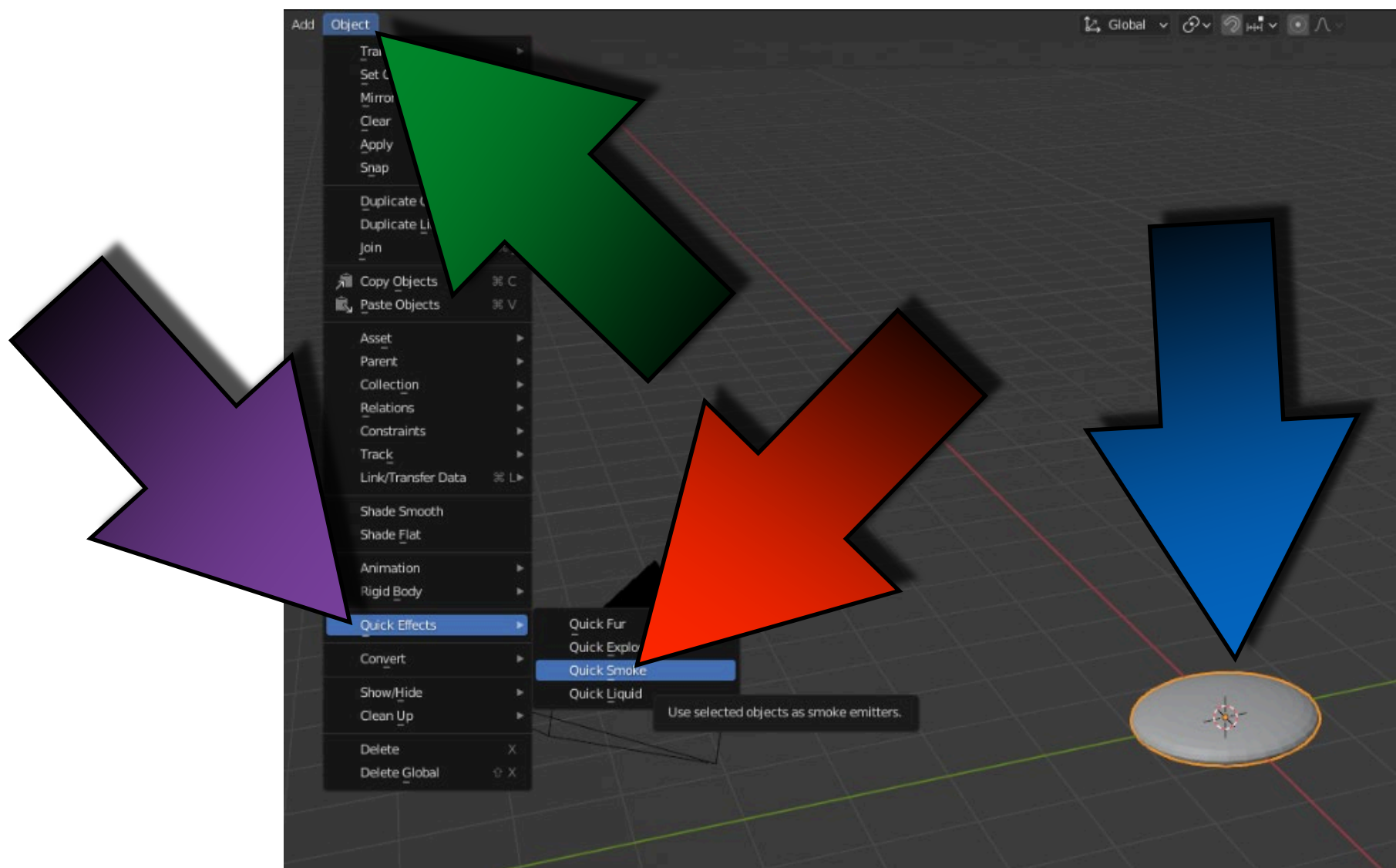


# ZESKALUJ PO OSI Z



## DYM-OGIEŃ

# DODAJ QUICK SMOKE



## DYM-OGIEŃ

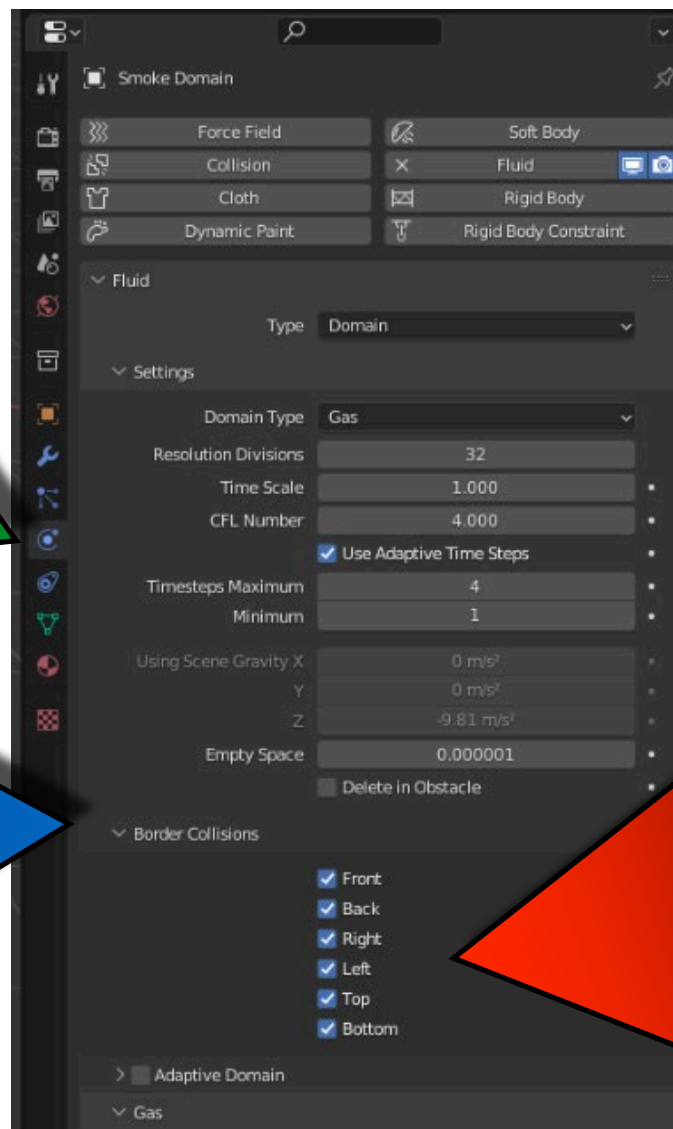
# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



<https://youtu.be/U27DcccRpII>

# POWER OF AR AND VR

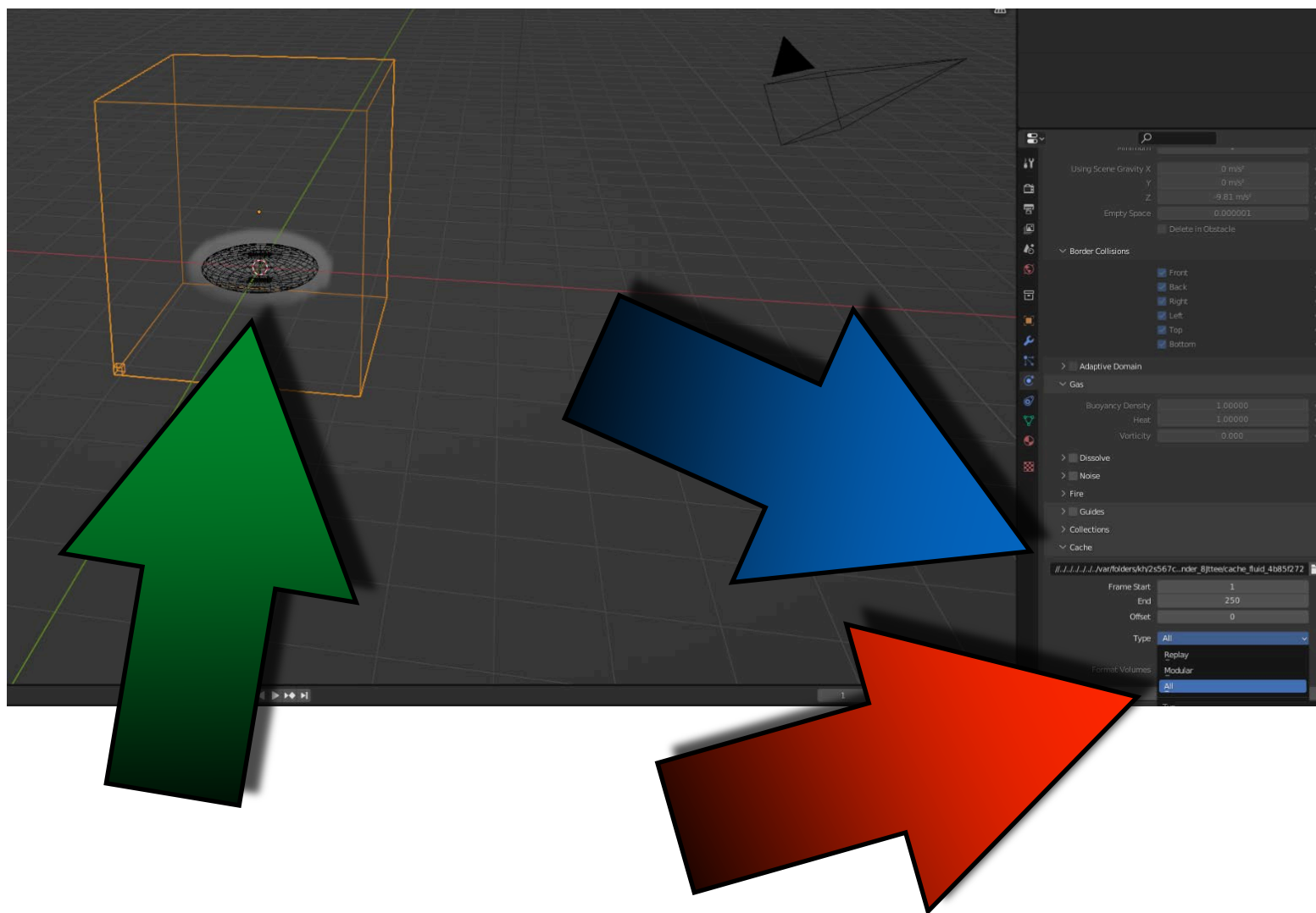
# USTAW BORDER COLLISION



## DYM-OGIEŃ

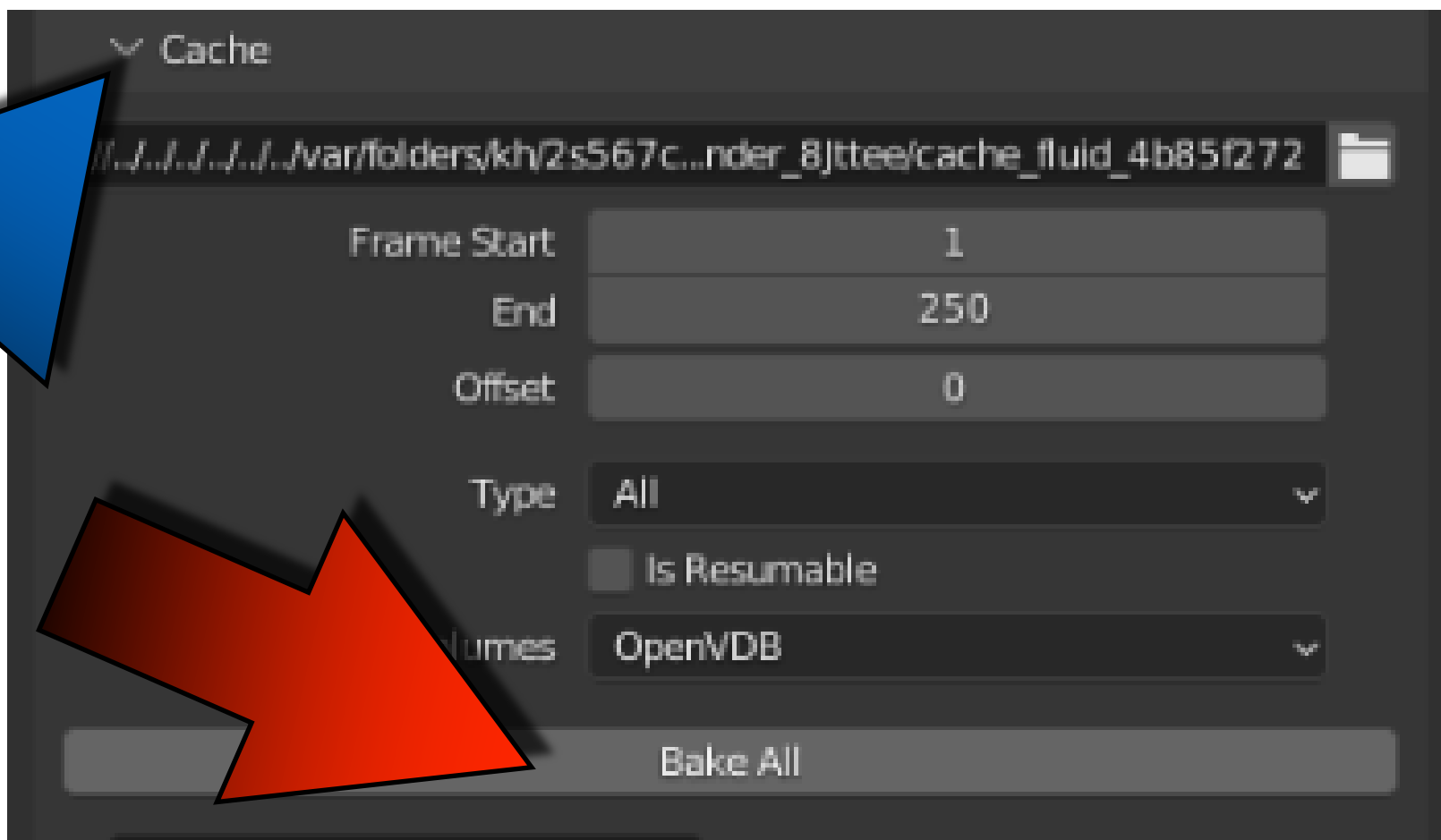
# POWER OF AR AND VR

## ODŚWIERZ ANIMACJE WEJDŹ DO **CACHE** I WYBIERZ **ALL**



# DYM-OGIEŃ

## NASTĘPNIJE KLIKNIJ W **BAKE ALL**



## RÓB TO ZAWSZE PO ZMIANIE PARAMETRÓW ANIMACJI

### DYM-OGIEŃ



# **NACIŚNIJ SPACJĘ I ZOBACZ ANIMACJE**

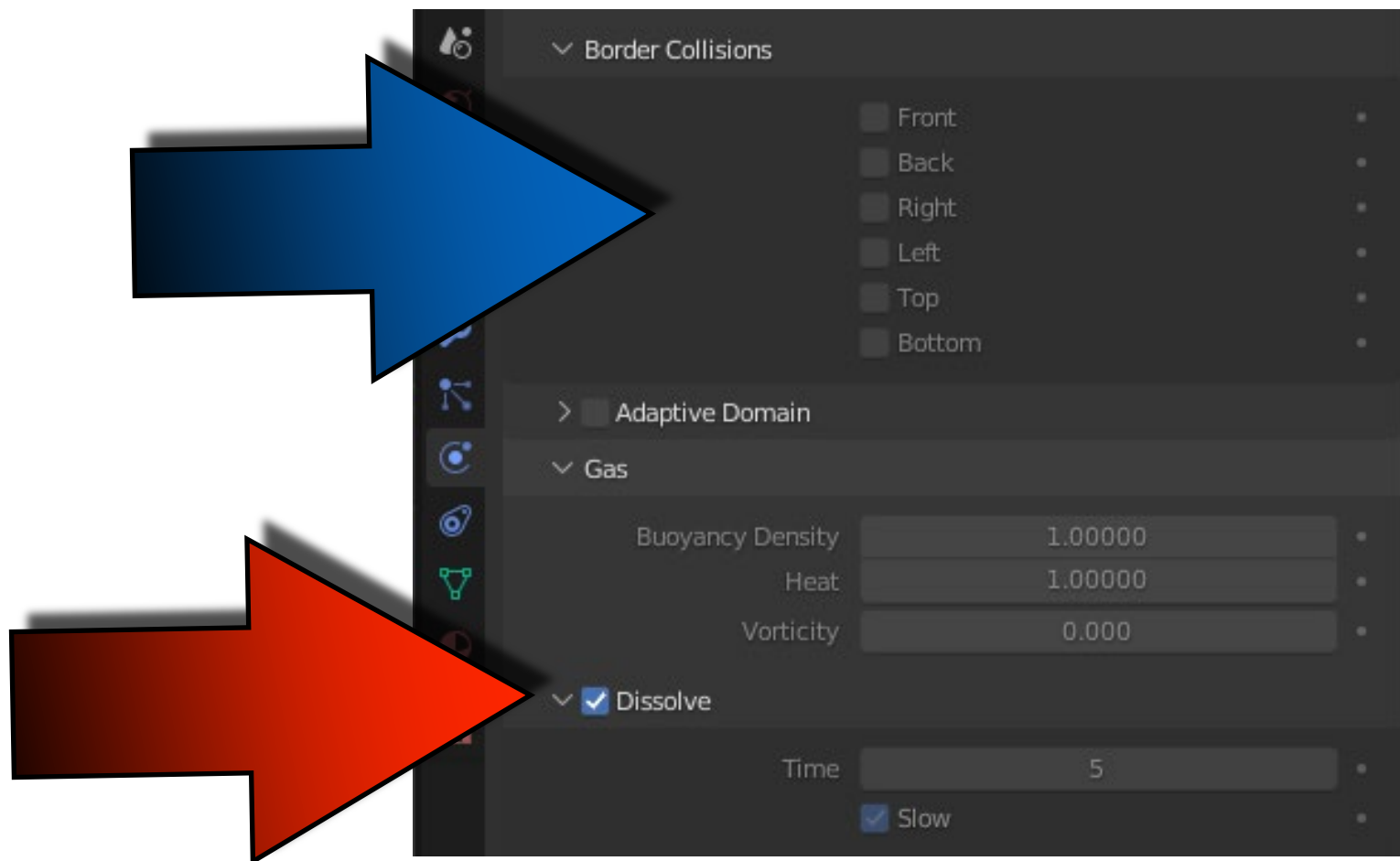


**ANIMACJA Z WŁĄCZONYMI WSZYSTKIMI PARAMETRAMI  
BORDER COLLISION**

**<https://youtu.be/-qM8pHW0yEc>**

# WYŁĄCZ BORDER COLLISION

# WŁĄCZ DISSOLVE

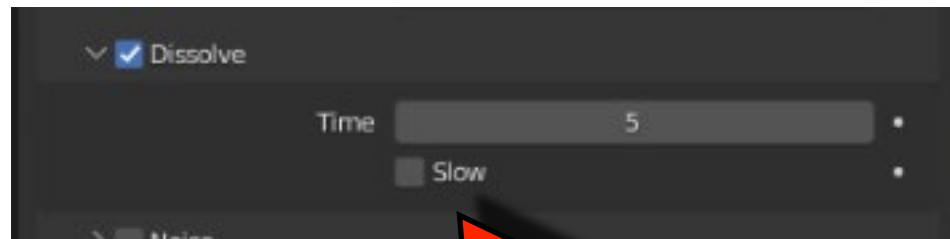


# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



<https://youtu.be/KXYPT-KW66w>

# WYŁĄCZ SLOW



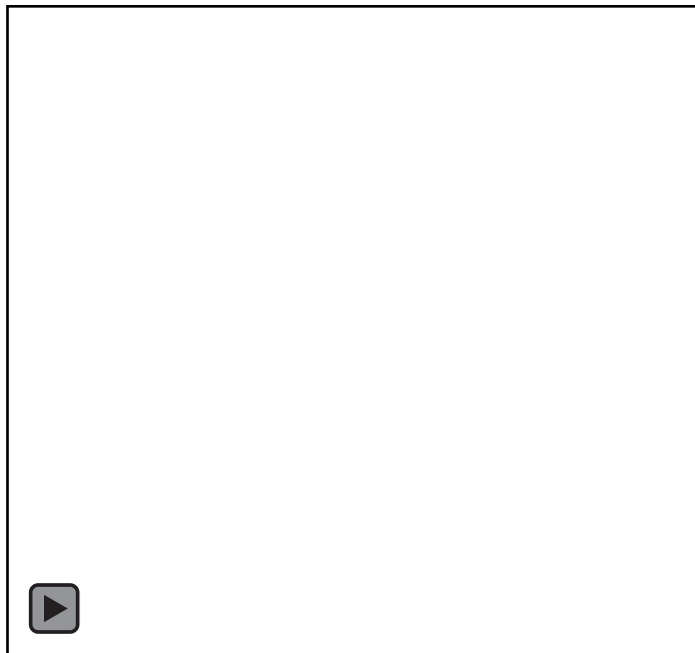
# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



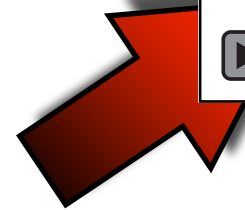
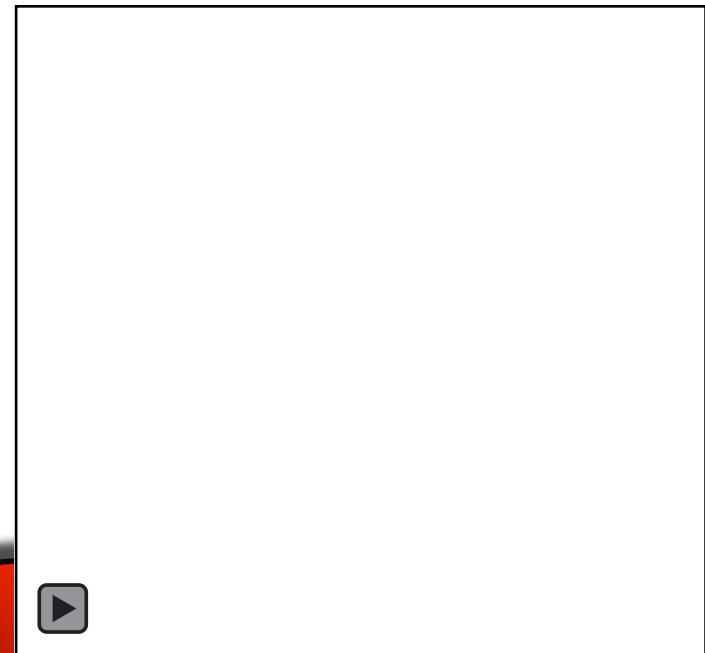
<https://youtu.be/0LnvigWpxtg>

## WŁĄCZ - DISSOLVE

**TIME 5**



**TIME 100**

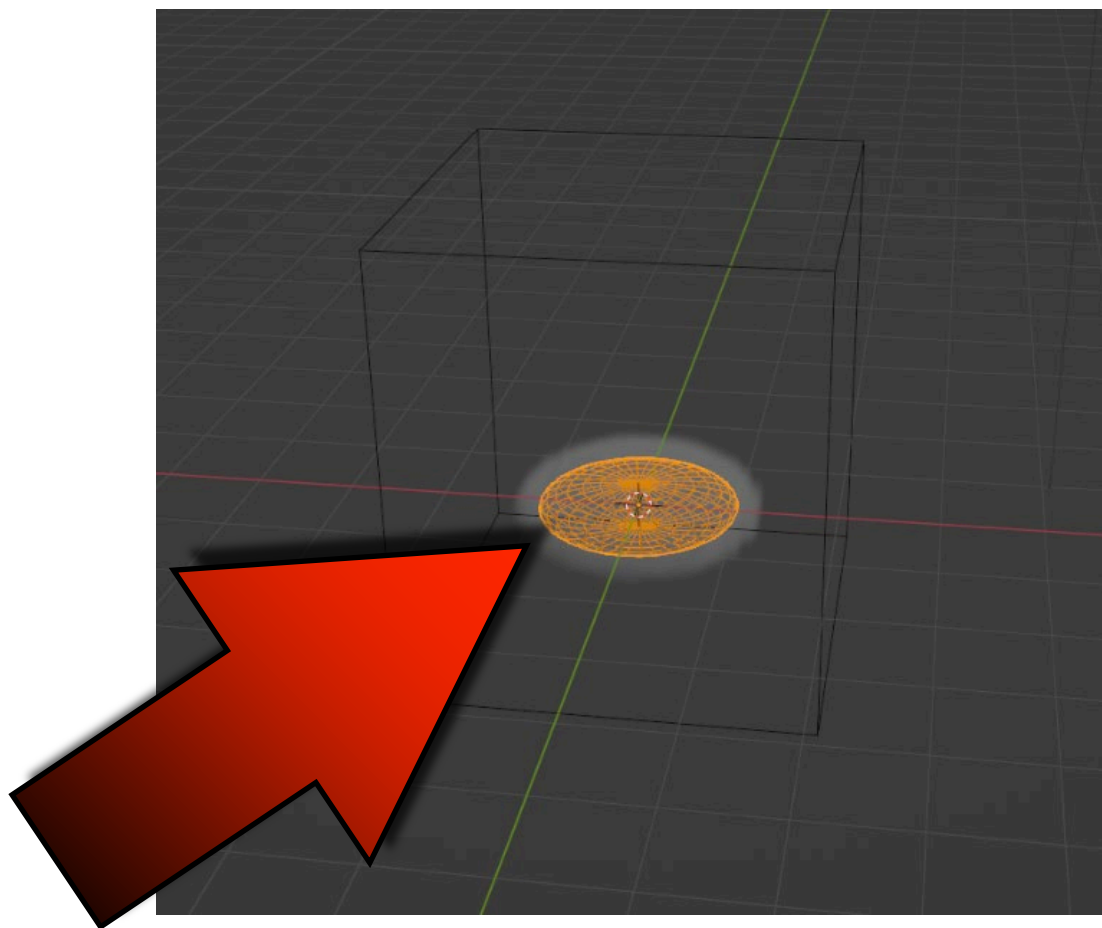


# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



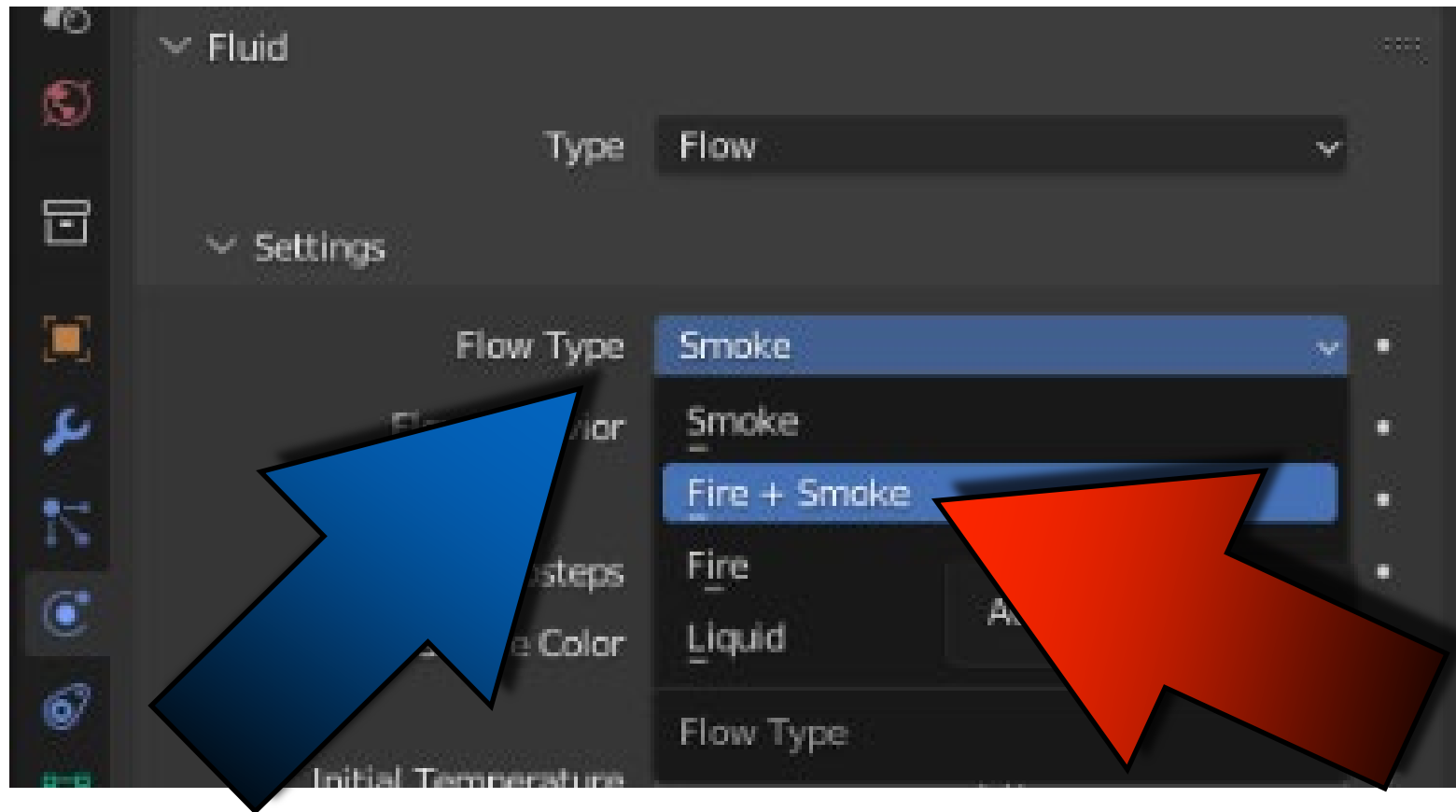
<https://youtu.be/uQav56vDB1M>

# ZAZNACZ SPHERE





# WYBIERZ **FIRE+SMOKE** DLA **FLOW TYPE**



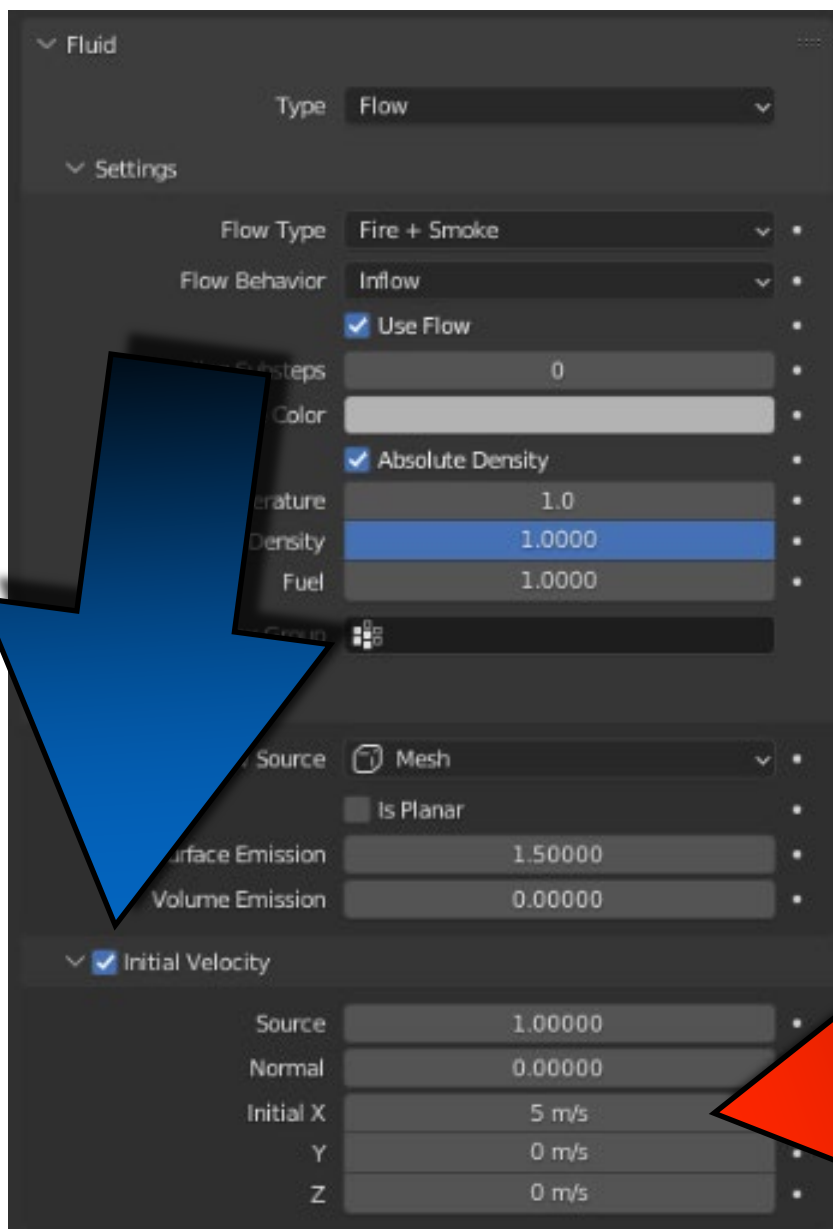
## DYM-OGIEŃ

# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



[https://youtu.be/33Wn192\\_DAw](https://youtu.be/33Wn192_DAw)

**WEJDŹ DO  
INITIAL VELOCITY  
I ZMIENŃ  
USTAWIENIE  
DLA OSI X NA 5**

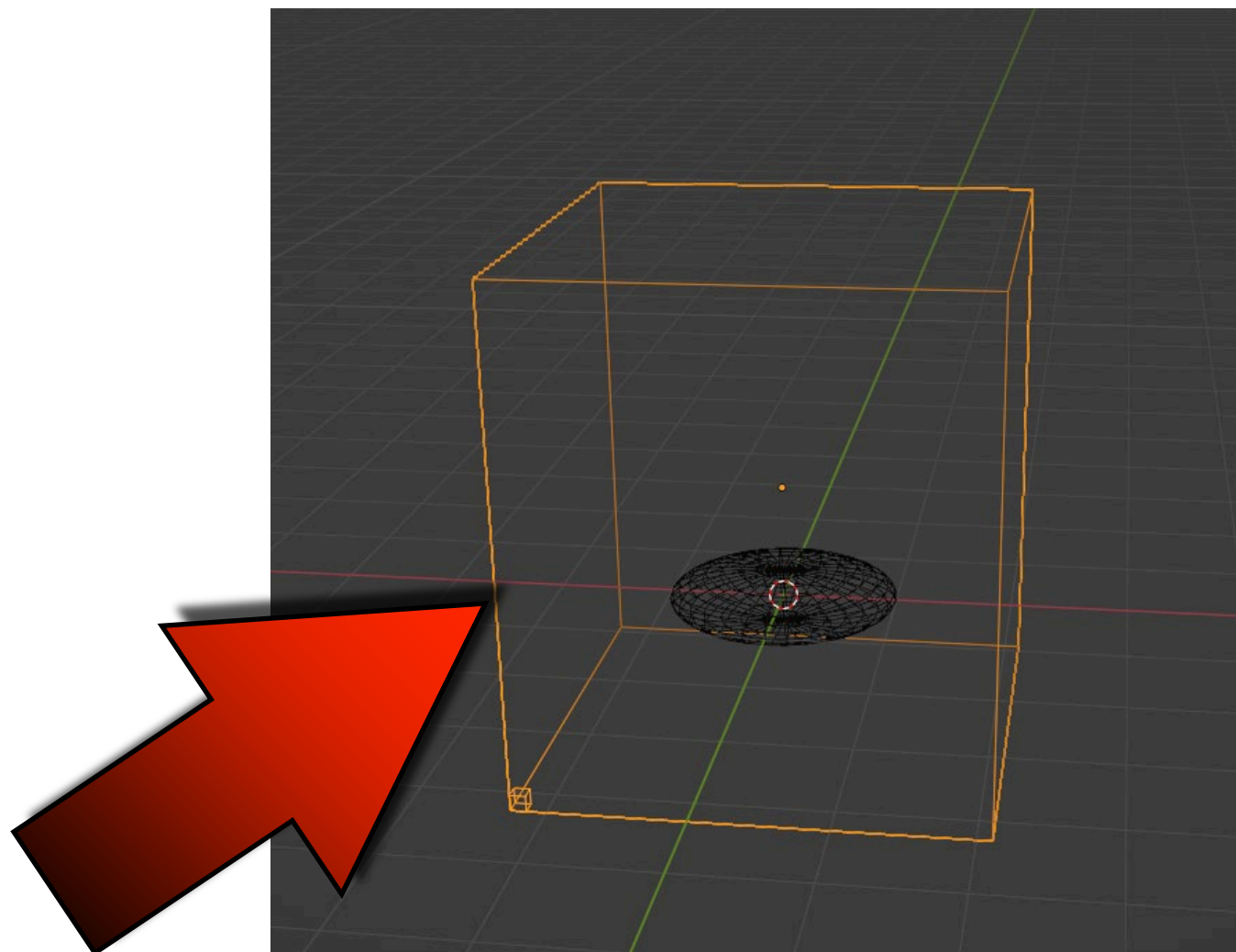


# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



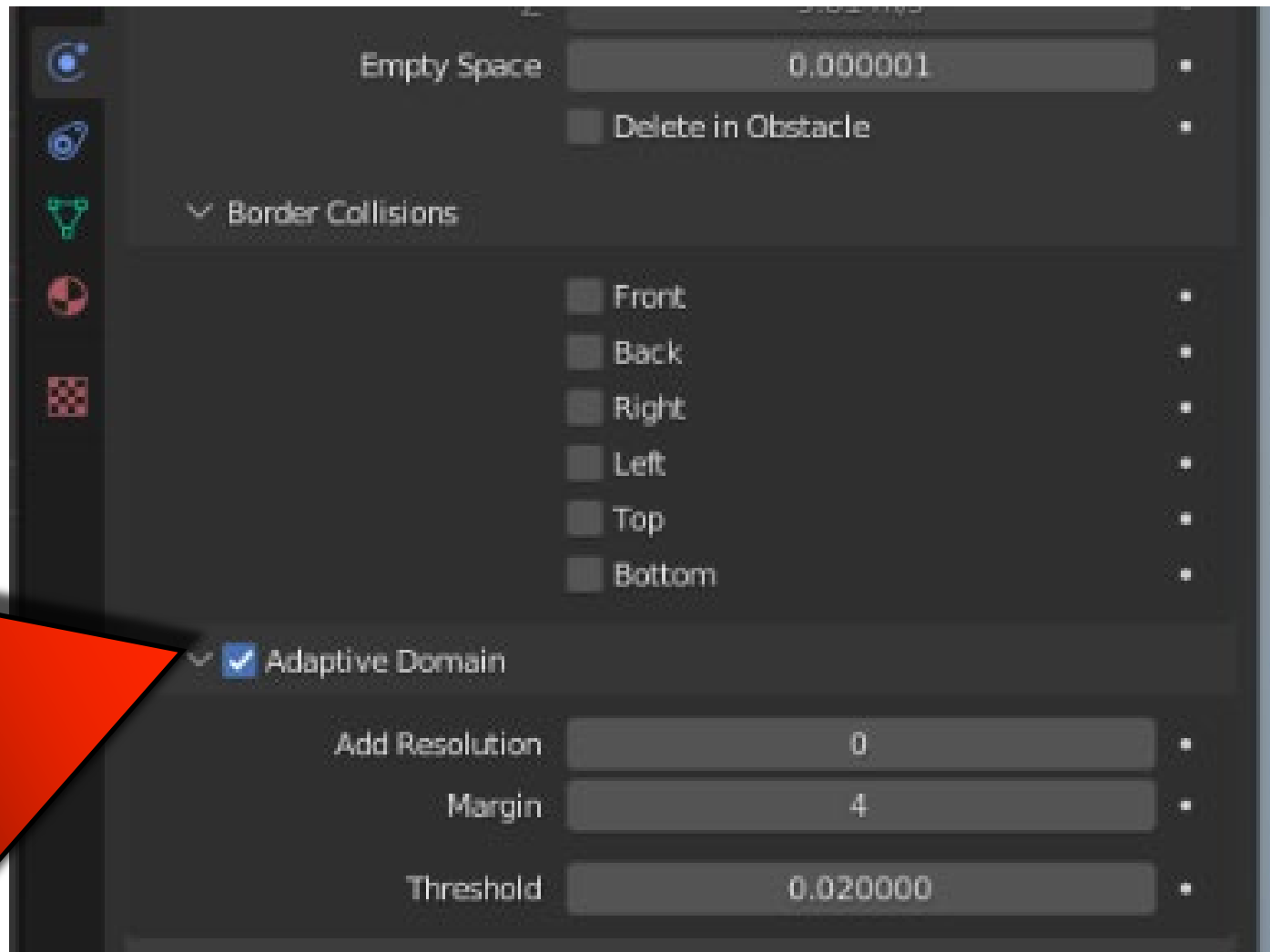
<https://youtu.be/fybSaQHKchg>

# ZAZNACZ DOMENĘ



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# ZAZNACZ **ADAPTIVE DOMAIN**

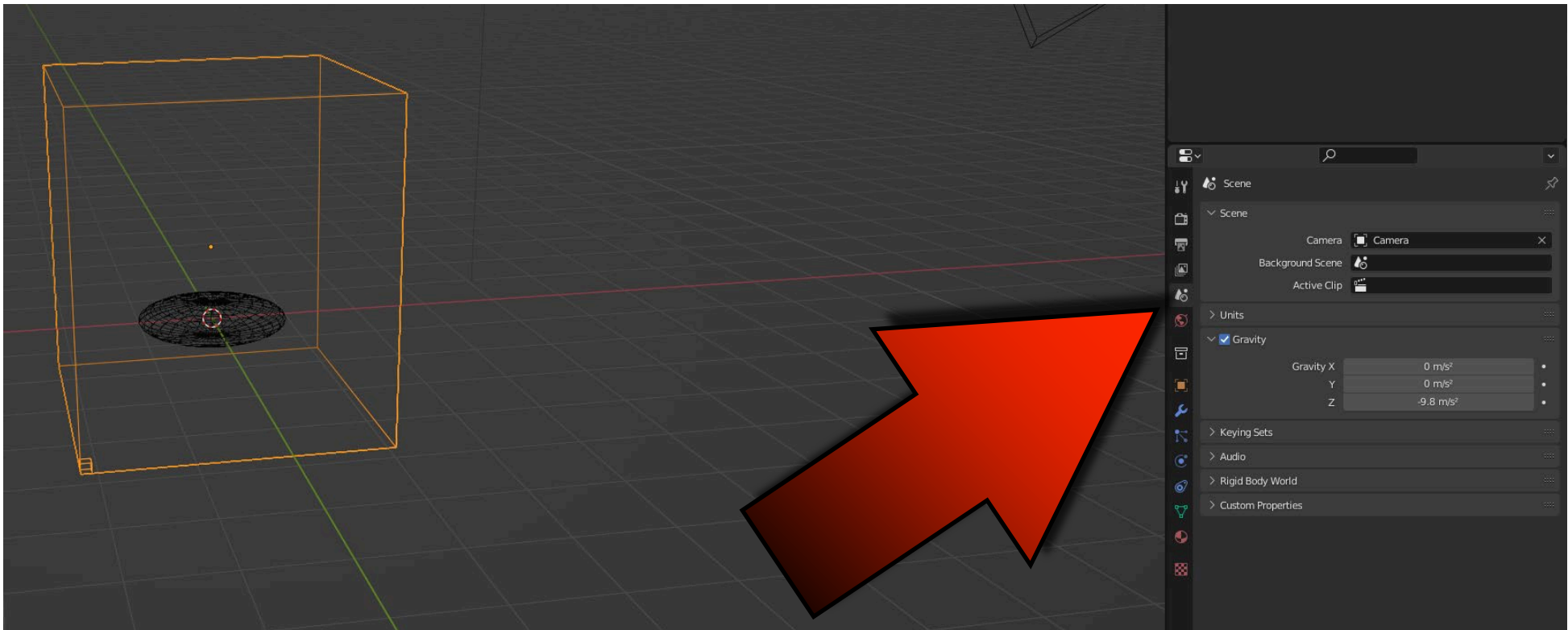


# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



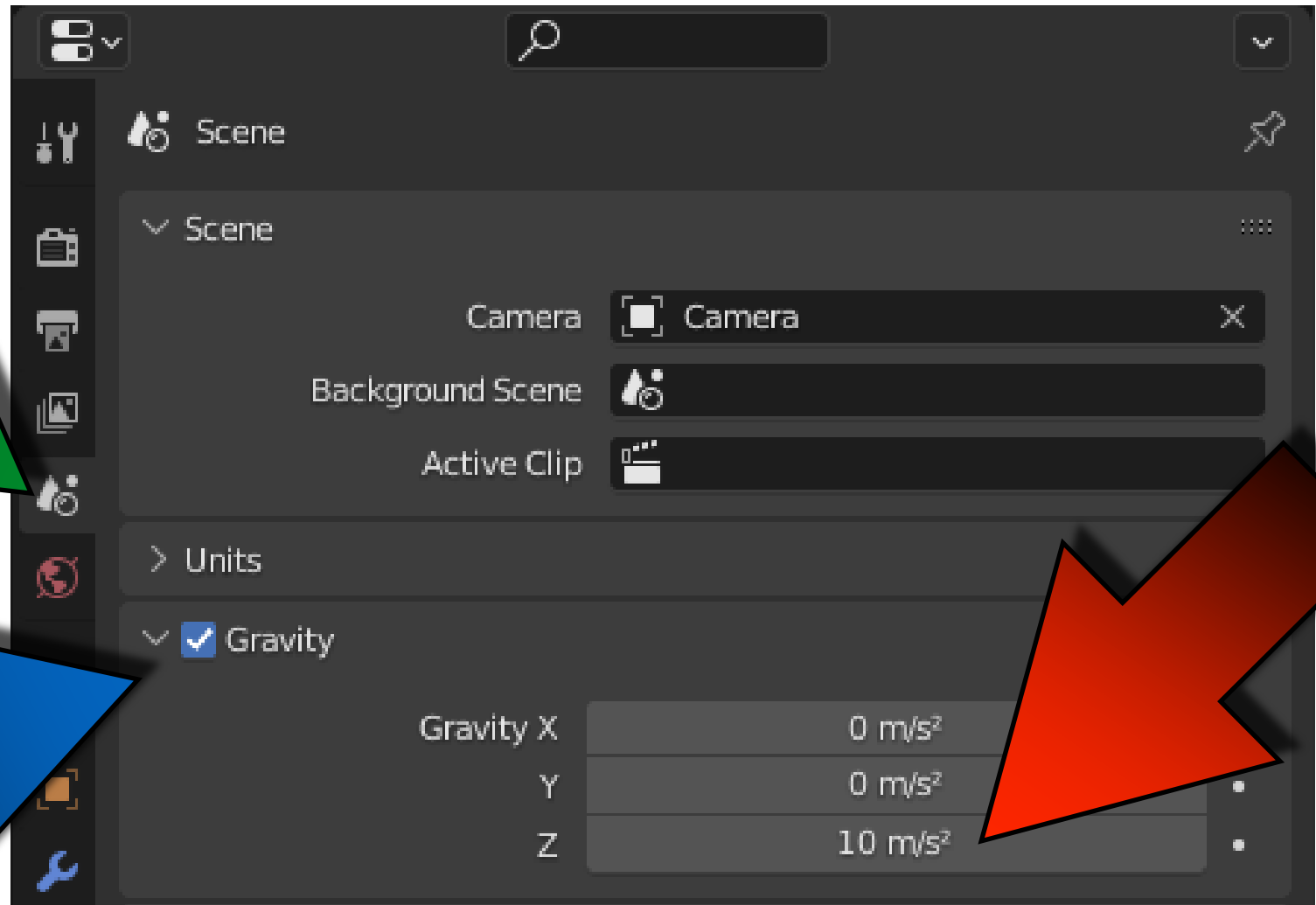
<https://youtu.be/D5WONR4LyuQ>

# IDŹ DO SCENE PROPERTIES





## USTAW **GRAWITACJĘ** DLA OSI **Z** NA **10**



The screenshot shows a software interface with a dark theme. On the left is a vertical toolbar with icons for Scene, Camera, Background Scene, Active Clip, Units, Gravity, and a wrench. The main panel is titled 'Scene' and contains a search bar, a 'Scene' dropdown, and three settings: 'Camera' (set to 'Camera'), 'Background Scene', and 'Active Clip'. Below these is a 'Units' section and a 'Gravity' section with a checked checkbox. The Gravity section contains a table with the following data:

| Axis      | Value               |
|-----------|---------------------|
| Gravity X | 0 m/s <sup>2</sup>  |
| Y         | 0 m/s <sup>2</sup>  |
| Z         | 10 m/s <sup>2</sup> |

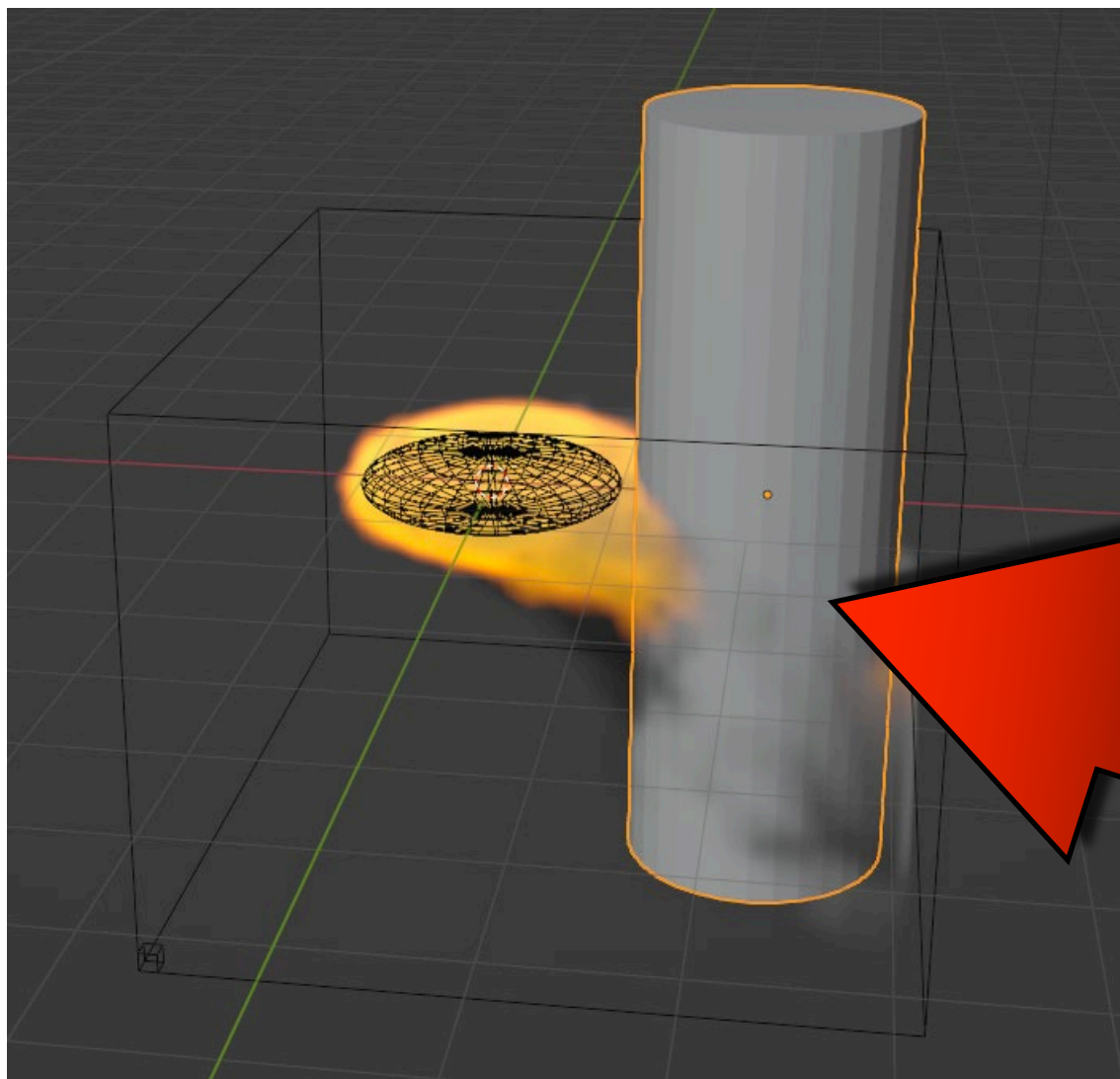
Three large arrows are overlaid on the image: a green arrow pointing to the 'Scene' icon in the toolbar, a blue arrow pointing to the 'Gravity' icon in the toolbar, and a red arrow pointing to the '10 m/s<sup>2</sup>' value in the Z-axis row of the gravity table.

# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



<https://youtu.be/nKj2JJ-dA3E>

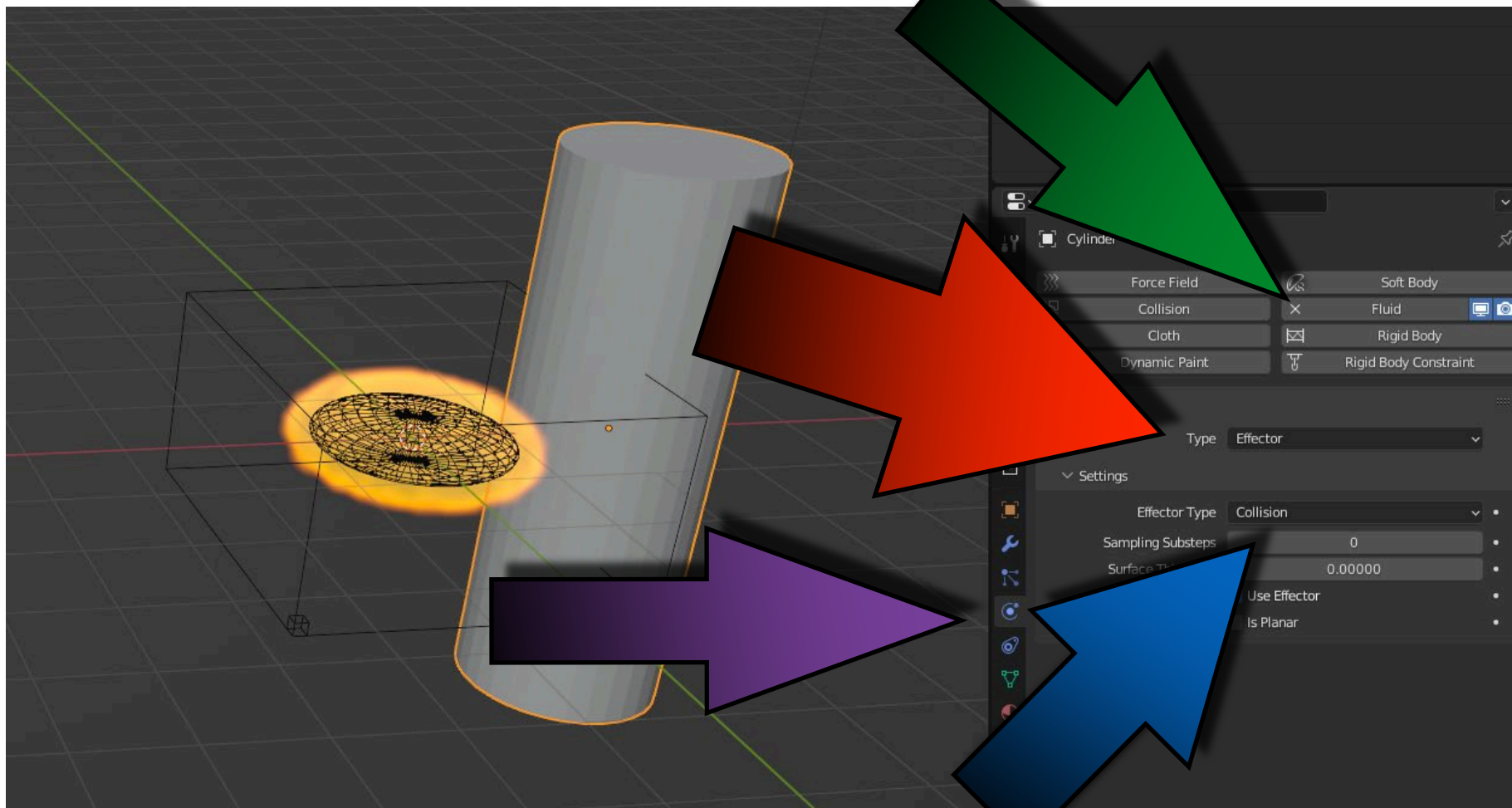
# WSTAW CYLINDER



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## USTAW PARAMETR **EFFECTOR** I **EFFECTOR TYPE** JAK NA RYSUNKU



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# **NACIŚNIJ SPACJE** **I ZOBACZ ANIMACJE**



<https://youtu.be/KDaGd83Ux6w>

# W TEN SPOSÓB MOŻESZ ZROBIĆ SYMULACJĘ OGNISKA



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# DZIĘKUJĘ ZA UWAGĘ



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