

POWER OF AR AND VR

# SPREŻYNA



Co-funded by  
the European Union

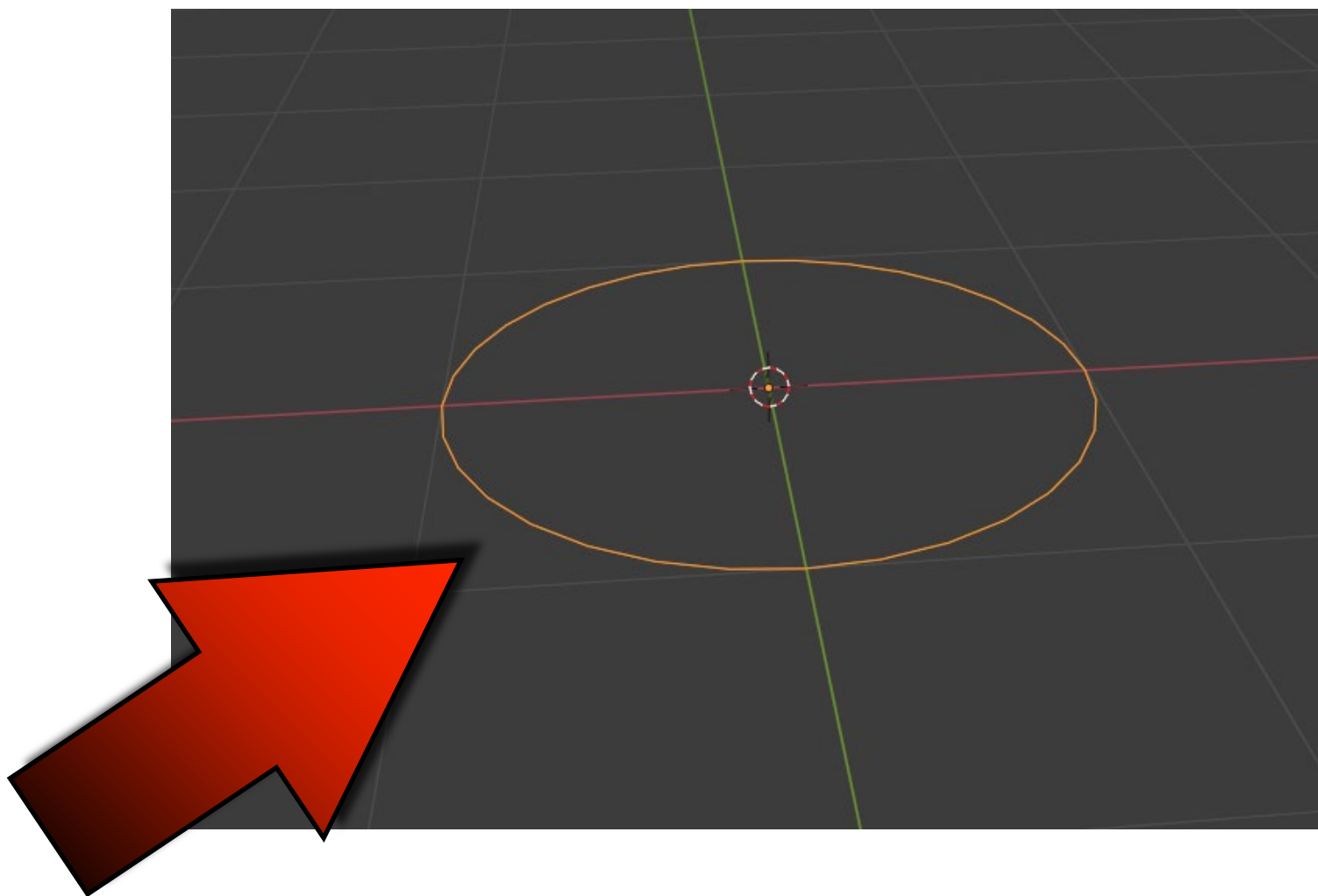


2024-1-PL01-KA220-VET-000243150

ημε Ενωθεν ηνιον  
Co-funded by

2024-1-PL01-KA220-VET-000243150

## WSTAW CIRCLE



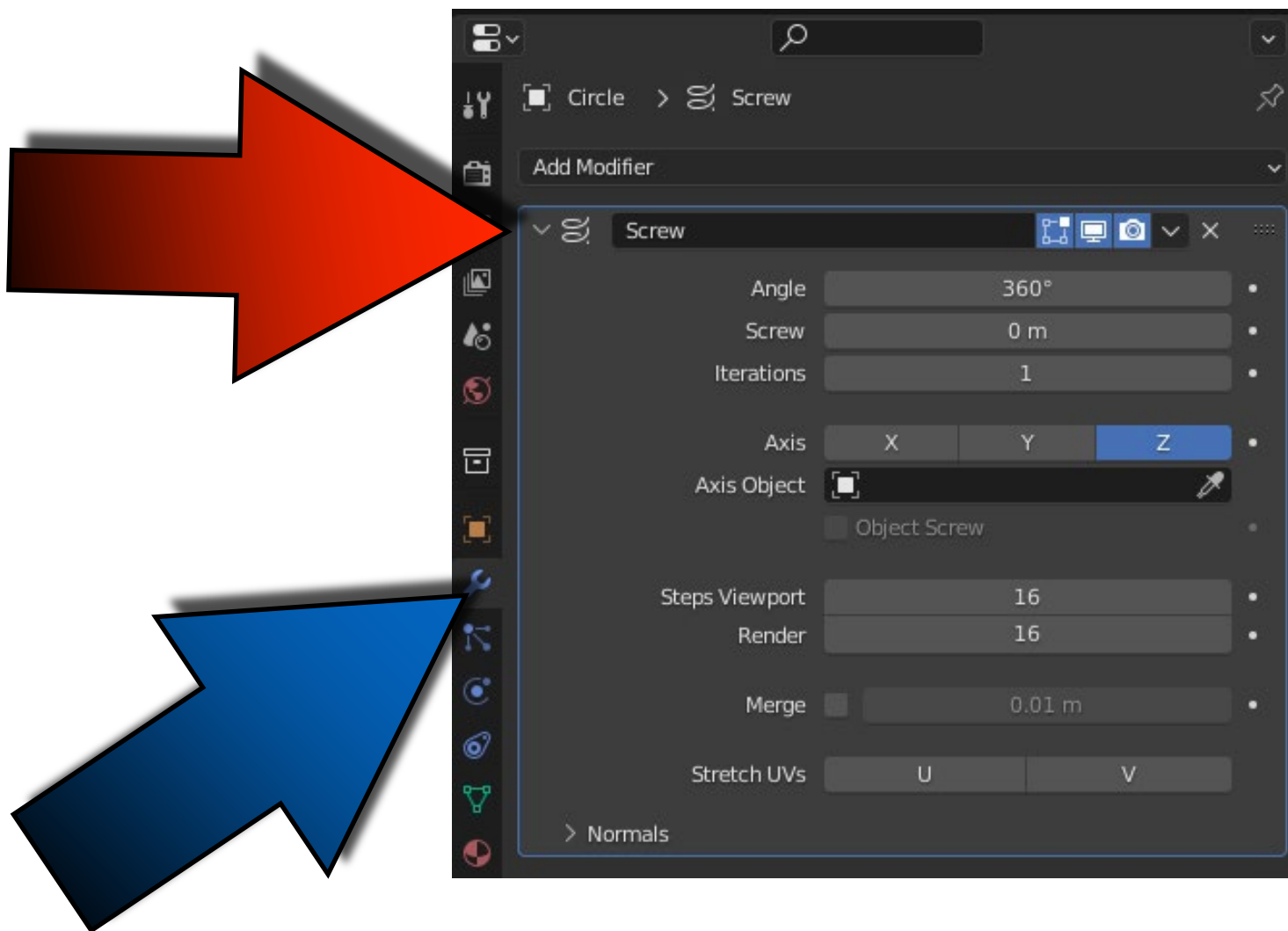
SPRĘŻYNA



# POWER OF AR AND VR

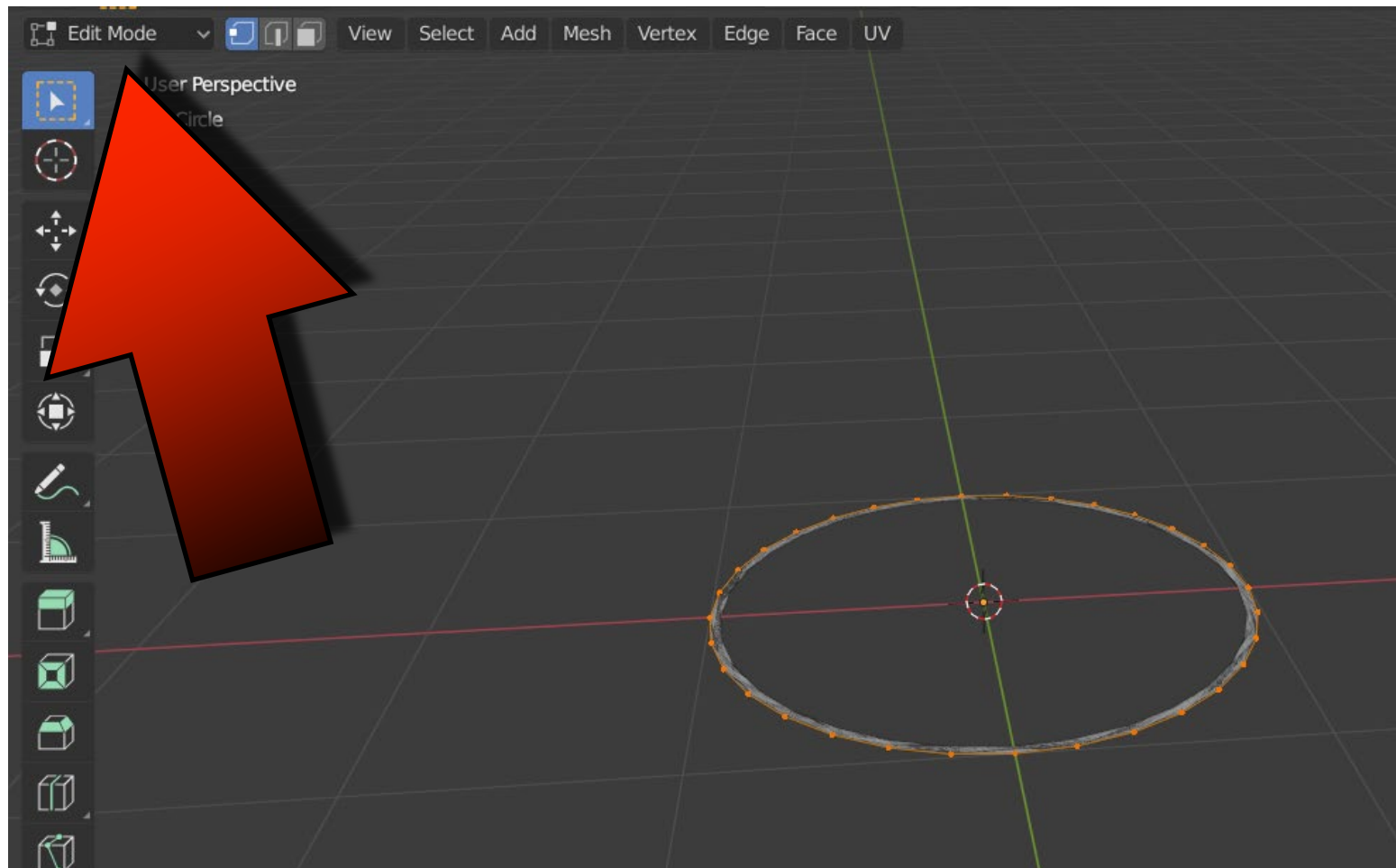


# DODAJ MODYFIKATOR SCREW



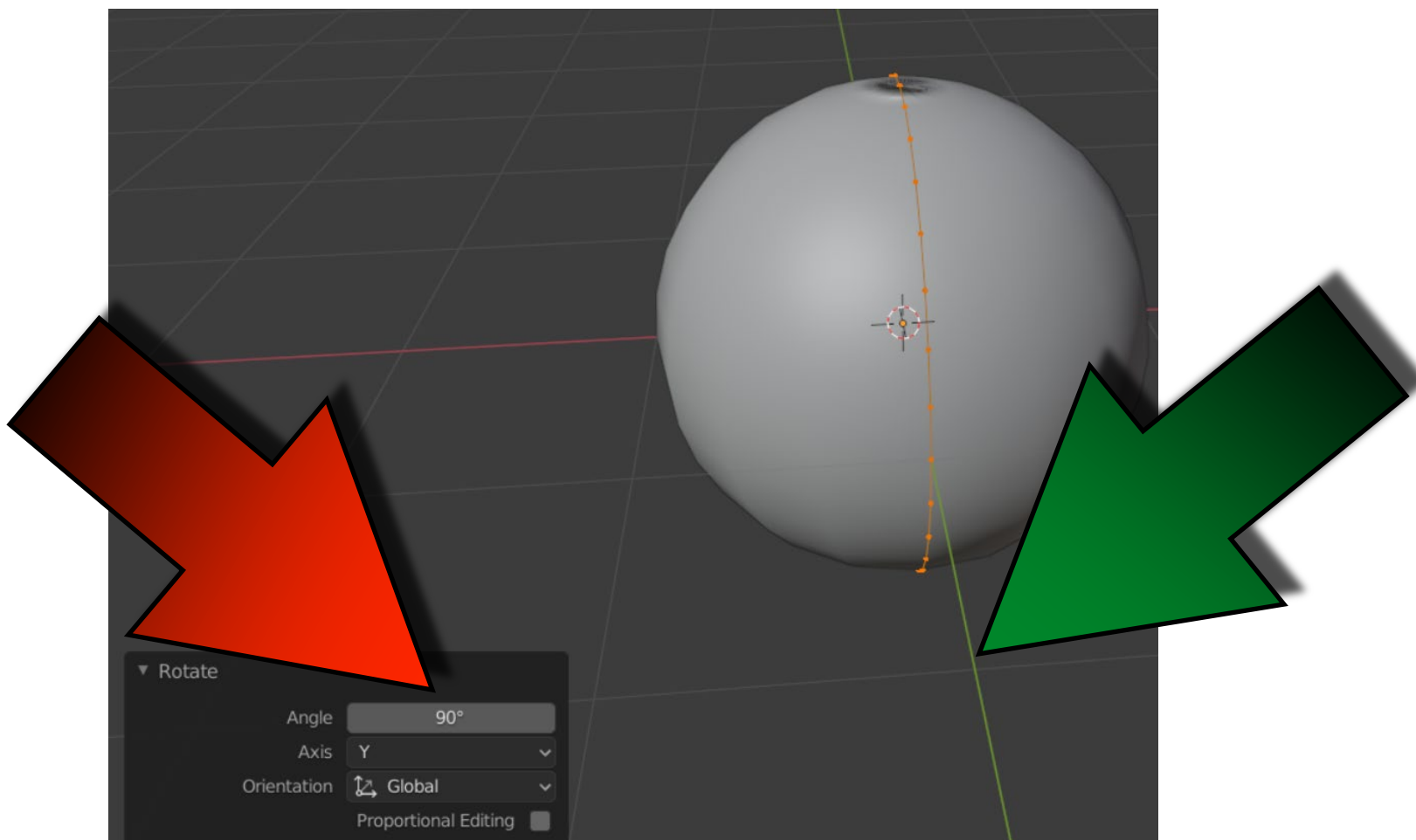
SPRĘŻYNA

# IDŹ DO **EDIT MODE**

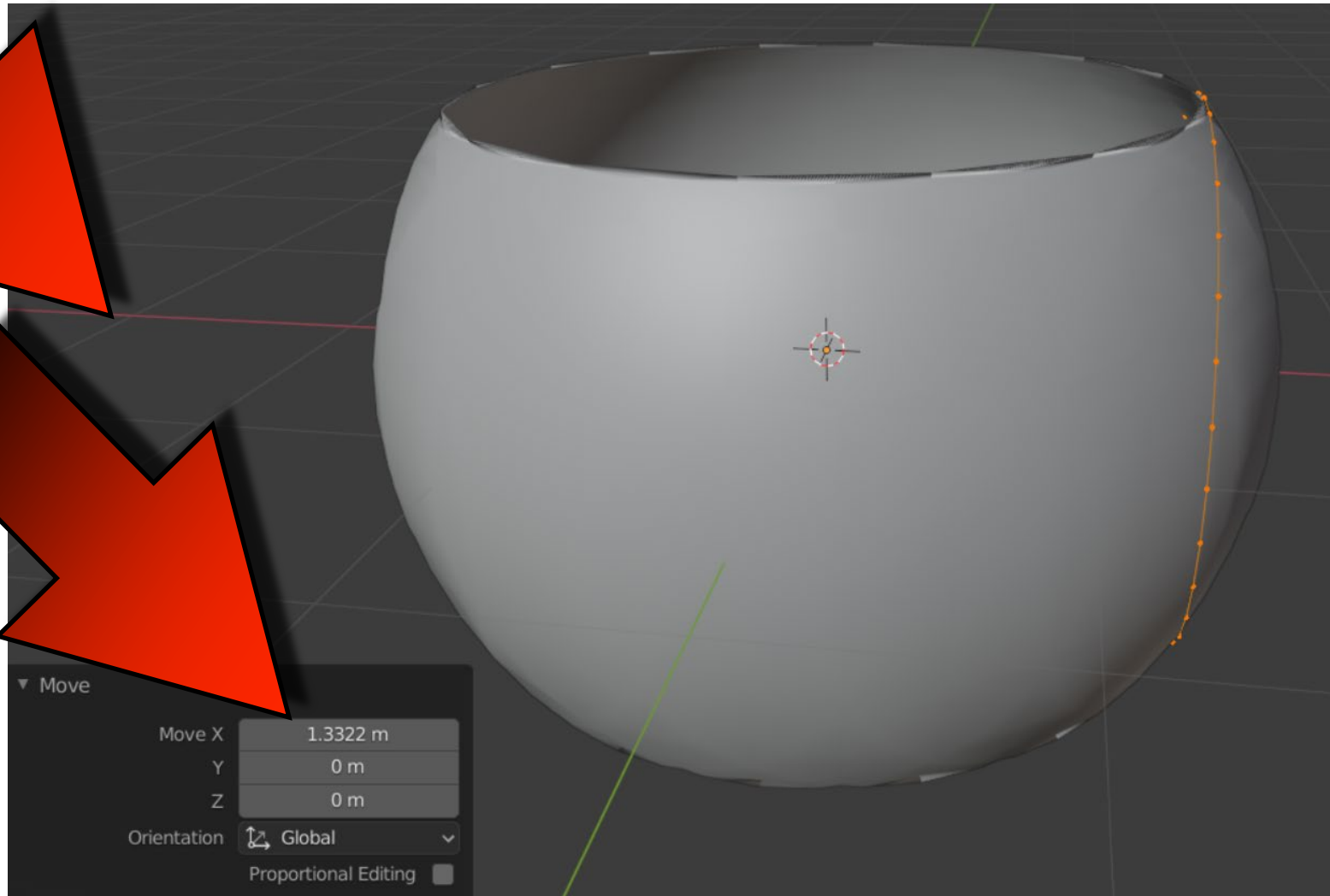


**SPRĘŻYNA**

# OBRÓĆ WOKÓŁ OSI Y 90 STOPNI



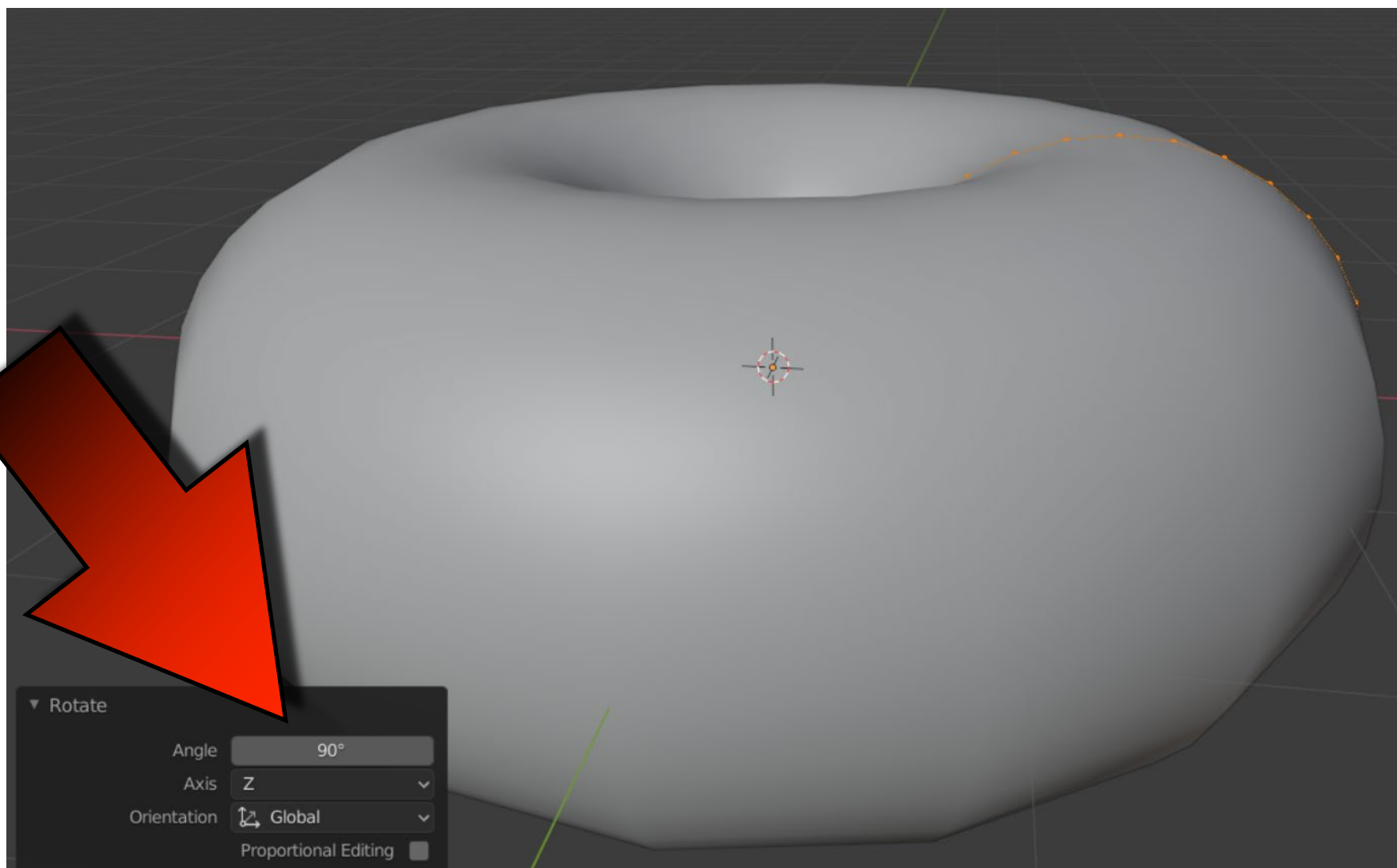
# PRZESUŃ TROCHEę PO OSI X



## SPRĘŻYNA

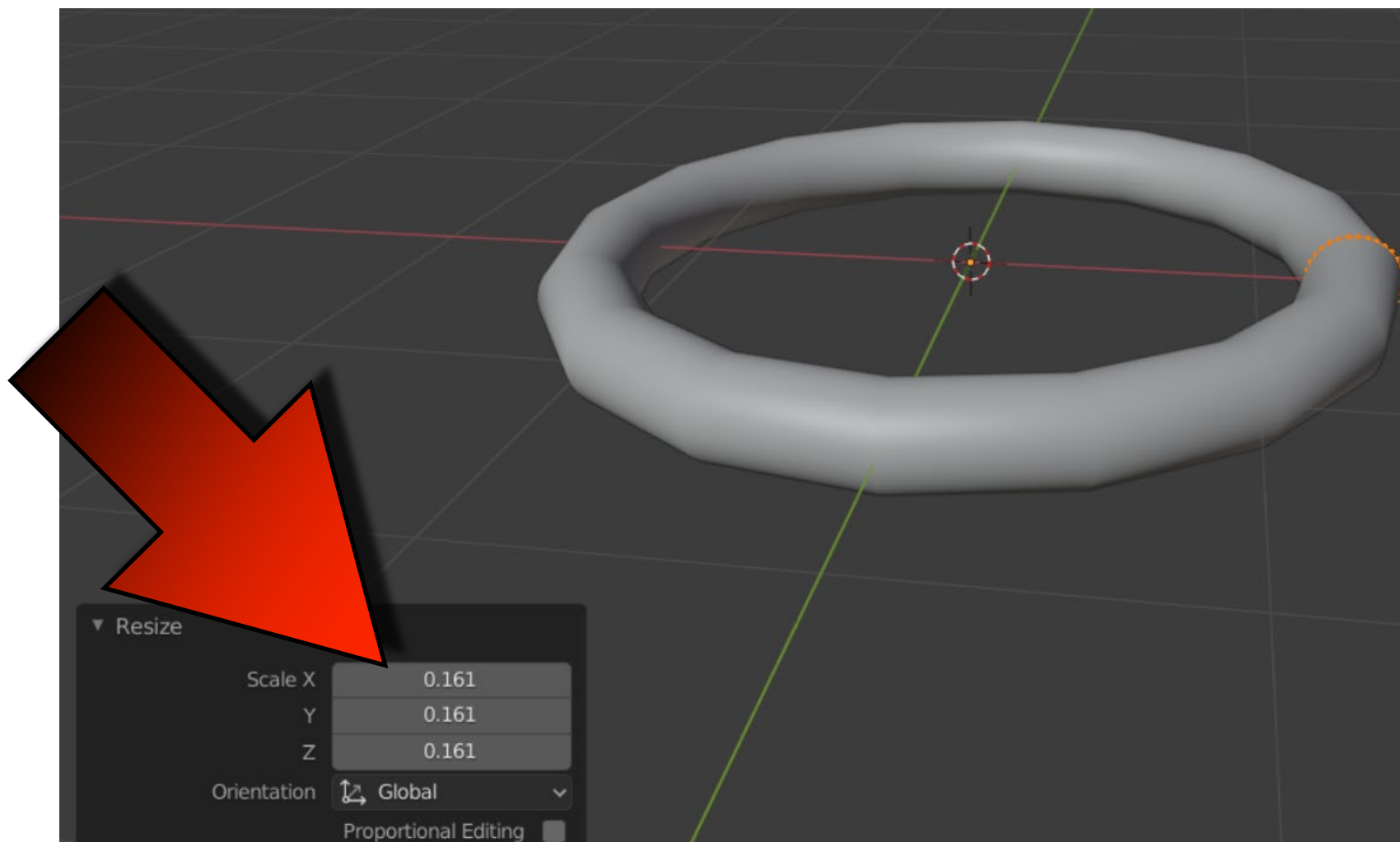
# POWER OF AR AND VR

## OBRÓĆ WOKÓŁ OSI **Z** O **90 STOPNI**



## SPRĘŻYNA

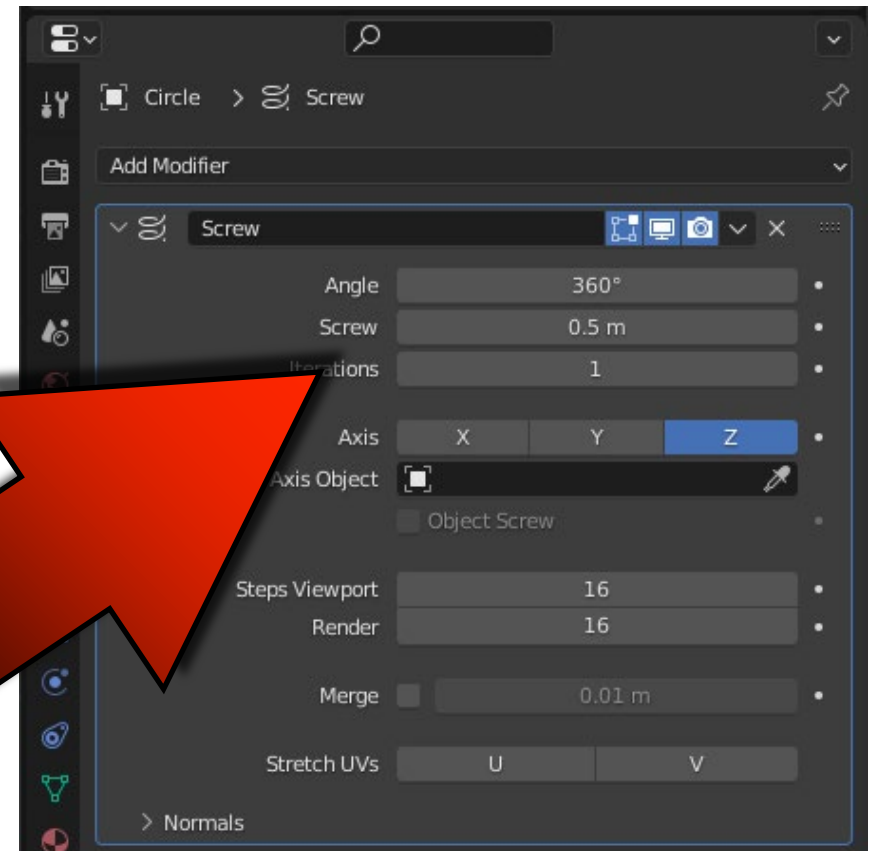
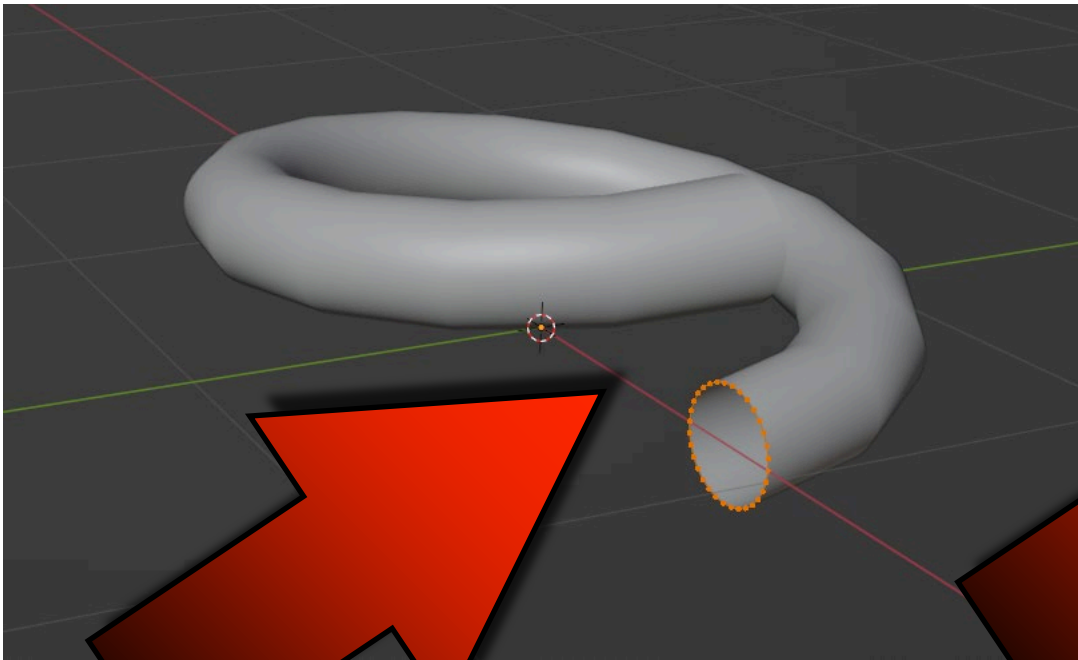
# PRZESKALUJ



# SPRĘŻYNA

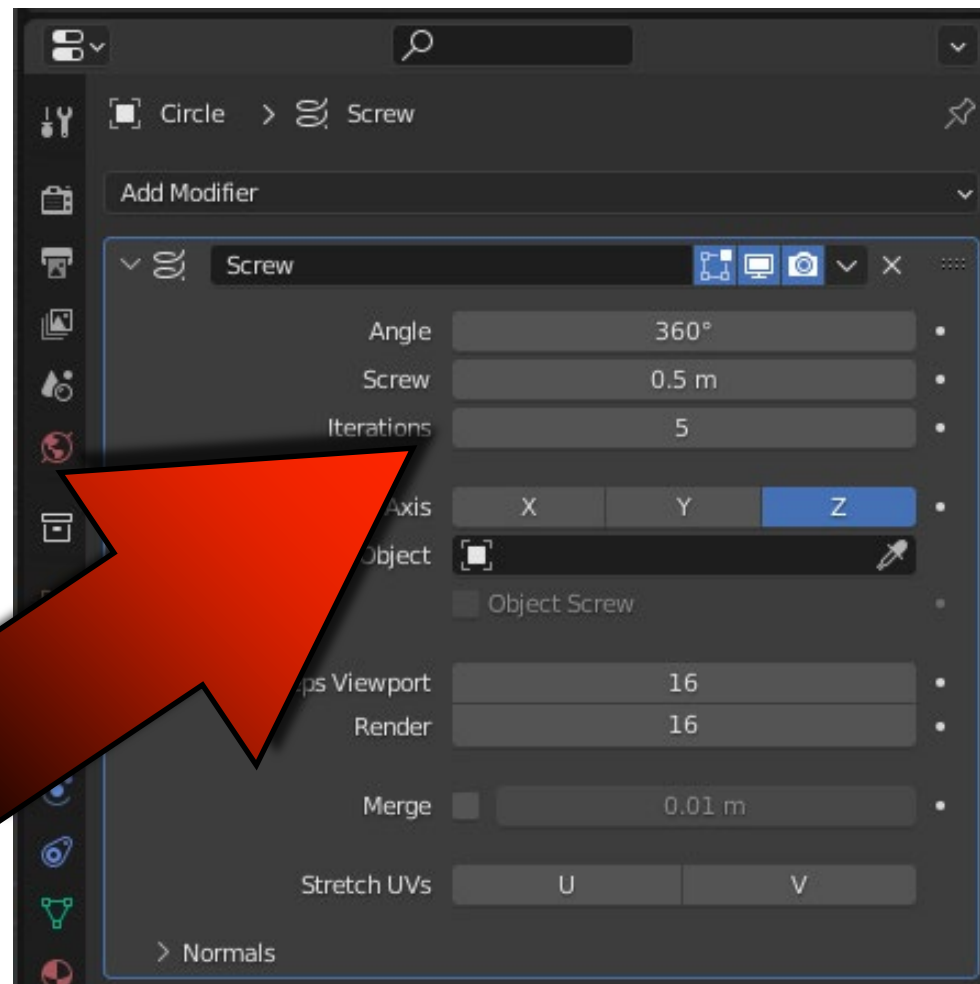


# ZMIEŃ **SCREW = 0.5**



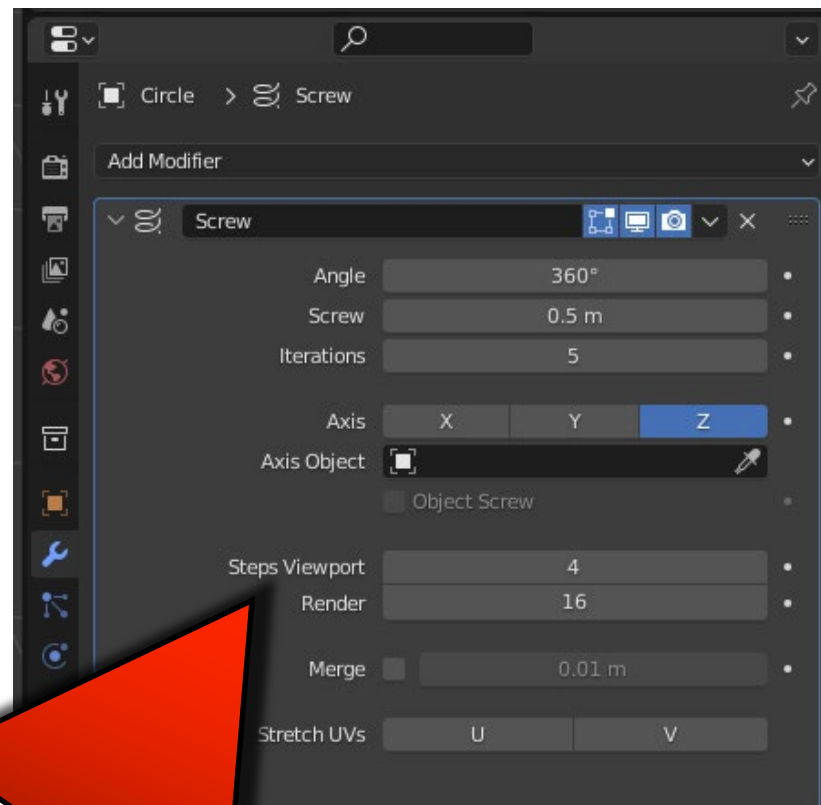
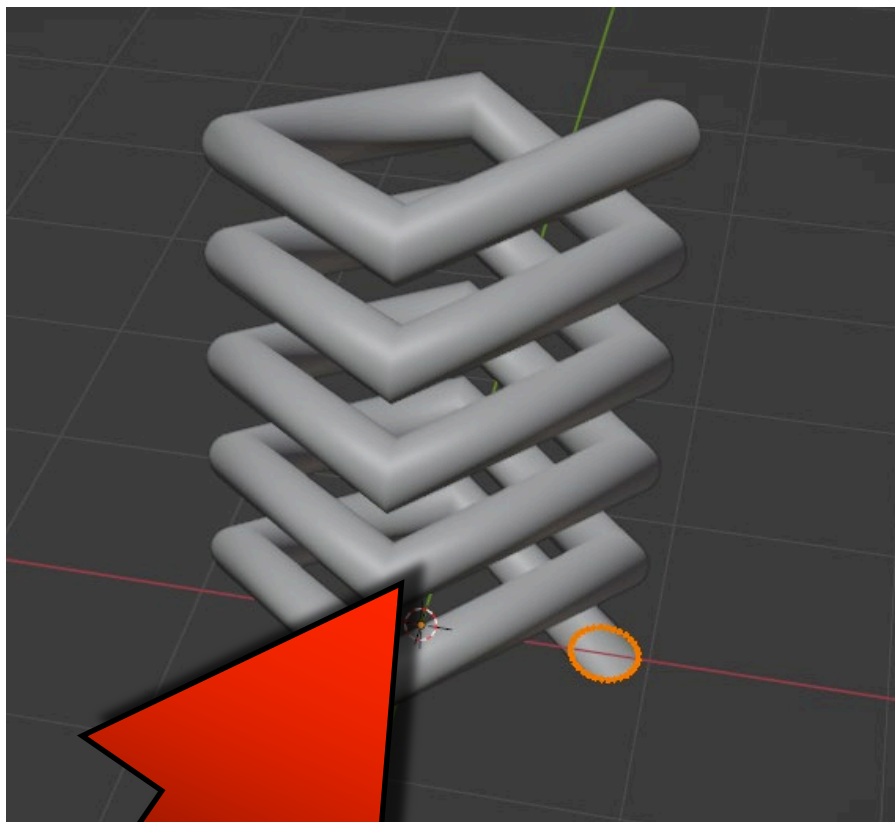
# SPRĘŻYNA

# ZMIENIĆ **ITERATIONS = 5**



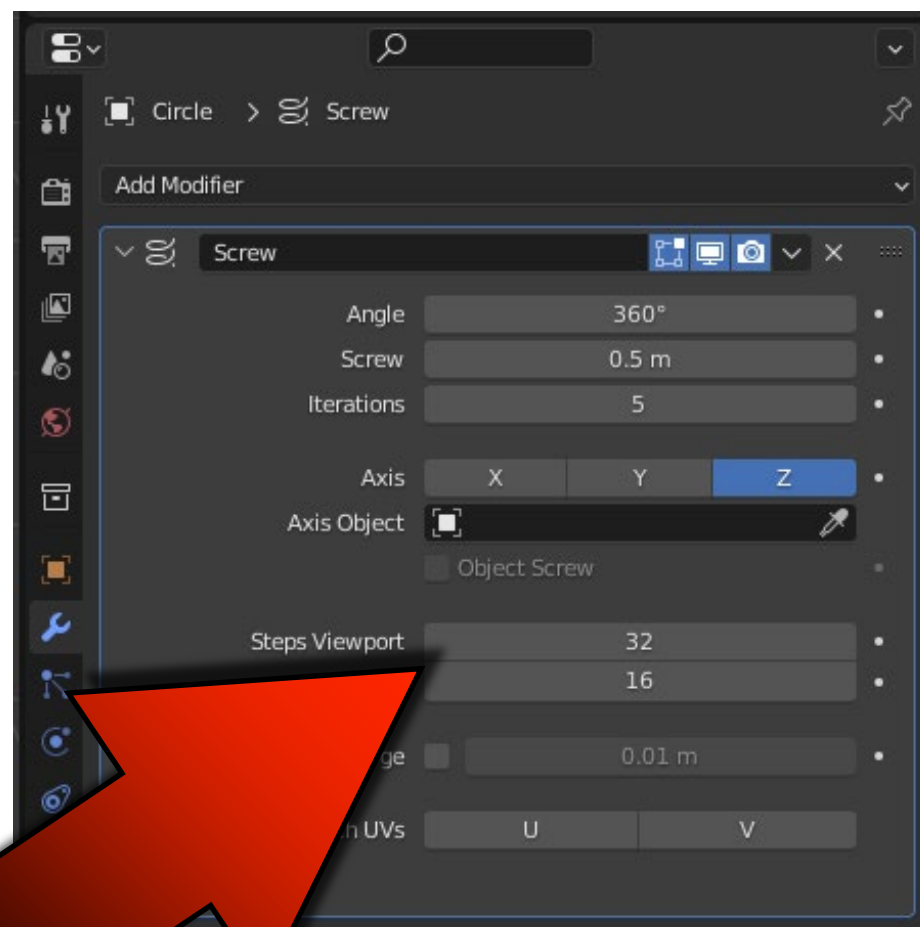
# SPRĘŻYNA

## ZMIENIĆ STEPS VIEWPORT = 4



## SPRĘŻYNA

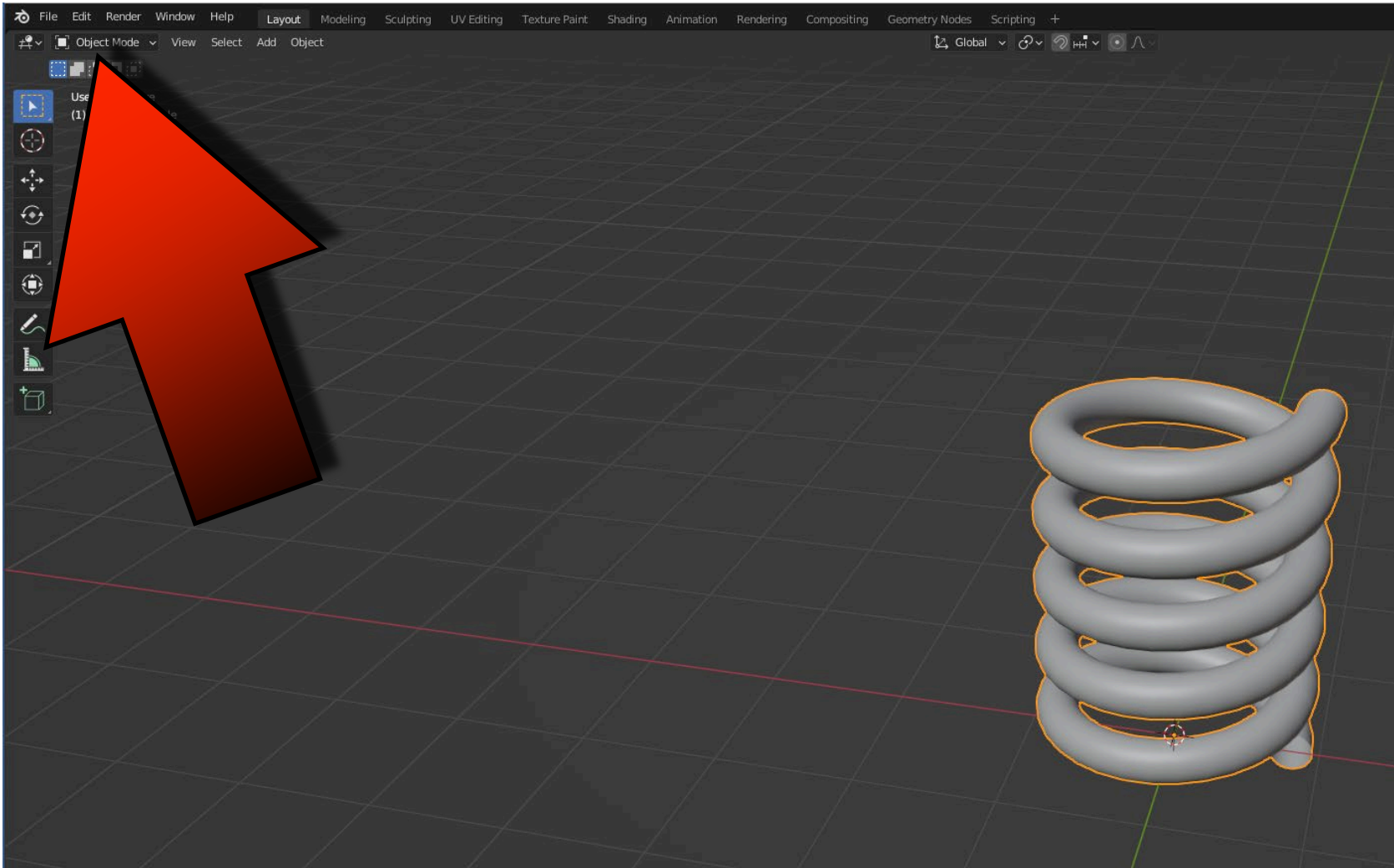
## USTAW STEPS VIEWPORT NA 32



SPRĘŻYNA

# POWER OF AR AND VR

# IDŹ DO OBJECT MODE

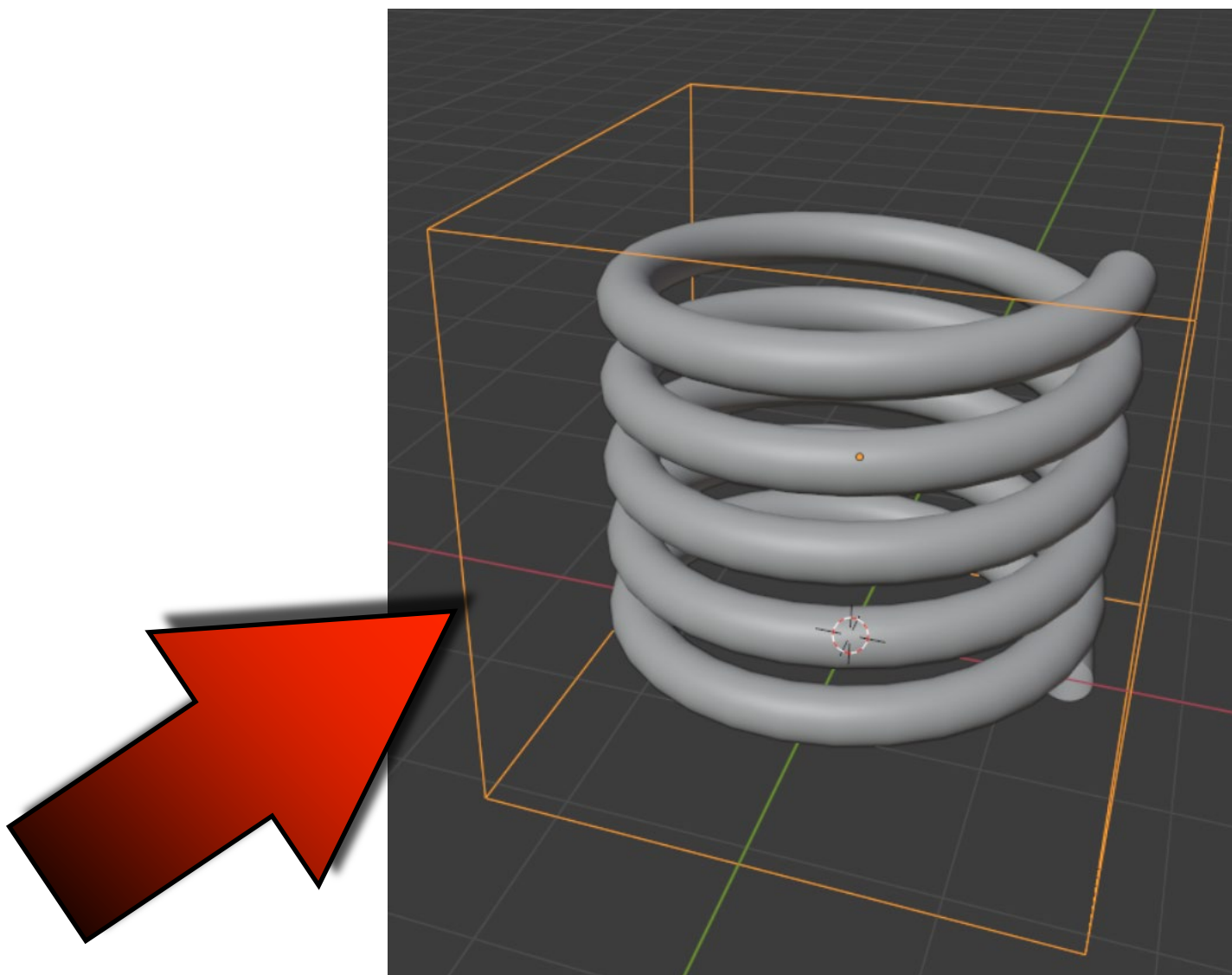


SPRĘŻYNA

# DODAJ **LATICE**



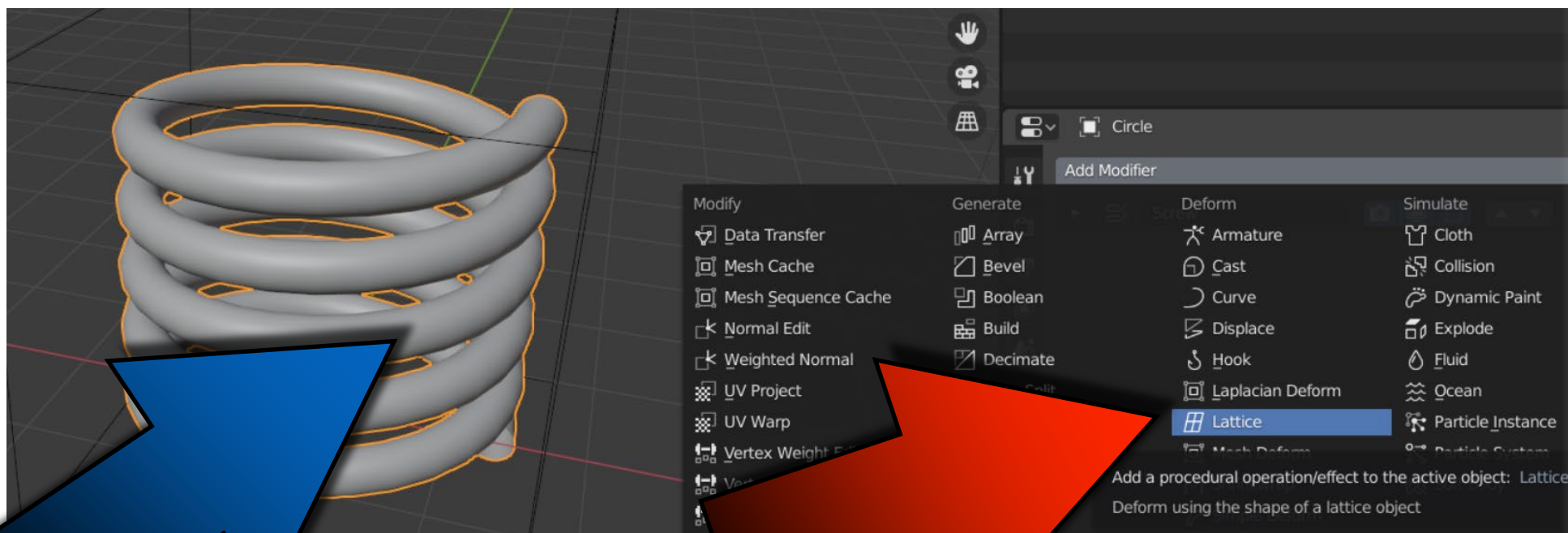
# PRZESKALUJ JĄ



## SPRĘŻYNA

# DLA SPRĘŻYNY

## DODAJ LATTICE MODIFIER

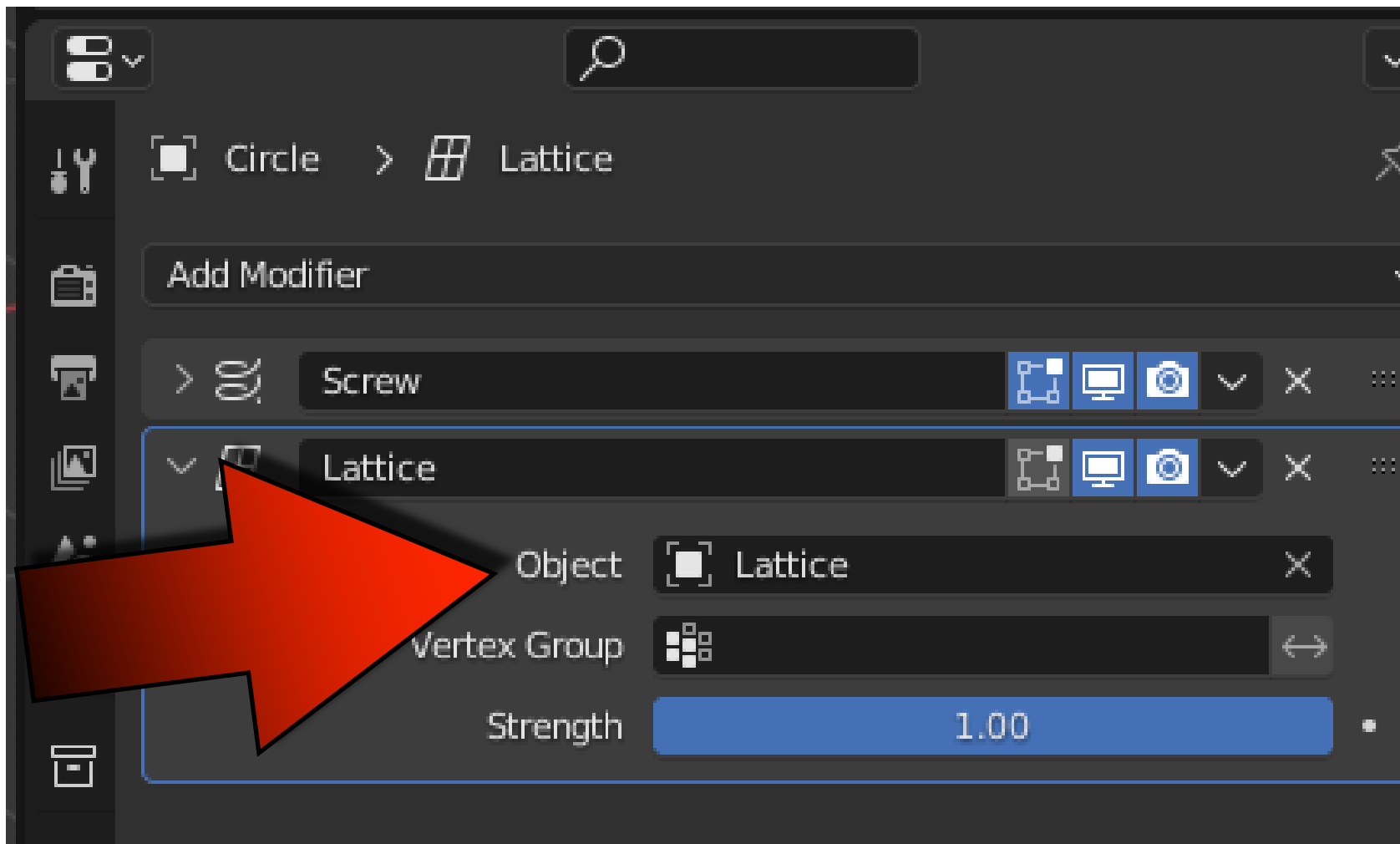


# SPRĘŻYNA



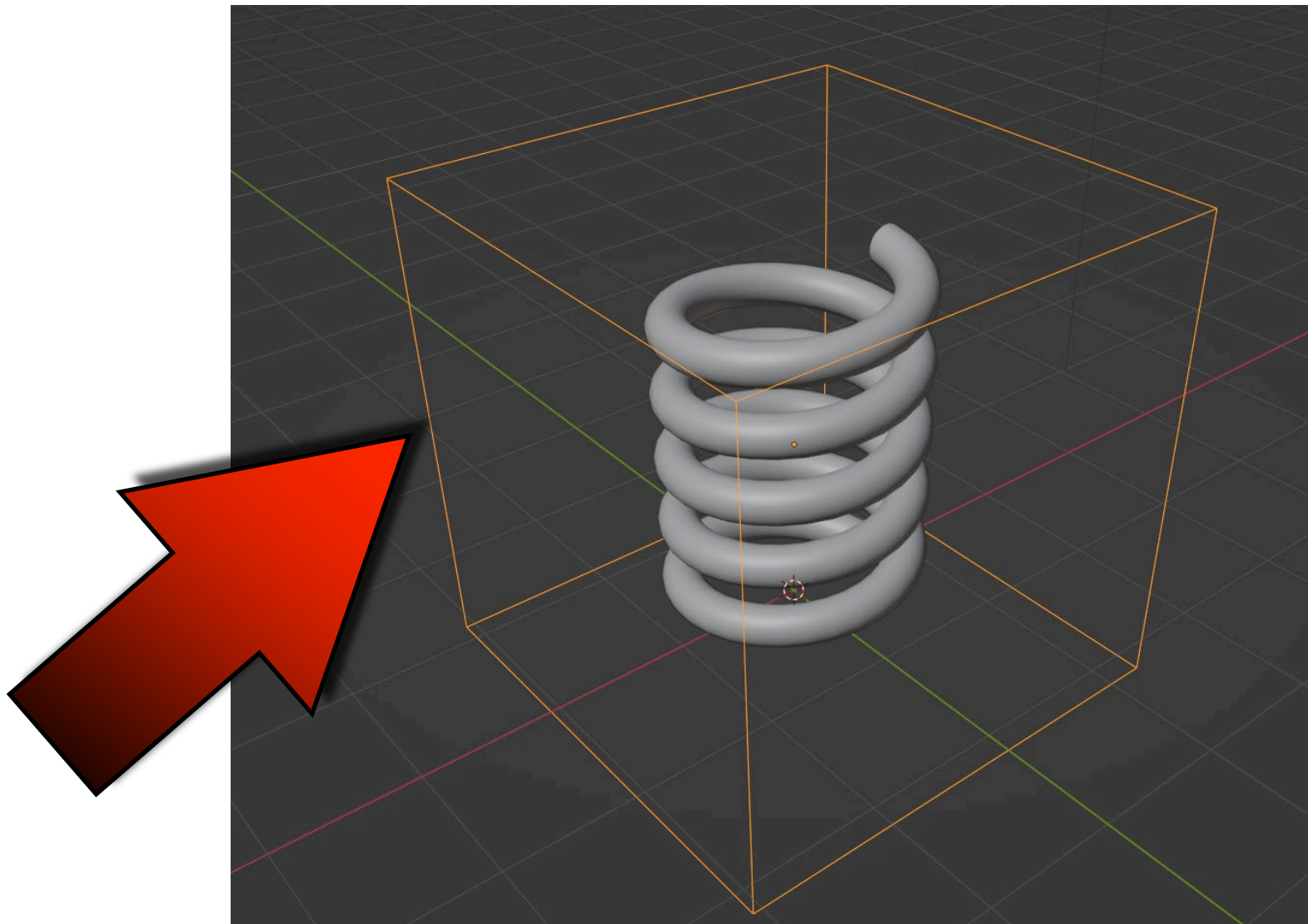
# POWER OF AR AND VR

# WYBIERZ **LATTICE** W OKINEKU **OBJECT**



**SPRĘŻYNA**

# ZAZNACZ **LATTICE**

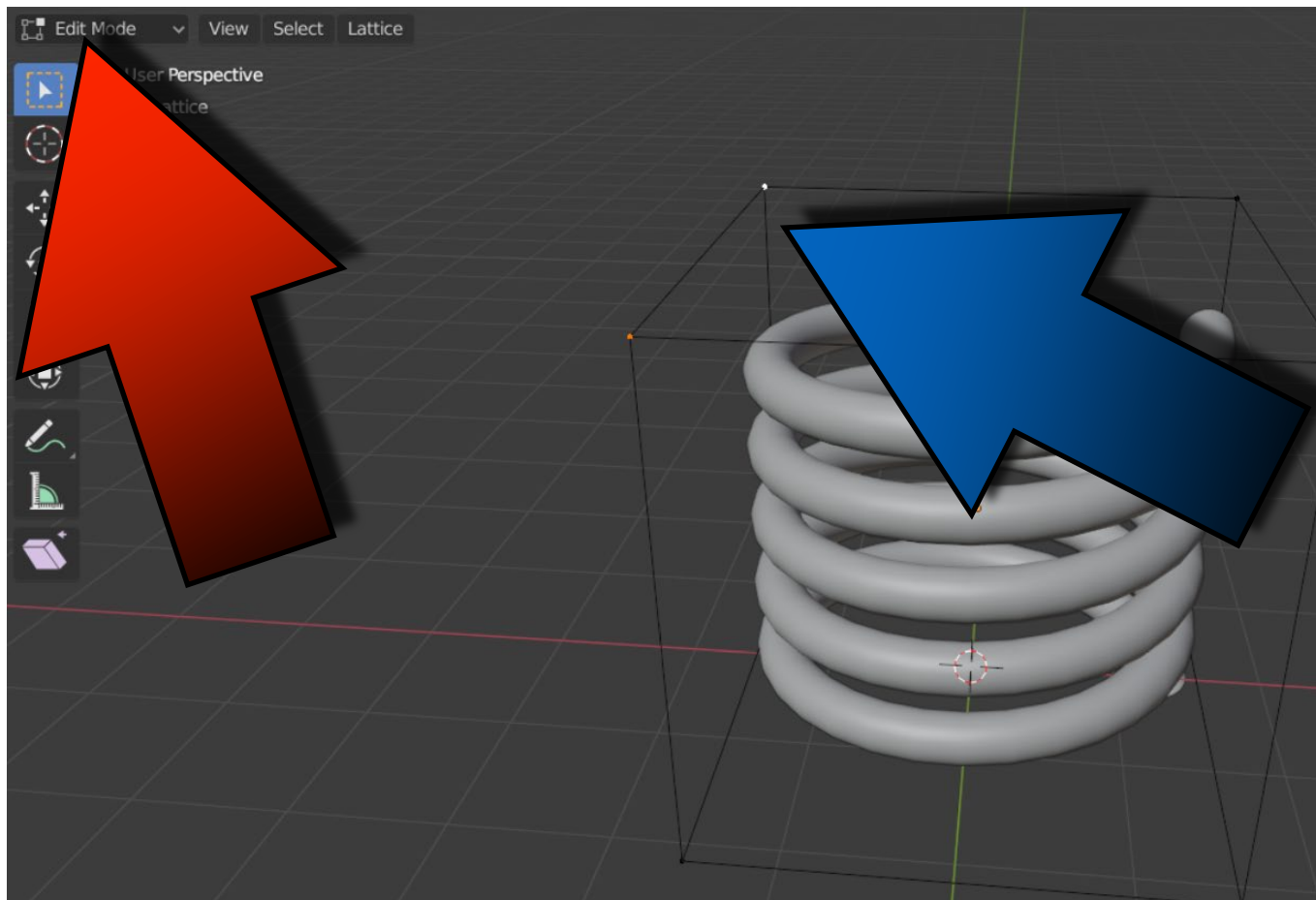


## SPRĘŻYNA

POWER OF AR AND VR

DLA **LATTICE**

WEJDŹ DO **EDIT MODE**

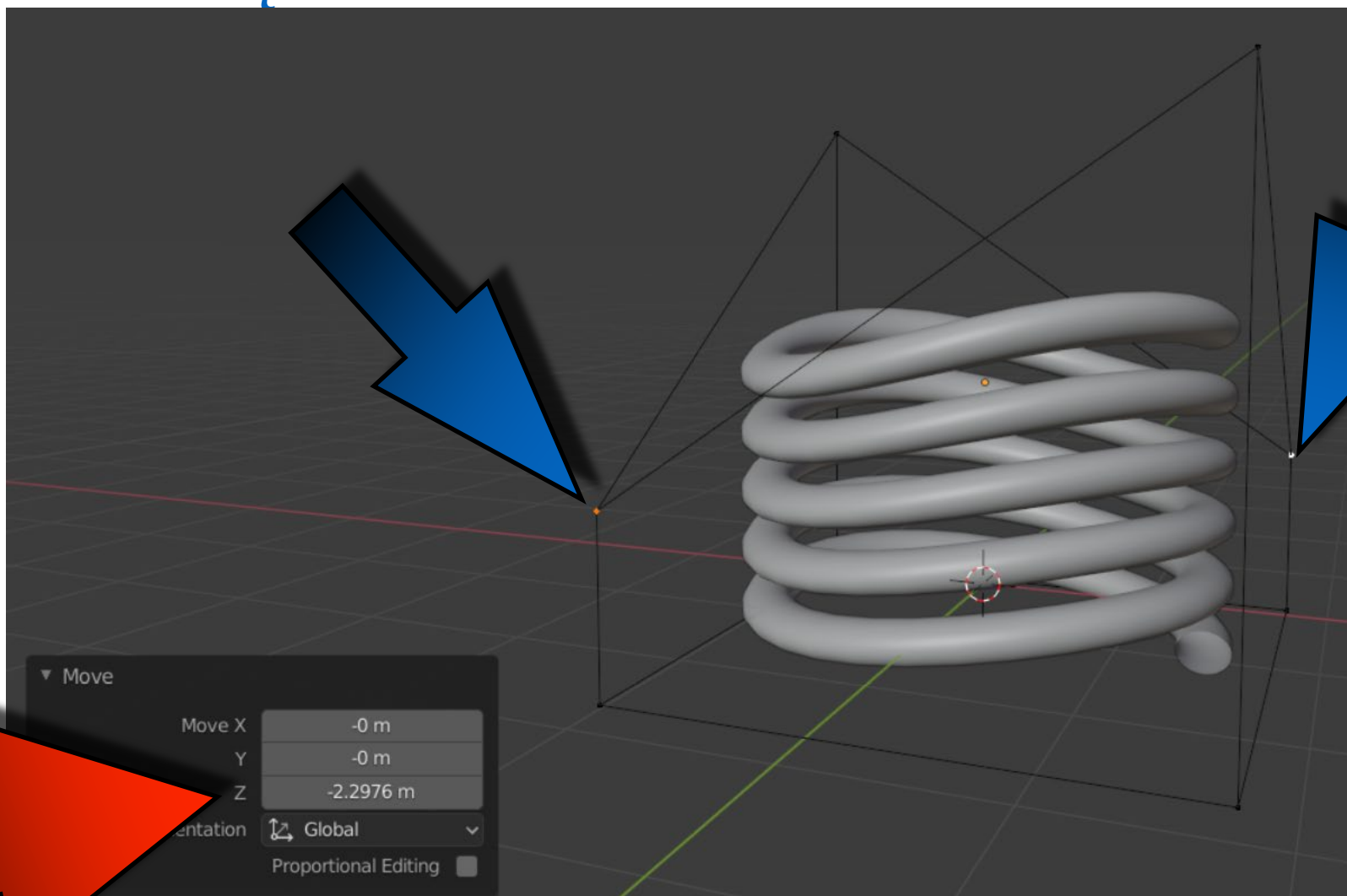


SPRĘŻYNA

# POWER OF AR AND VR

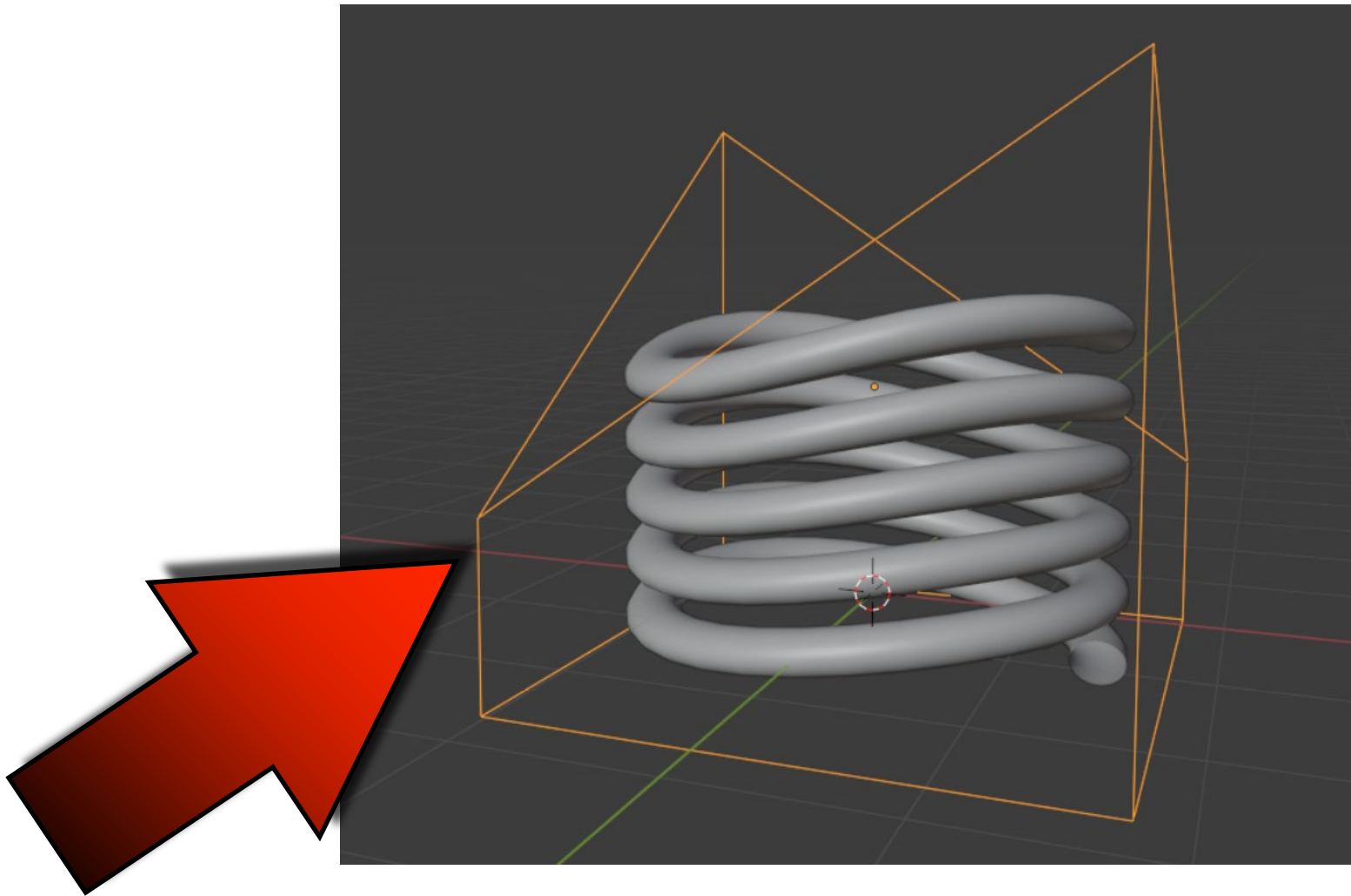
## ZAZNACZ I PRZESUŃ

**DWA ZEWNĘTRZNE VERTEX'Y WZDŁUŻ OSI Z**



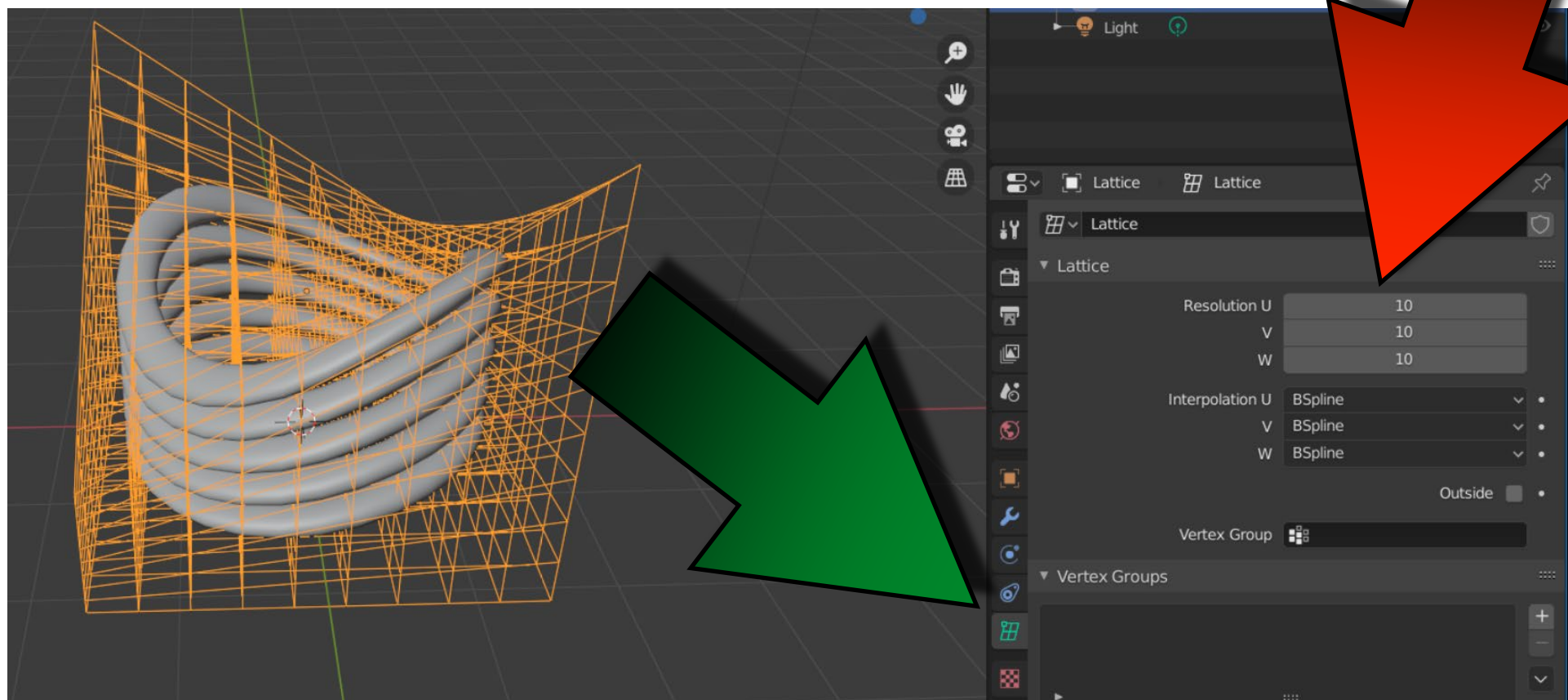
**SPRĘŻYNA**

# IDŹ DO **OBJECT MODE**



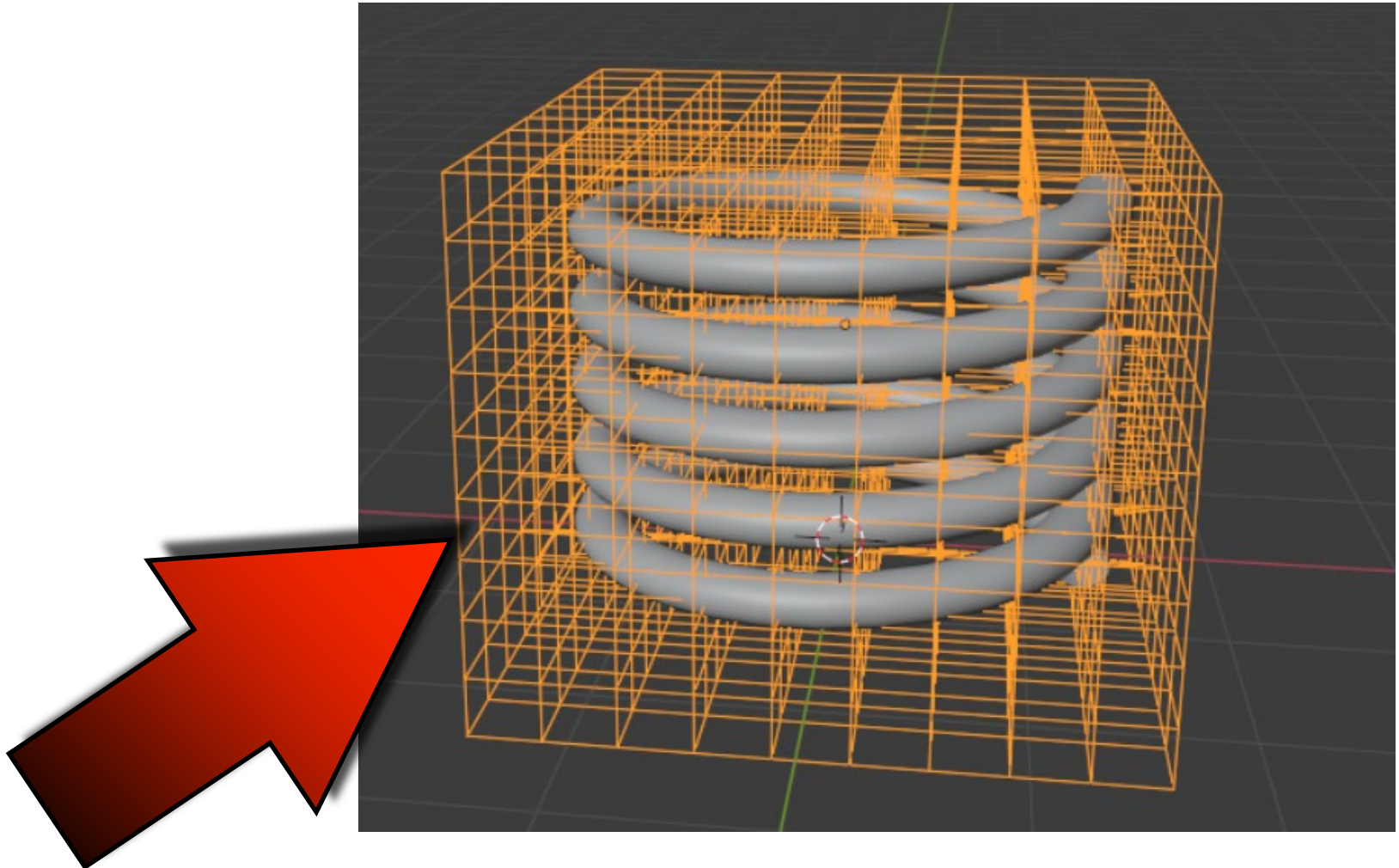
## SPRĘŻYNA

## W ZAKŁADCE LATTICE ZMIENŃ RESOLUTION U, V, W = 10



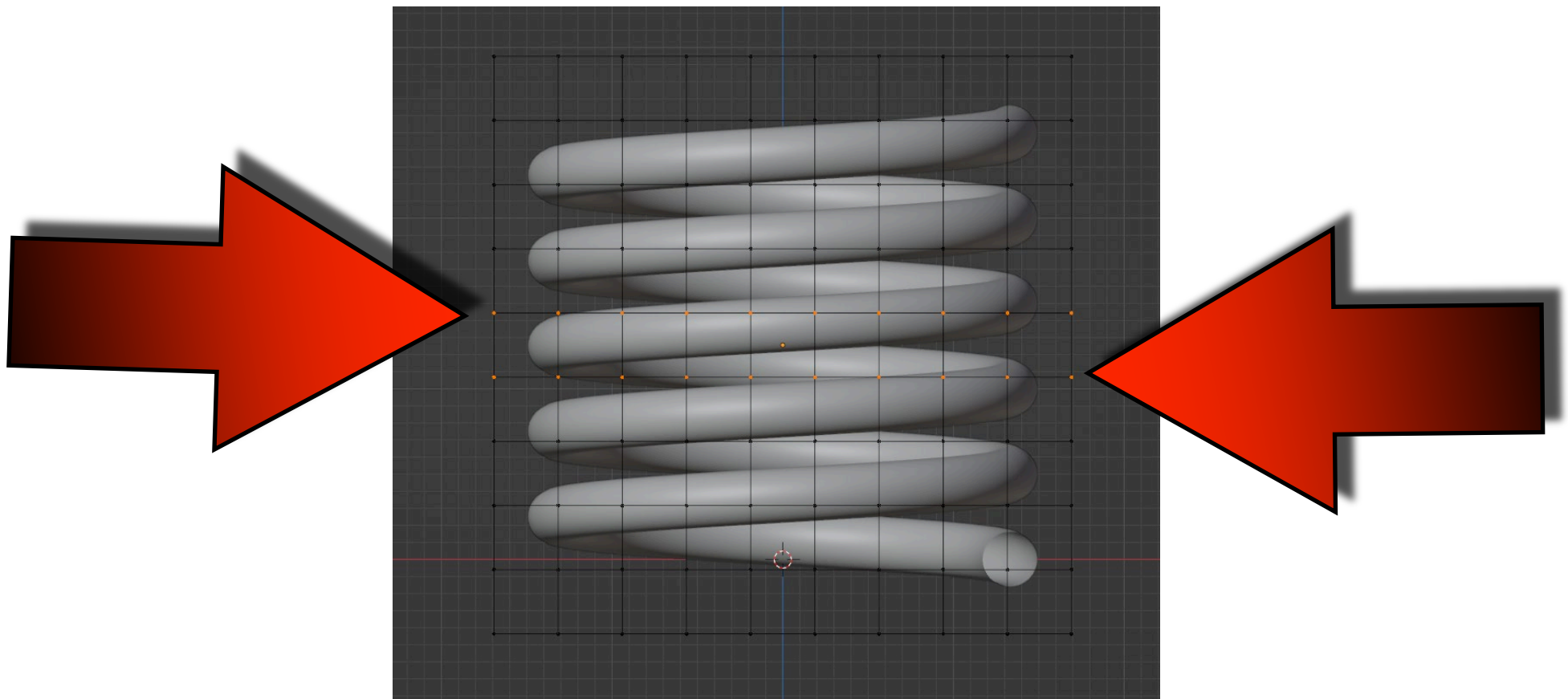
SPRĘŻYNA

# STWÓRZ MODEKL JAK NA RYSUNKU



SPRĘŻYNA

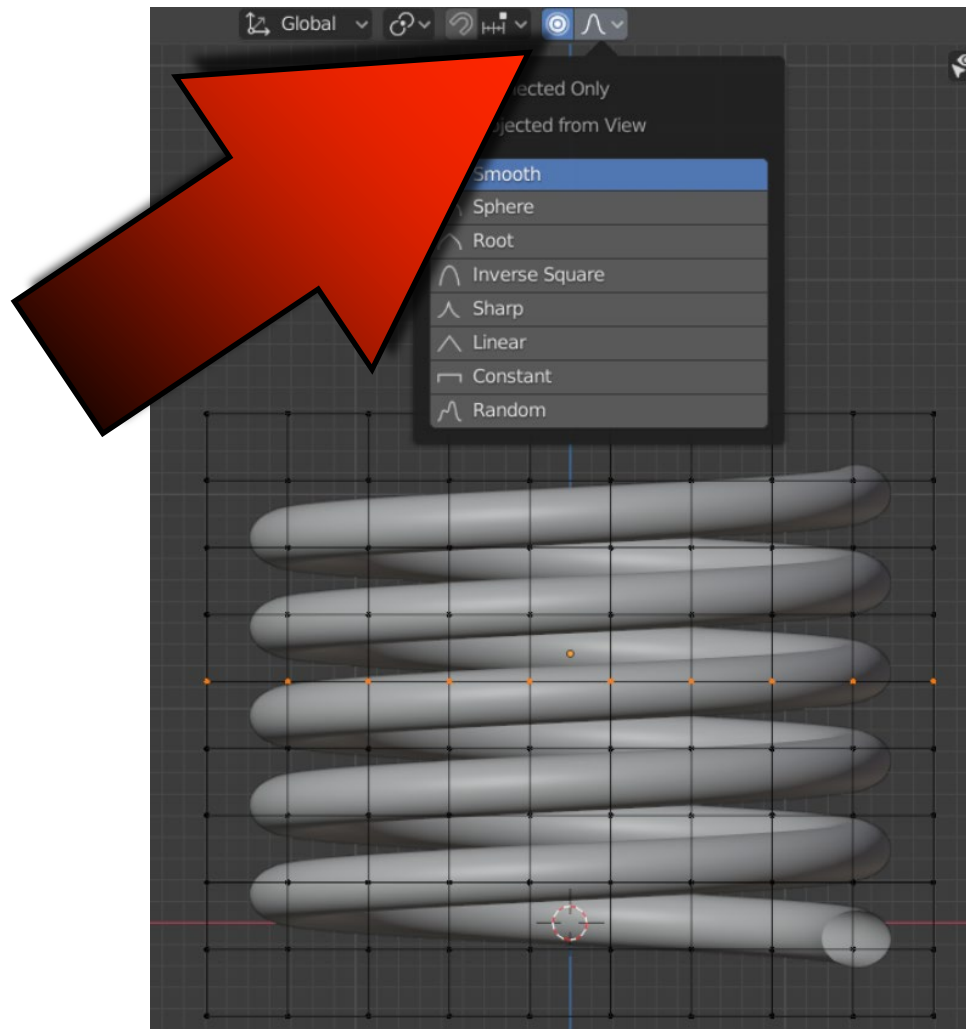
## ZAZNACZ ŚRODKOWE VERTEX'Y W EDIT MODE



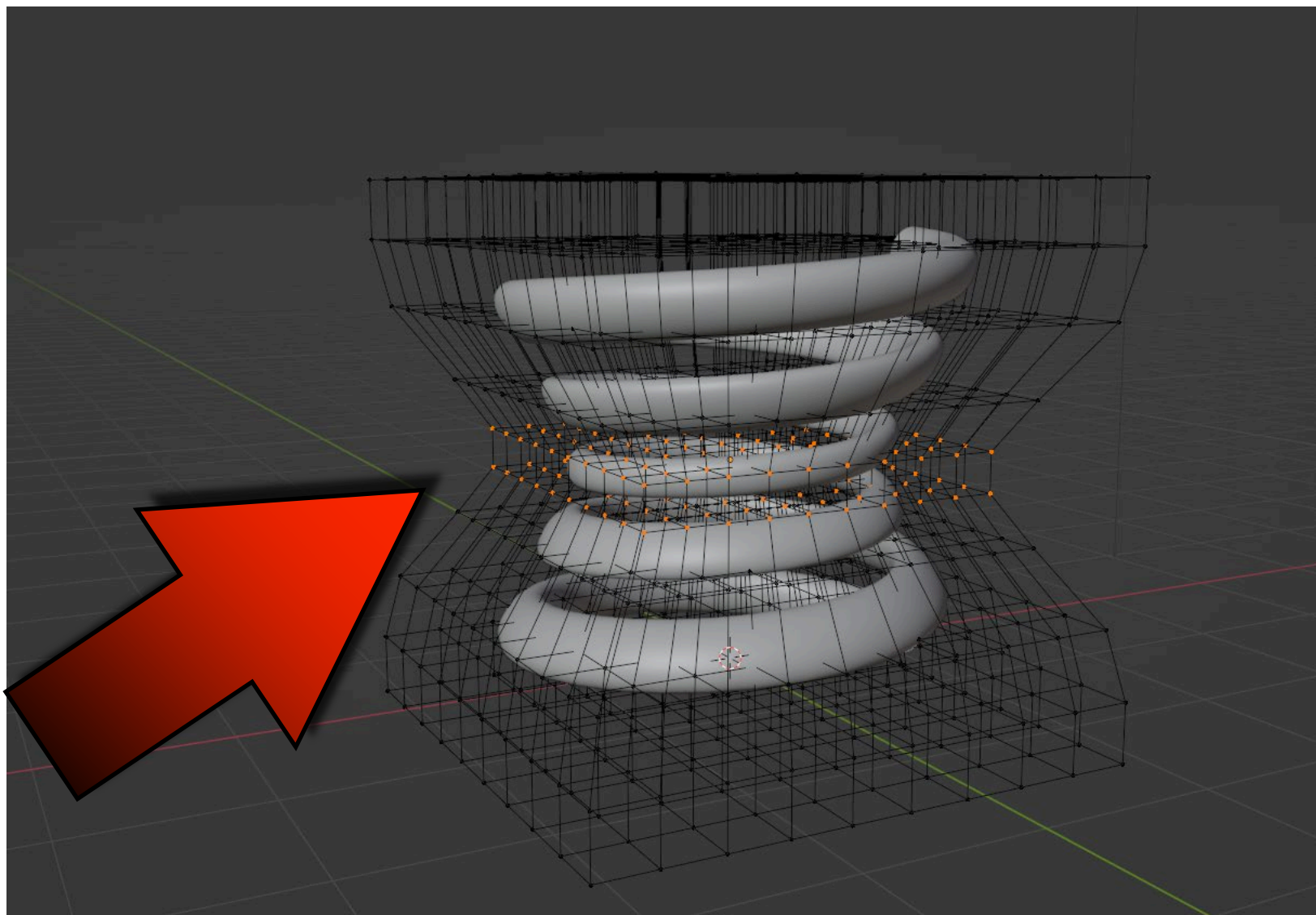
SPRĘŻYNA



## WŁĄCZ PROPORTIONAL EDITION

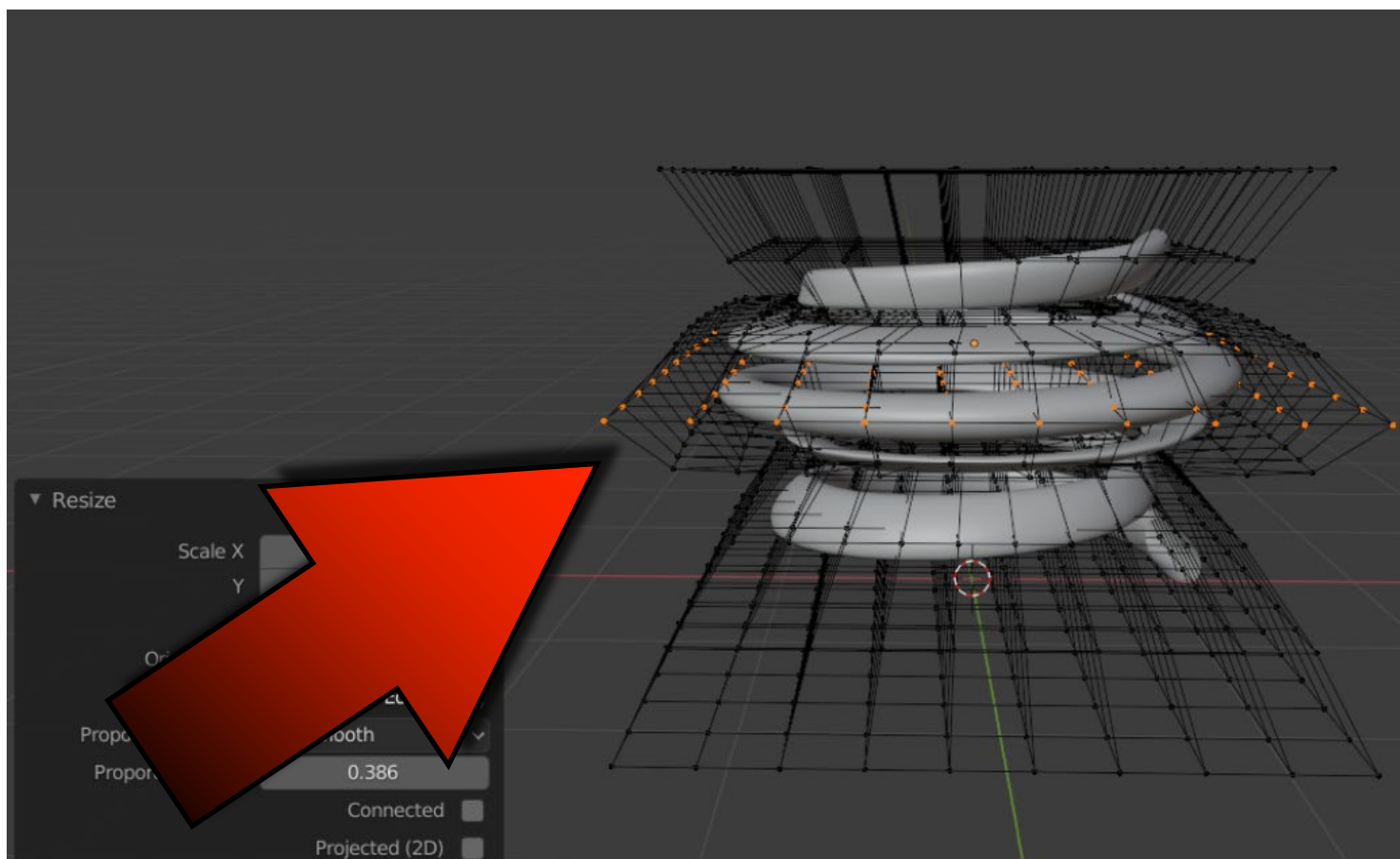


# POPRAWNIE PRZESKALUJ



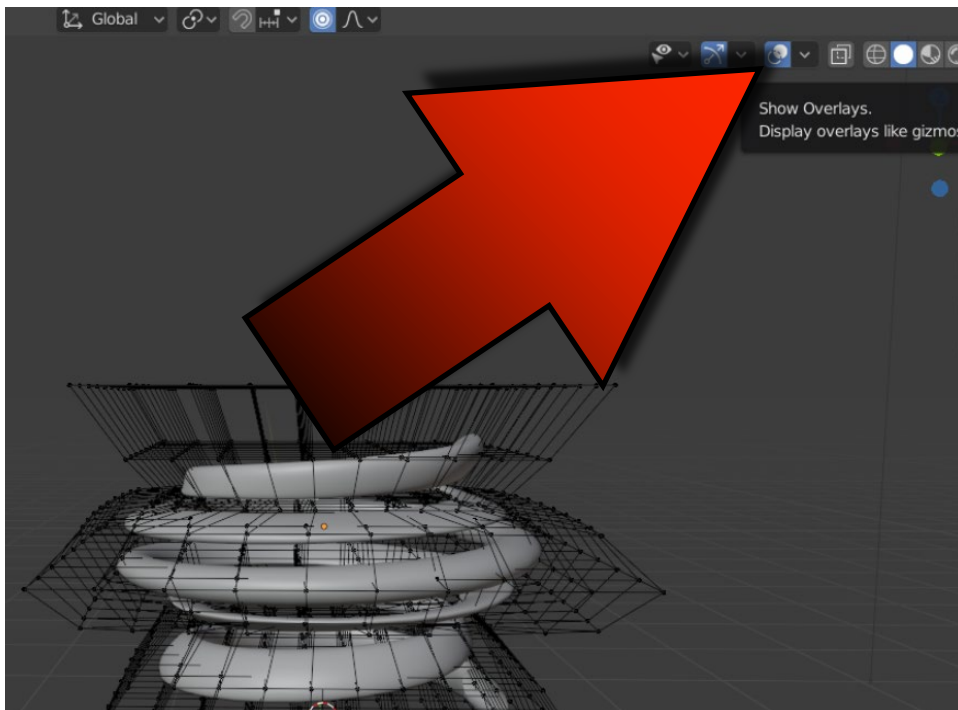
## SPRĘŻYNA

# MOŻEMY DOWOLNIE MODELOWAĆ SIATKĘ

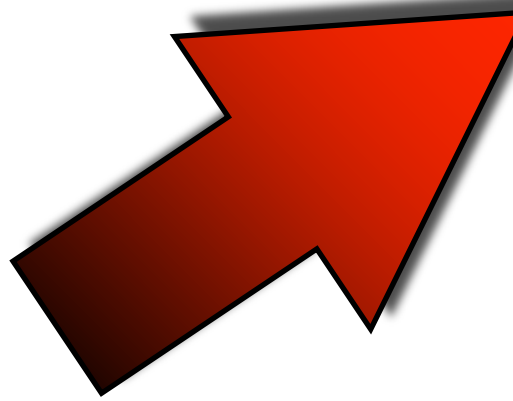


## SPRĘŻYNA

# WYŁĄCZ OVERLAYS



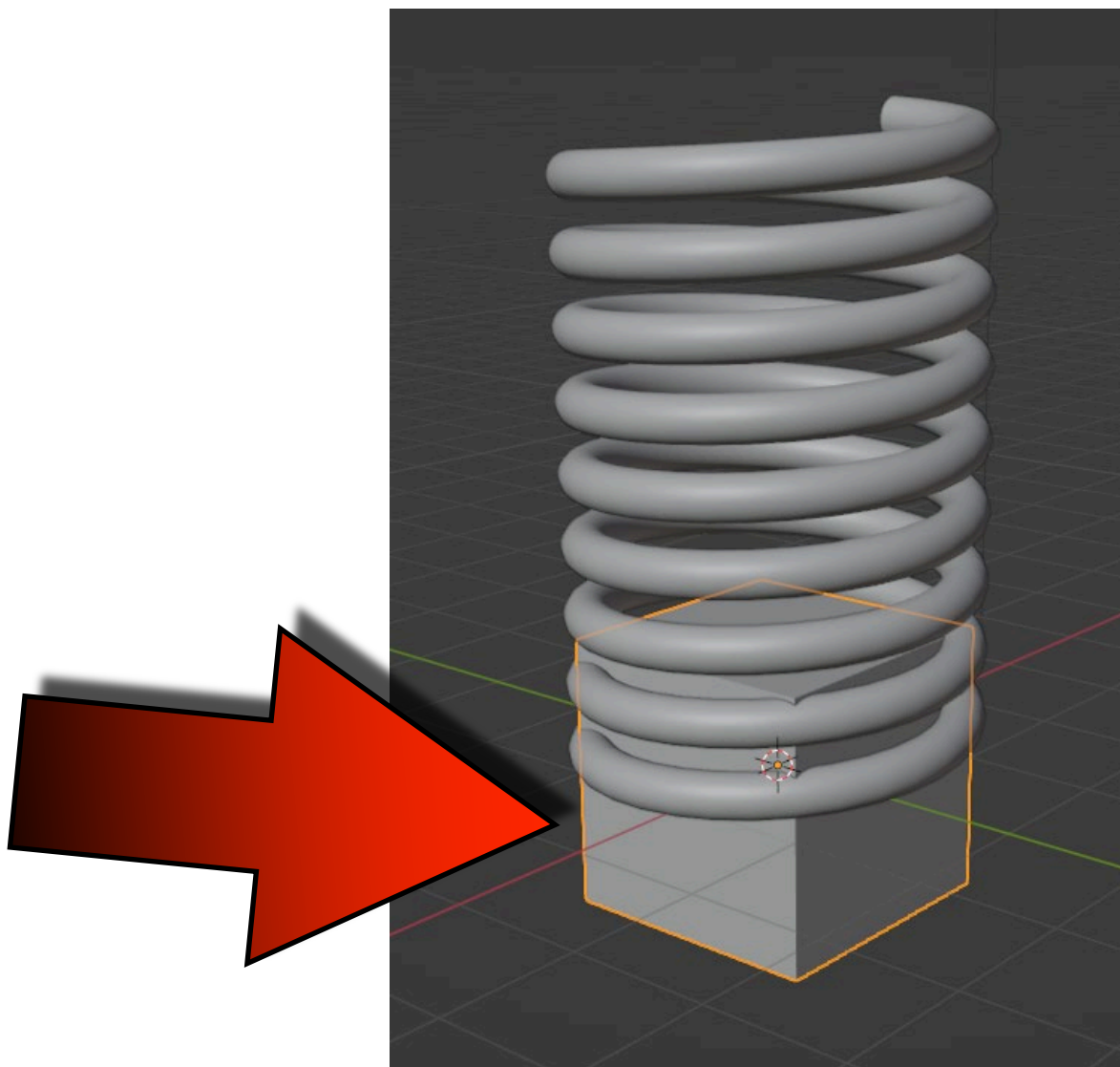
# STWÓRZ SPRĘŻYNĘ LIKE THIS



## SPRĘŻYNA

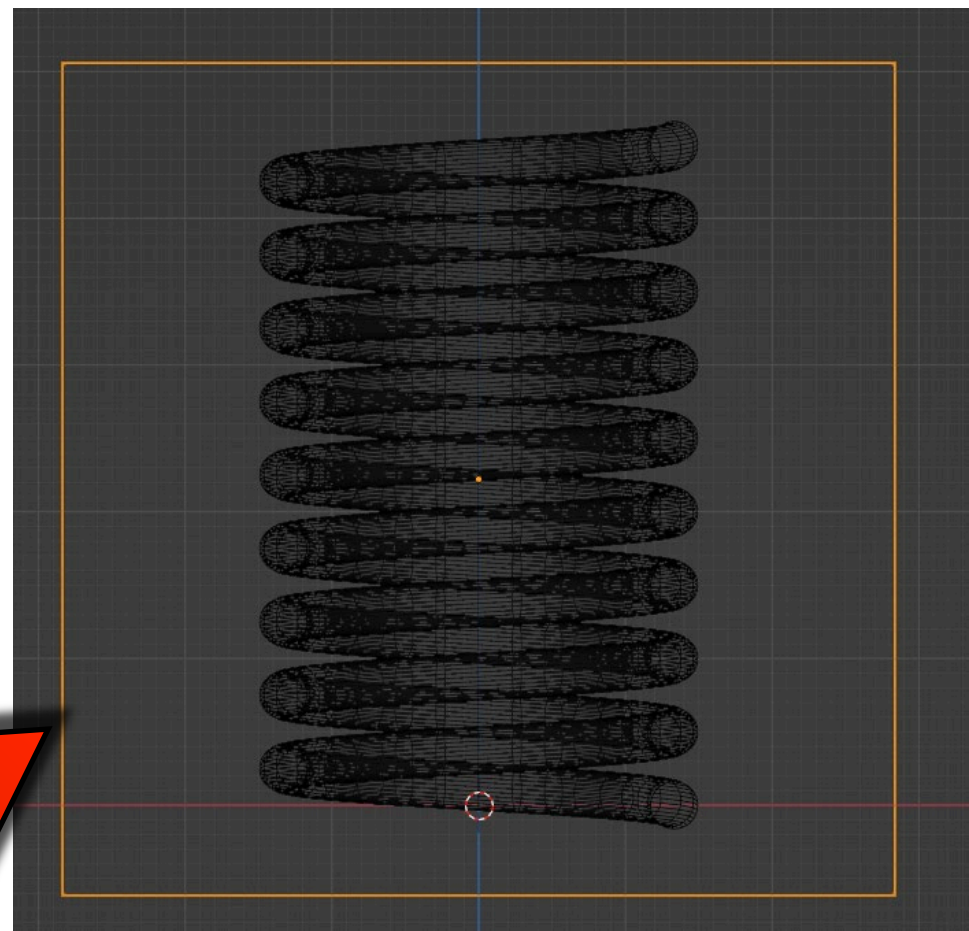
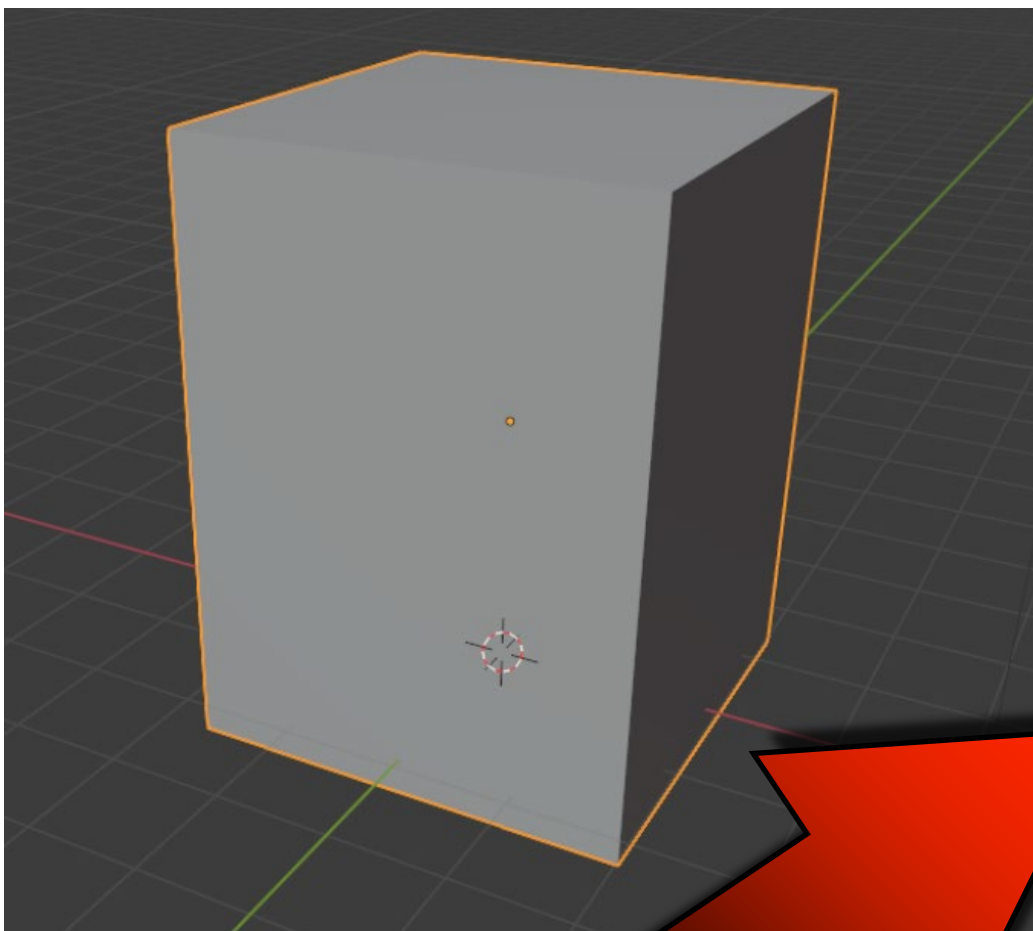
# POWER OF AR AND VR

# WSTAW CUBE



SPRĘŻYNA

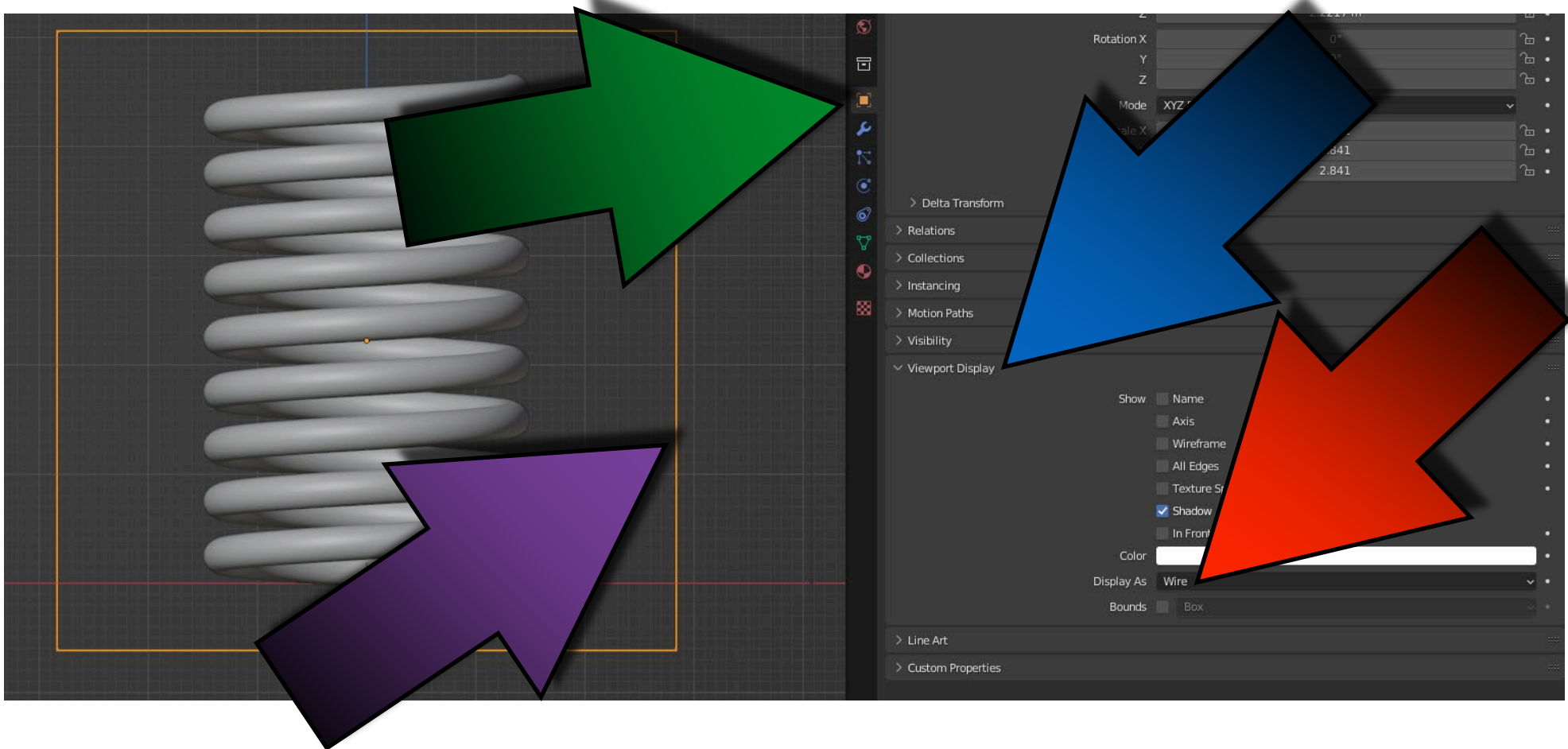
# PRZESKALUJ CUBE



## SPRĘŻYNA

# POWER OF AR AND VR

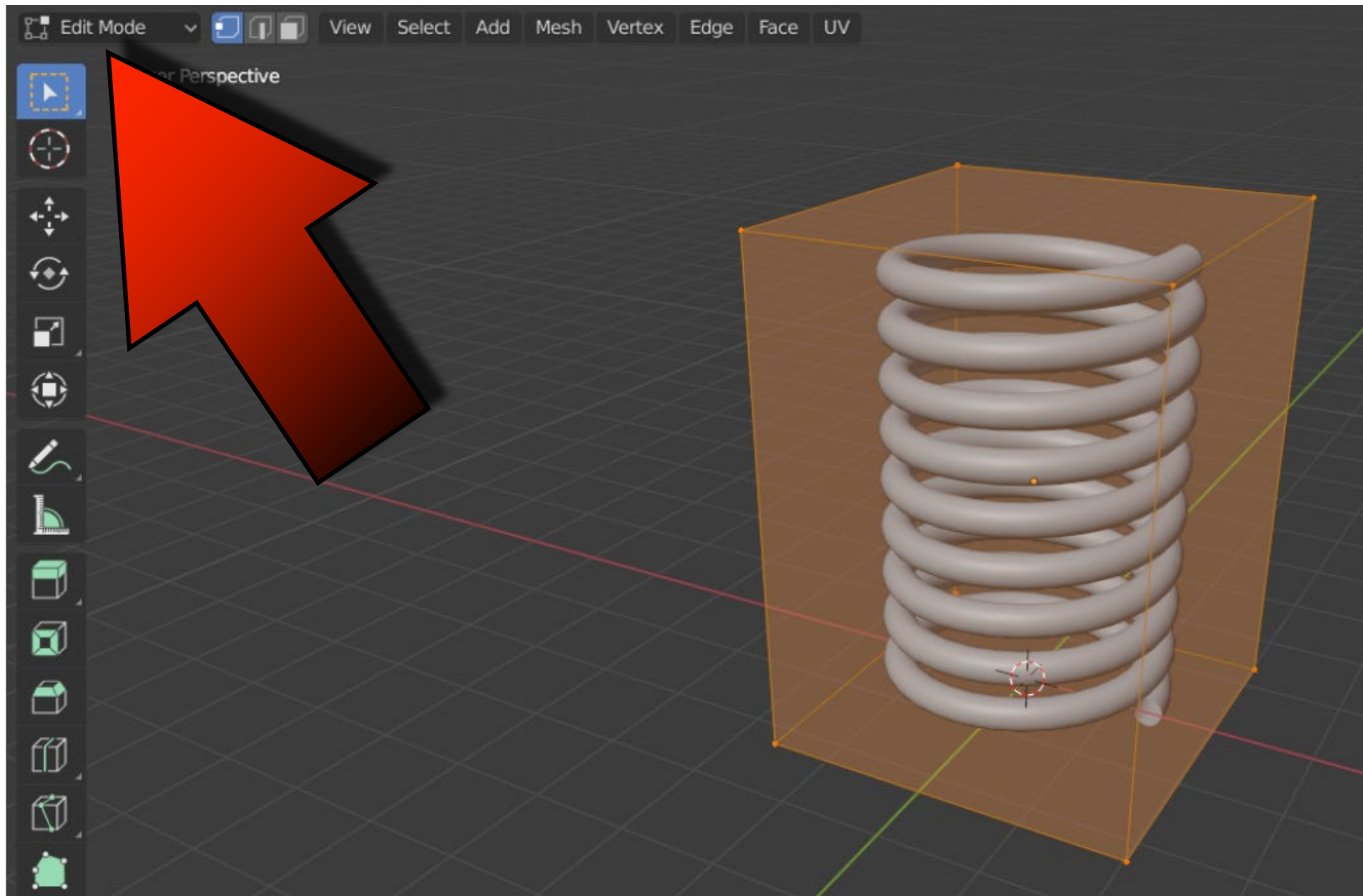
# ZMIENŃ DISPLAY DLA CUBE NA **WIRE**



SPRĘŻYNA



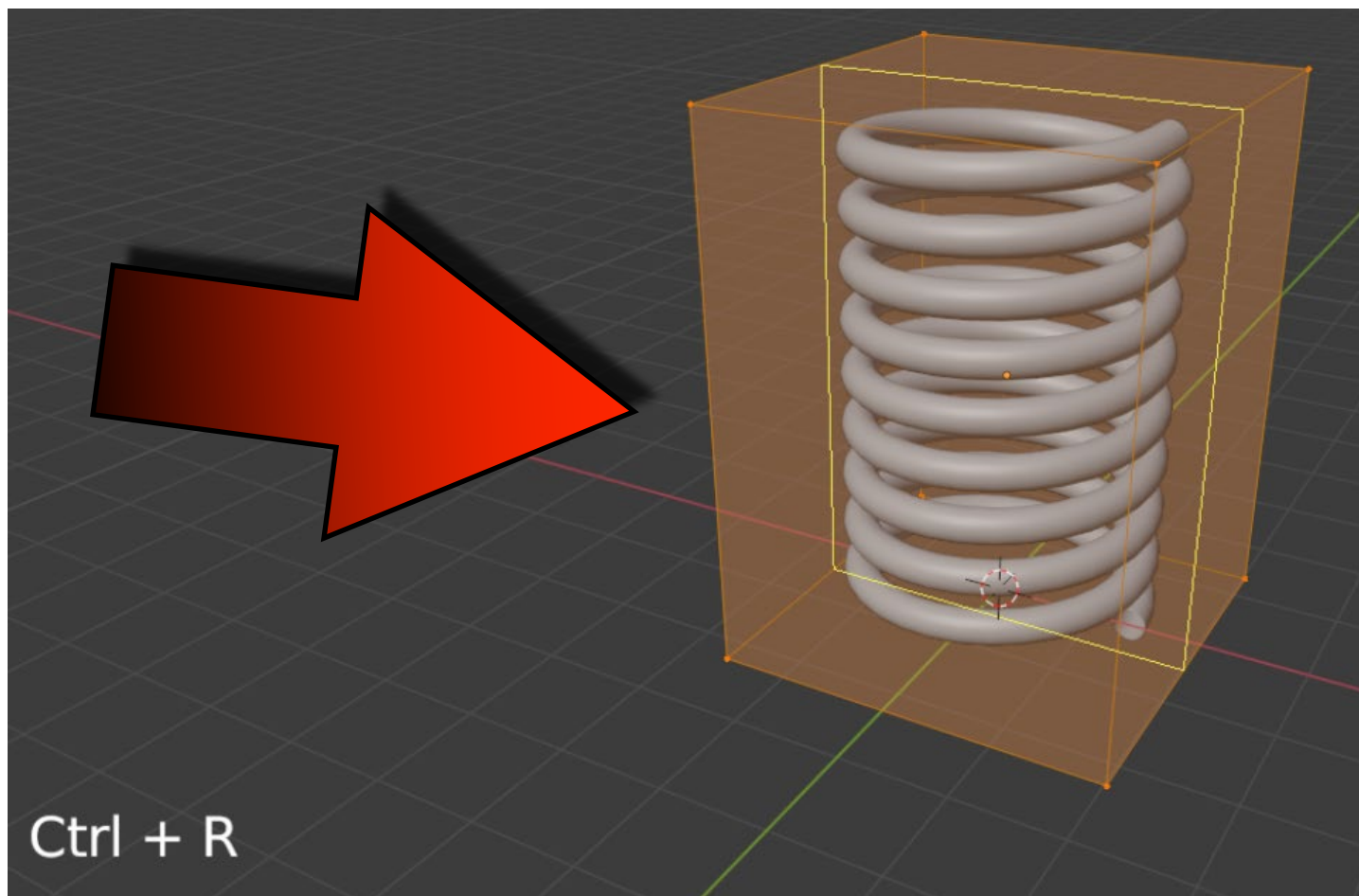
# IDŹ DO **EDIT MODE**



## SPRĘŻYNA

# PODZIEL CUBE

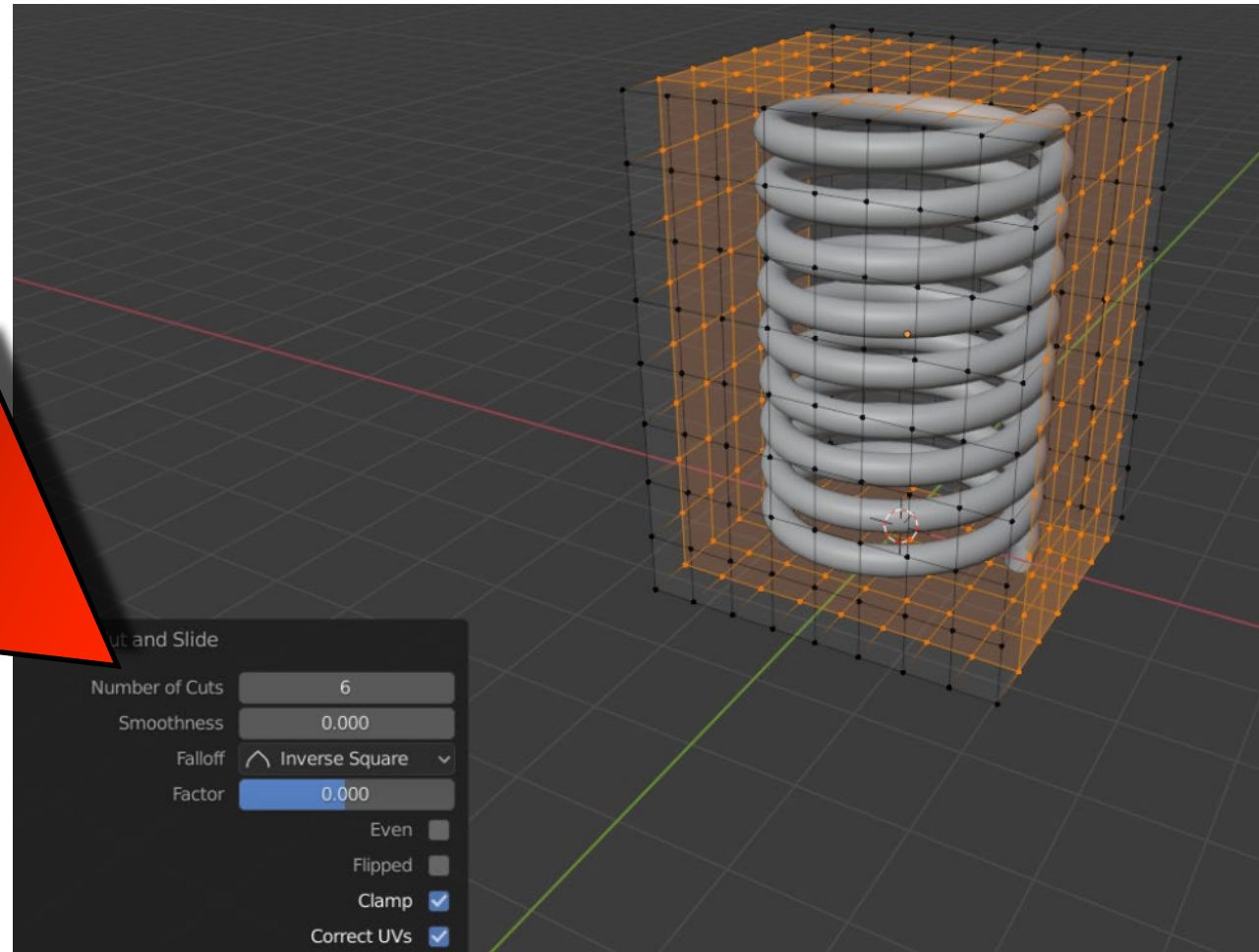
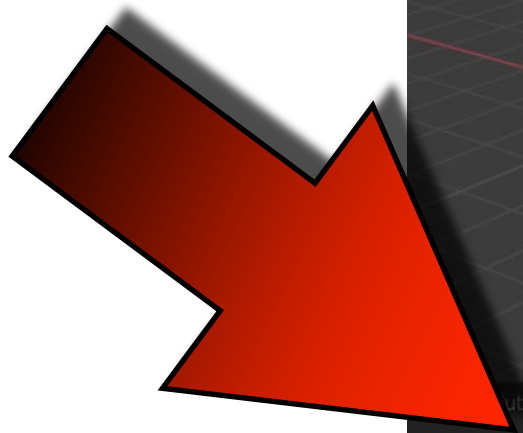
**CTRL+R** — **AXIS** — **MIDDLE MOUSE** — **CLICK** — **ESCAPE**



## SPRĘŻYNA

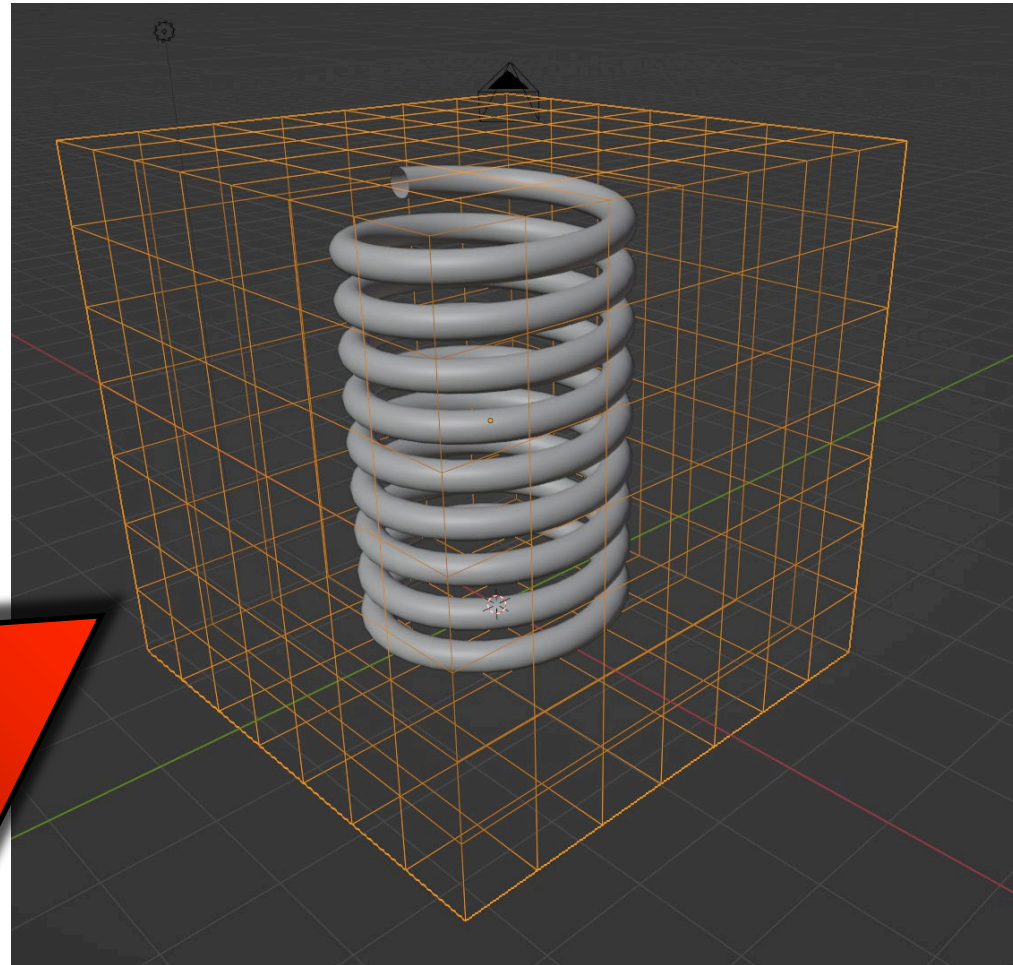
# POWER OF AR AND VR

# NUMBER OF CUTS = 6



# SPRĘŻYNA

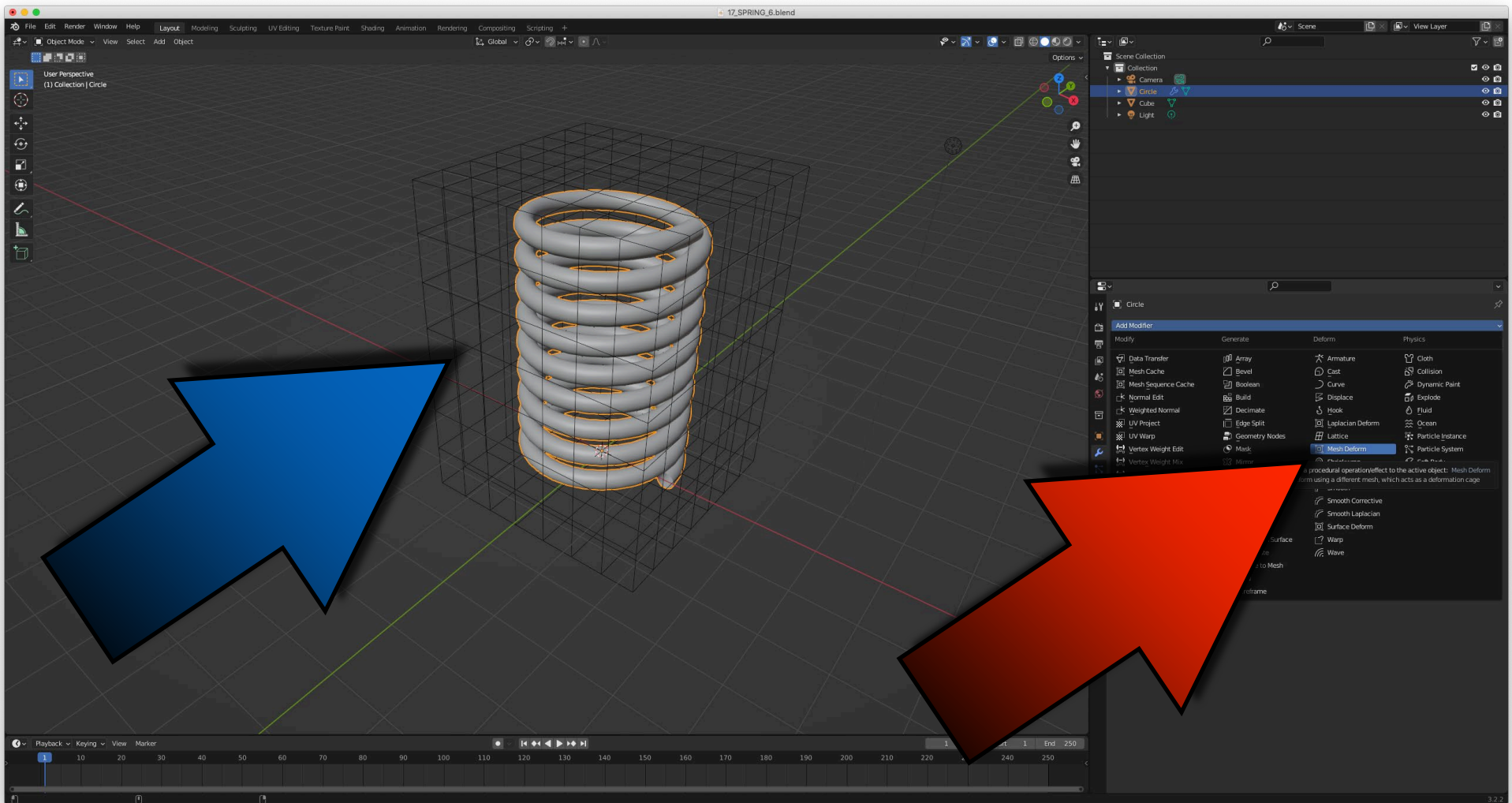
# IDŹ DO **OBJECT MODE**



**SPRĘŻYNA**

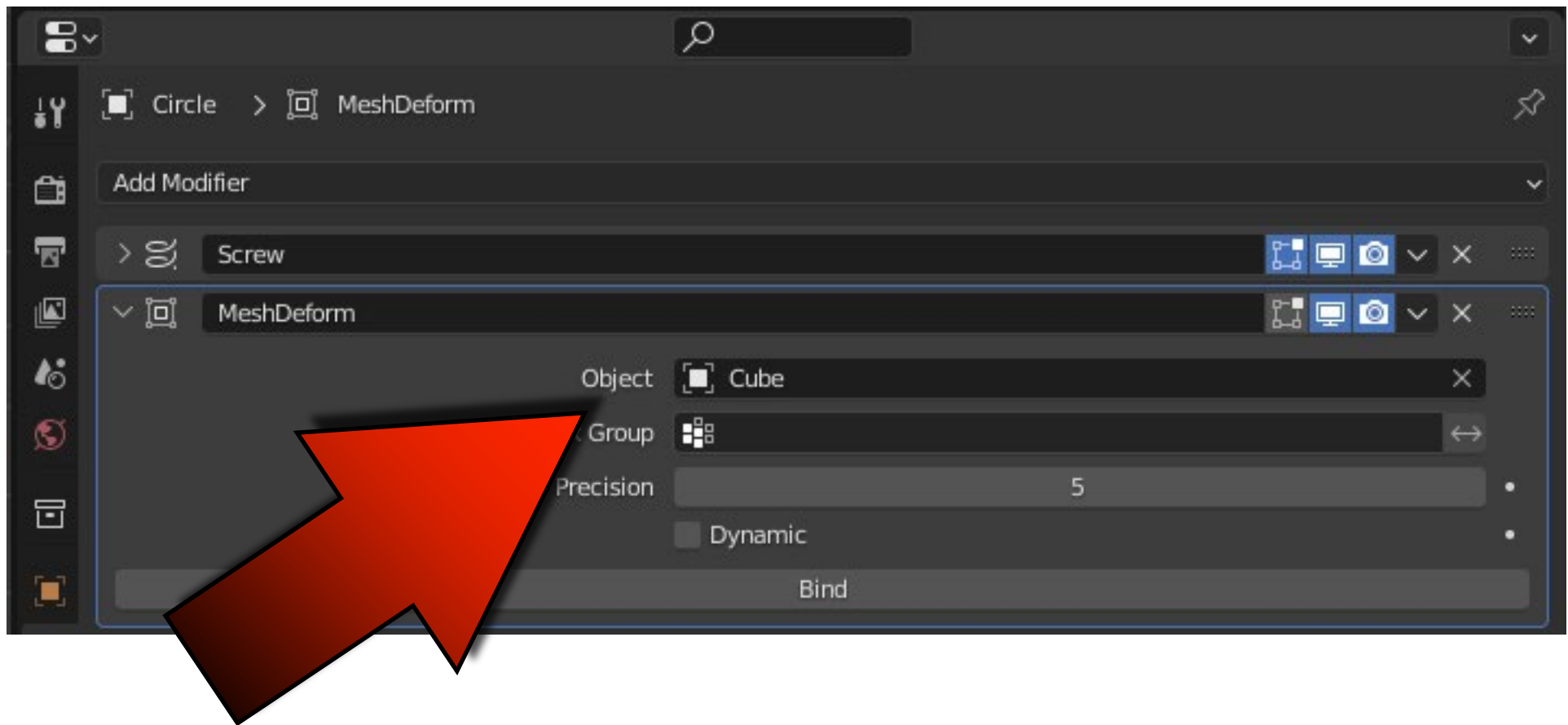
## DLA SPRĘŻYNY

# DODAJ MODYFIKATOR MESH DEFORM



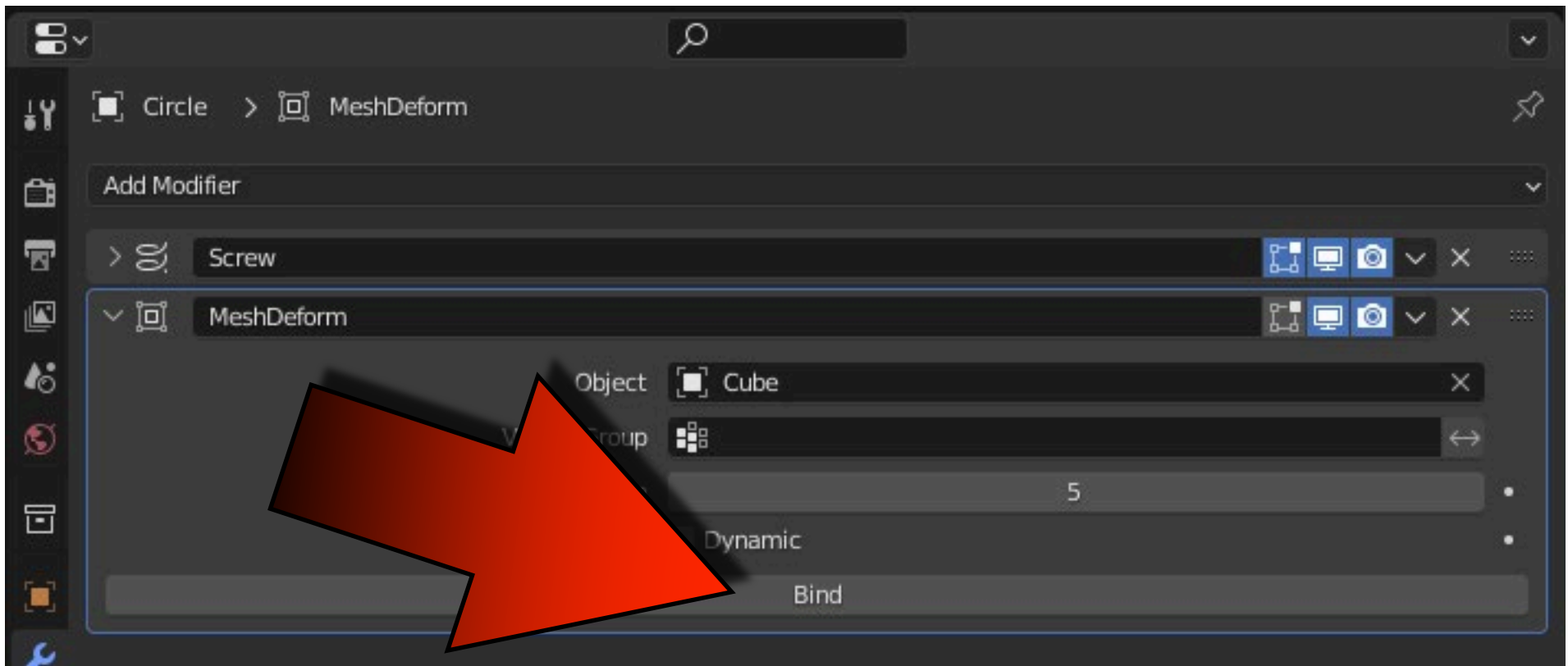
# SPRĘŻYNA

## DLA OBJECT WYBIERZ CUBE



SPRĘŻYNA

# KLIKNIJ W **BIND** I POCZEKAJ CHWILĘ



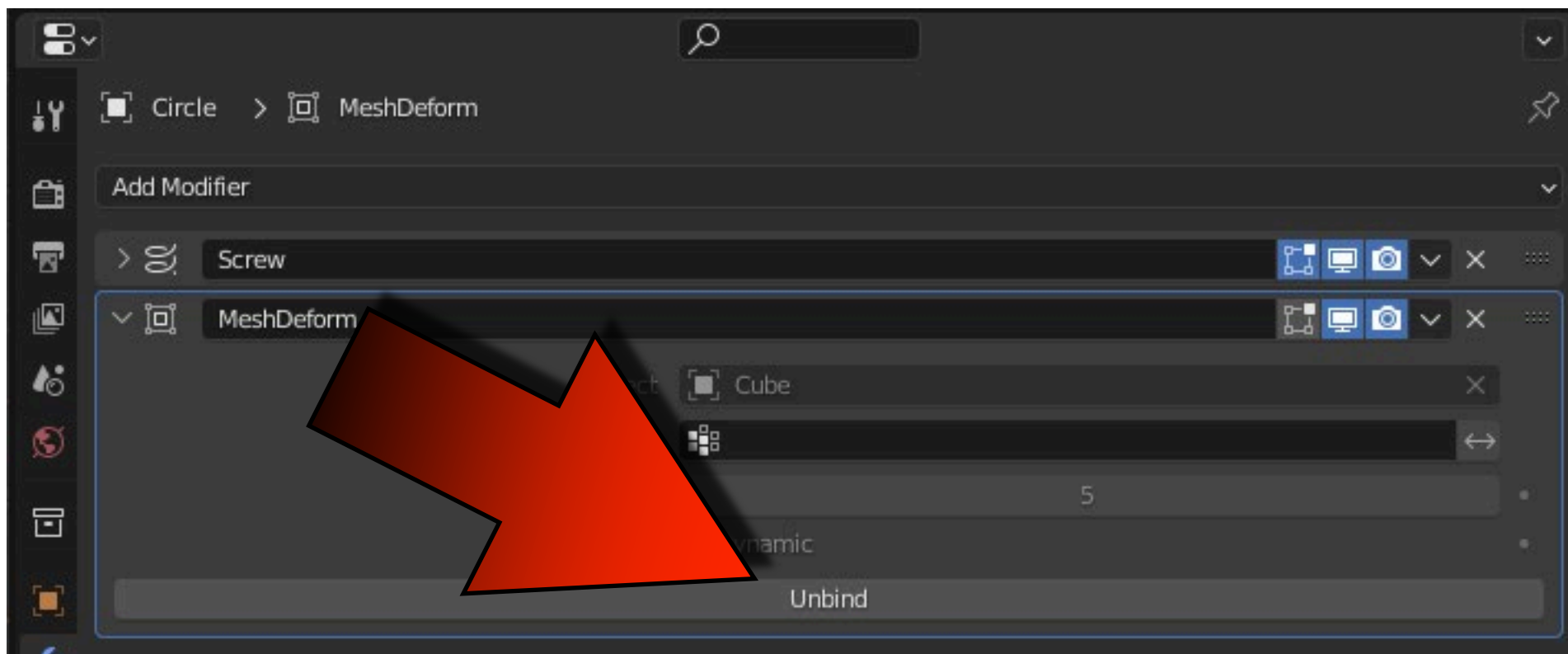
## SPRĘŻYNA



# POWER OF AR AND VR



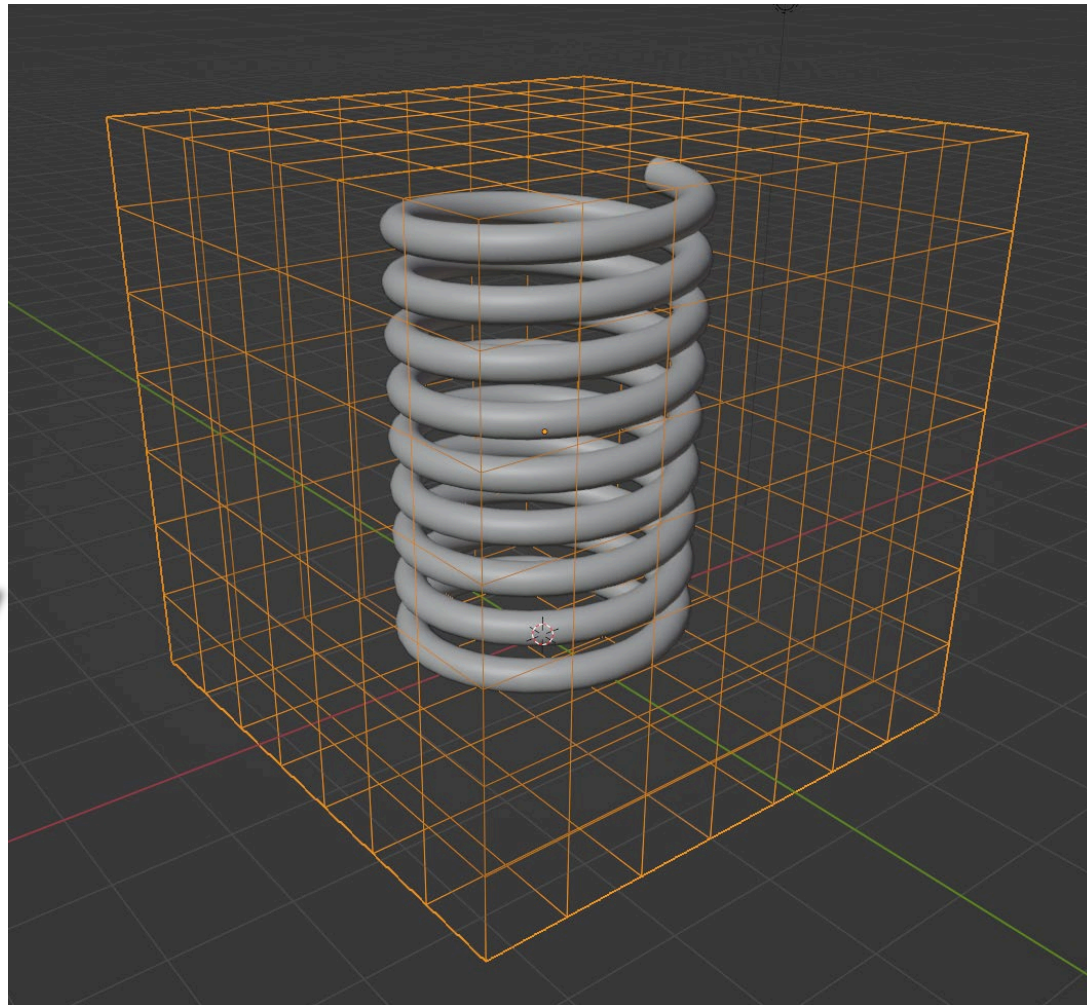
# PO CHWILI ZOBACZYSZ UNBIND



SPRĘŻYNA

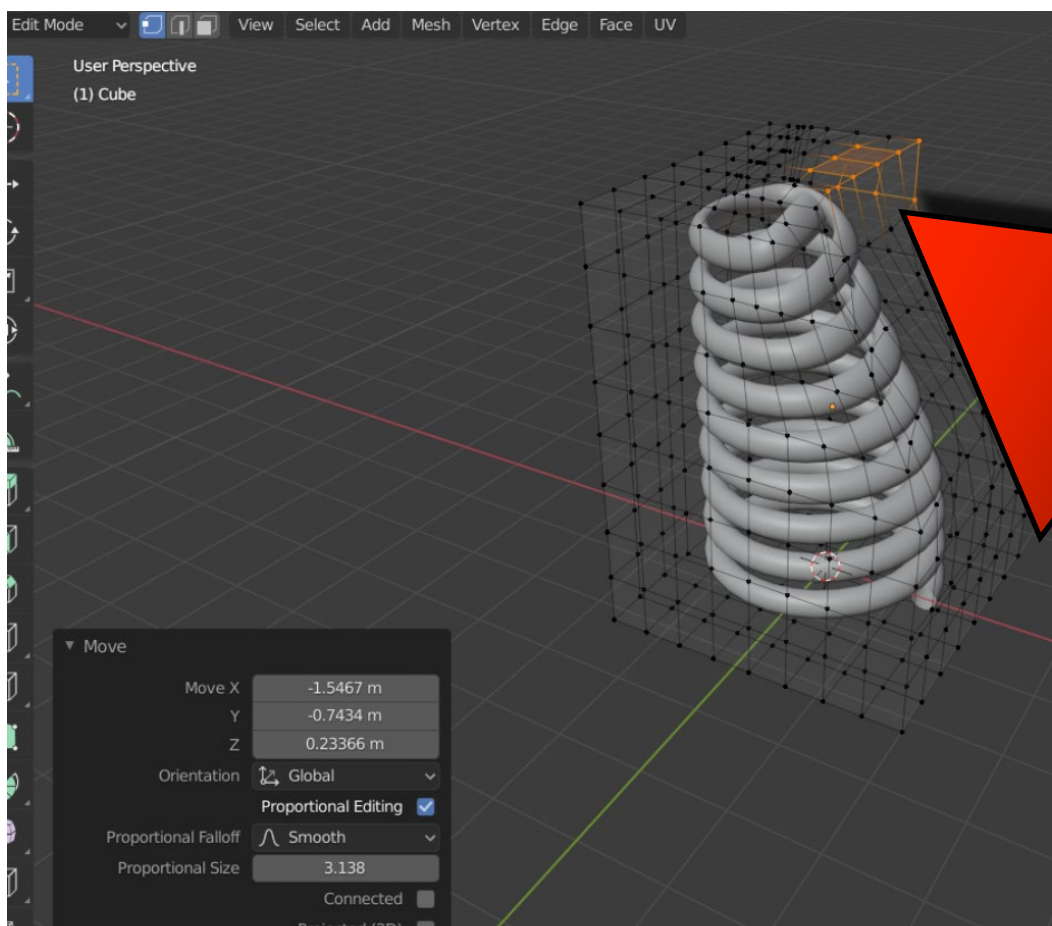


# ZAZNACZ **CUBE** I IDŹ DO EDIT MODE



## SPRĘŻYNA

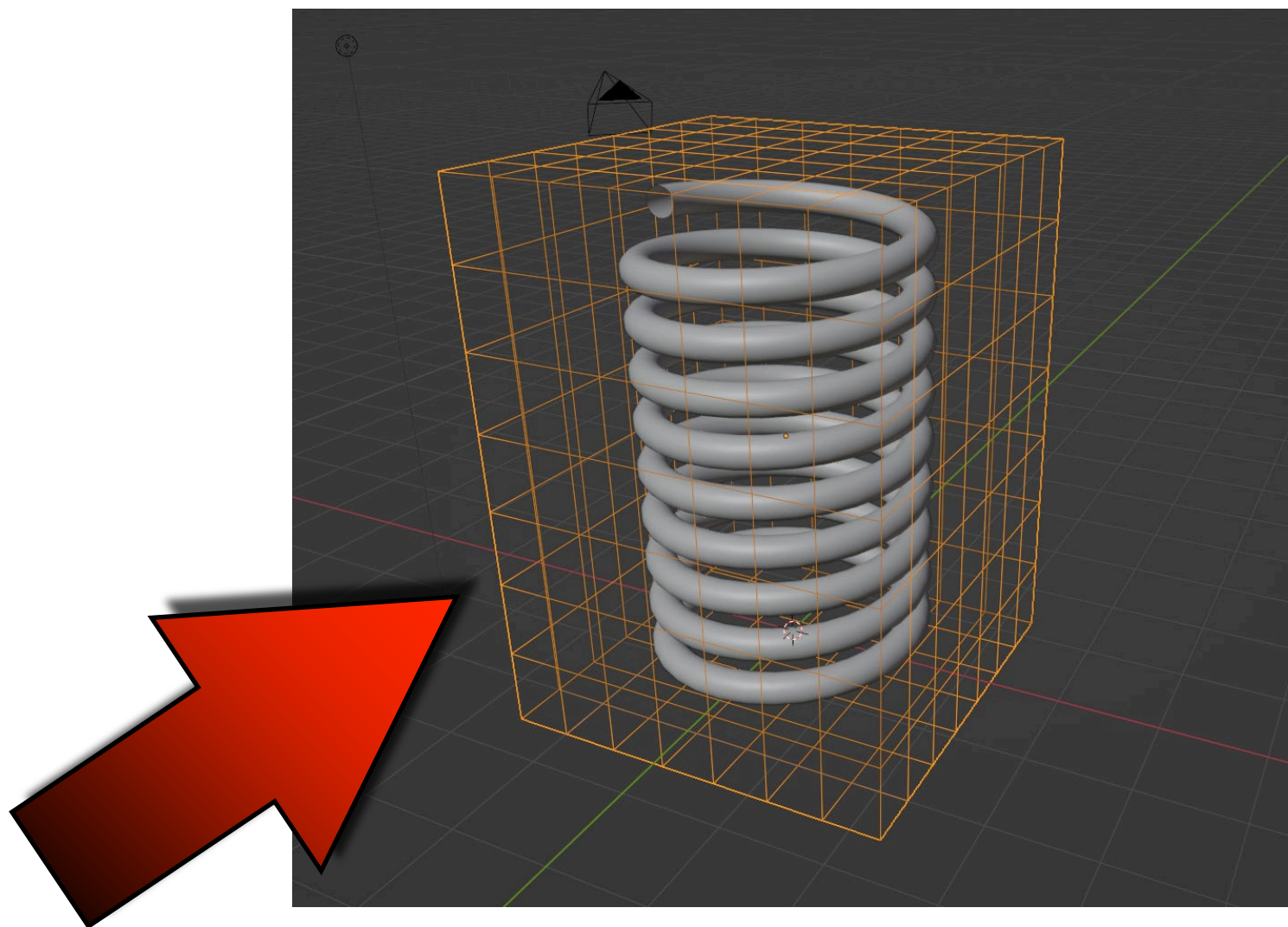
# W EDIT MODE MOŻESZ MODYFIKOWAĆ CUBE



## SPRĘŻYNA

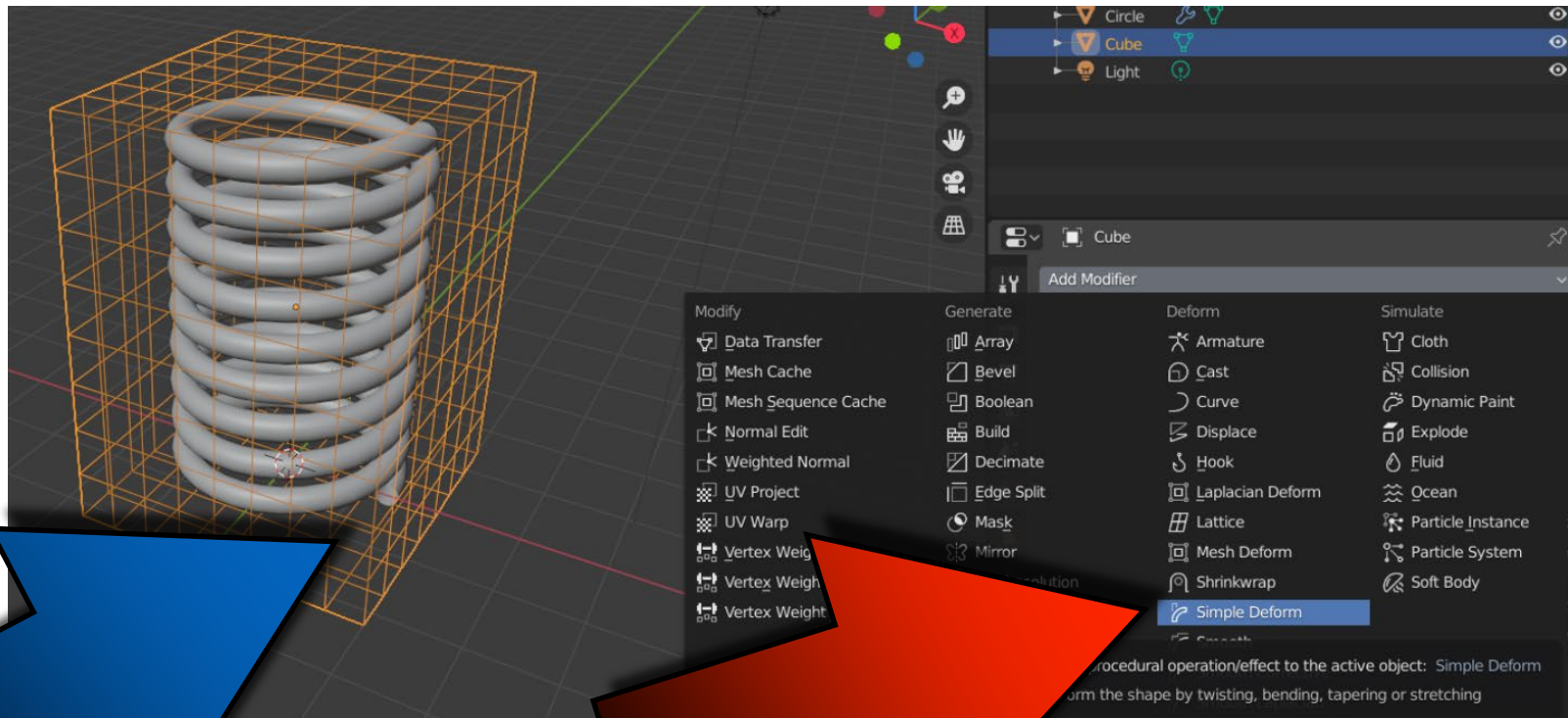
# POWER OF AR AND VR

## STWÓRZ SPRĘŻYNĘ JAK NA RYSUNKU



SPRĘŻYNA

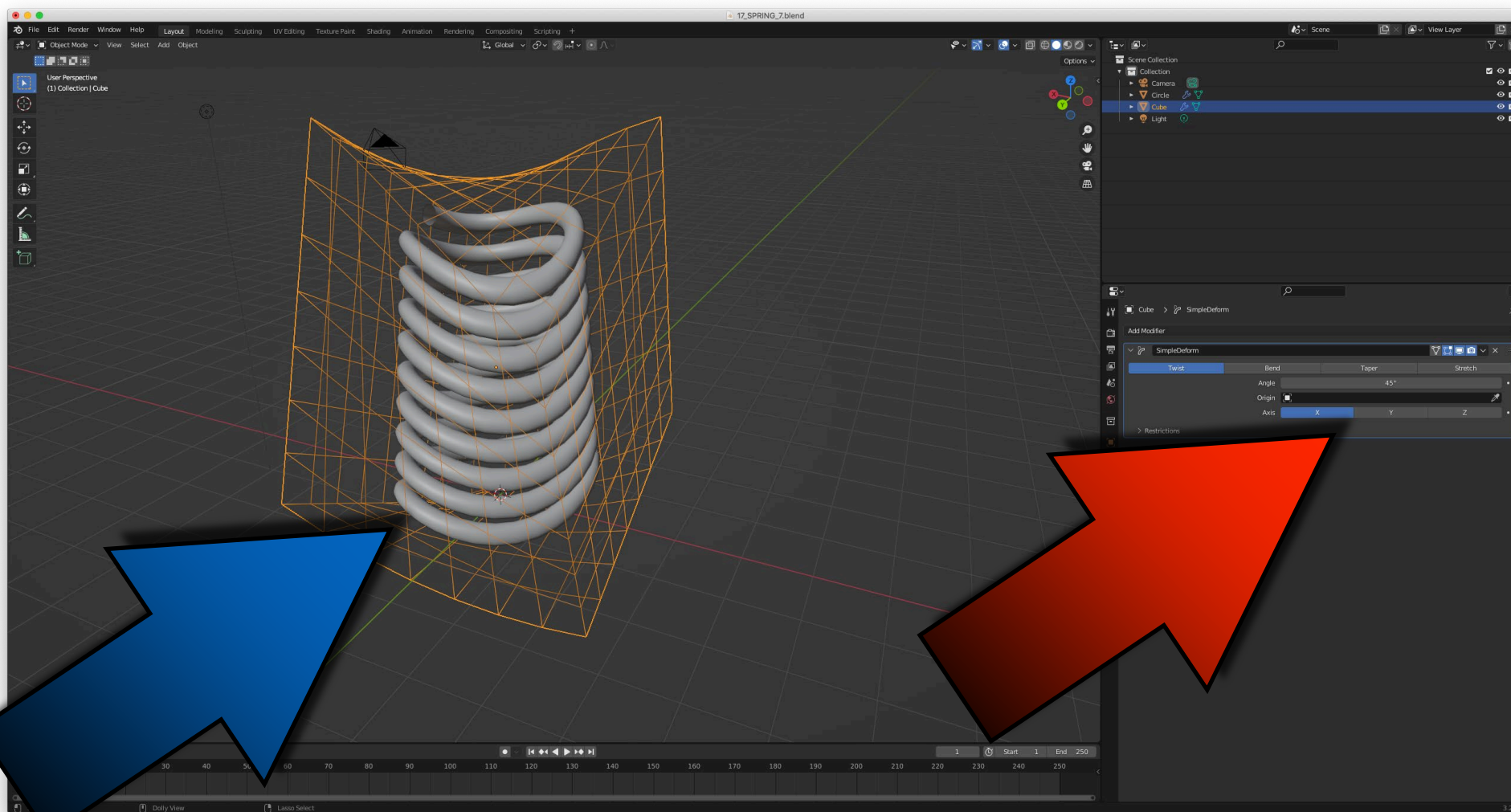
## DLA CUBE DODAJ MODYFIKATOR SIMPLE DEFORM



SPRĘŻYNA

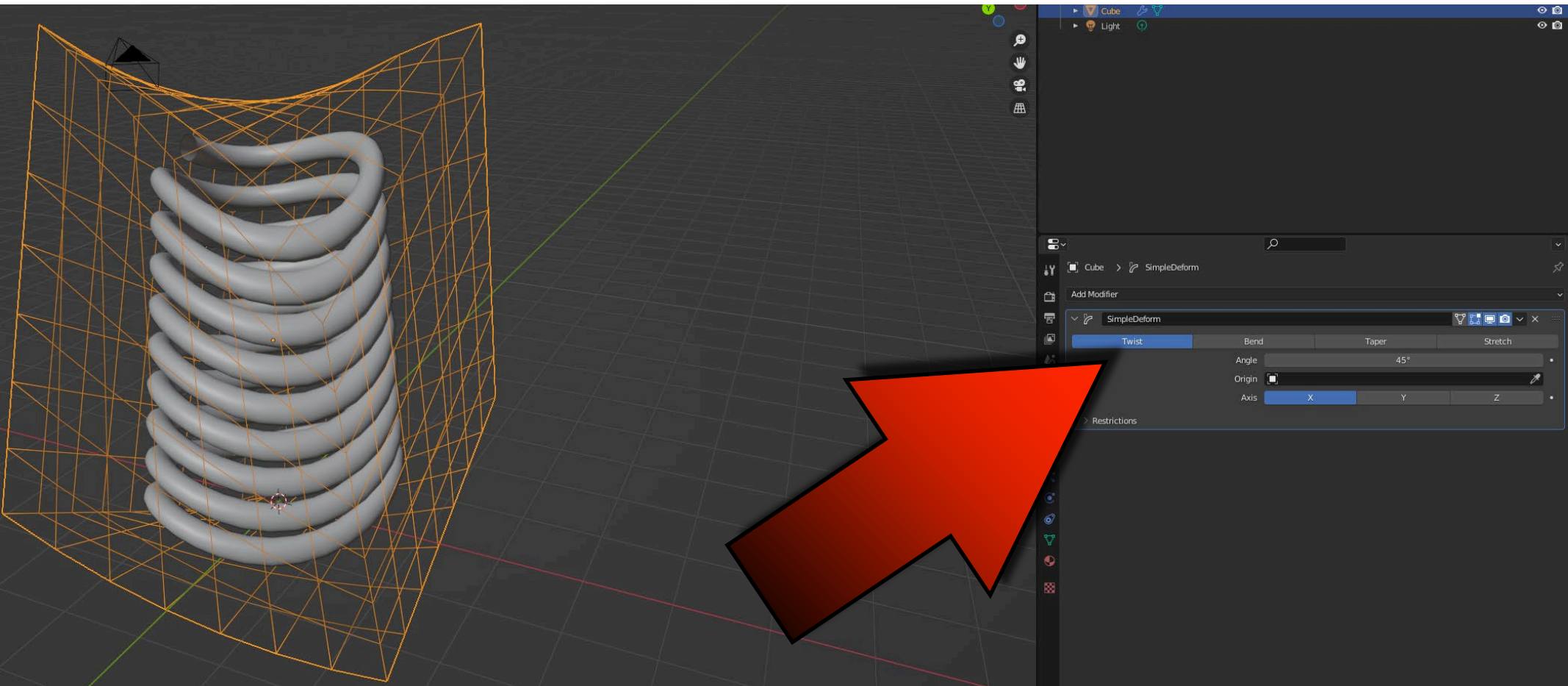
# POWER OF AR AND VR

## MOŻESZ ZMIENIAĆ DEFORMACJE WZDŁUŻ OSI **X, Y, Z**



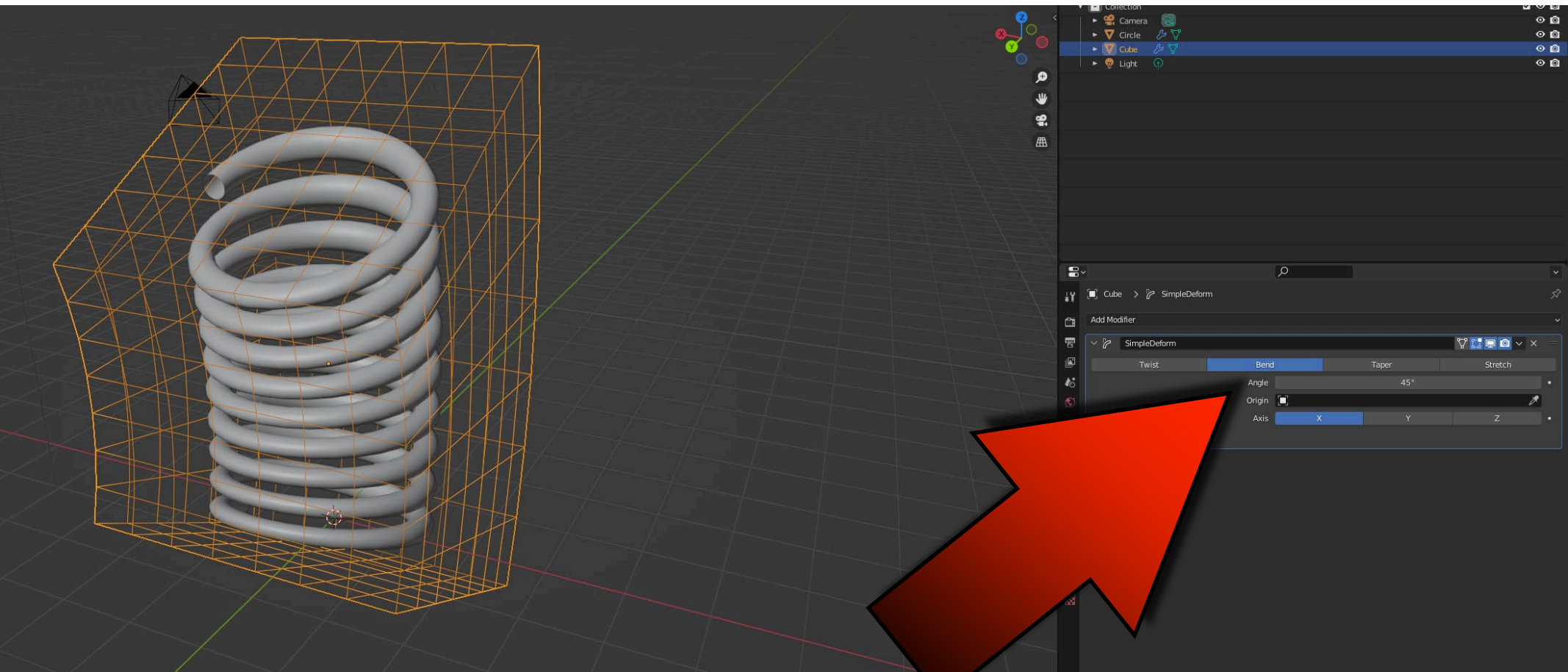
# SPRĘŻYNA

# KLIKNIJ NA **TWIST**



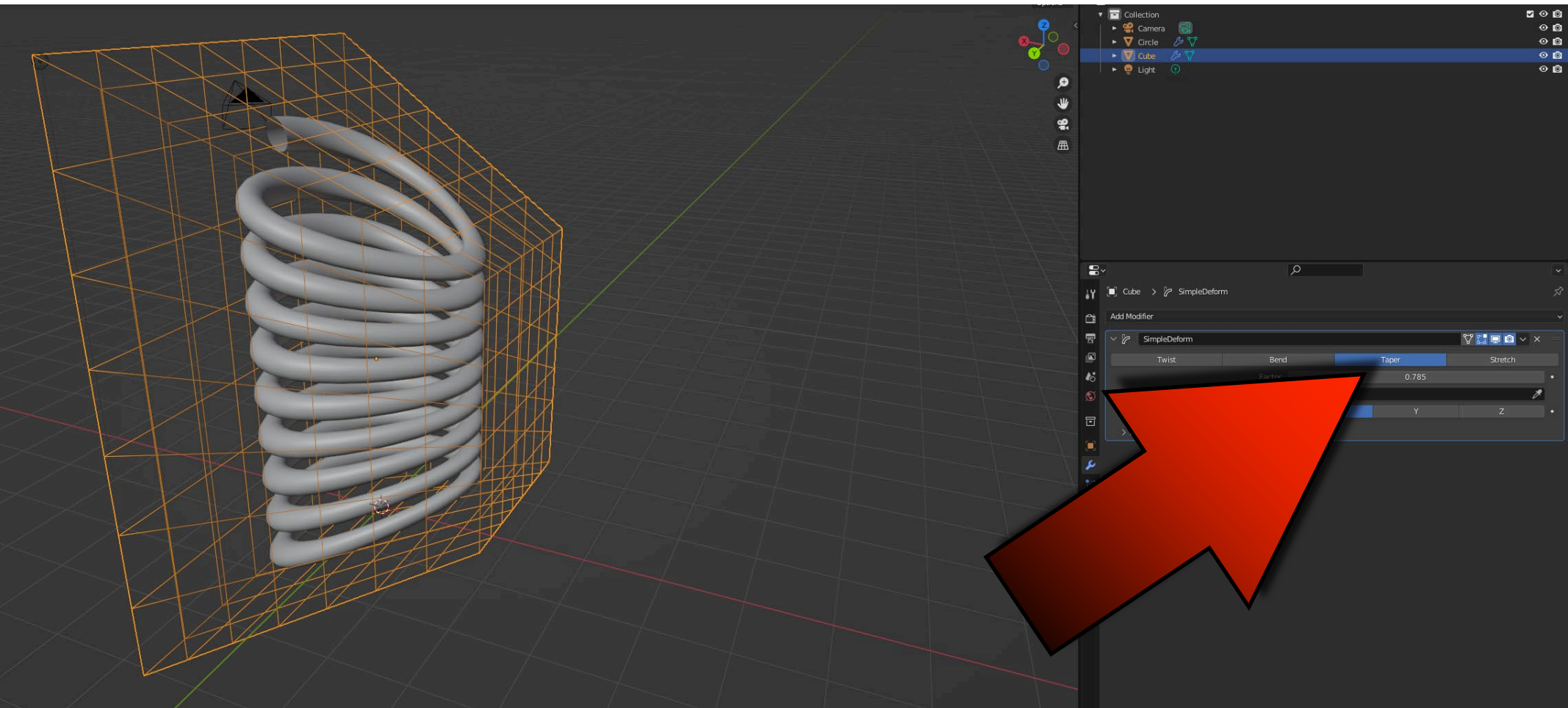
## SPRĘŻYNA

# KLIKNIJ NA **BEND**



## SPRĘŻYNA

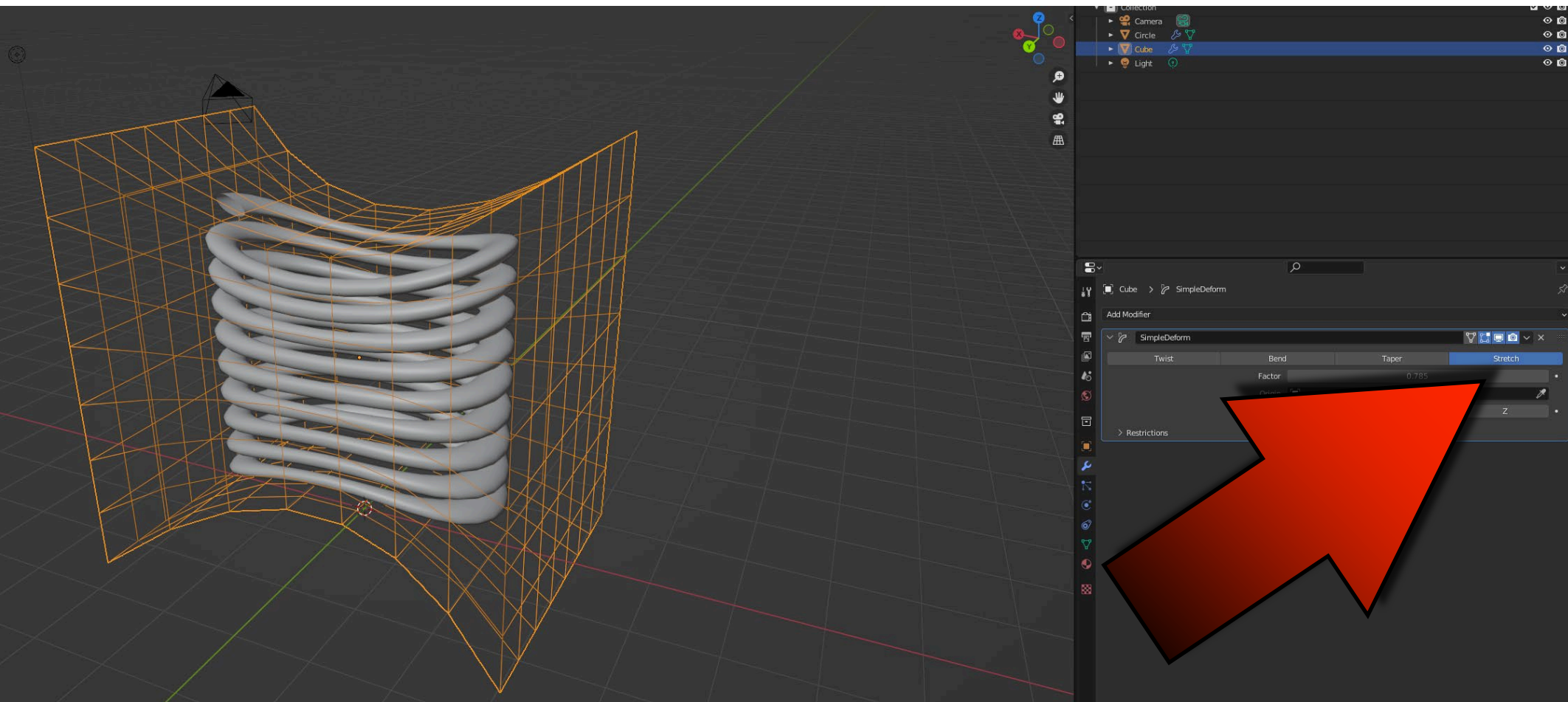
# KLIKNIJ NA **TRAPER**



## SPRĘŻYNA



# KLIKNIJ NA **STRETCH**



## SPRĘŻYNA

# POWER OF AR AND VR

# USTAW DLA STRECHT

# FACTOR = 0



# SPRĘŻYNA

# POWER OF AR AND VR

# DLA PIERWSZEJ KLATKI ZAPISZ **FACTOR = 0**



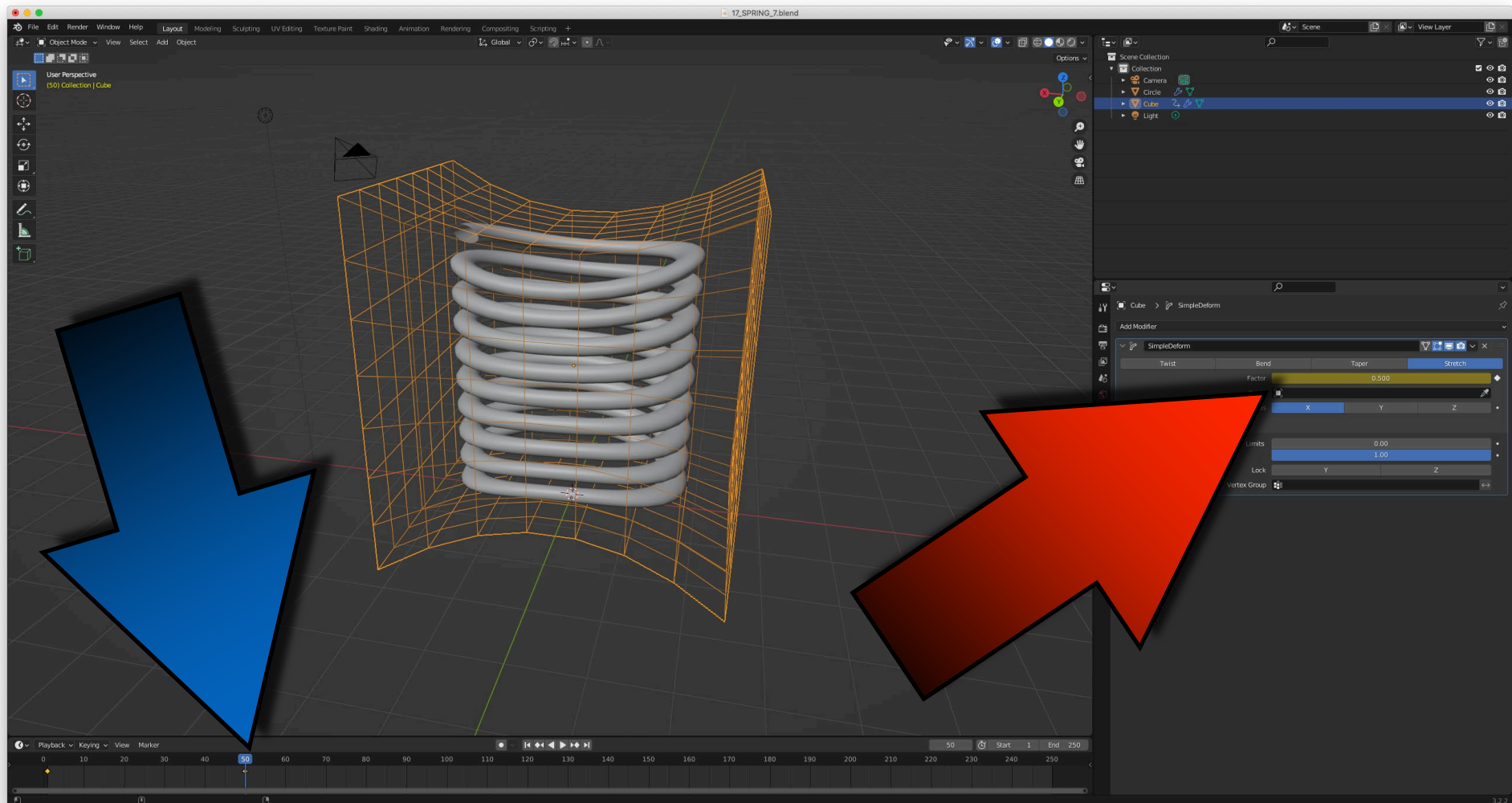
**SPRĘŻYNA**



POWER OF AR AND VR

DLA 50 KLATKI

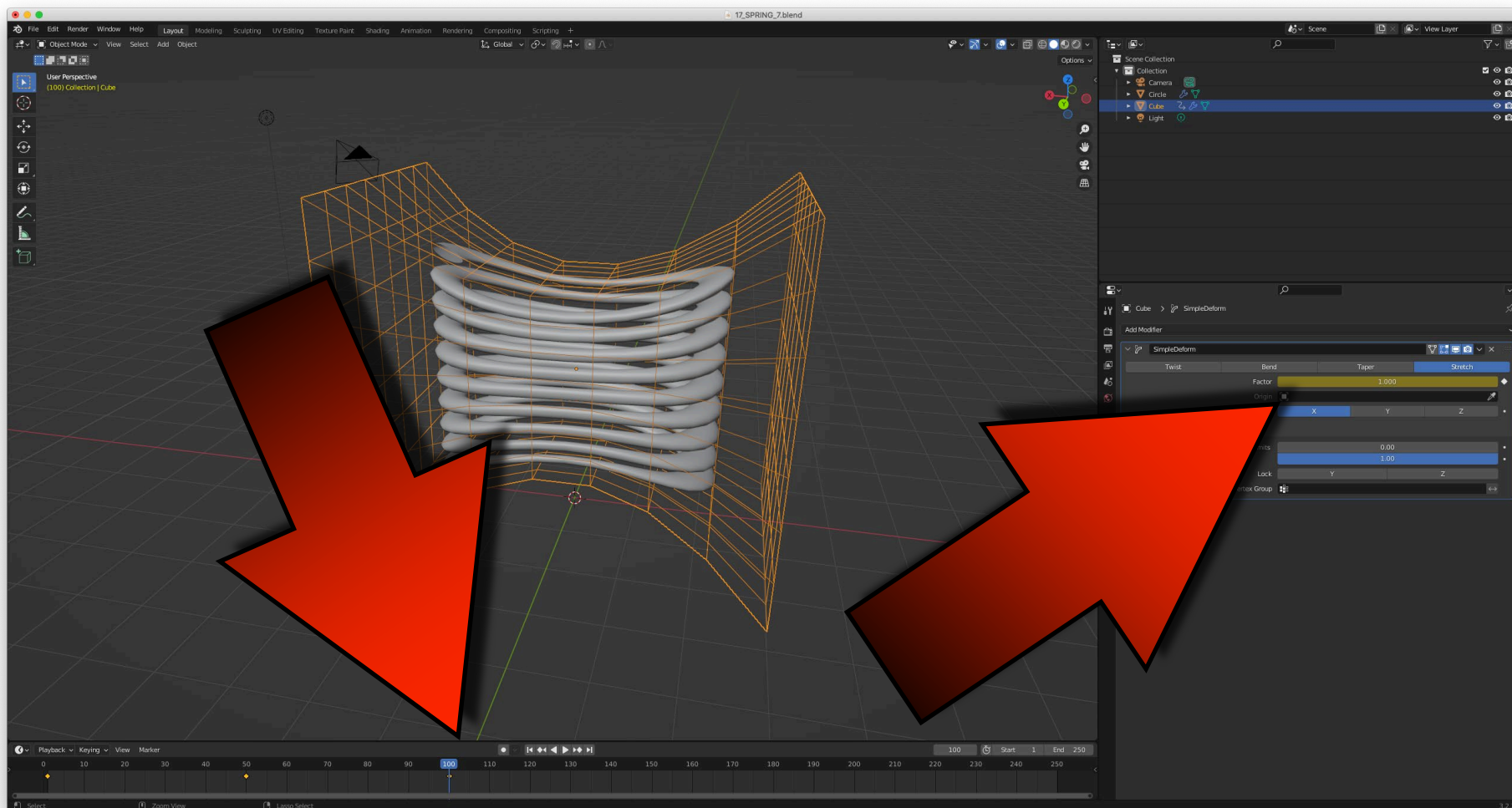
ZAPISZ **FACTOR = 0.5**



SPRĘŻYNA

# POWER OF AR AND VR

# DLA 100 KLATKI ZAPISZ **FACTOR = 1**

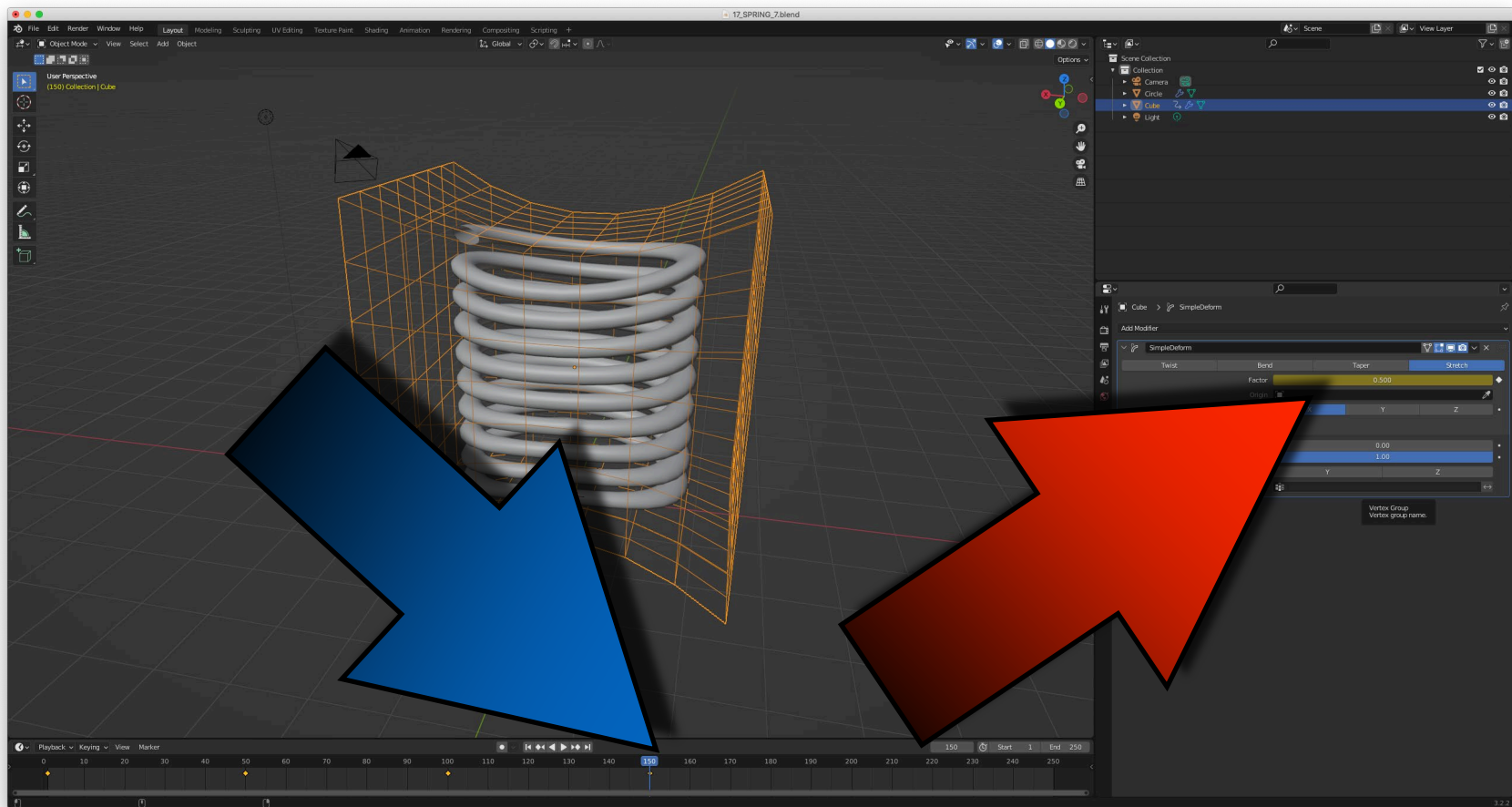


# SPRĘŻYNA

# POWER OF AR AND VR

# DLA 150 KLATKI

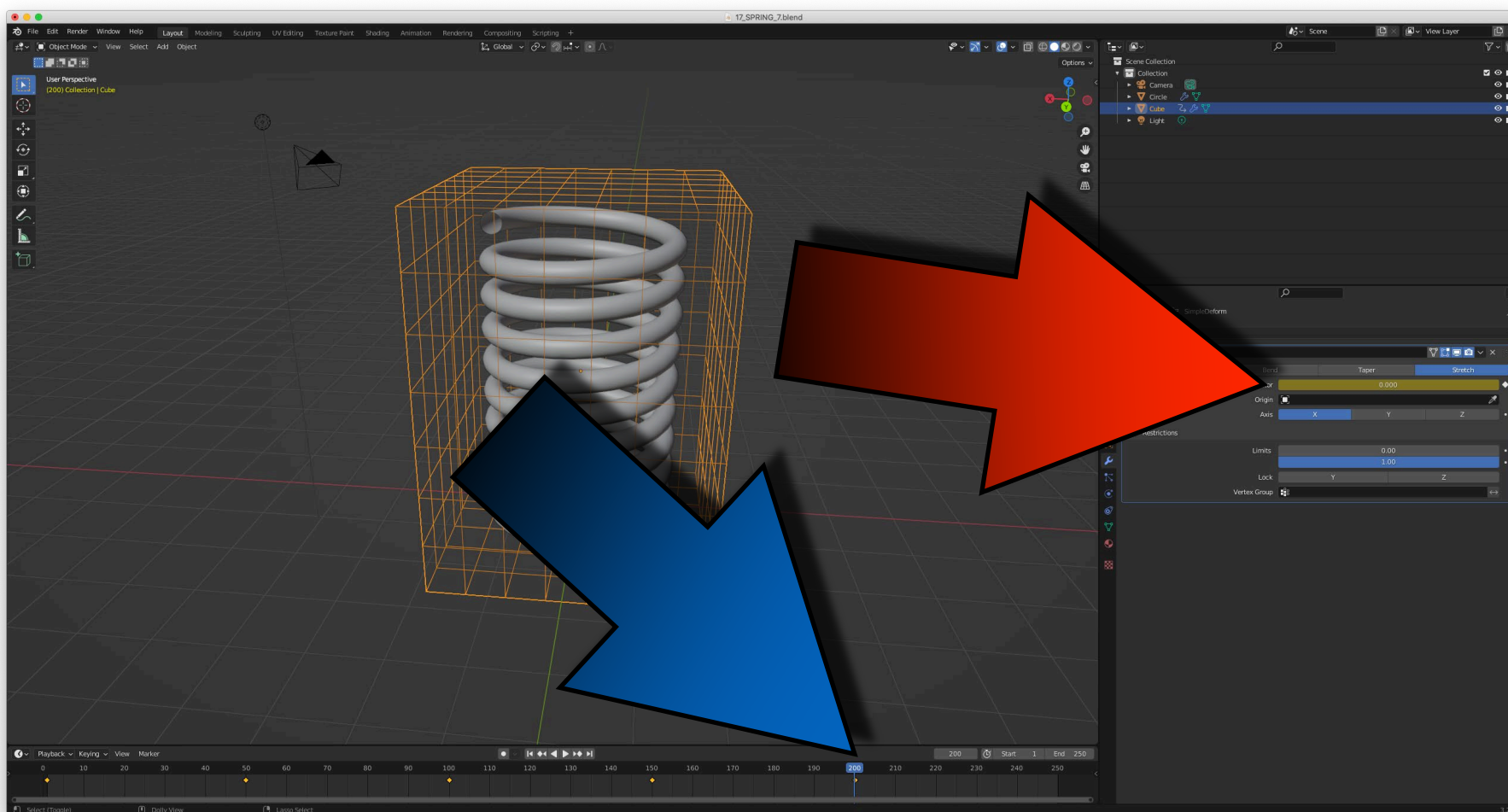
# ZAPISZ **FACTOR = 0.5**



# SPRĘŻYNA

# POWER OF AR AND VR

# DLA 200 KLATKI ZAPISZ **FACTOR = 0**



# SPRĘŻYNA

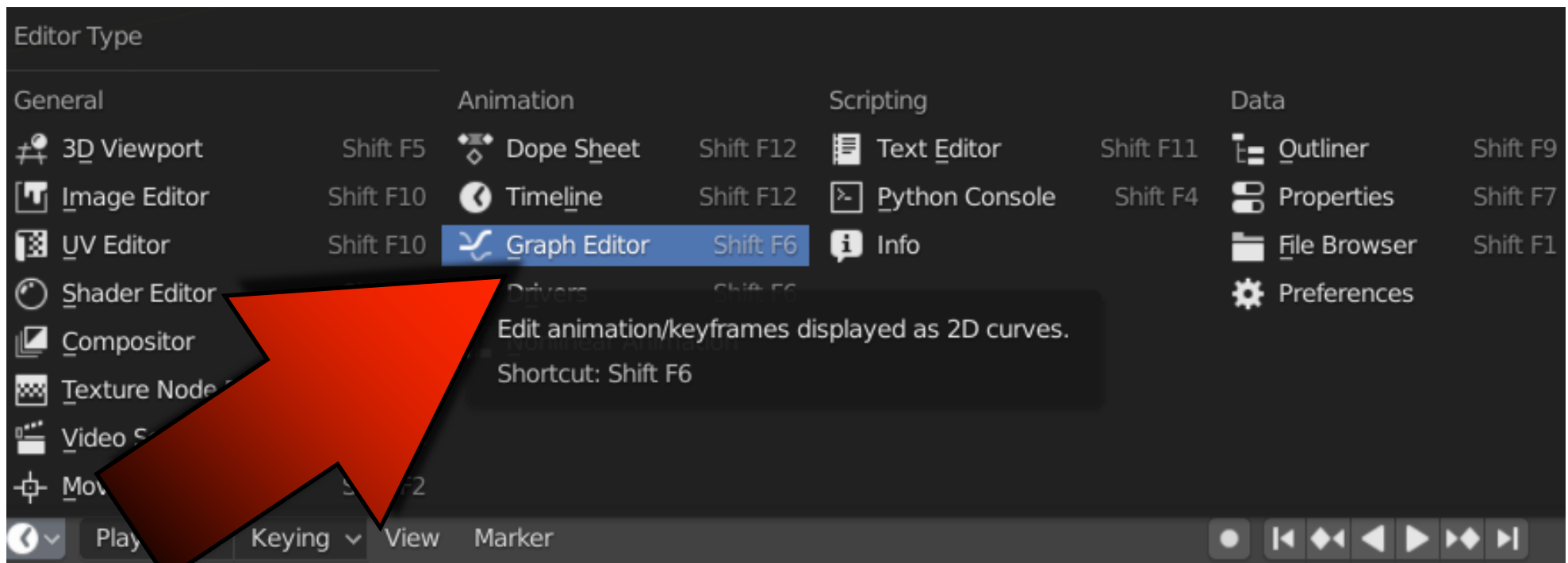
# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



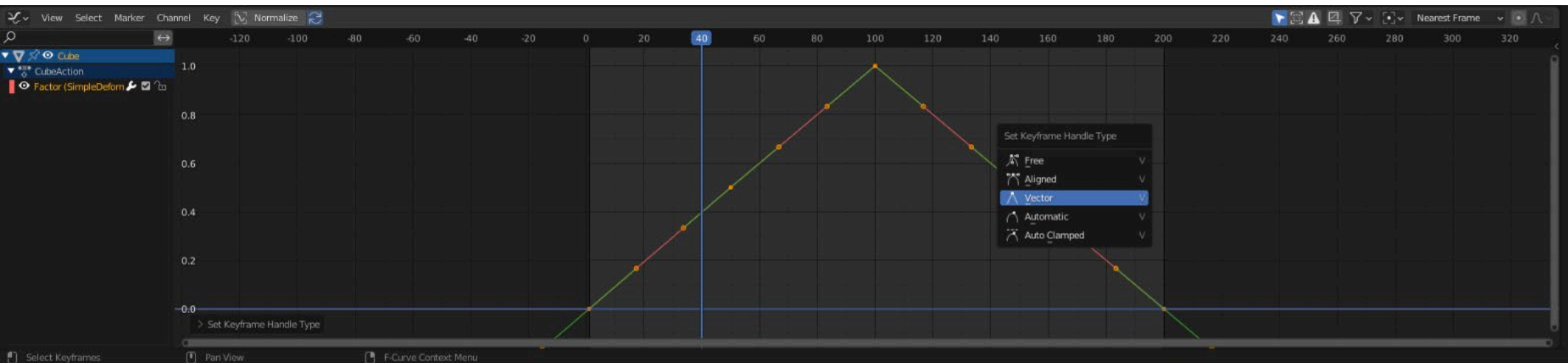
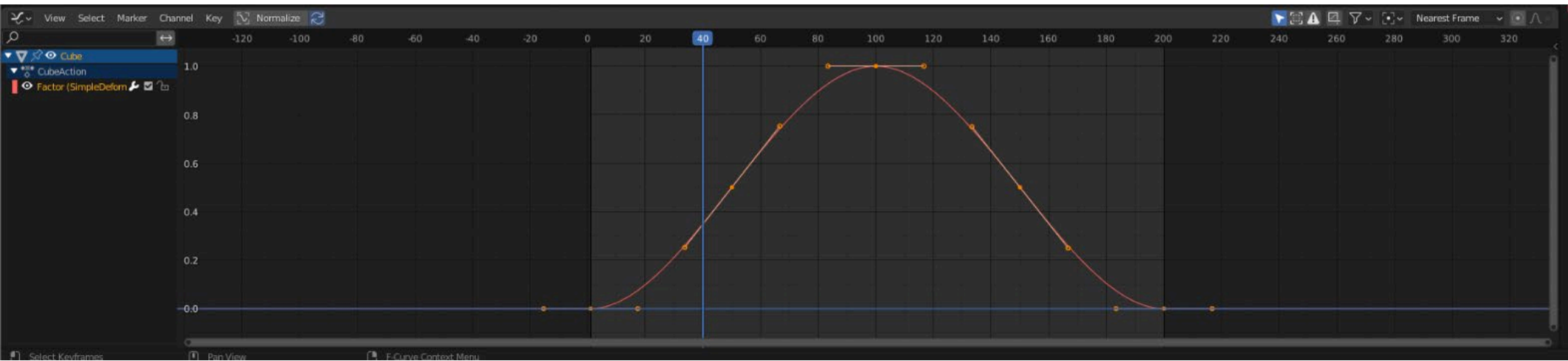
<https://youtu.be/dY9j2Rey15Q>



# WEJDŹ DO GRAPH EDITOR



# ZMIAŃ VERTEX'Y



# SPRĘŻYNA

# **NACIŚNIJ SPACJE I ZOBACZ ANIMACJE**



[https://youtube.com/shorts/1a4r1mP\\_LWY?feature=share](https://youtube.com/shorts/1a4r1mP_LWY?feature=share)

# POWER OF AR AND VR

# DZIĘKUJĘ ZA UWAGĘ



Co-funded by  
the European Union



2024-1-PL01-KA220-VET-000243150

ημε Ευρωπαϊκή Ένωση  
co-funded by

2024-1-PL01-KA220-VET-000243150