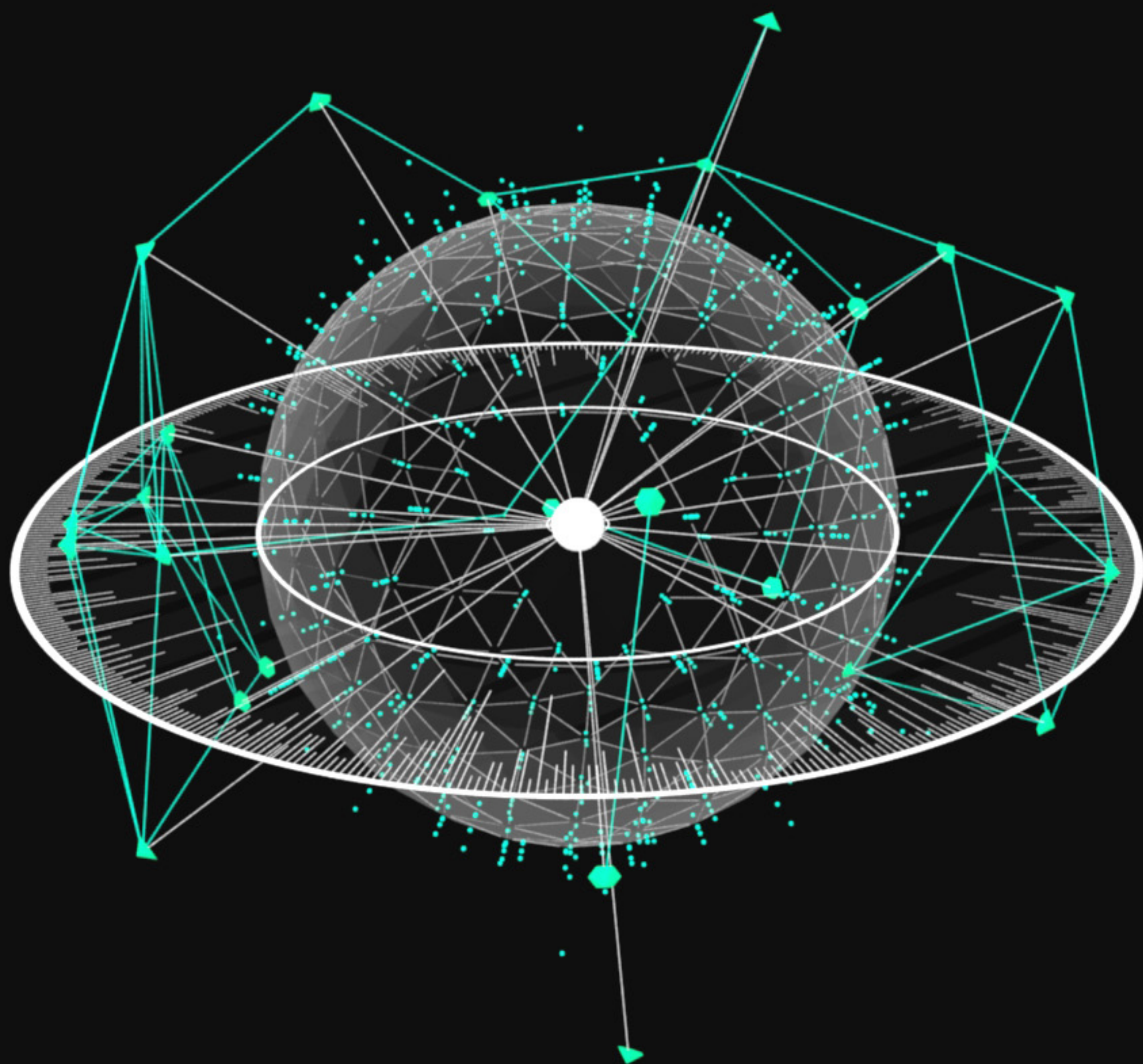


MASH

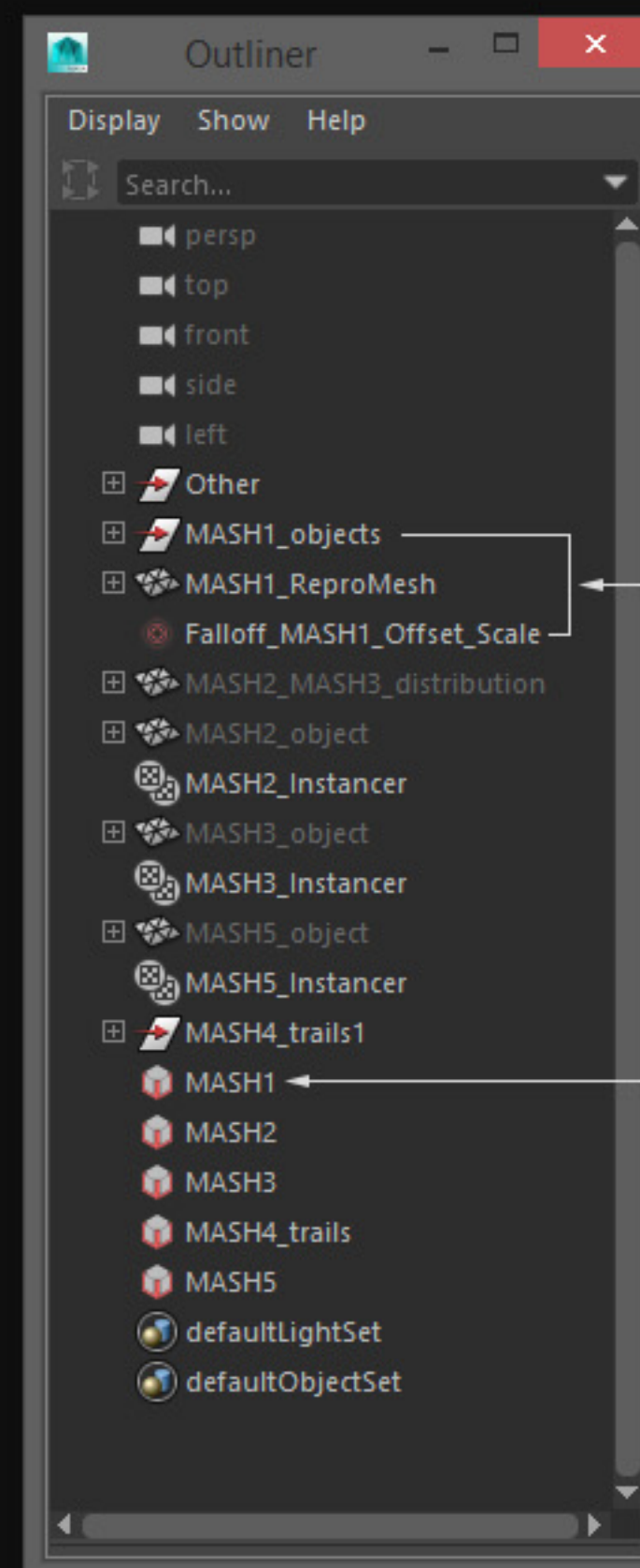
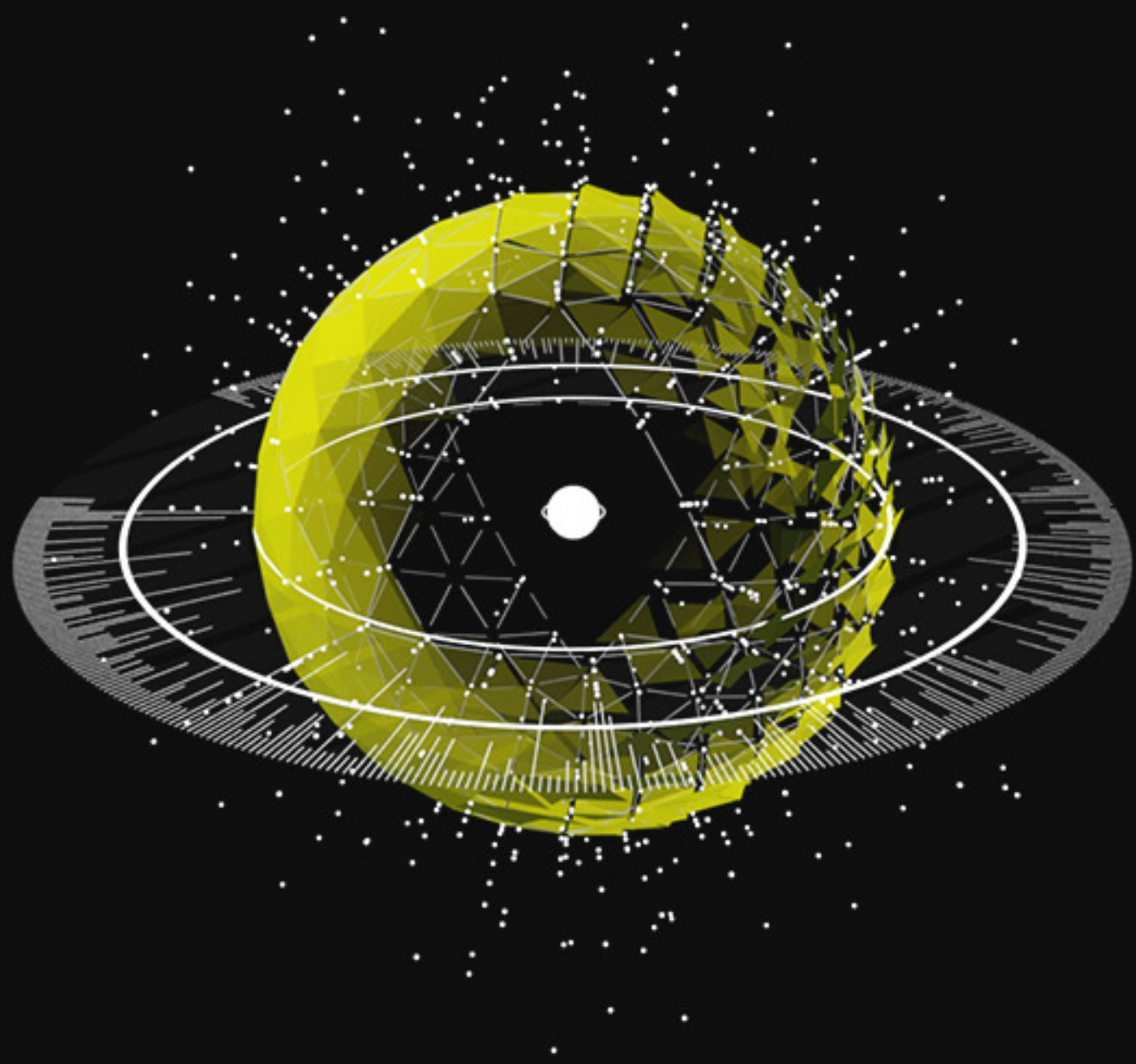
futuristic UI motion graphics presets

PRESET no.5



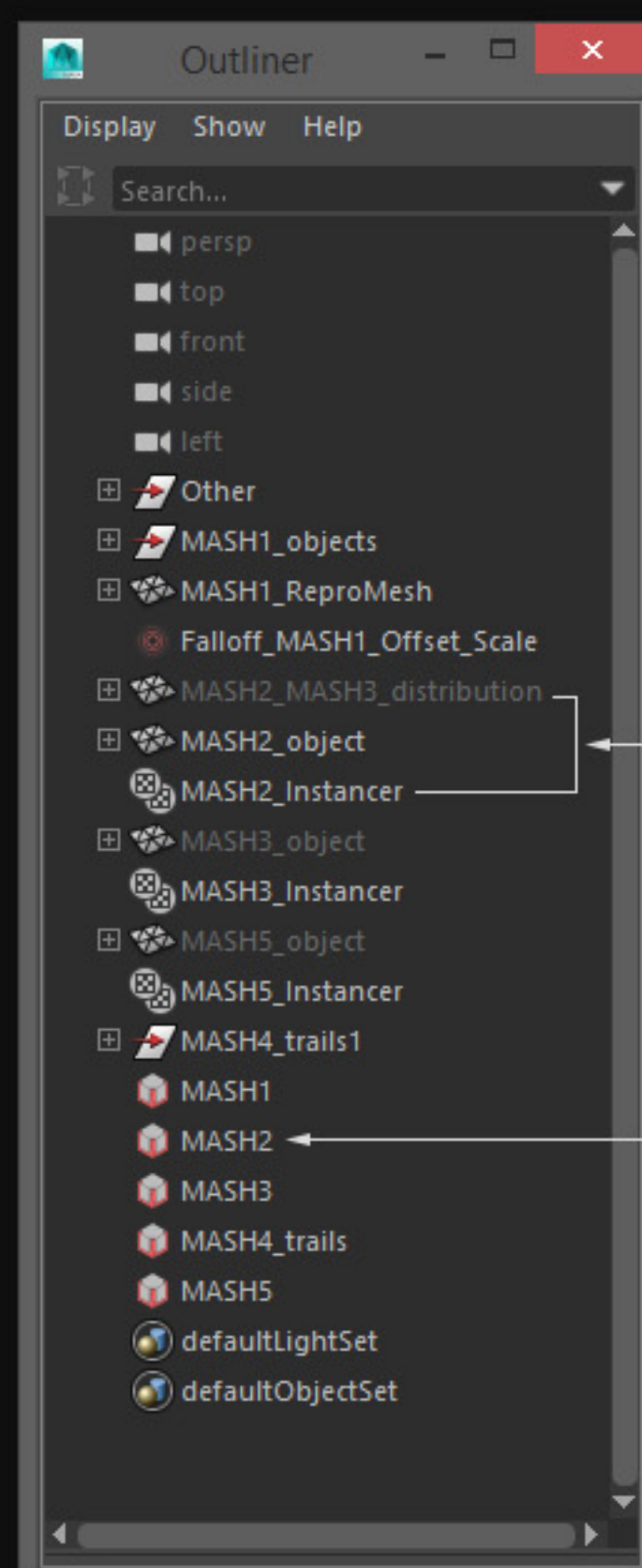
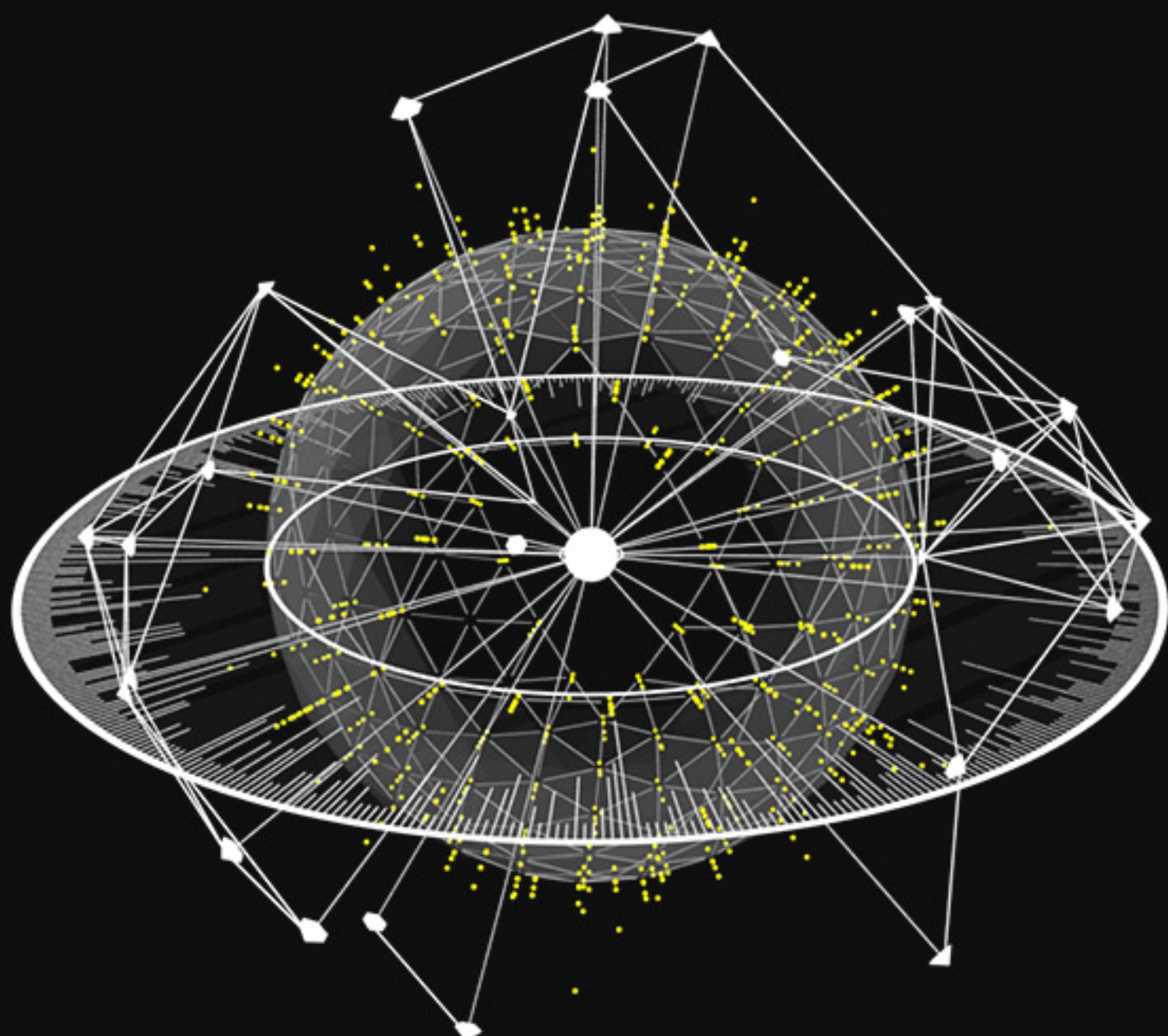
Instructions:

- **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
- Turn **"ON" Textured** view in viewport.
- To see preset better set viewport background color to **black** by pressing ALT+B to toggle the colors.
- Switch to "Top View". Of course you are free to use any camera angle you wish, that is also perfectly fine.



> The sphere faces were first all detached and created MASH network by selecting all the faces (in object mode).
MASH1 – main Waiter with **MASH_Distribute** node is created and set distribution type to Initial State so that each face goes "back" their original position. Soon after **MASH_ID (ID)** is added so that faces get their proper point ID and correct position.

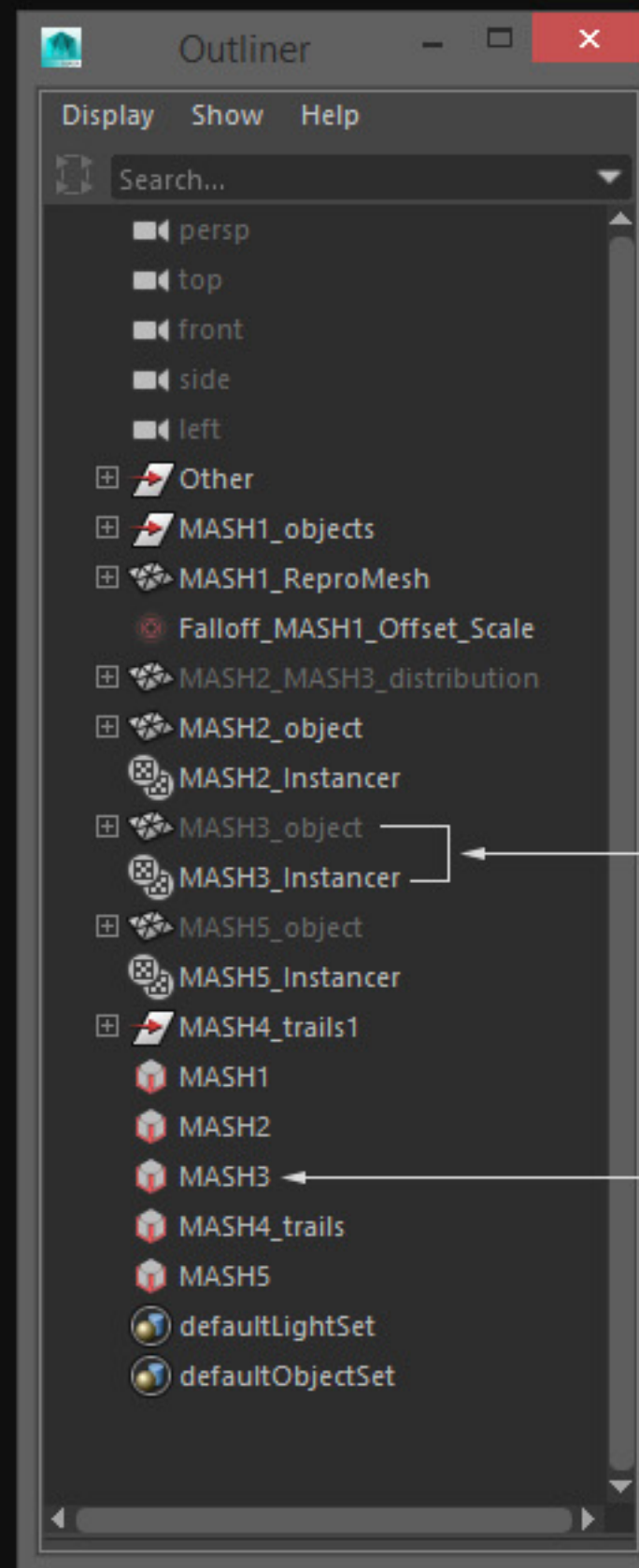
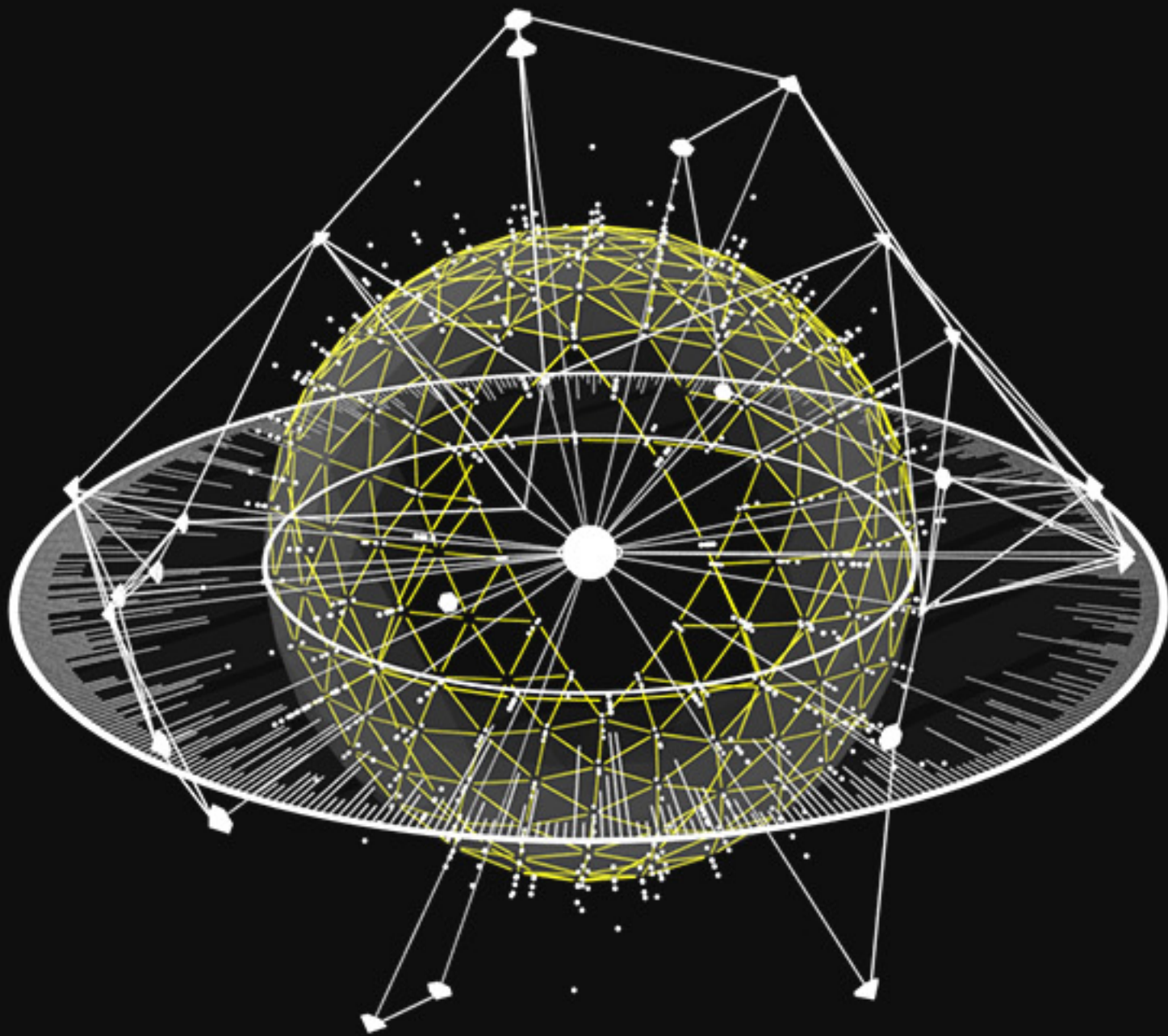
> Other nodes added_
- **MASH_Offset (position), MASH_Offset (scale)** – this is used to offset position and scale of faces then created Falloff object and animated transition to make this effect.



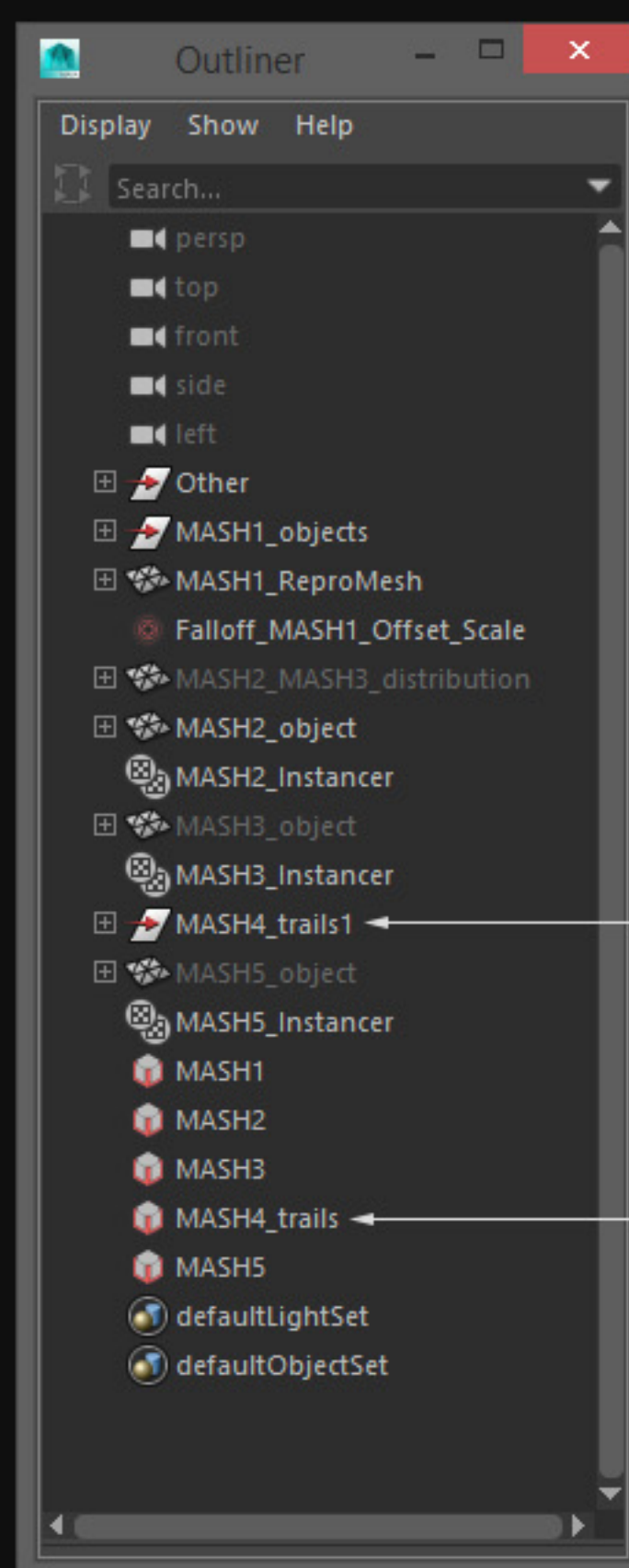
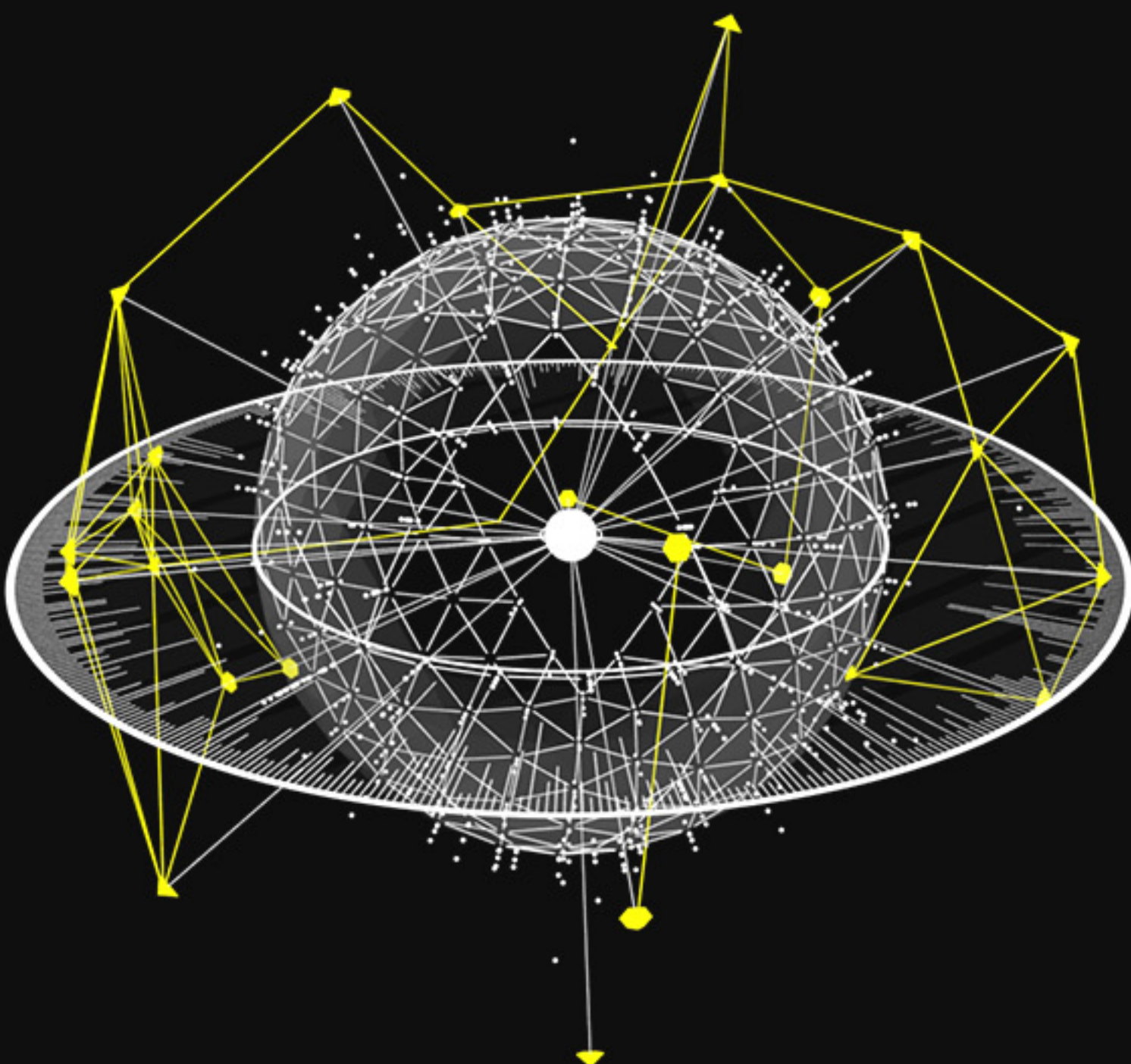
> **MASH2** – main Waiter with **MASH_Distribute** node set to Distribution Type – Mesh and connected the **MASH2_distribution** sphere.

> Other nodes added:
- **MASH_Replicator** – added few more replicants and adjusted settings under Scale.
- **MASH_Offset** – to make some random offset of the objects.

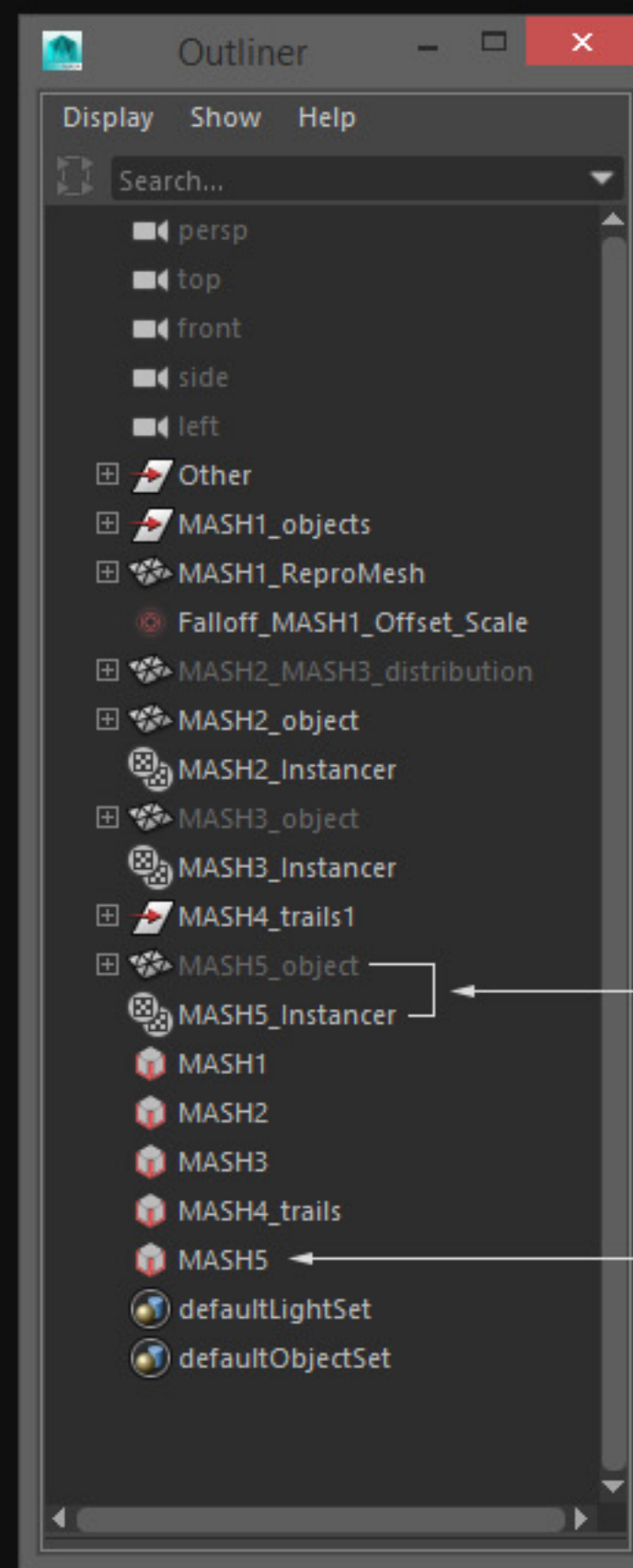
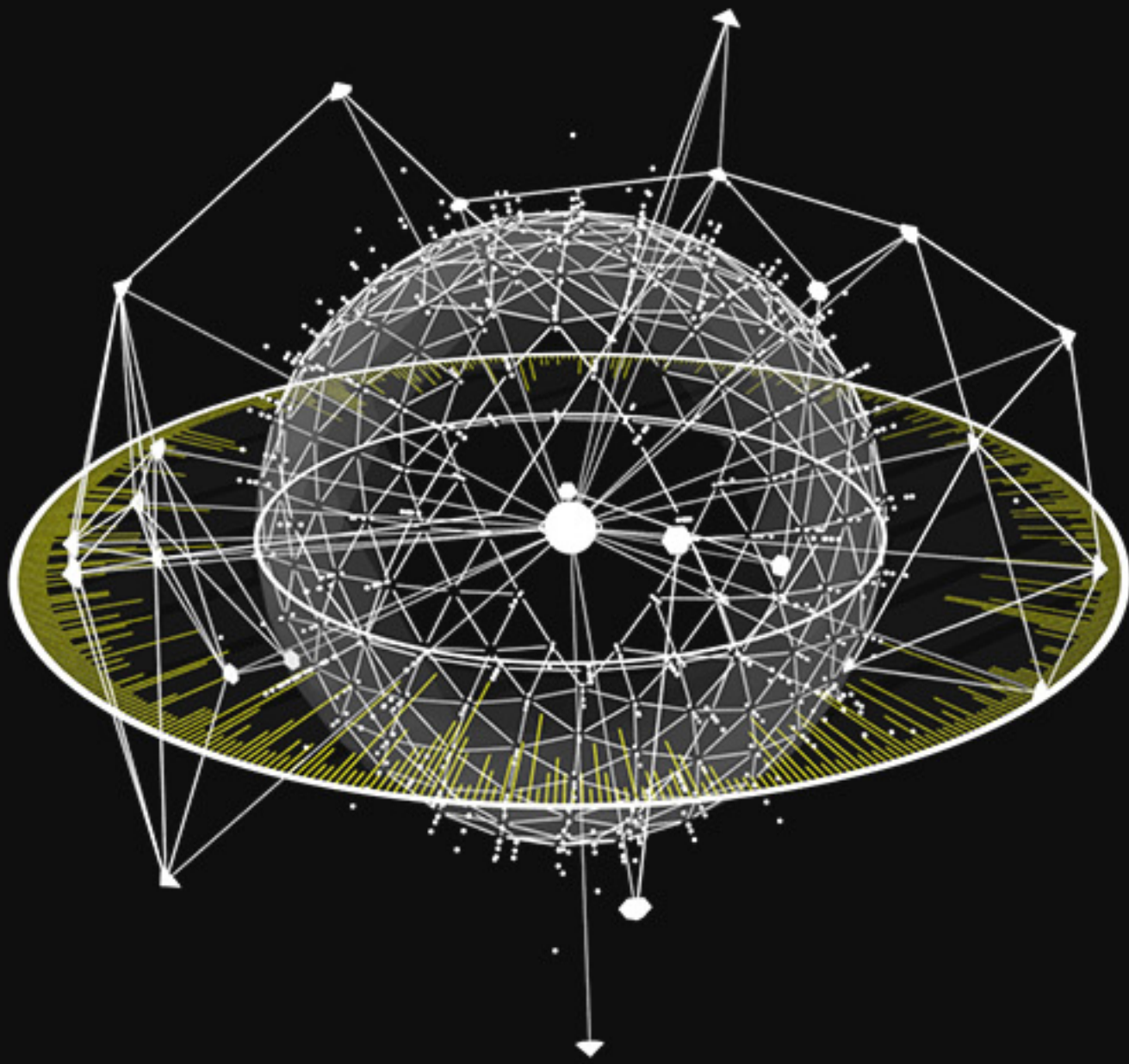
> Animation part is done using Strength options both on Distribute and Offset node.
To add your own animation right click on "Random Strength" and choose "Break Connection" which will remove keys. Now you can set your own keys to suit your needs.



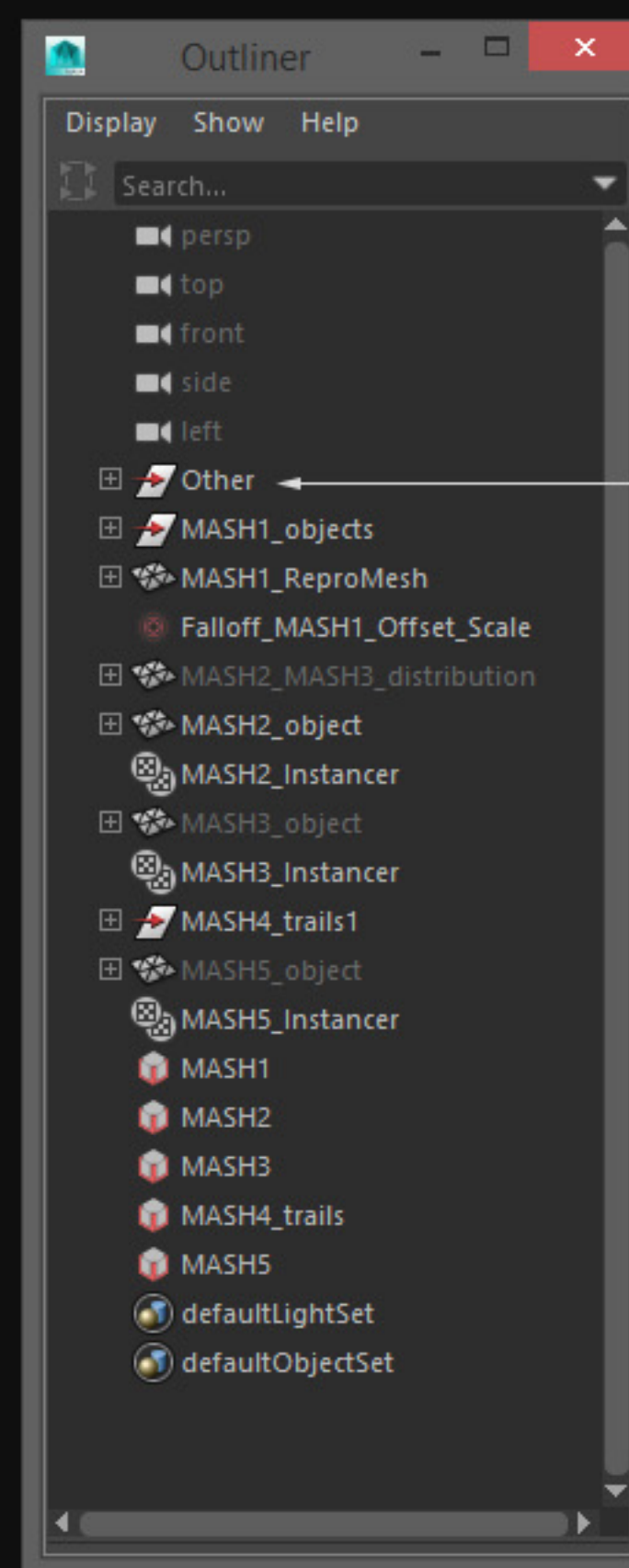
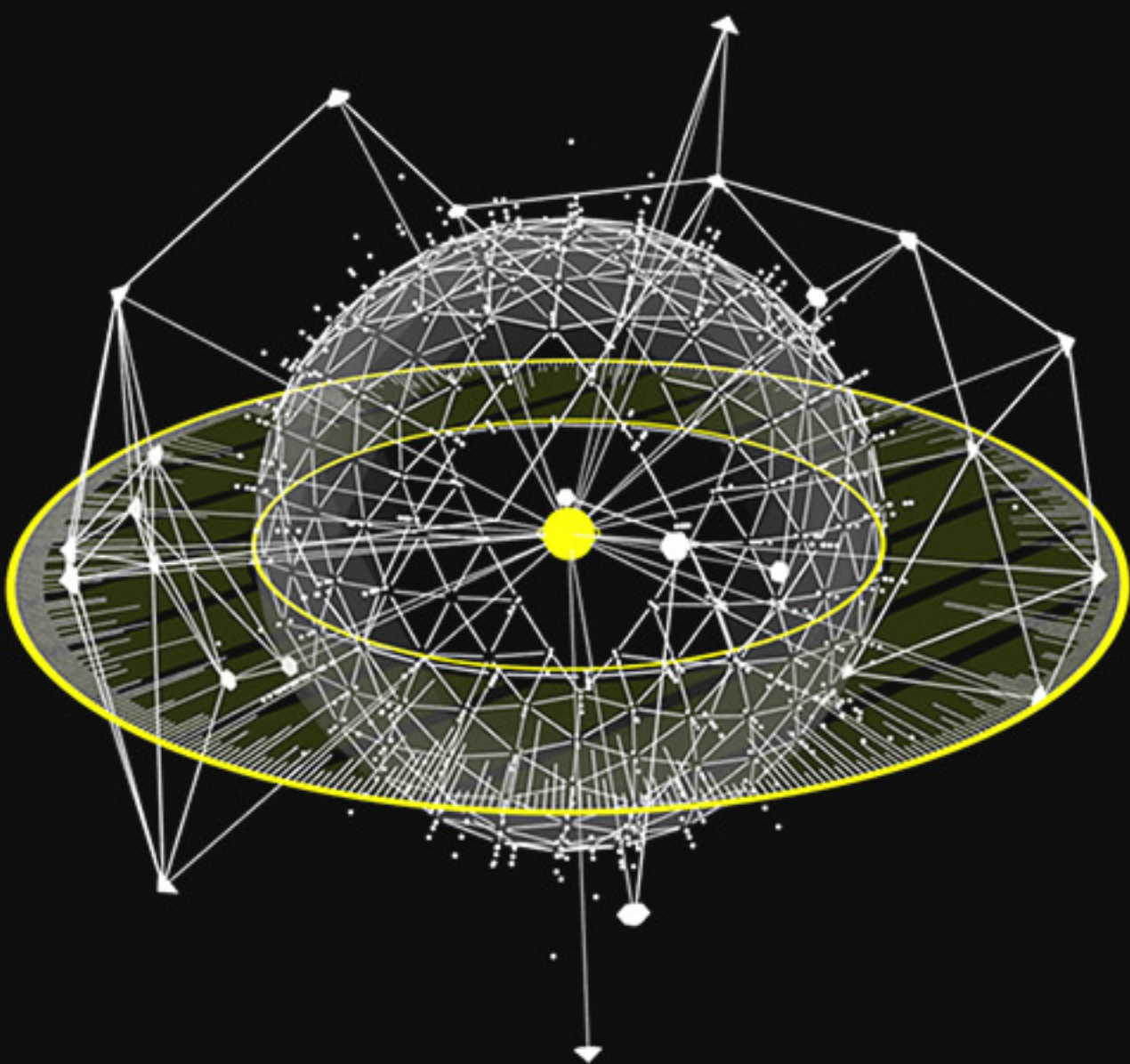
- > **MASH3** network is basically similar to previous one where it is set distribution type (MASH_Distribution node) to Mesh and the same sphere is connected in Mesh settings and set method type to Edge.
- > Nodes added:
 - **MASH_Offset (scale)** - Here the offsets are set to 0.00 and instead of creating and animate another Falloff object we just drag and drop previous one from Outliner into the falloff object box in Offset node.



- > **MASH4_trails** - main Waiter with MASH_Distribution node set to distribution type Spherical and animated Animation Time attribute in Spherical settings to get some motion.
- > Nodes added:
 - **MASH_Spring (position)** - is added to ease-out the animation of objects so that they just don't suddenly stop but instead jiggle a bit.
 - **MASH_Trails** node is added at the end in "Connect by Distance" mode
- > Animation is done by setting few keys in Distribute node in Spherical settings and on Strength sliders.
If want you can right-click on attribute where key is set and choose "Break Connection" to then set your own keys.



- > **MASH5** = main Waiter with MASH_Distribute set to distribution type = Radial.
- > Nodes added:
 - **MASH_Noise (scale)** and **MASH_Mute (scale)** are used to make motion and add randomness to the object scale.
- > Animation is done by using Strength slider on all nodes to make this particular effect. Play around with different Strength options to make some interesting effects or add more other nodes. If need you can right-click on attribute where key is set and choose "Break Connection" to then set your own keys.



- > Objects in "Other" group are non MASH. Those are not connected to any of MASH networks but just manually created and set few keys to Scale.
- > Feel free to duplicate them if you need more or you can delete them and add your own to suit your needs.