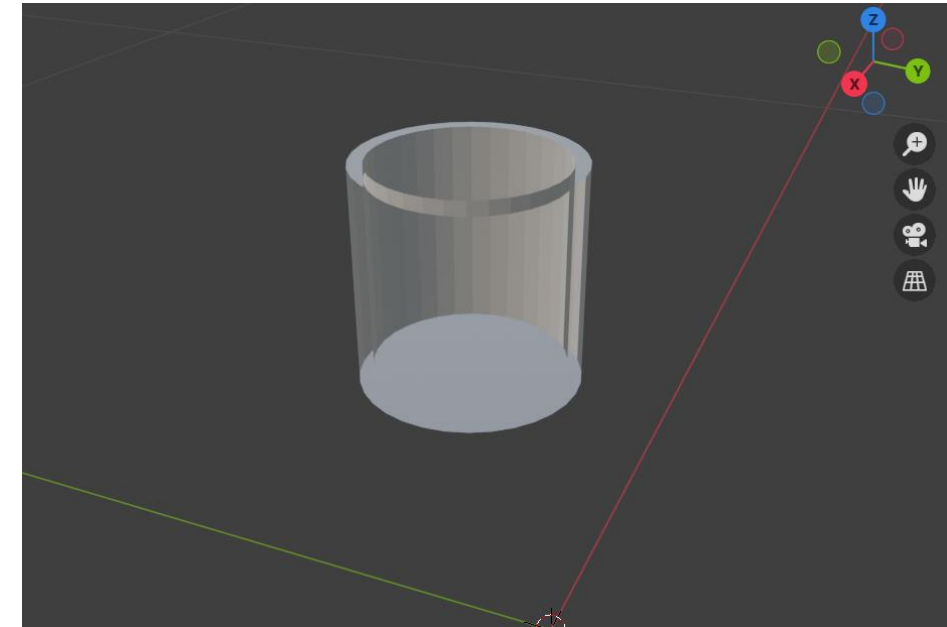
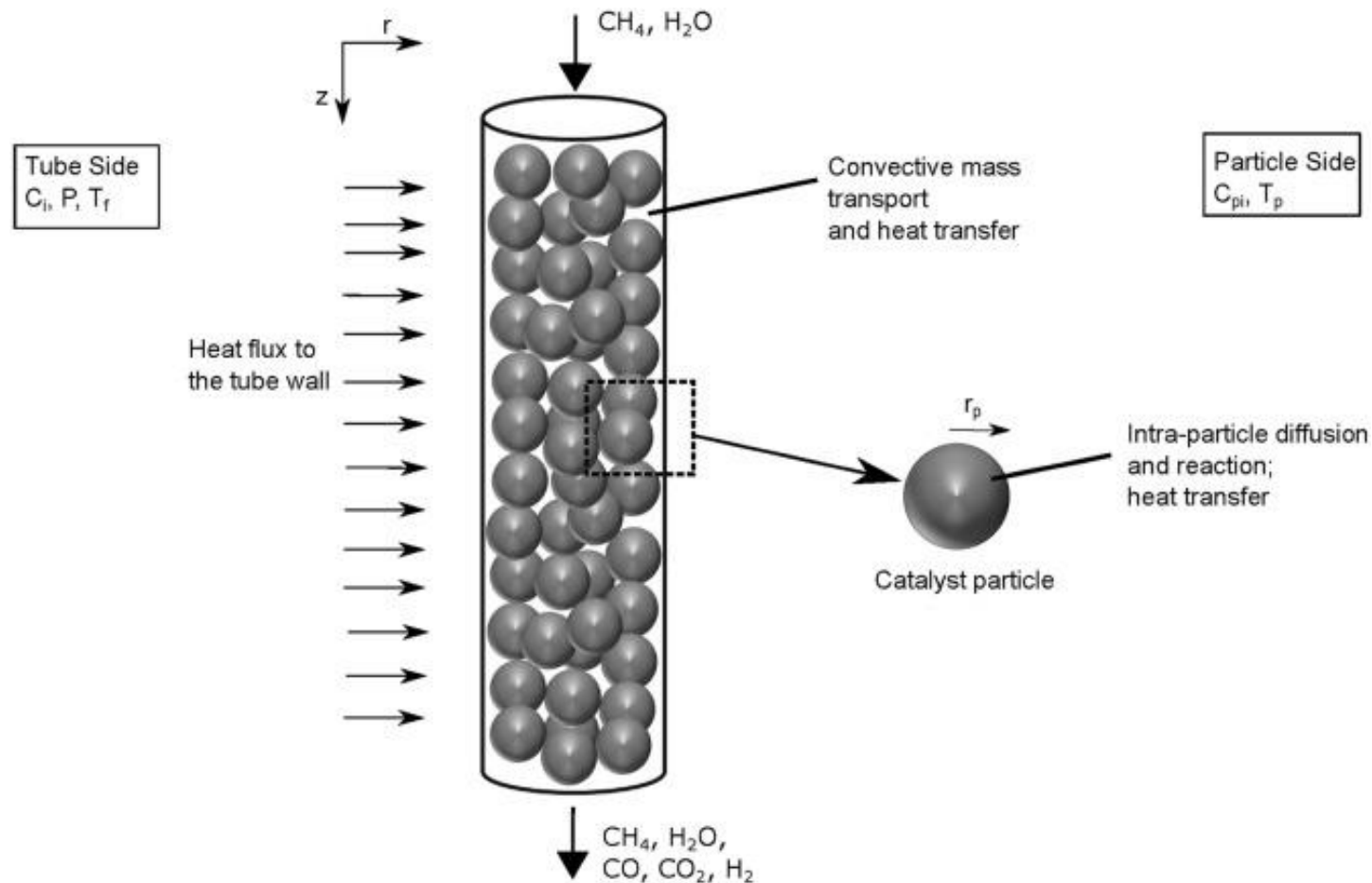




Bernardo Klein Heitz
Modelagem de leitos no Blender
31/10/2024

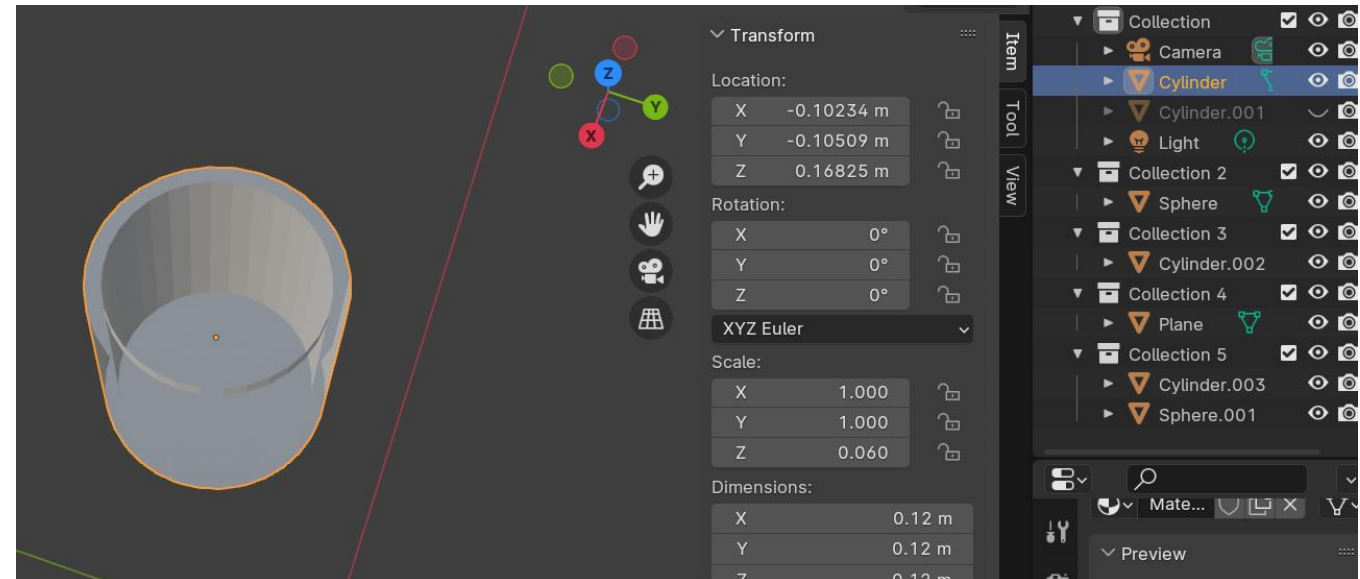
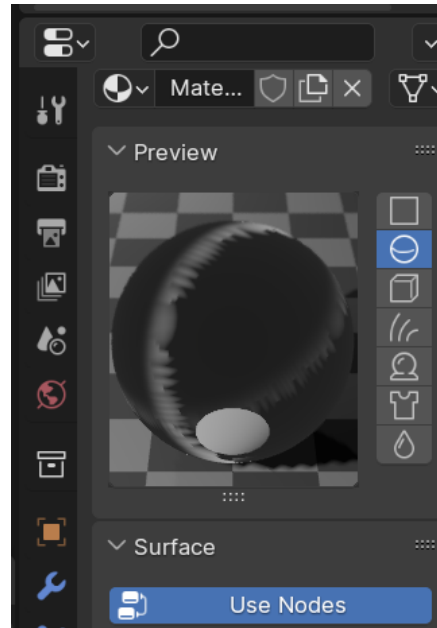
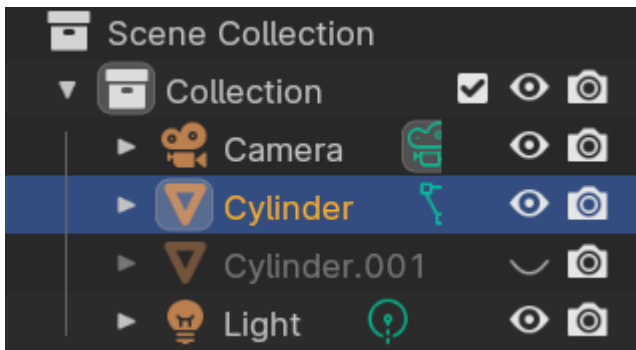
Vaso cilíndrico com 12,05 cm de diâmetro e altura vou te confirmar

O tamanho das partículas, inicialmente aproximar elas por cilindros de 2,34 mm de diâmetro e 13,2 mm de altura



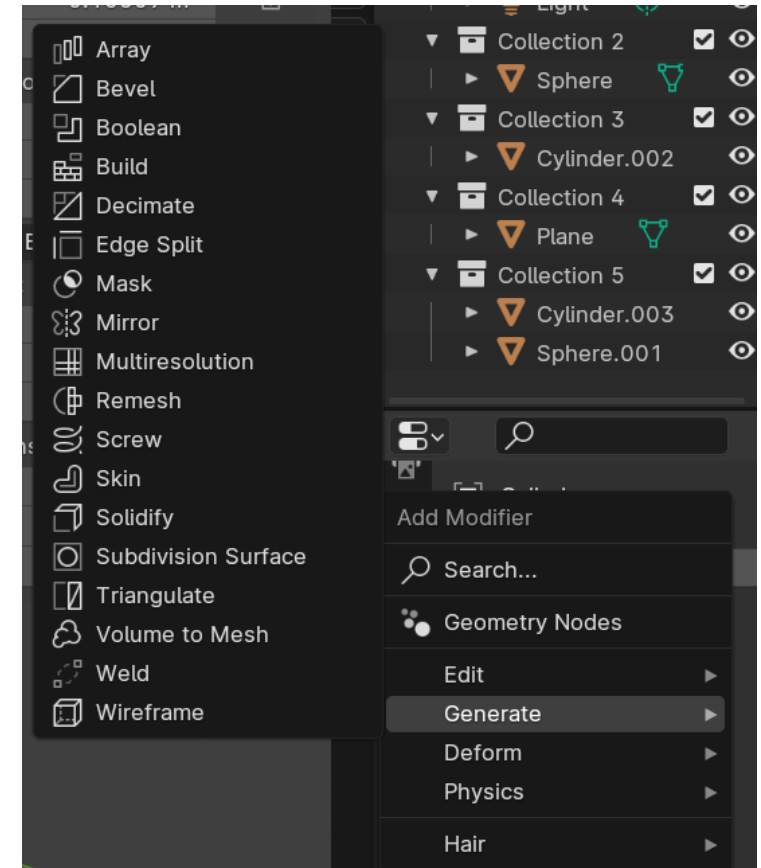
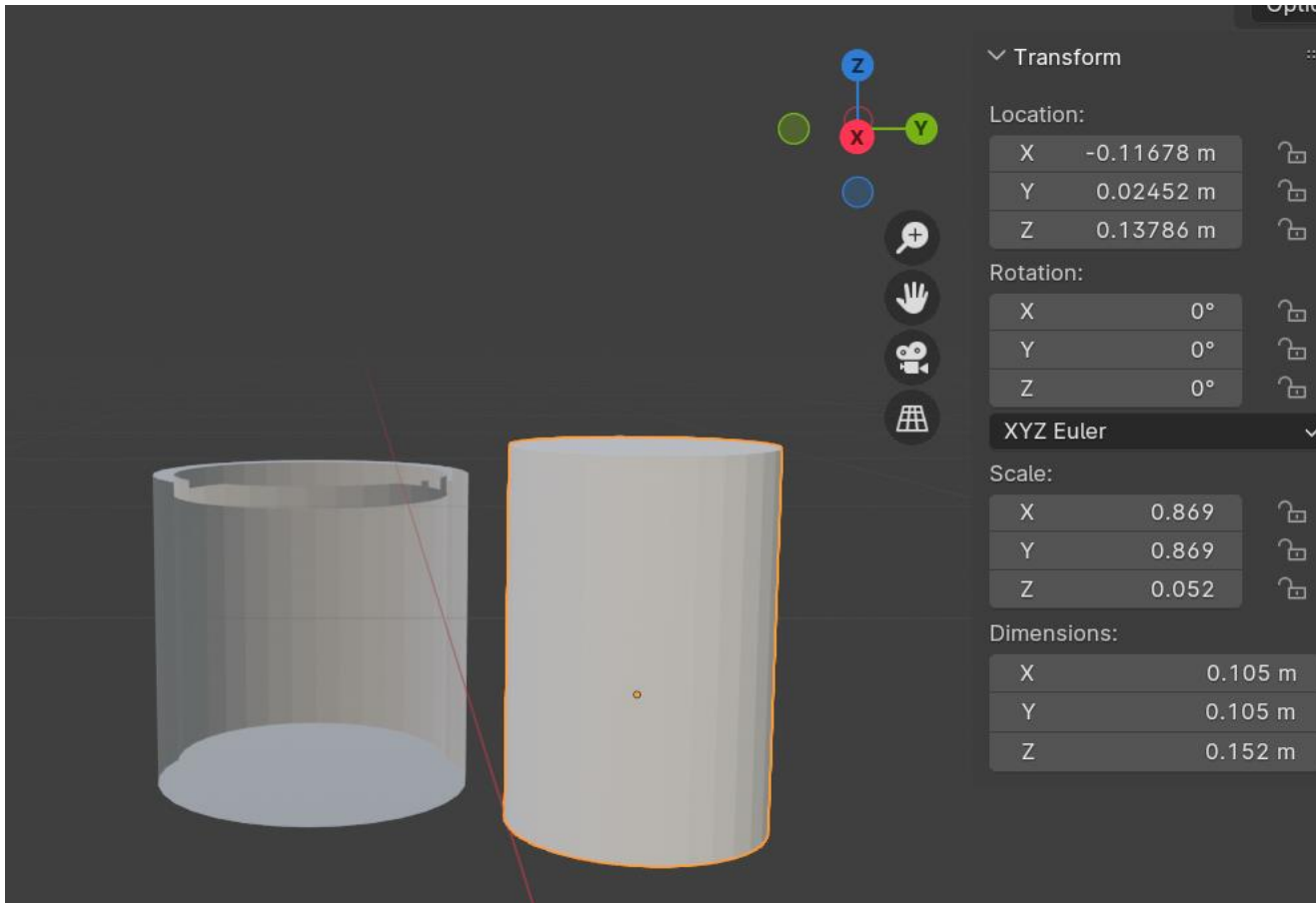
Vaso cilíndrico com 12,05 cm de diâmetro e altura vou te confirmar

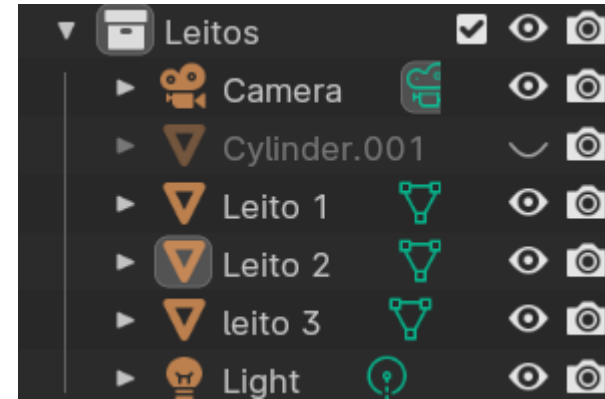
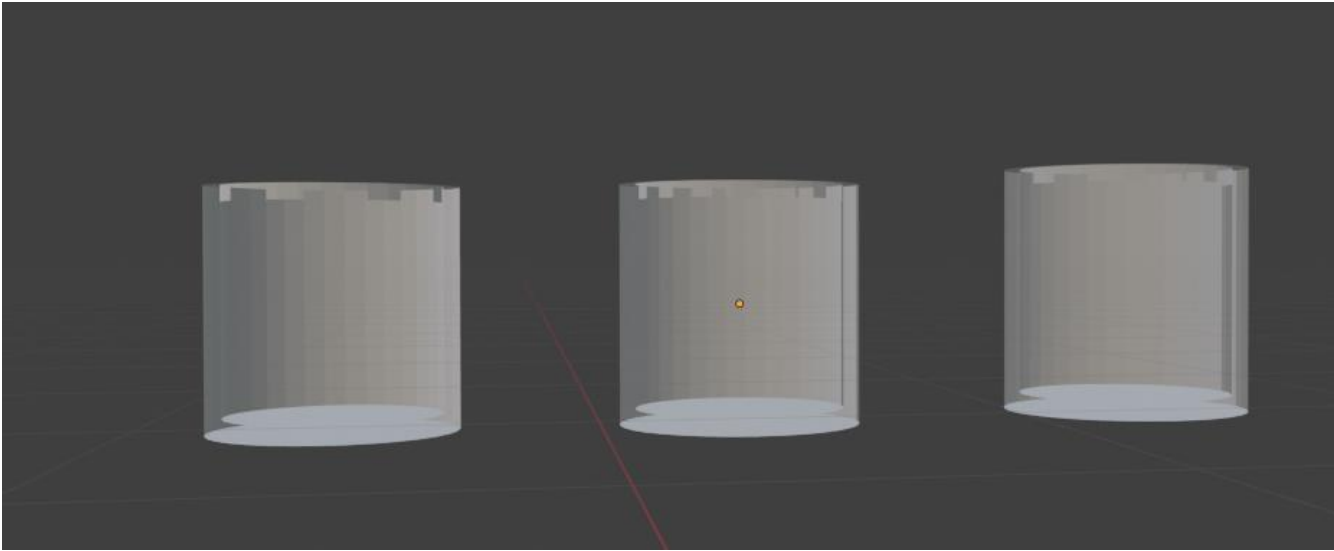
O tamanho das partículas, inicialmente aproximar elas
por cilindros de 2,34 mm de diâmetro e 13,2 mm de altura



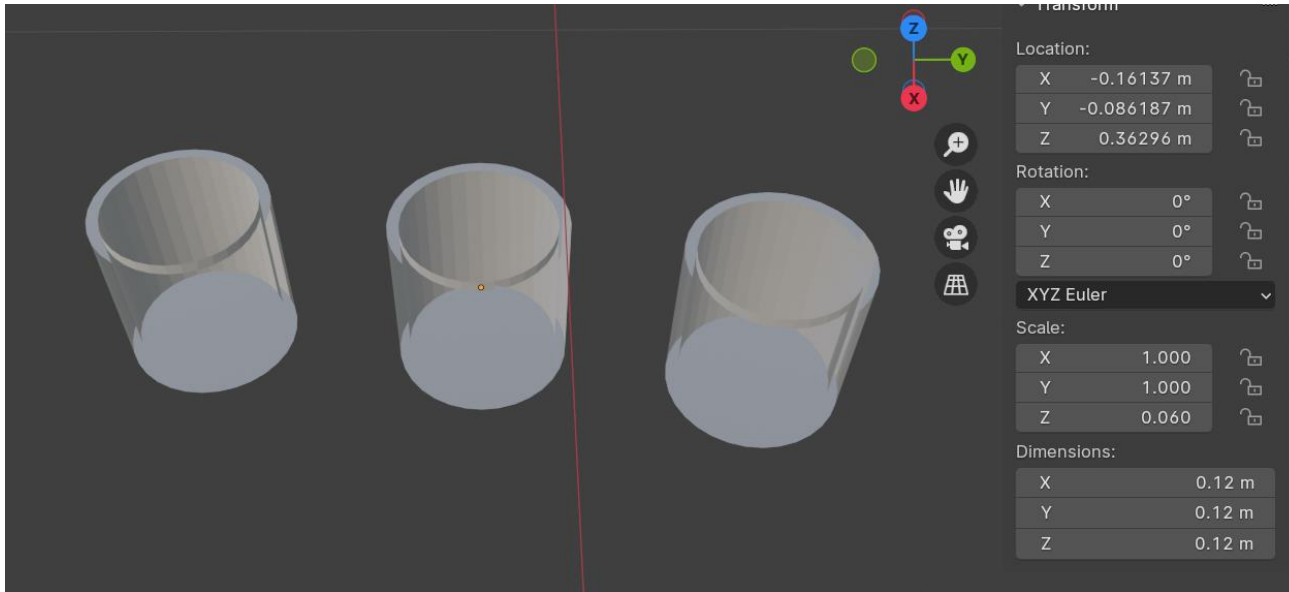
Modelagem utilizando booleanos

4





Os três leitos



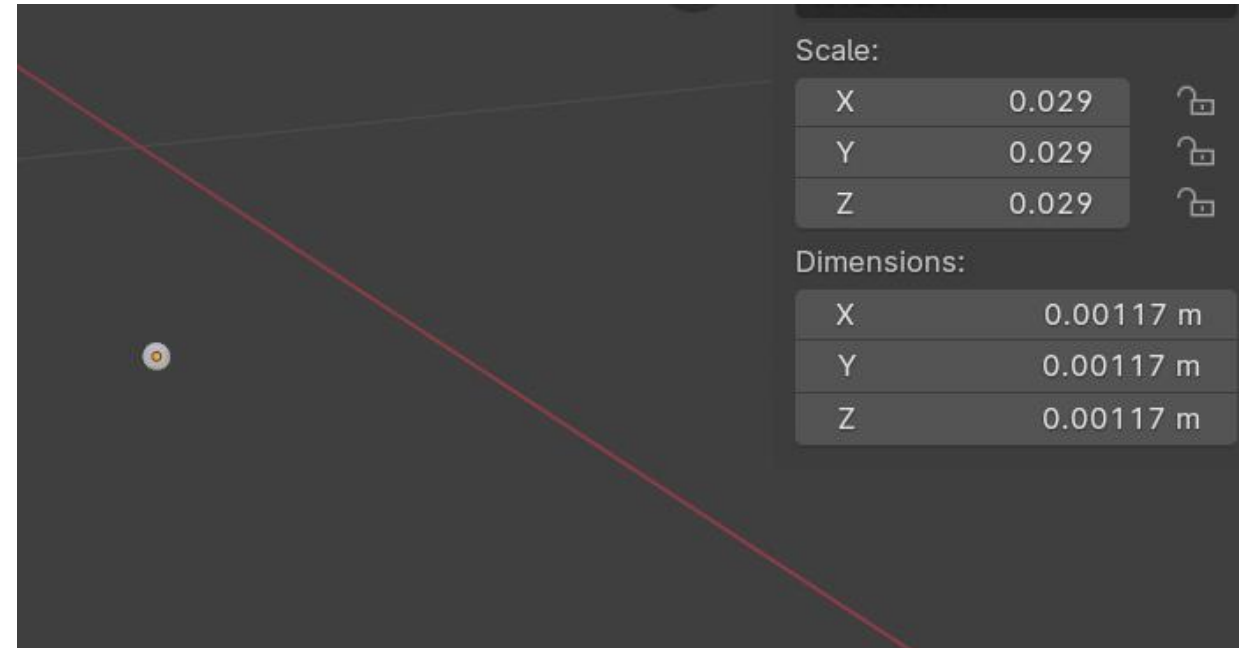
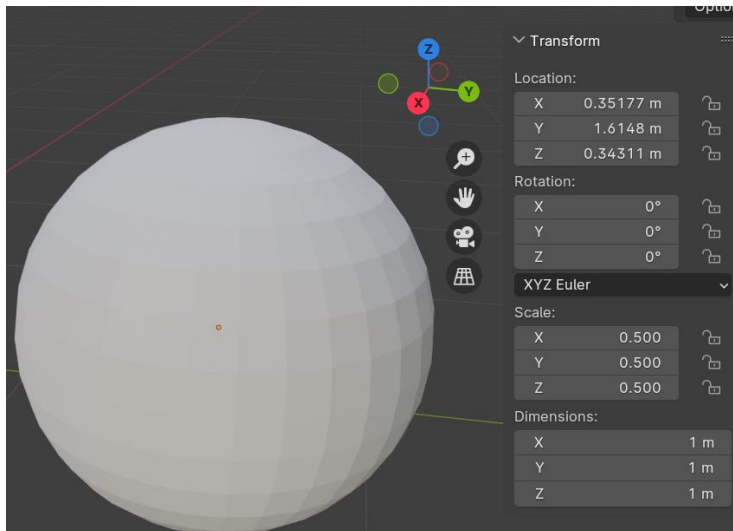
Esferas

2. Esfera

Se fosse uma esfera, você distribuiria o **raio** igualmente em todas as direções.

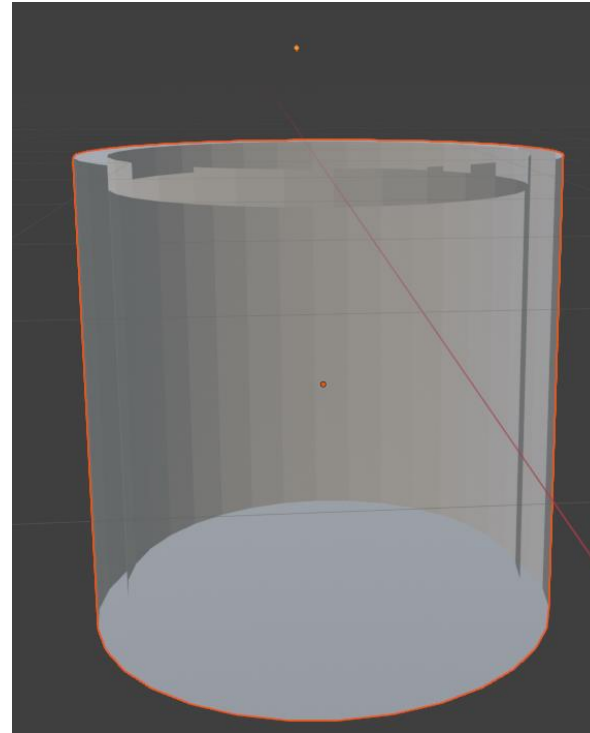
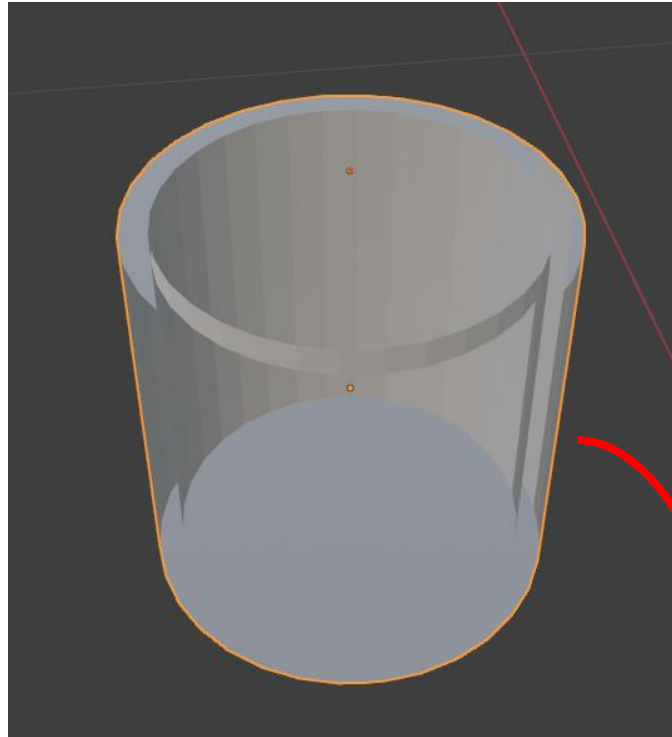
Distribuição para uma esfera de raio:

- x: Raio = 0,00117 m
- y: Raio = 0,00117 m
- z: Raio = 0,00117 m



Dimensions:	
X	0.00117 m
Y	0.00117 m
Z	0.00117 m

Esferas



Dimensions:

X	0.12 m
---	--------

Y	0.12 m
---	--------

Z	0.12 m
---	--------

Dimensions:

X	0.00117 m
---	-----------

Y	0.00117 m
---	-----------

Z	0.00117 m
---	-----------

Cilindros

1. Cilindro (Vertical)

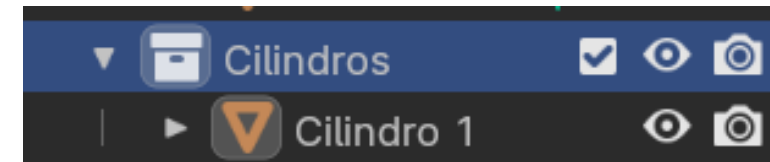
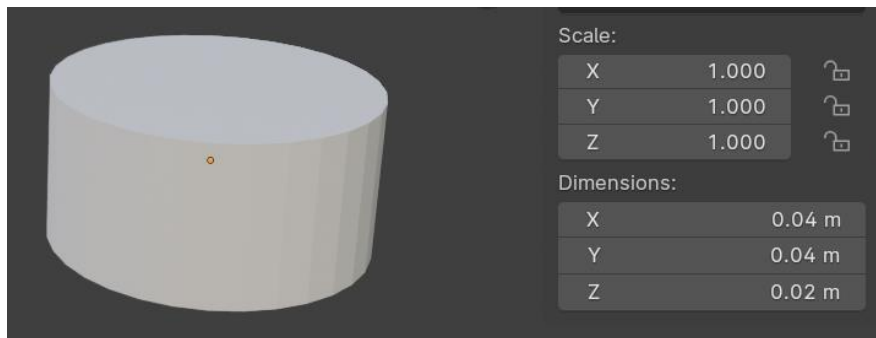
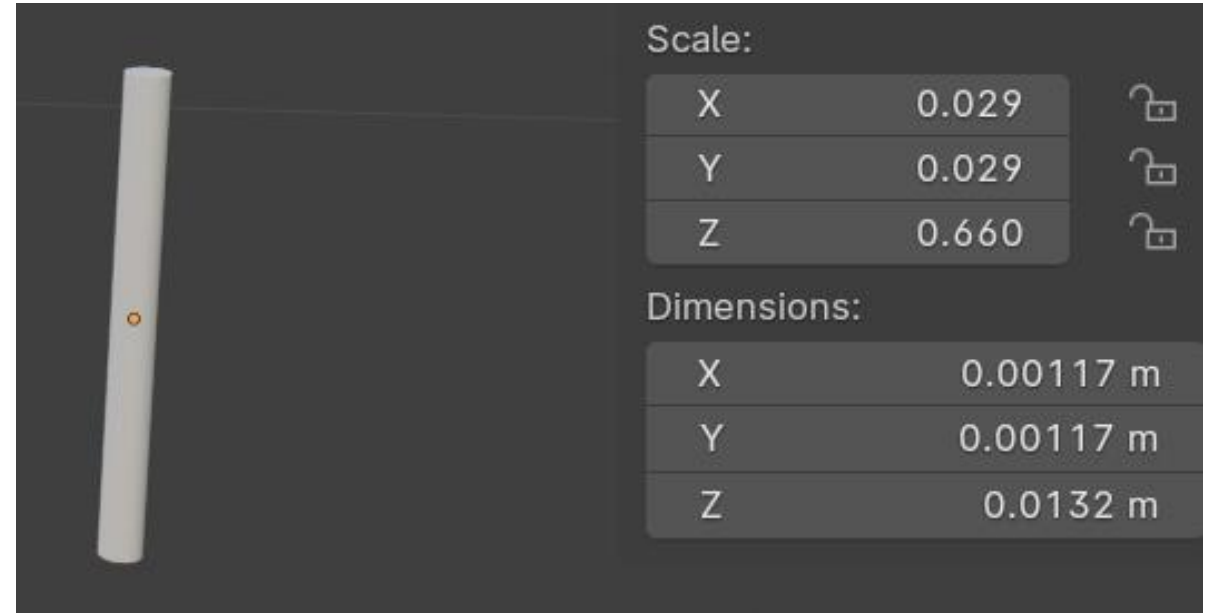
- x e y : Representam as dimensões circulares (raio ou diâmetro).
- z : Representa a altura.

Exemplo de Cilindro:

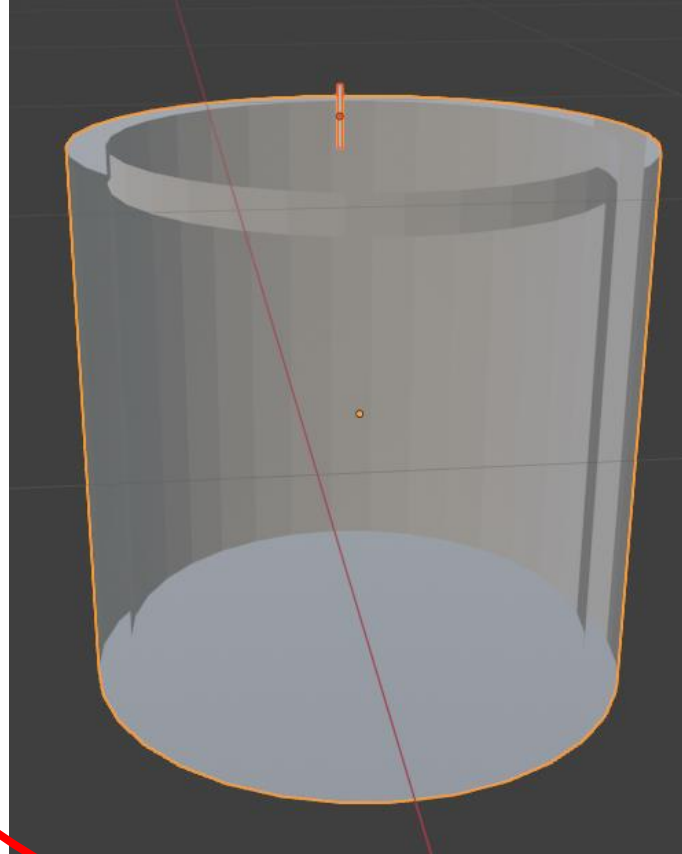
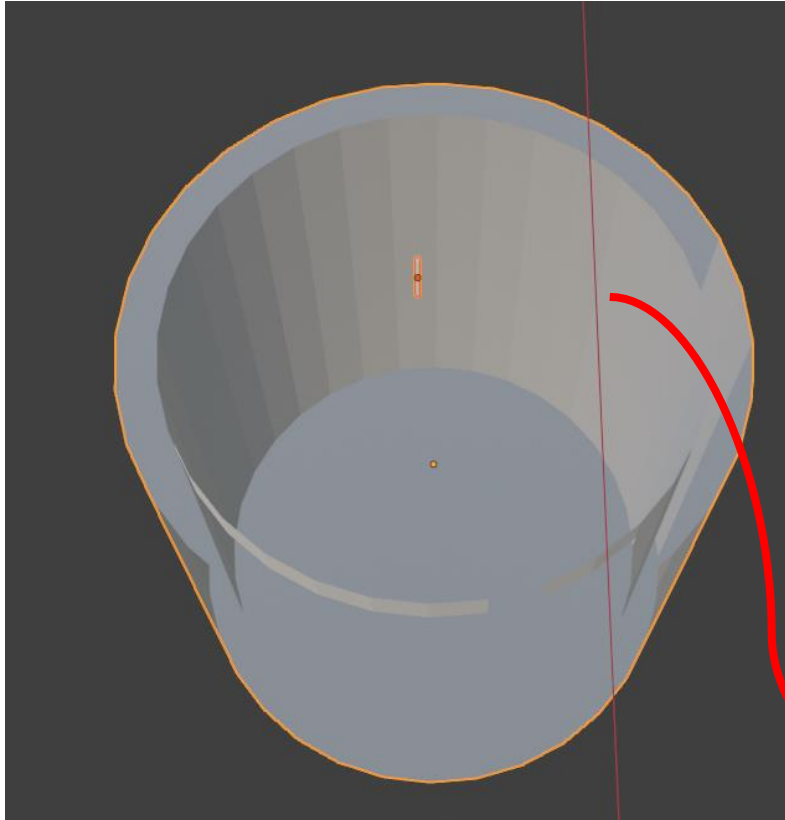
- Diâmetro: 2,34 mm = 0,00234 m
 - Raio: 1,17 mm = 0,00117 m
- Altura (z): 13,2 mm = 0,0132 m

Distribuição:

- x : Raio = 0,00117 m
- y : Raio = 0,00117 m
- z : Altura = 0,0132 m



Cilindros



Dimensions:

X	0.12 m
Y	0.12 m
Z	0.12 m

Dimensions:

X	0.00117 m
Y	0.00117 m
Z	0.0132 m

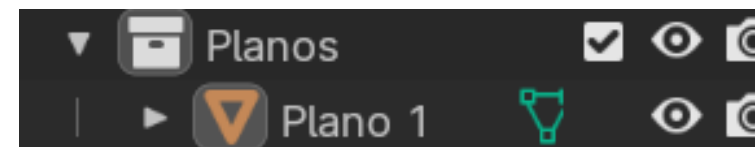
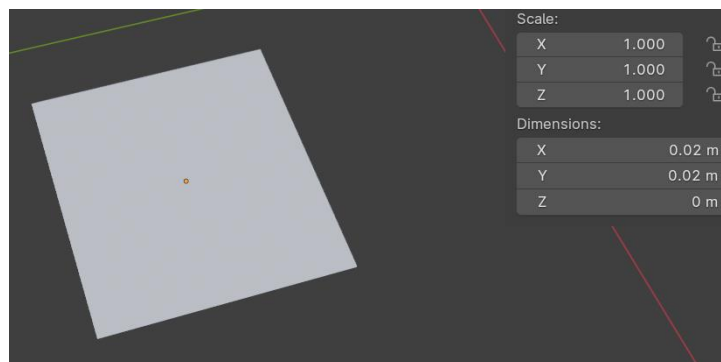
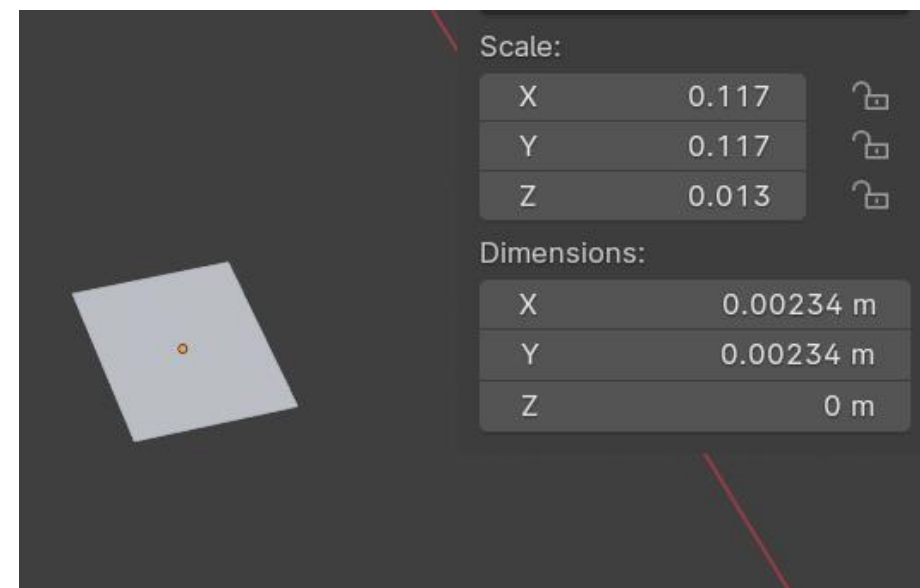
Planos

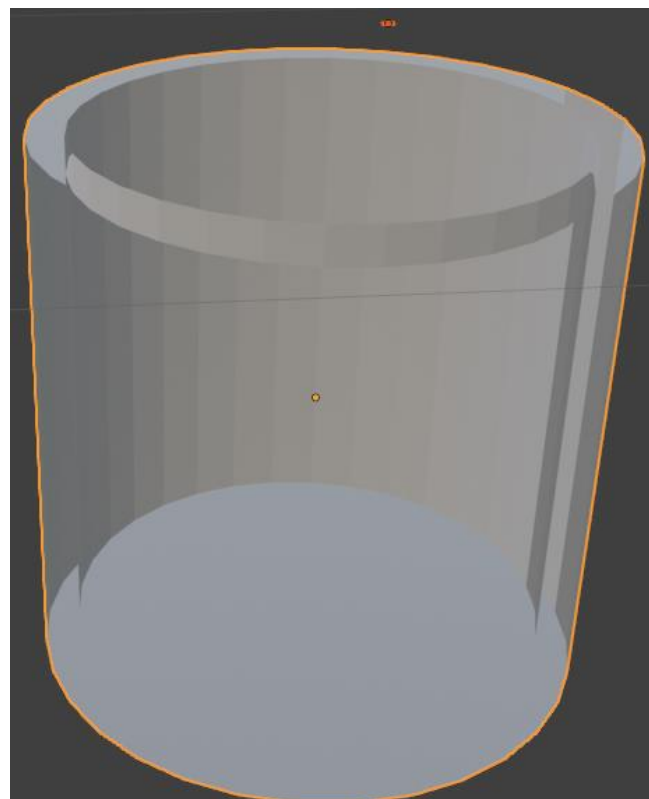
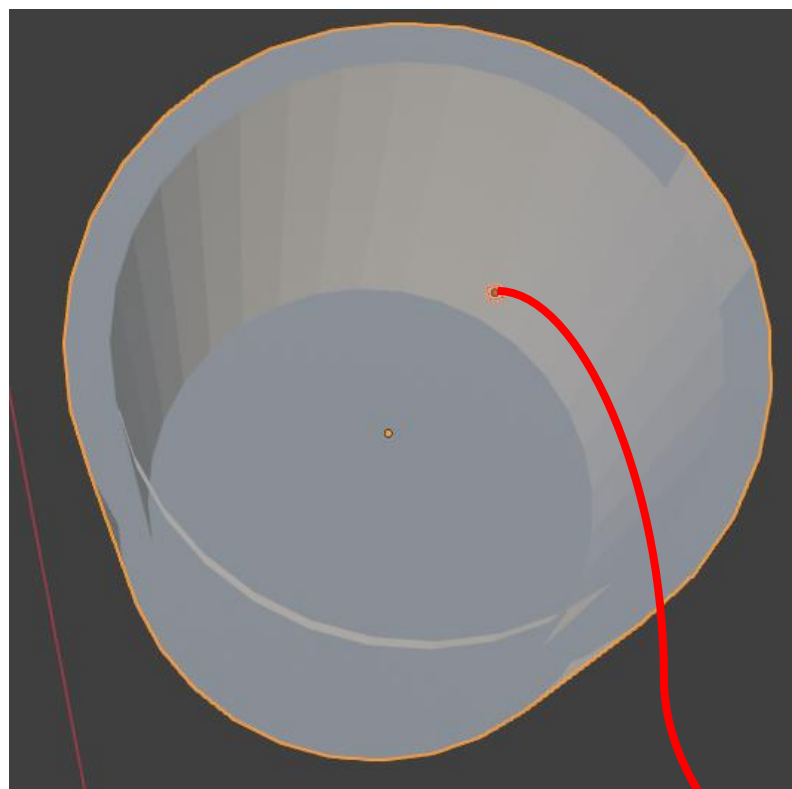
Exemplo de um Plano:

- **Comprimento (x):** Pode ser o **diâmetro** ou um dos lados.
 $x = 2,34 \text{ mm} = 0,00234 \text{ m}$
- **Largura (y):** Pode ser o mesmo valor que o diâmetro (caso seja um plano quadrado) ou você pode definir uma dimensão distinta. Aqui, vamos assumir:
 $y = 2,34 \text{ mm} = 0,00234 \text{ m}$
- **Espessura (z):** Será a altura.
 $z = 13,2 \text{ mm} = 0,0132 \text{ m}$

Distribuição no Plano:

- $x = 0,00234 \text{ m}$ (Comprimento)
- $y = 0,00234 \text{ m}$ (Largura)
- $z = 0,0132 \text{ m}$ (Espessura)





Dimensions:

X	0.12 m
Y	0.12 m
Z	0.12 m

Scale:

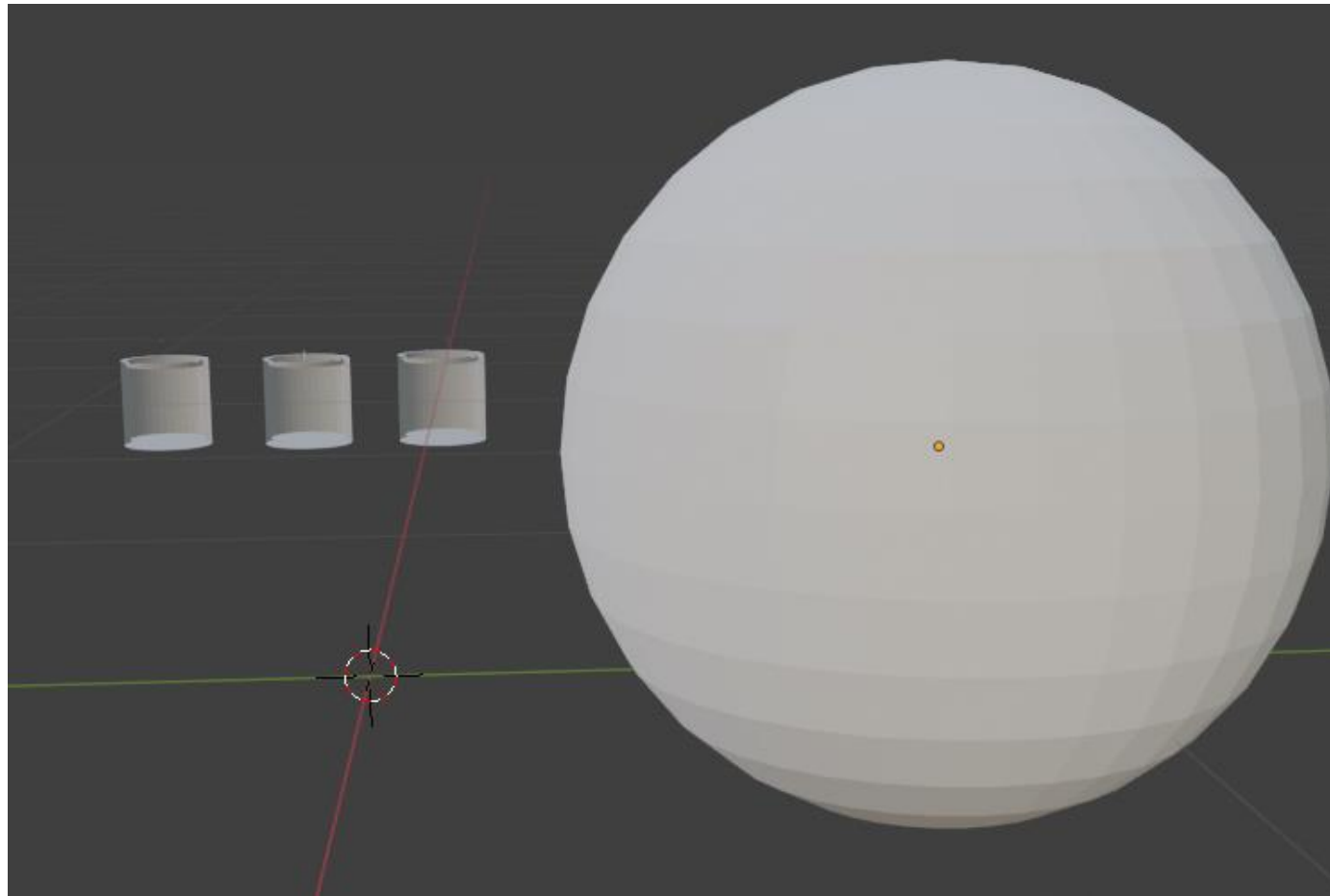
< X	0.117	>	
Y	0.117		
Z	0.013		

Dimensions:

X	0.00234 m
Y	0.00234 m
Z	0 m

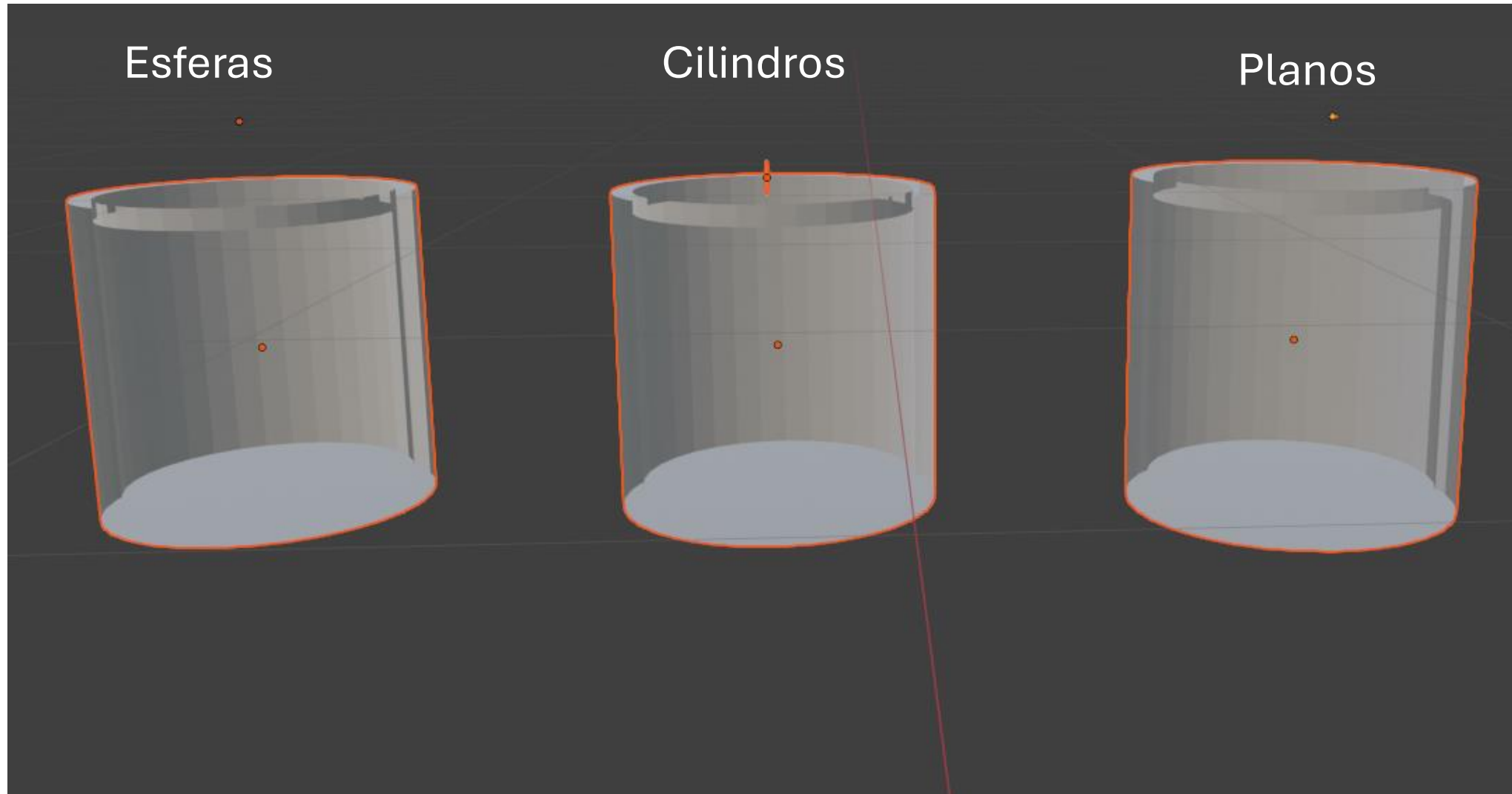
Planos

Comparação de tamanho entre os leitos e uma esfera de 1m



Os três leitos

13



Próximos passos:

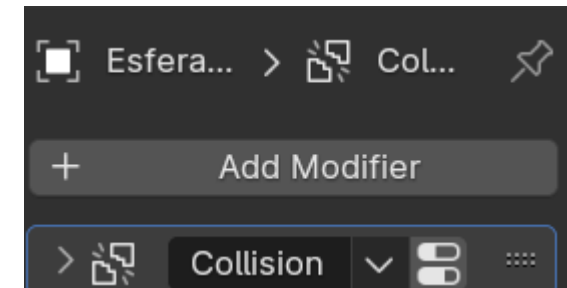
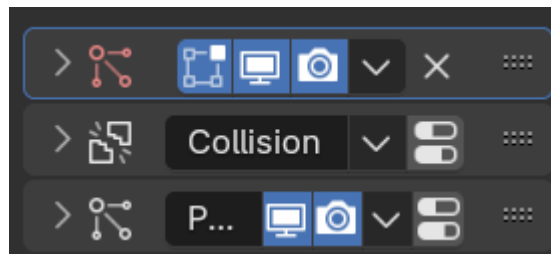
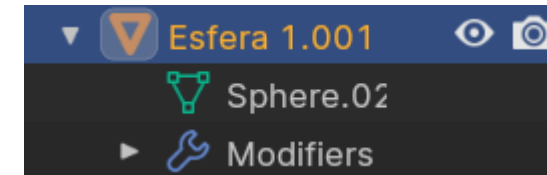
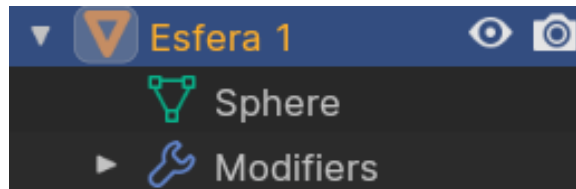
Decidir criar os objetos de forma manual ou criar um gerador de partículas, que irá gerar os objetos.

Creio que em ambos caminhos, é possível transformar todas as instâncias de um objeto em um objeto único.

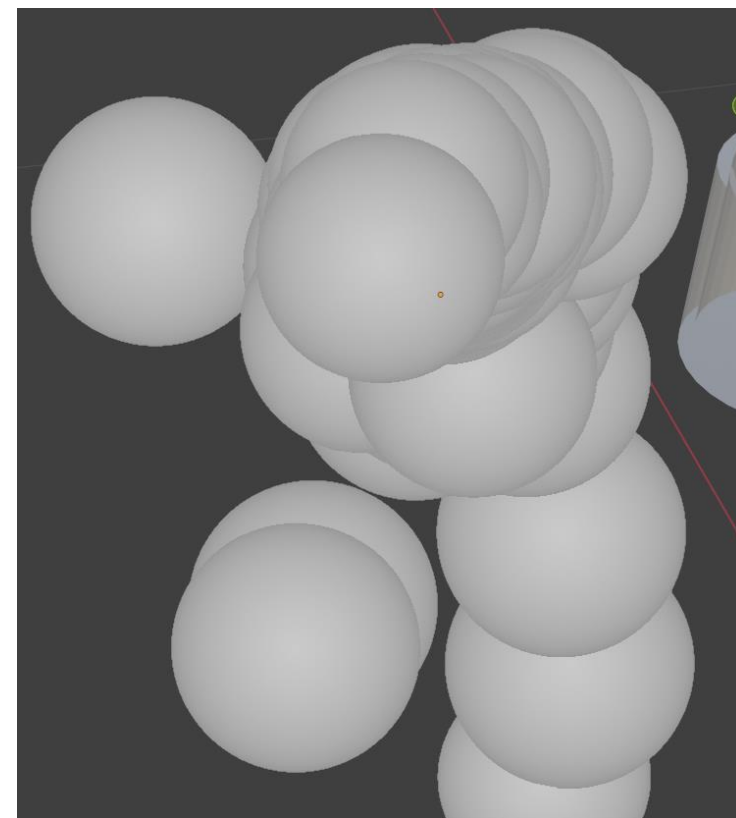
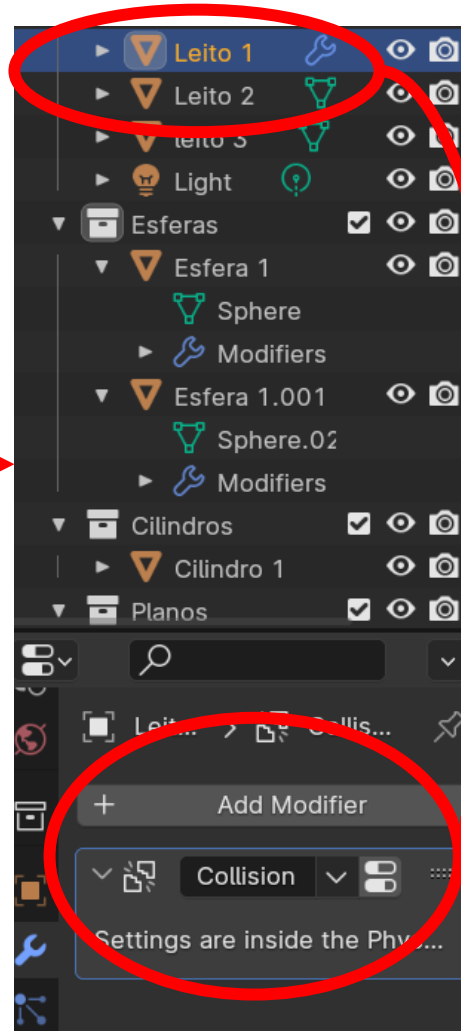
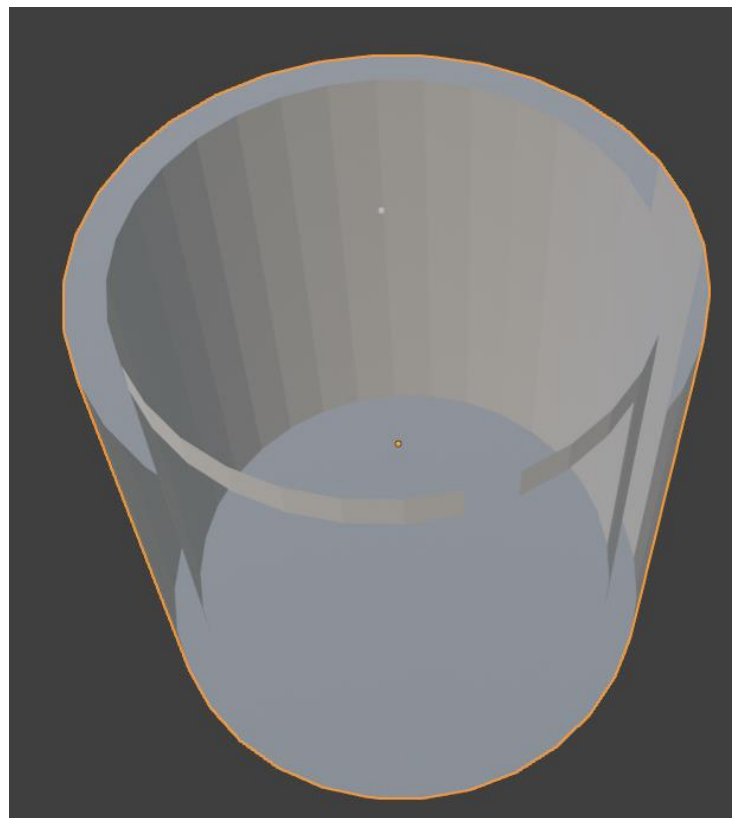
Revisar e otimizar o número de polígonos, tanto dos leitos quanto dos objetos.

Gerador de partículas

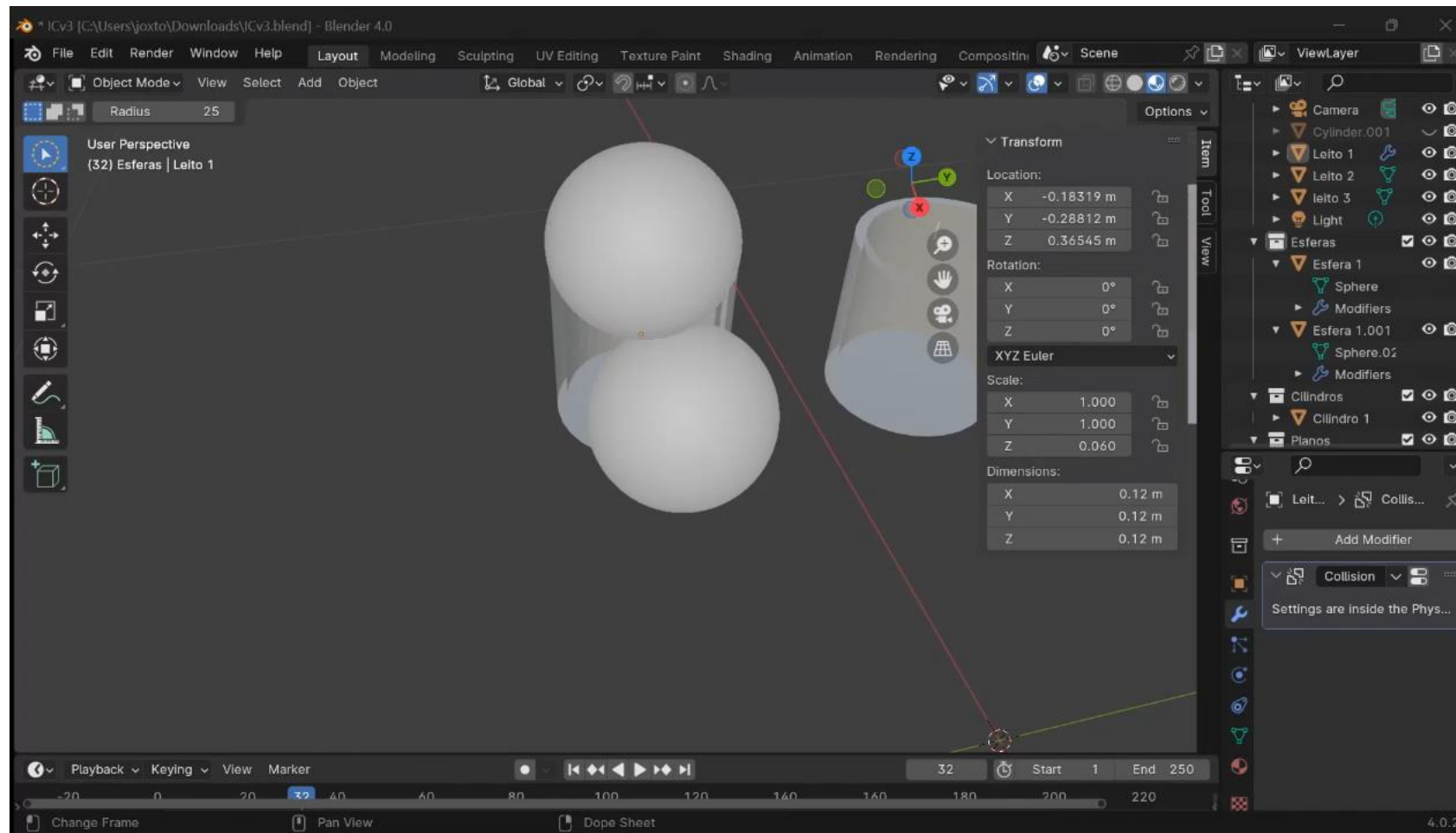
15



Gerador de partículas



Vídeo geração de partículas





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30/10/2024