

NISZCZENIE



Co-funded by
the European Union

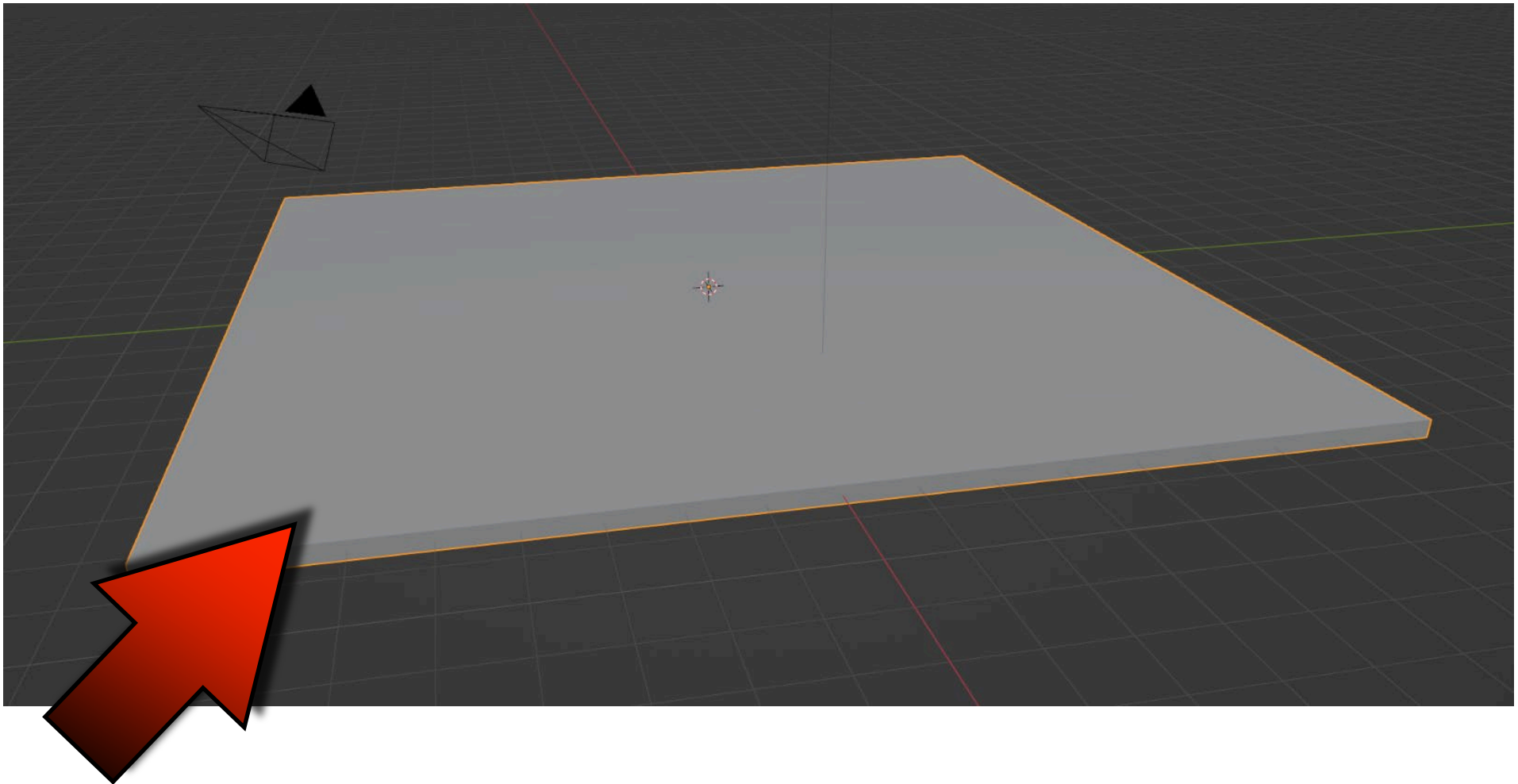
the European Union
co-funded by



2024-1-PL01-KA220-VET-000243150

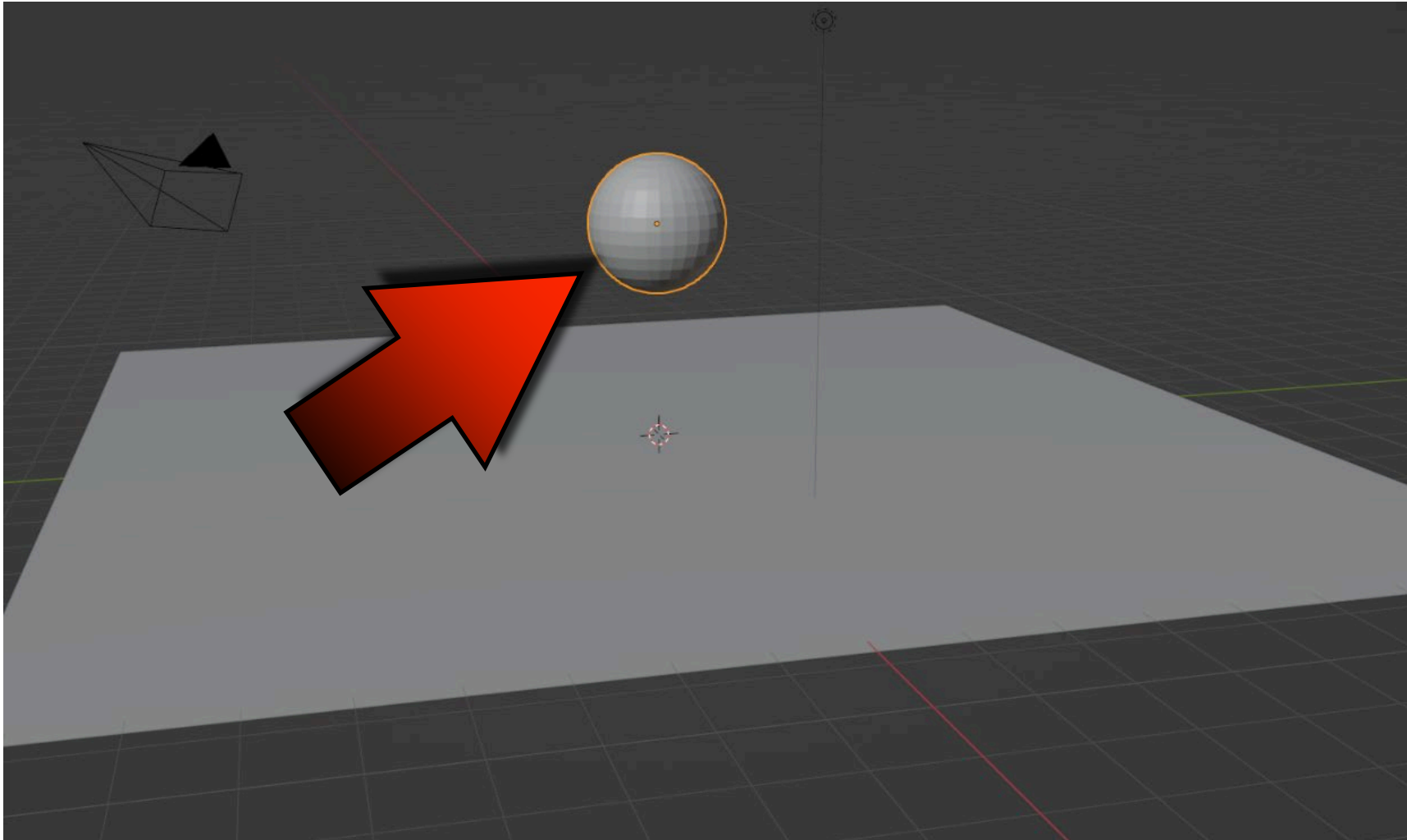
2024-1-PL01-KA220-VET-000243150

WSTAW **CUBE** I PRZESKALUJ GO JAK NA RYSUNKU



DESTROY

UMIEŚĆ **UV SPHERE** PONAD CUBE



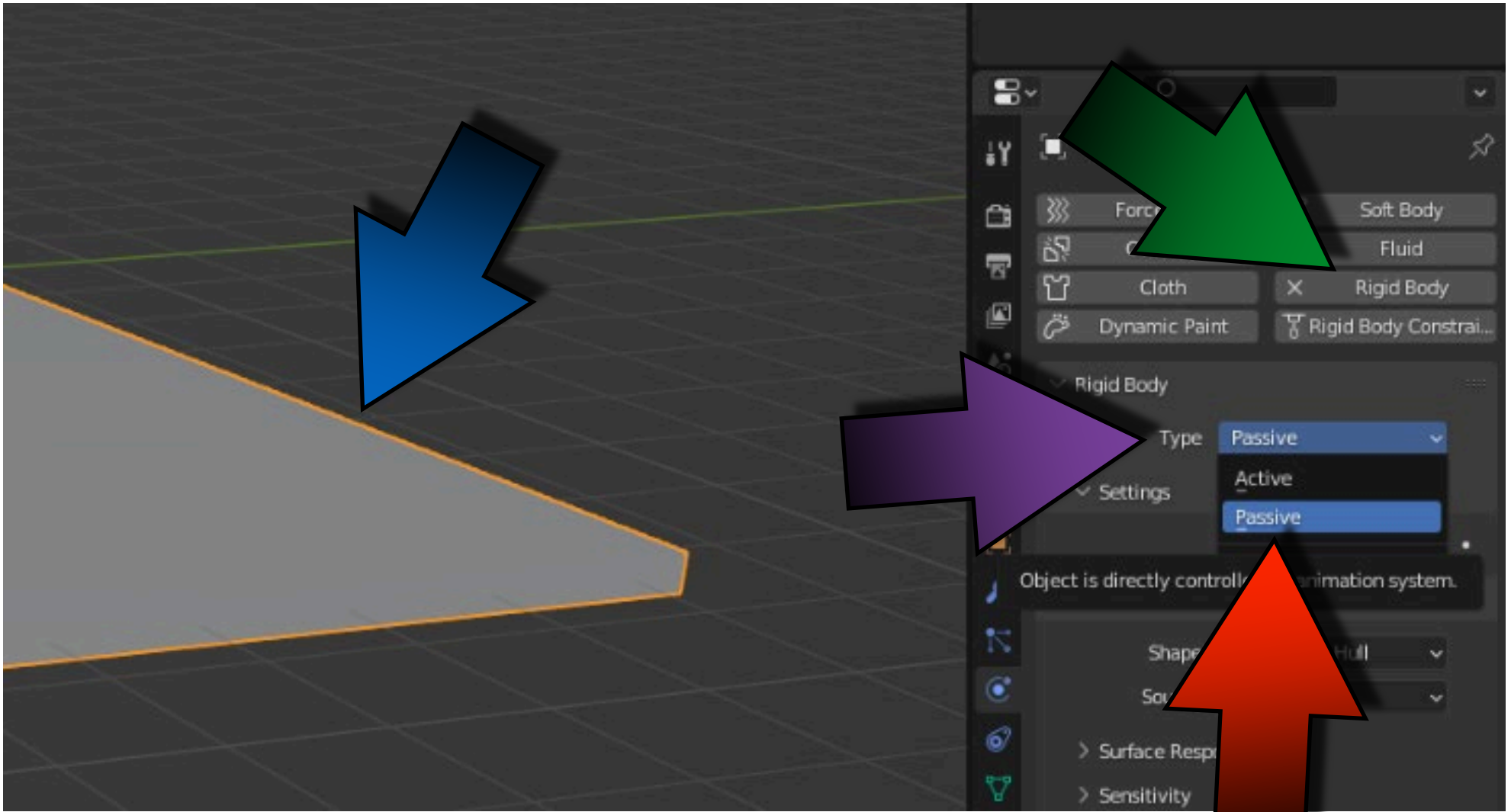
DESTROY



POWER OF AR AND VR

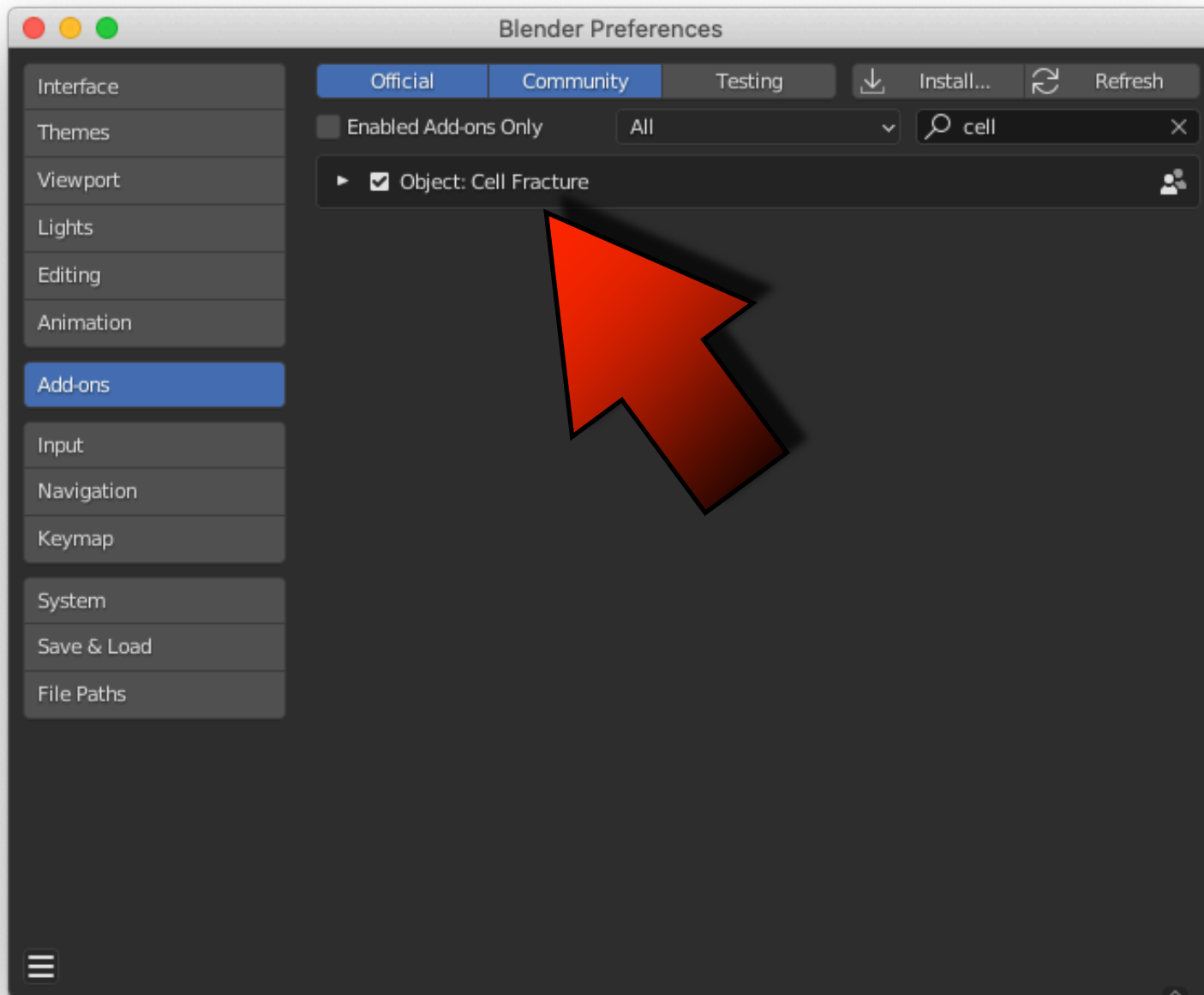


DLA CUBE USTAW RIGID BODY I TYP PASSIVE



DESTROY

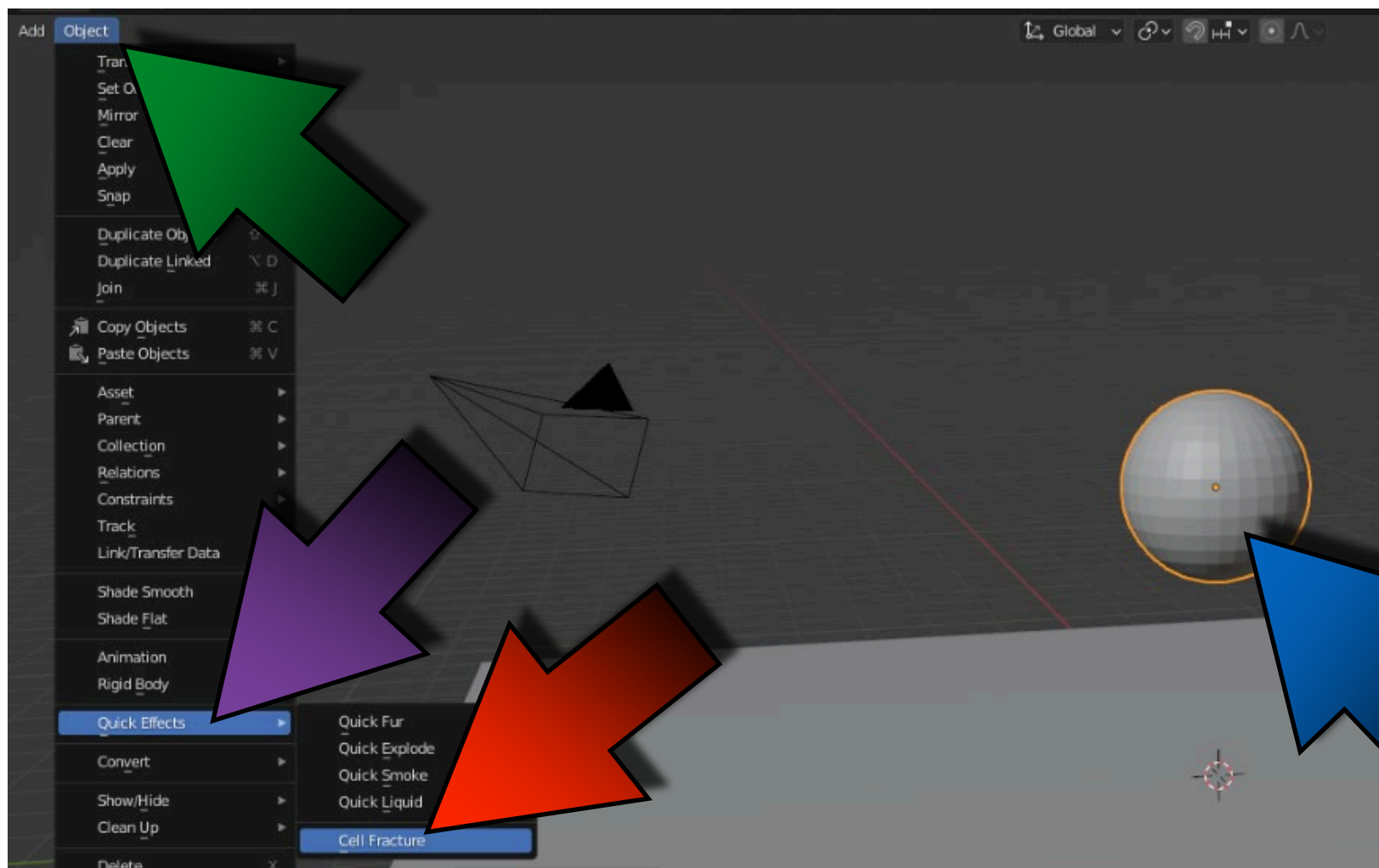
DODAJ CELL FRACTURE W PREFERENCES



DESTROY

POWER OF AR AND VR

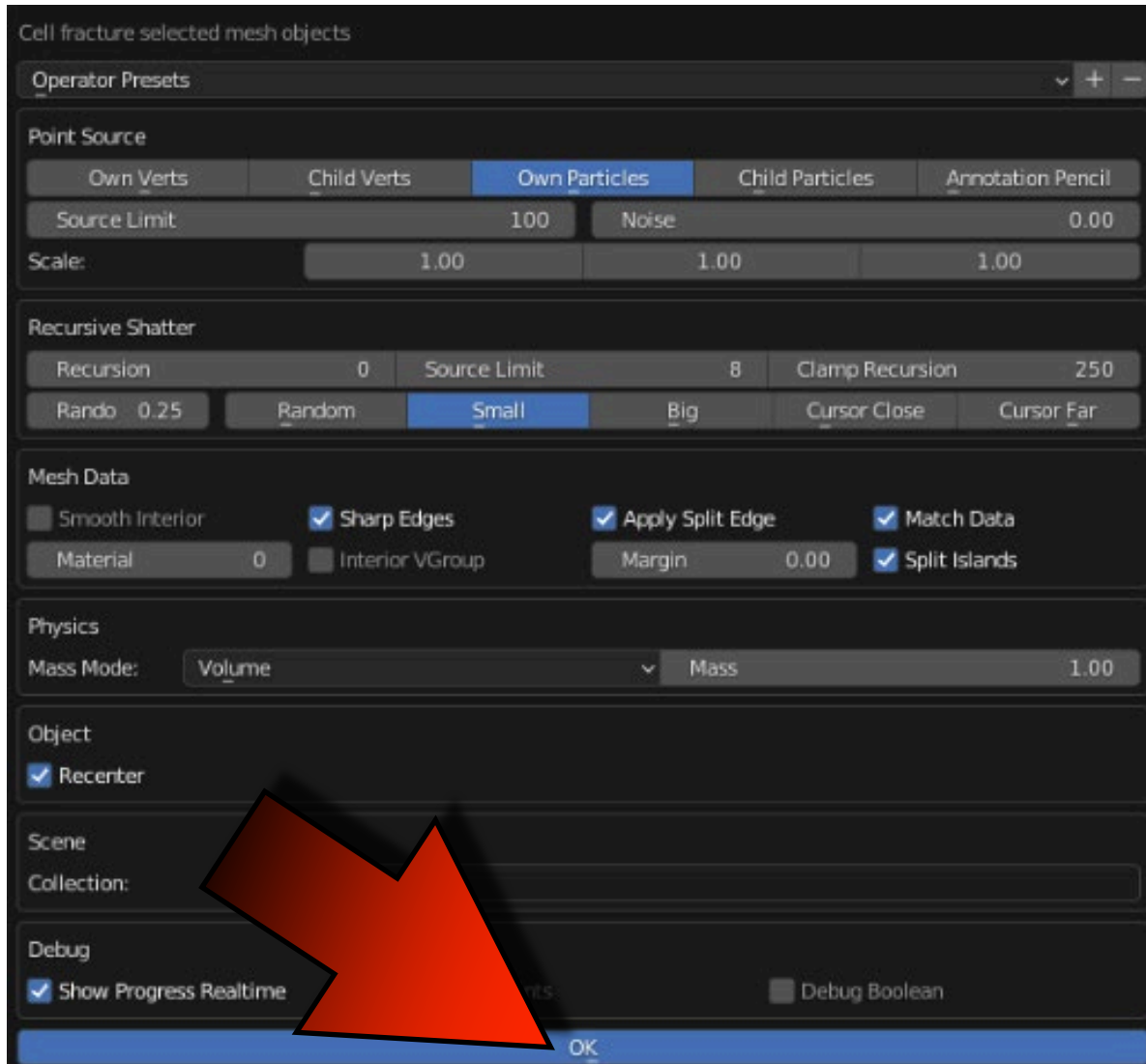
ZAZNACZ **CUBE** I WYBIERZ **CELL FRACTURE**



DESTROY

POWER OF AR AND VR

NACIŚNIJ OK



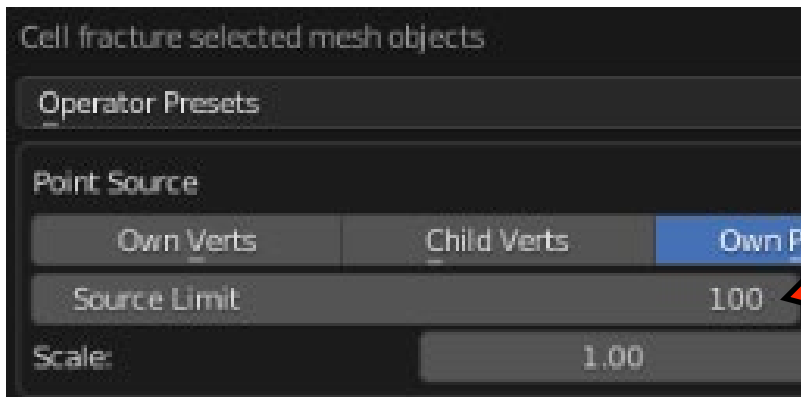
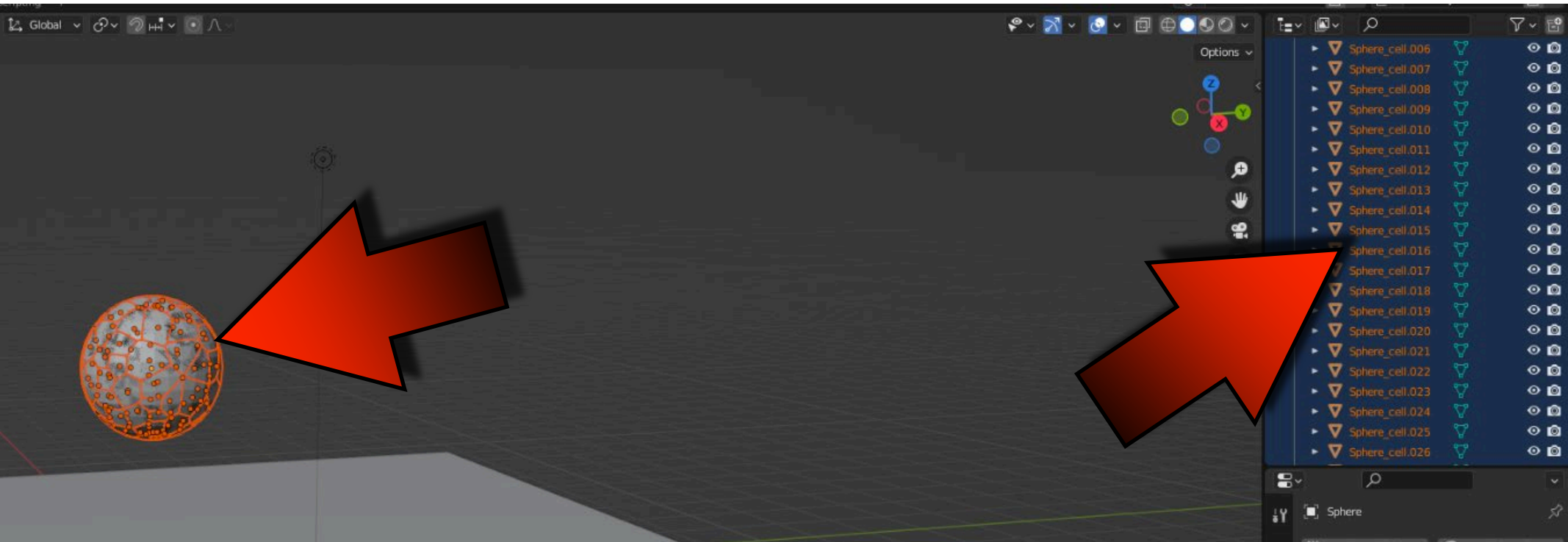
DESTROY



POWER OF AR AND VR



POWSTANIE 100 ELEMENTÓW



DESTROY

NACIŚNIJ SPACJĘ I ZOBACZ ANIMACJE

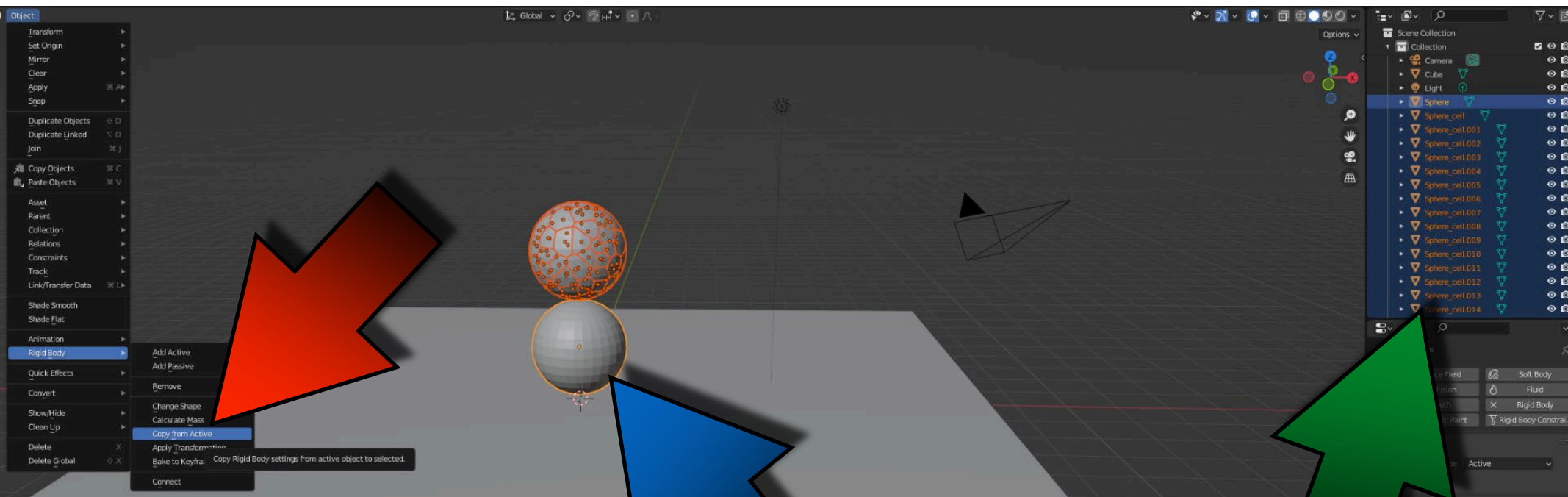


**DODALISMY RIGID BODY TYLKO DLA UV SPHERE
A NIE DLA POZOSTAŁYCH ELEMENTÓW**

<https://youtu.be/qLml6JrgLYE>

POWER OF AR AND VR

**NA POCZATKU ZAZNACZ UV SPHERE
A NASTĘPNIE
Z KLAWISZEM SHIFT POZOSTAŁE ELEMENTY
I WYBIERZ COPY FROM ACTIVE**



DESTROY

NACIŚNIJ SPACJĘ I ZOBACZ ANIMACJE



**RIGID BODY UV SPHERE I POZOSTAŁYCH
ELEMENTÓW WPŁYWAJĄ NA SIEBIE**

https://youtu.be/A6IM1Iw_PvM

USUŃ UV SPHERE



DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE

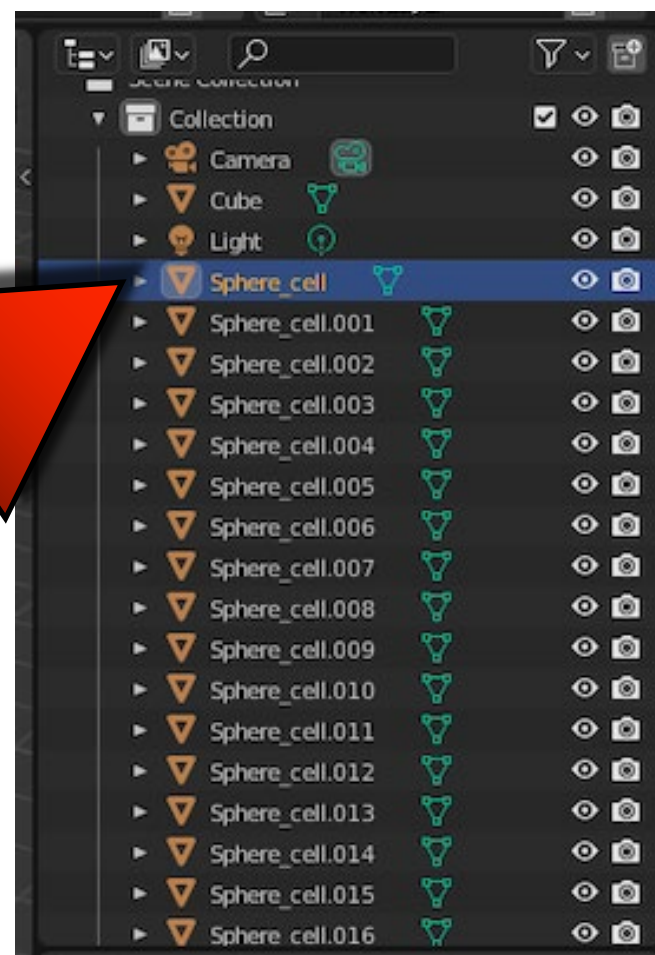
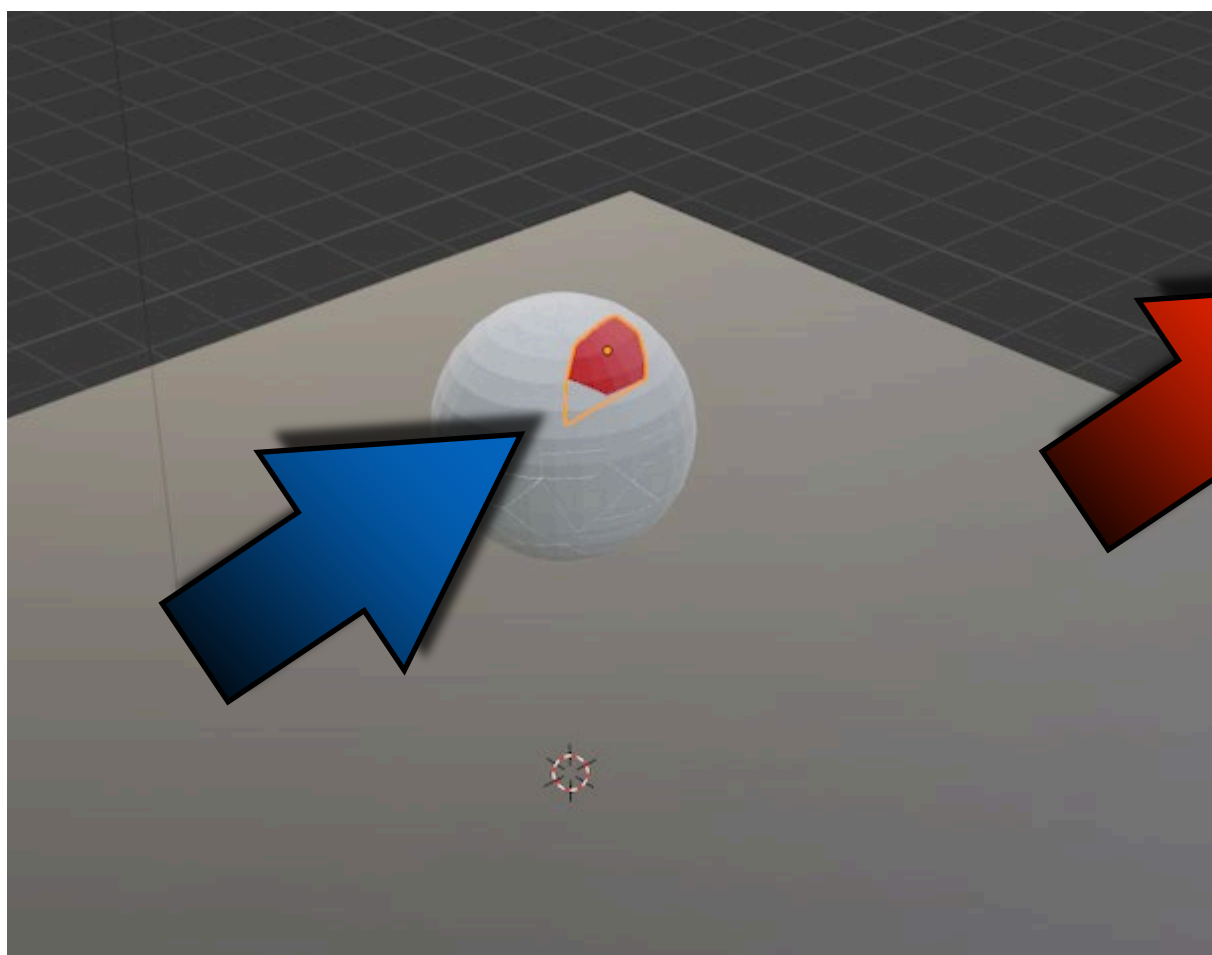


**TERAZ TYLKO MAŁE ELEMENTY
MAJĄ RIGIB BODY**

<https://youtu.be/cVj306R8Z44>

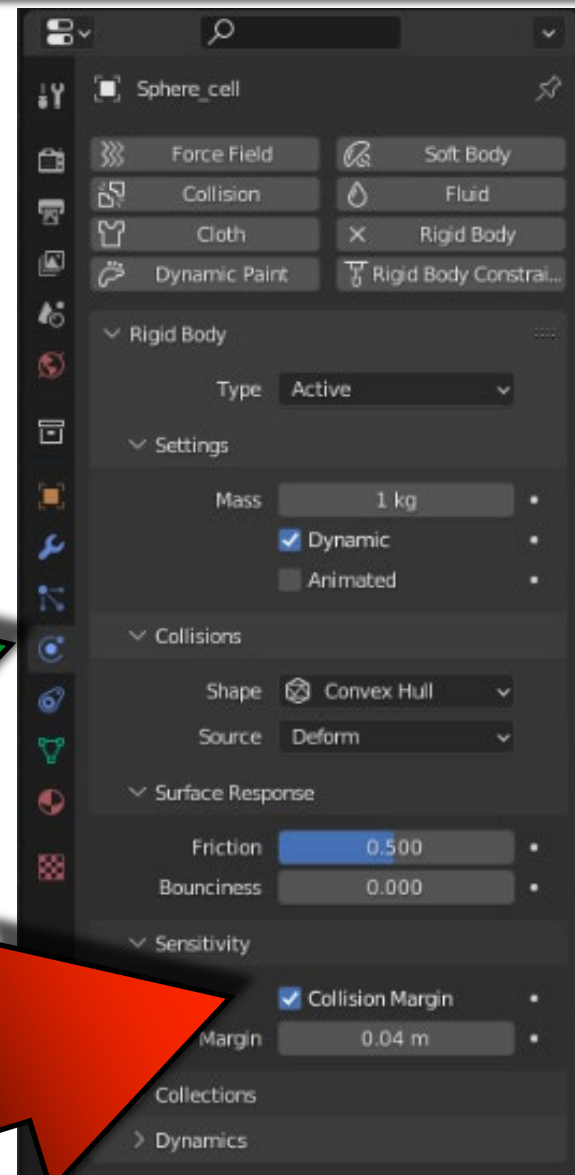
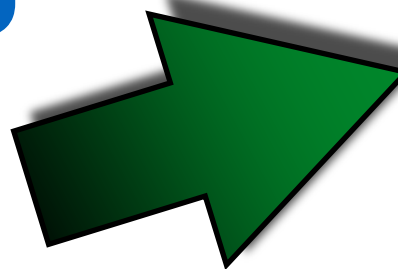
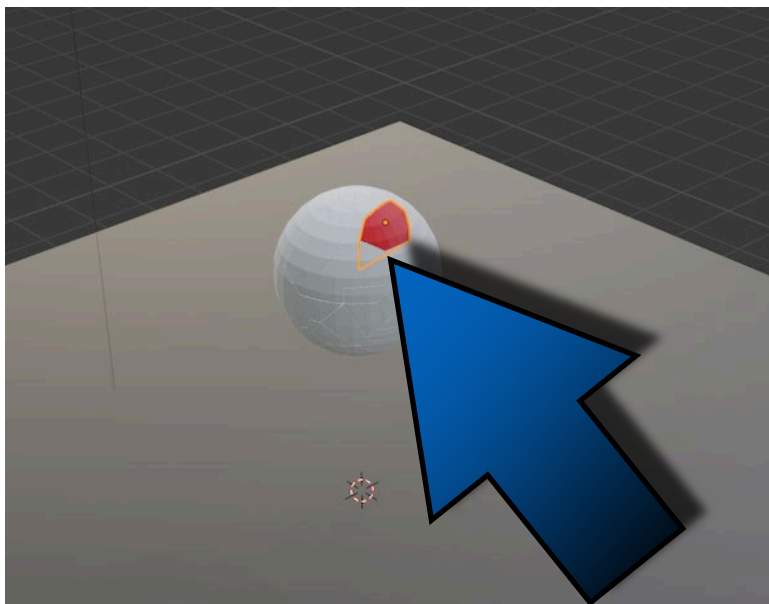
POWER OF AR AND VR

DODAJ **MATERIAŁ** DLA PIERWSZEGO ELEMENTU



DESTROY

WŁĄCZ COLLISION MARGIN DLA PIERWSZEGO ELEMENTU



DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE

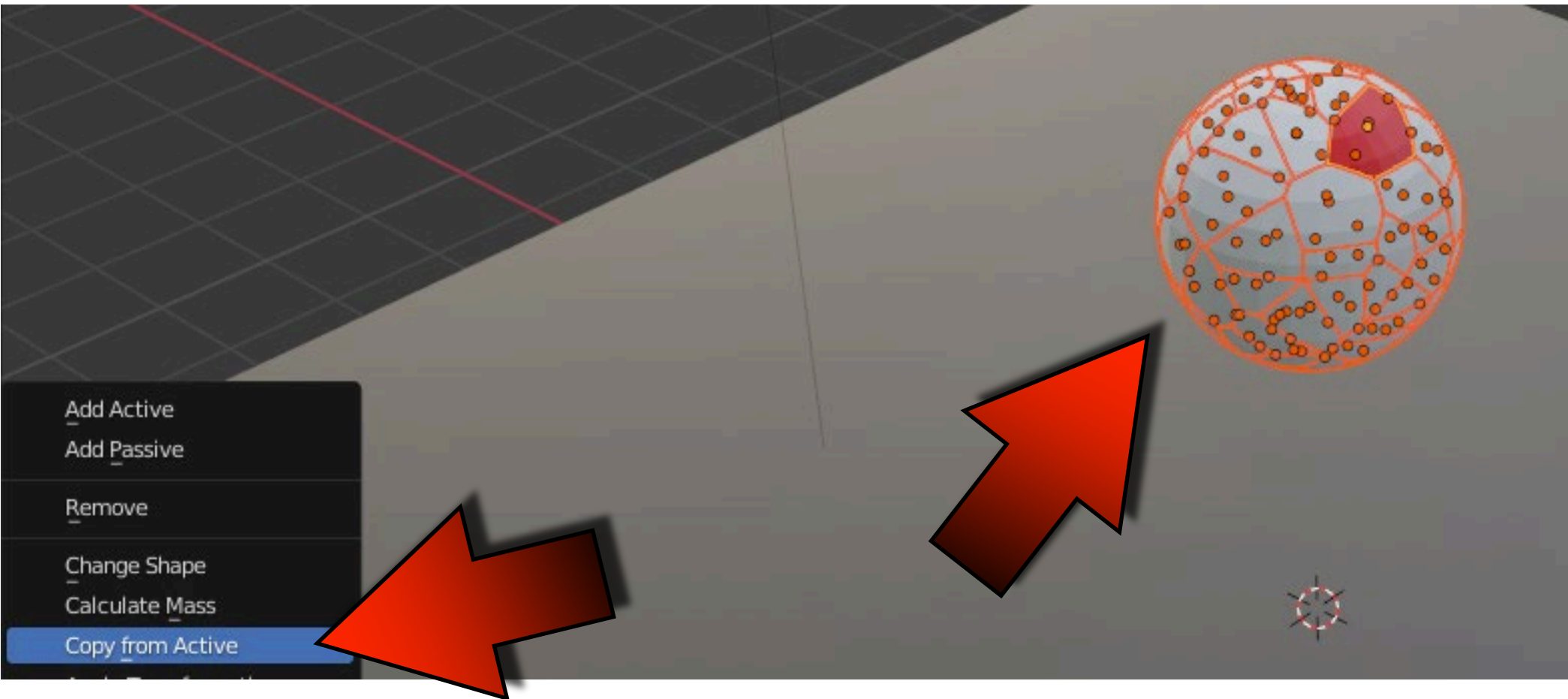


ELEMENTY SĄ OD NIEGO ODPYCHANE

<https://youtu.be/5Hdu6-rdlic>

DESTROY

SKOPIUJ WŁAŚCIWOŚCI DO INNYCH ELEMENTÓW JAK WCZEŚNIEJ



DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE

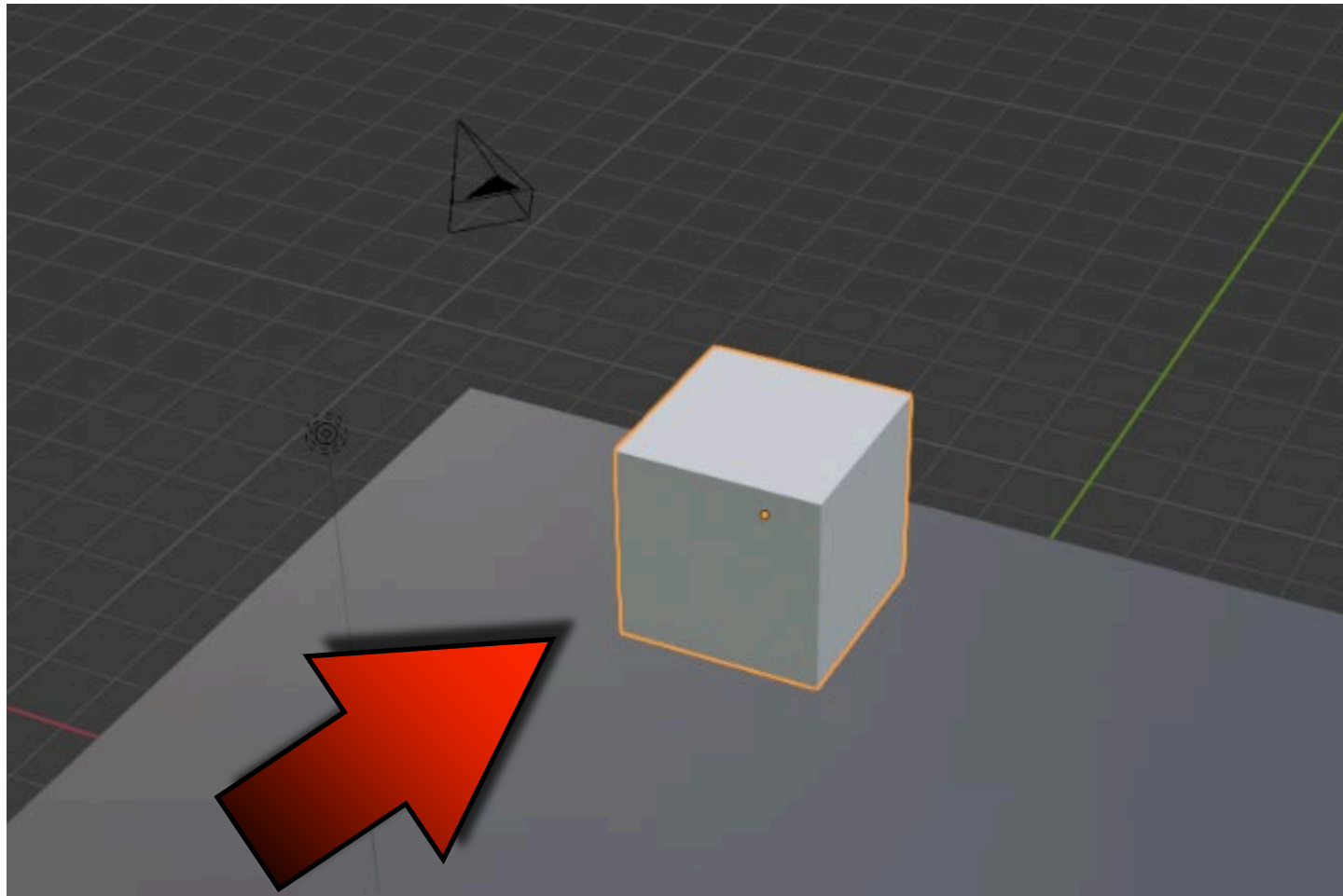


<https://youtu.be/yuk1LEA-HF8>

POWER OF AR AND VR

USUŃ UV SPHERE I WSTAW

CUBE I UMIEŚĆ JAK NA RYSUNKU

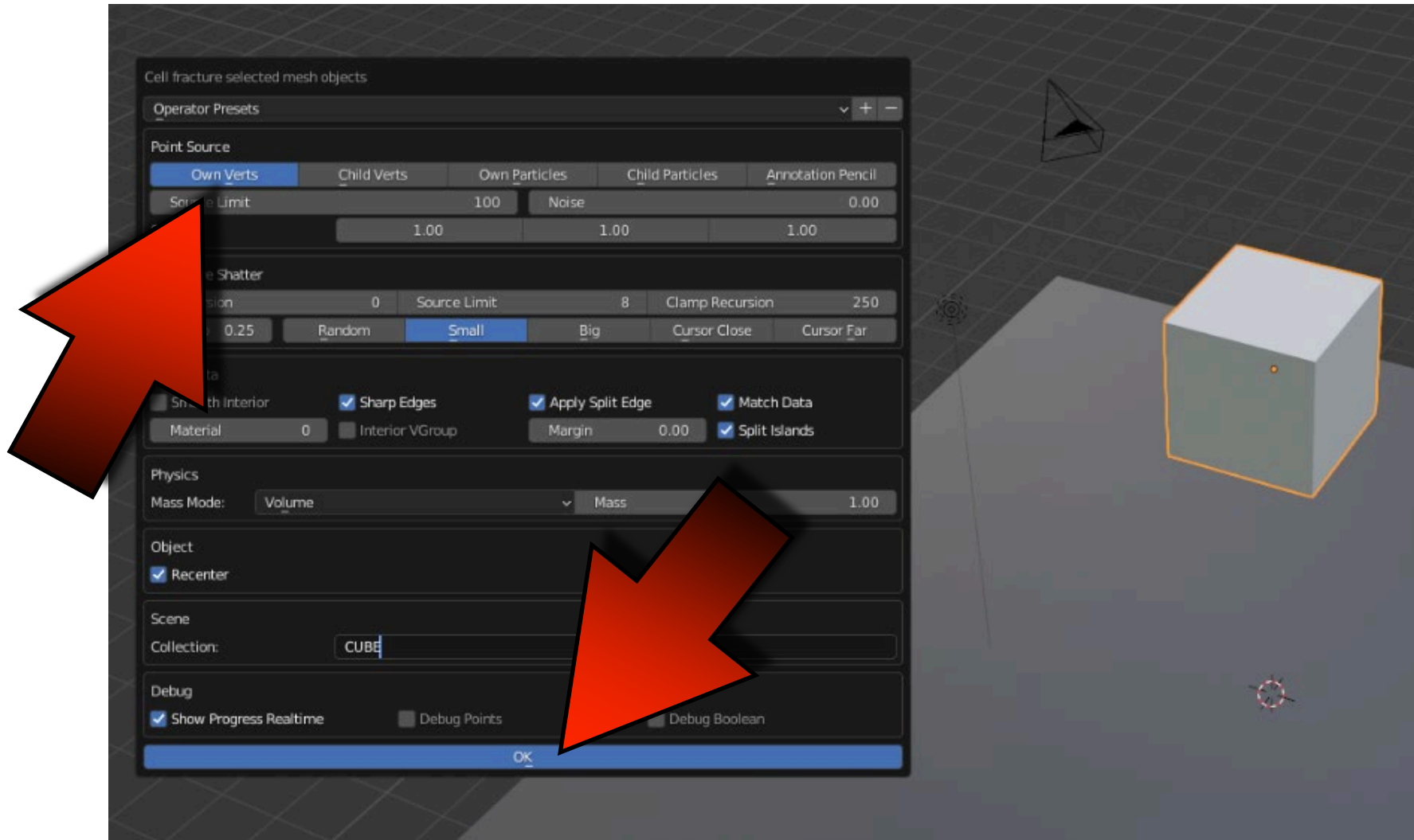


DESTROY

POWER OF AR AND VR

IDŹ DO **CELL FRACTURE**

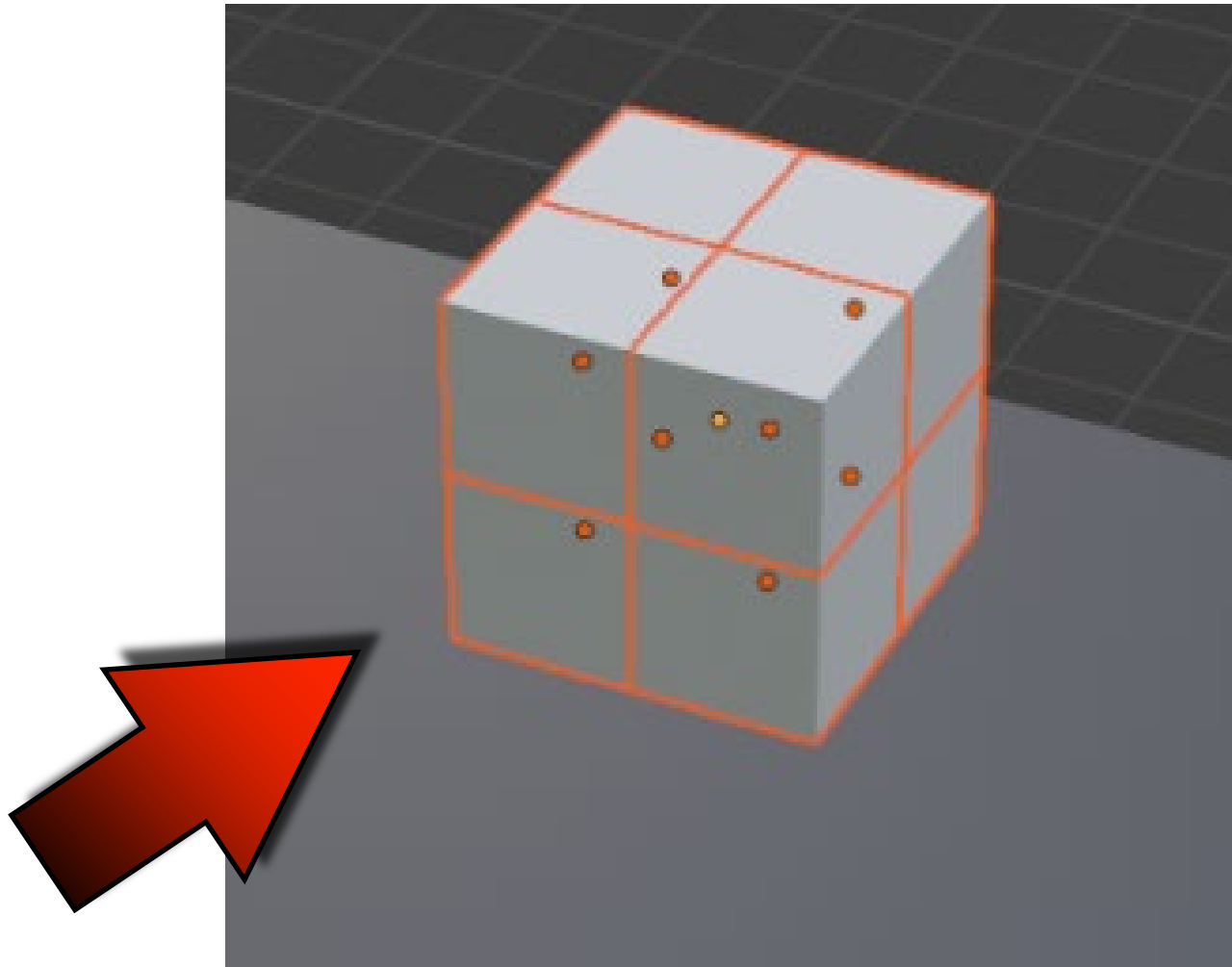
ZAZNACZ **OWN VERTS** I KLIKNIJ **OK**



DESTROY

POWER OF AR AND VR

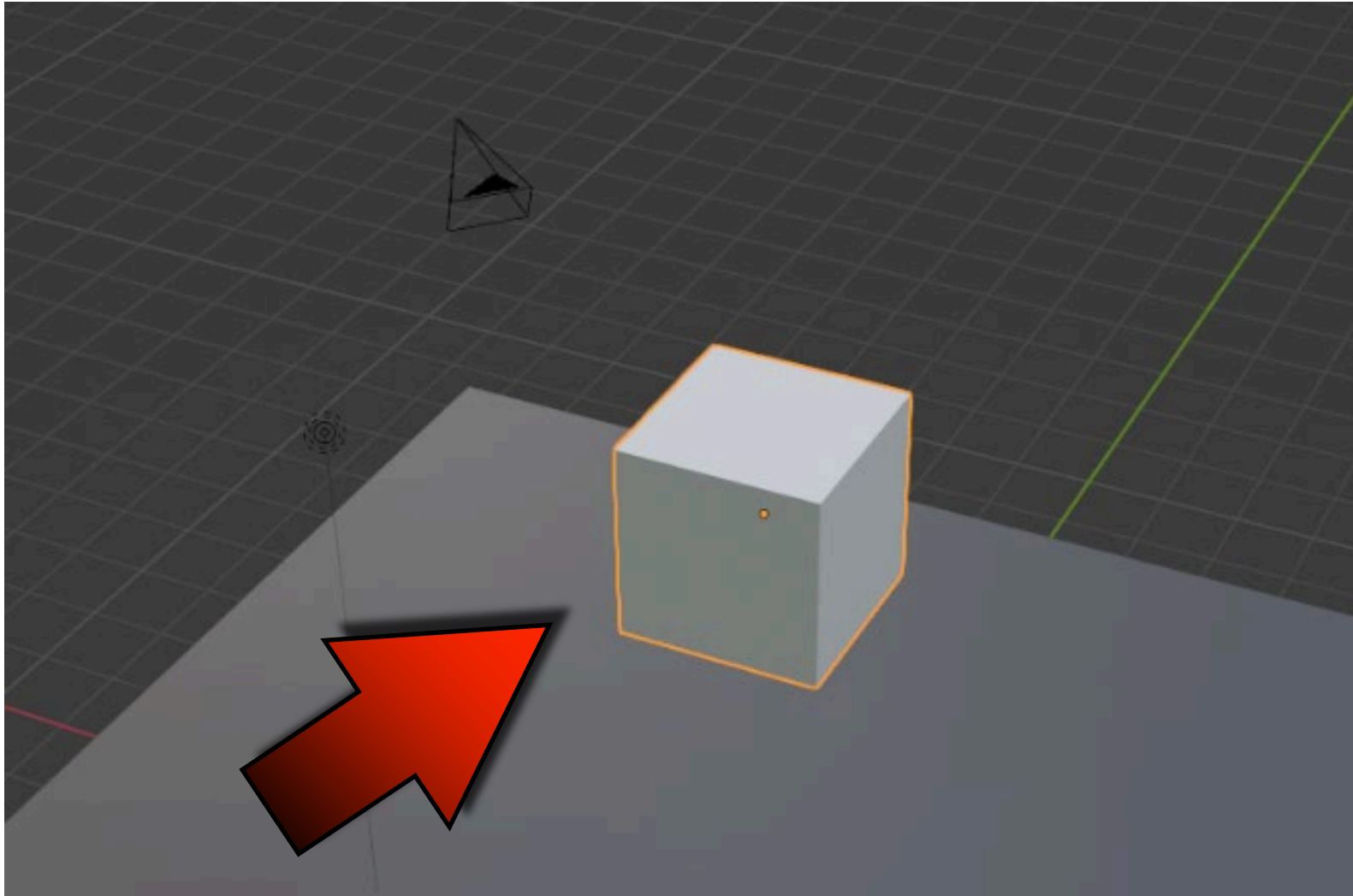
**CUBE BĘDZIE PODZIELONY NA
TYLE CZĘŚCI ILE MA WIERZCHOŁKÓW**



DESTROY

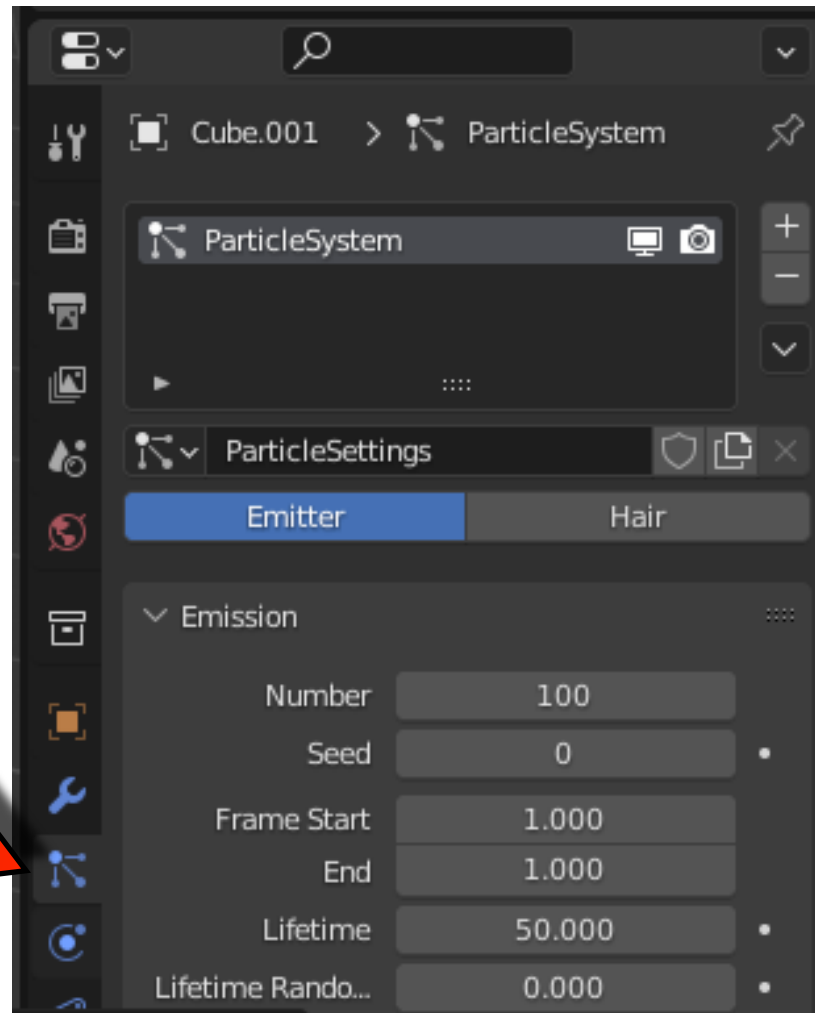
POWER OF AR AND VR

WSTAW NOWY CUBE



DESTROY

DODAJ PARTICLE SYSTEM



DESTROY



POWER OF AR AND VR



USTAW **NUMBER** NA **100**

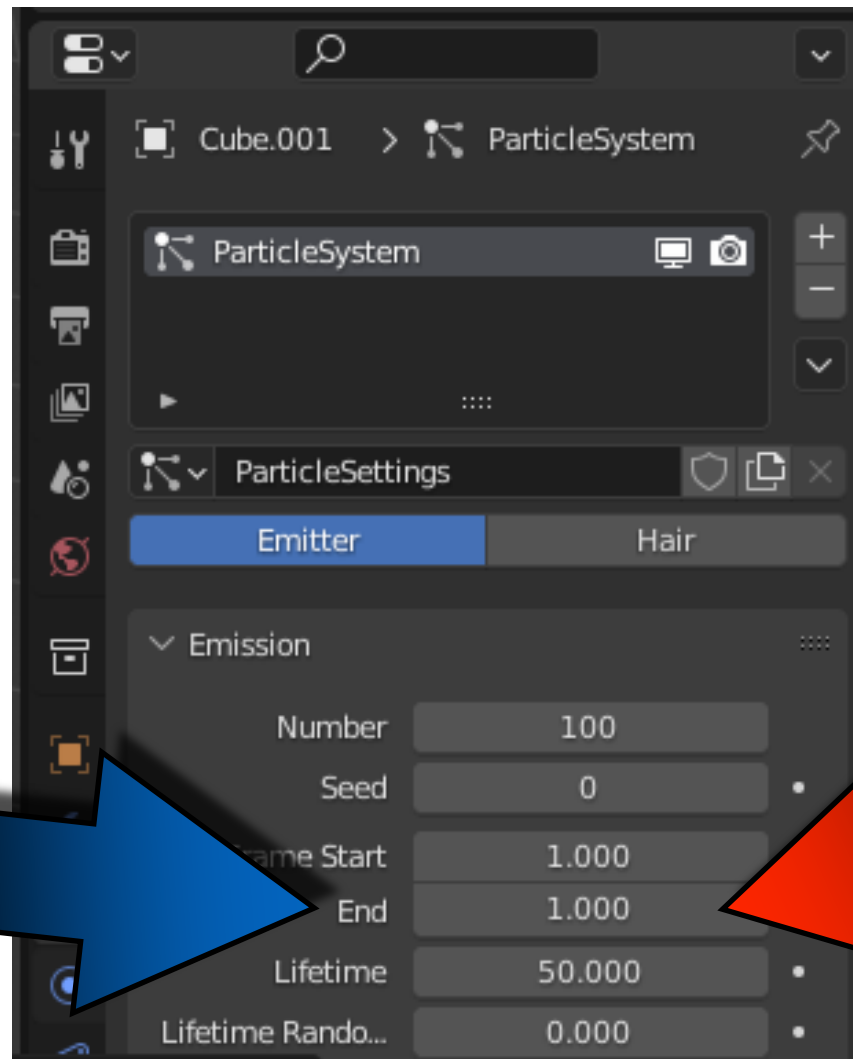
Inspector view for ParticleSystem:

- Emitter: Hair
- Emission:
 - Number: 100
 - Seed: 0
 - Frame Start: 1.000
 - End: 1.000
 - Lifetime: 50.000
 - Lifetime Rando...: 0.000

DESTROY

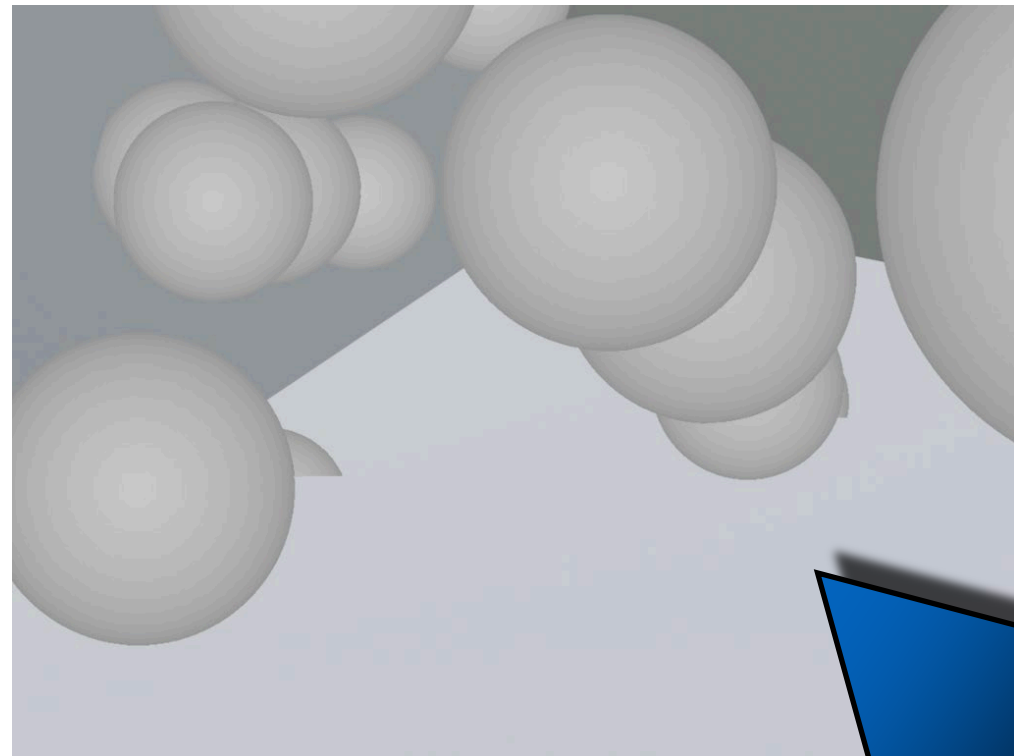
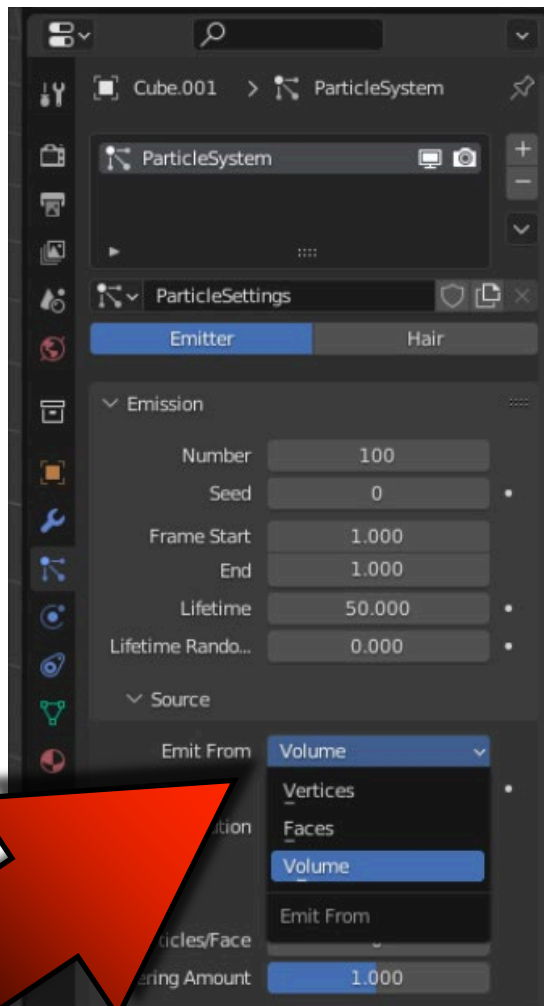
POWER OF AR AND VR

USTAW **END** NA **1**



DESTROY

EMISJA JEST Z OBJĘTOŚCI CZYLI POWODUJE TO, ŻE CZĄSTKI BĘDĄ DODAWANE TAKŻE W WEWNĄTRZ KOSTKI, A NIE TYLKO NA JEJ POWIERZCHNI



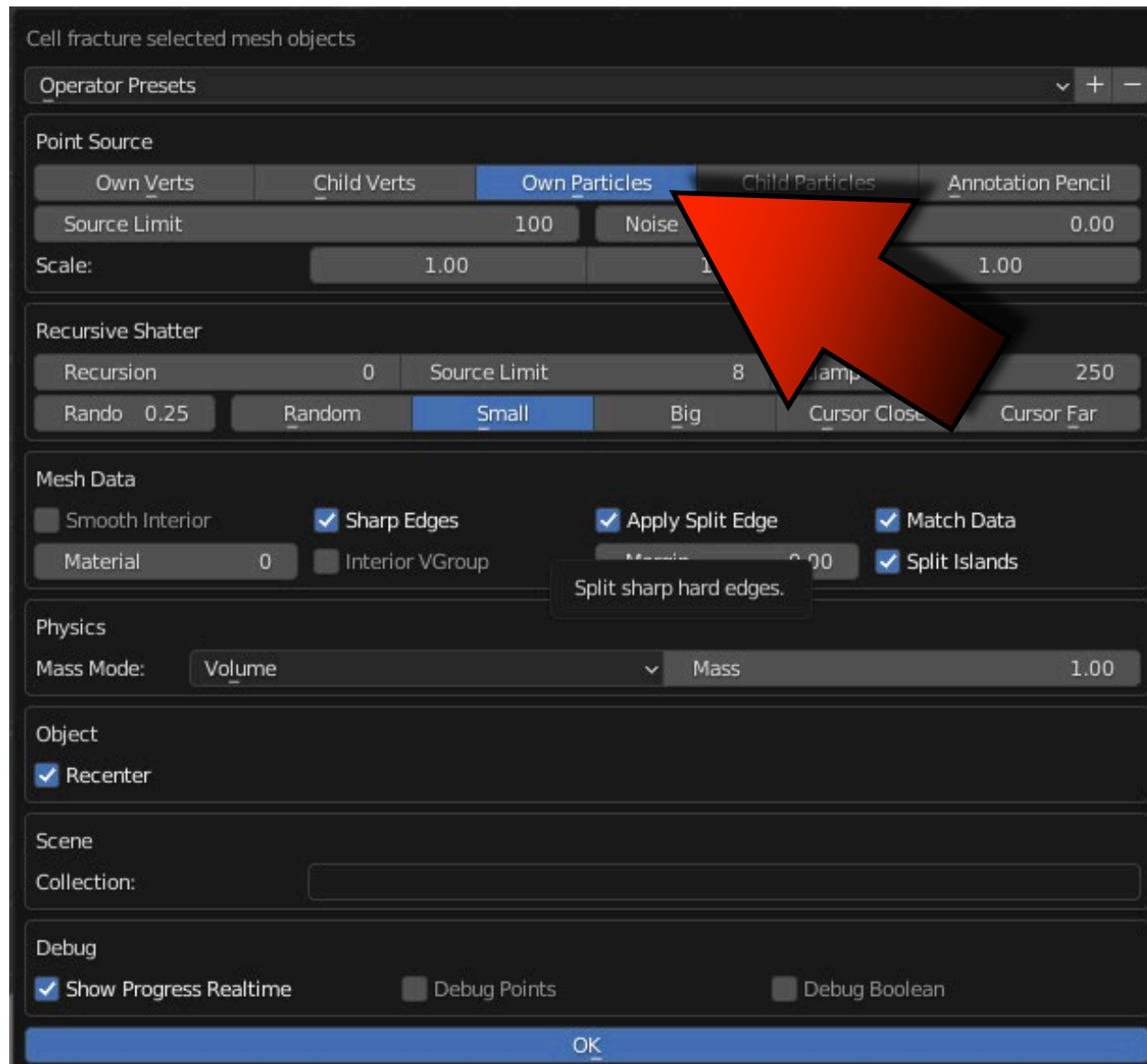
DESTROY



POWER OF AR AND VR



W CELL FRACTURE WYBIERZ OWN PARTICLES



DESTROY

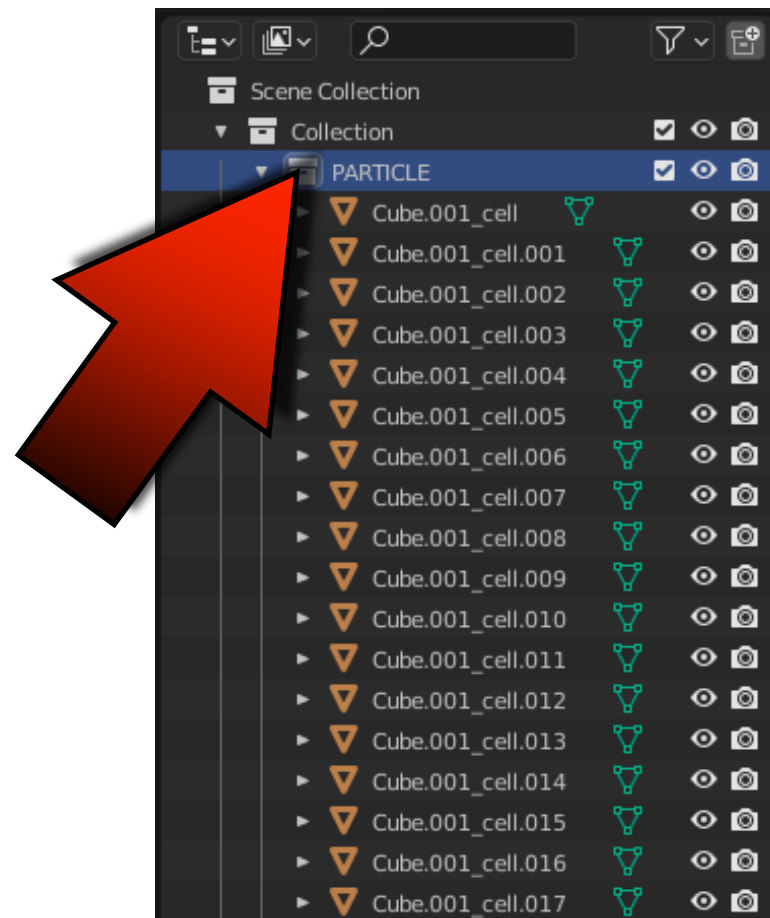
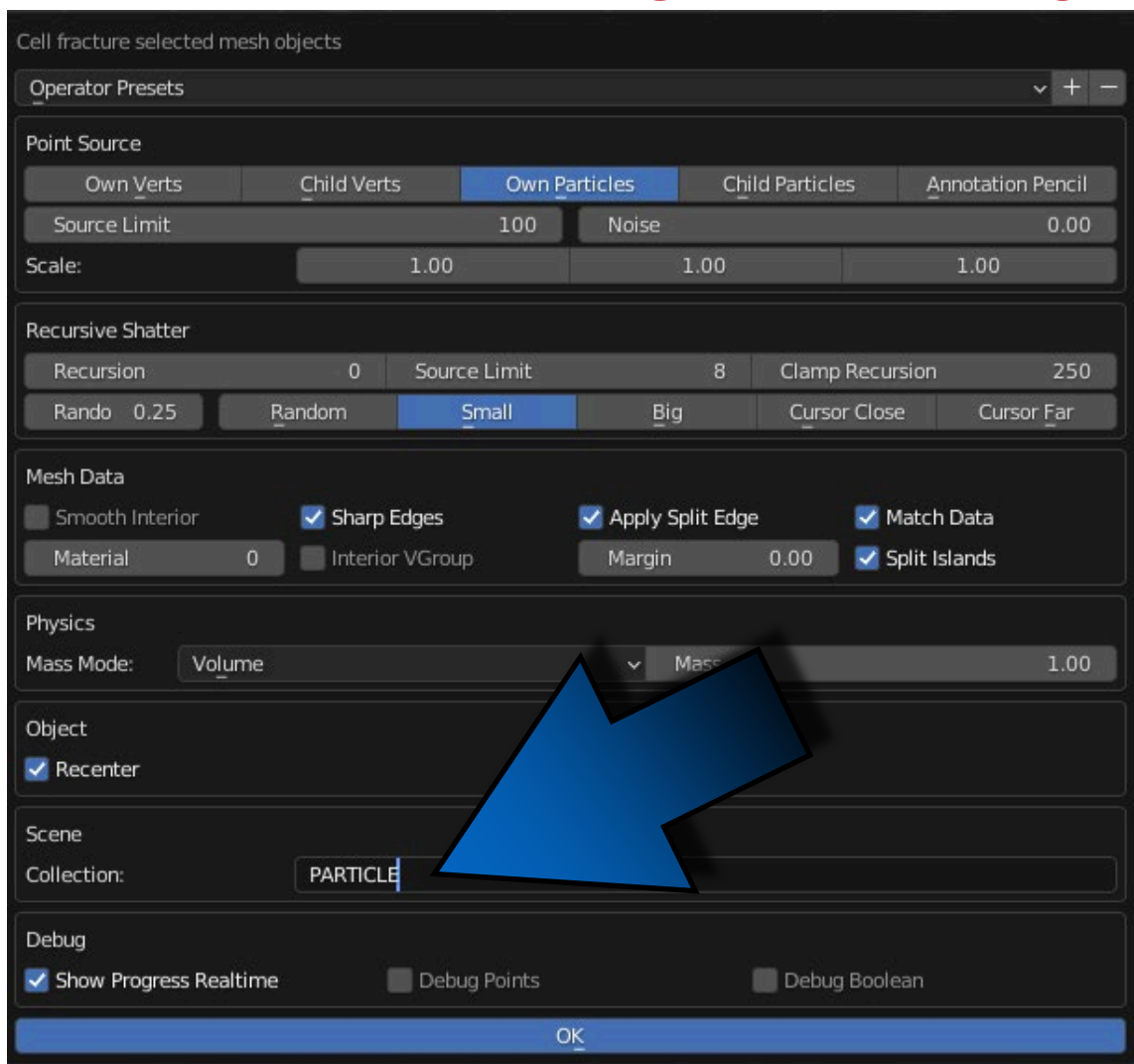


POWER OF AR AND VR



WPISZ TUTAJ NAZWĘ,

**ABY WSZYSTKIE NOWE ELEMENTY ZOSTAŁY ZAPISANE
W ODDZIELNEJ KOLEKCJI**



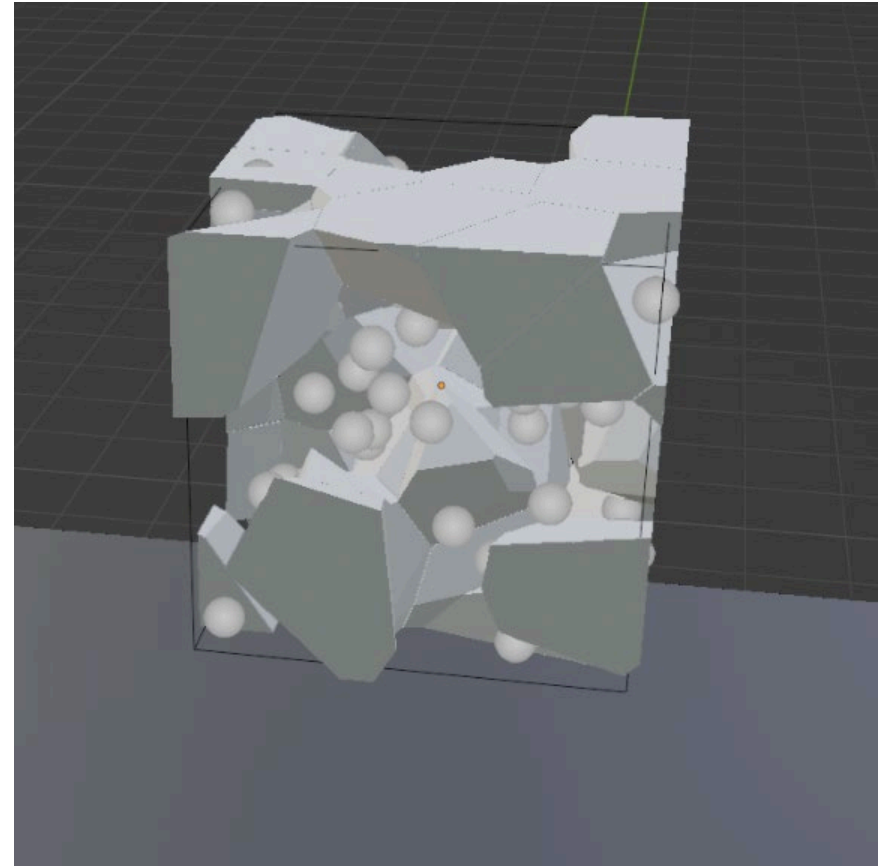
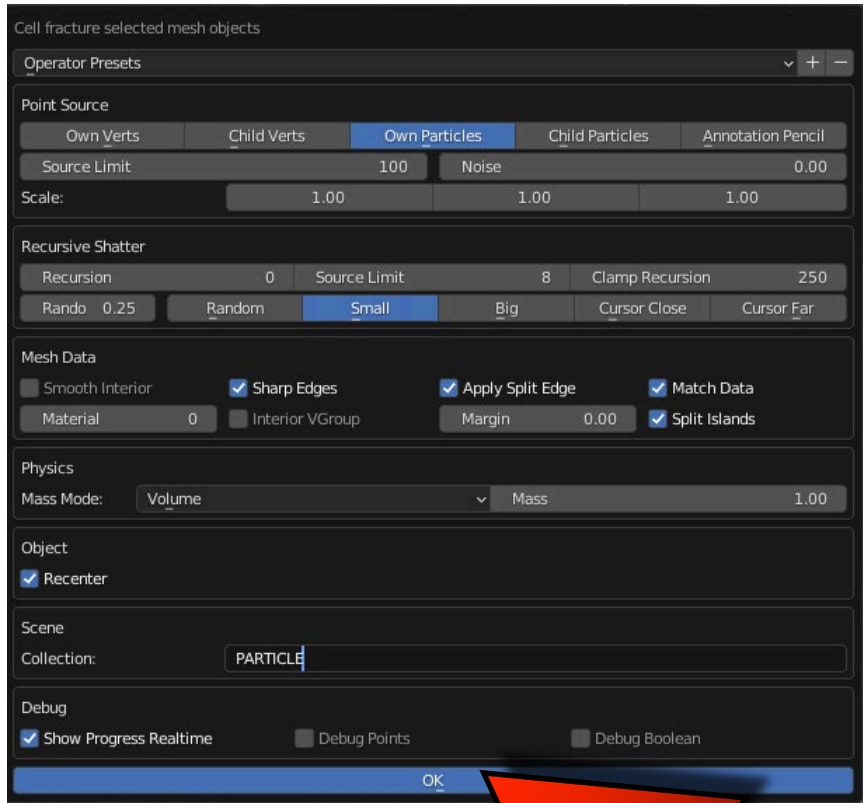
DESTROY



POWER OF AR AND VR

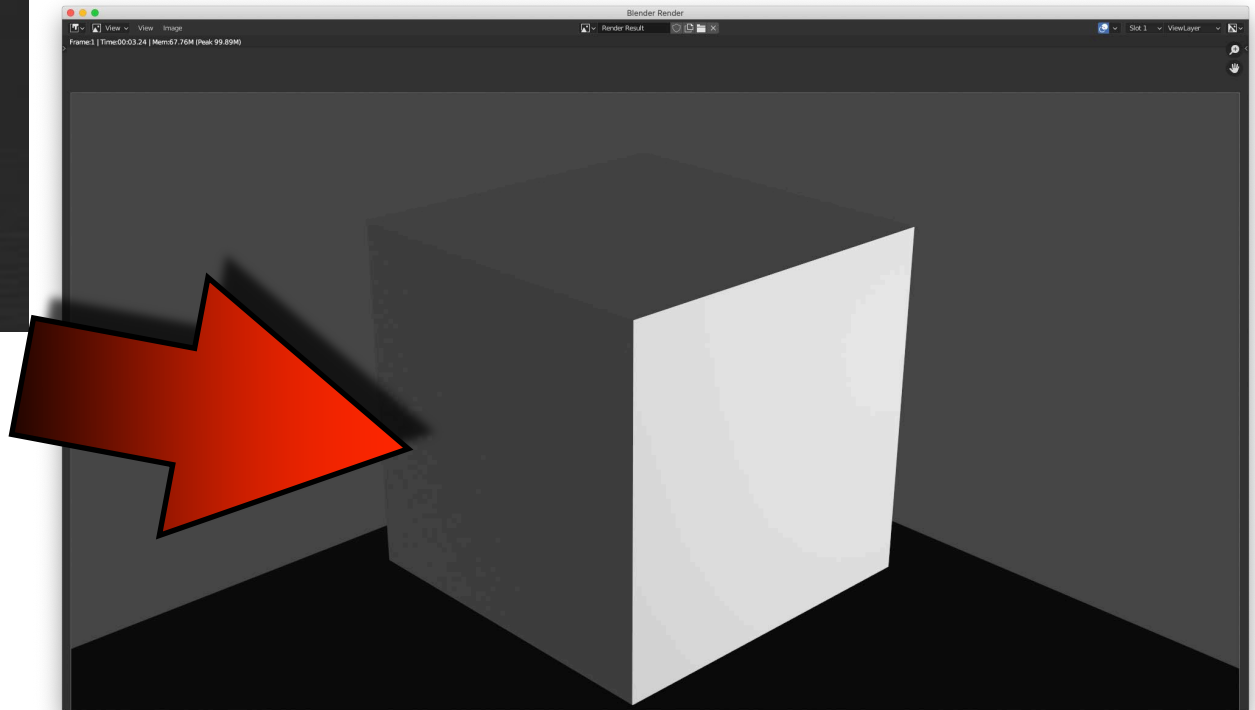
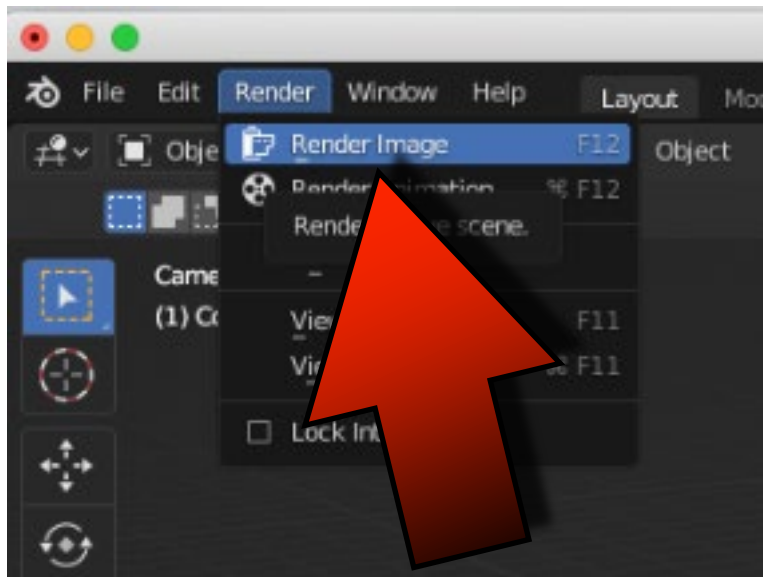


NACIŚNIJ OK



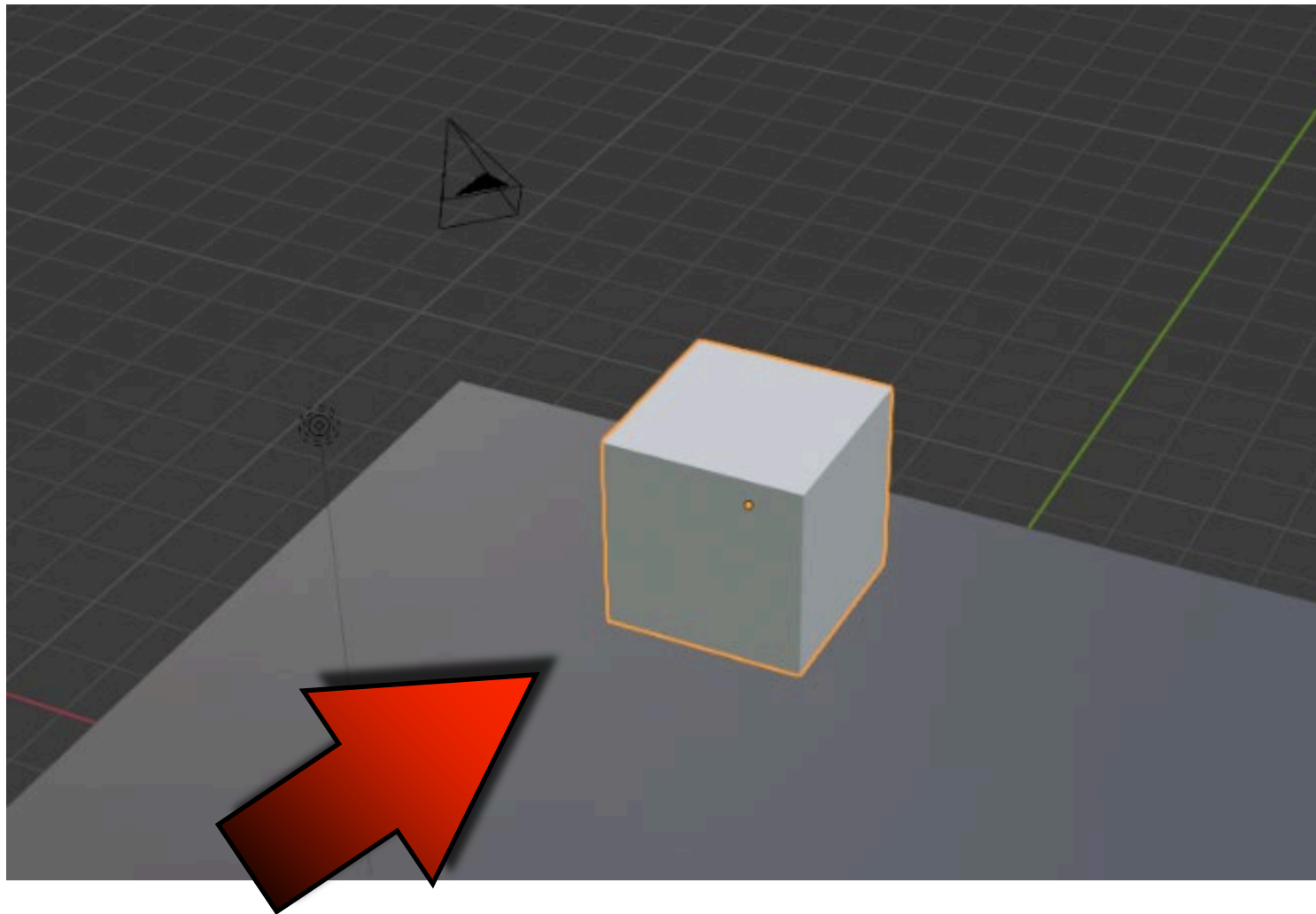
DESTROY

PARTICLE SYSTEM NIE BĘDZIE WIDOCZNY W RENDER IMAGE



DESTROY

WSTAW NOWY CUBE



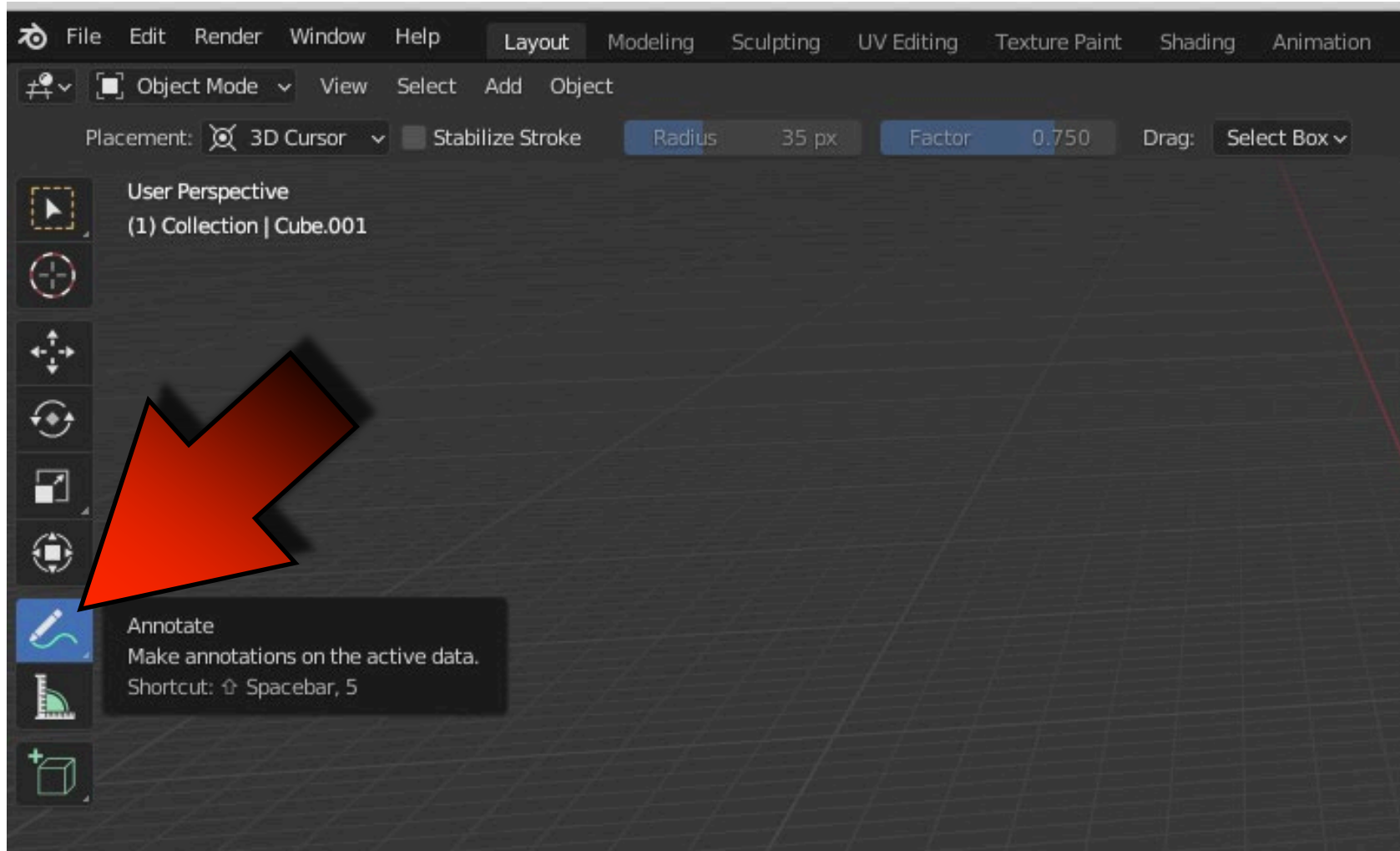
DESTROY



POWER OF AR AND VR

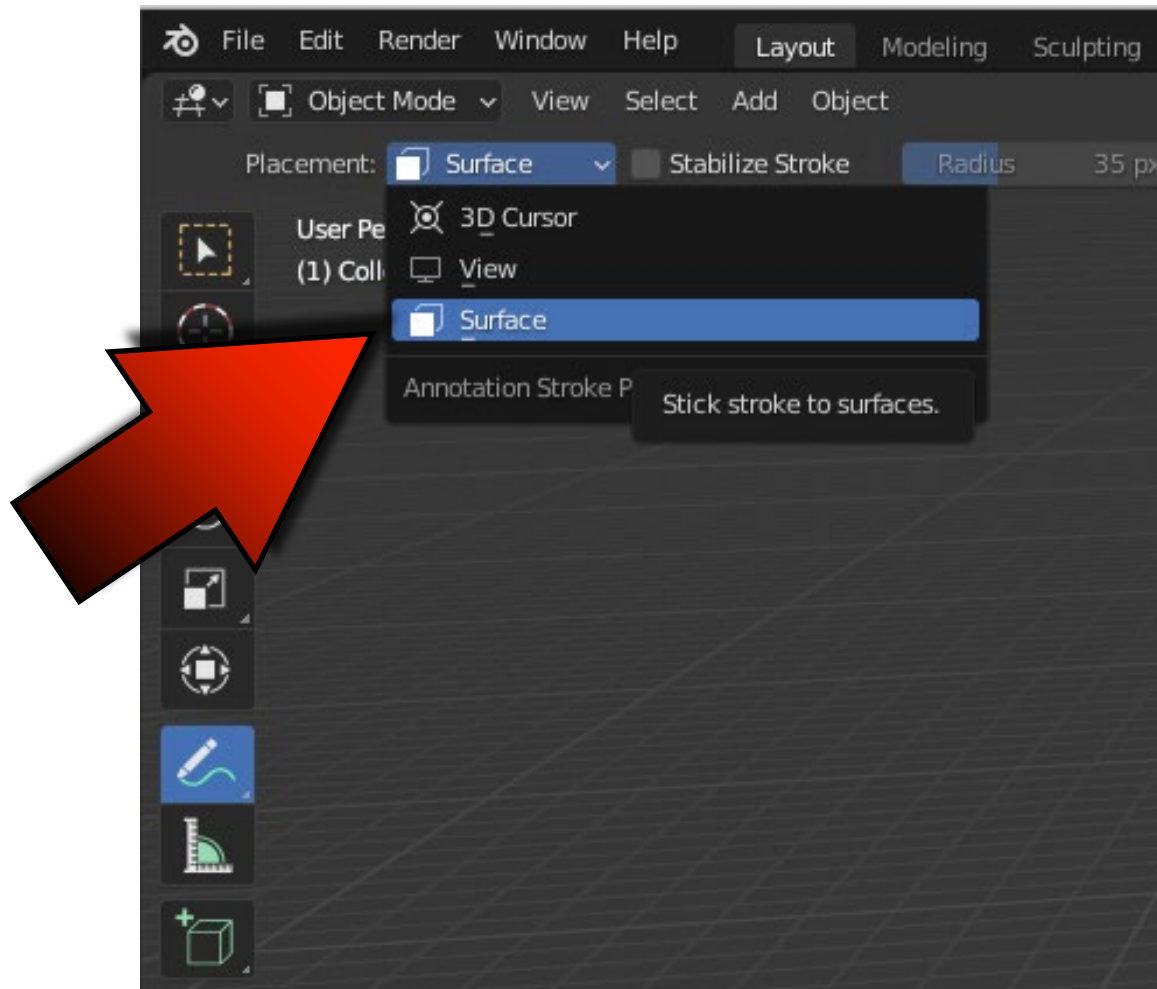


WYBIERZ ANNOTATE



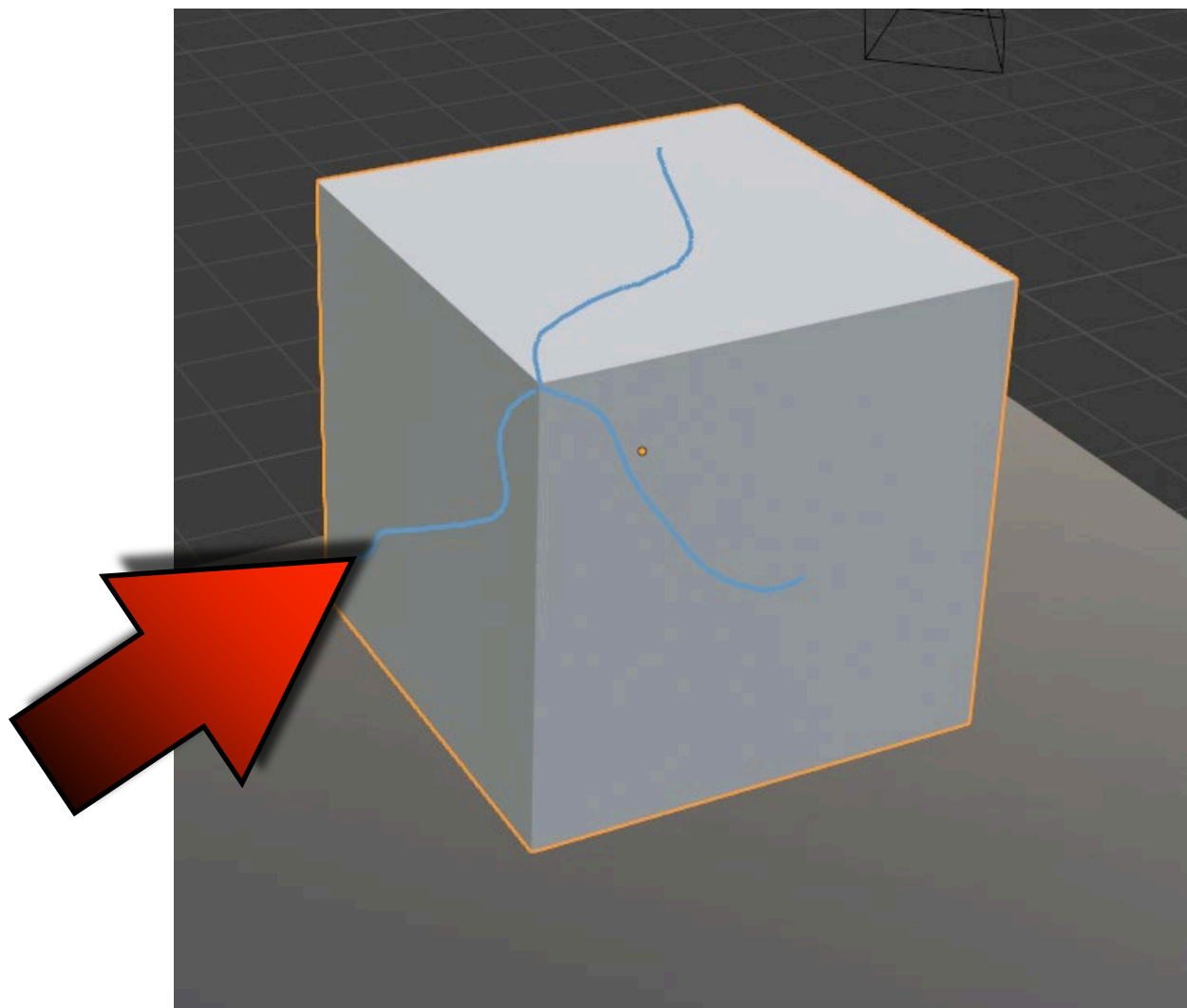
DESTROY

NASTĘPNIE WYBIERZ **SURFACE** ABY **RYSOWAĆ PO POWIERZCHNI MODELU**



DESTROY

NARYSUJ COŚ PODOBNEGO JAK NA RYSUNKU



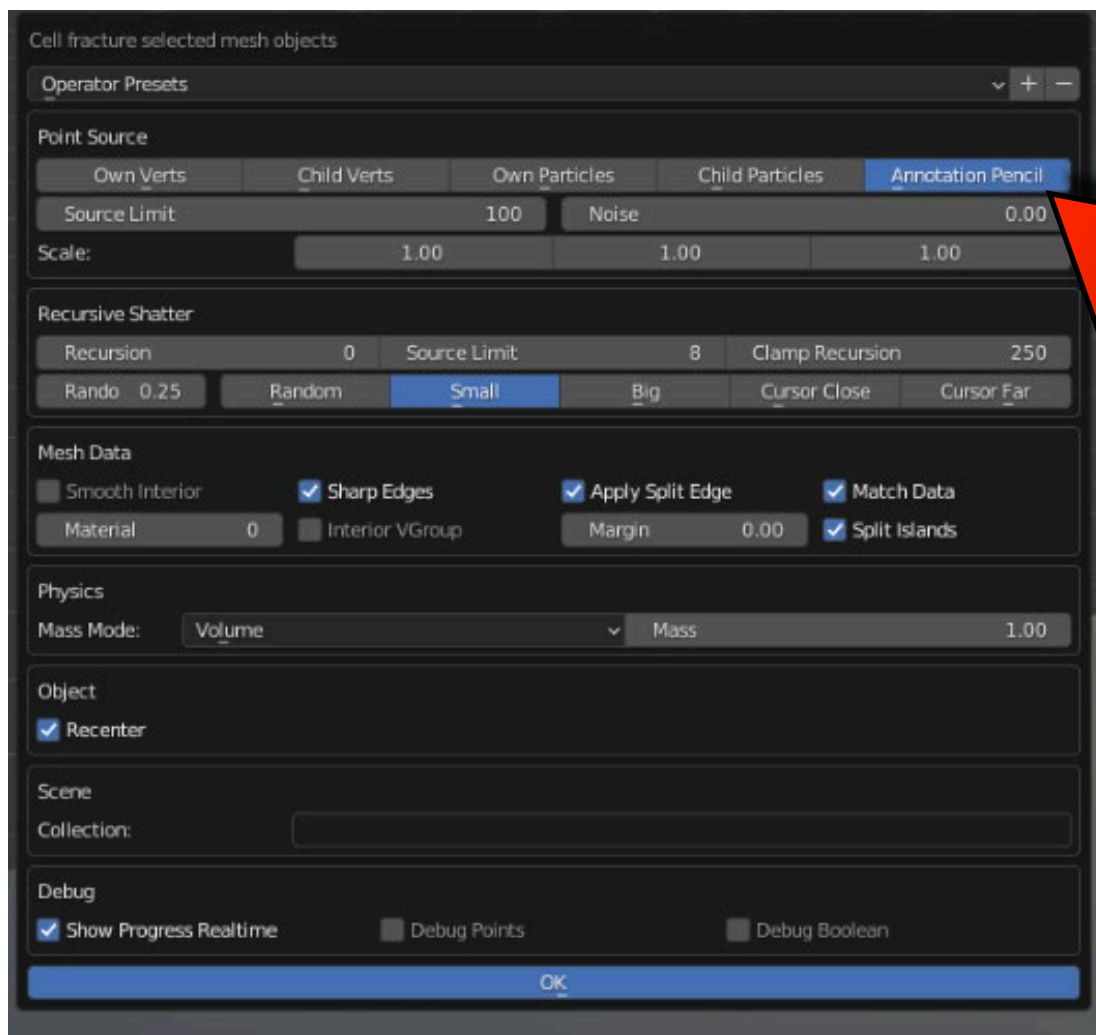
DESTROY



POWER OF AR AND VR

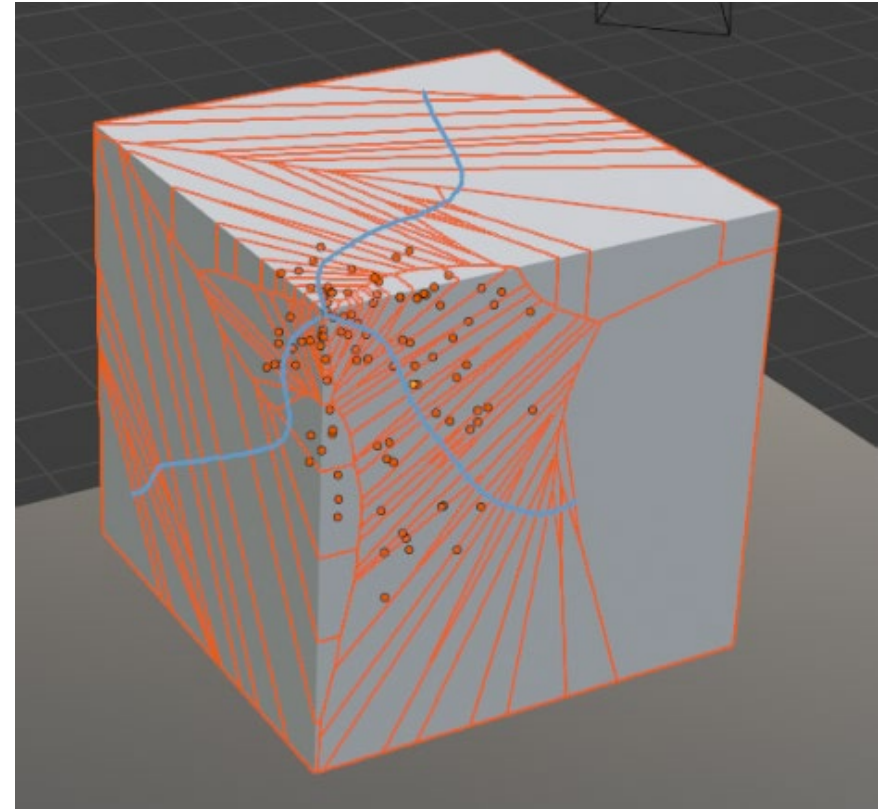
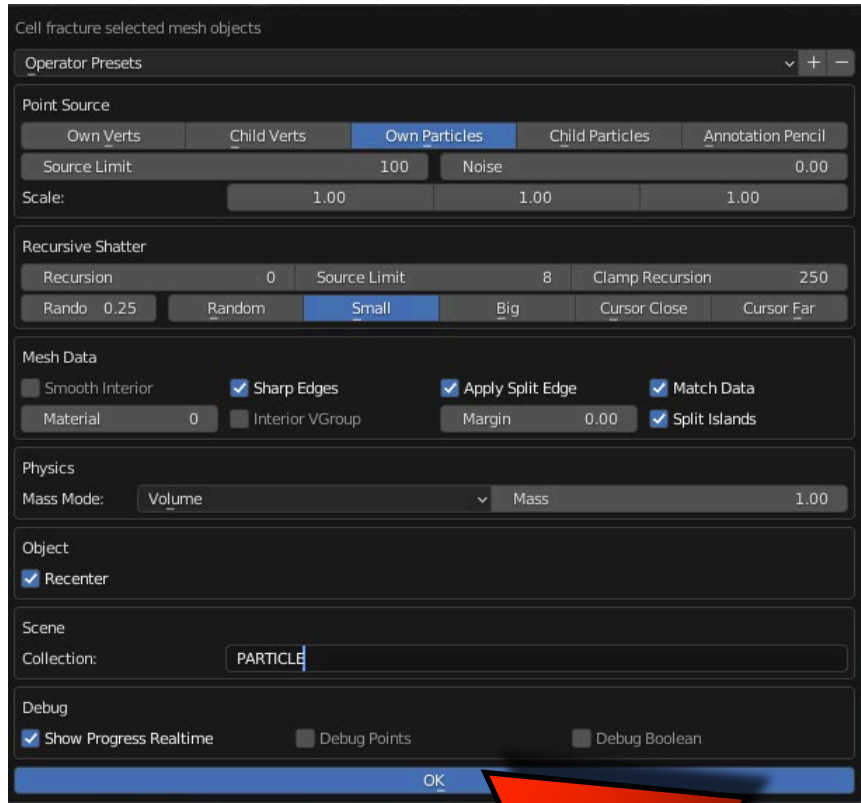


WYBIERZ ANNOTATION PENCIL



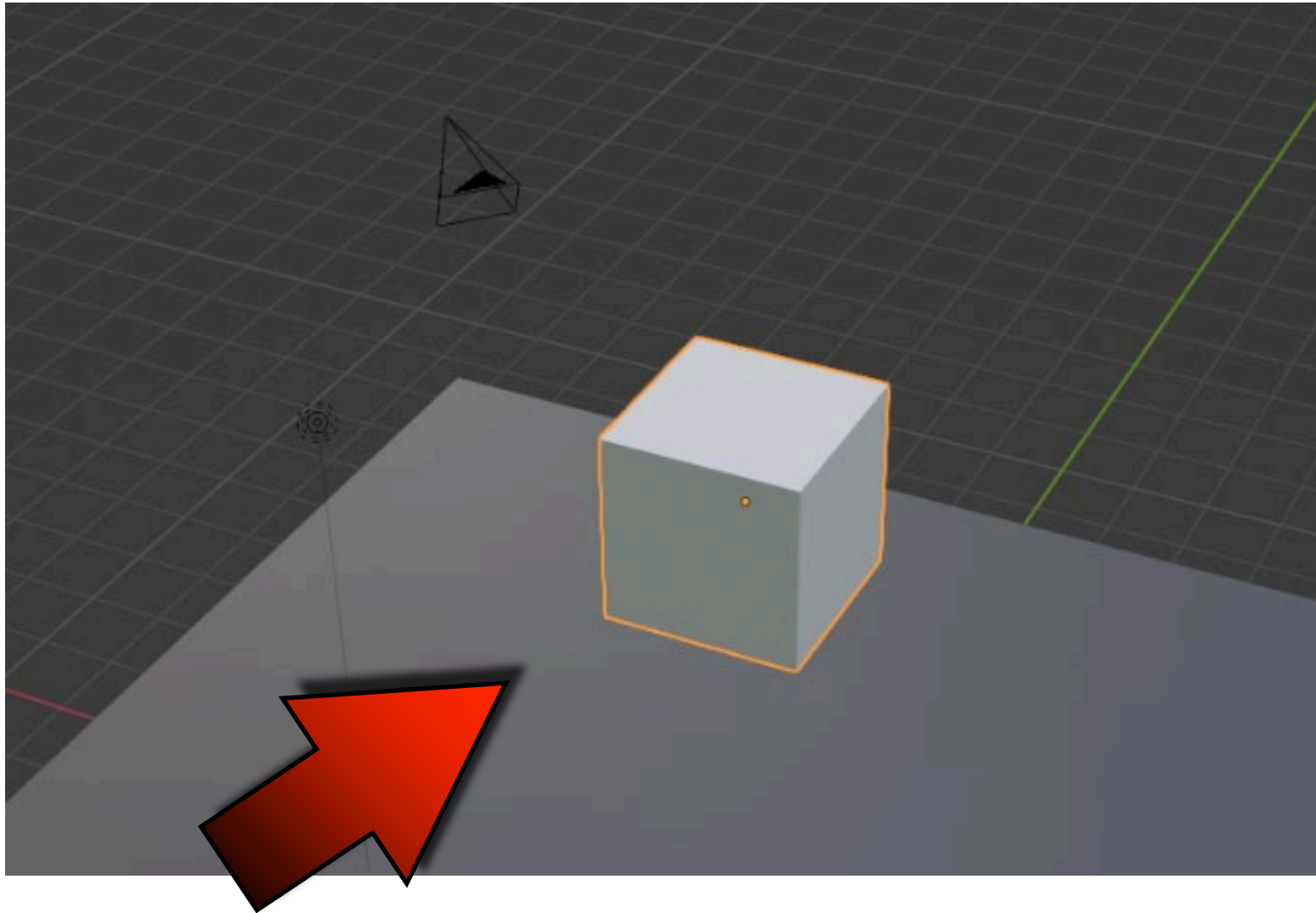
DESTROY

NACIŚNIJ OK



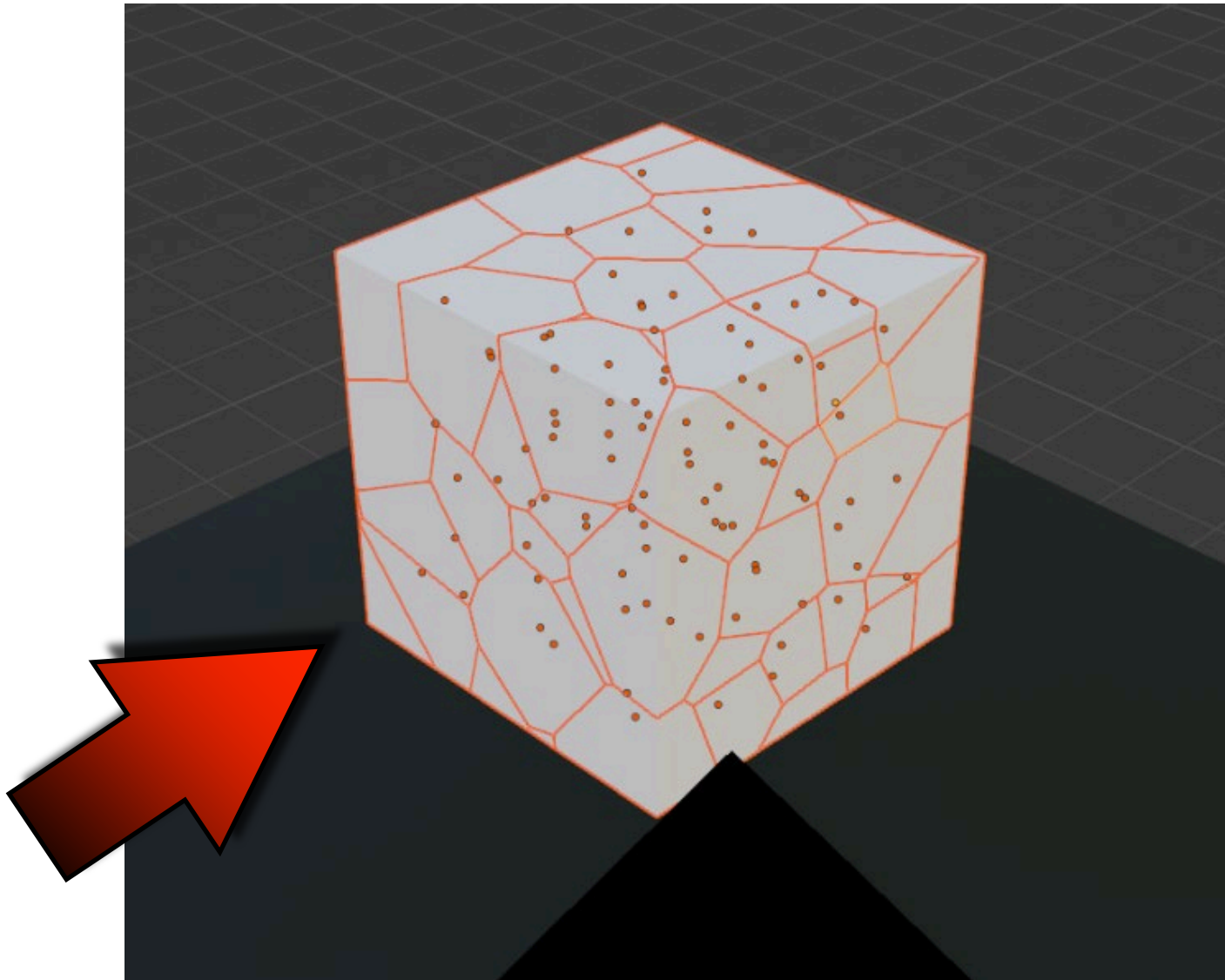
DESTROY

WSTAW NOWY CUBE



DESTROY

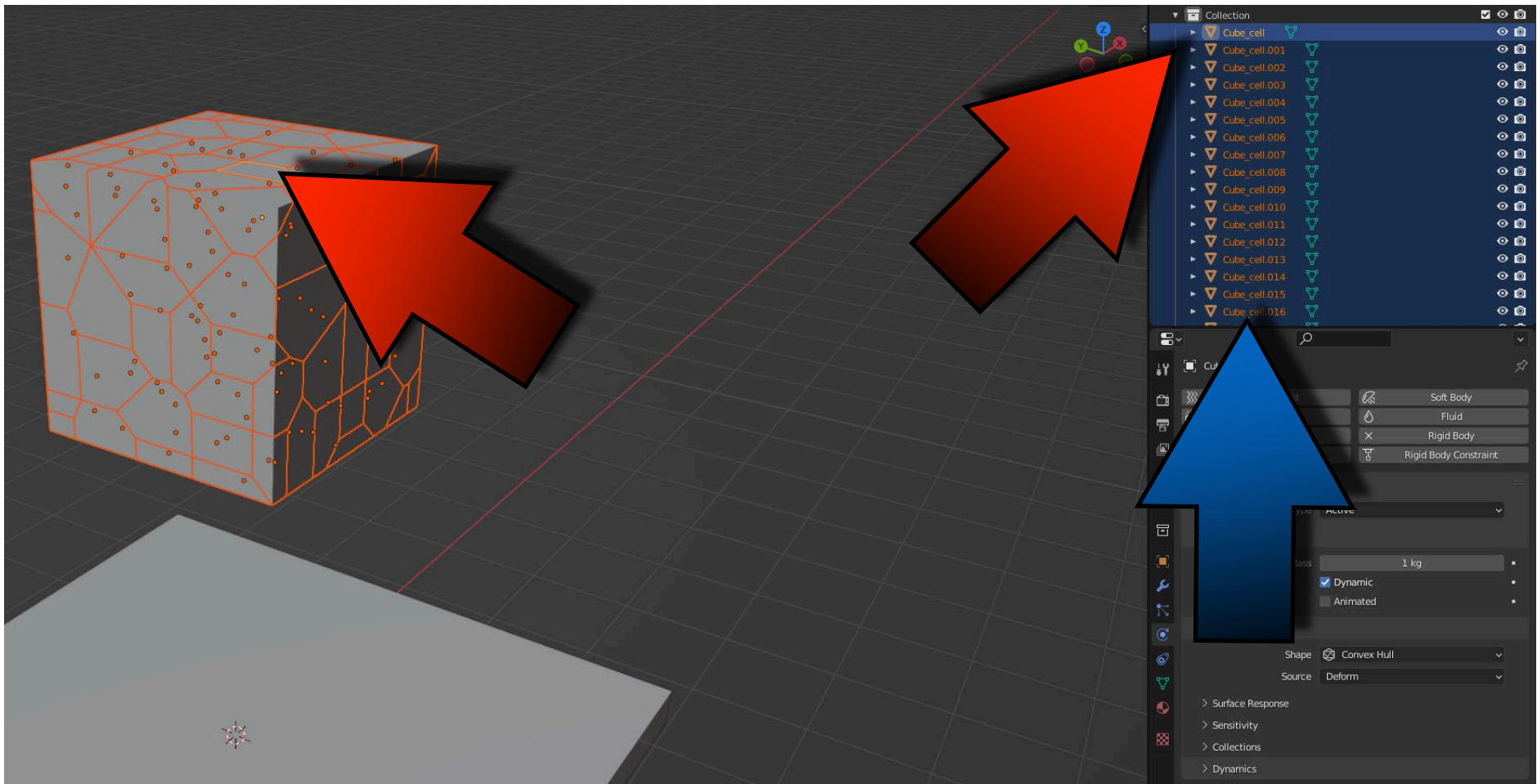
PRZYGOTUJ JAK NA POCZĄTKU



DESTROY

POWER OF AR AND VR

ZAZNACZ PIERWSZY ELEMENT NASTĘPNIE Z KLAWISZEM SHIFT POZOSTAŁE



DESTROY

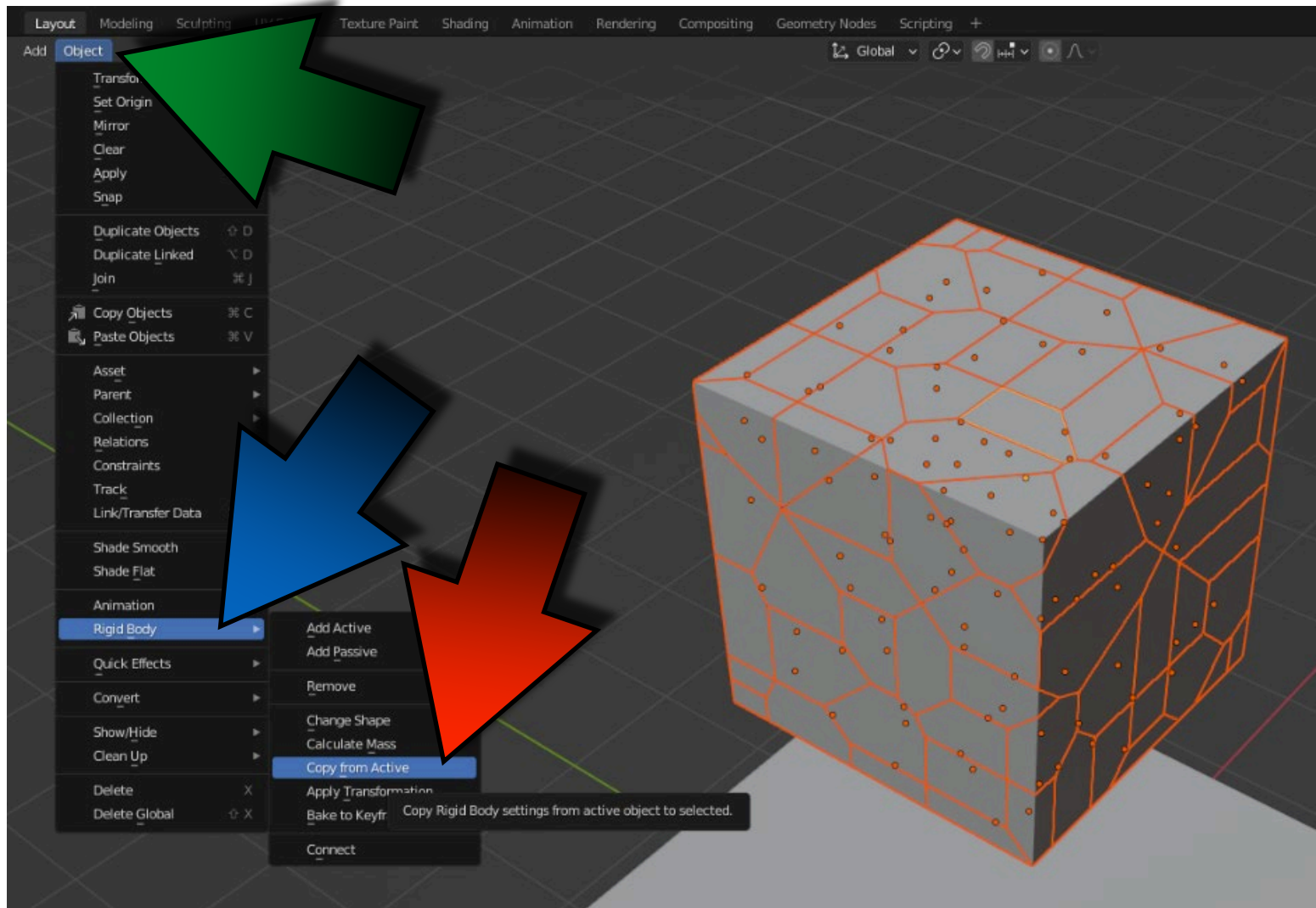
NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



**W TYM PRZYPADKU DODALIŚMY RIGID BODY
TYLKO AKTYWNEMU ELEMENTOWI**

https://youtu.be/uXONRXyO_JA

WYBIERZ COPY FROM ACTIVE



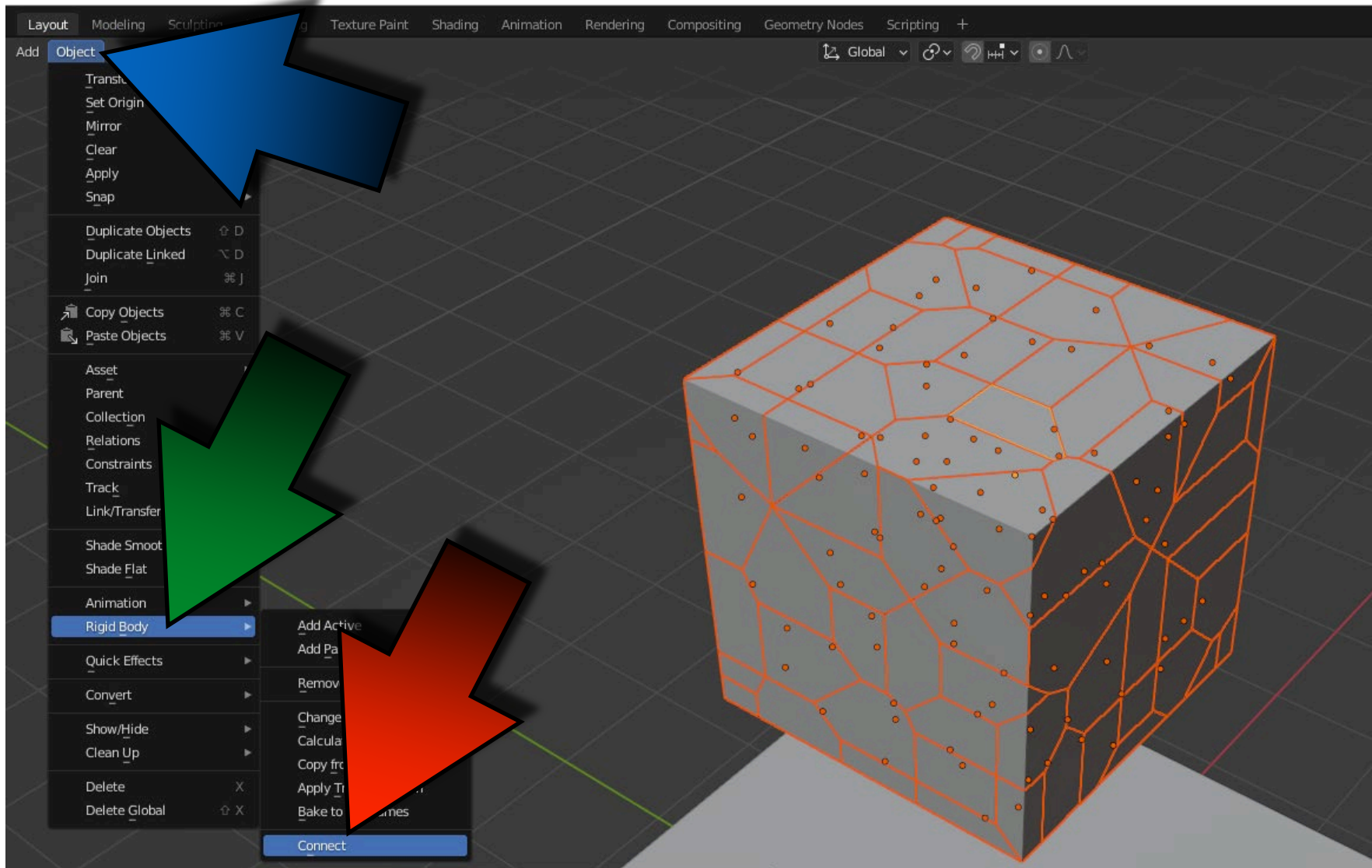
DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



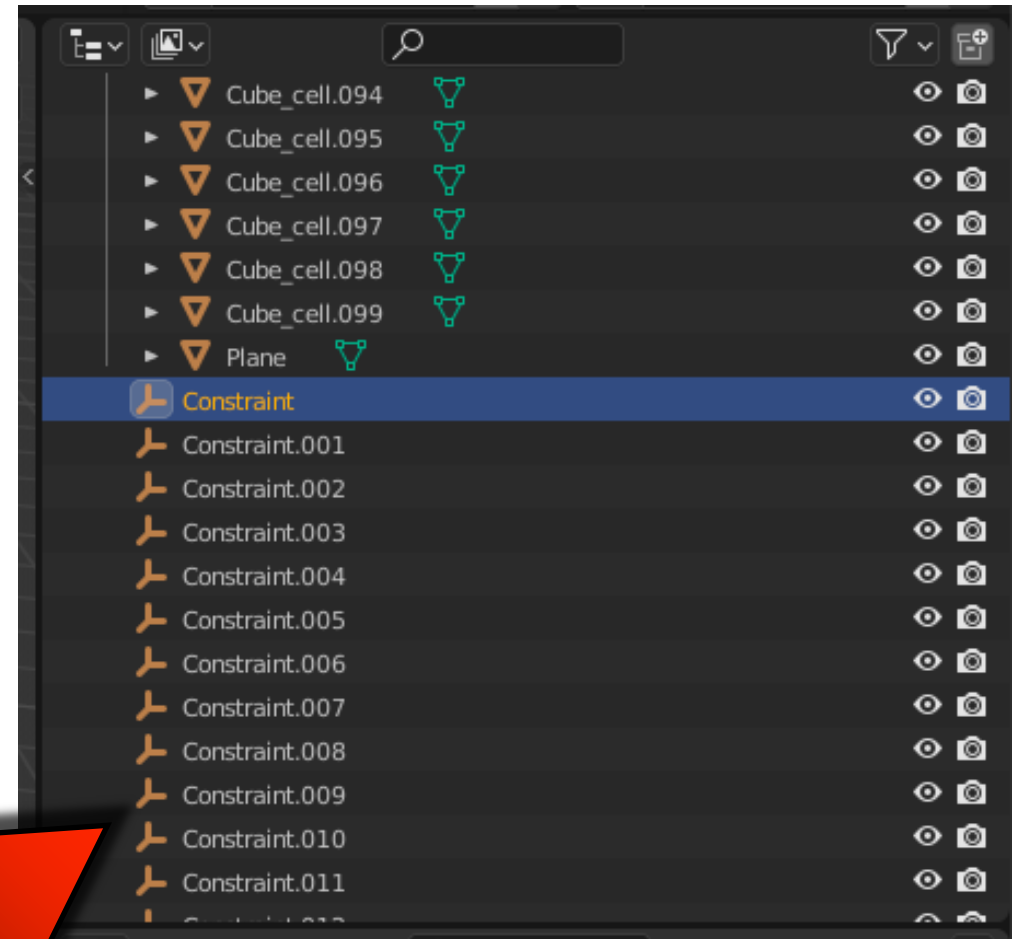
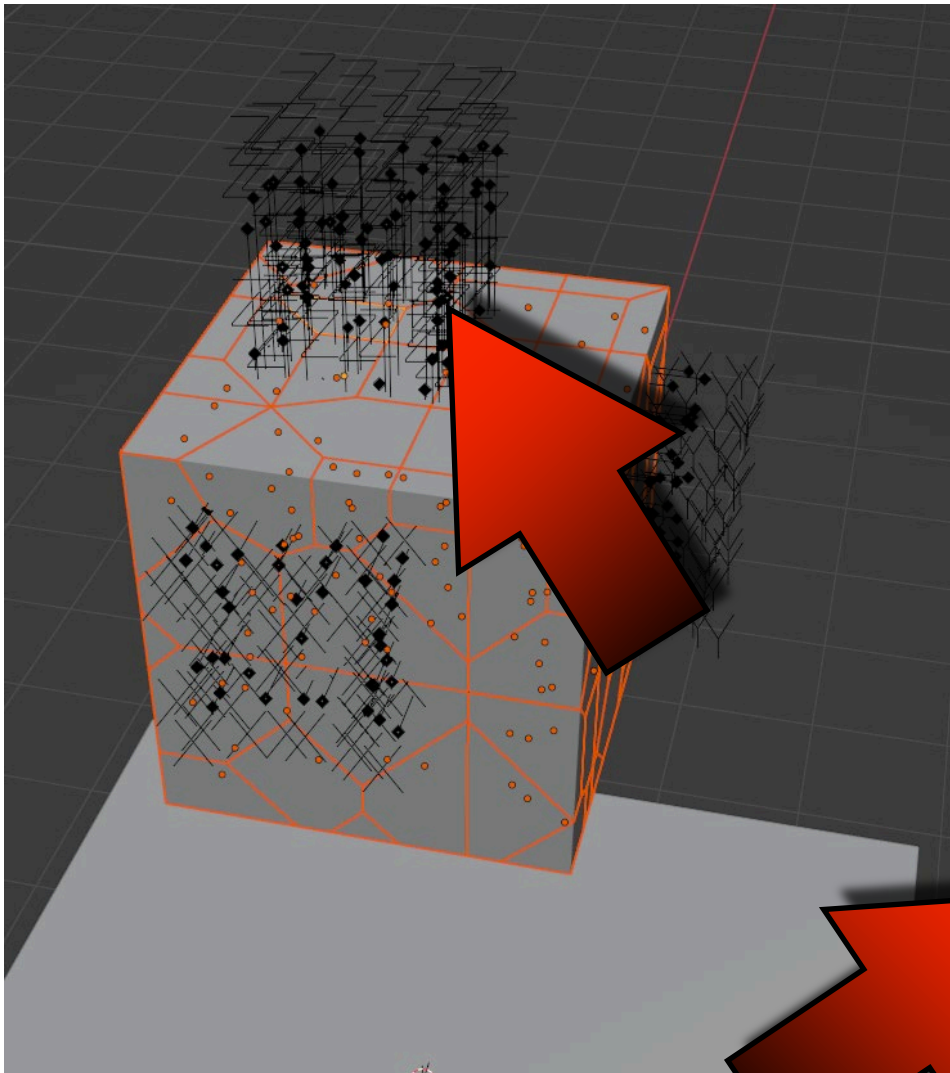
https://youtu.be/DEE4_TD2prM

NASTĘPNIE WYBIERZ **CONNECT**



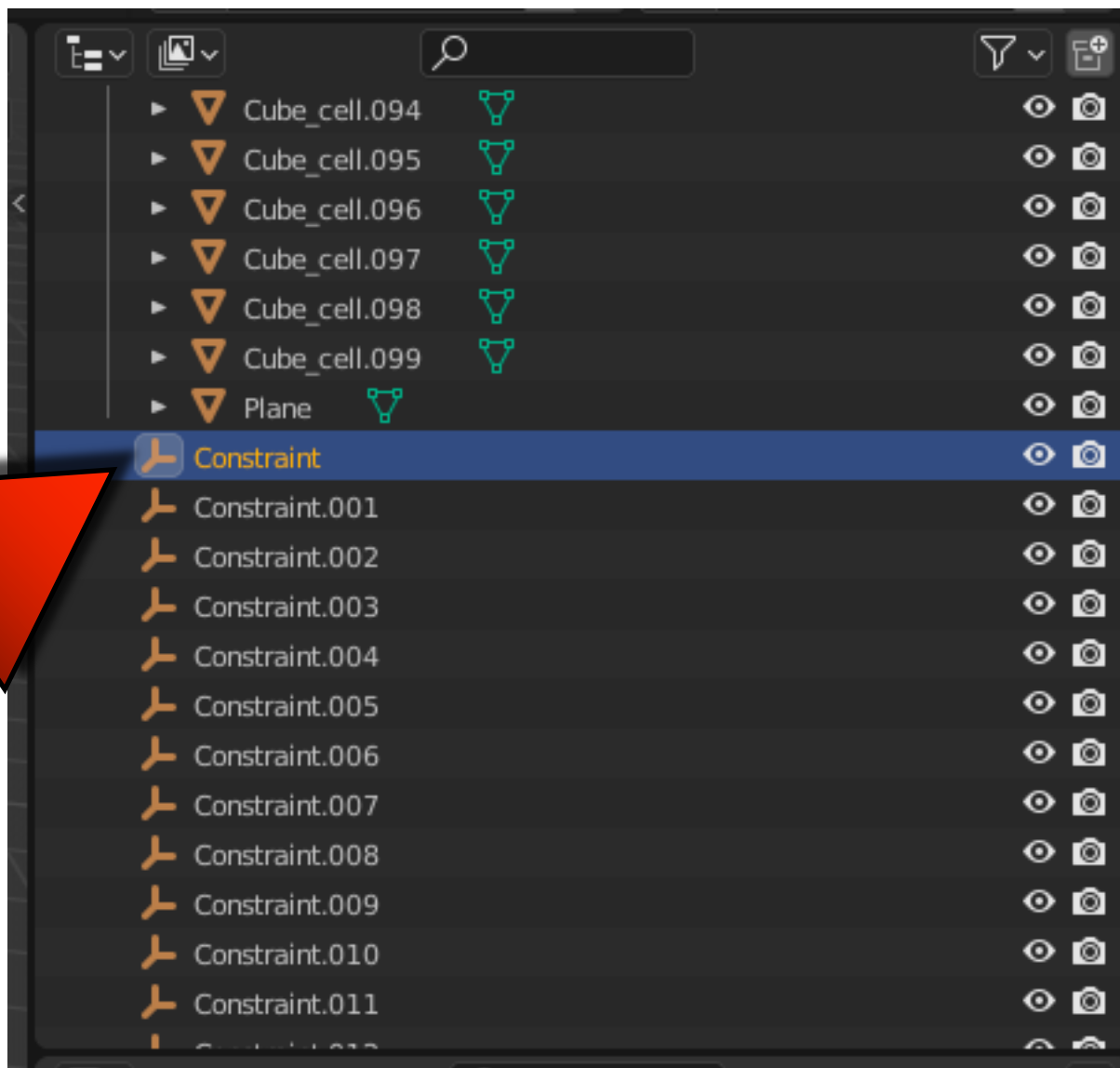
DESTROY

ZOBACZYMY CONSTRAINTS



DESTROY

ZAZNACZ PIERWSZY **CONSTRAINT**



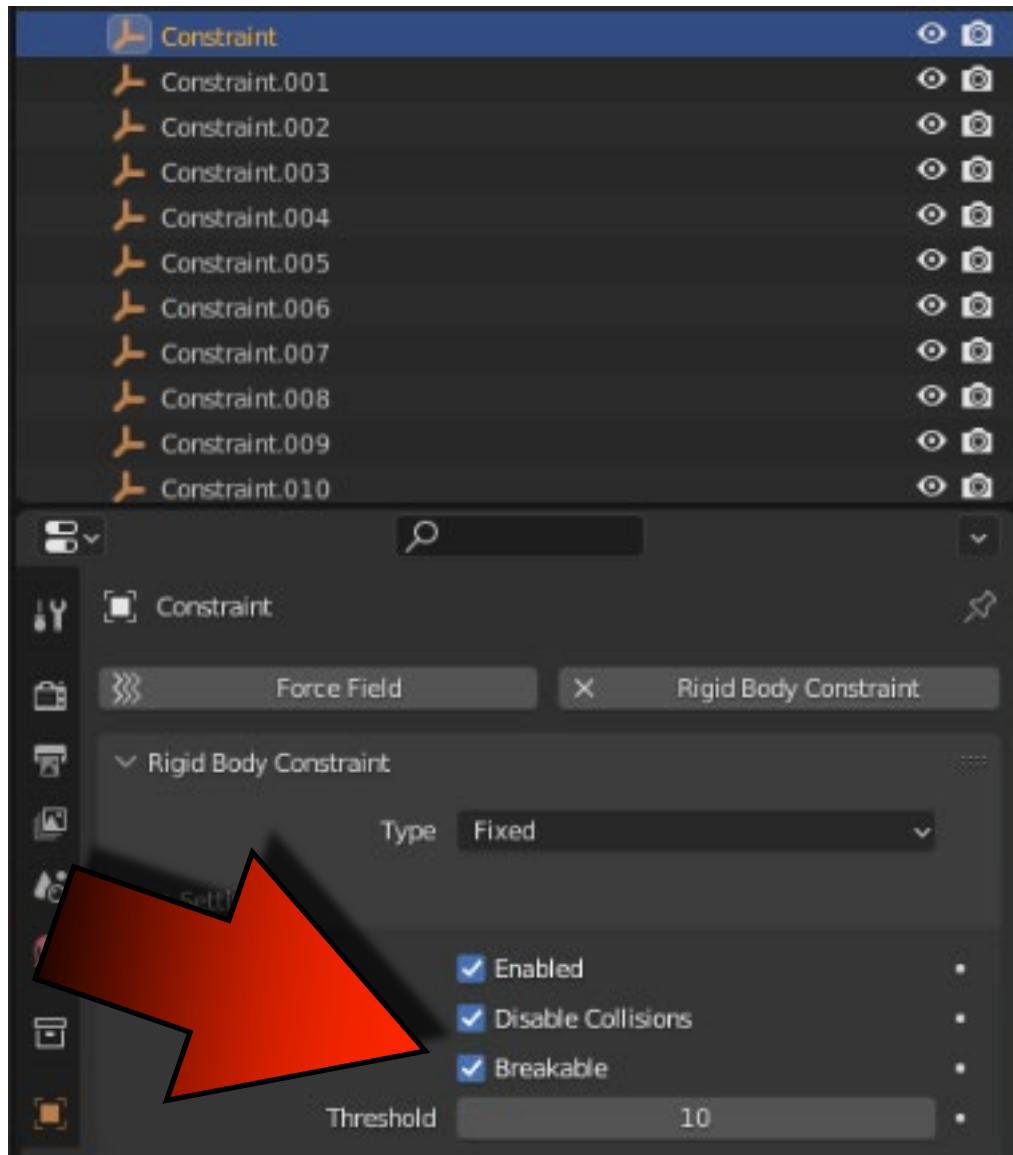
DESTROY



POWER OF AR AND VR

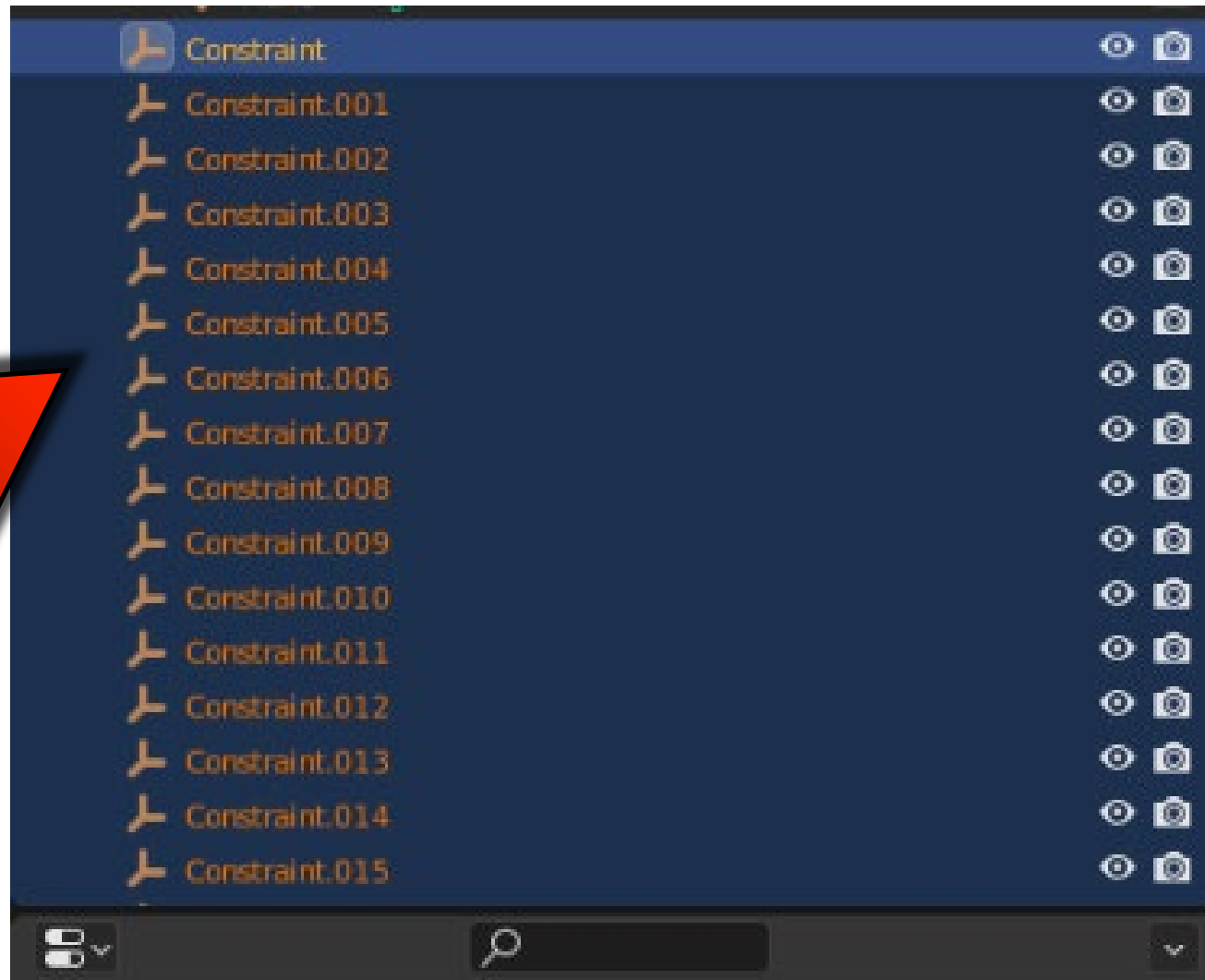


ZAZNACZ **BREAKABLE**



DESTROY

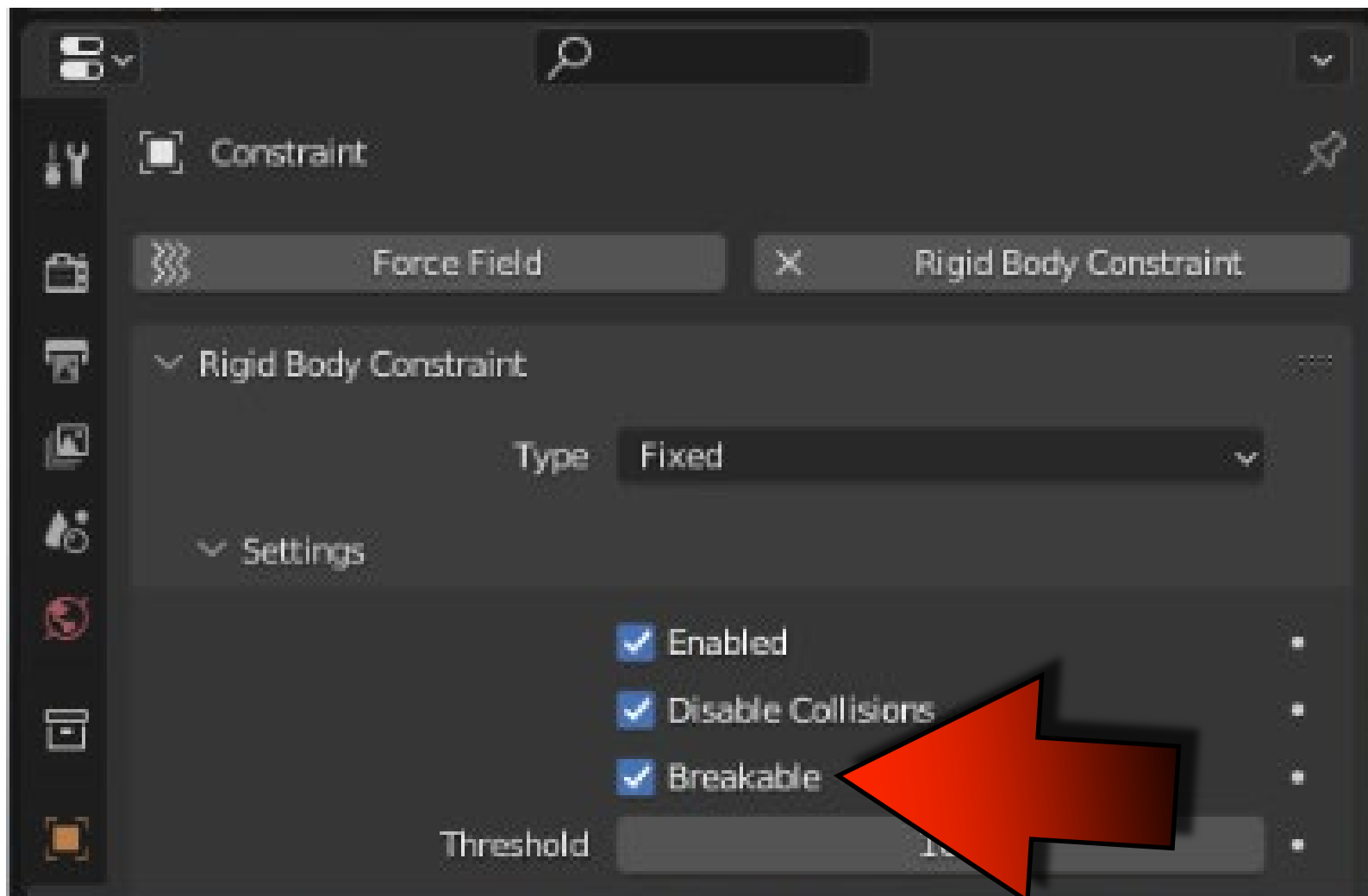
Z KLAWISZEM **SHIFT** ZAZNACZ POZOSTAŁE



DESTROY

POWER OF AR AND VR

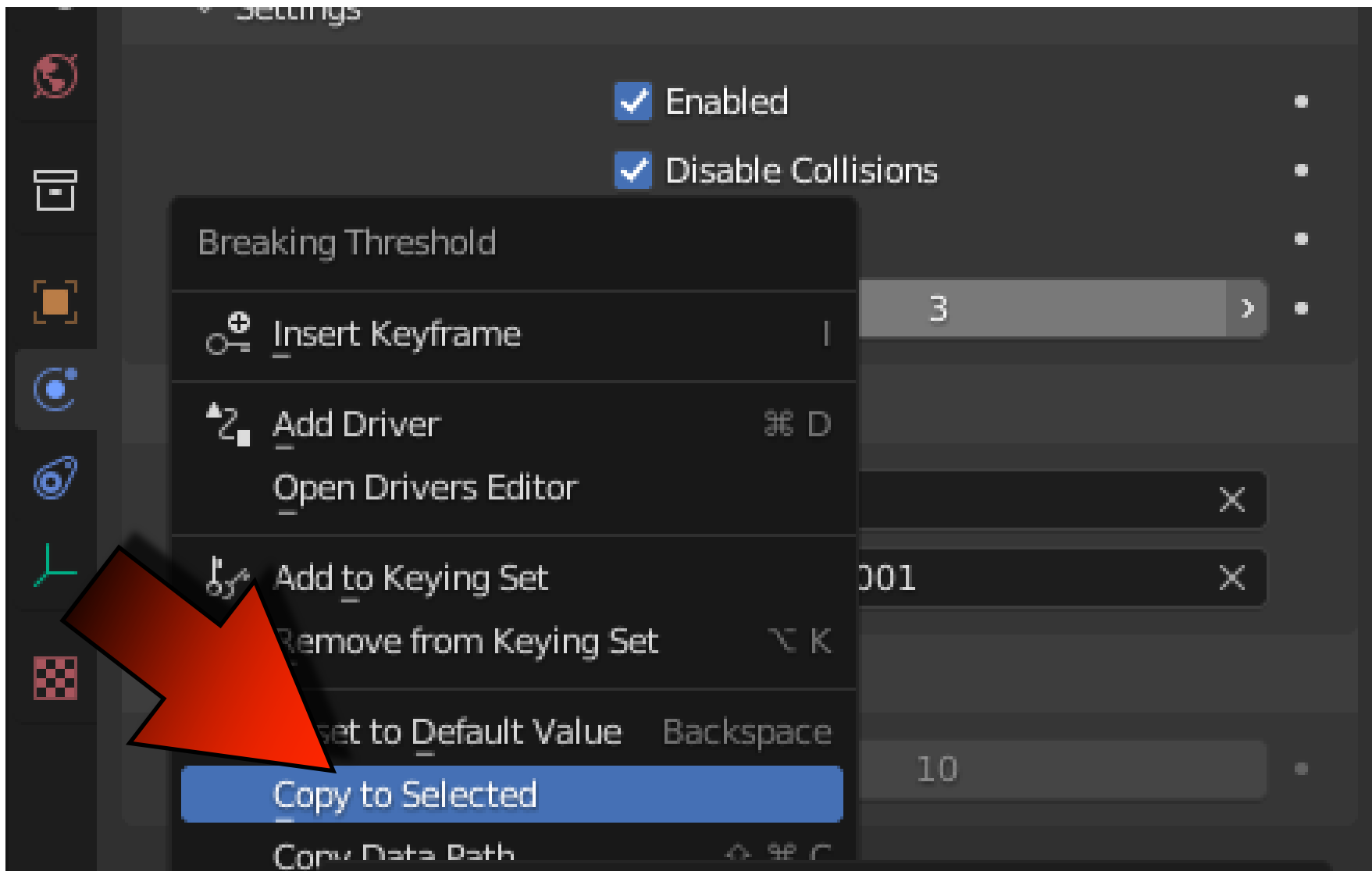
KLKNIJ PRAWYM KLAWISZEM MYSZKI NA **BREAKABLE**



DESTROY

POWER OF AR AND VR

I WYBIERZ COPY TO SELECTED



DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



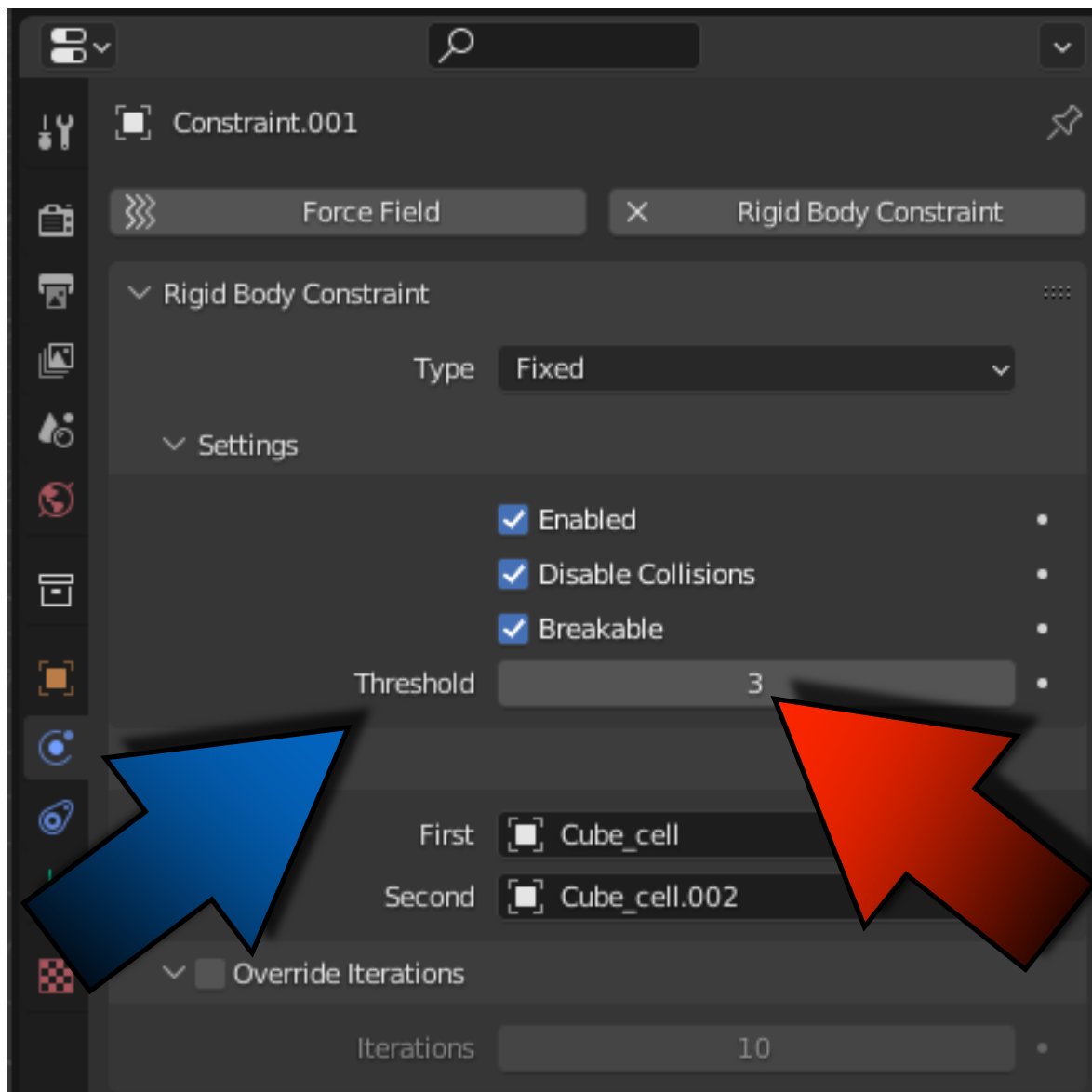
https://youtu.be/wL7_dVRwKG4



POWER OF AR AND VR

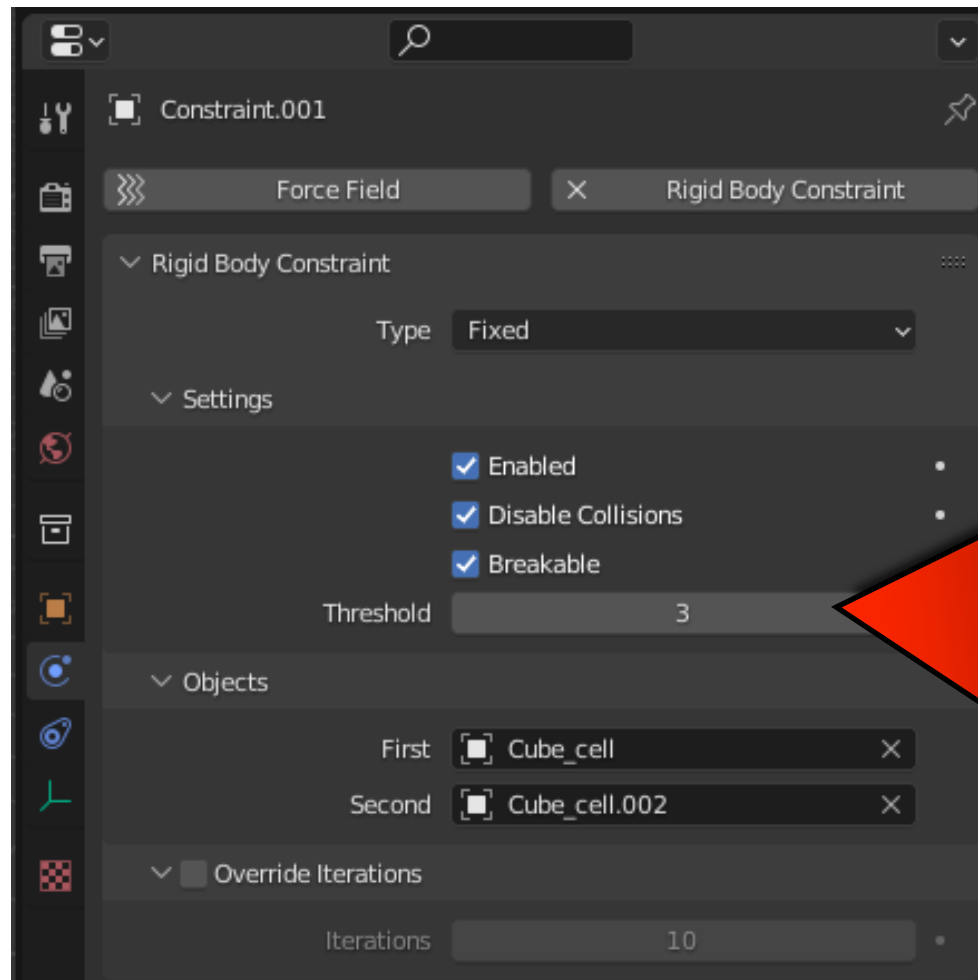


W TRESHOLD WPISZ 3



DESTROY

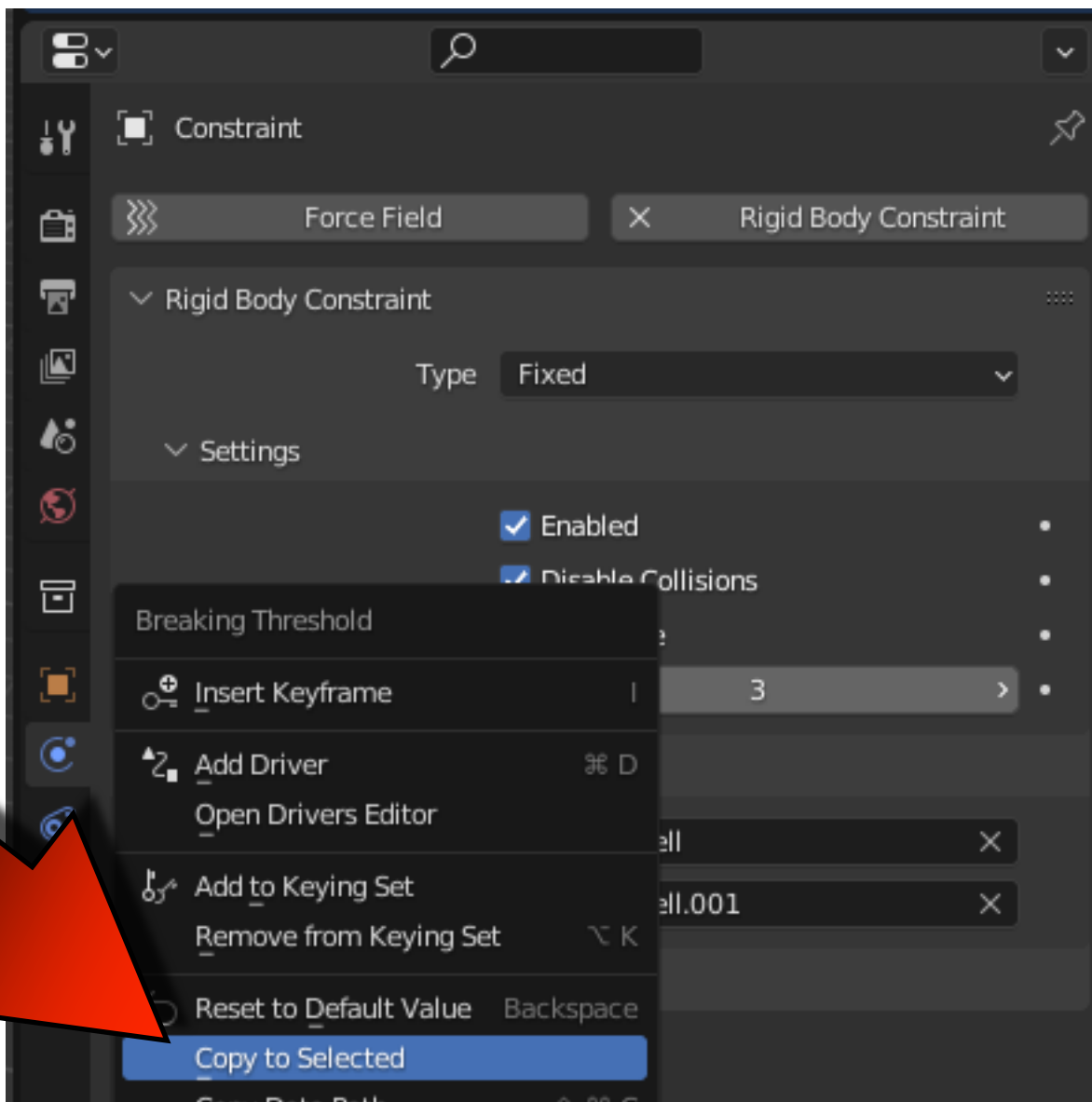
KLKNIJ PRAWYM KLAWISZEM MYSZKI NA **THRESHOLD**



DESTROY

POWER OF AR AND VR

I WYBIERZ **COPY TO SELECTED**



DESTROY



NACIŚNIJ SPACJĘ I ZOBACZ ANIMACJE



TRESHOLD = 3

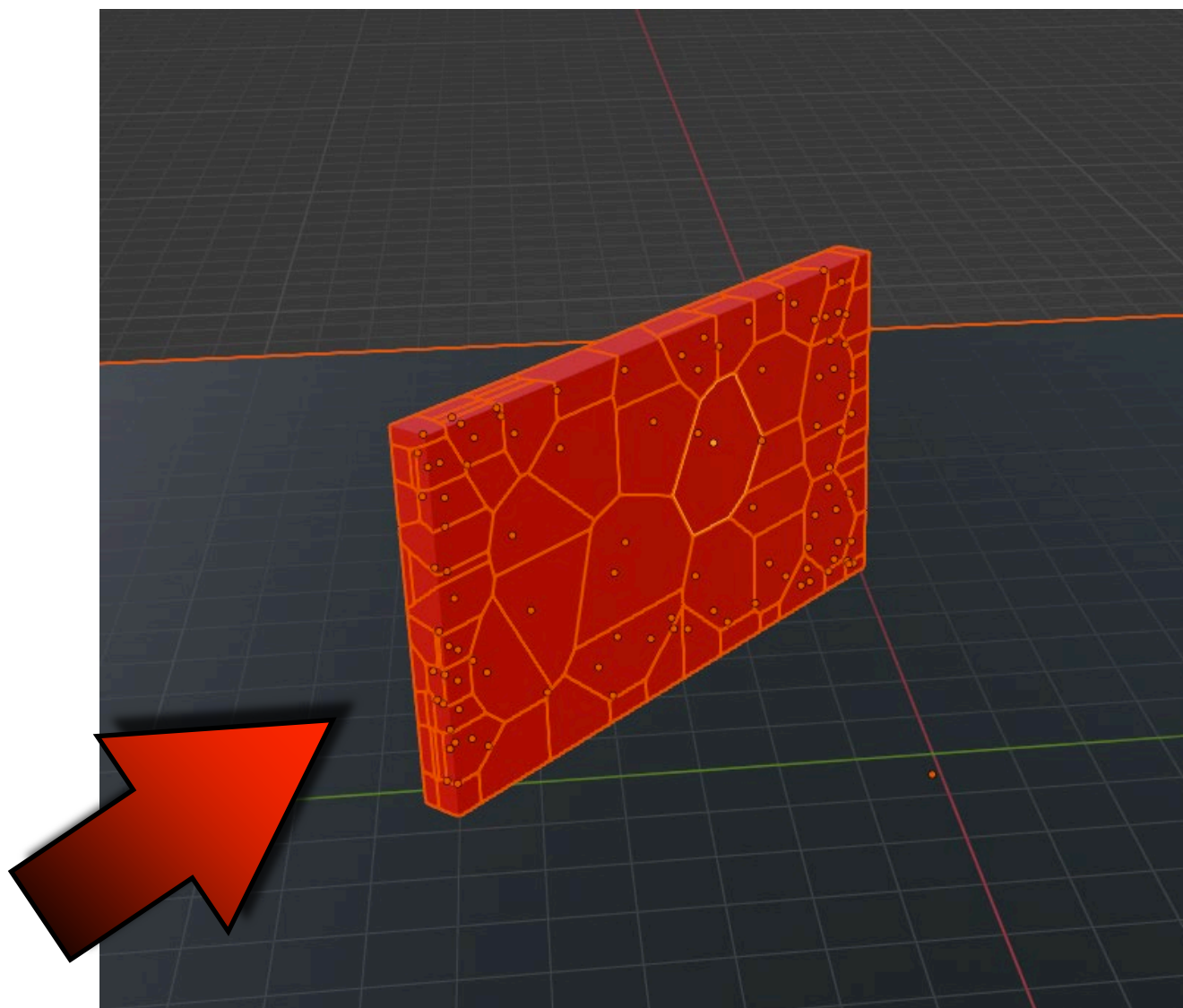
TRESHOLD = 5

<https://youtu.be/7iRC7-f9q0M>

<https://youtu.be/fN0yetDqyIA>

DESTROY

STWÓRZ PLIK Z CUBE JAK NA RYSUNKU



DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



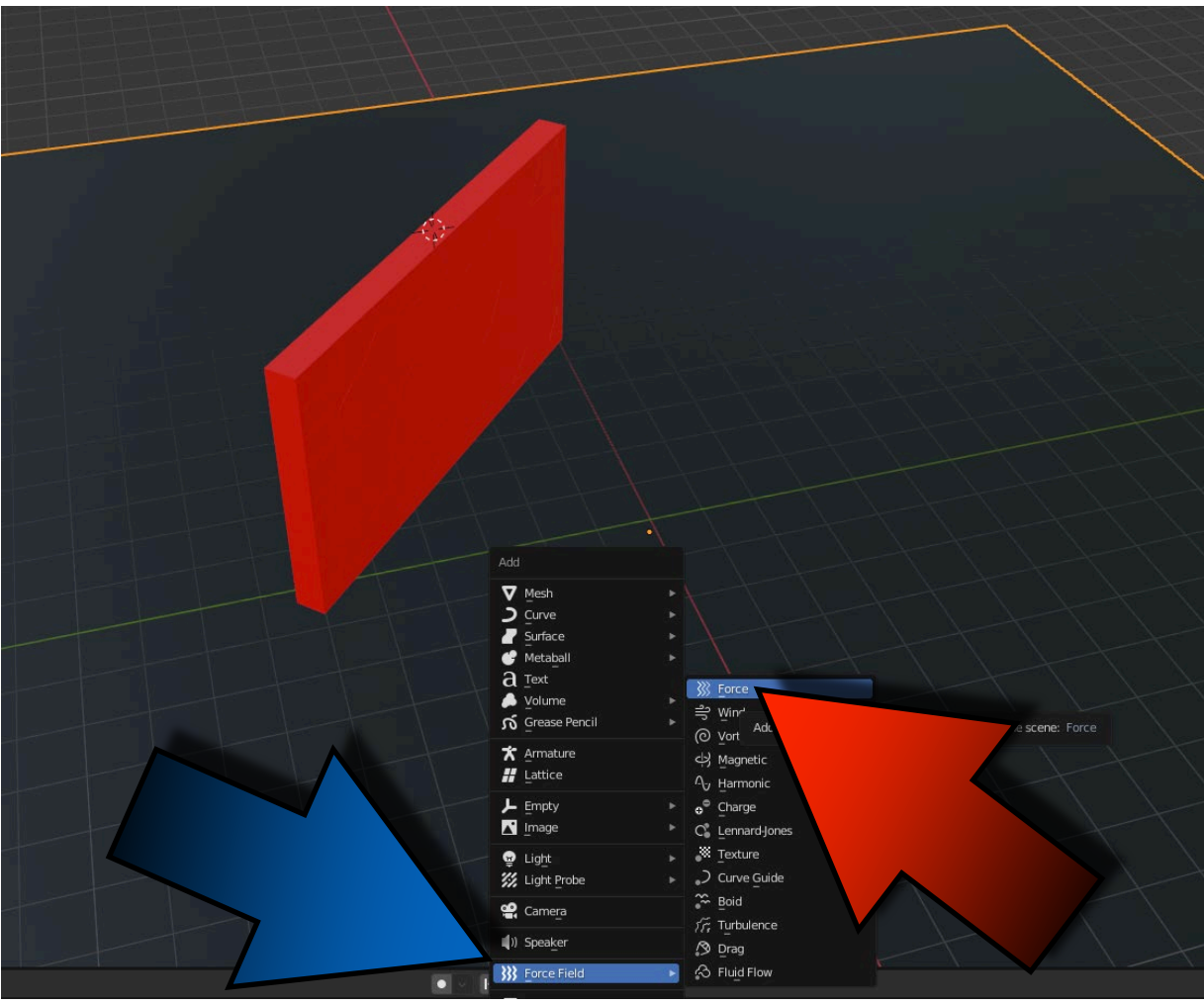
**JEŚLI URUCHOMISZ ANIMACJE
ŚCIANA BĘDZIE STAĆ**

<https://youtu.be/riDgEUzmDsc>

DESTROY

POWER OF AR AND VR

WSTAW **FORCE**



DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



TERAZ SCIANA OPADNIE W DÓŁ

<https://youtu.be/i5FrgH0hozC>

DESTROY



POWER OF AR AND VR

USTAW STRENGTH NA 2000

Force

Active Tool and Workspace settings

Field Rigid Body Constraint

Force Fields

Type Force

Settings

Shape Point

Strength 2000.000

Flow 0.000

Affect Location Rotation

Noise Amount 0.000

Seed 10

Gravitation Absorption

Wind Factor 0.000

Falloff

Shape Sphere

Z Direction Both Z

Power 0.000

Min Distance 0 m

Max Distance 0 m

DESTROY

NACIŚNIJ SPACJĘ I ZOBACZ ANIMACJE

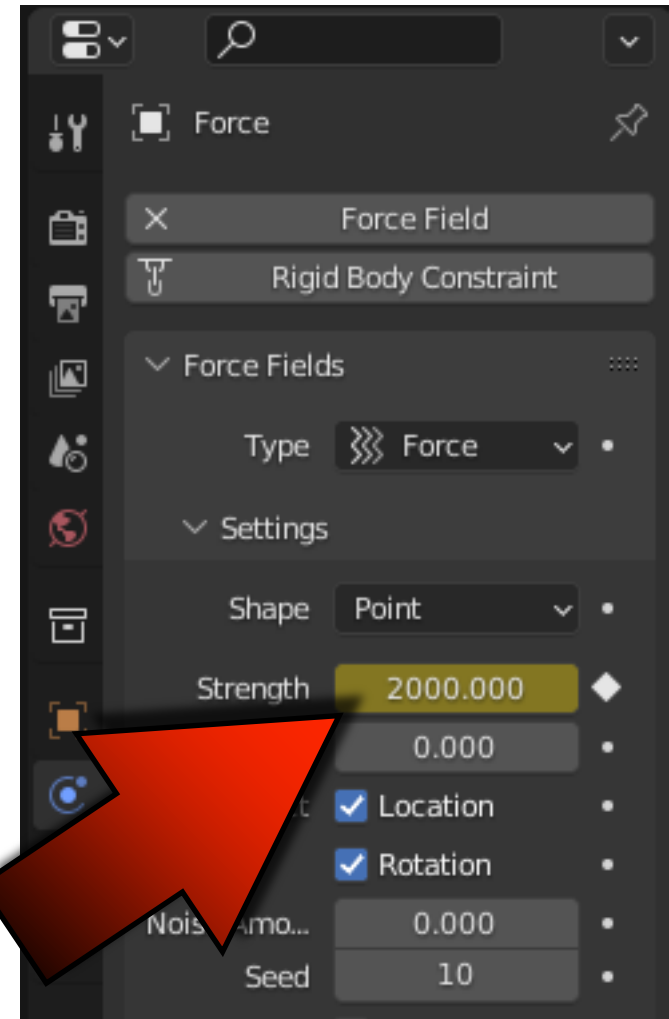
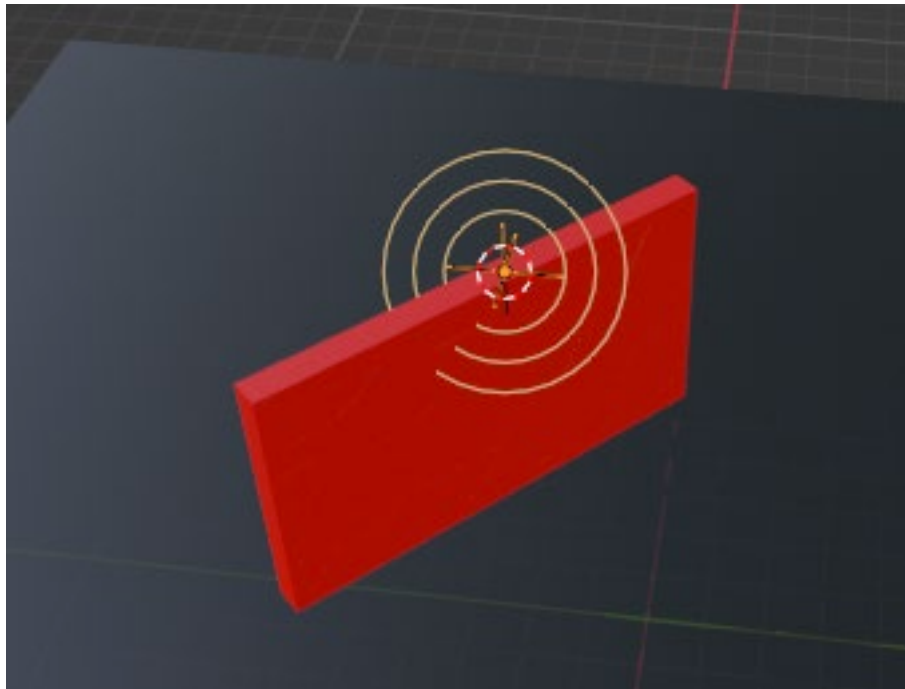


**TERAZ SIŁA DZIAŁA MOCNIEJ
I NA WIĘKSZĄ POWIERZCHNIĘ**

<https://youtu.be/HkhsMC6yA9o>

POWER OF AR AND VR

ZREDUKUJEMY SIŁĘ W CZASIE
ZAPISZ SIŁĘ DLA PIERWSZEJ KLATKI



DESTROY



POWER OF AR AND VR

ZAPISZ STRENGTH = 0
DLA 40 KLATKI ANIMACJI

The screenshot shows a 3D software interface. The main view displays a scene with a grey grid floor and a dark blue background. A large cluster of red, irregularly shaped debris is scattered across the floor. A yellow target reticle is centered on the debris. On the right side, a settings panel is open, showing the 'Force' field settings. The 'Strength' property is highlighted in yellow and set to 0.000. A large red arrow points from the 'Strength' value to the 'Force' field settings panel. A large green arrow points from the '40' frame mark on the timeline to the 'Strength' value. The timeline at the bottom shows a sequence of frames from 0 to 250, with a blue vertical line indicating the current frame at 40. The 'Playback' and 'Keying' buttons are visible on the left side of the timeline.

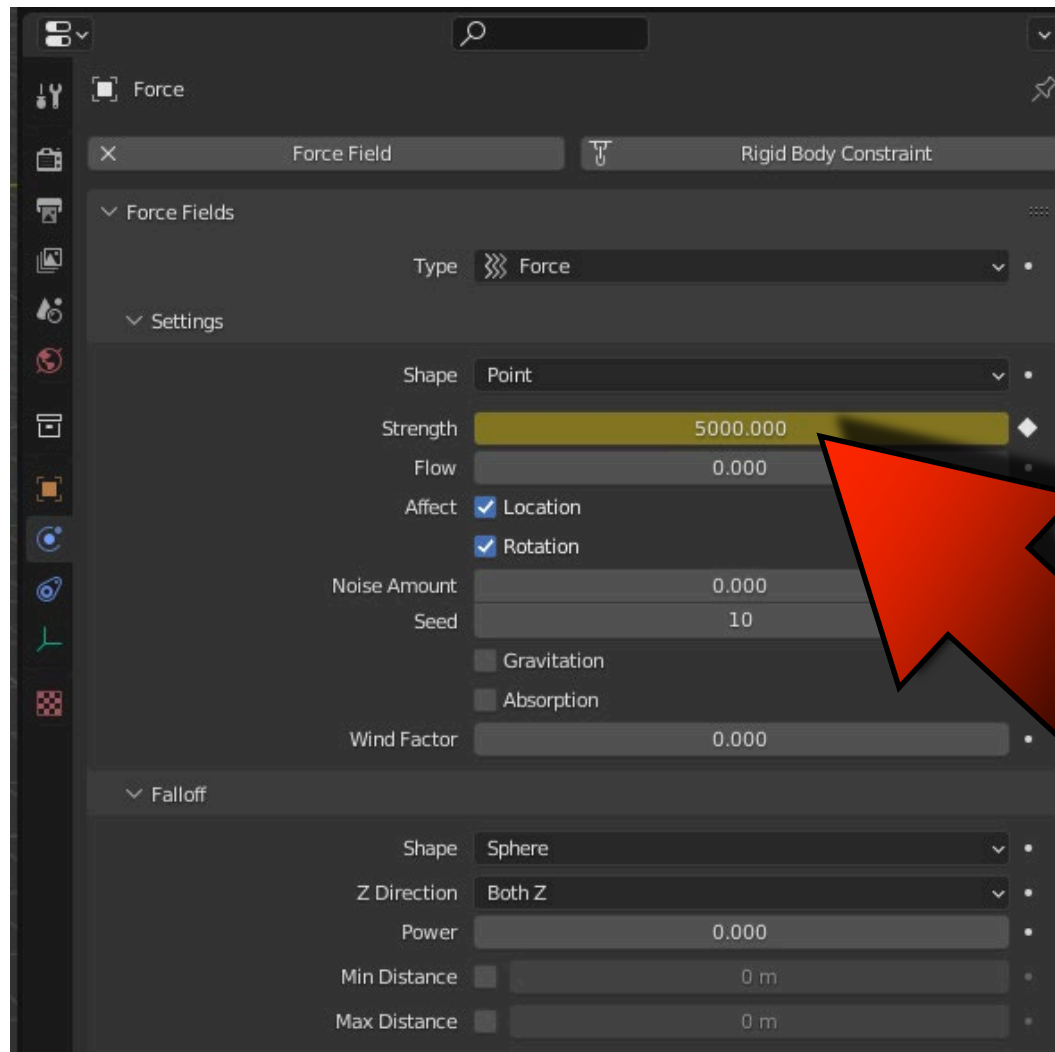
DESTROY

NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



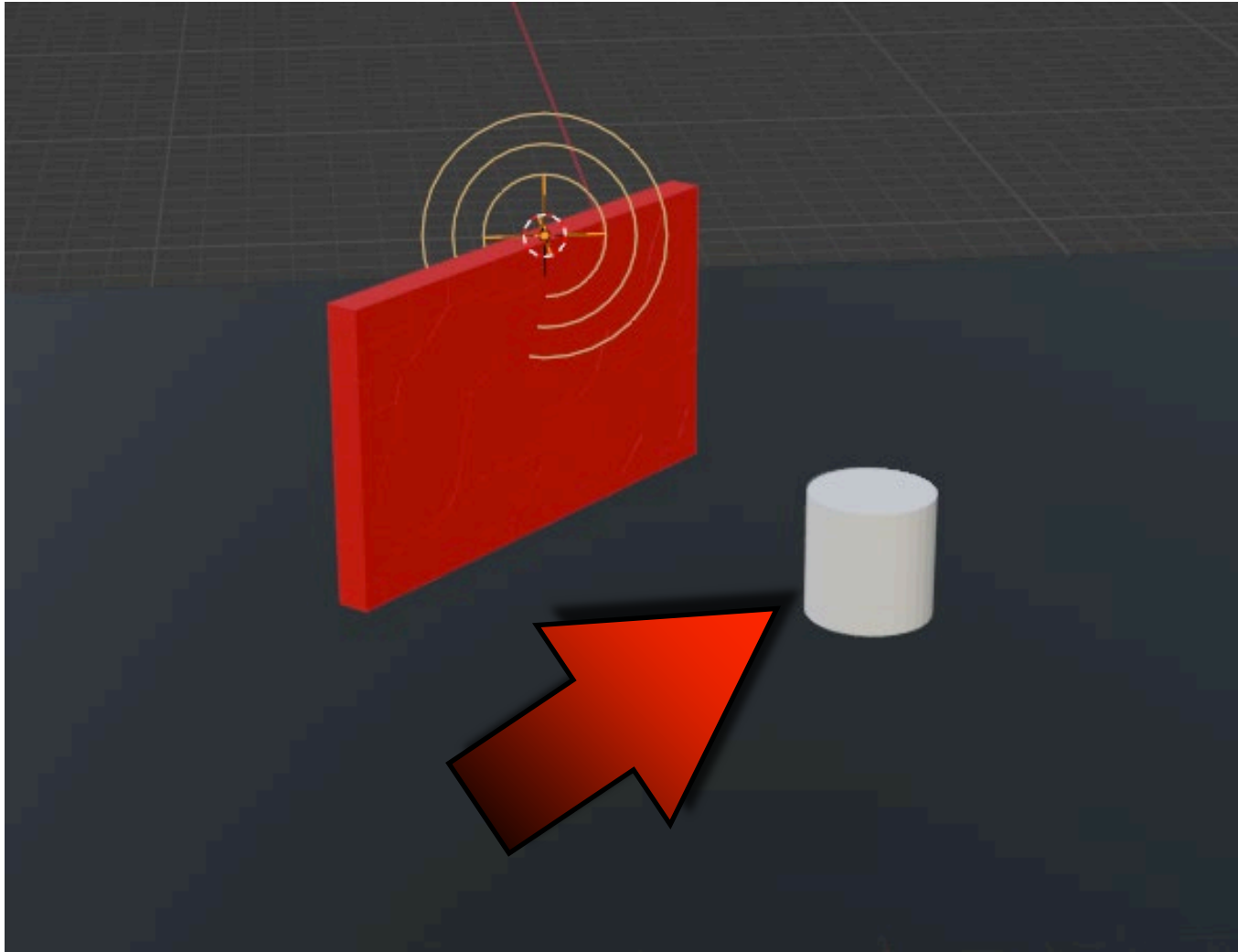
<https://youtu.be/GF1v18PChnk>

ZWIĘKSZ STRENGTH DO 5000 I ZAPISZ PIERWSZĄ KLATKĘ ANIMACJI



DESTROY

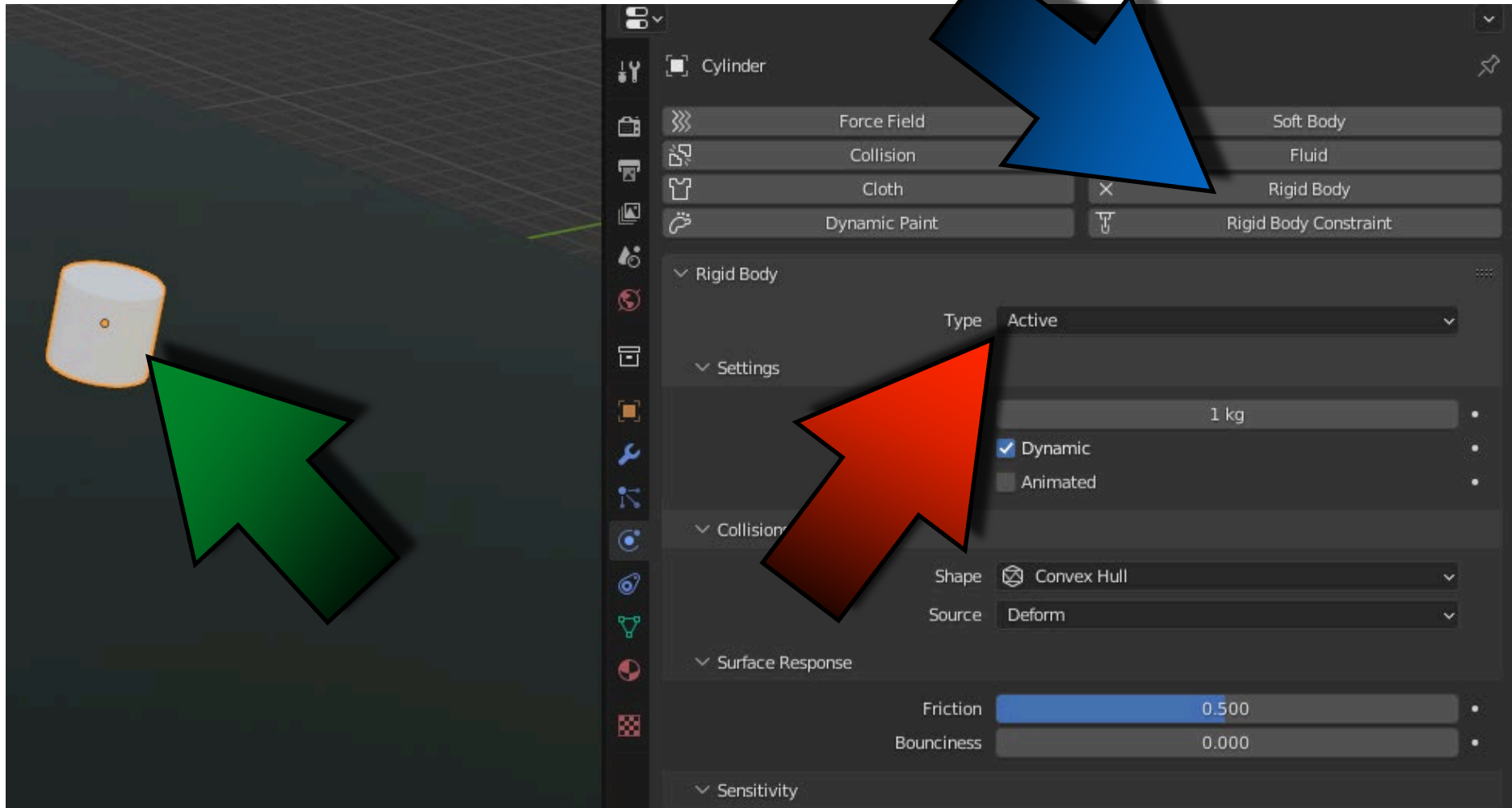
WSTAW **CYLINDER** JAK NA RYSUNKU



DESTROY

POWER OF AR AND VR

USTAW DLA **CYLINDER RIGID BODY** A NASTĘPNIE WYBIERZ **ACTIVE**



DESTROY

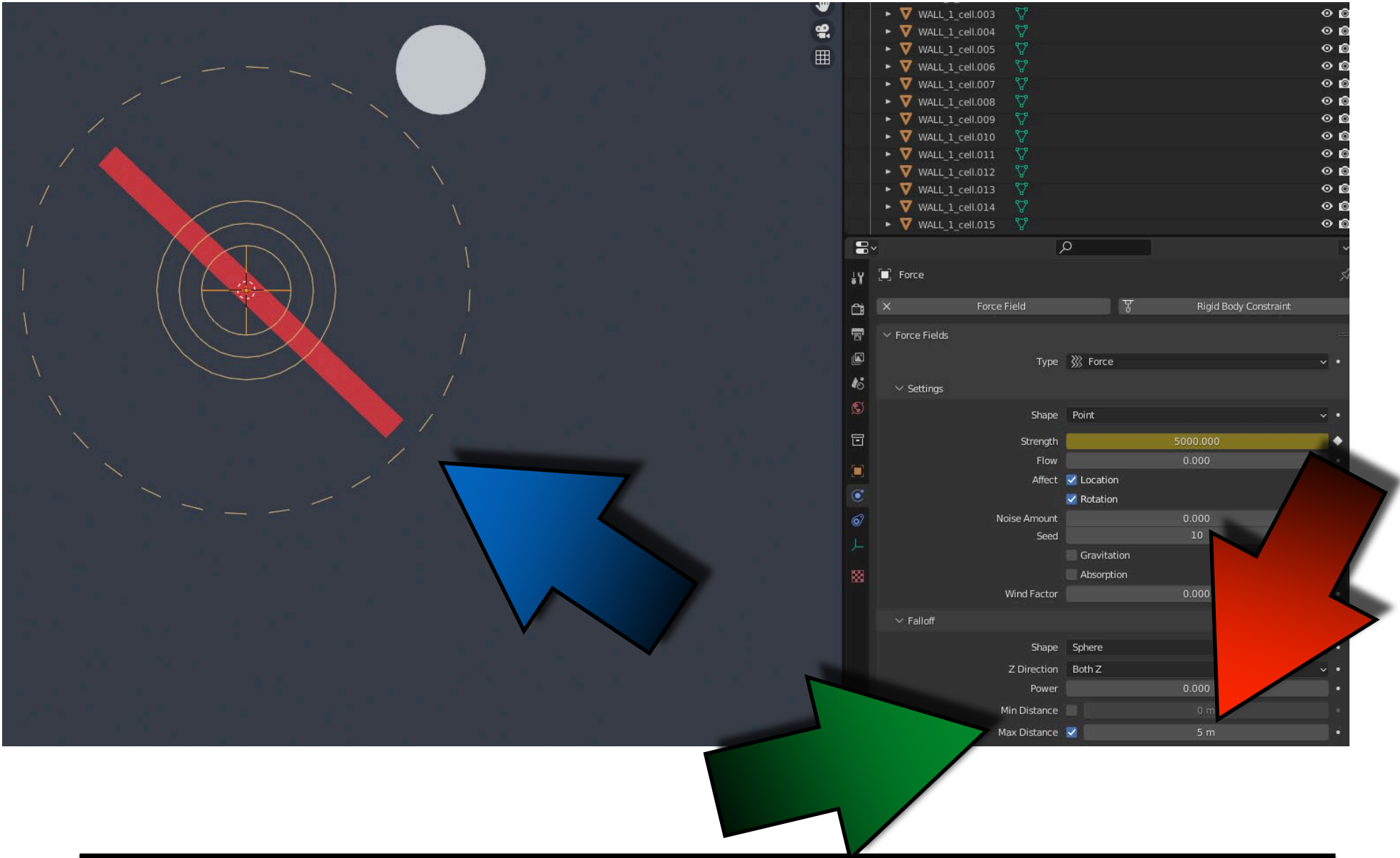
NACIŚNIJ SPACJE I ZOBACZ ANIMACJE



<https://youtu.be/30kWWwOQ0JI>

POWER OF AR AND VR

DLA POWER FIELD MAX DISTANCE USTAW NA 5M



The image shows a software interface for configuring a force field in a 3D environment. On the left, a 3D view displays a red diagonal bar and a dashed circular force field with a central point. On the right, a settings panel for 'Force Field' is visible, with a red arrow pointing to the 'Max Distance' setting.

Property	Value
Type	Force
Shape	Point
Strength	5000.000
Flow	0.000
Affect Location	<input checked="" type="checkbox"/>
Affect Rotation	<input checked="" type="checkbox"/>
Noise Amount	0.000
Seed	10
Gravitation	<input type="checkbox"/>
Absorption	<input type="checkbox"/>
Wind Factor	0.000
Falloff Shape	Sphere
Z Direction	Both Z
Power	0.000
Min Distance	0 m
Max Distance	5 m

DESTROY

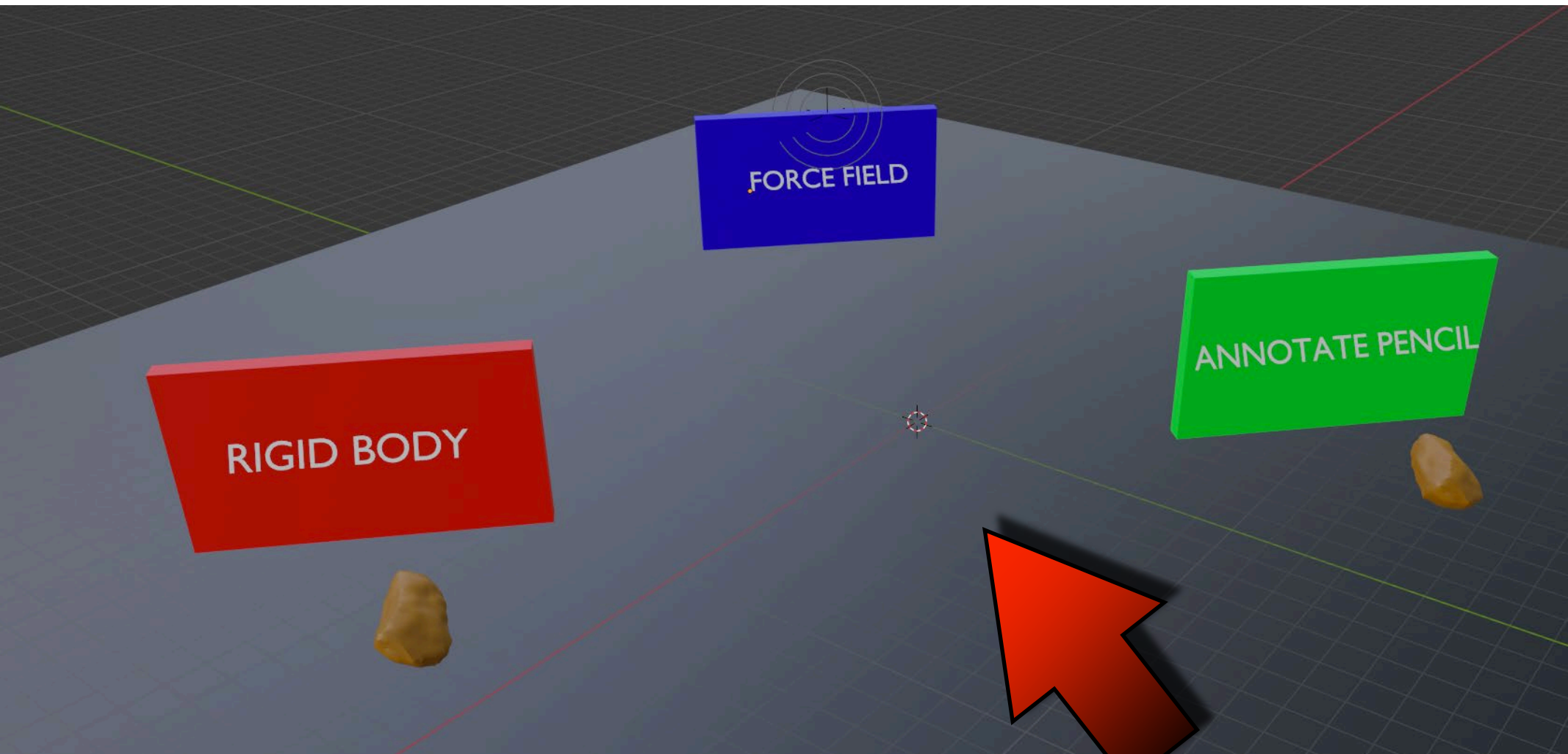
NACIŚNIJ SPACJE **I ZOBACZ ANIMACJE**



<https://youtu.be/4Kpn-i02B40>

POWER OF AR AND VR

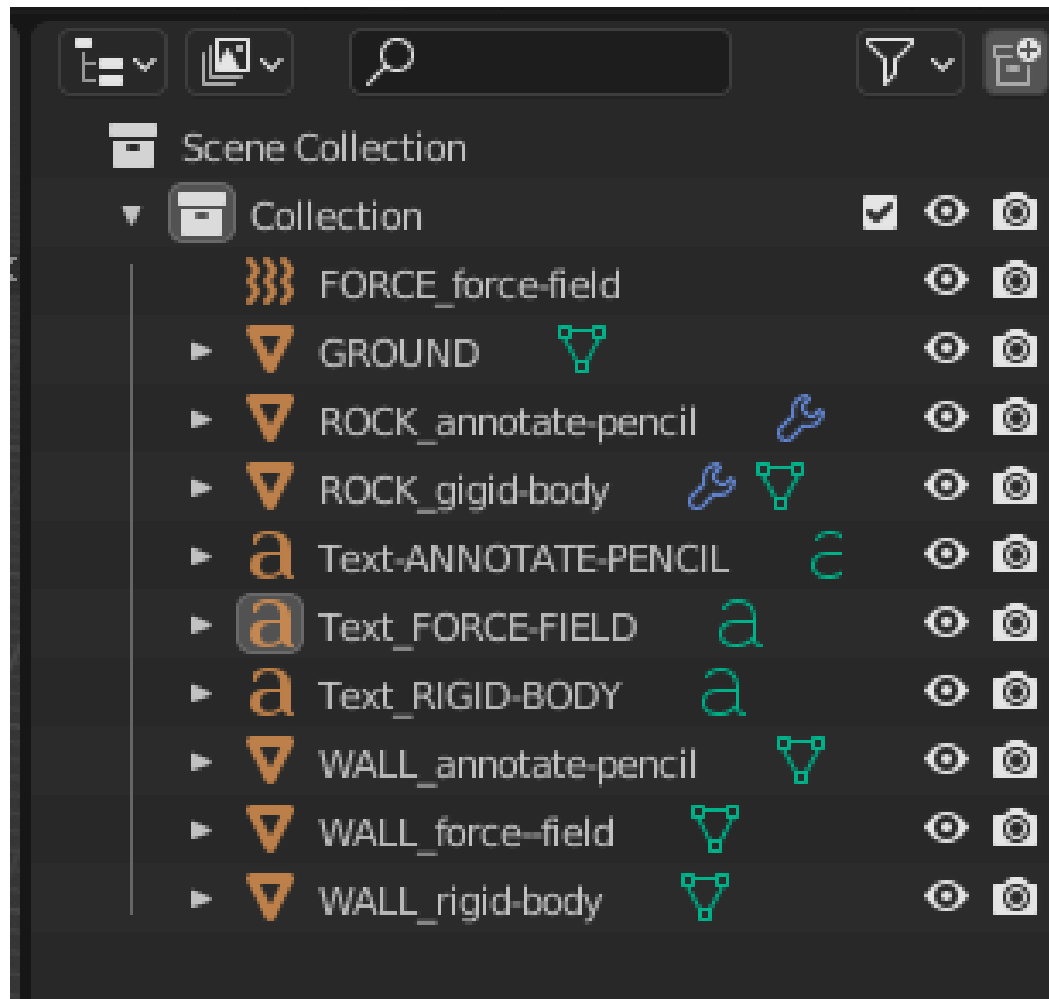
UTWÓRZ TAKI PLIK I WYKONAJ TRZY SPOSOBY DESTRUKCJI



DESTROY

POWER OF AR AND VR

ZASTOSUJ ZNANE SPOSOBY ANIMACJI UTWÓRZ ELEMENTY W OSOBNYCH KOLEKCJACH



DESTROY

PRZYKŁADY UŻYCIA **CELL FRACTURE** W NASZYCH PROJEKTACH



<https://youtu.be/WPX7RSiMY6c>

POWER OF AR AND VR

DZIĘKUJĘ ZA UWAGĘ



Co-funded by
the European Union



2024-1-PL01-KA220-VET-000243150

ημε Ενωθεν ηνιον
Co-funded by