

STEROWANIE

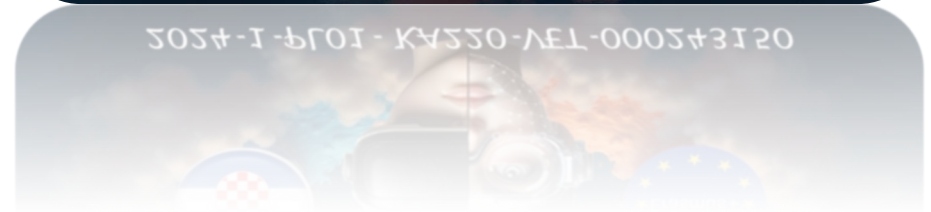


Co-funded by
the European Union



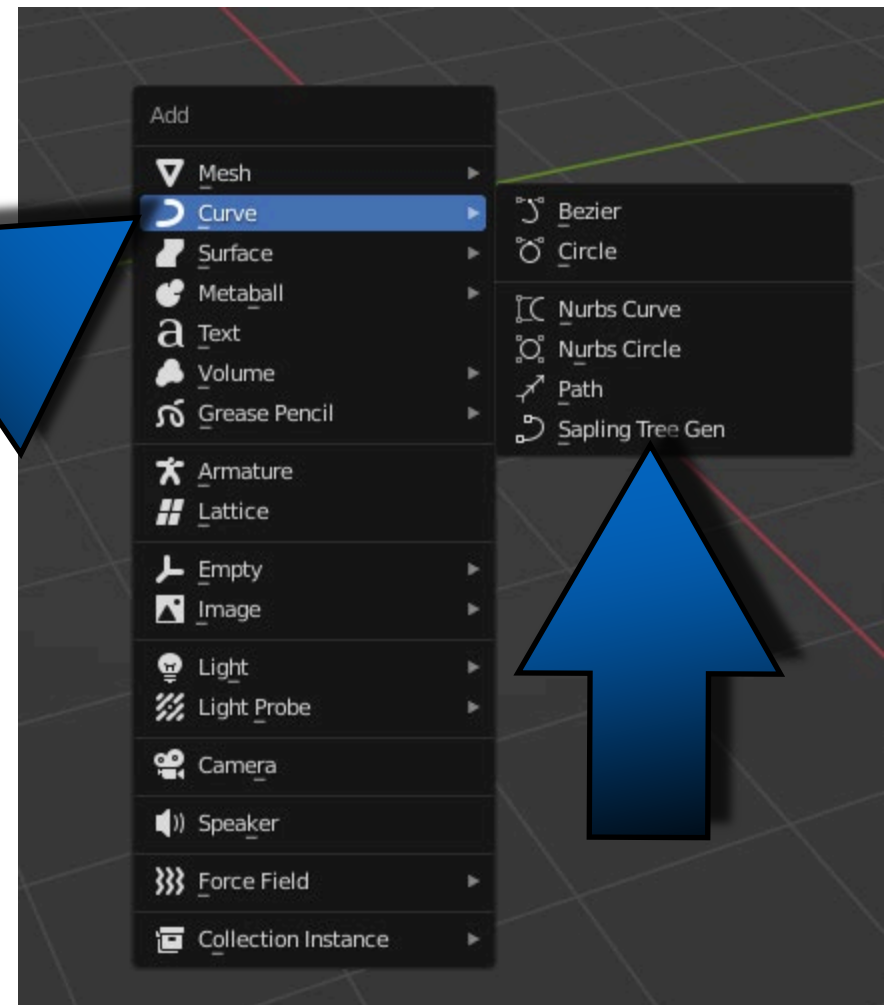
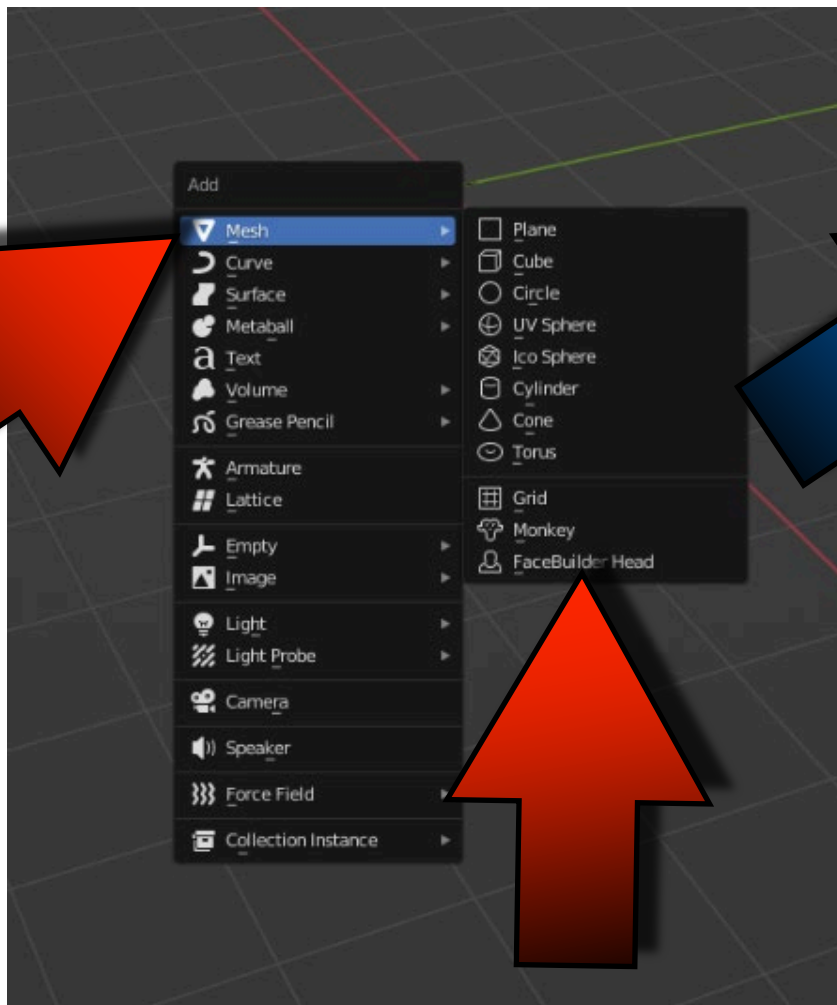
2024-1-PL01-KA220-VET-000243150

the European Union
co-funded by



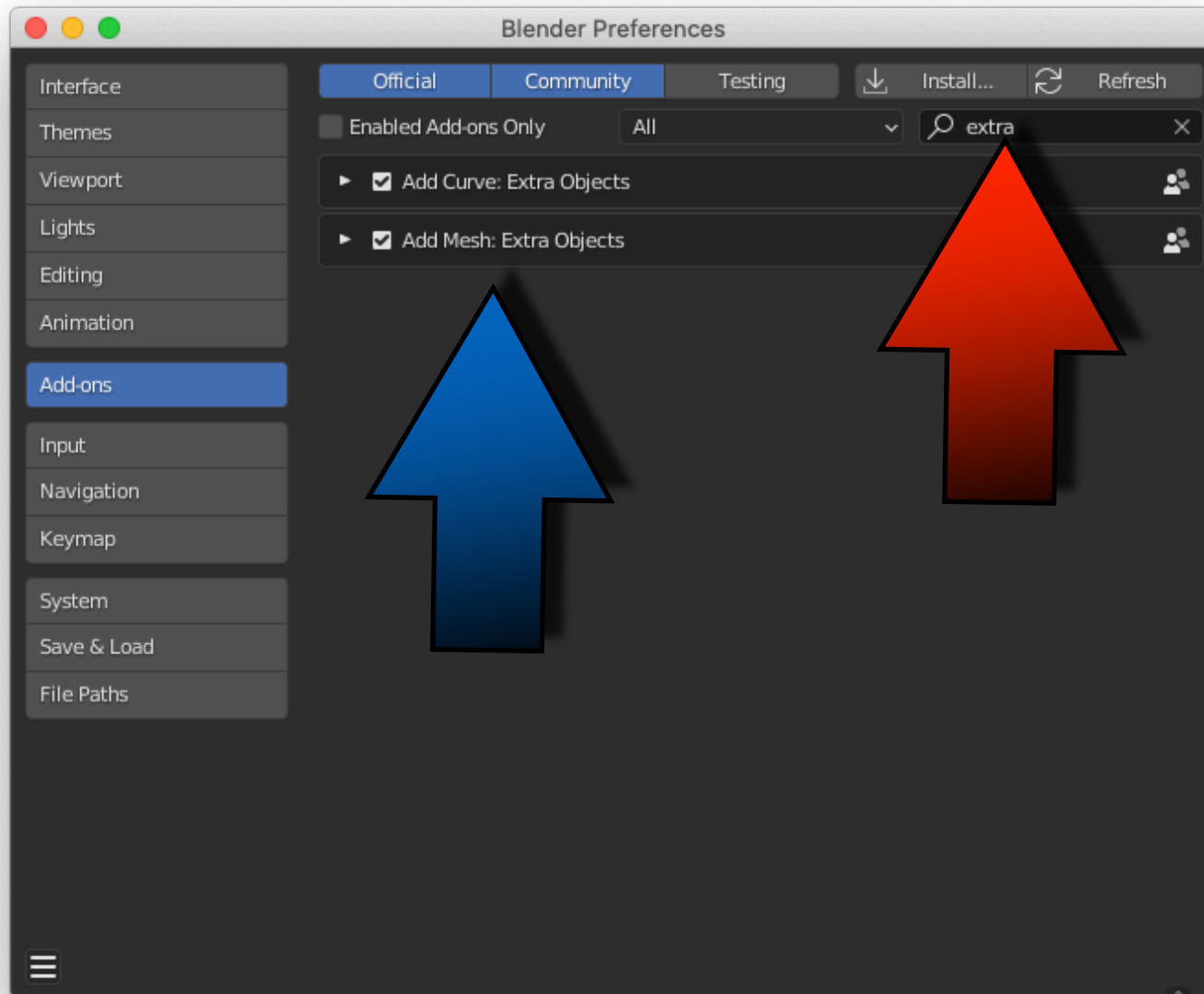
POWER OF AR AND VR

**STANDARDOWO MAMY MOŻLIWOŚĆ DODAWANIA
PODSTAWOWYCH MODELI SIATKI I KRZYWYCH**

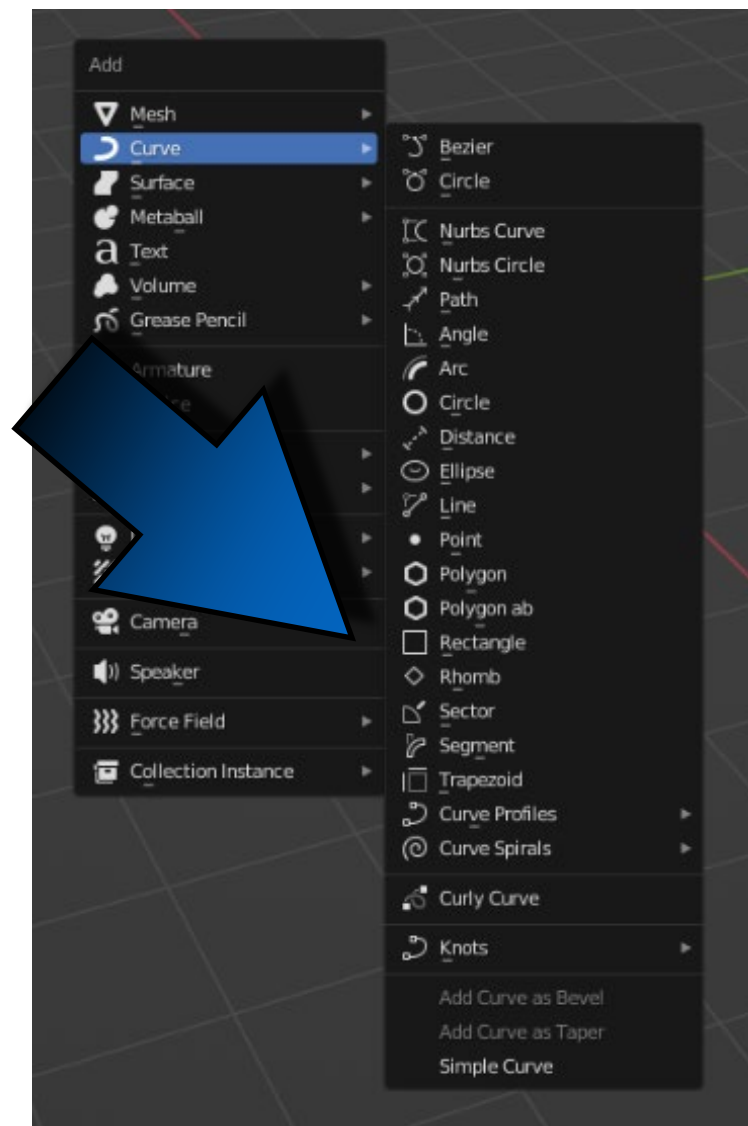
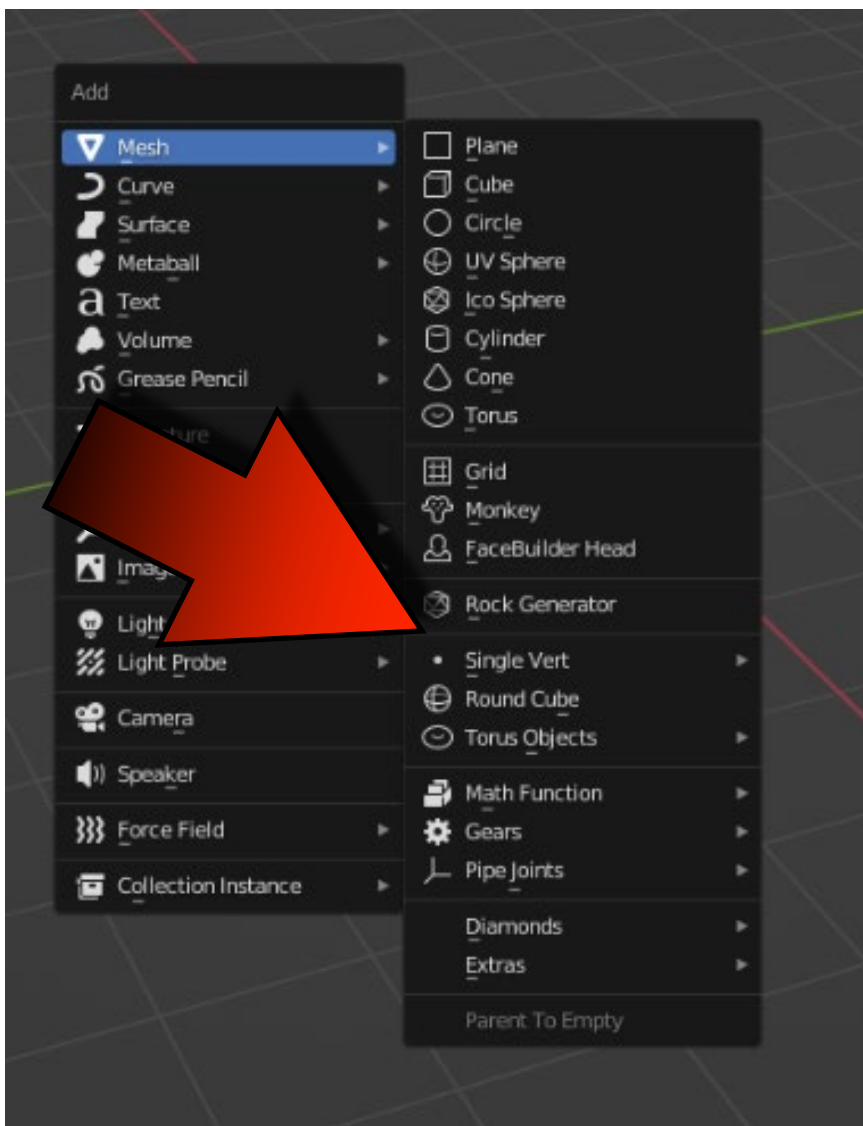


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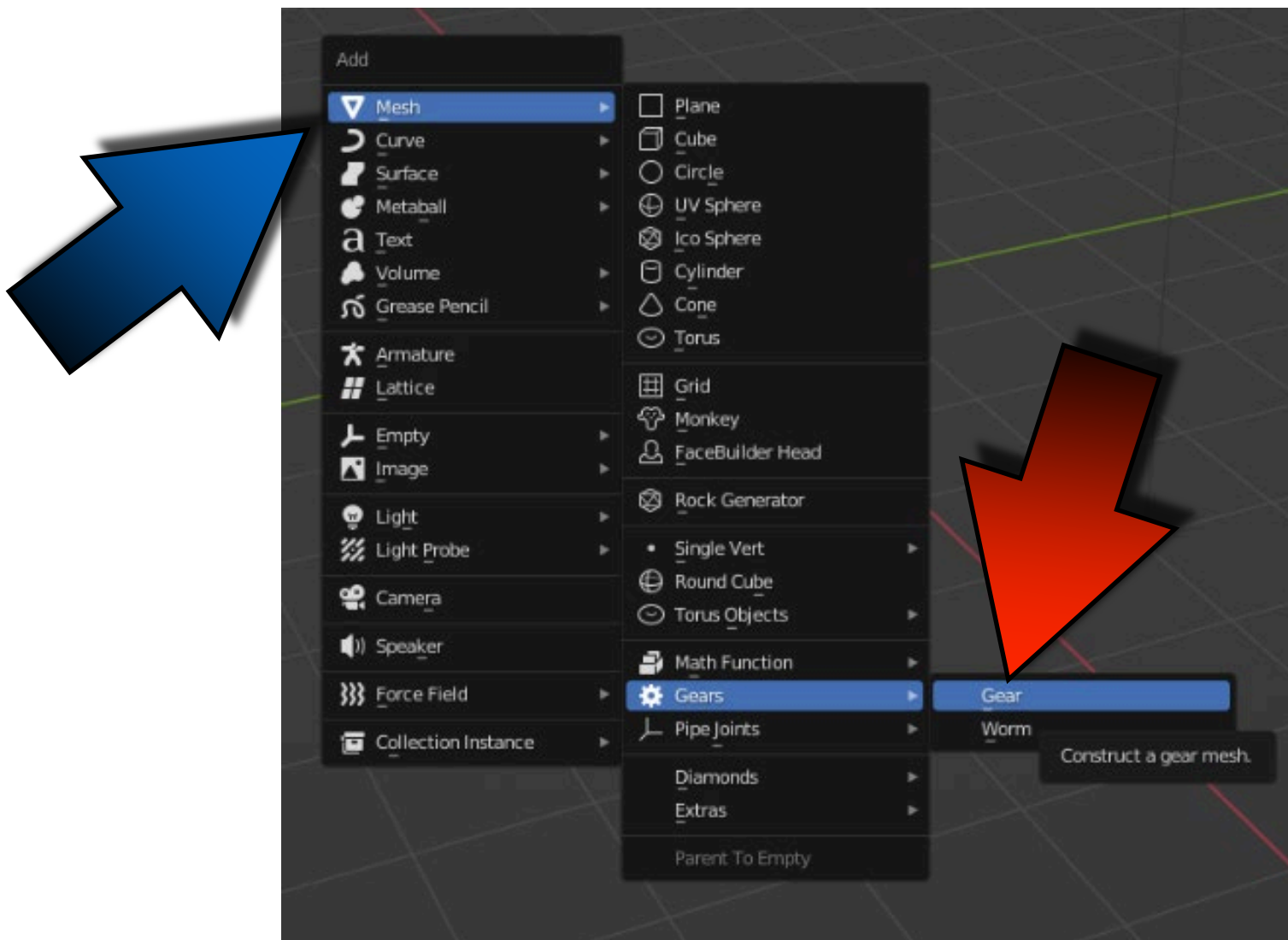
W PREFERENCJACH, WPISZ **EXTRA** I **DODAJ DODATKOWE MODELE**



BĘDZIEMY MOGLI WYBRAĆ WIĘCEJ OPCJI



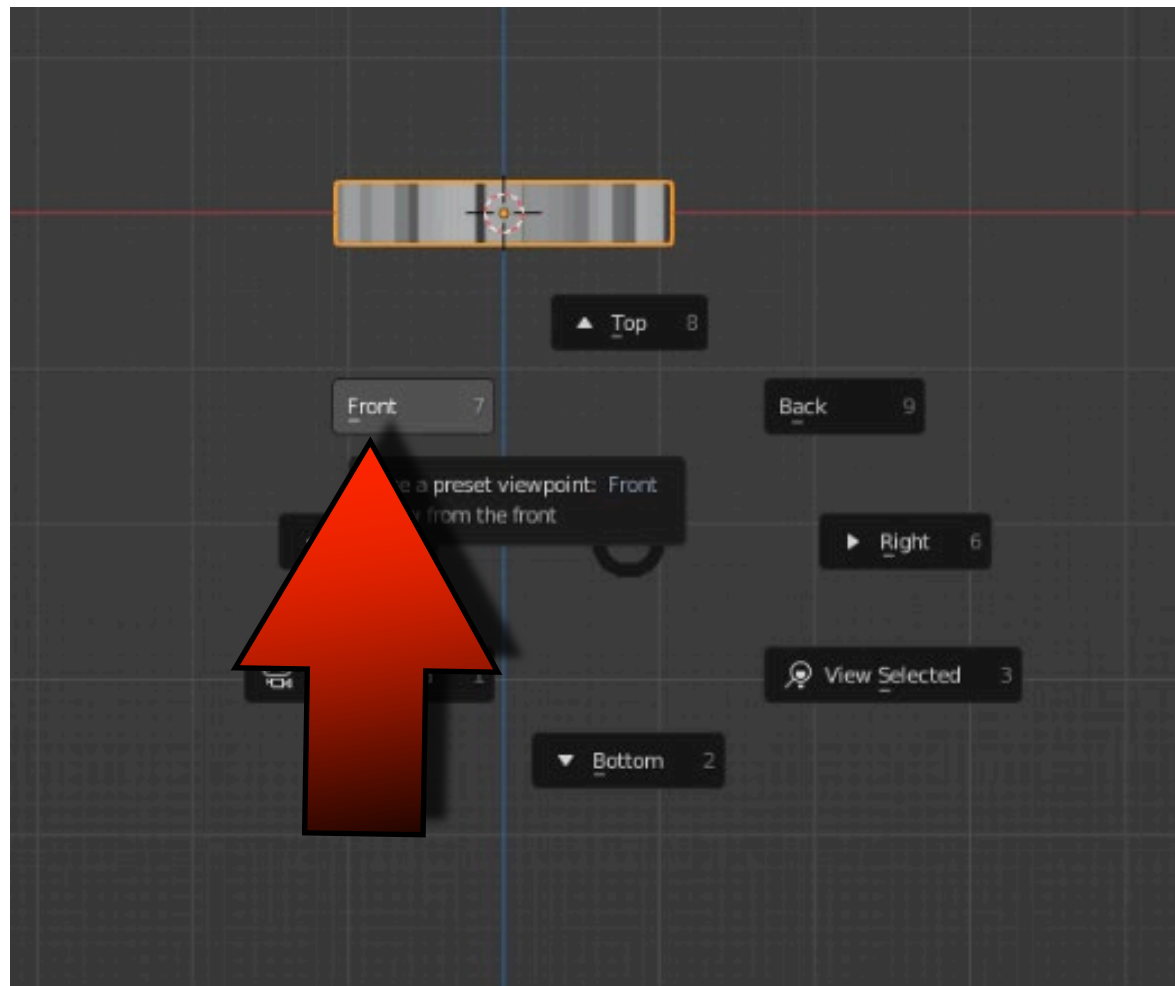
WYBIERZ **MESH** I DODAJ **GEAR**



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POWER OF AR AND VR

IDŹ DO WIDOKU FRONT

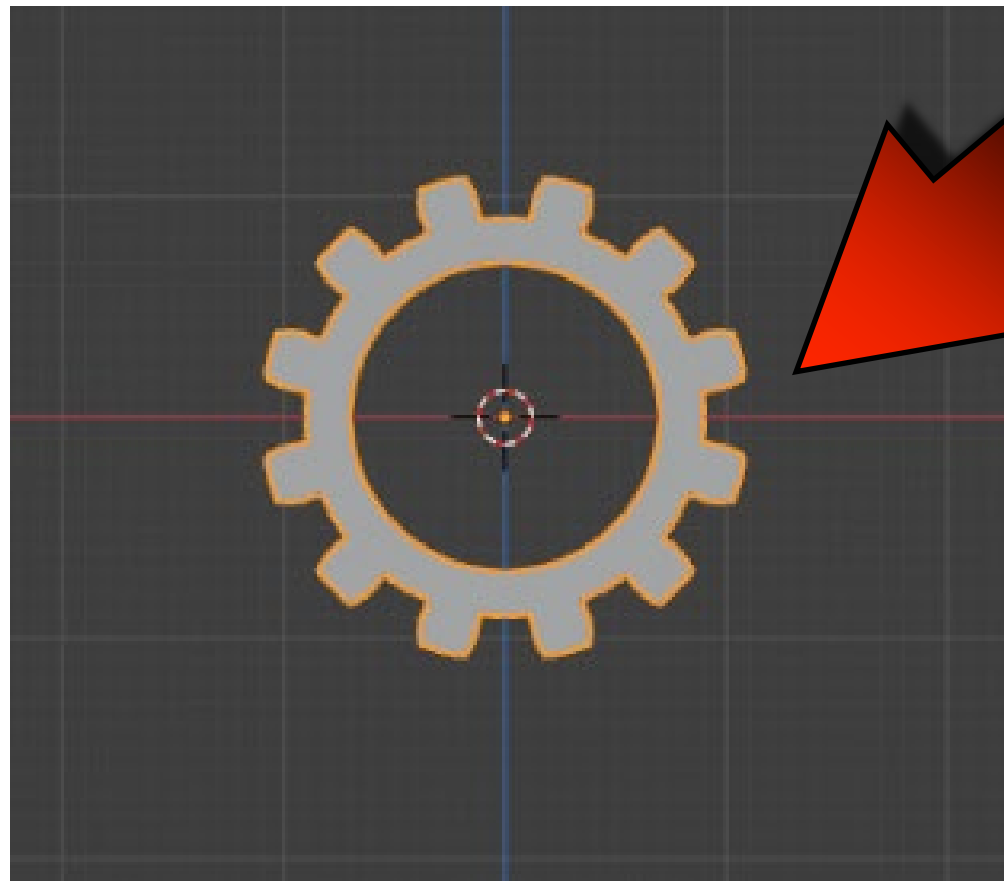


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POWER OF AR AND VR

OBRÓĆ KOŁO ŻĘBATE O 90 STOPNI WOKÓŁ OSI X

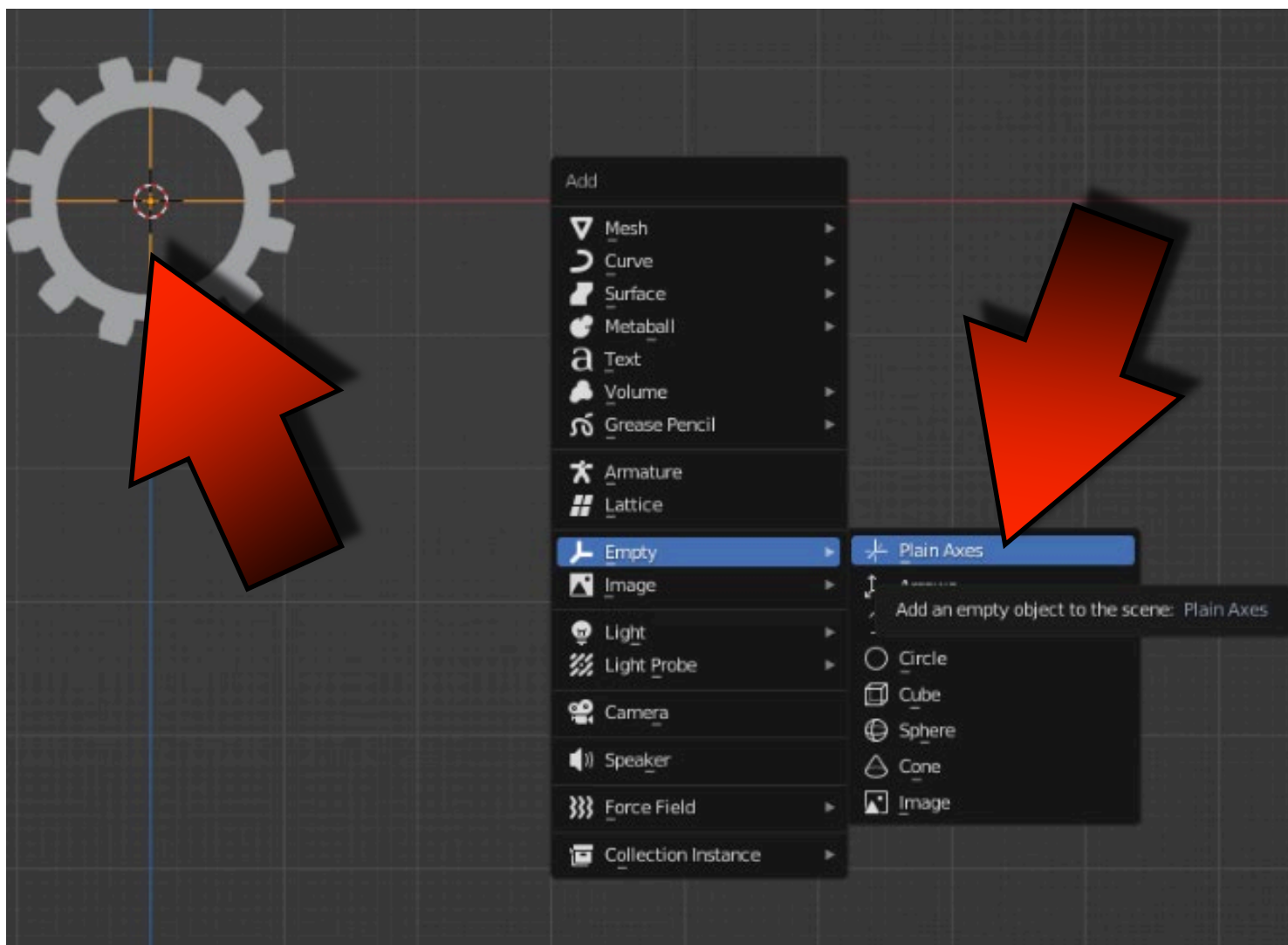
R, X, 90 AND ENTER



STEROWANIE

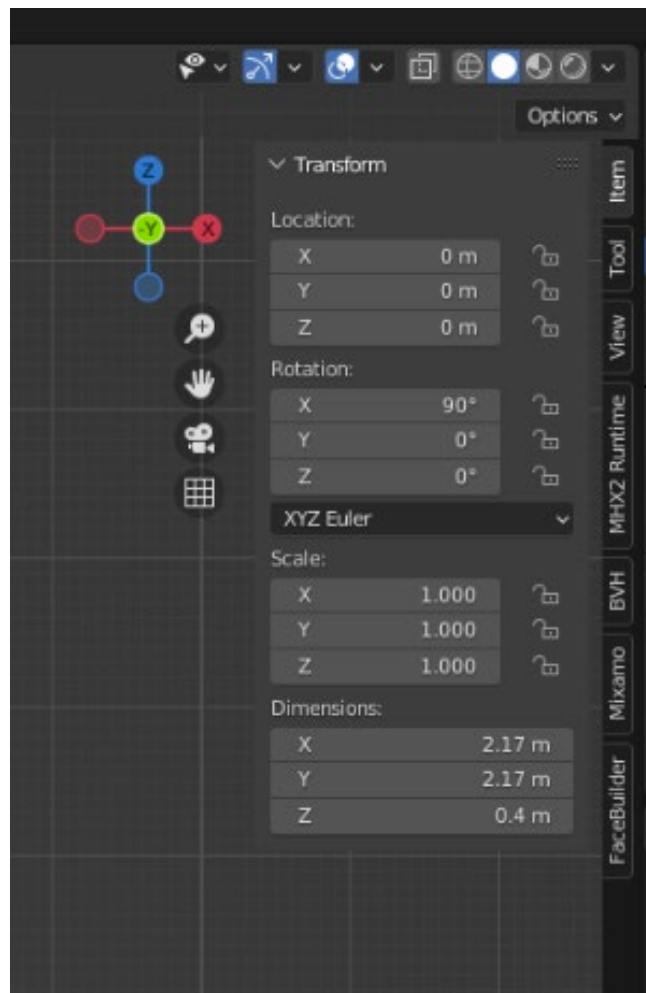
POWER OF AR AND VR

DODAJ OBJEKT EMPTY

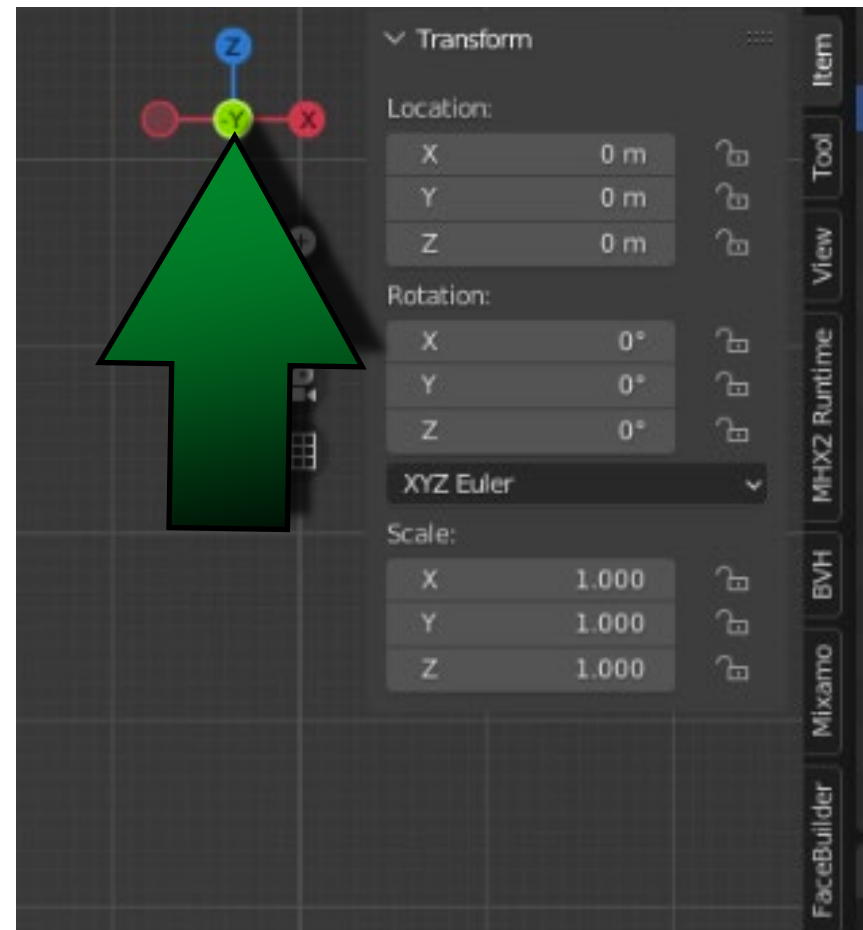
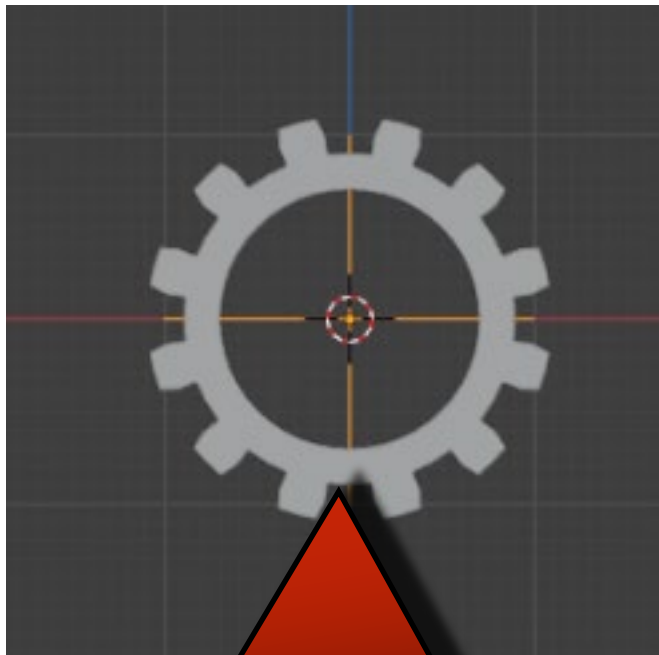


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NACIŚNIJ KLAWISZ **N** ABY ZOBACZYĆ OKNO OPCJI

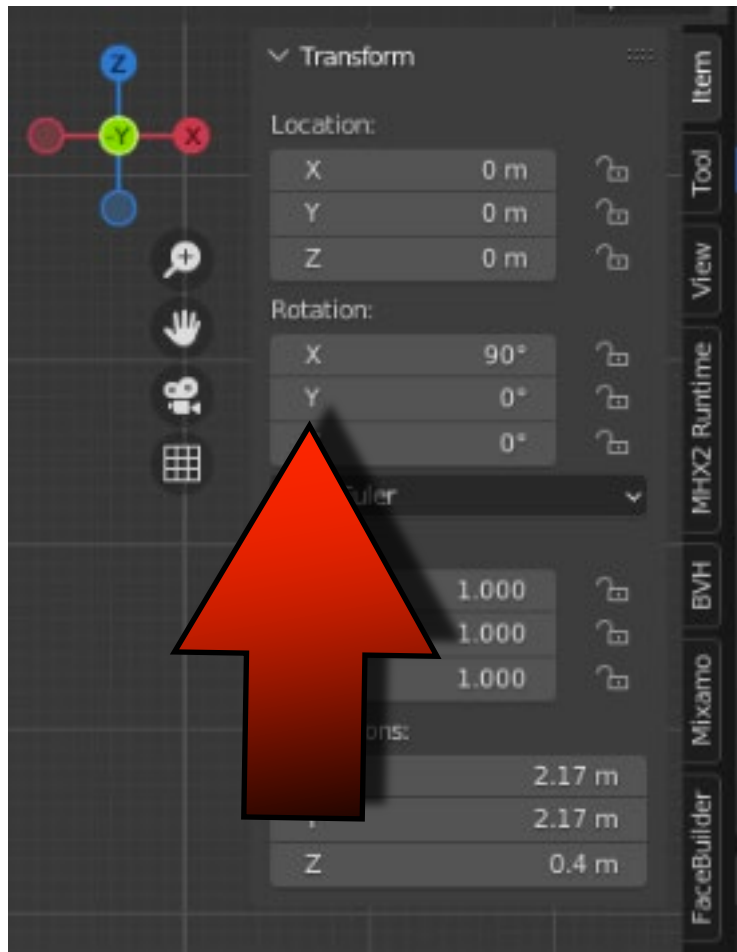
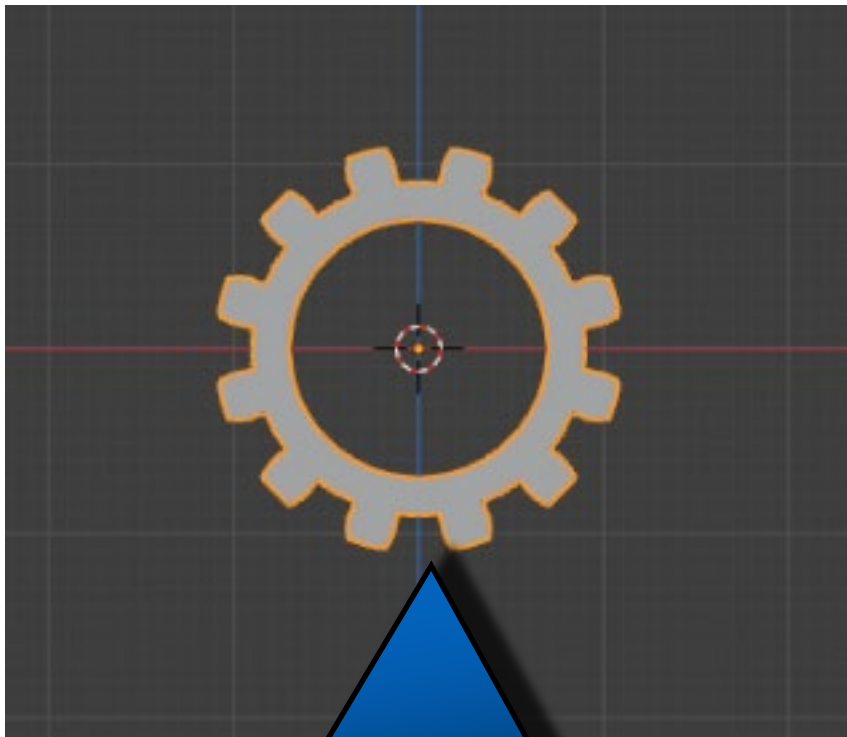


CHCEMY **OBRAĆAĆ** WOKÓŁ OSI Y KTÓRA JEST SKIEROWANA W NASZĄ STRONĘ



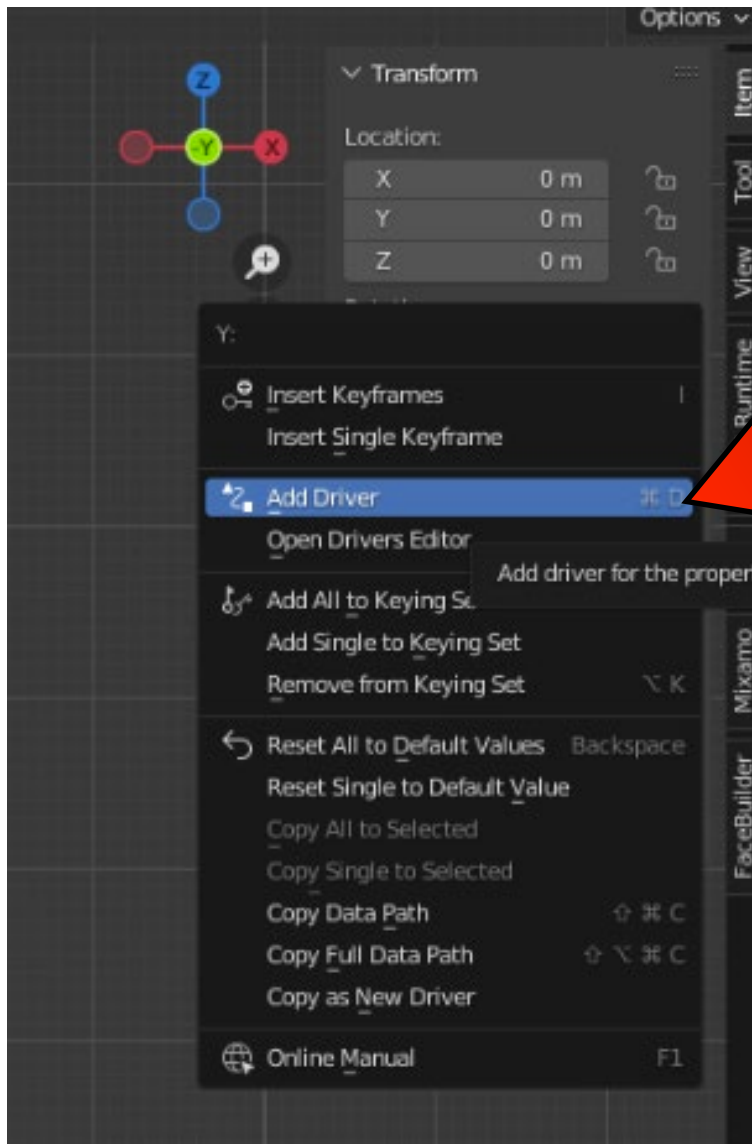
POWER OF AR AND VR

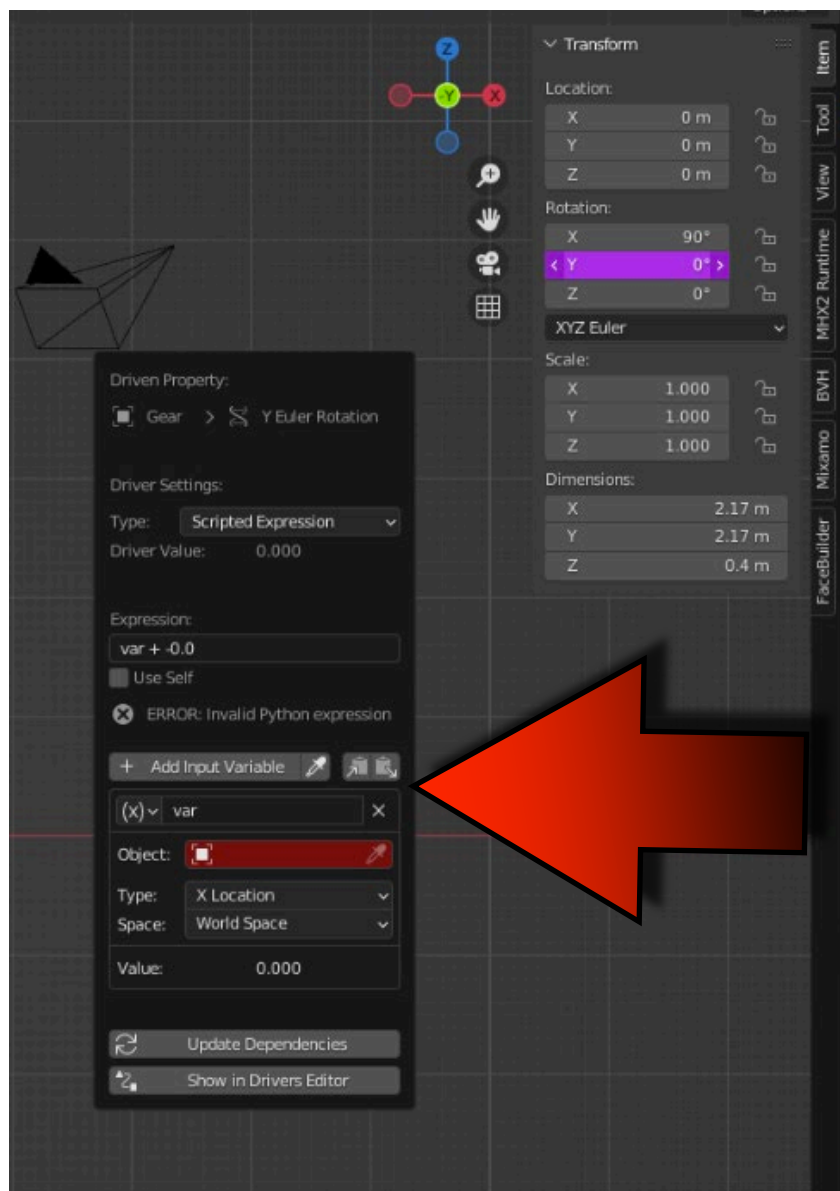
**ZAZNACZ GEAR I PRZESUŃ MYSZKĘ
DO OKIENKA ROTATION NAD OŚ Y**



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**NACIŚNIJ PRAWY KLAWISZ
MYSZKI
I WYBIERZ
ADD DRIVER**

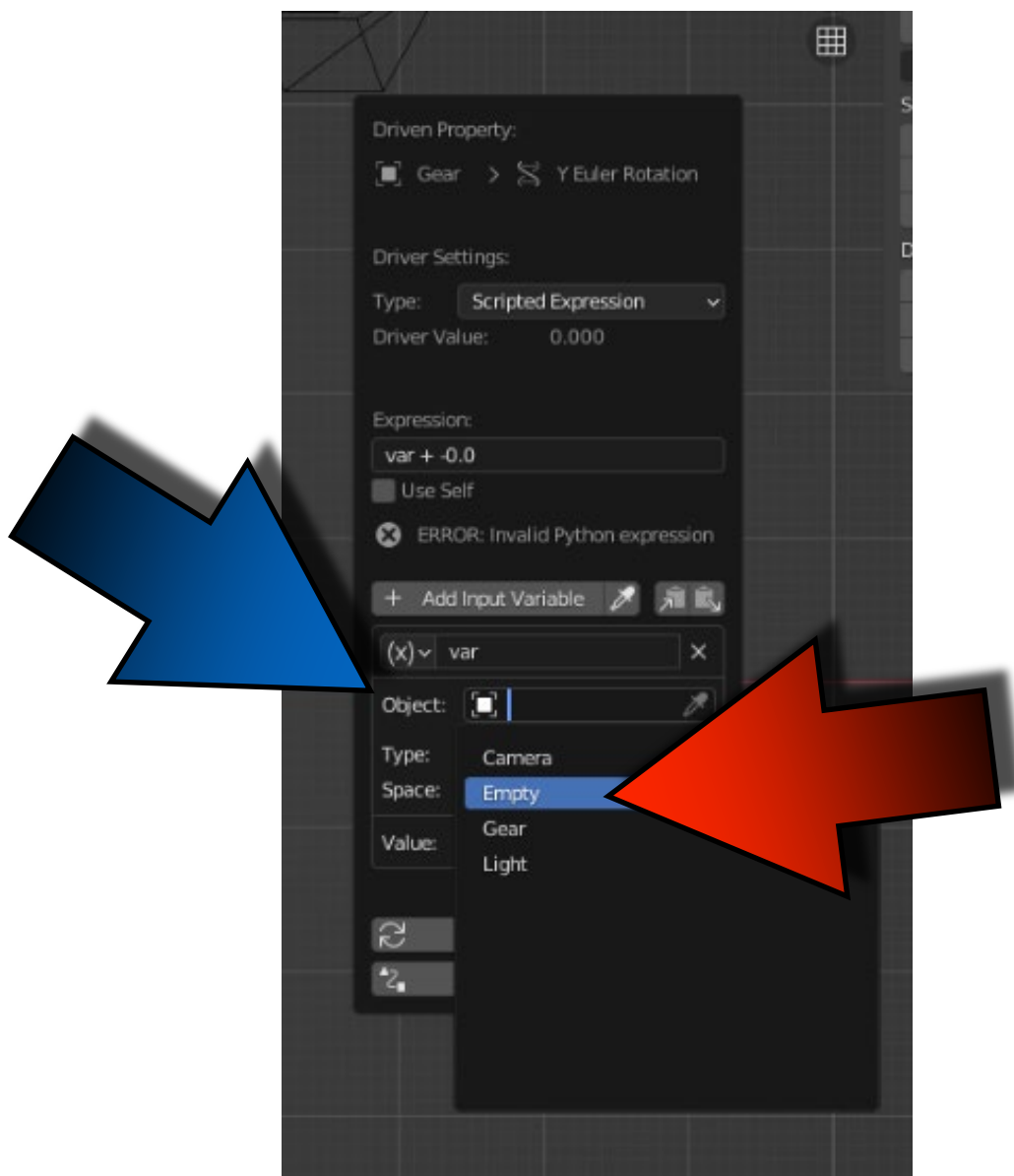




**ZOBACZYSZ
TAKIE
OKNO**

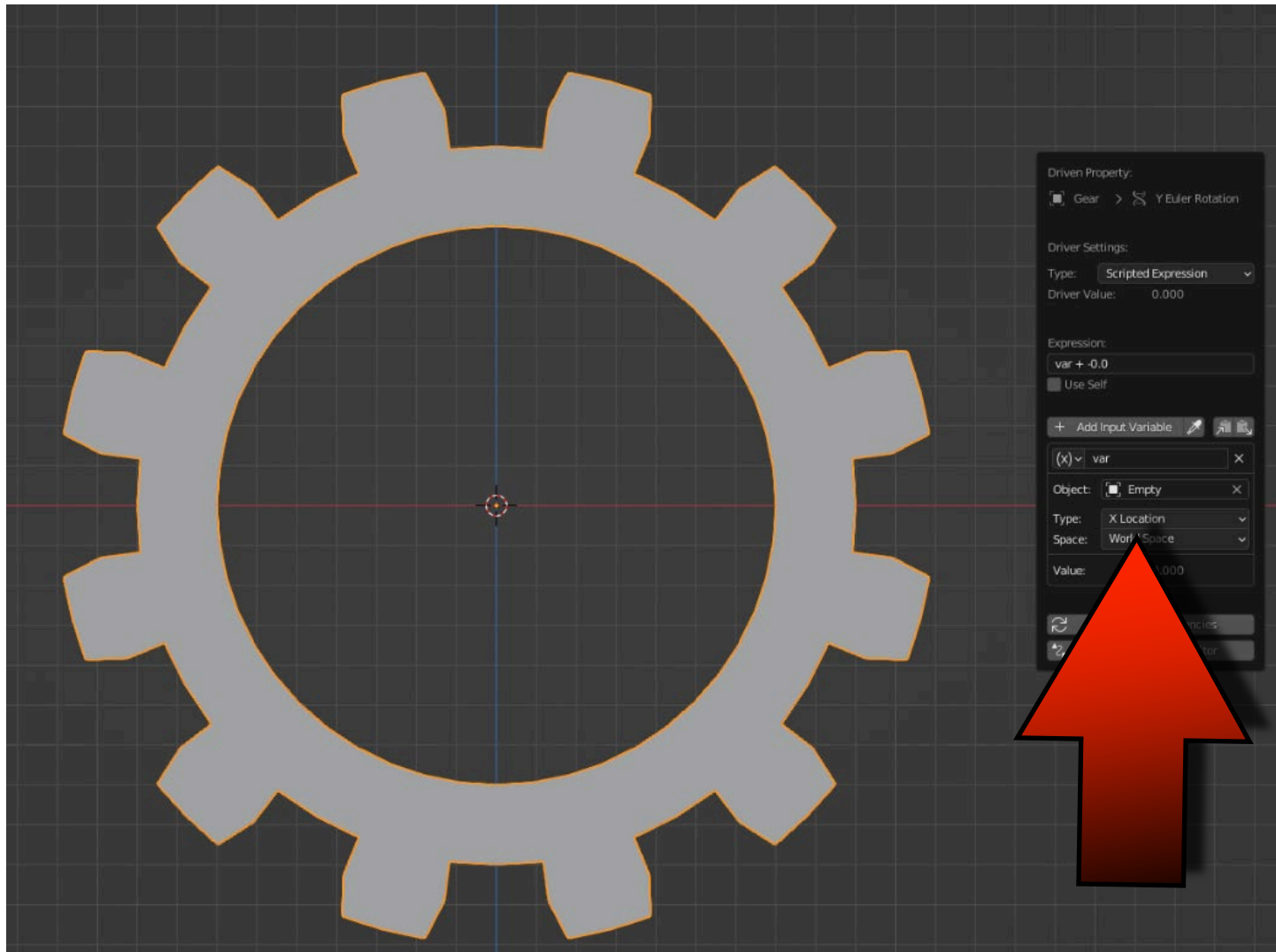
POWER OF AR AND VR

WYBIERZ **EMPTY** W OKIENKU **OBJECT**



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JAKO TYP MAMY X LOCATION



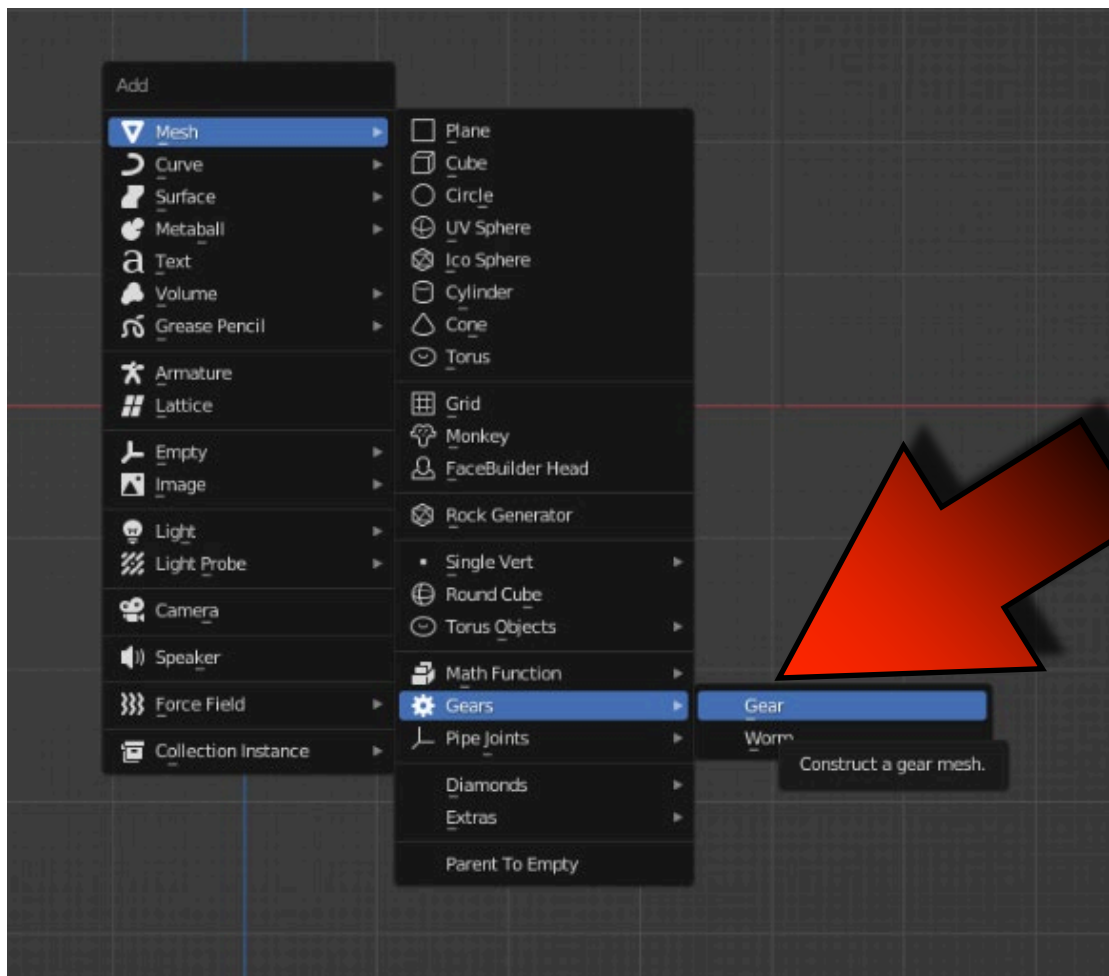
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PRZESUŃ OBJEKT EMPTY PO OSI X



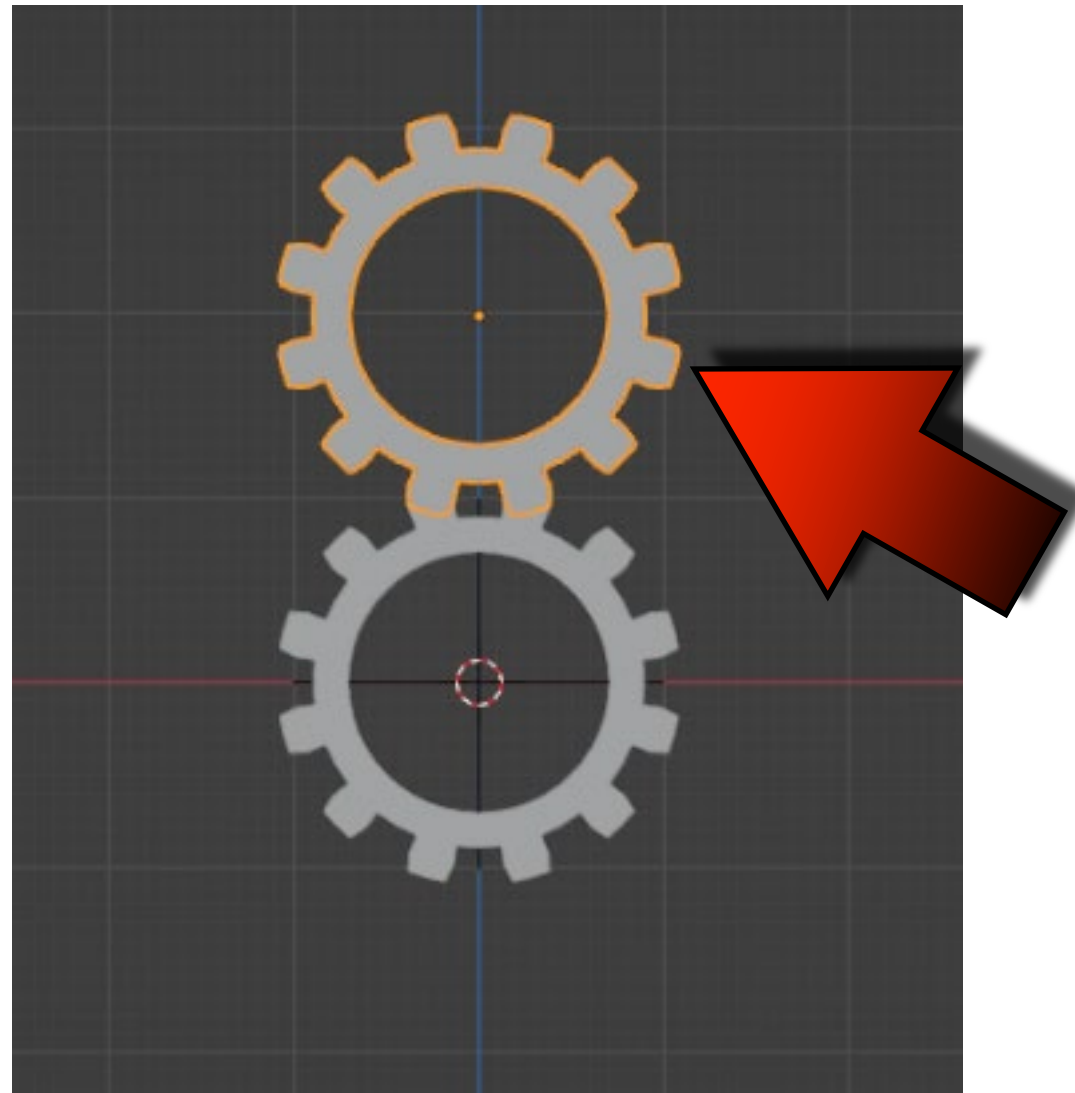
<https://youtu.be/xmSER4p9qnl>

DODAJ DRUGIE KOŁO ZĘBATE



POWER OF AR AND VR

**PRZESUŃ PO OSI Z | DODAJ
DRIVER W TEN SAM SPOSÓB**



STEROWANIE

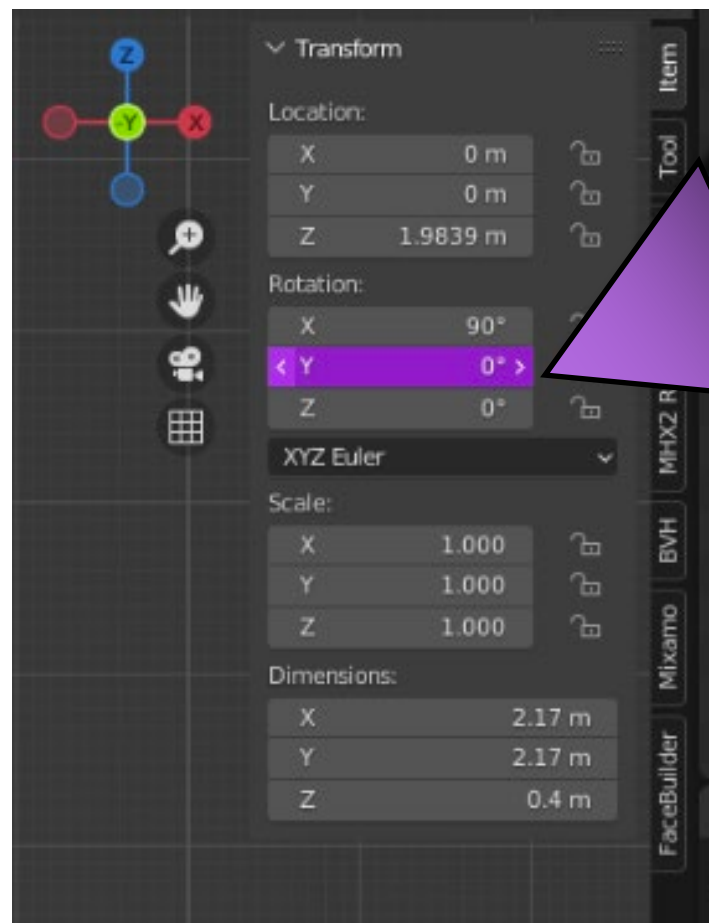
PRZESUŃ OBJEKT EMPTY PO OSI X



<https://youtu.be/MYTNvRLff9U>

POWER OF AR AND VR

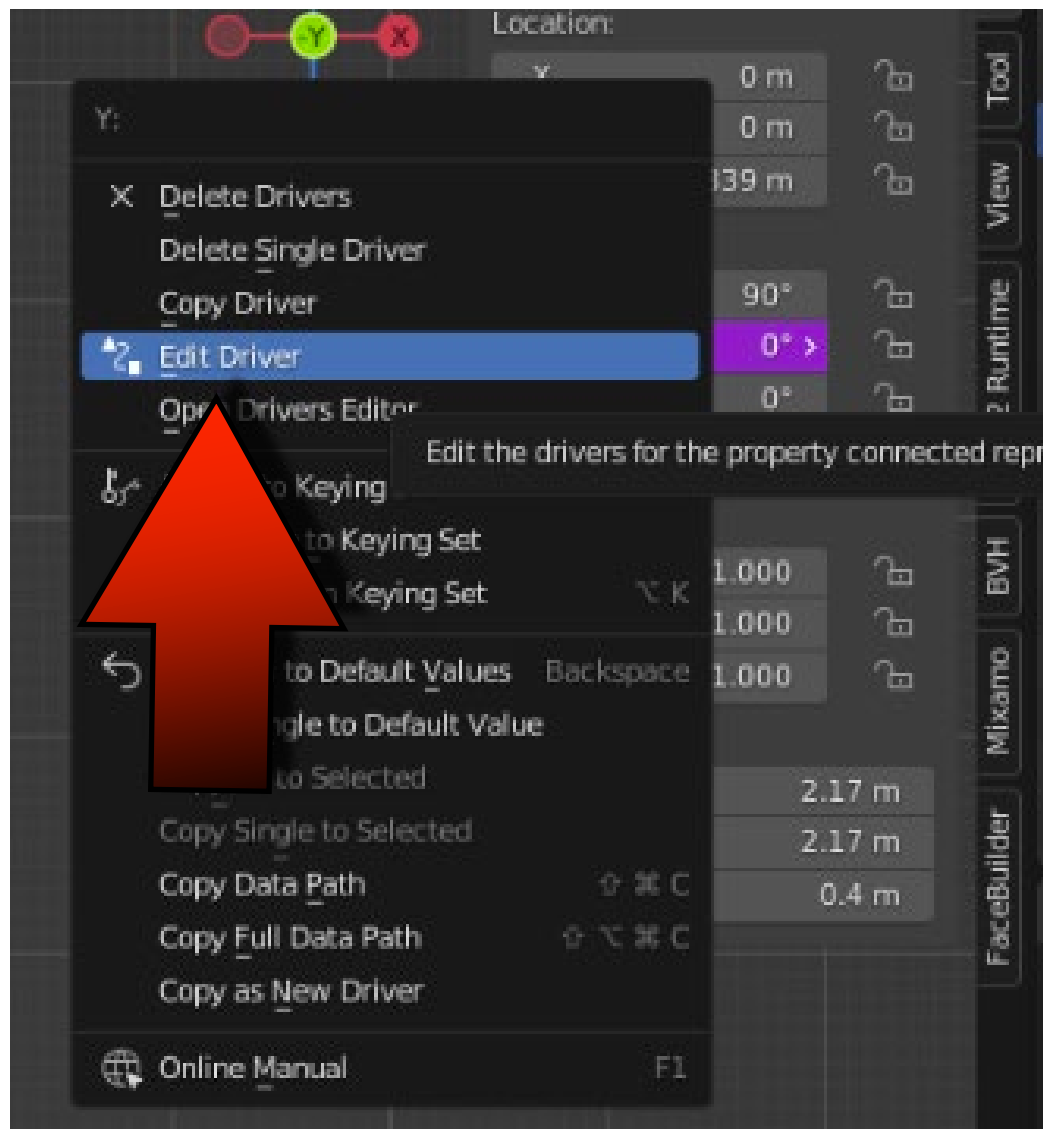
MUSIMY POPRAWIĆ DRIVER KLIKNIJ PRAWYM KLAWISZEM MYSZKI NA POLE Y



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POWER OF AR AND VR

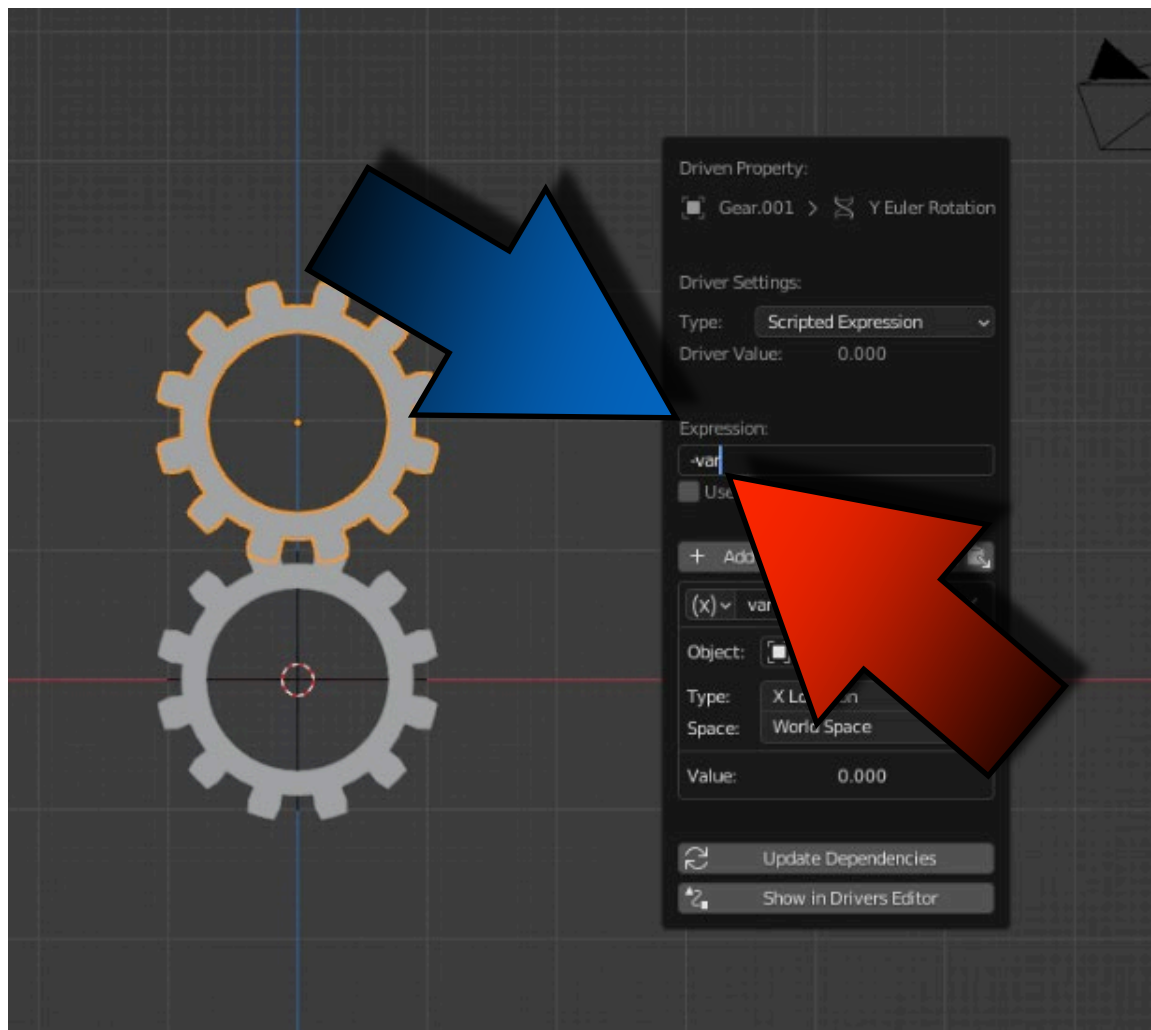
WYBIERZ EDIT DRIVER



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POWER OF AR AND VR

W OKIENKU **EXPRESSION** WPROWADŹ **-VAR**



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PRZESUŃ OBJEKT EMPTY PO OSI X

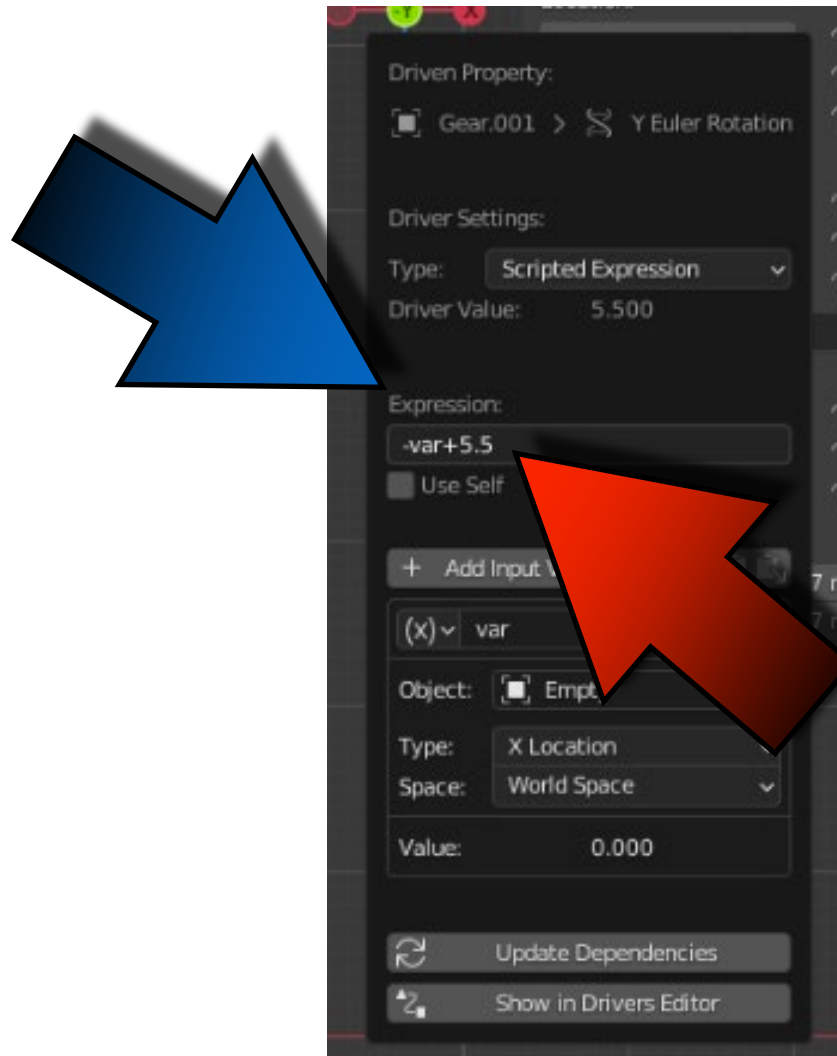


<https://youtu.be/wSoMtrzkdOE>

POWER OF AR AND VR

W OKIENKU **EXPRESSION**

WPISZ **-VAR+5.5**



STEROWANIE

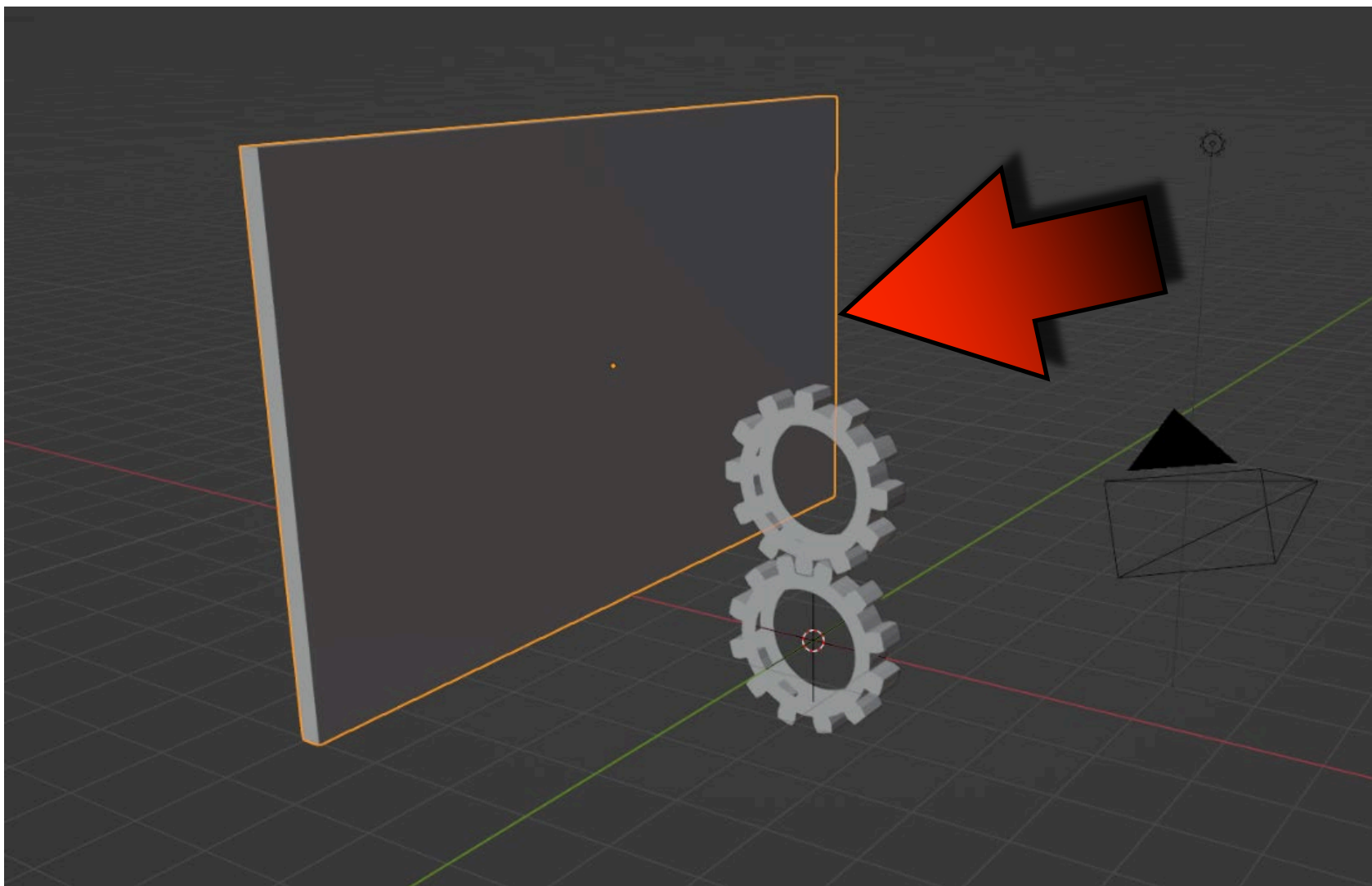
PRZESUŃ OBJEKT EMPTY PO OSI X



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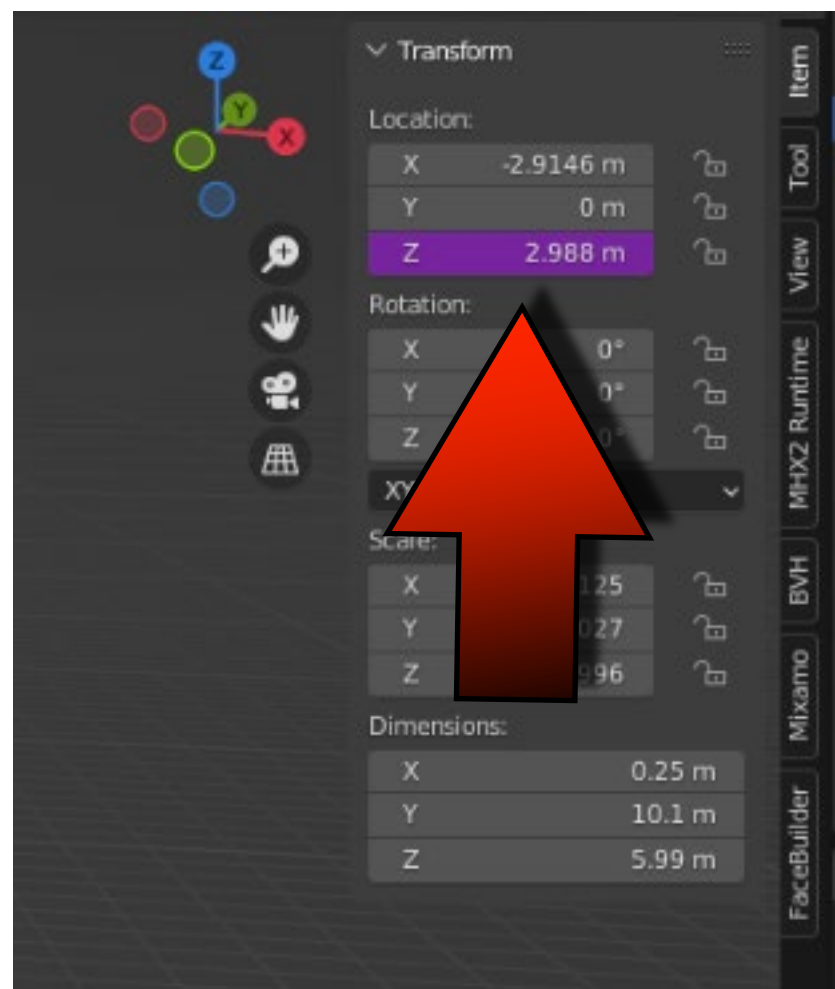
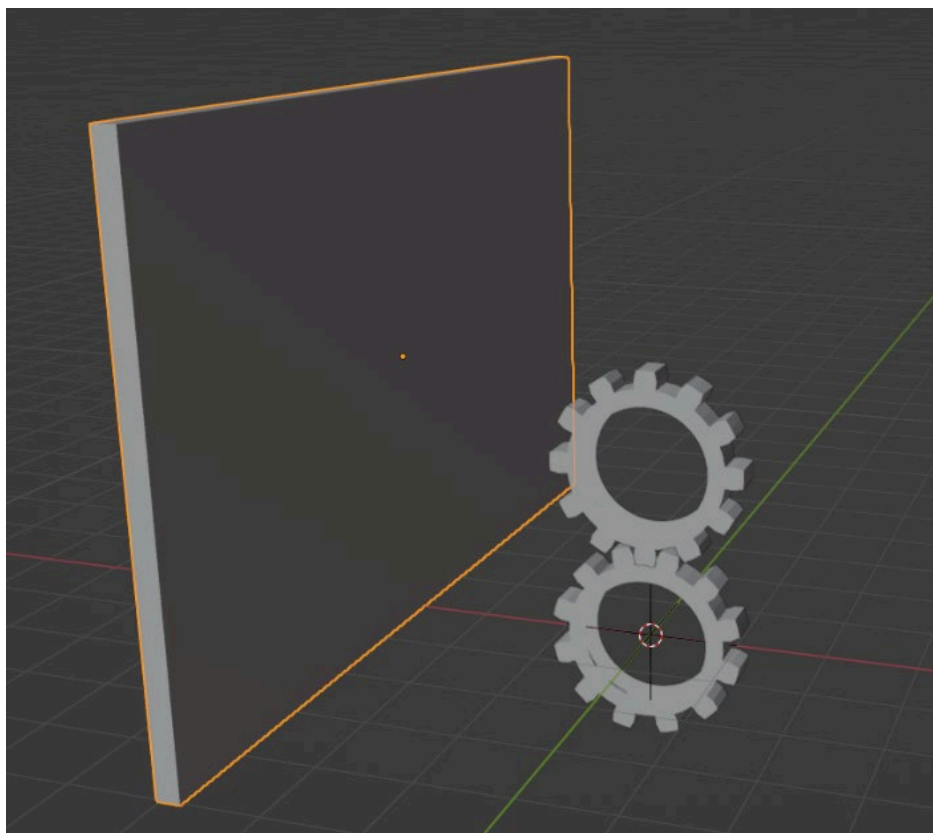
POWER OF AR AND VR

WSTAW CUBE I GO PRZESKALUJ JAK NA RYSUNKU



STEROWANIE

DODAJ DRIVER DLA OSI Z



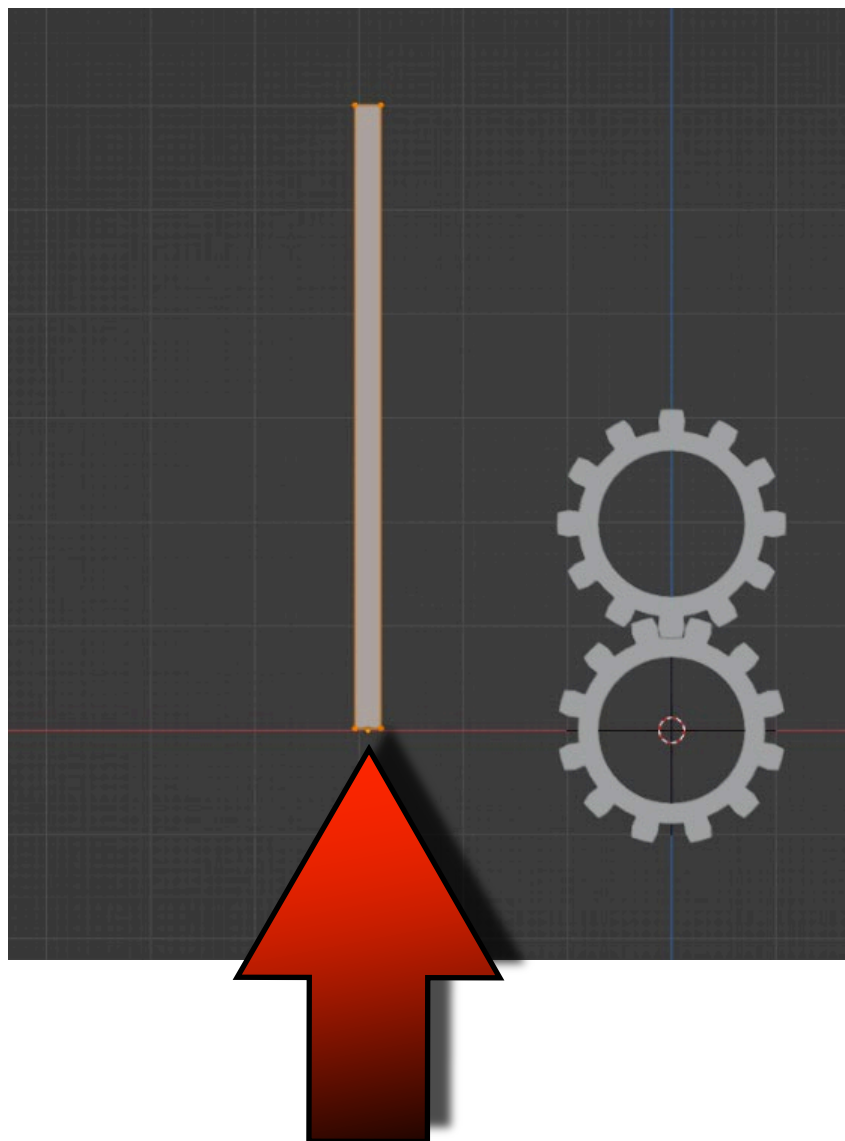
PRZESUŃ OBJEKT EMPTY PO OSI X



<https://youtube.com/shorts/SG3voaxkuSw>

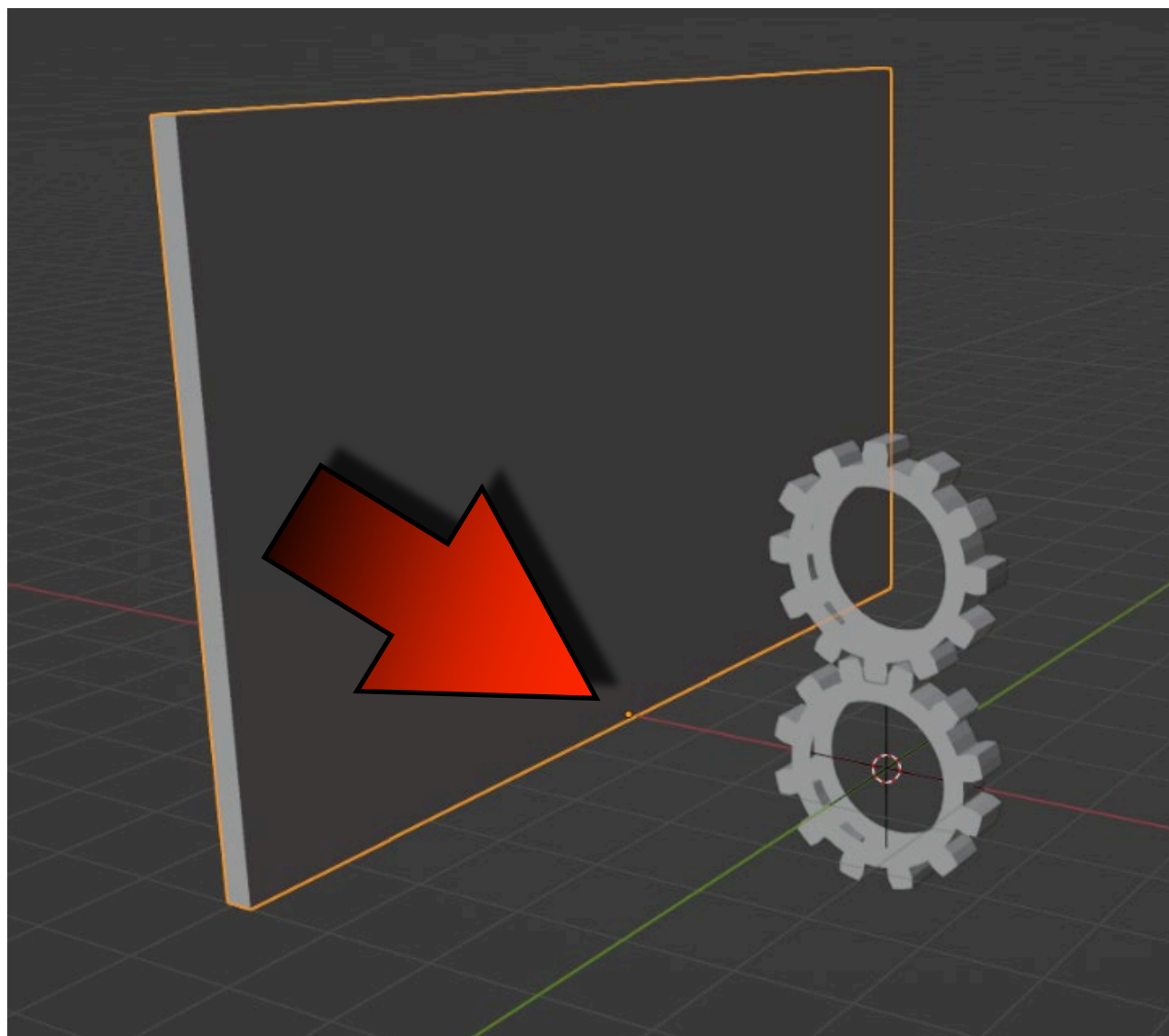
POWER OF AR AND VR

**WEJDŹ DO EDIT MODE DLA CUBE I PRZESUŃ PO OSI Z
TAK ABY ORIGIN BYŁ NA DOLE**



STEROWANIE

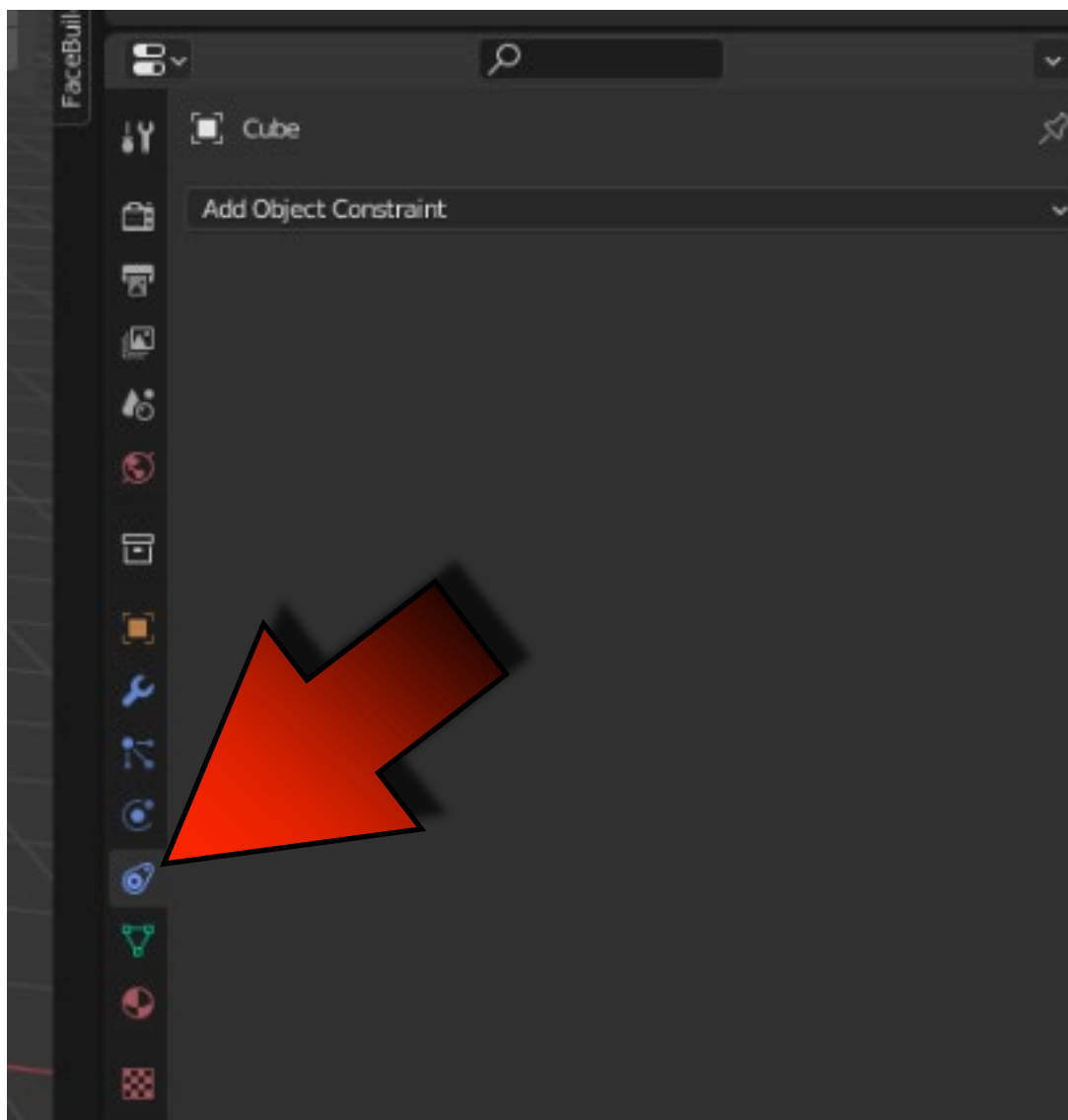
WRÓC DO OBJECT MODE



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POWER OF AR AND VR

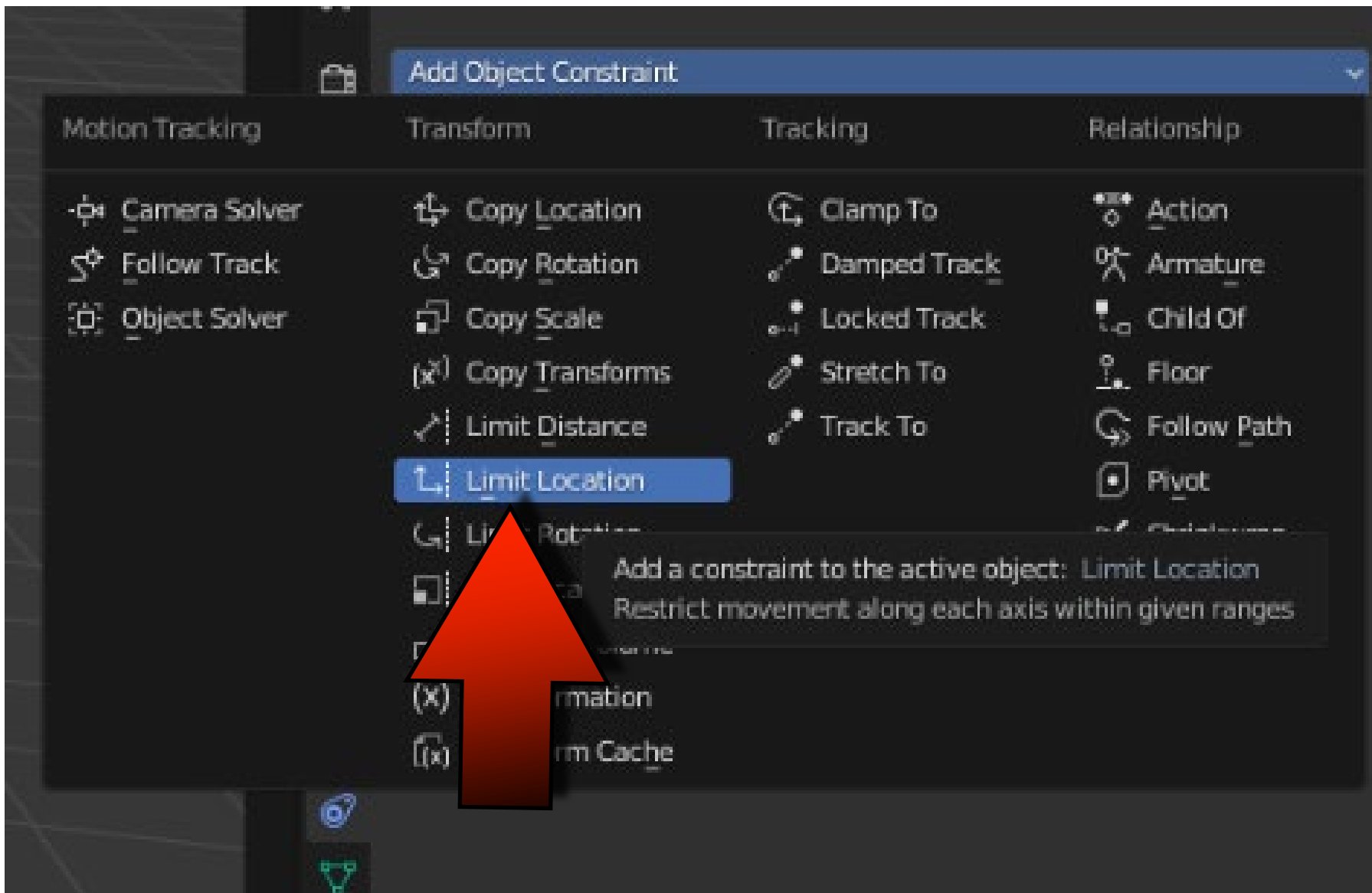
IDZ DO **CONSTRAINT**



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POWER OF AR AND VR

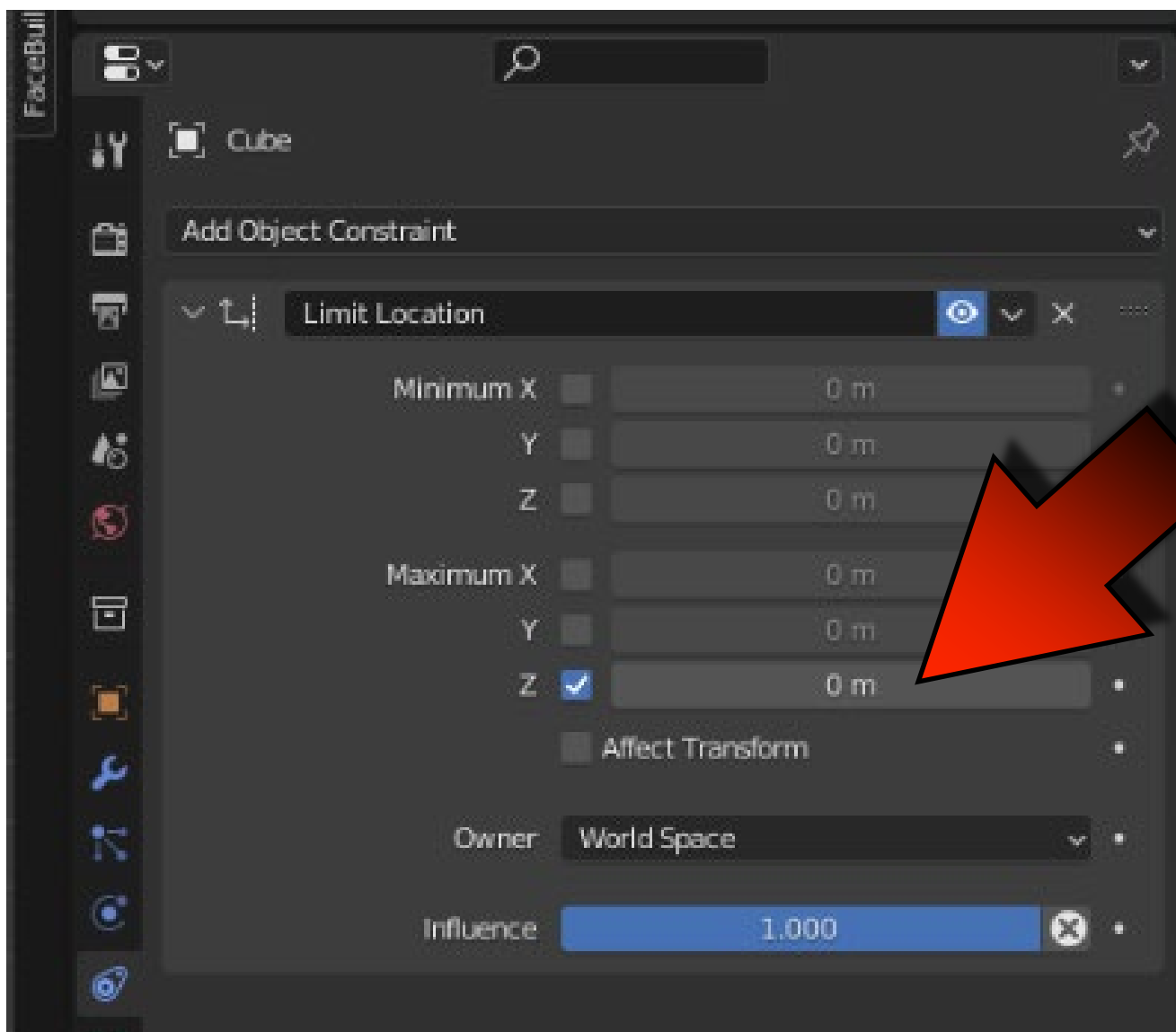
WYBIERZ **LIMIT LOCATION**



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POWER OF AR AND VR

USTAW **MAXIMUM Z=0**



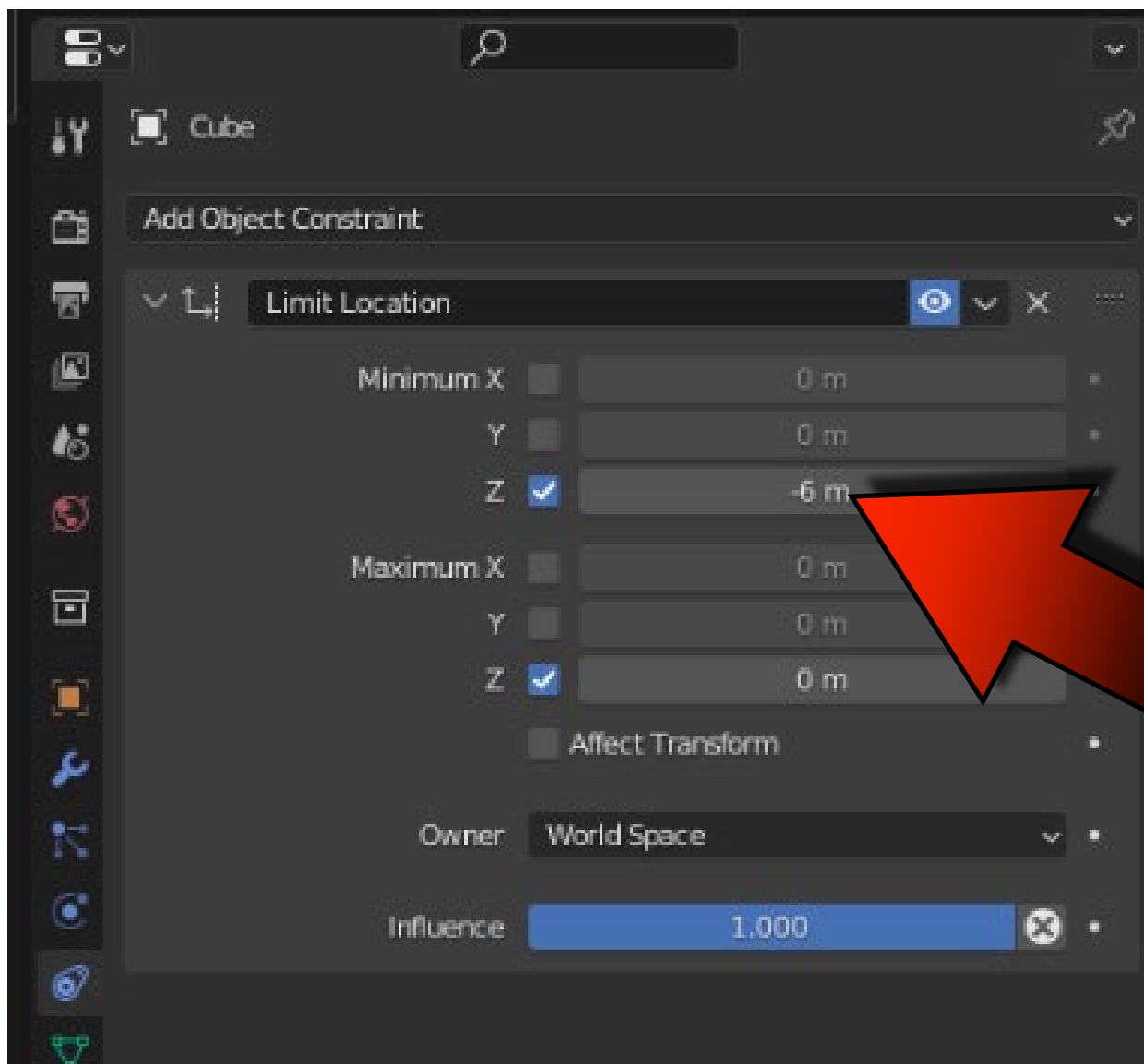
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PRZESUŃ OBJEKT EMPTY PO OSI X



<https://youtube.com/shorts/WZY6mwxWOUk>

USTAW **MINIMUM Z=-6**

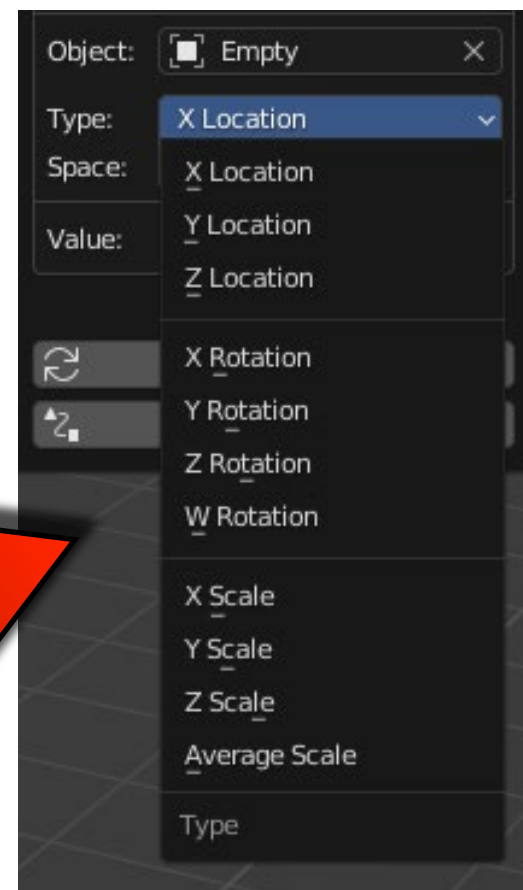
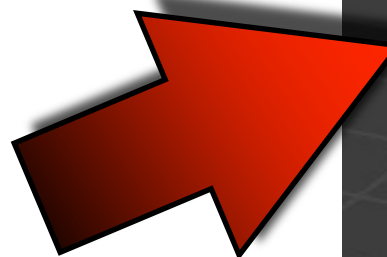


PRZESUŃ OBJEKT EMPTY PO OSI X



<https://youtube.com/shorts/dkKfT1toocc>

WYKONALIŚMY ĆWICZENIA DLA OBJECT EMPTY I LOKACJI TYPU X ISTNIEJE WIELE MOŻLIWOŚCI



WYKONAJ TO ĆWICZENIE SAMODZIELNIE



<https://youtu.be/8H7uuEFbu2w>

<https://youtube.com/shorts/CAenWi7EG7Y>

W NASZYCH PROJEKTACH UŻYWAMY DRIVER'ÓW DO ANIMACJI GĄSIENNICY CZOŁGU



https://youtu.be/_wUZc4KE7TI

STWÓRZ PODOBNĄ SYMULACJĘ SAMODZIELNIE



<https://youtu.be/biMHAqRdIdA>

POWER OF AR AND VR

DZIĘKUJĘ ZA UWAGĘ



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