

DZIEŃ DOMINIA



Co-funded by
the European Union



2024-1-PL01-KA220-VET-000243150

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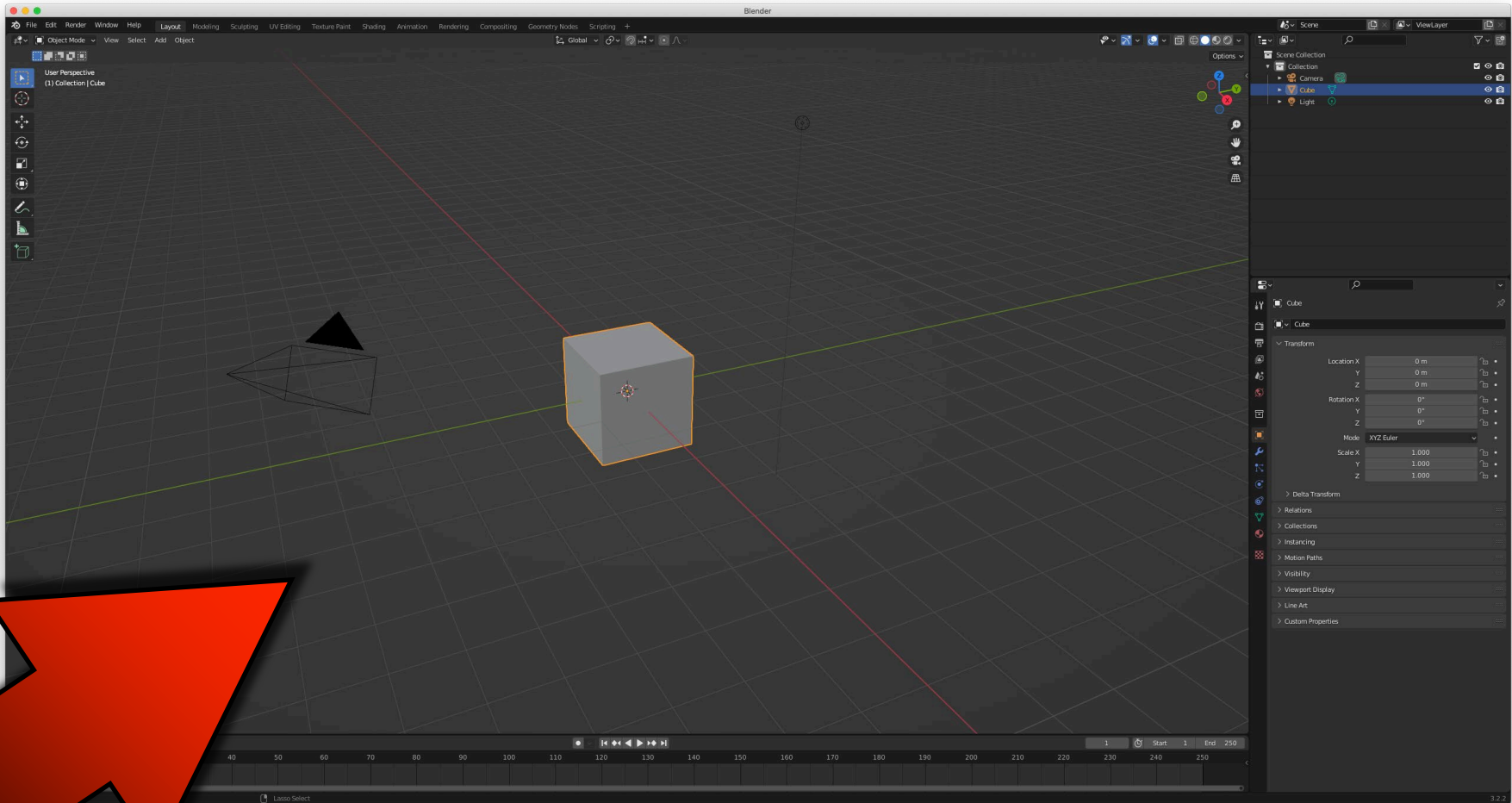
Co-funded by
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POWER OF AR AND VR



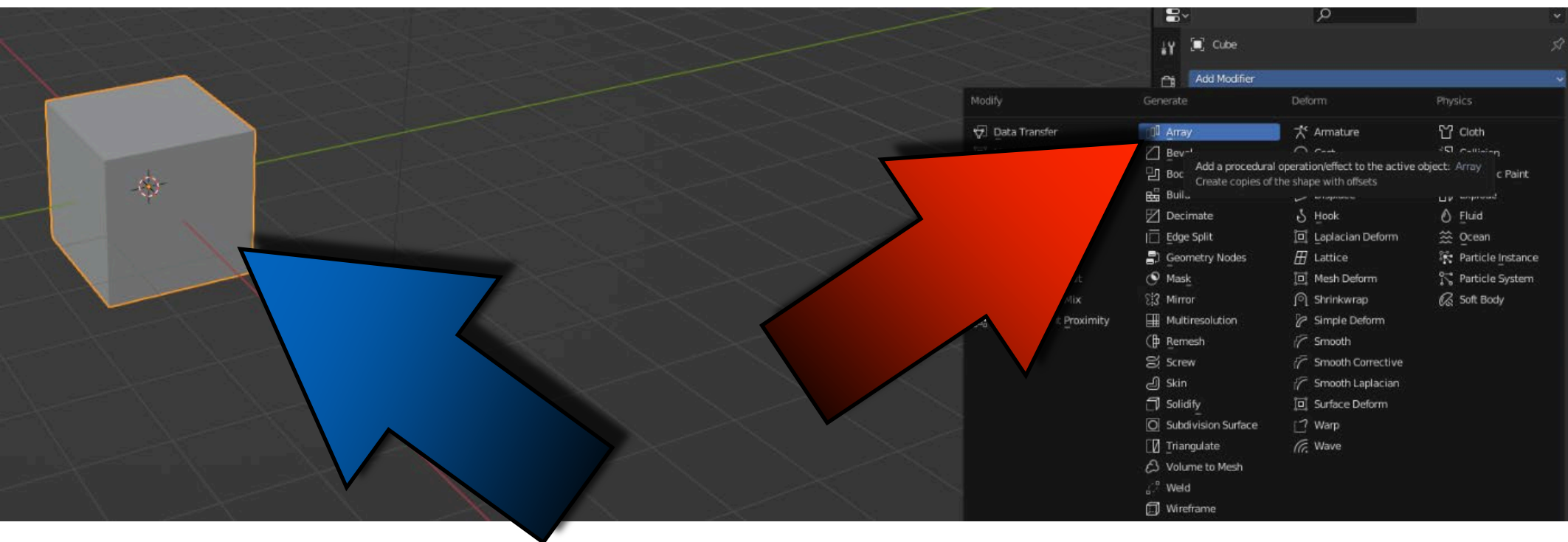
URUCHOM PROGRAM **BLENDER**



DZIEŃ DOMINA

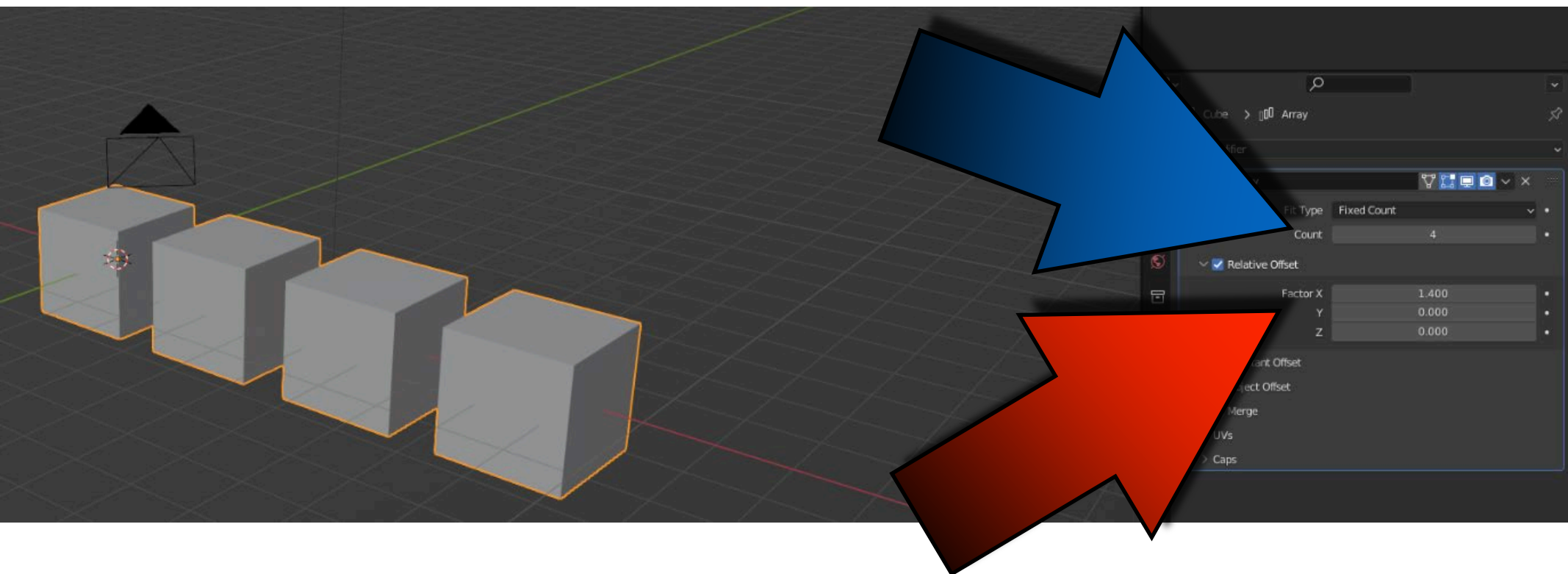
DLA CUBE

DODAJ MODYFIKATOR **ARRAY**



ZMIENIĆ

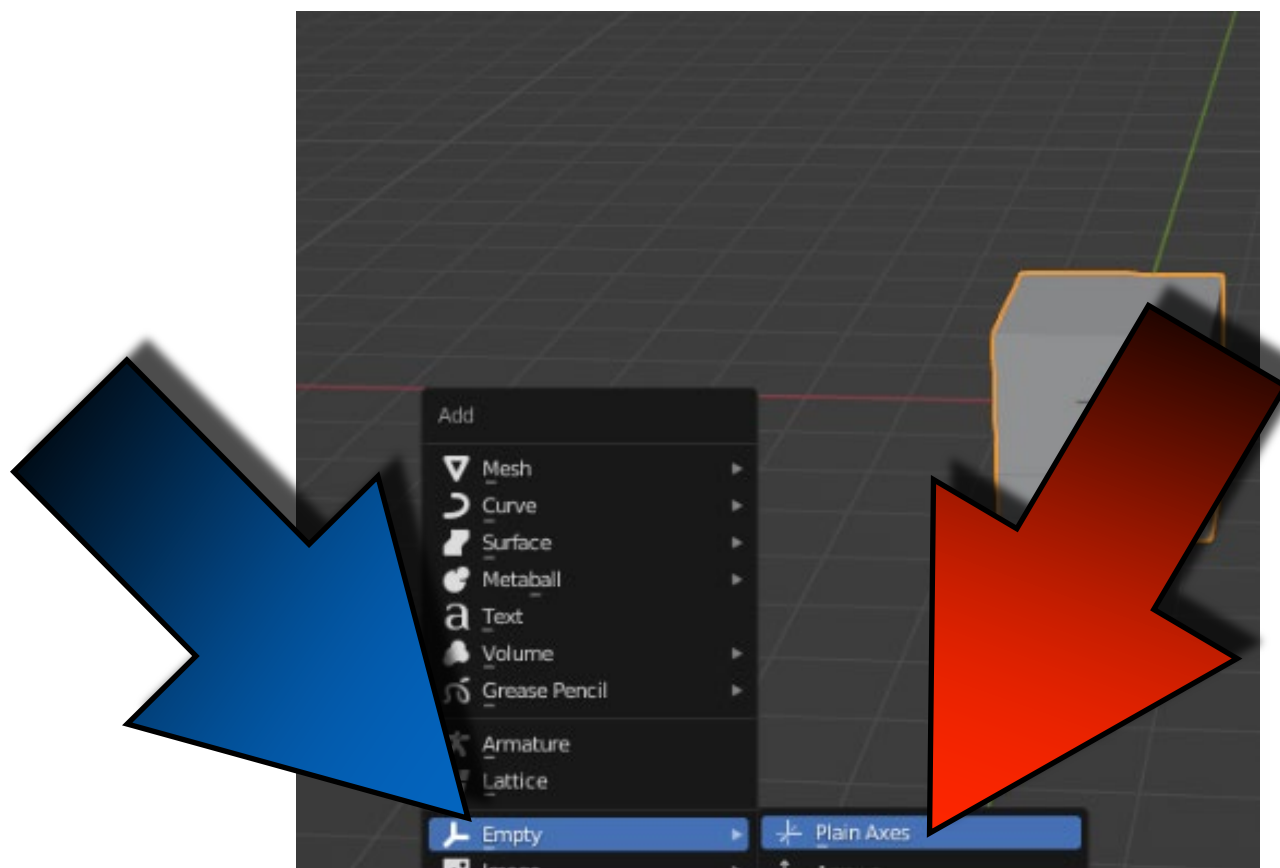
COUNT = 4 | **FACTOR X = 1.4**



DZIEŃ DOMINA

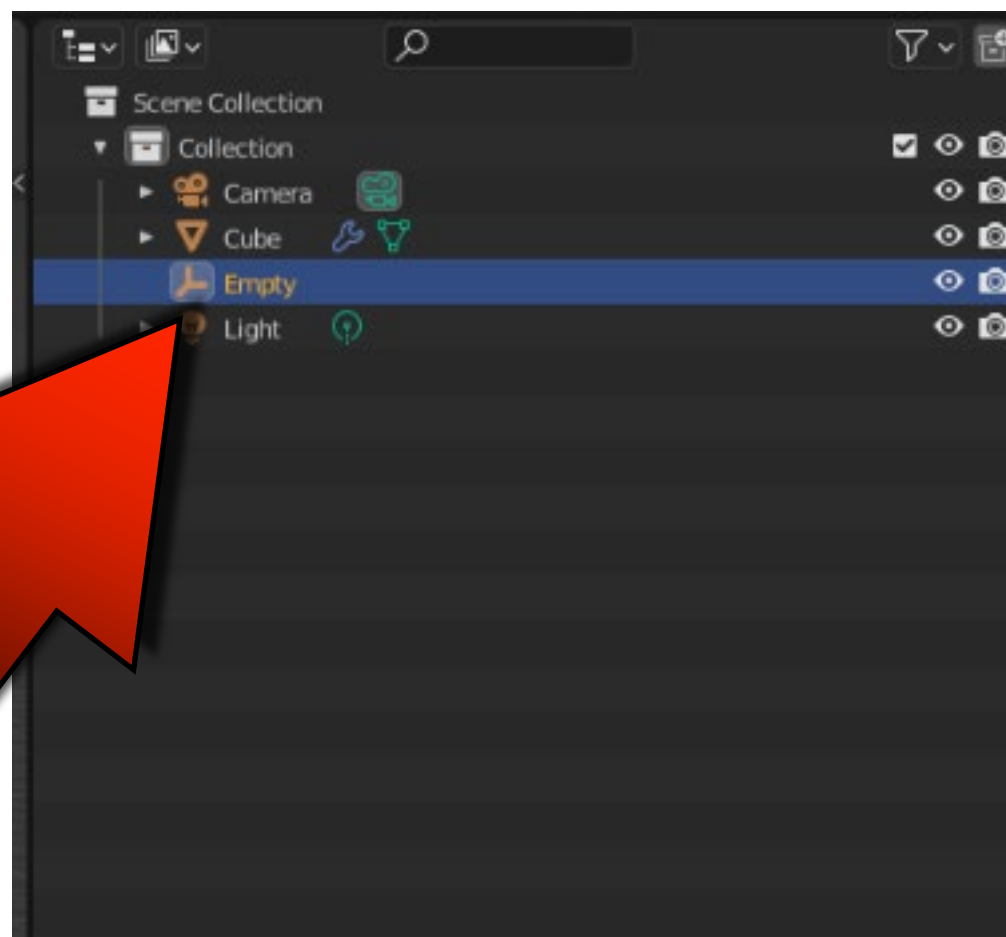
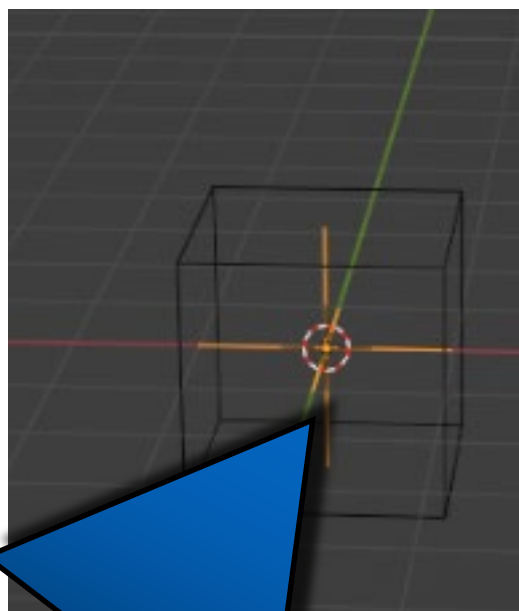
DODAJ

EMPTY / PLANE AXES



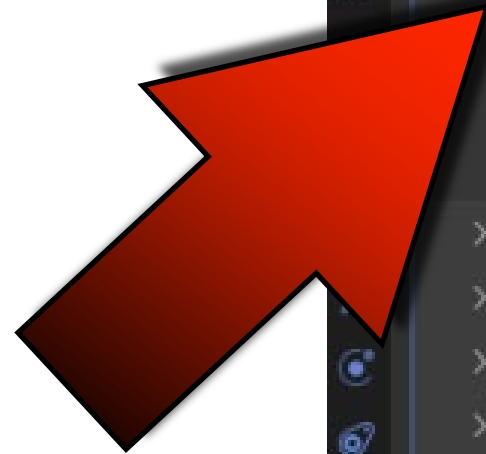
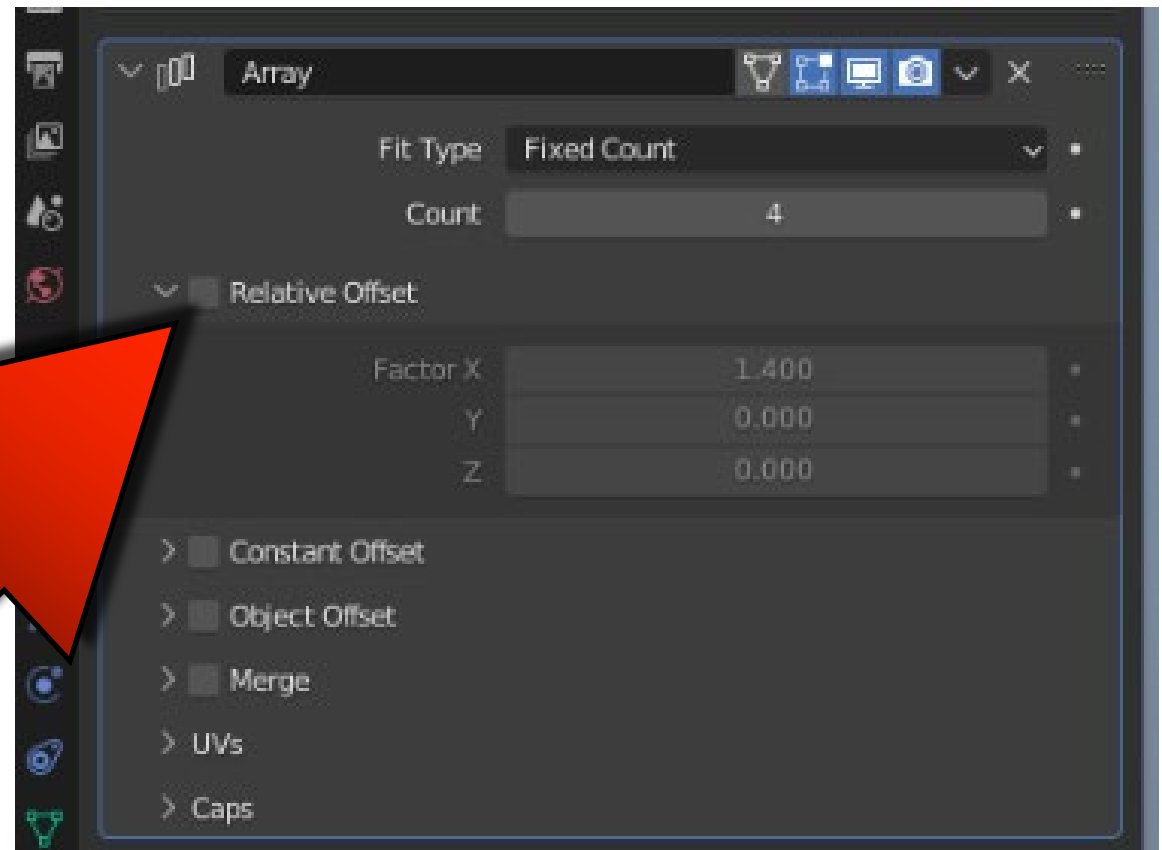
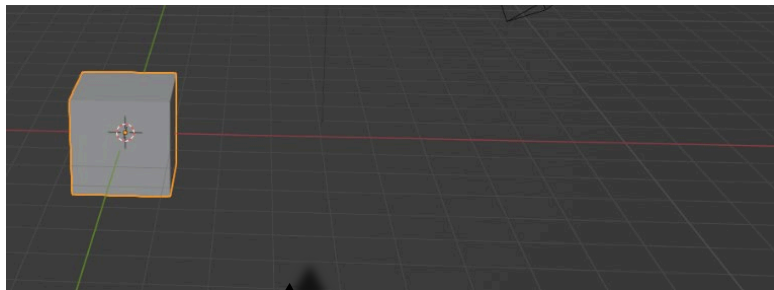
POWER OF AR AND VR

ZAZNACZ **EMPTY** W OIENKU **OUTLINER**



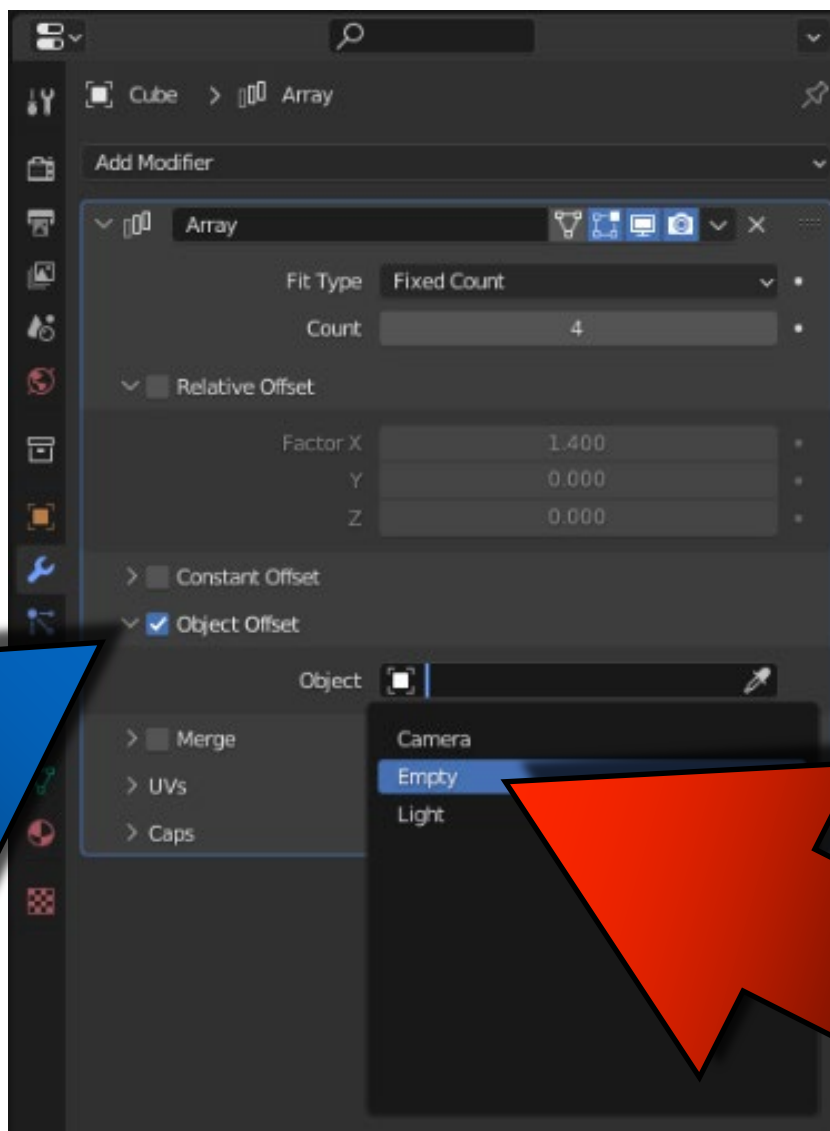
DZIEŃ DOMINA

WYŁĄCZ RELATIVE OFFSET



POWER OF AR AND VR

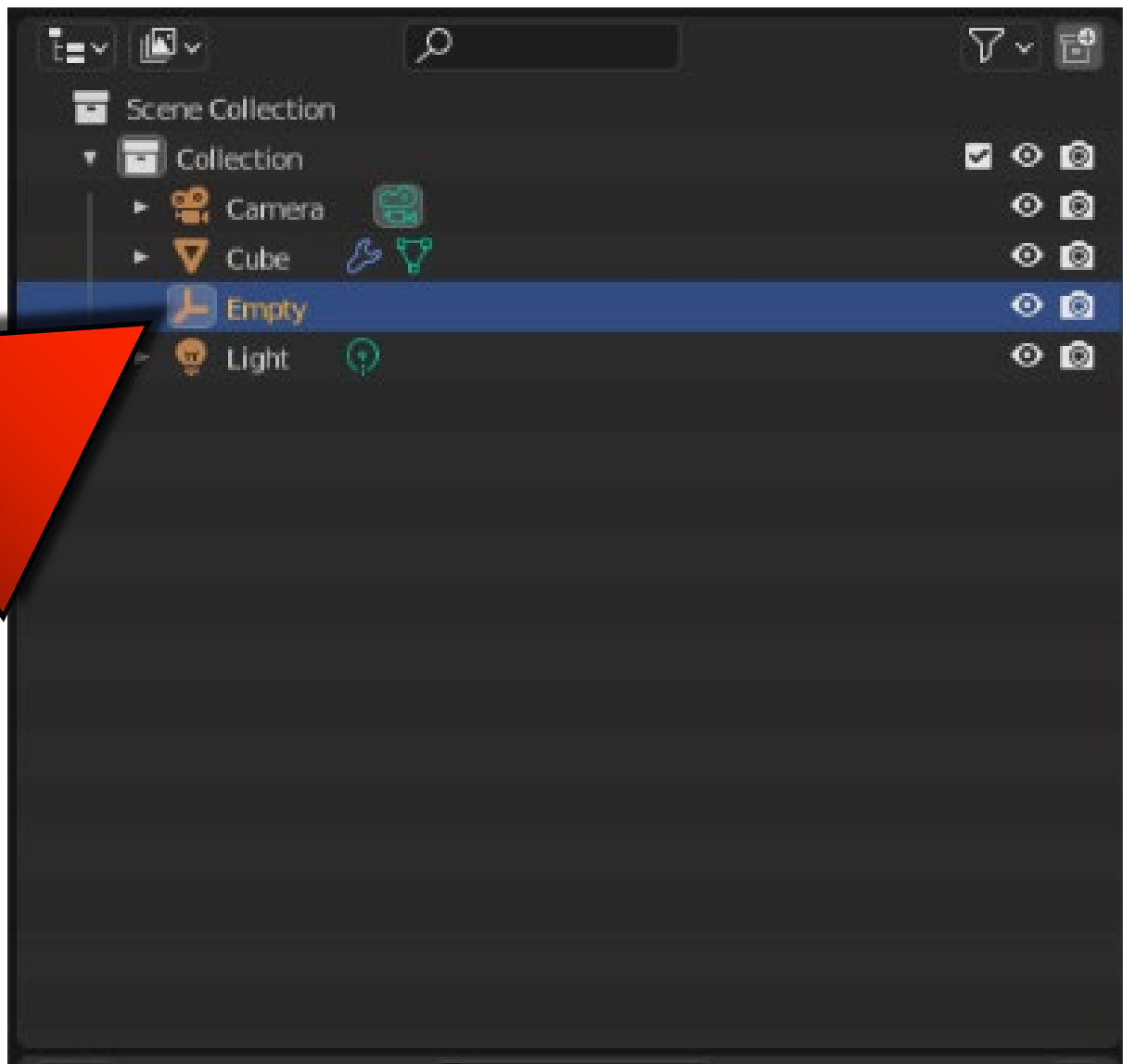
WŁĄCZ OBJECT OFFSET I WYBIERZ EMPTY



DZIEŃ DOMINA

POWER OF AR AND VR

ZAZNACZ **EMPTY**



DZIEŃ DOMINA

PRZESUWAJ EMPTY PO OSI X



https://youtu.be/FB1qBzmSW_I

OBRACAJ EMPTY - TOP ORTHOGRAPHIC VIEW



<https://youtu.be/MZQI3sN4mCc>

PRZESKALUJ EMPTY



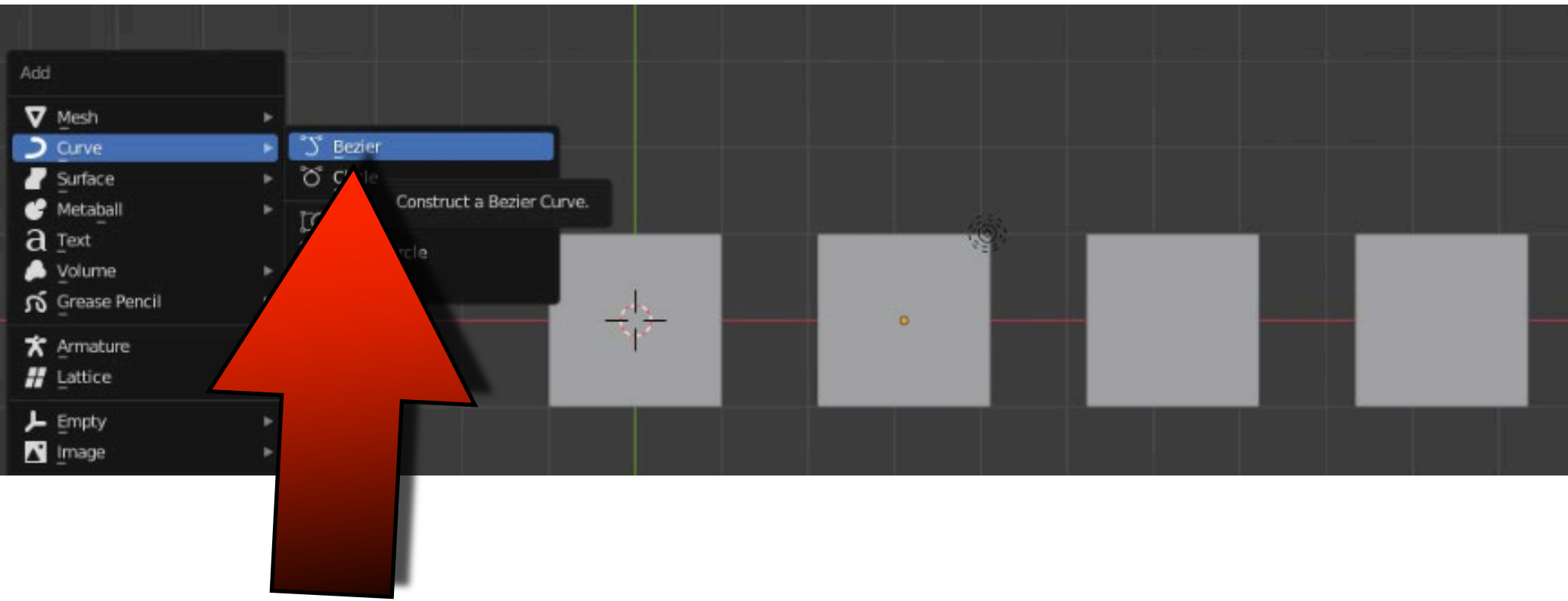
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OBRACAJ EMPTY WOKÓŁ OSI X



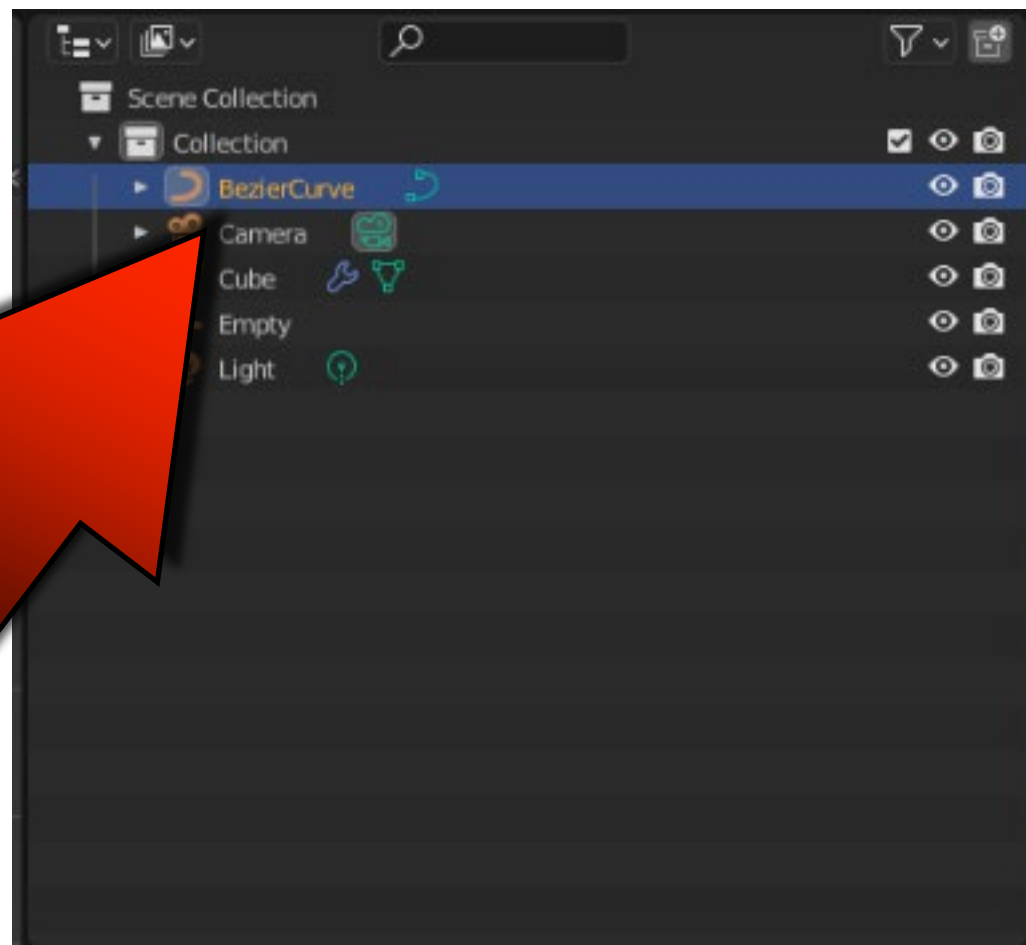
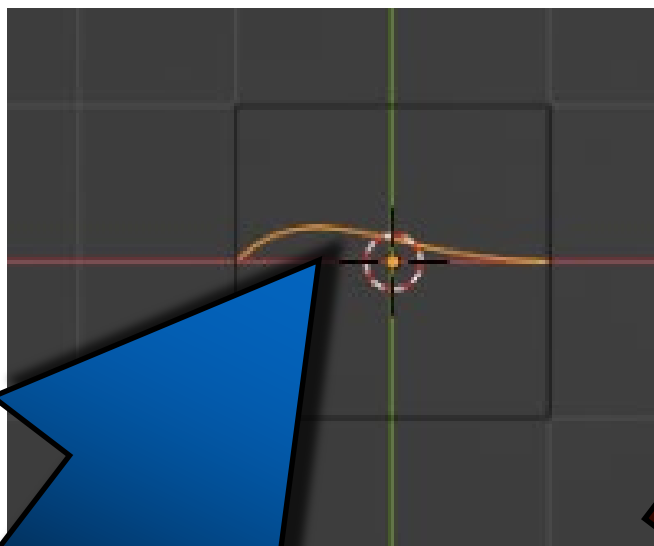
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DODAJ KRZYWAŁĄ **BEZIER**



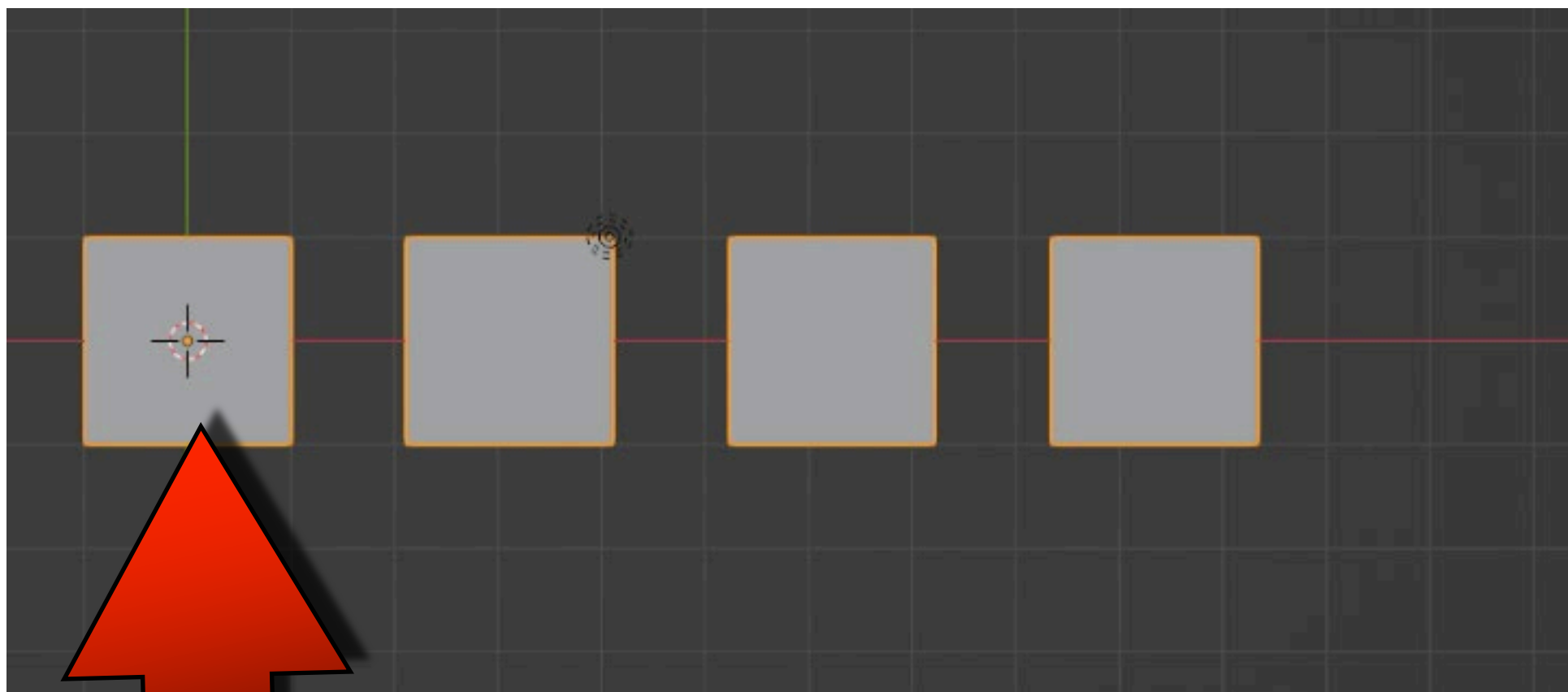
POWER OF AR AND VR

ZAZNACZ **BEZIER CURVE** W OKIENKU **OUTLINER**

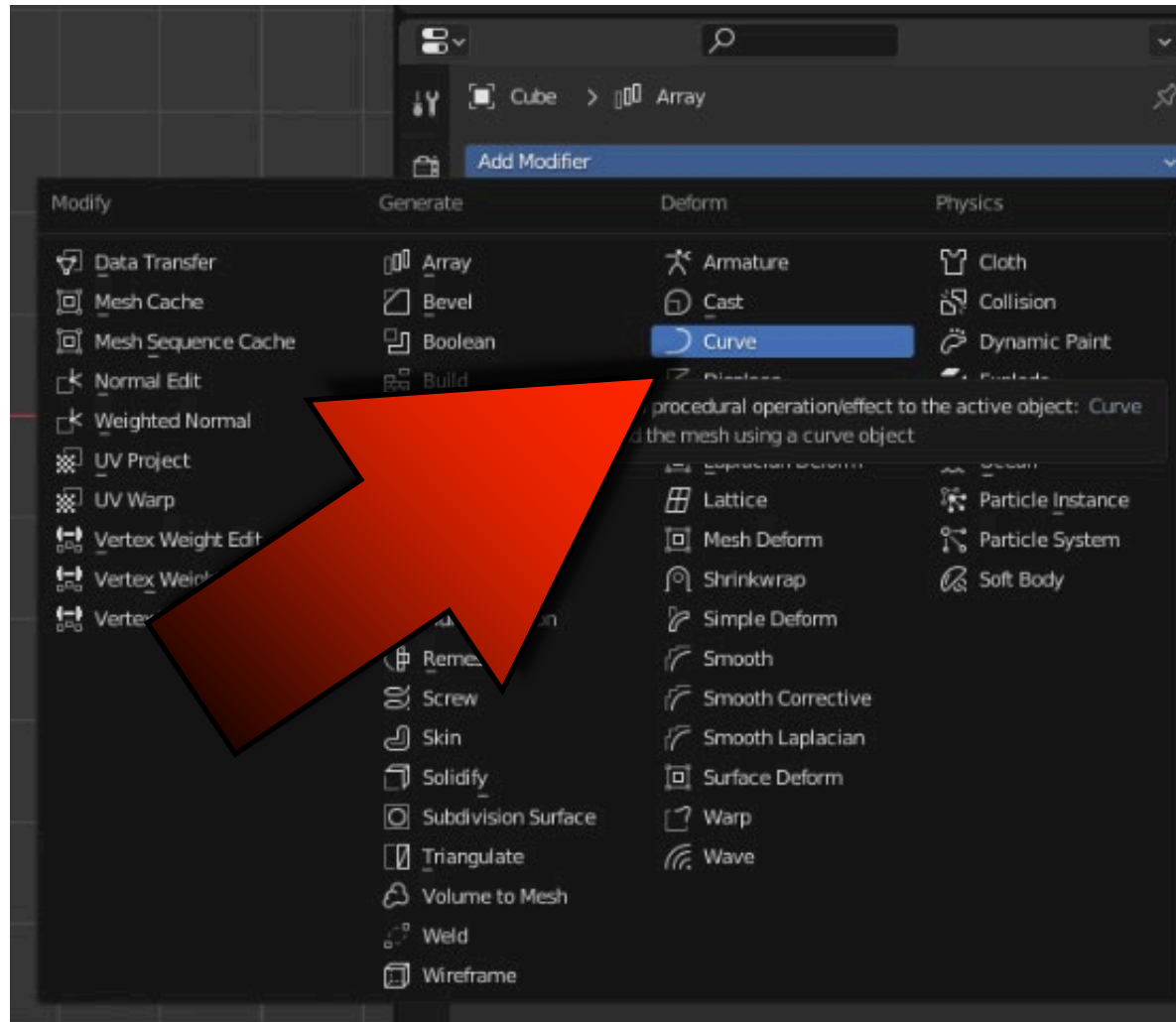


DZIEŃ DOMINA

ZAZNACZ CUBE

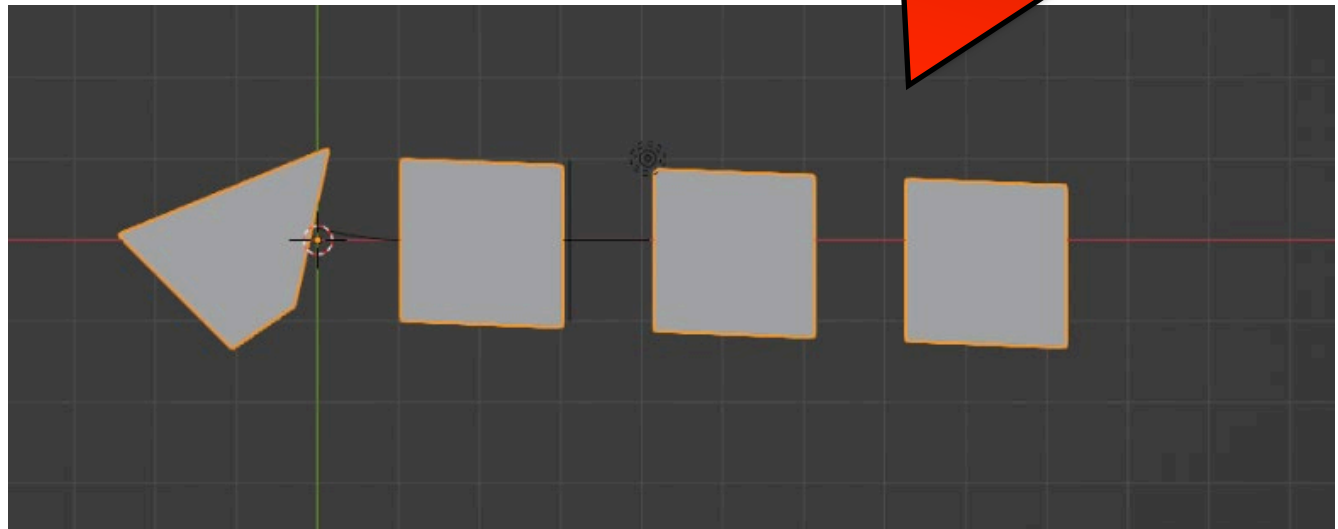
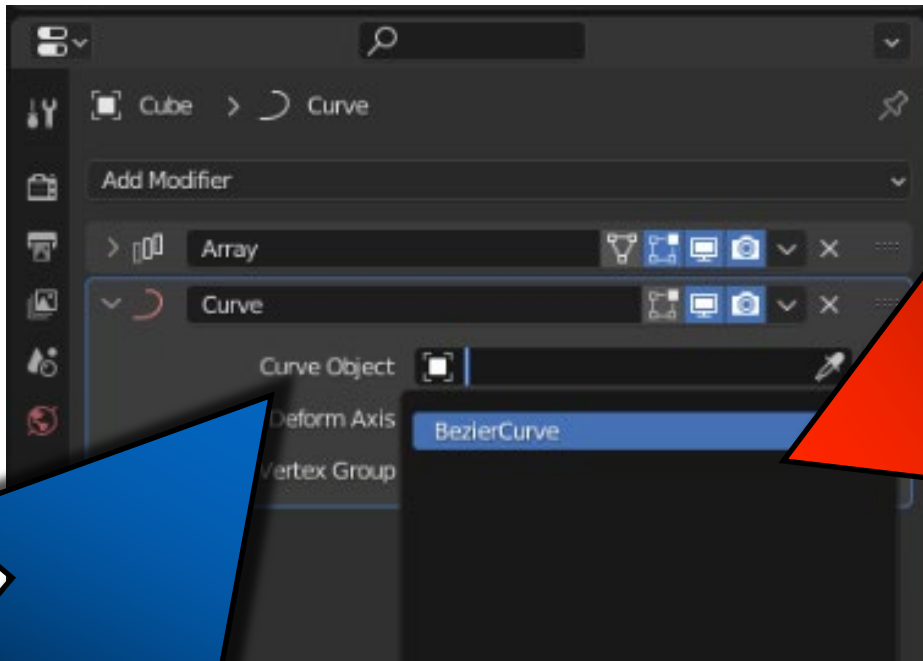


DODAJ MODYFIKATOR **CURVE**



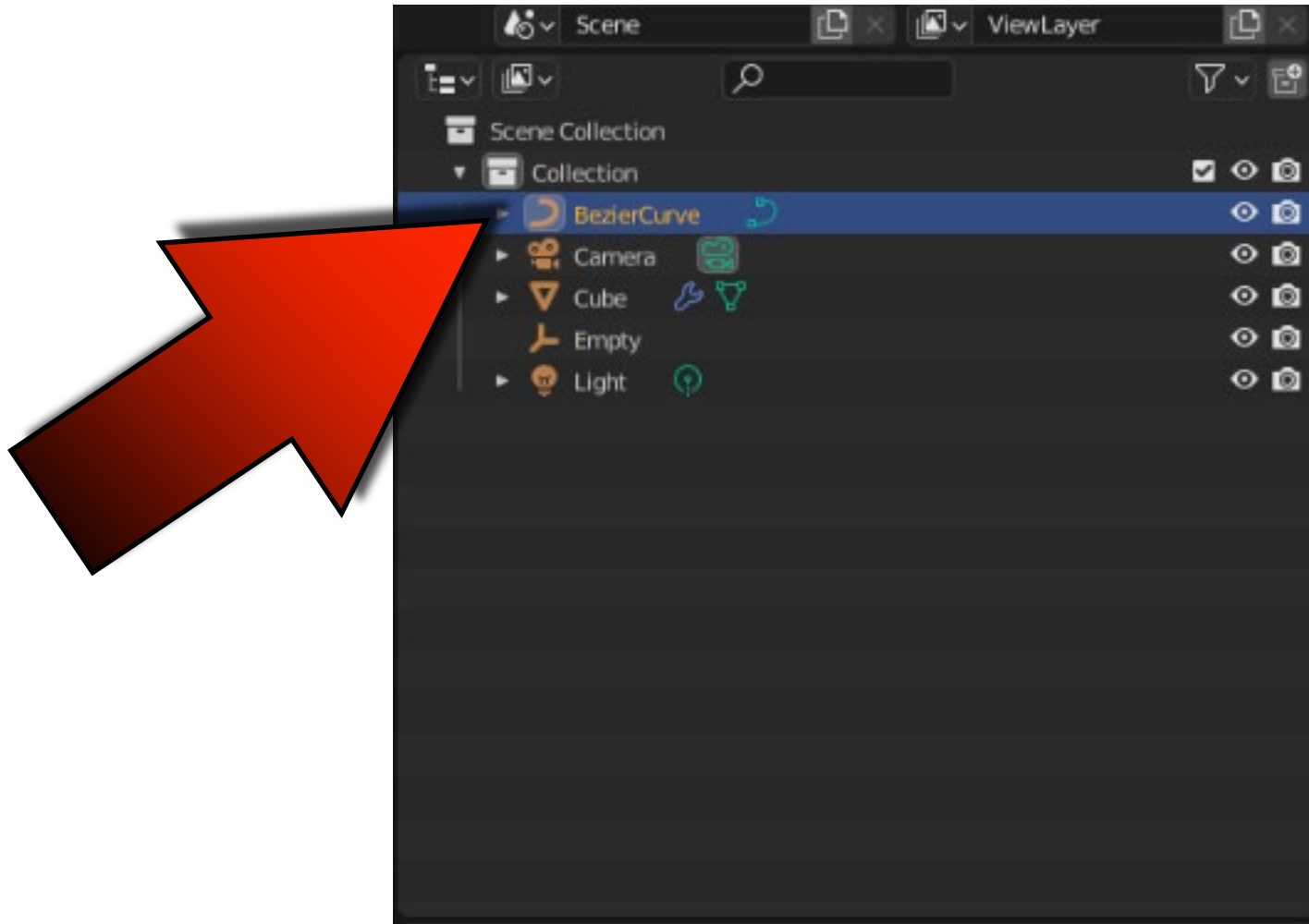
POWER OF AR AND VR

JAKO **CURVE OBJECT** WYBIERZ **BEZIER CURVE**



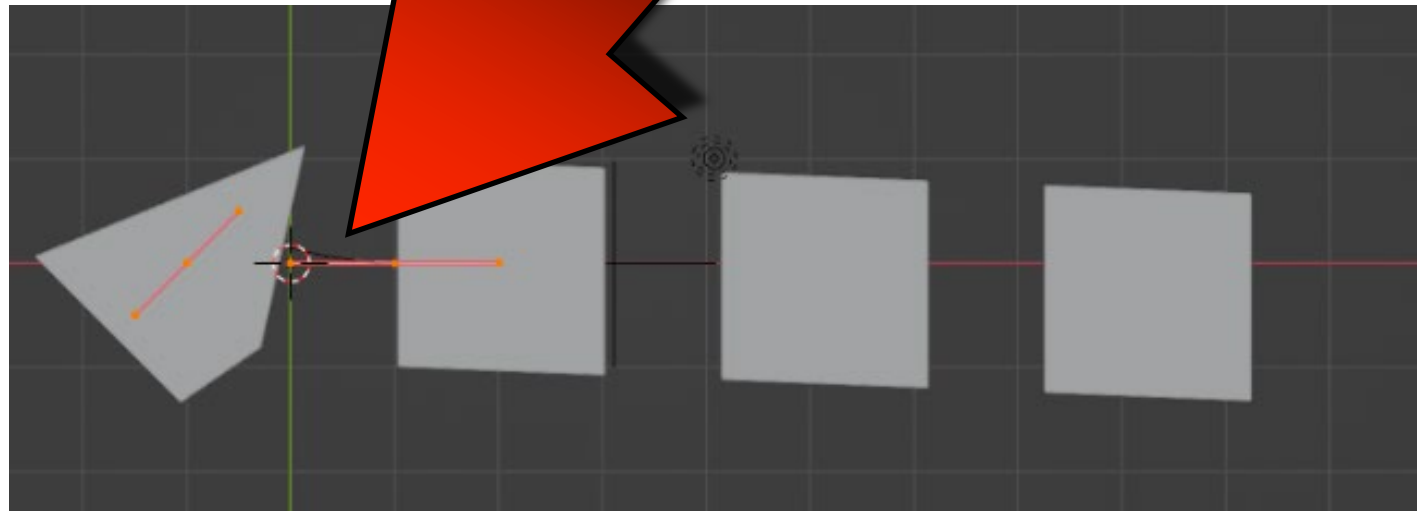
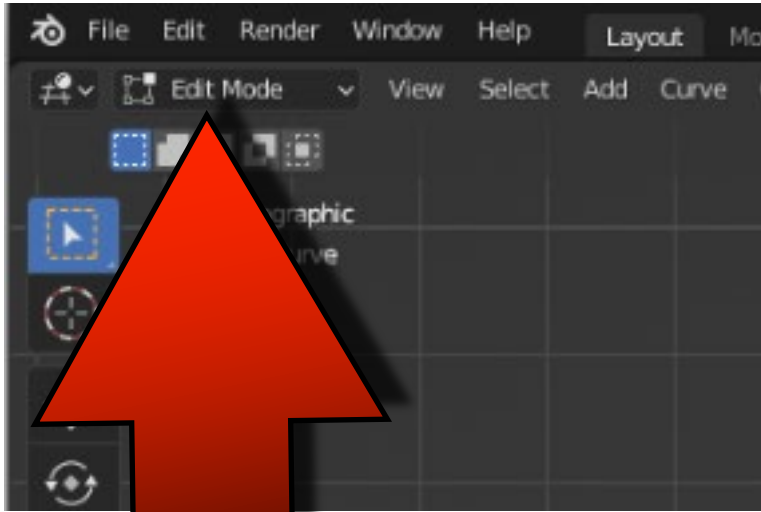
DZIEŃ DOMINA

ZAZNACZ **BEZIER CURVE**



POWER OF AR AND VR

IDŹ DO **EDIT MODE**



DZIEŃ DOMINA

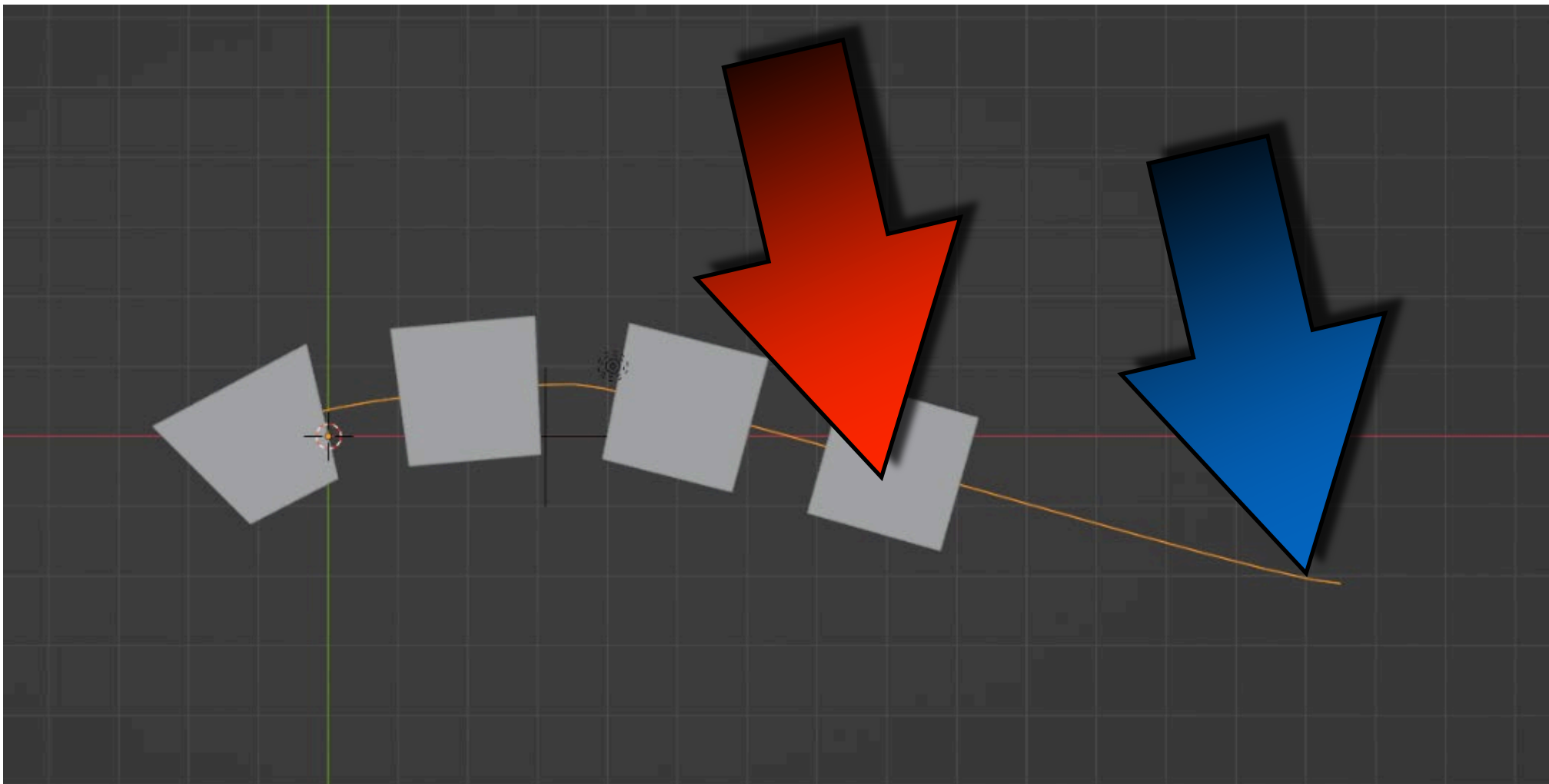
PRZESUŃ I WYCIĄGNIJ VERTEX KRZYWEJ



<https://youtu.be/BQoJH7HZQ1Q>

POWER OF AR AND VR

KIEDY ZWIĘKSZAMY **CURVE
ILOŚĆ SZEŚCIANÓW JEST TAKA SAMA**



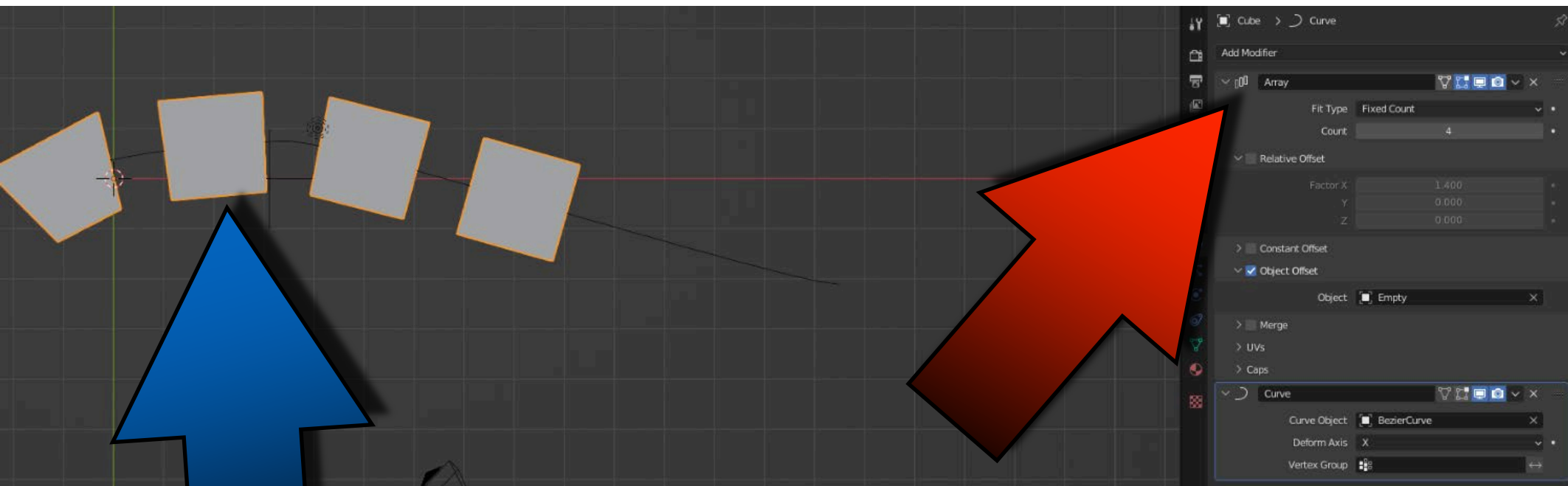
DZIEŃ DOMINA

POWER OF AR AND VR

ZAZNACZ **CUBE**

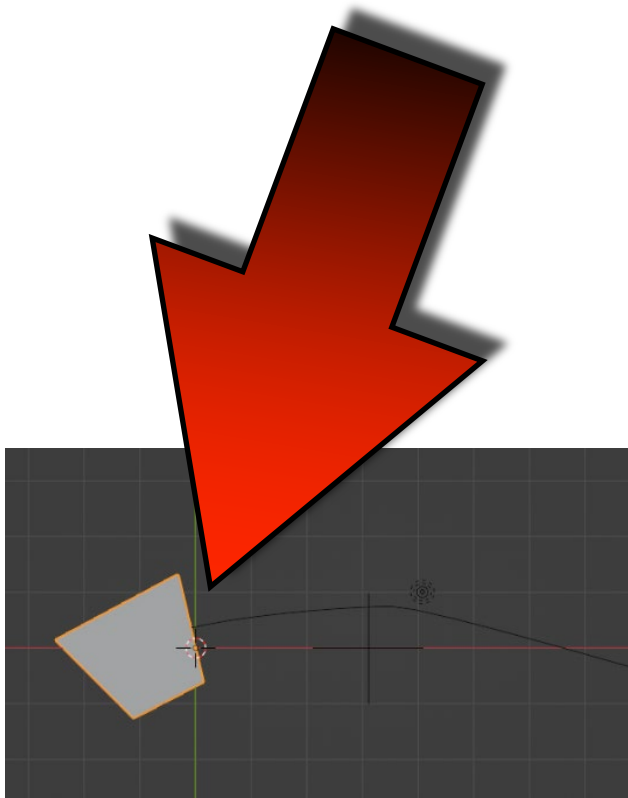
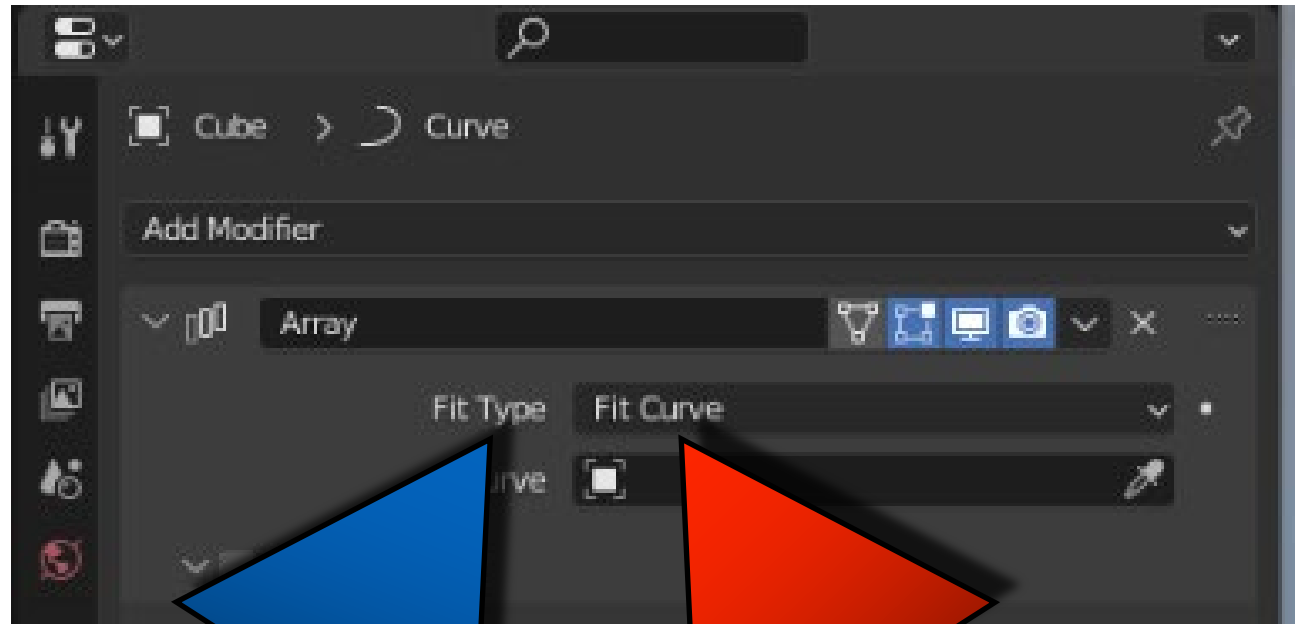
I IDŹ DO MODYFIKATORA

ARRAY

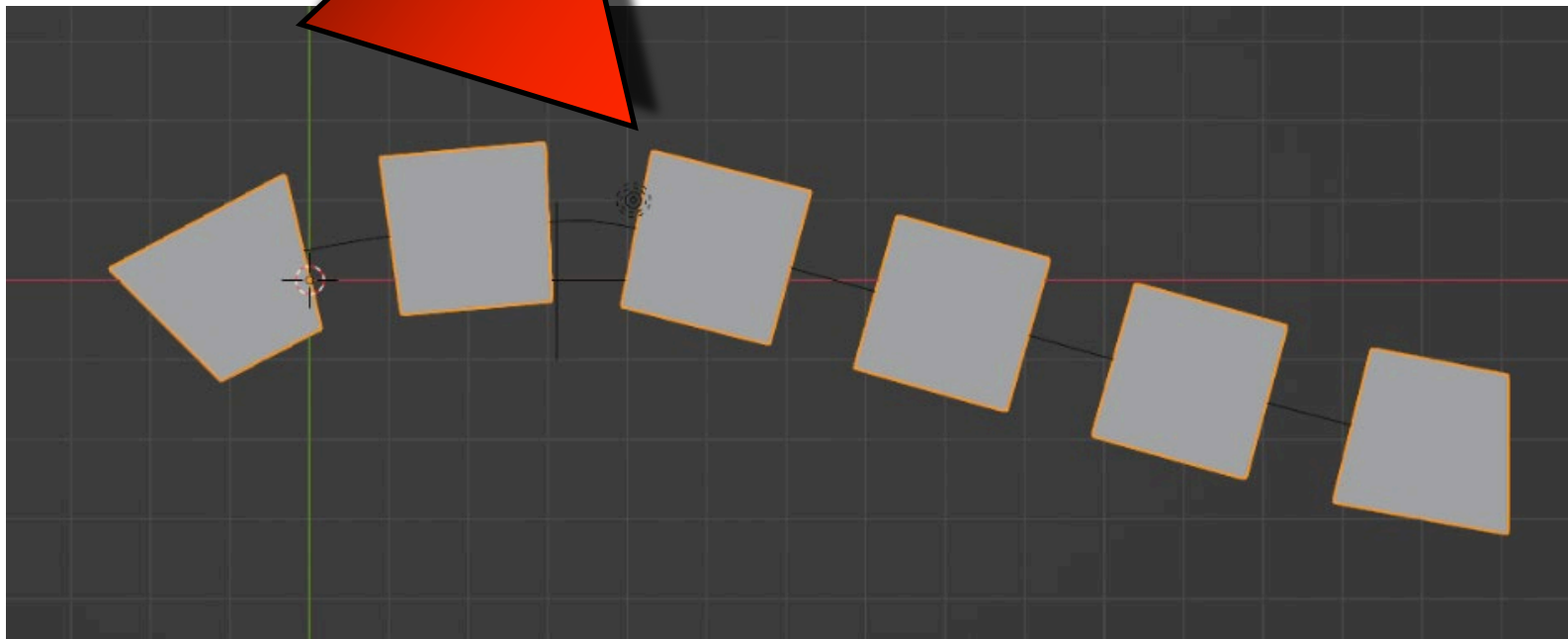
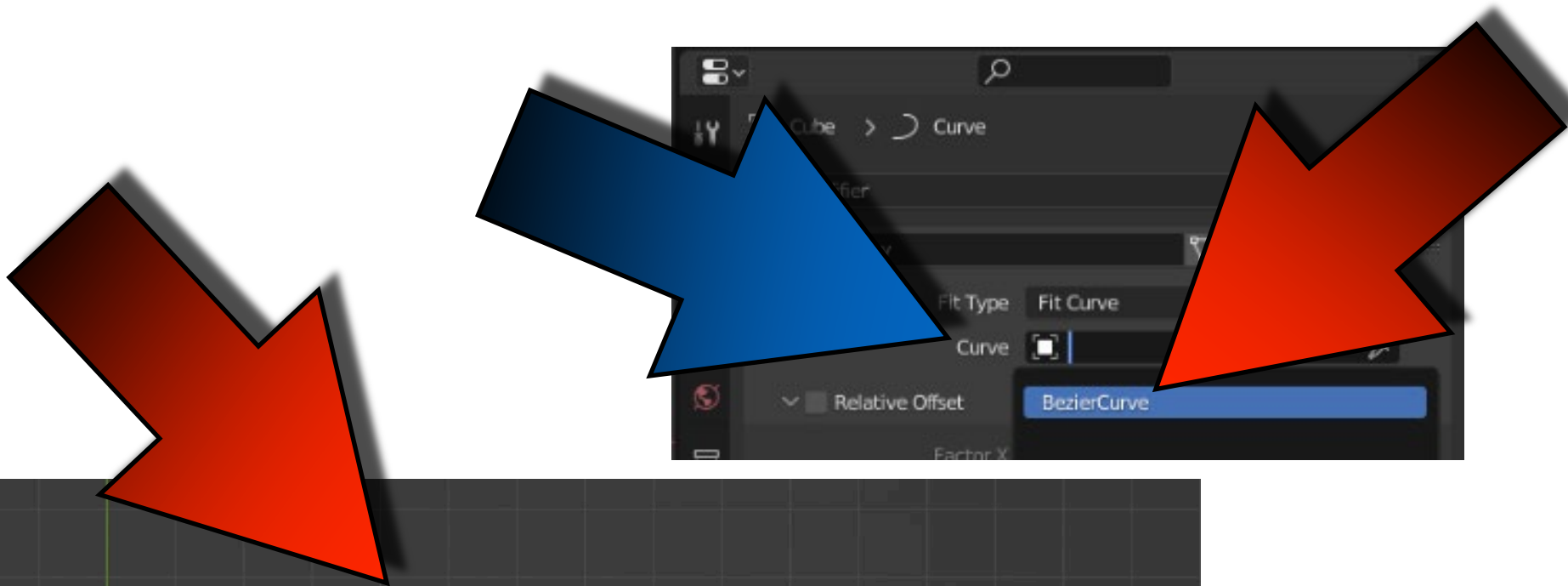


DZIEŃ DOMINA

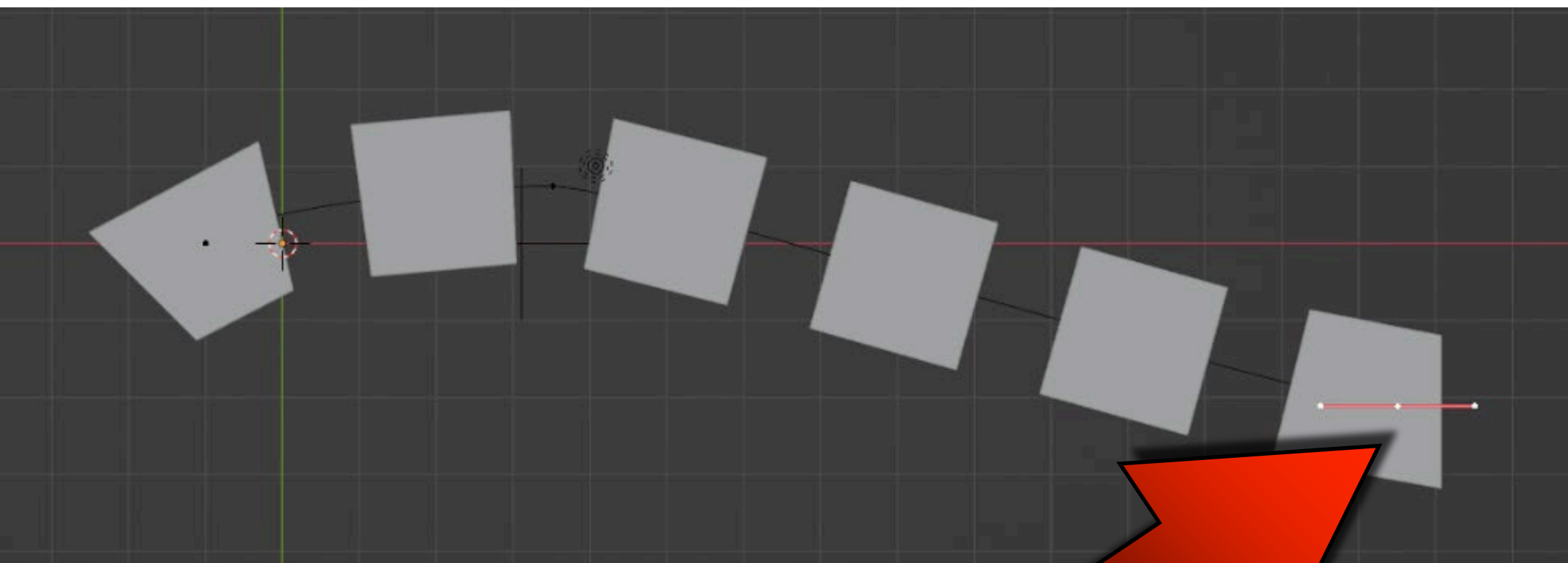
DLA **FIT TYPE** WYBIERZ **FIT CURVE**



DLA **CURVE** WYBIERZ **BEZIER CURVE**



IDŹ DO EDIT MODE KRZYWEJ



DZIEŃ DOMINA

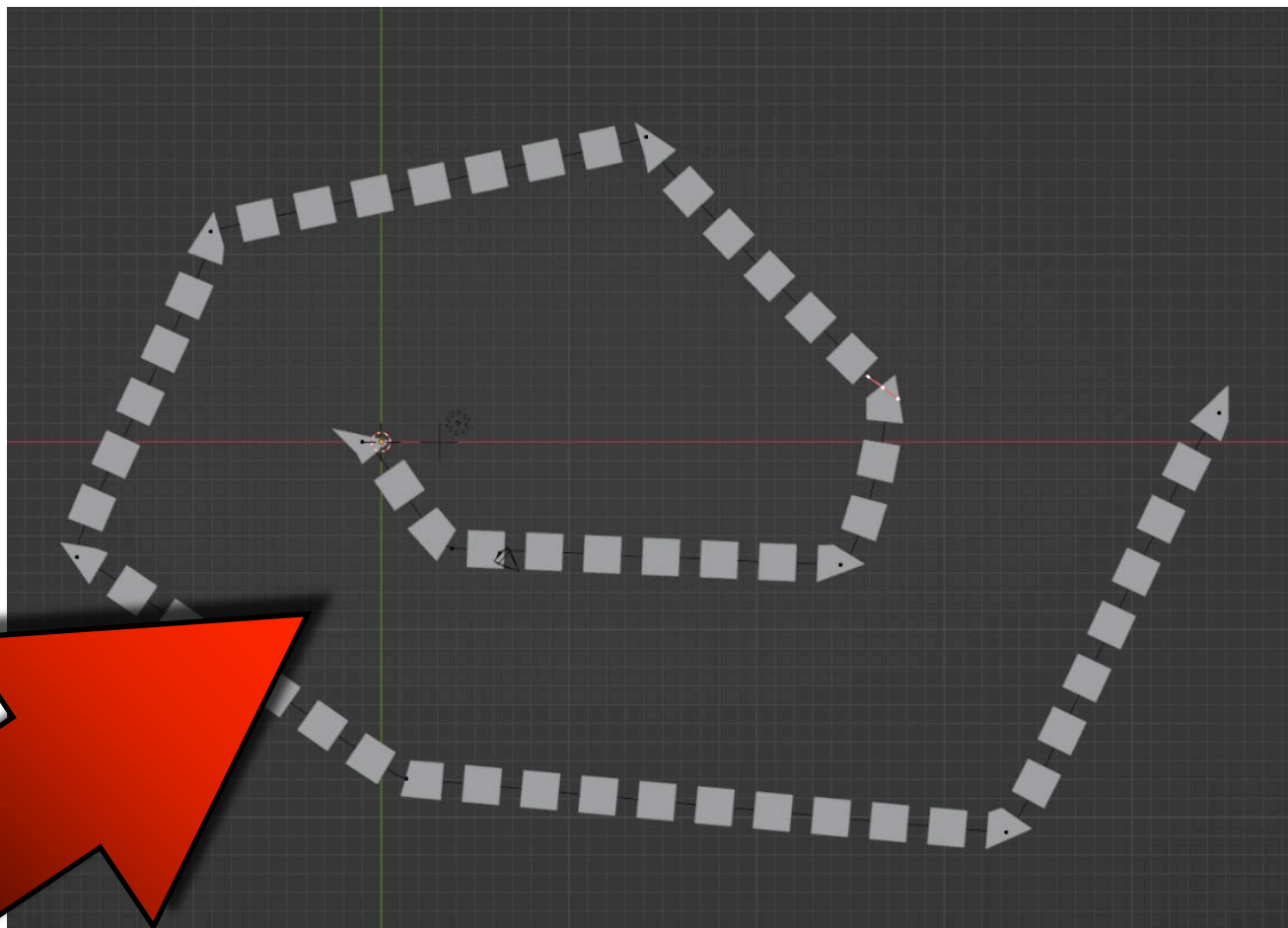
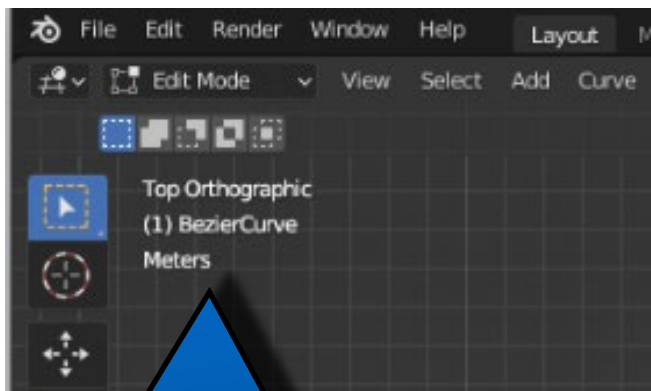
PRZESUŃ I EKSTRUDUJ VERTEX'Y KRZYWEJ



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POWER OF AR AND VR

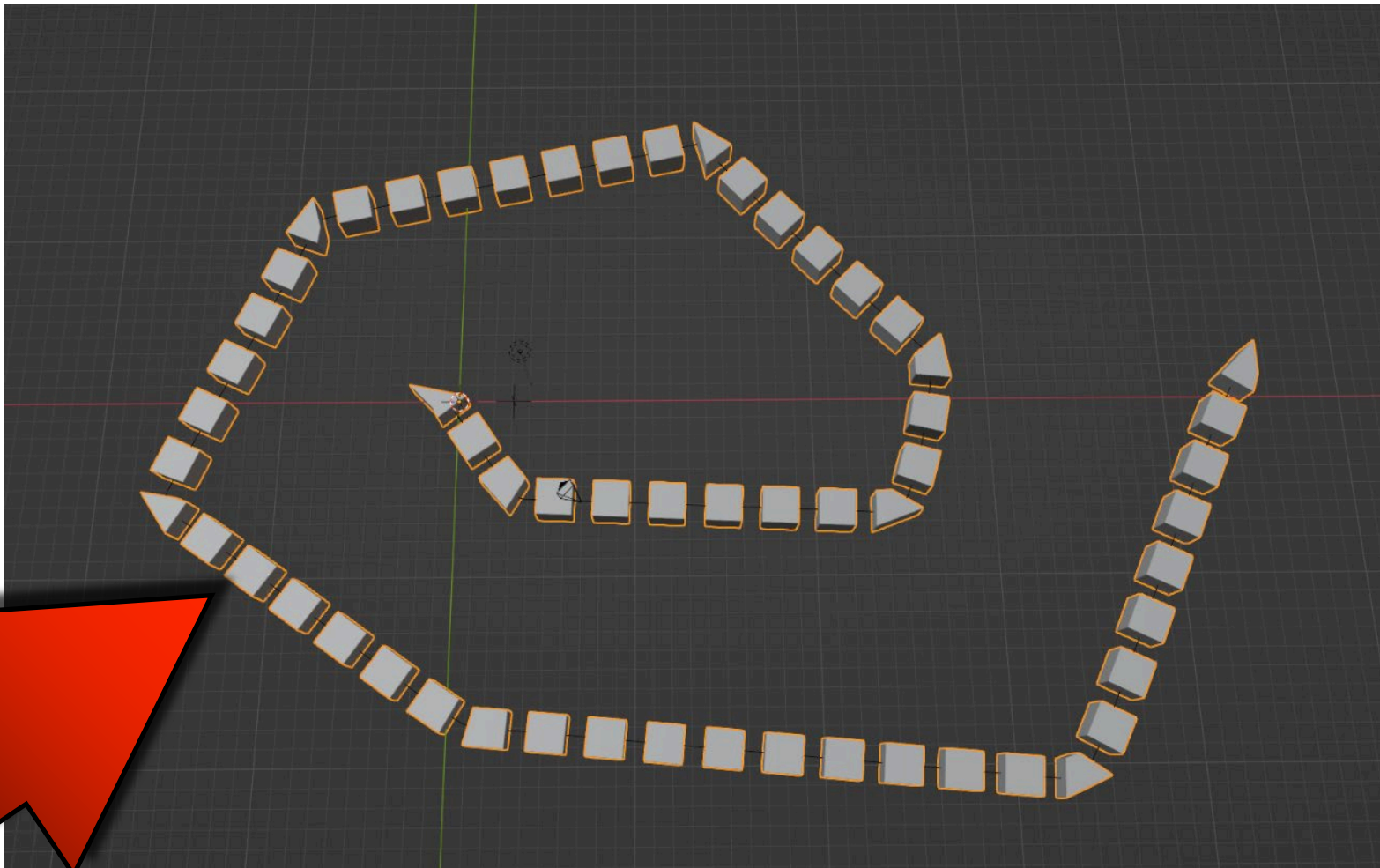
STWÓRZ COŚ PODOBNEGO W WIDOKU TOP ORTHOGRAPHIC



DZIEŃ DOMINA

POWER OF AR AND VR

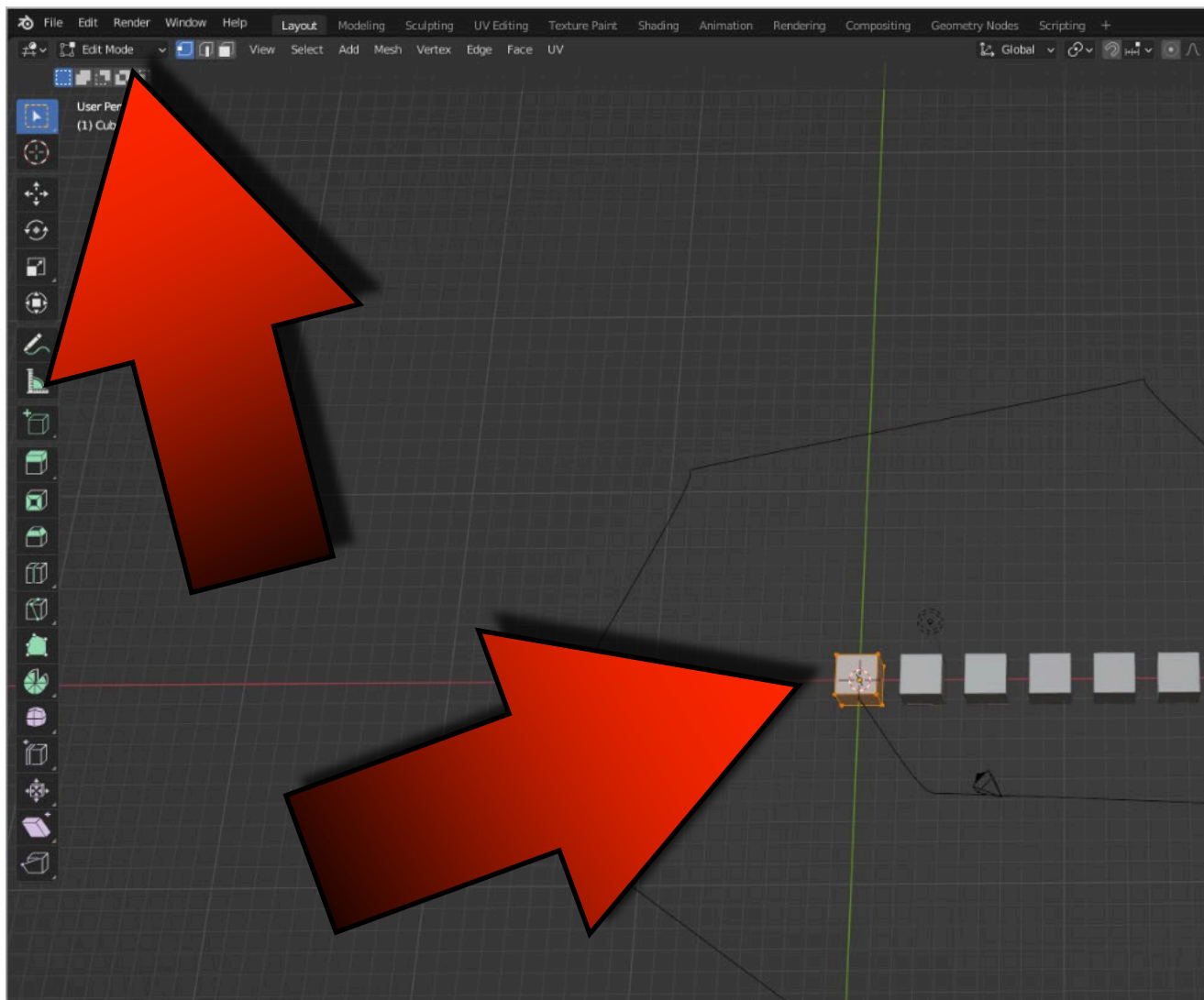
ZAZNACZ CUBE **W OBJECT MODE**



DZIEŃ DOMINA

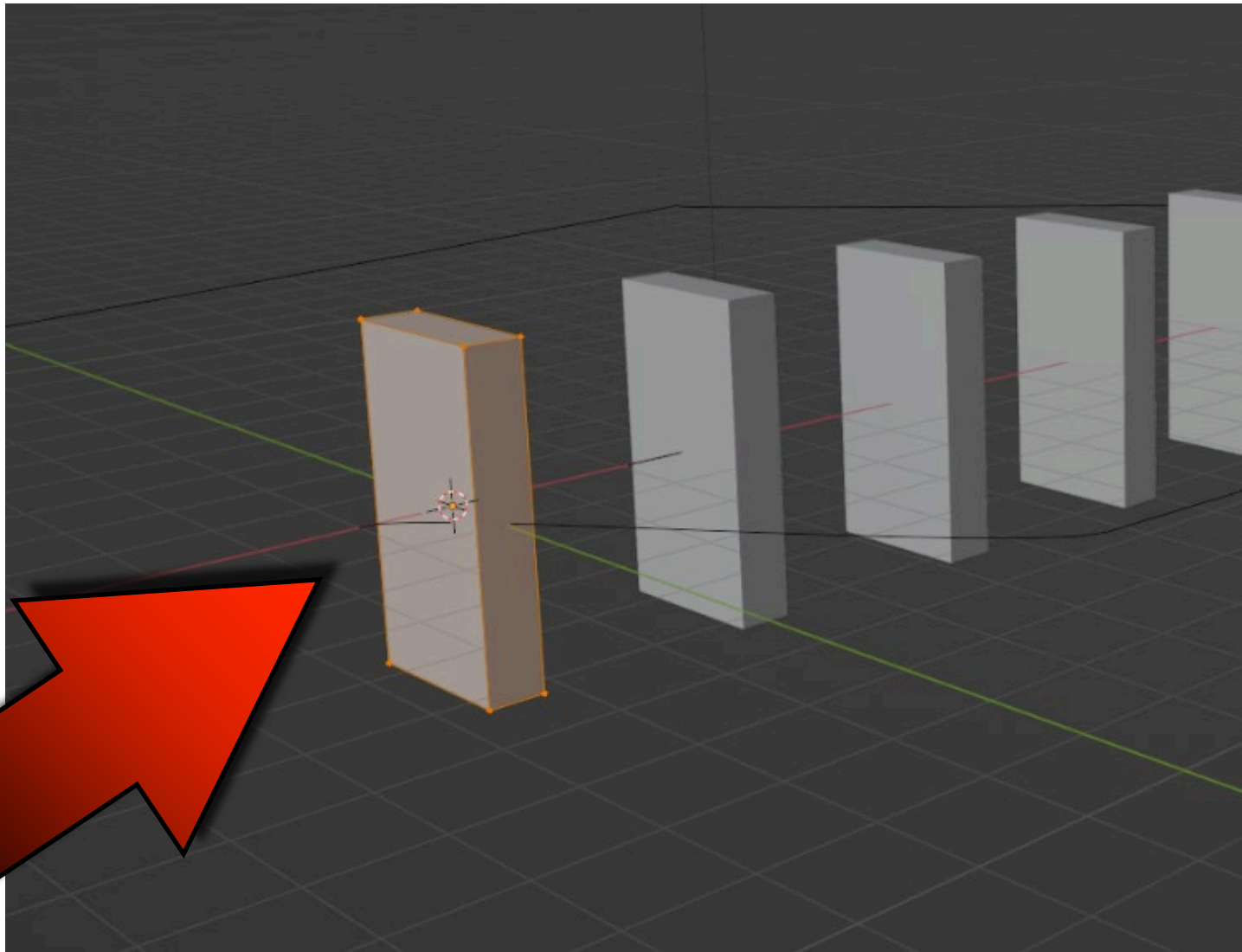
POWER OF AR AND VR

IDŹ DO EDIT MODE



DZIEŃ DOMINA

SKALA DLA DOMINA



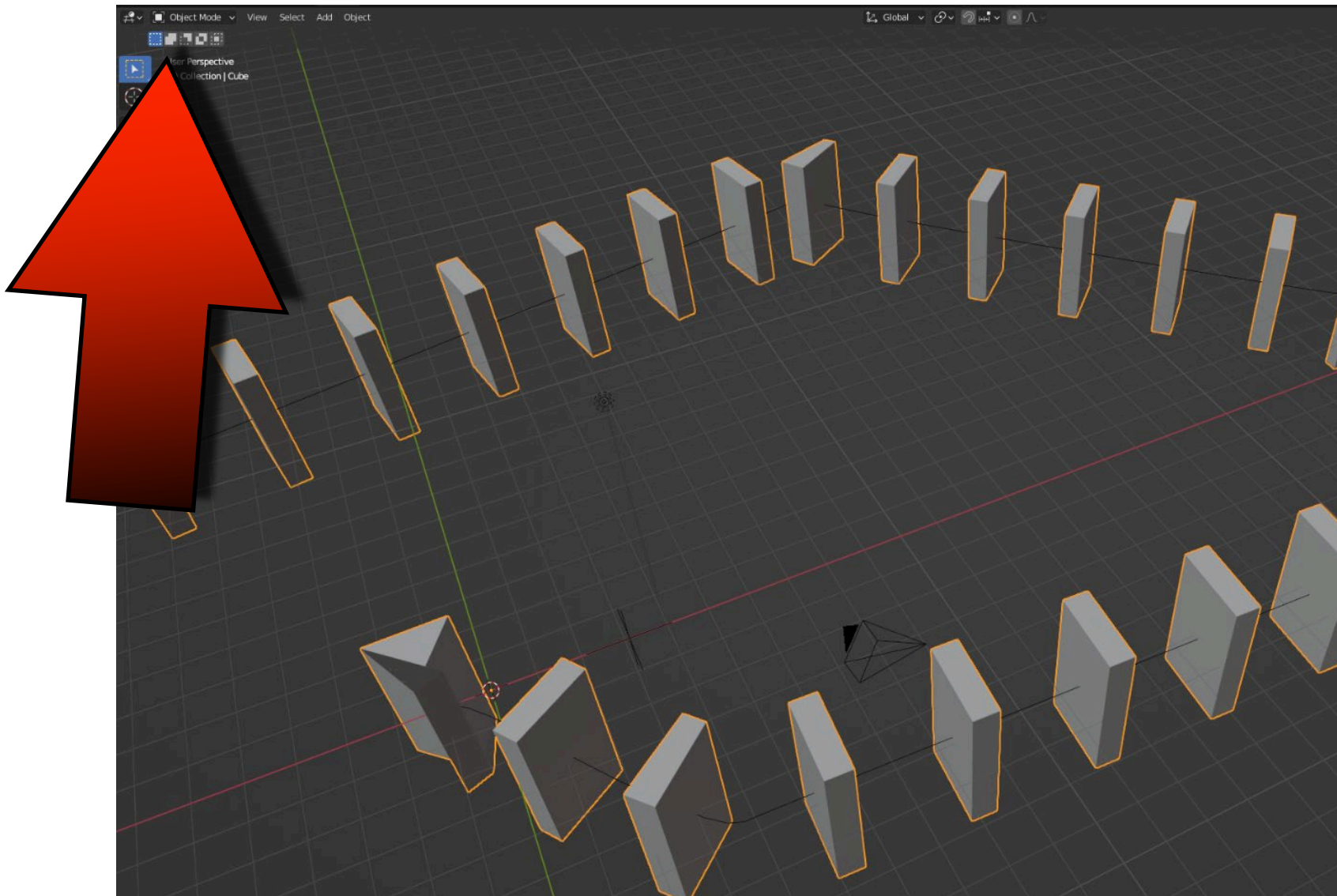
DZIEŃ DOMINA



POWER OF AR AND VR

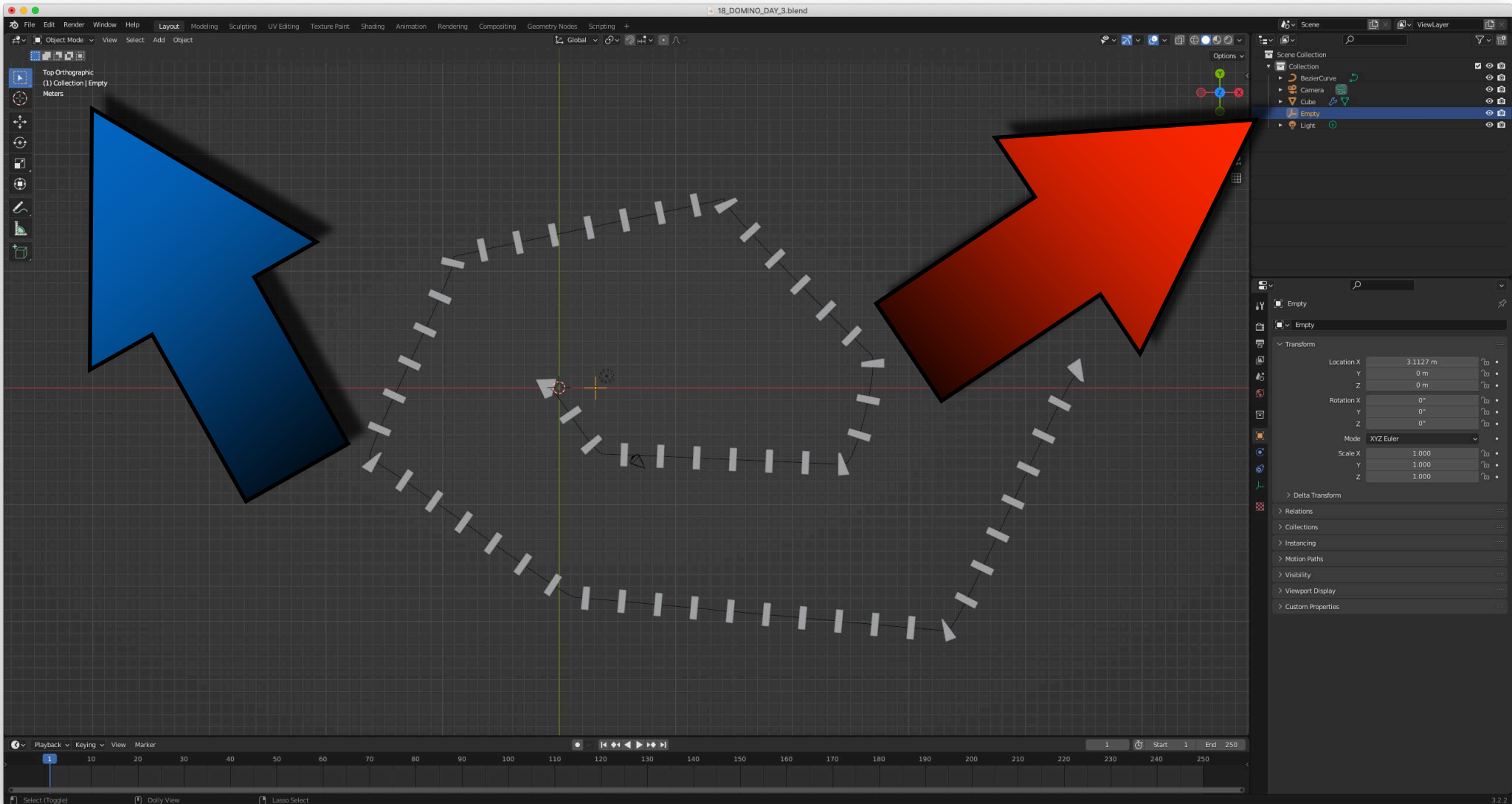


IDŹ DO **OBJECT MODE**



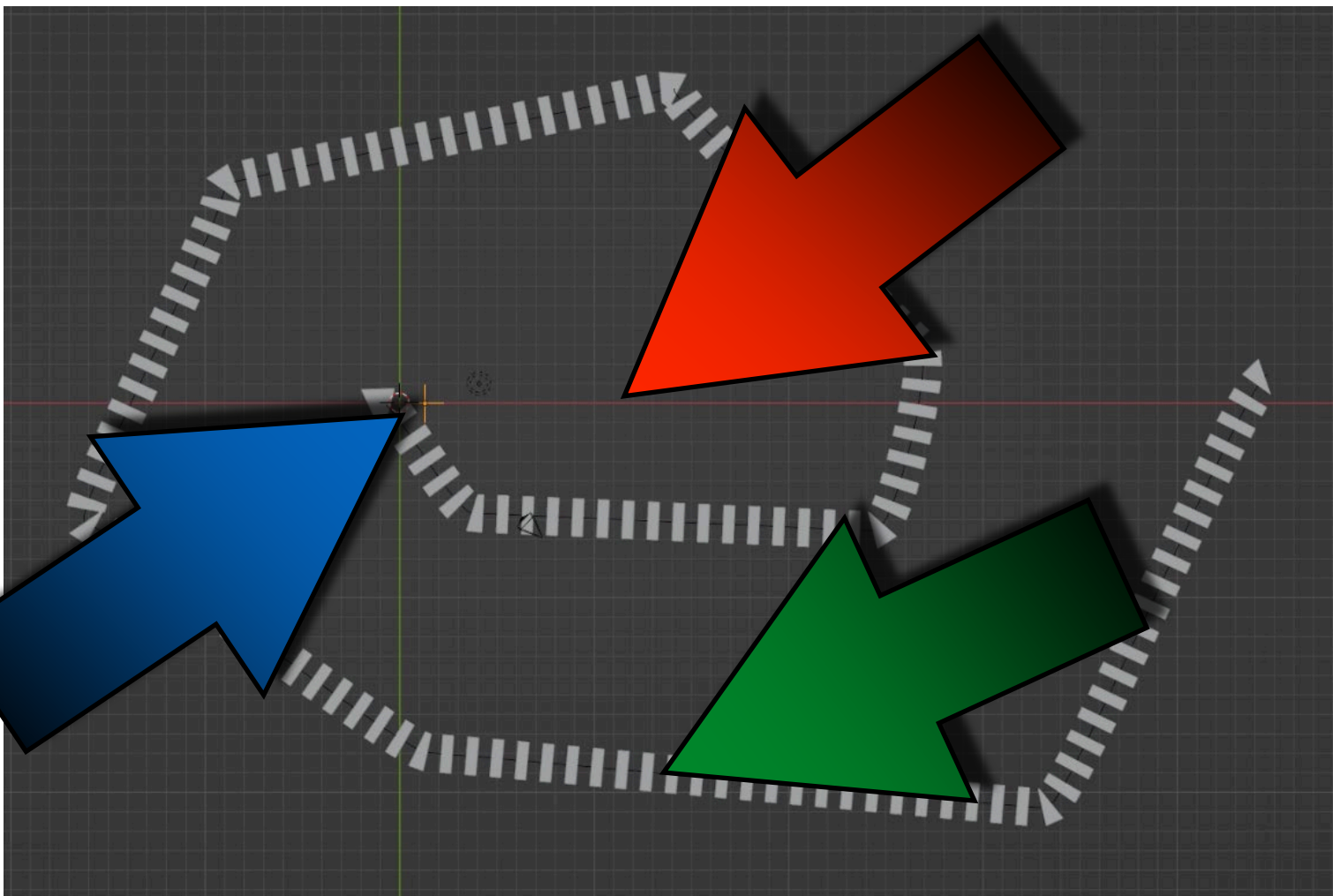
DZIEŃ DOMINA

IDŹ DO **TOP VIEW** I ZAZNACZ **EMPTY**



POWER OF AR AND VR

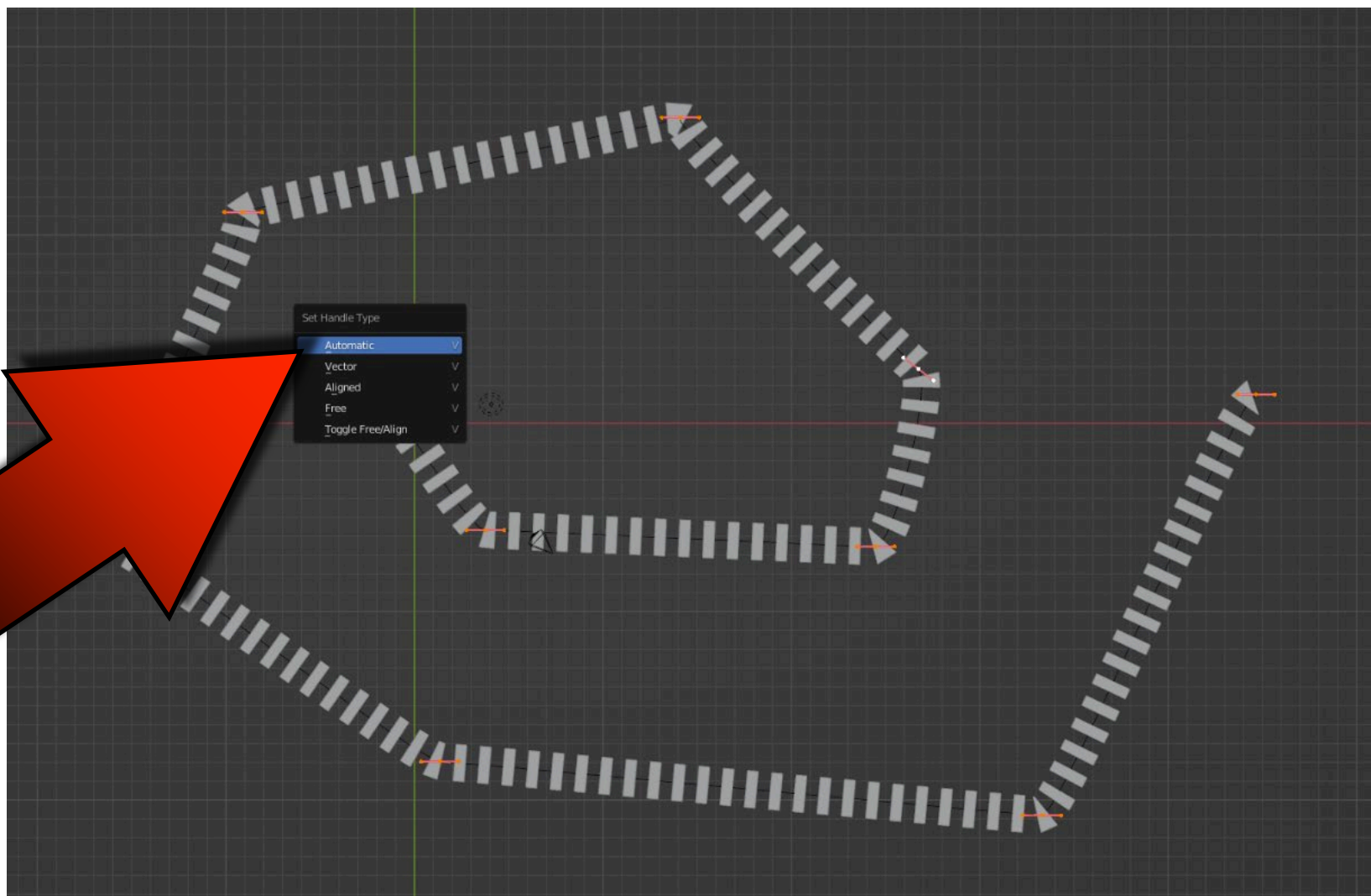
PRZESUŃ EMPTY PO OSI X
I USTAW ILOŚĆ KLOCKÓW



DZIEŃ DOMINA

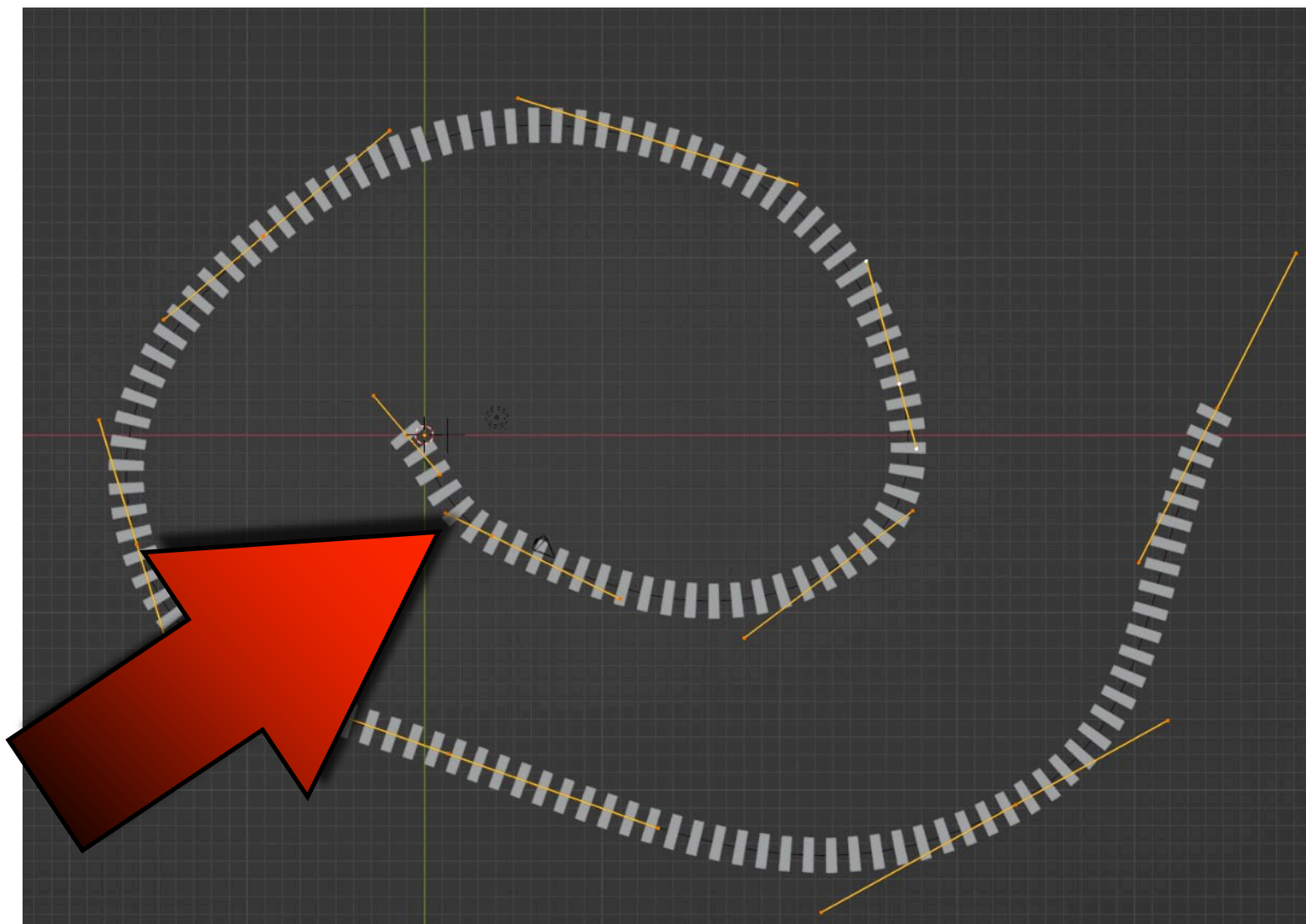
POWER OF AR AND VR

IDŹ DO **EDIT MODE** KRZYWEJ
I ZMIENŹ VERTEX NA **AUTOMATIC**



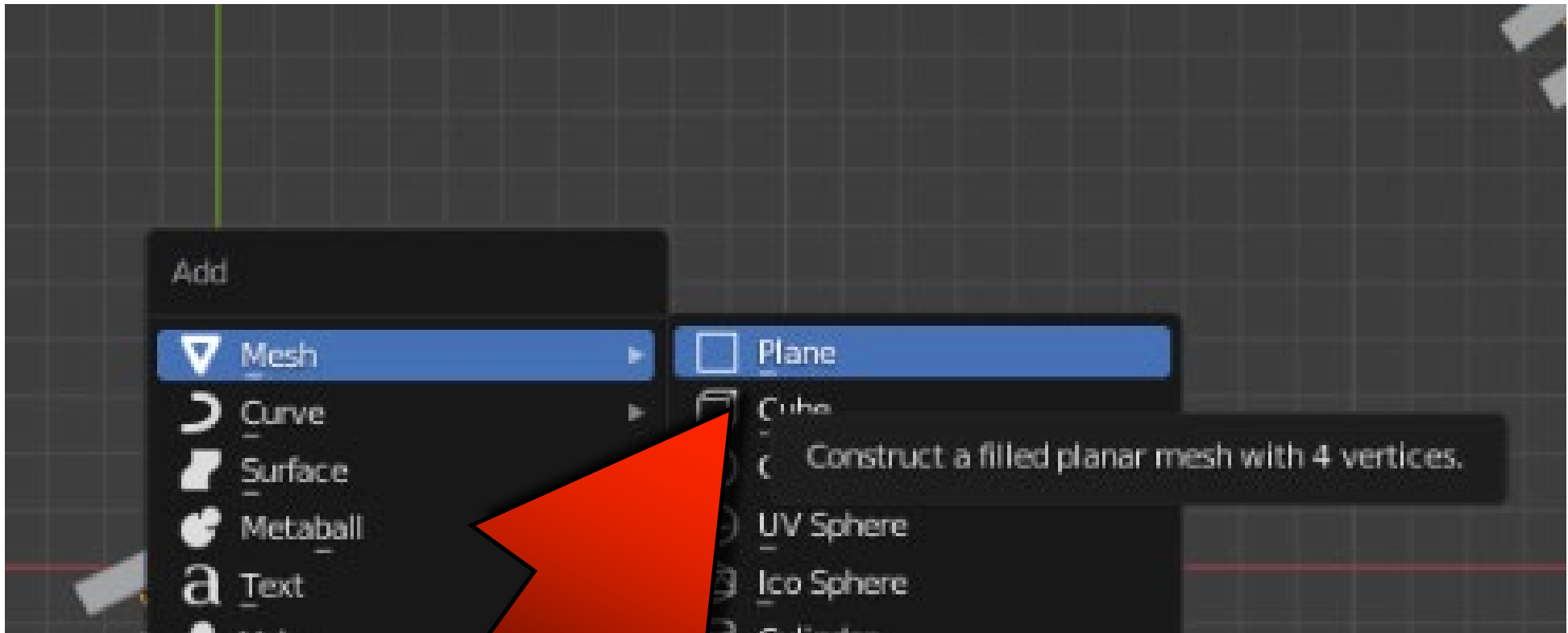
DZIEŃ DOMINA

POPRAW ROZMIESZCZENIE KLOCKÓW

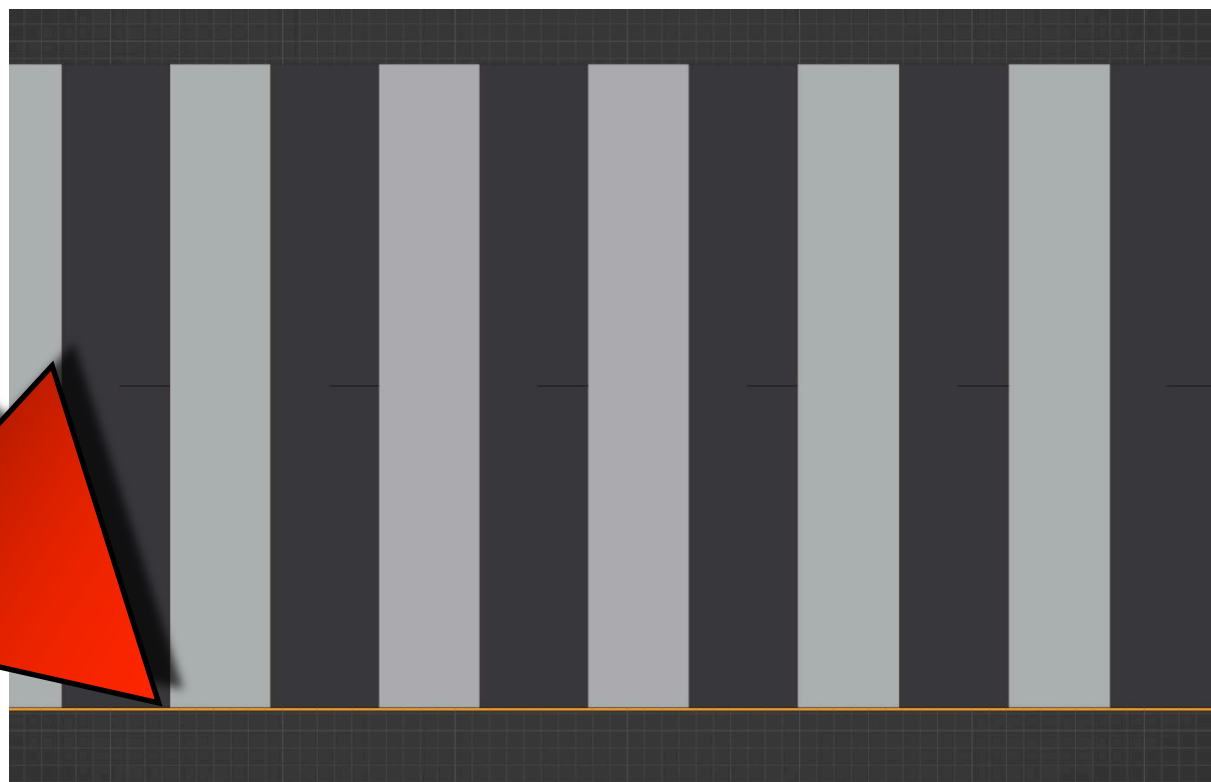
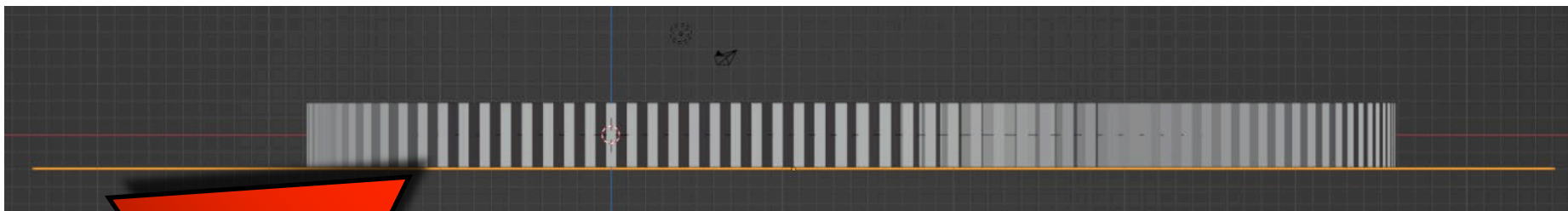


DZIEŃ DOMINA

DODAJ PLANE



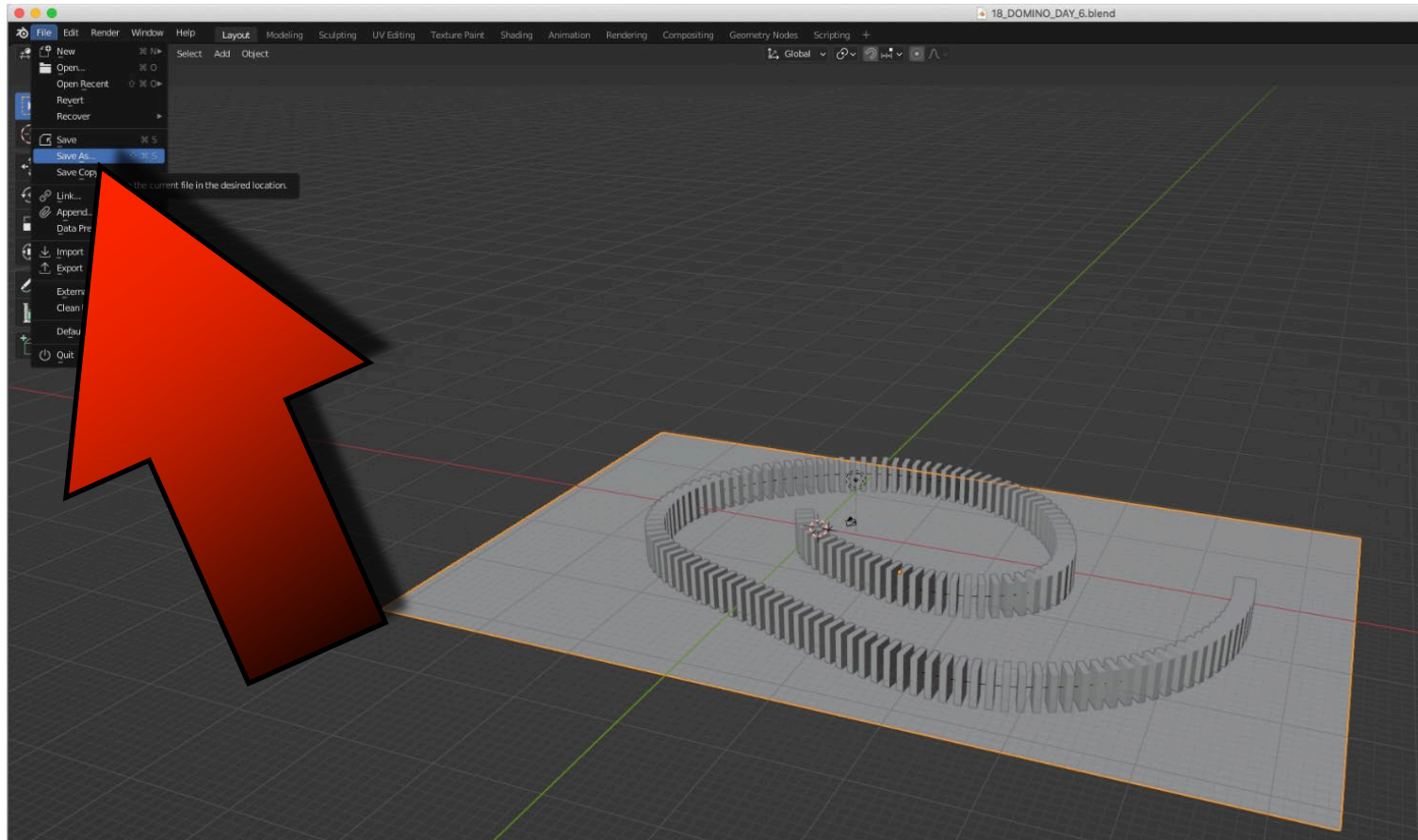
PRZESUŃ JE TAK **ABY STAŁY NA PLANE**



DZIEŃ DOMINA

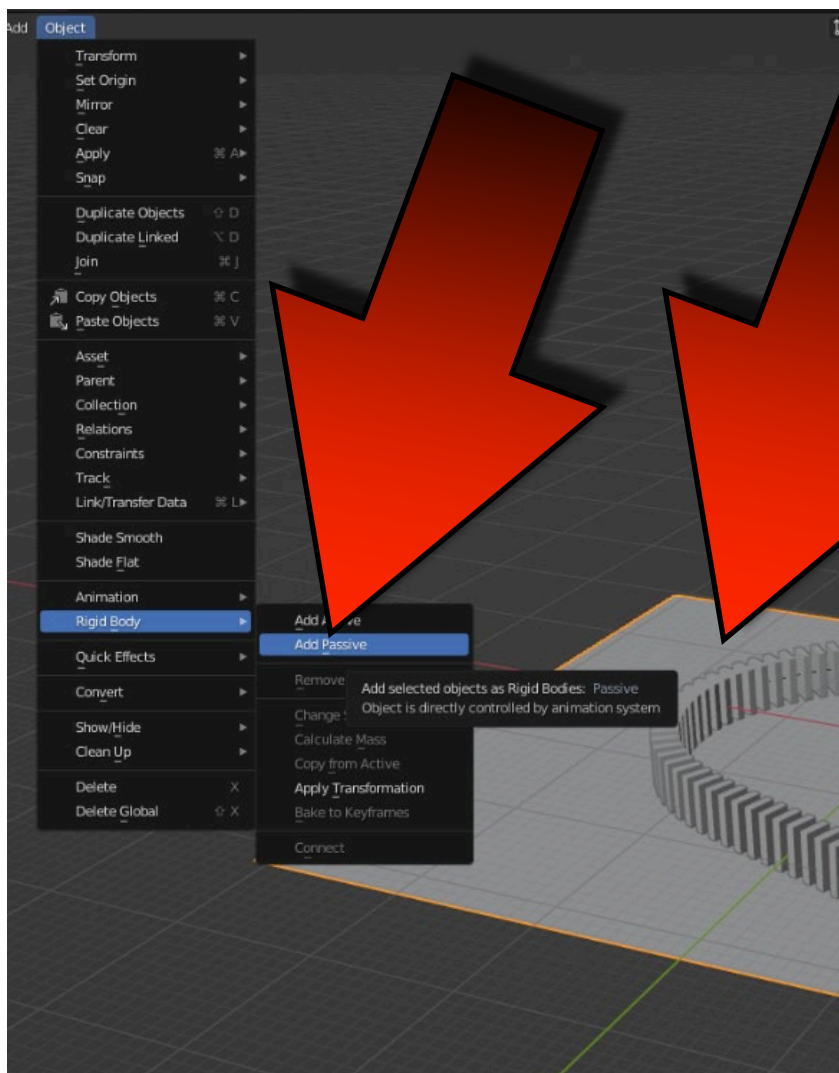
BARDZO WAŻNE

ZAPISZ PLIK W TYM MOMENCIE

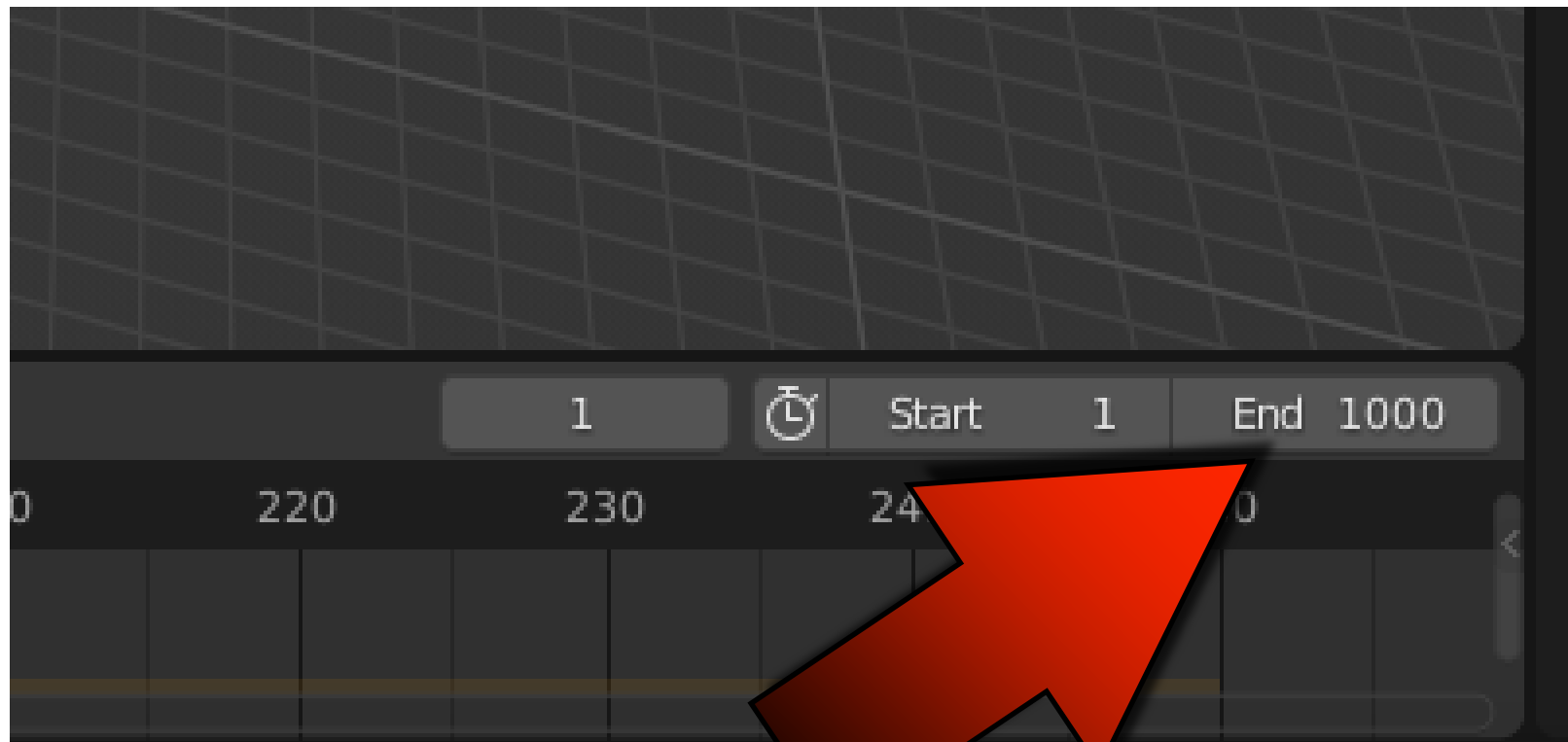


DZIEŃ DOMINA

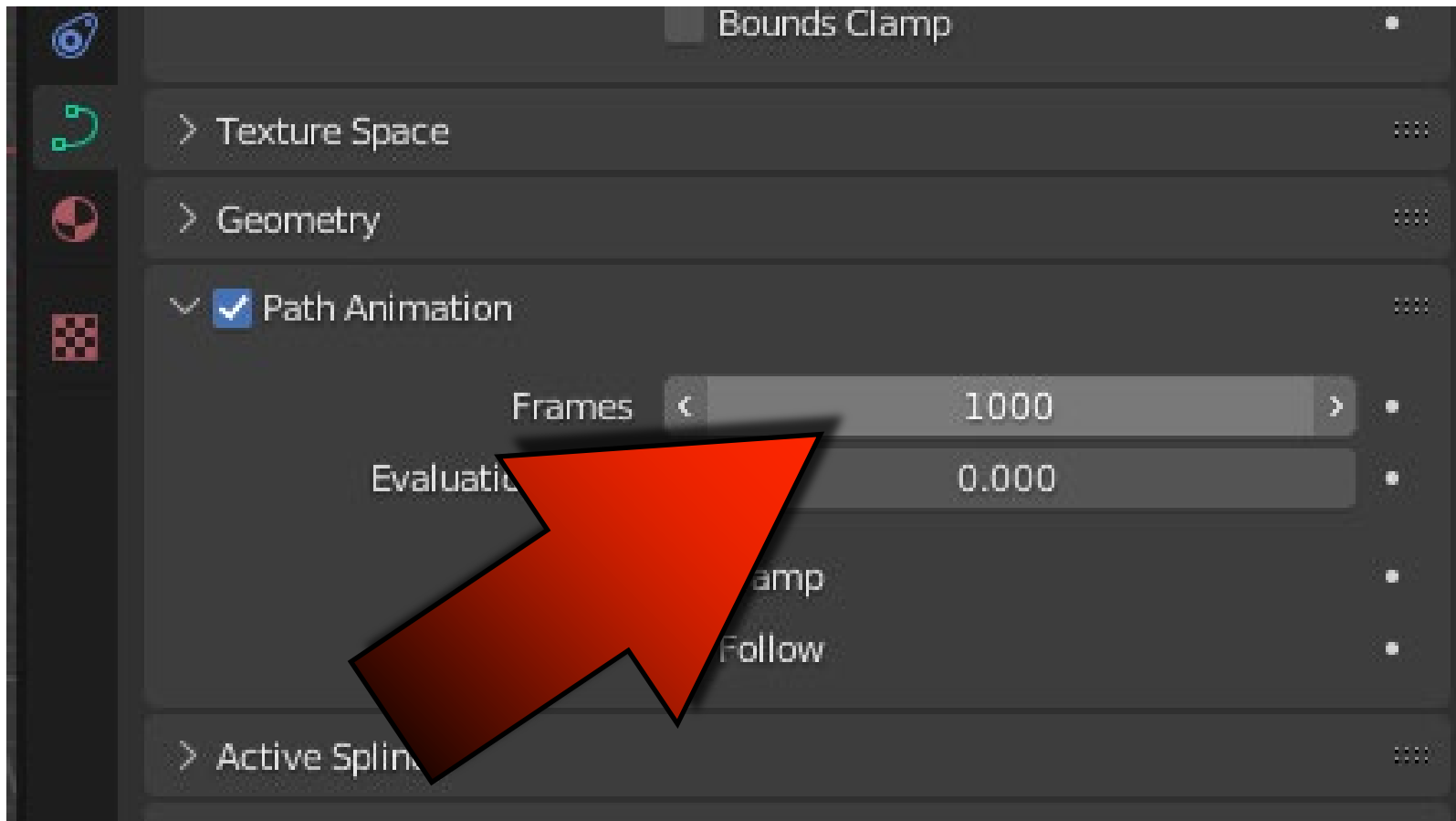
DODAJ PASSIVE DLA PLANE



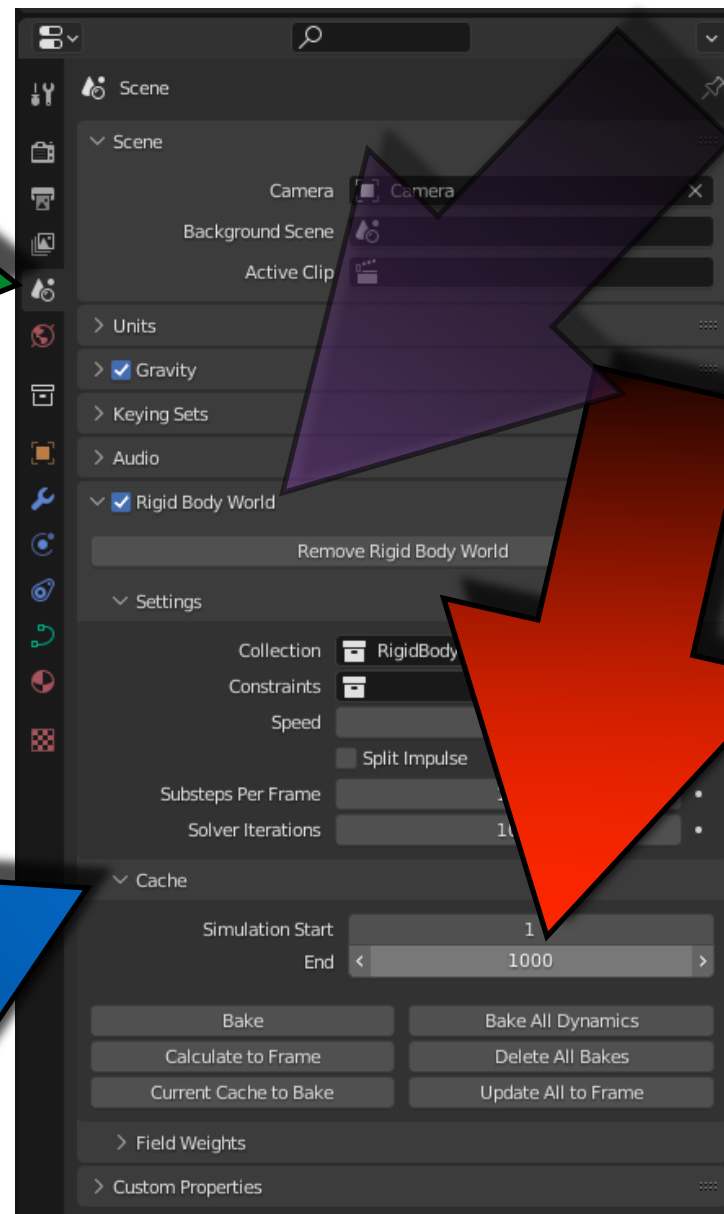
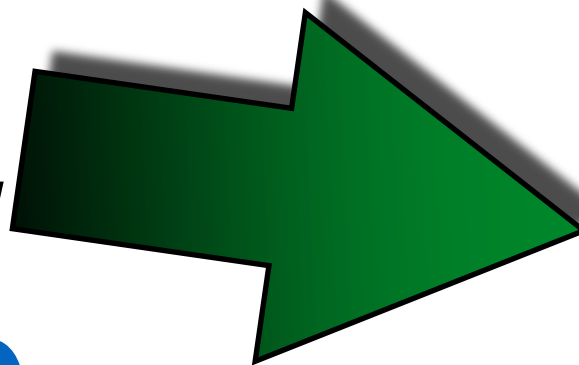
USTAW LICZBĘ KLATEK NA **1000**



USTW LICZBE KLATEK DLA CURVE NA 1000

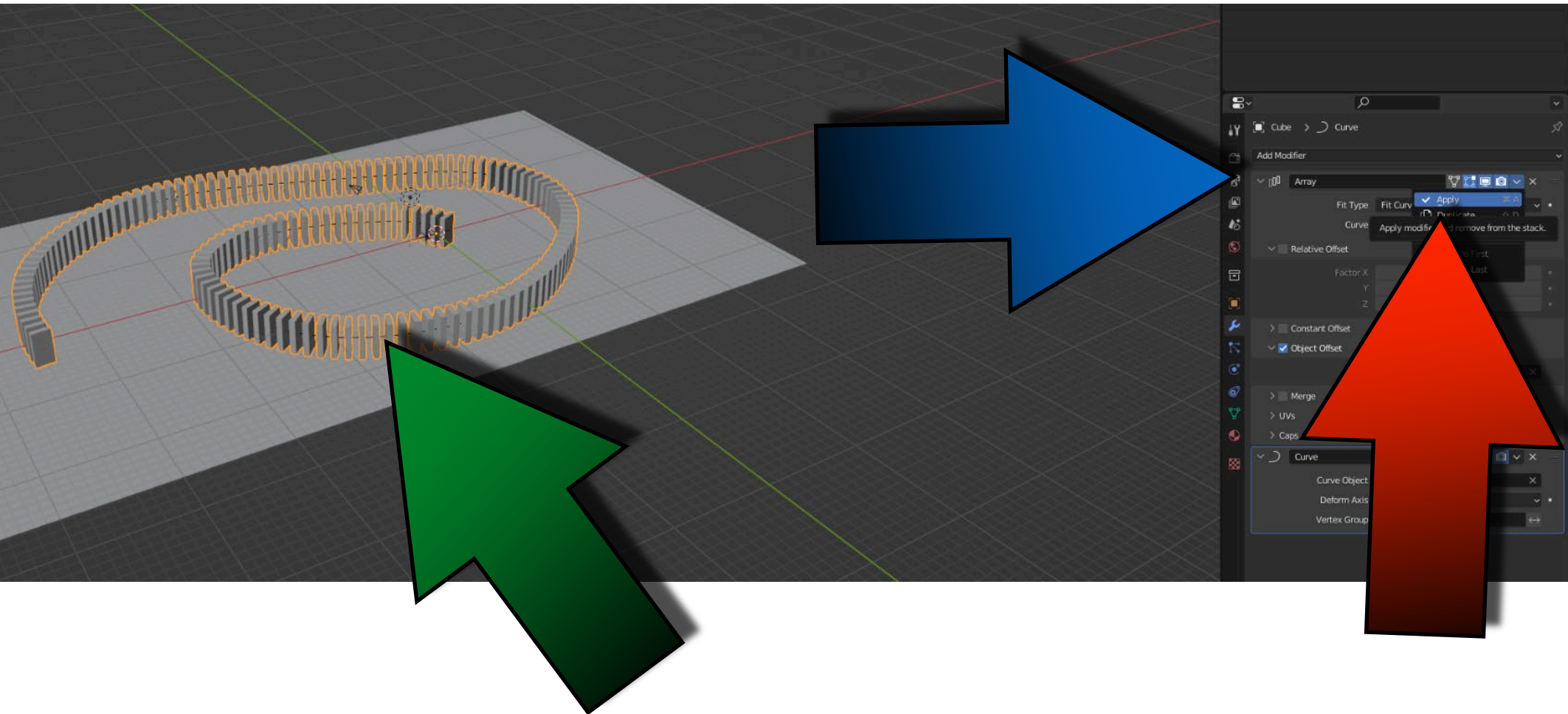


**USTAW
KONIEC
CACHE
NA
1000**



POWER OF AR AND VR

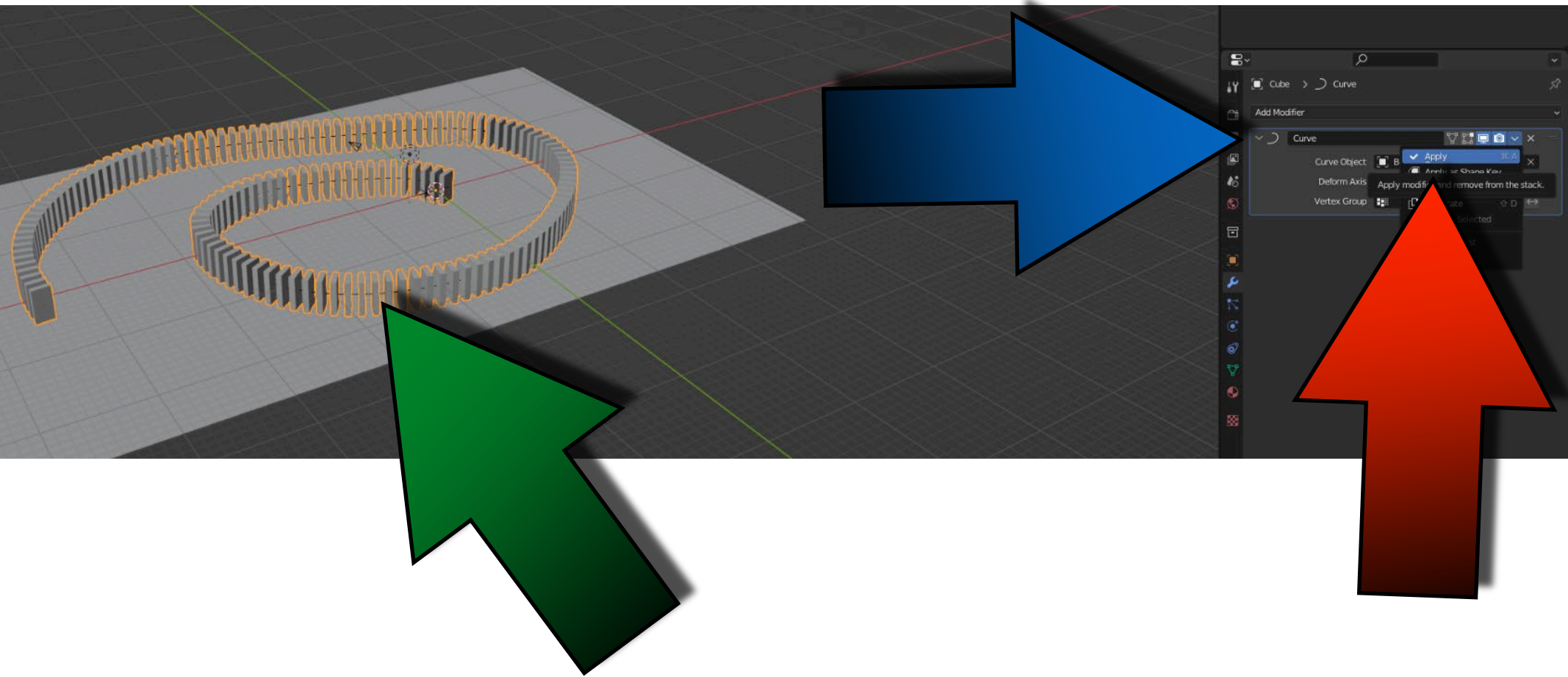
NAJPIERW **ZATWIERDŹ** MODYFIKATOR ARRAY



DZIEŃ DOMINA

POWER OF AR AND VR

NASTĘPNIE ZATWIERDŹ MODYFIKATOR CURVE



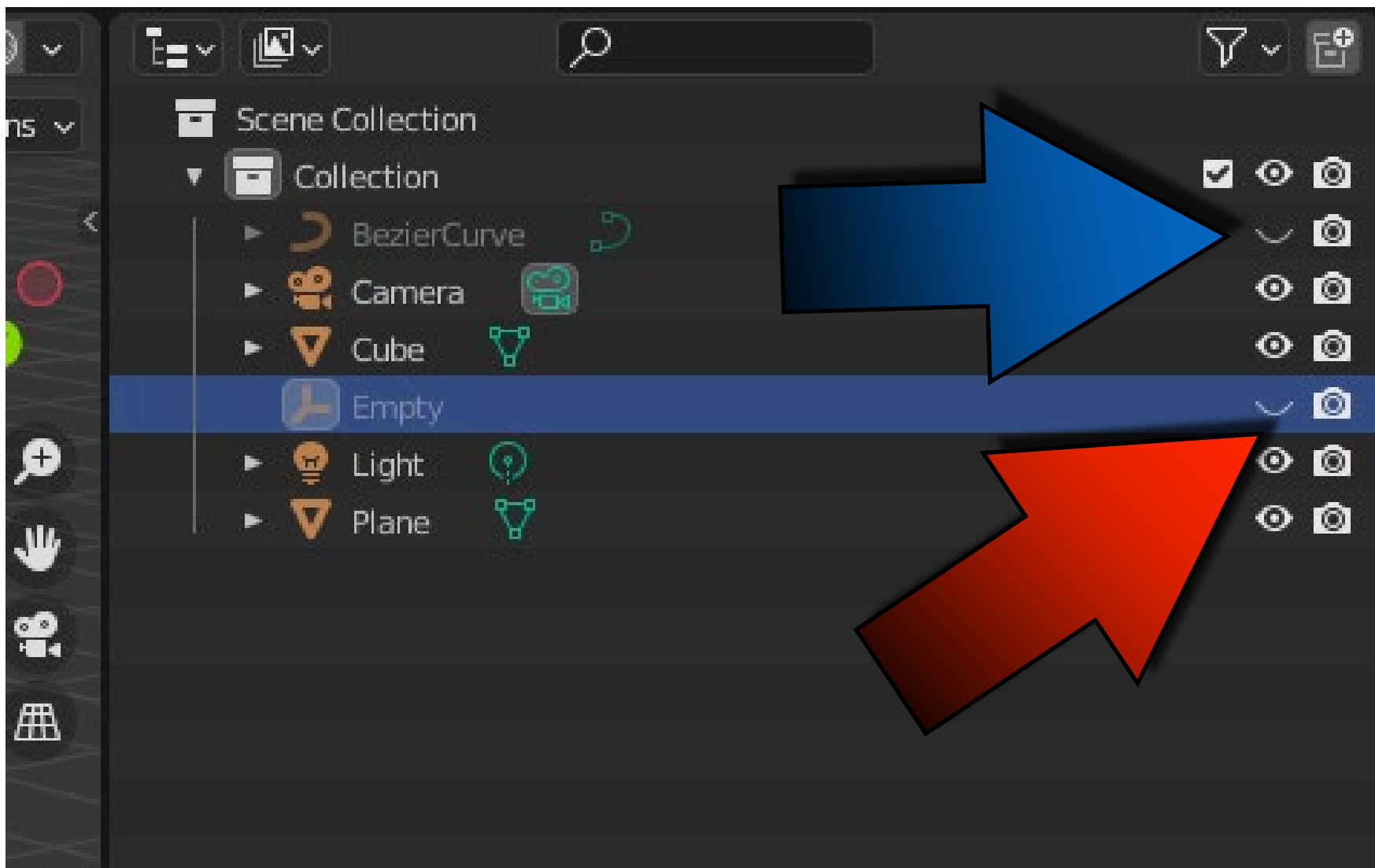
DZIEŃ DOMINA



POWER OF AR AND VR



UKRYJ **EMPTY** | BEZIER CURVE

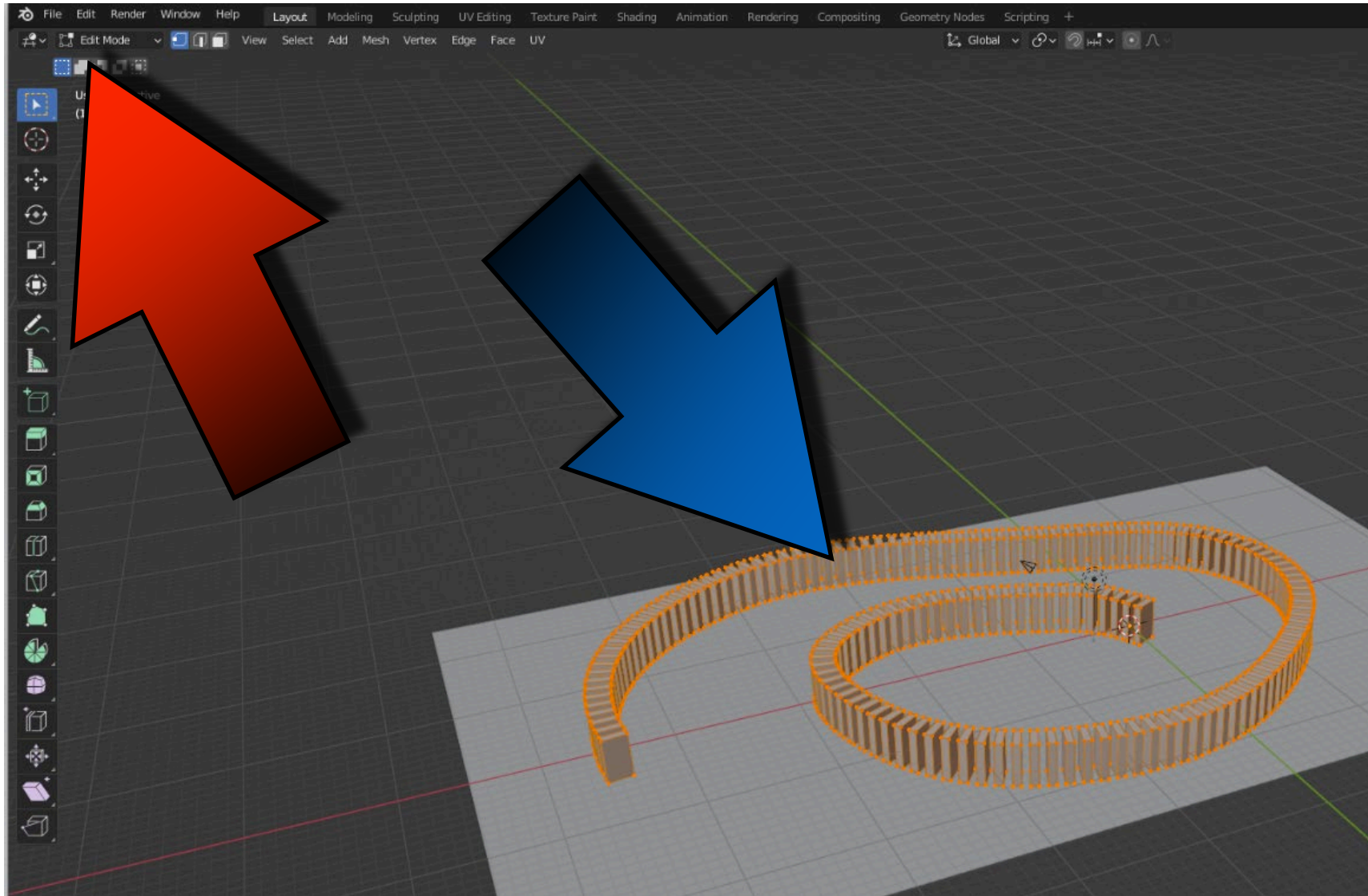


DZIEŃ DOMINA

POWER OF AR AND VR

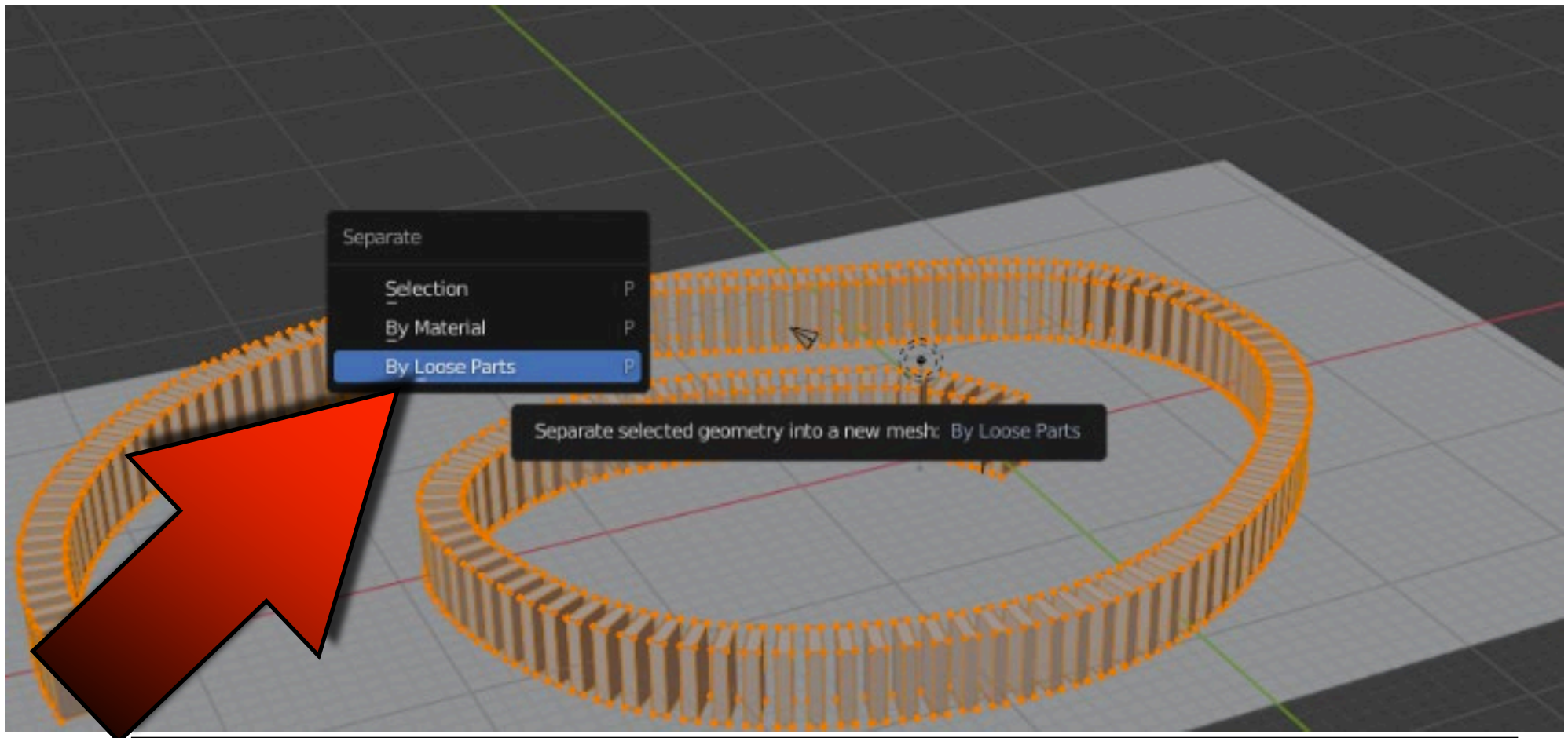
IDŹ DO TRYBU **EDIT MODE**

DLA DOMINA

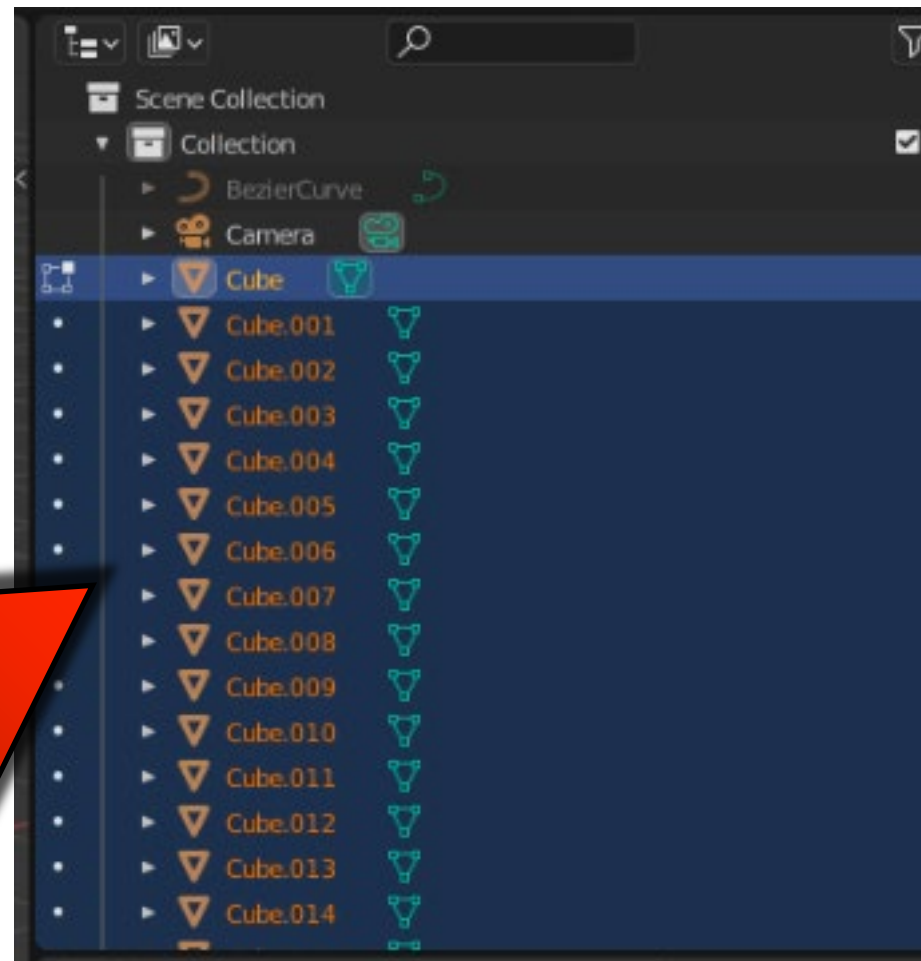


DZIEŃ DOMINA

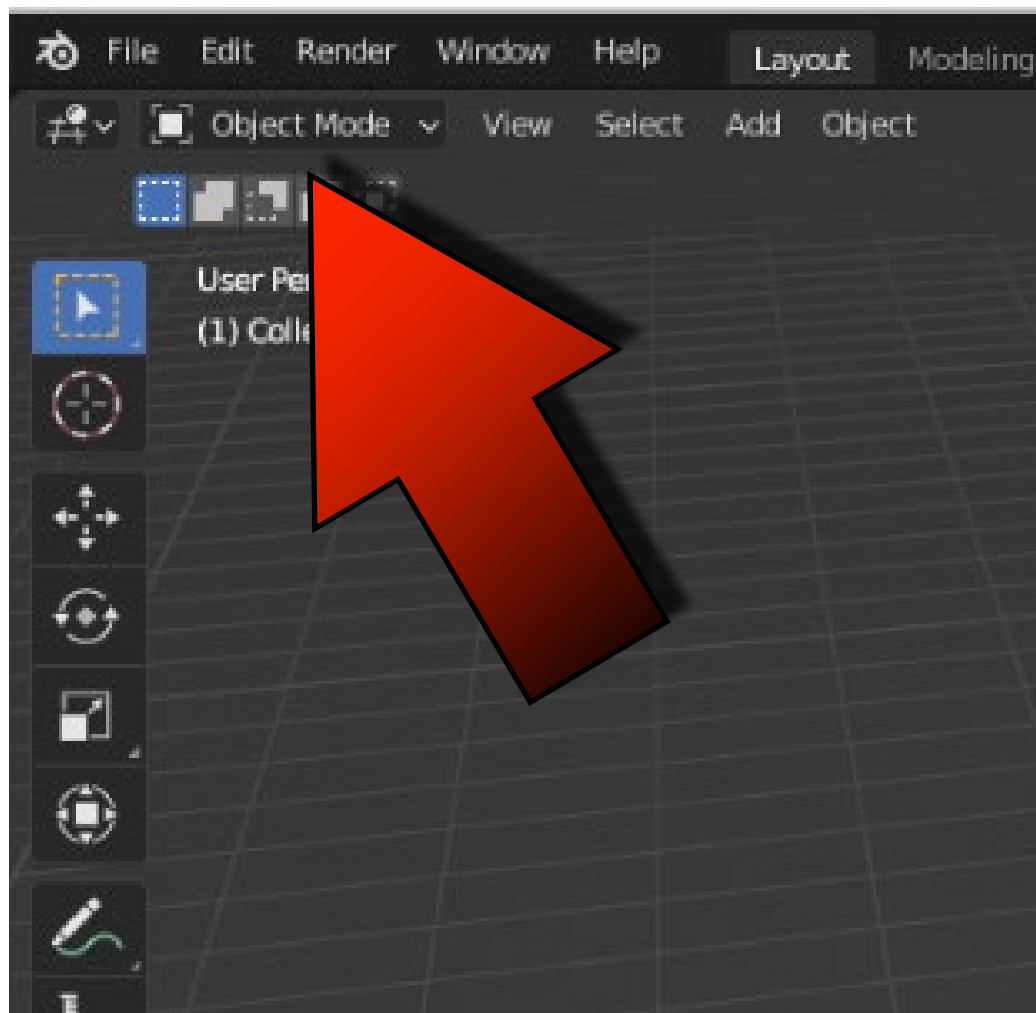
NACISNIJ KLAWISZ **P** I WYBIERZ **BY LOOSE PARTS**



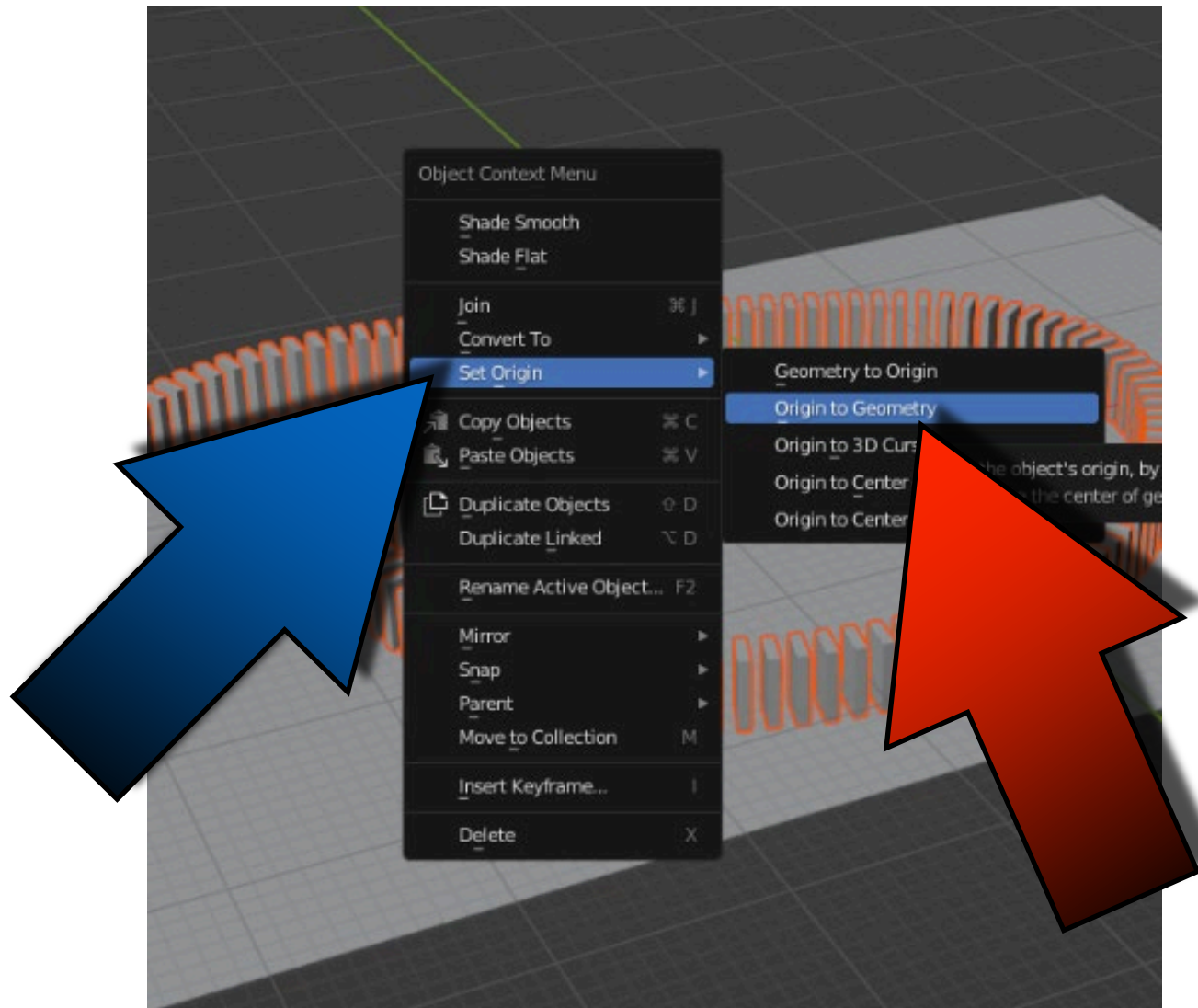
WIELE KLOCKÓW ZOSTAŁO UTWORZONYCH



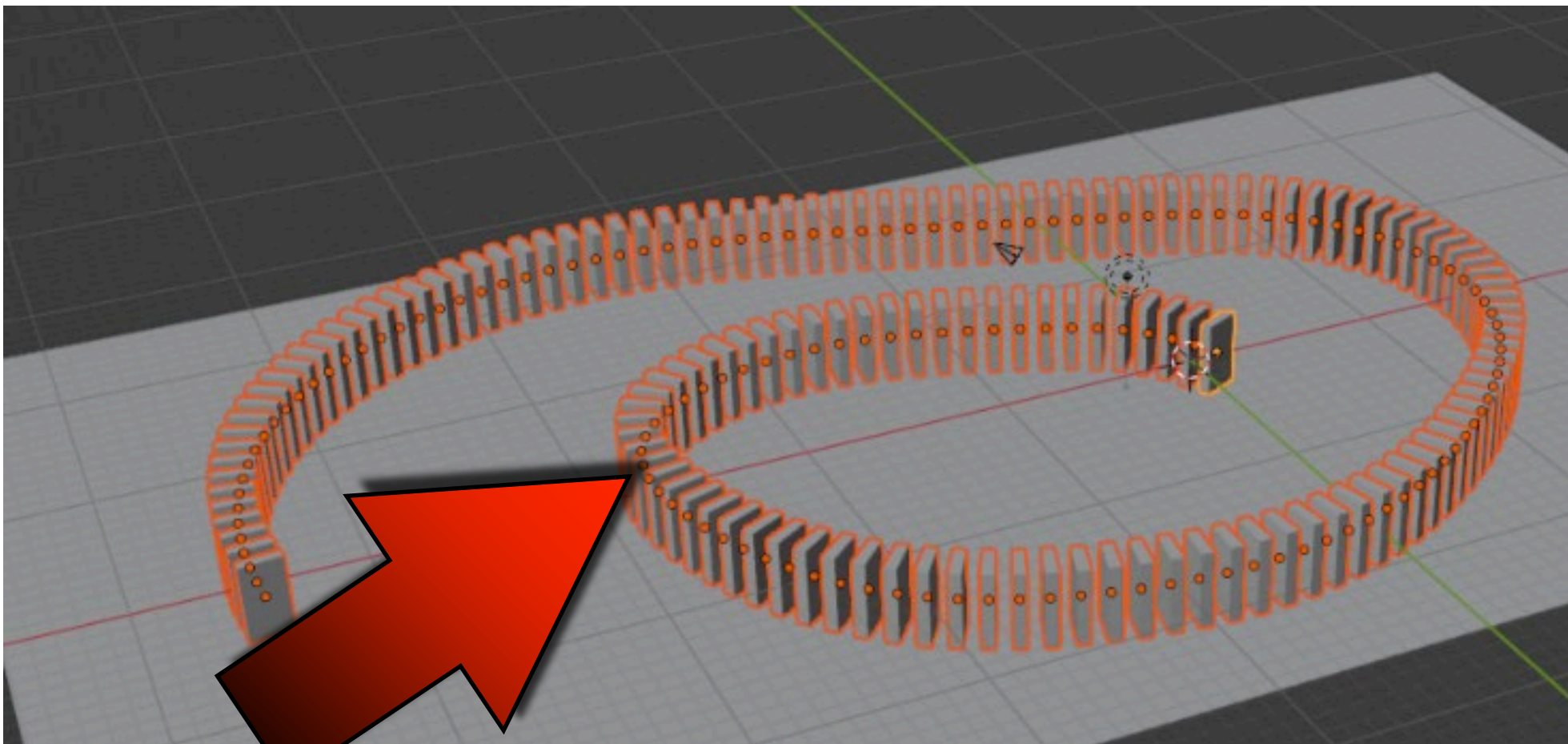
IDŹ DO **OBJECT MODE**



WYBIERZ **ORIGIN TO GEOMETRY**

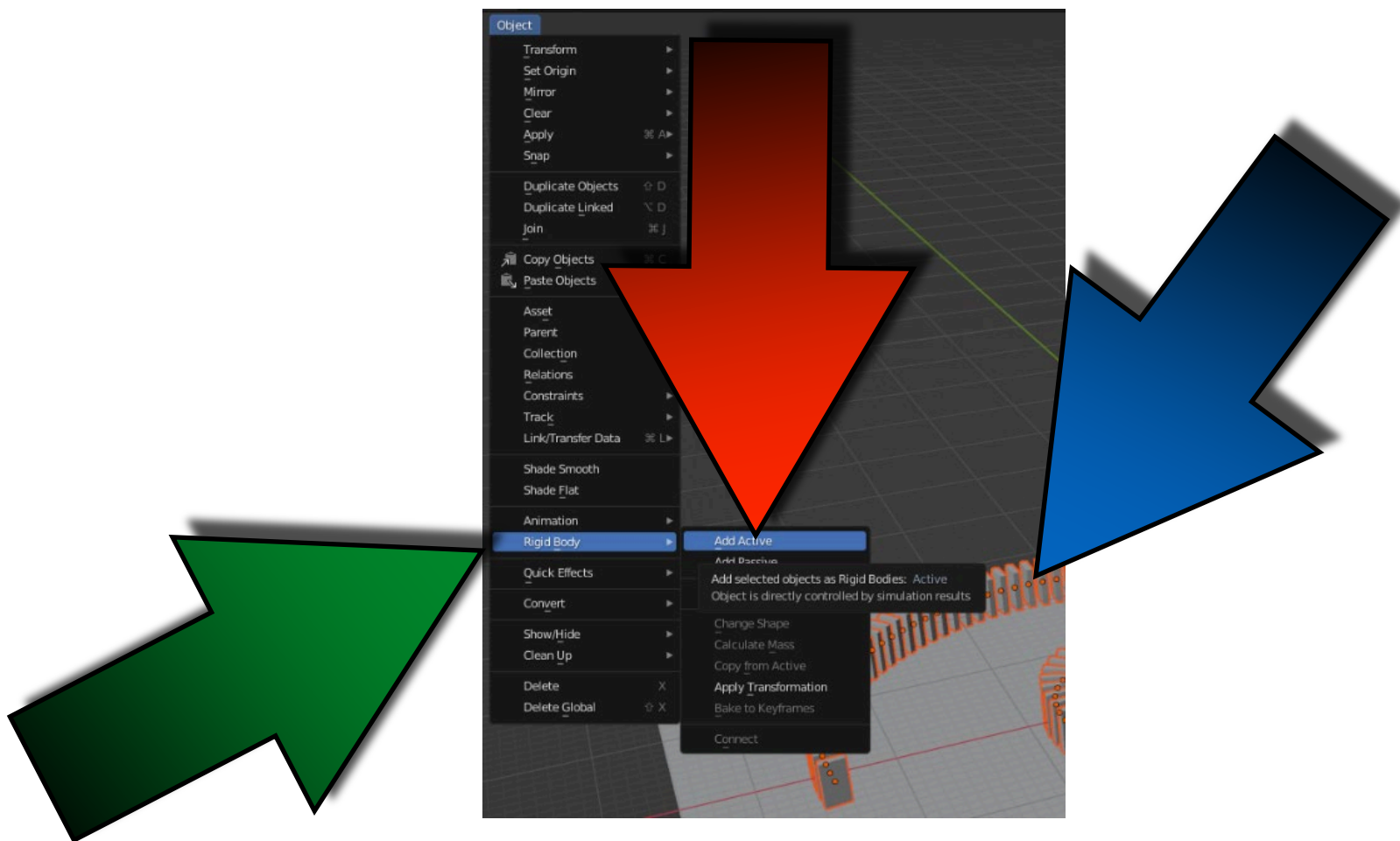


ORIGIN BĘDĄ W CENTRUM KAŻDEGO KLOCKA



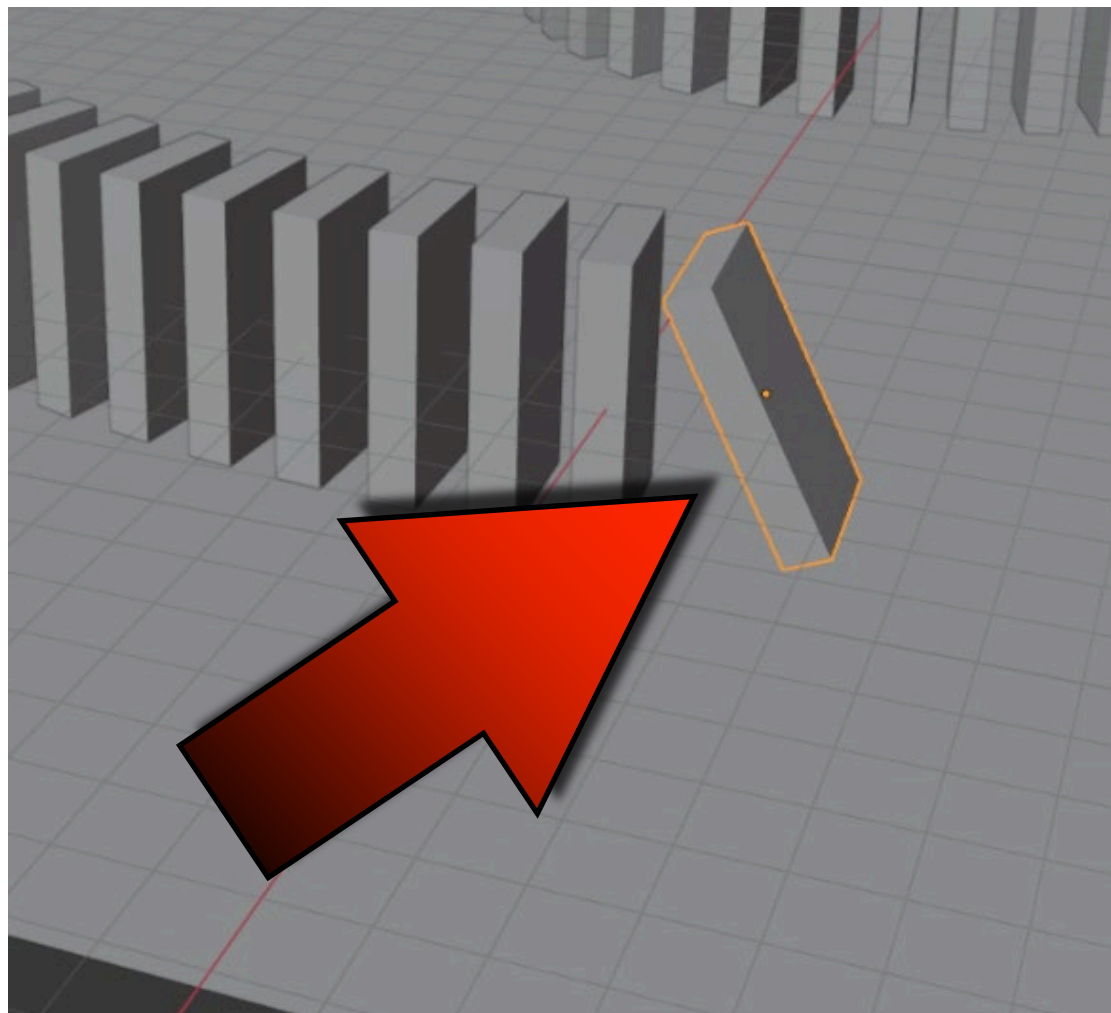
POWER OF AR AND VR

DLA KLOCKÓW DODAJ RIGID BODY | ADD ACTIVE



DZIEŃ DOMINA

OBRÓC PIERWSZY KLOCEK



DZIEŃ DOMINA

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



https://youtu.be/P0_e0xuSJ2w

MAKE A FLAG ANIMATION LIKE THIS WAY



<https://youtu.be/z85miUezdlo>



NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



**UCZNIOWIE ZROBILI TO W TEN SPOSÓB,
UKRYWAJĄC POCHYLNIE
I CYLINDER**

https://youtu.be/9sMUuIhp_xM

TEJ METODĘ UKŁADANIA KOSTEK WYKORZYSTALIŚMY DO STWORZENIA MURU OBRONNEGO W NASZYM PROJEKCIE



DZIEŃ DOMINA

POWER OF AR AND VR

DZIĘKUJĘ ZA UWAGĘ



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