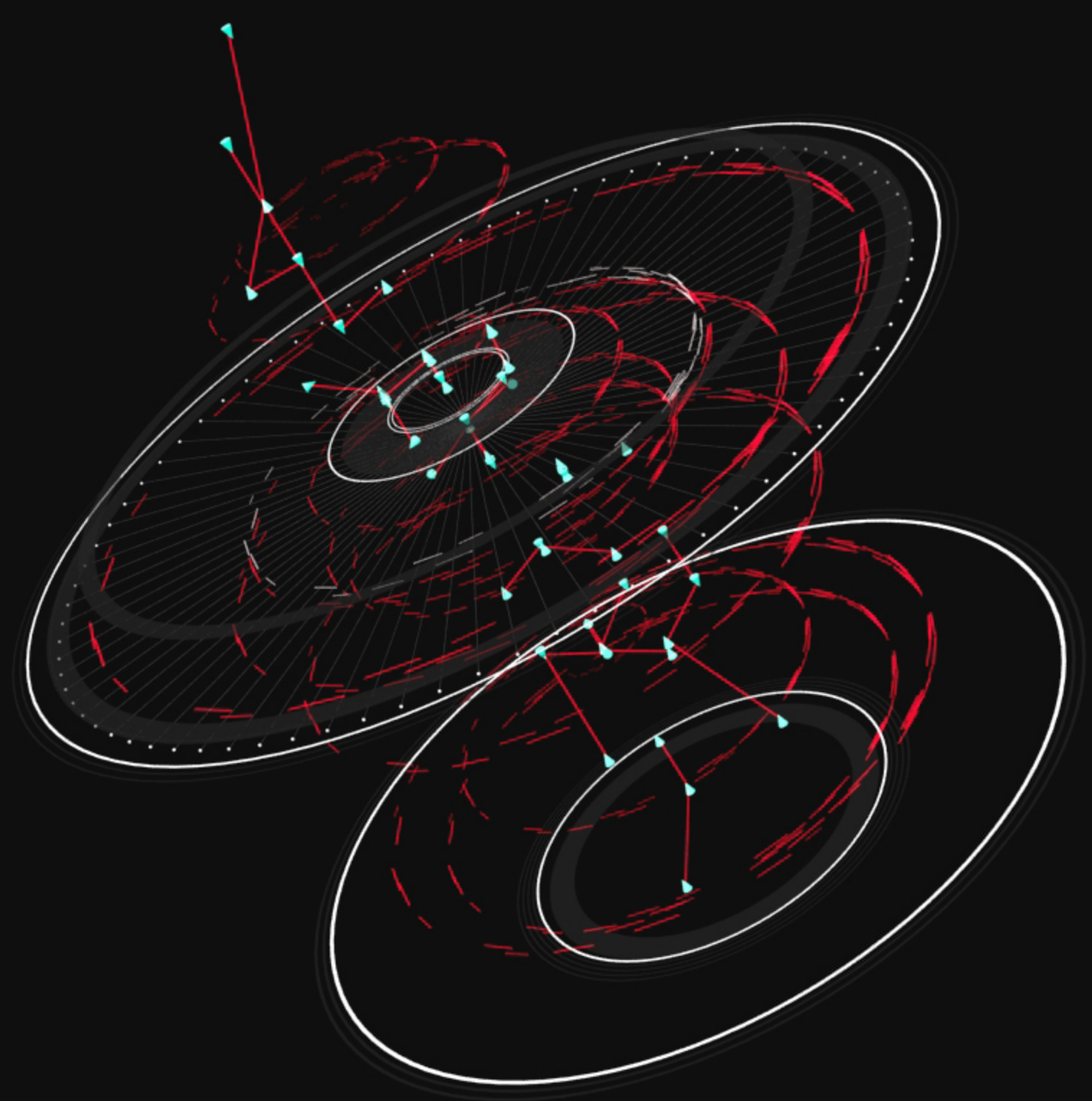
MASH

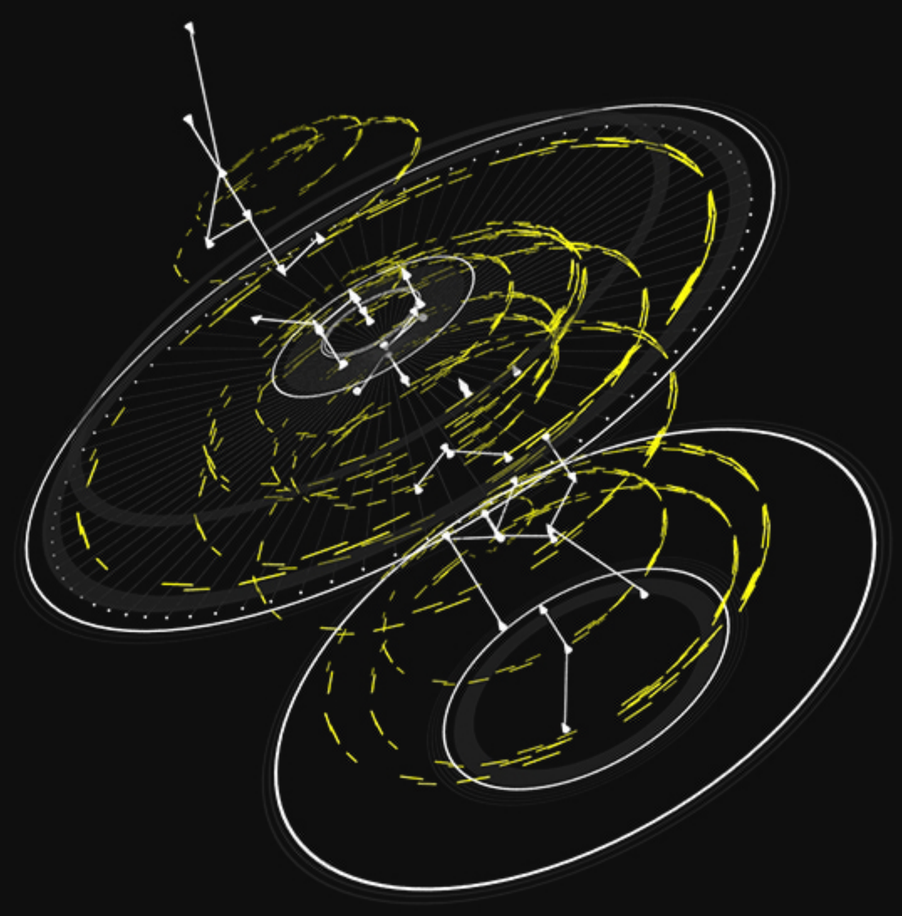
futuristic UI motion graphics presets

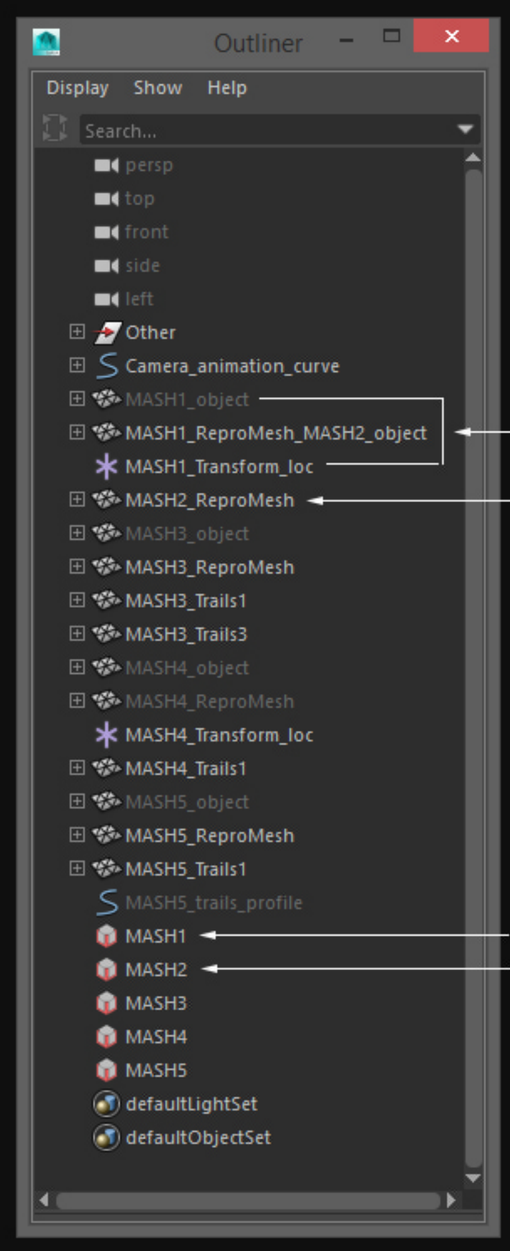
PRESET no.20



Instructions:

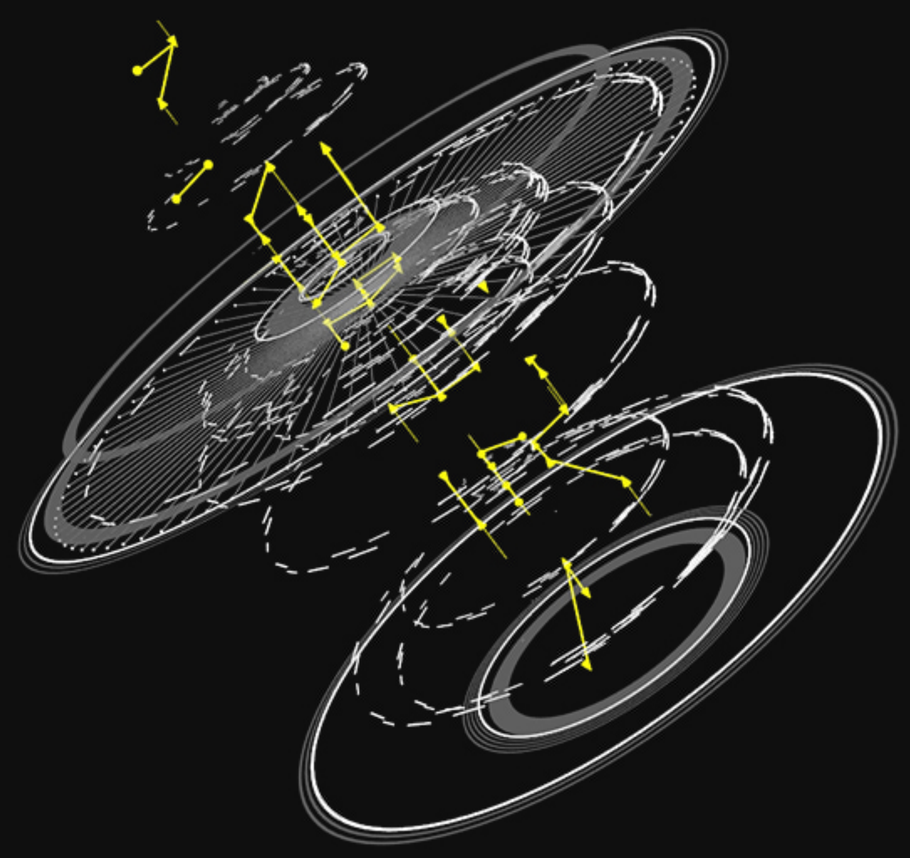
- Yellow color highlight indicates which elements are explained below.
- When you open the scene make sure to turn “ON” Anti-aliasing for Viewport 2.0
- To see preset better set viewport background color to **black** by pressing ALT+B to toggle the colors.
- Switch to “MASH camera”.

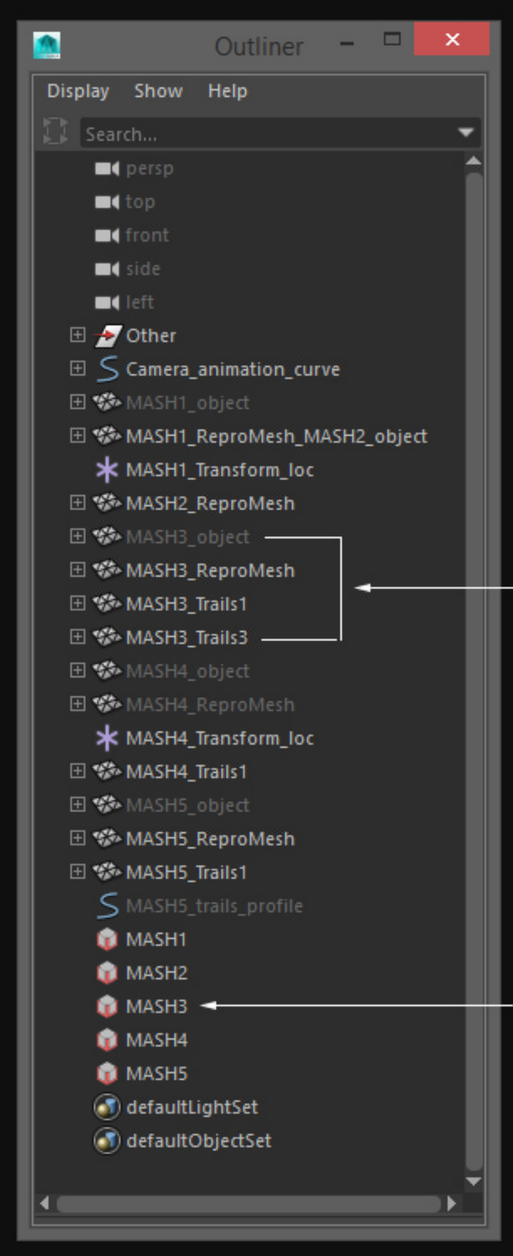




> MASH1 - object is added in network and set to distribution type Radial and lowered Random Strength to get some randomness. After it MASH_Transform node is used by creating Controller Null and animate rotation.

> MASH2 - network use as object ReproMesh created with MASH1 network. Just select ReproMesh (MASH1) and create new MASH network as you would with any other object. This is basically similar effect as using Replicator node. In MASH2 another node MASH_Random (position) is created to make random offsets of rings.

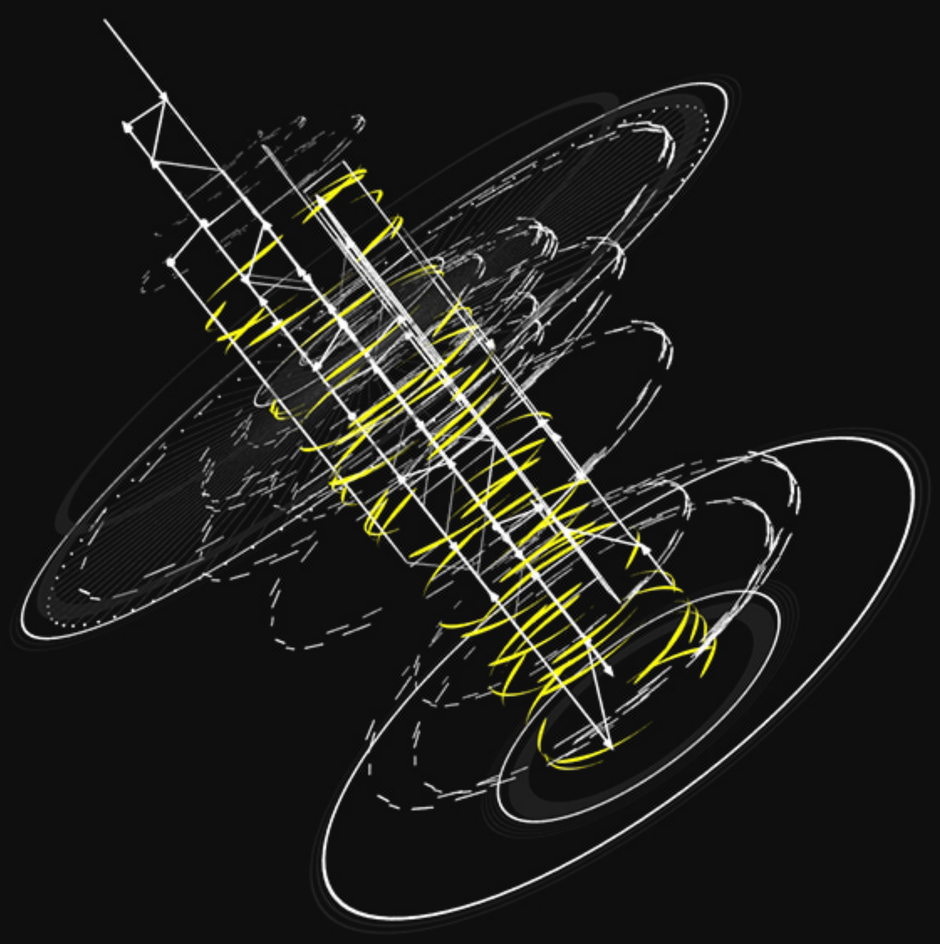


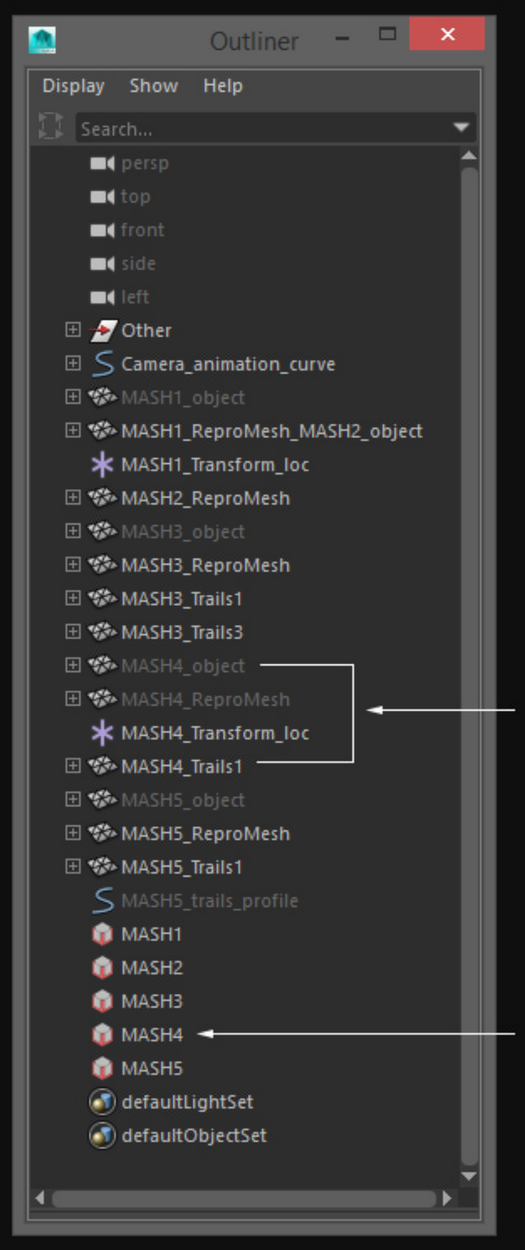


> MASH3 - Distribution is set to Linear type and object is moved only on Y axis.

- MASH_Noise (position) is added to add motion to the objects and checked “Whole Numbers” in Per Point Adjustments. After it MASH_Orient node in Velocity mode so tht objects (cone) is rotating in direction it is traveling affected by Noise node.

- MASH_Trails - Two Trails nodes are added but each in different mode. One is in Trails mode and other is in Connect the Nearest.

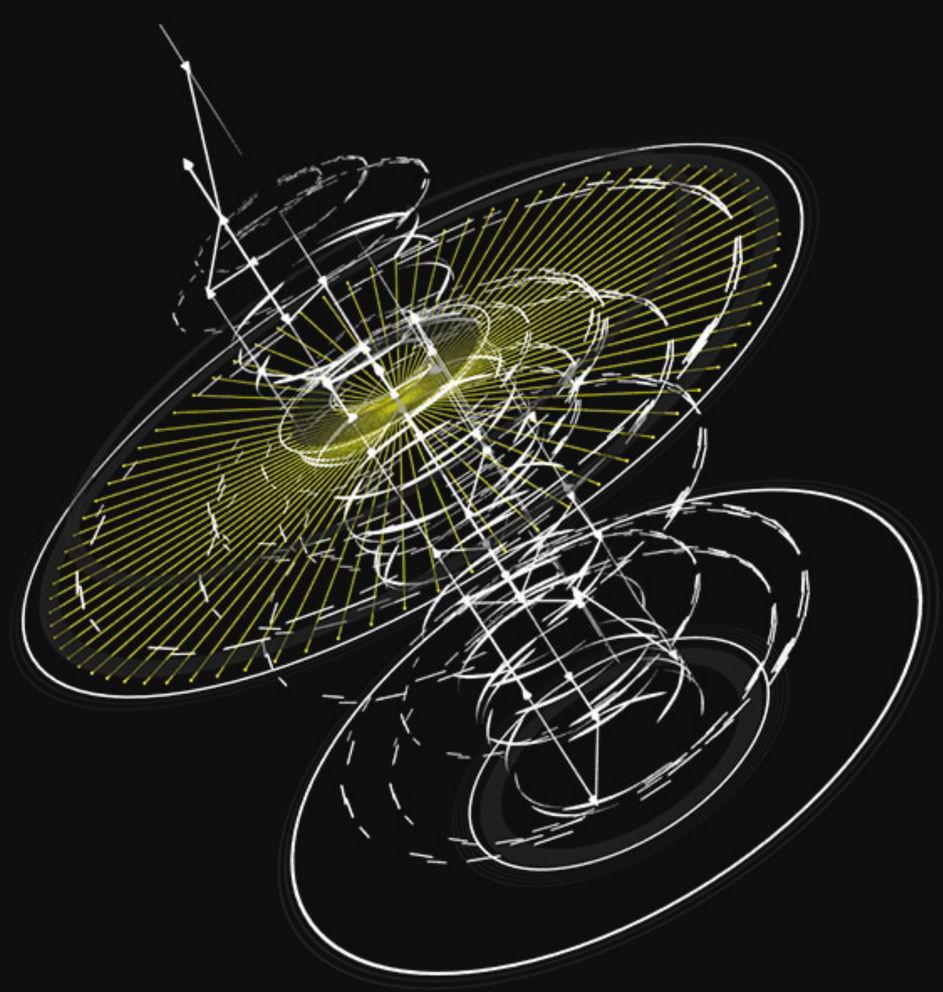


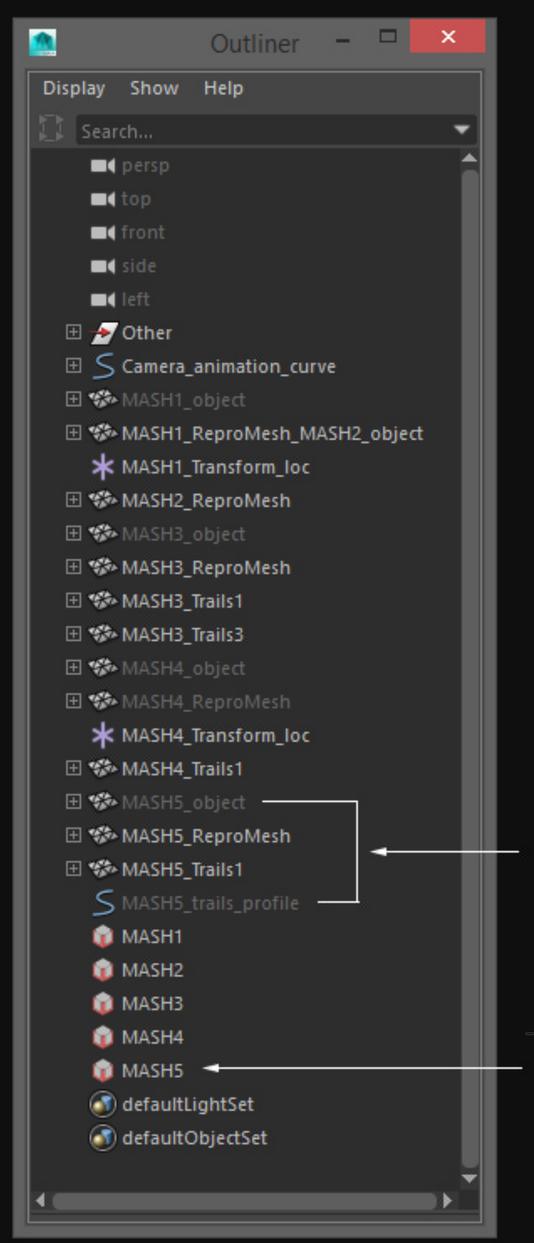


> MASH4 - object added in network is set to distribution type Radial then added MASH_Random (position) to to make some randomness on Y axis.

- MASH_Transfrom node is created as well as Controller Null to position and center entire network.

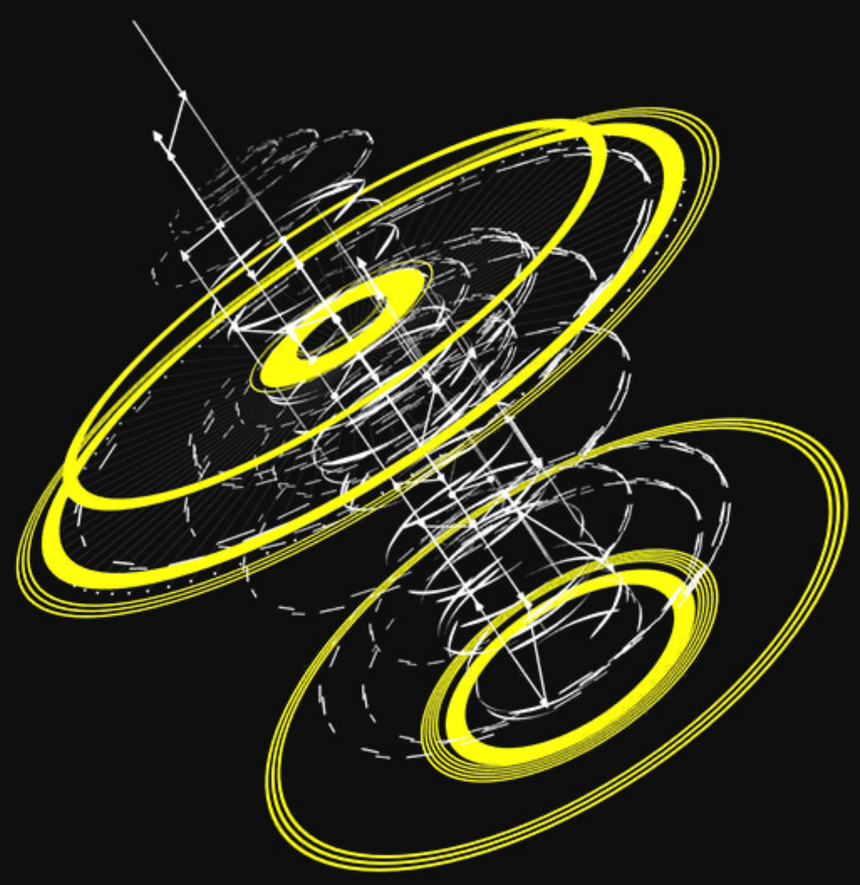
- MASH_Trails node is created in Trails mode. At this point i have hide RepoMesh node and main object and left only with Trails mesh visible. Now to make the certain shape of the trails use Curve attributes in Trails node.

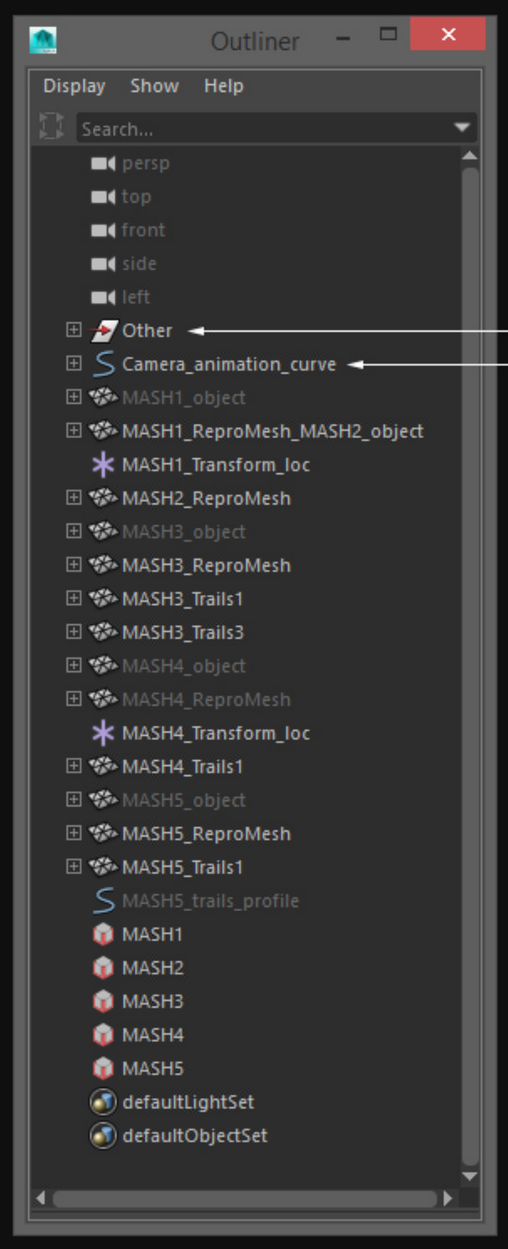




> MASH5 - simple setup with just object added and distributed in Radial distribution type then added Trails node in Connect To Point mode.

- Animation is done then using Strength sliders on Distribute node.





> Objects in “Other” group are non MASH.and are not connected to any of MASH networks but just manually created and set few keys.

> Feel free to duplicate them if you need more or you can delete them and add your own to suit your needs.

> Camera_animation_curve. is circle curve and created MASH_camera used for animation.
Setup is simple creating circle curve and new camera. Position curve and camera in new position and parent them together. Now you can animate curve rotation and camera will follow which makes the effect the the main objects created by MASH are rotating where in fact camera is going around.