

ΠΡΟΣΘΗΚΗ ΚΙΝΗΣΗΣ ΣΕ ΜΙΑ ΕΠΙΦΑΝΙΑ ΣΤΟ VIVATY STUDIO (TUTORIAL)

1. Χρήση του *extrusions* στο *Vivaty Studio*

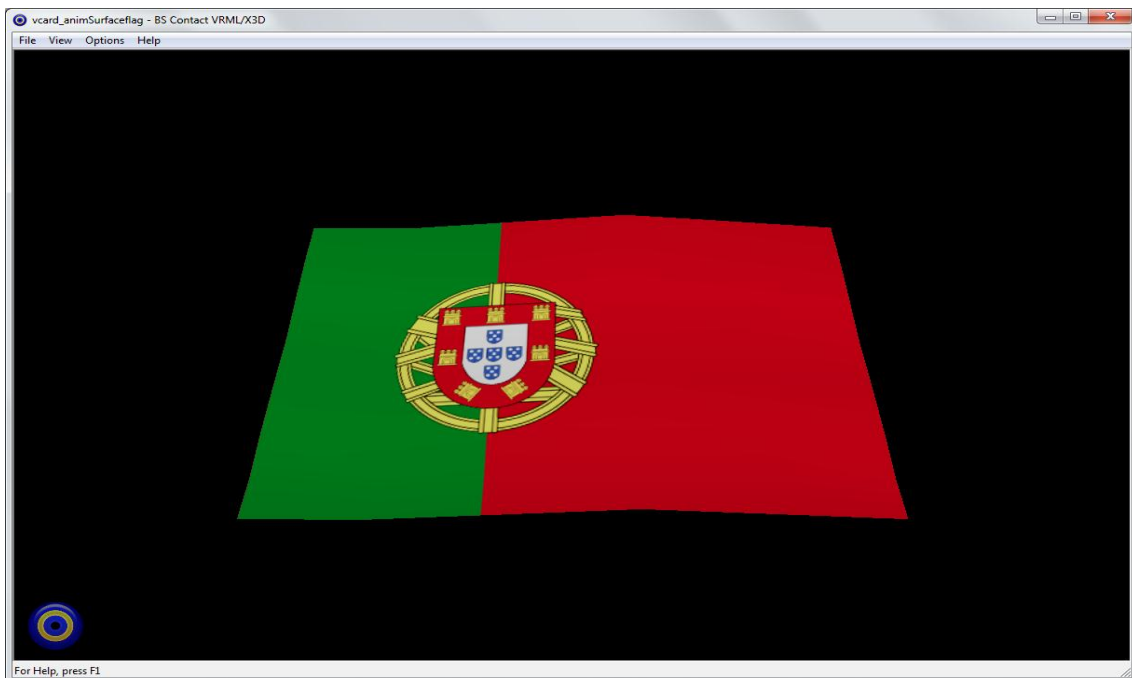
In *Vivaty studio* *extrusions* can be used as animated objects/surfaces. The two main animation techniques are referred below.

Animating the "*cross section*" of an *extrusion*: Since the "*cross section*" can be controlled/edited in all *extrusions* we can use it to animate the objects.

Animating the "*spine*": The *spines* (*vertebras*) can be controlled/edited in *extrusions* and used to animate the objects.

All the *extrusions* can be used for animations yet the most versatile for animation purposes are **Sculpted Surfaces** because they allow the finest level of control: besides each *spine* control, here even the single *cross section* of each *spine* can be controlled. For simple purposes we can animate *spines* or *cross sections* alternatively. *Spines* are easier to use and ok for most simple animations. For more complex animations the individual *cross sections* can also be used (*spines* and *cross sections*, both). In the example below a surface is animated using *spines*.

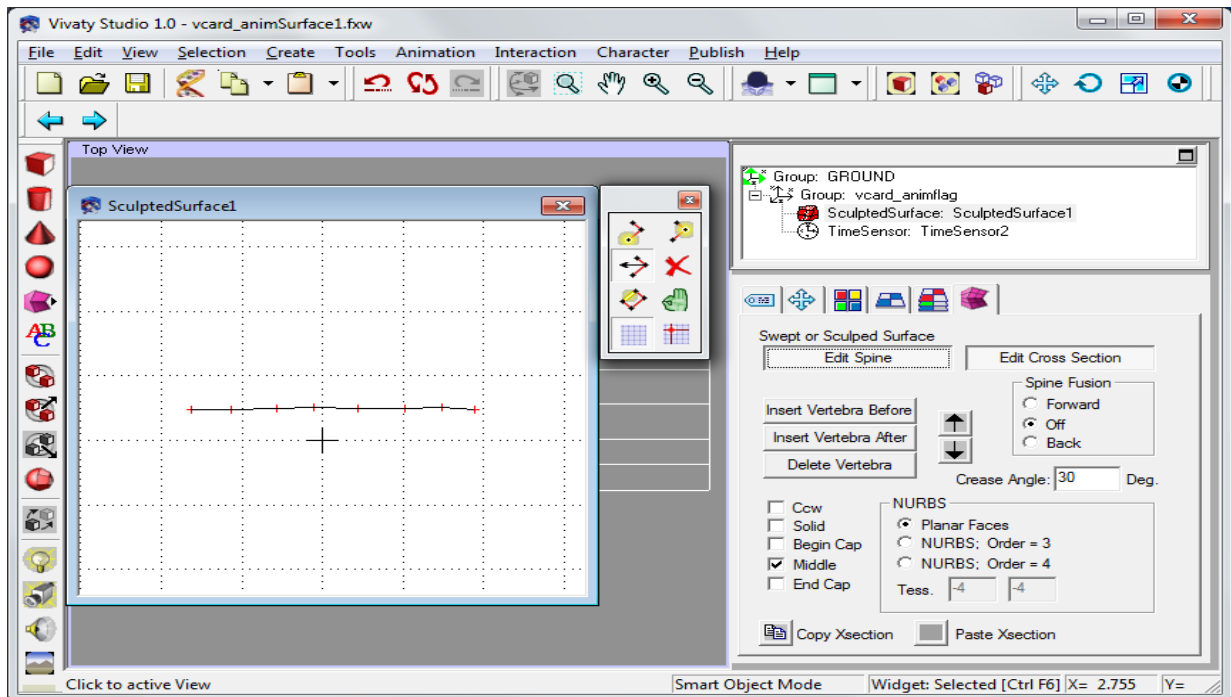
2. Παράδειγμα: Προσθήκη κίνησης σε μια επιφάνια



In this example we use a sculpted surface and animate the spines to perform a wave. The spines will sequentially move up and down like a wave.



2.a- Start by creating an extrusion sculpted surface

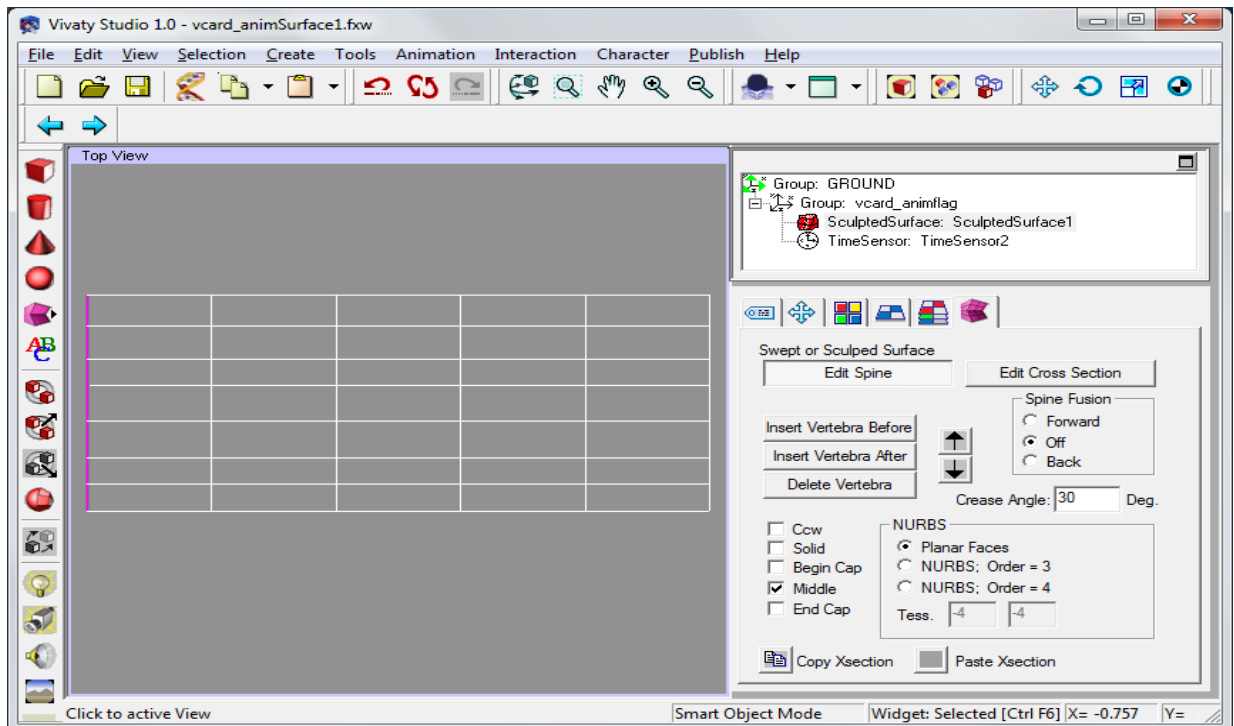


Use 5 to 10 points in a line, not necessarily a straight line since real surfaces are rarely perfect lines. This line will be the top/bottom silhouette of the surface (the thickness of the fabric).

2.b - Edit the extrusion sculpted surface properties

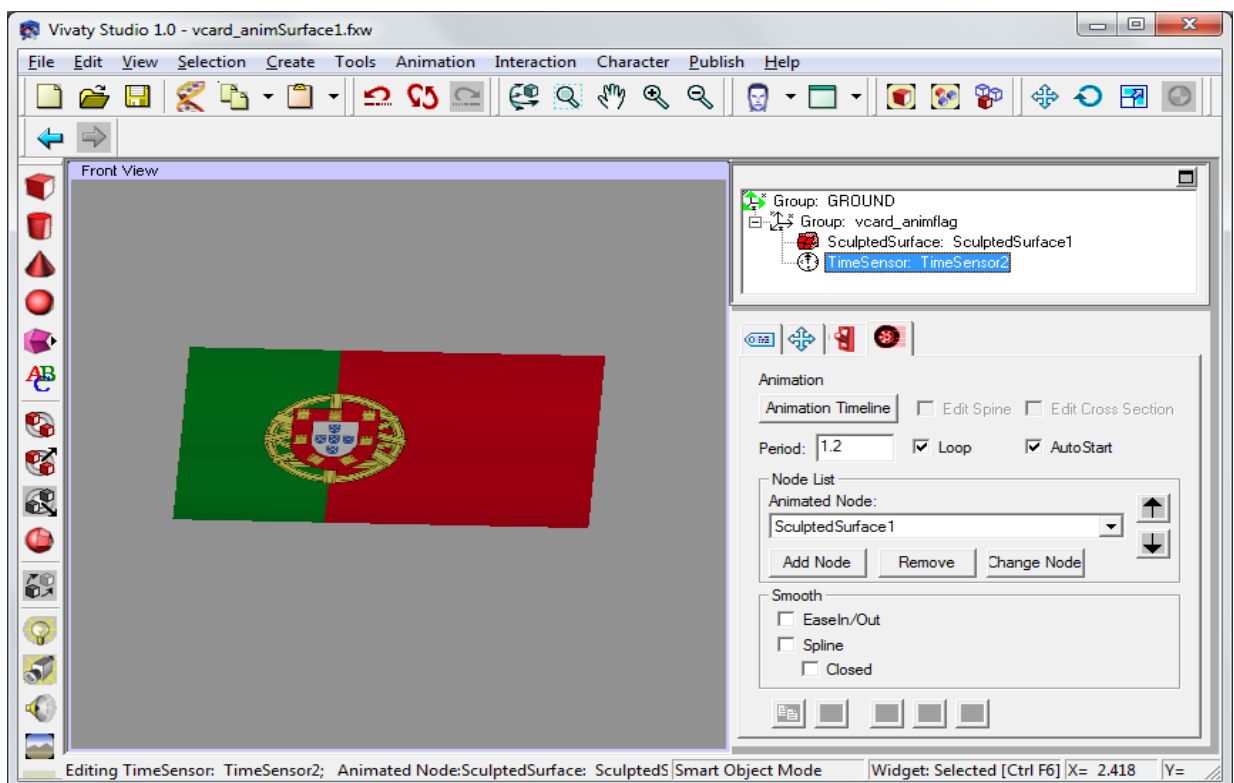
If you created a simple surface (not closed), as you should in this example, it's possible that you do not see it very well on the window. If so, uncheck the "solid" property. Anyway, you will need to do so in order for the surface to be seen on both sides.

2.c- Edit the spines (vertebras) of the sculpted surface. This will be the extension body of the flag.



Add the number of vertebrae needed for your animation smoothness. Here are used 6.

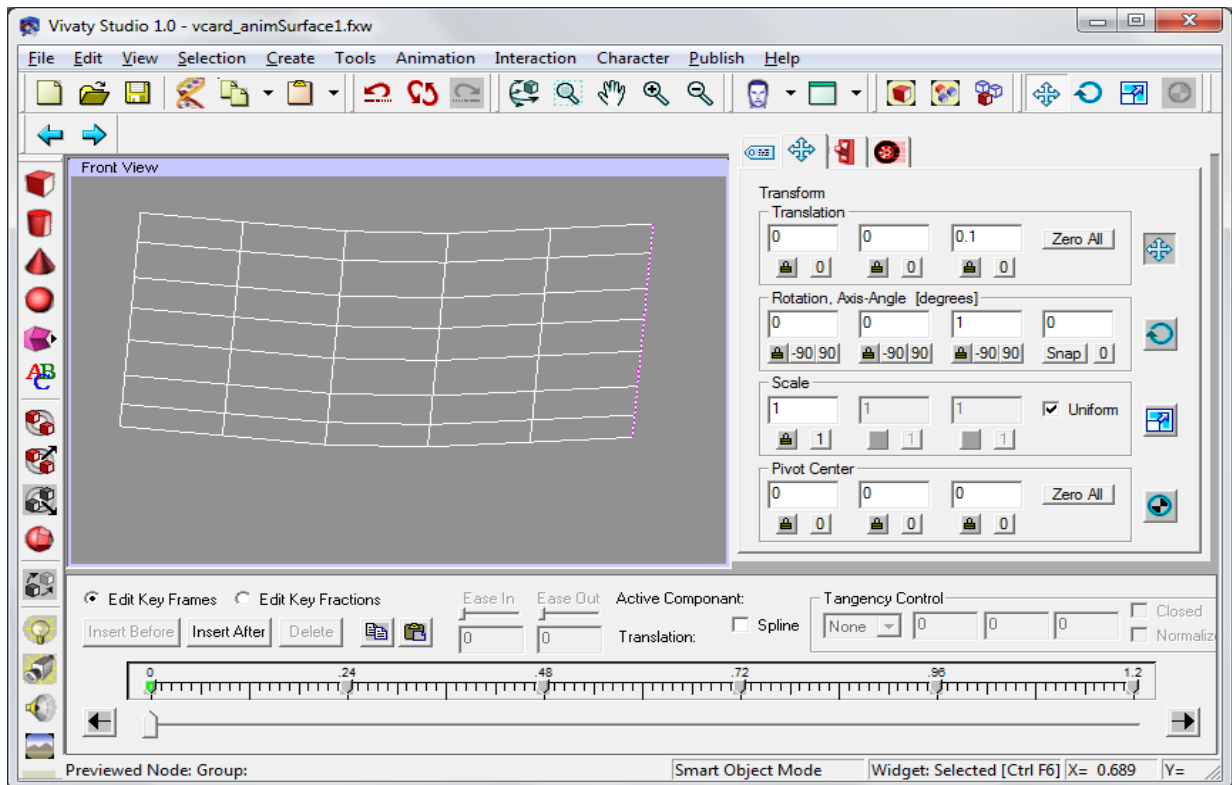
2.d- Create the animation and define the "animated node" parameter to relate it to the object.



Assign the flag texture to the object and configure the animation as auto start and to perform a loop.

2.e- Animating the vertebrae to perform a wave.

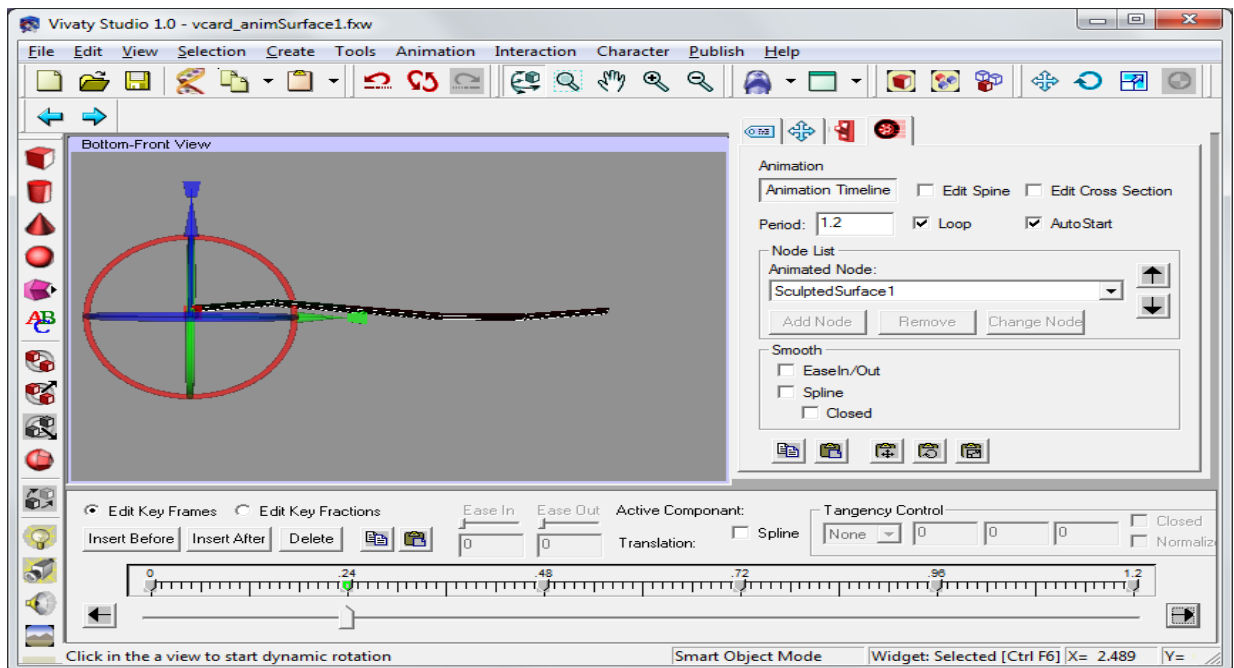
Now edit the animation timeline and check "edit spine".



With the mouse select each individual spine and position them in order to perform a moving wave.

Important alert: selecting an individual spine, while animating, can be tricky in vivaty studio because the mouse sometimes has a hard time selecting the spines. Try moving the object position and the mouse around until it highlights the spine then click left mouse button (while the spine is highlighted). If you can't select the spines consider animating the "cross section" instead.

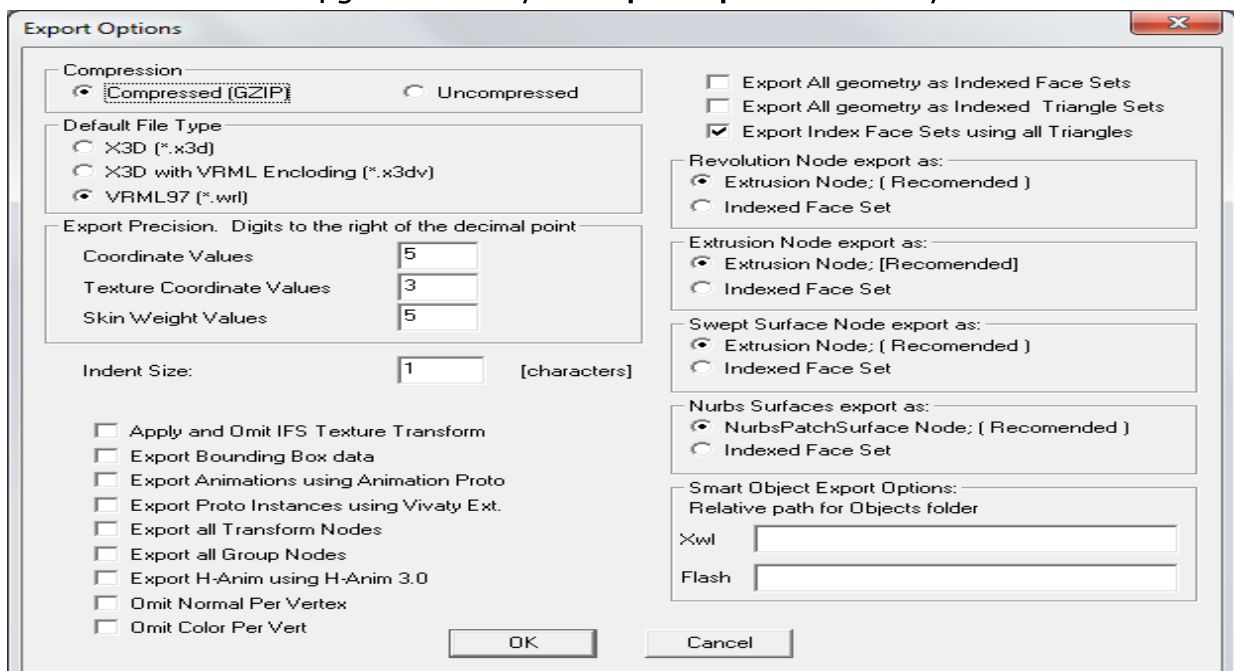
If seen from a side angle, when finished, the animation timeline should show a wave like this:



2.f- Finally

Remember that: for the animation to perform a perfect loop, the first frame and in the last frame of the object should be in the same position (otherwise you will see awkward jumps)

Also remember to configure correctly the export options in Vivaty Studio:



For use it, export this Swept surface as an extrusion node (as seen in the figure)