

LAPORAN AKHIR PRAKTIKUM

Mata Praktikum : Grafik Komputer

Kelas : 3IA02

Praktikum ke- : 5

Tanggal : 16/11/22

Materi : Modelling

NPM : 50420562

Nama : Ibrahim Bramullah

Ketua Asisten : Aurellya Harmudani

Paraf Asisten :

Nama Asisten :

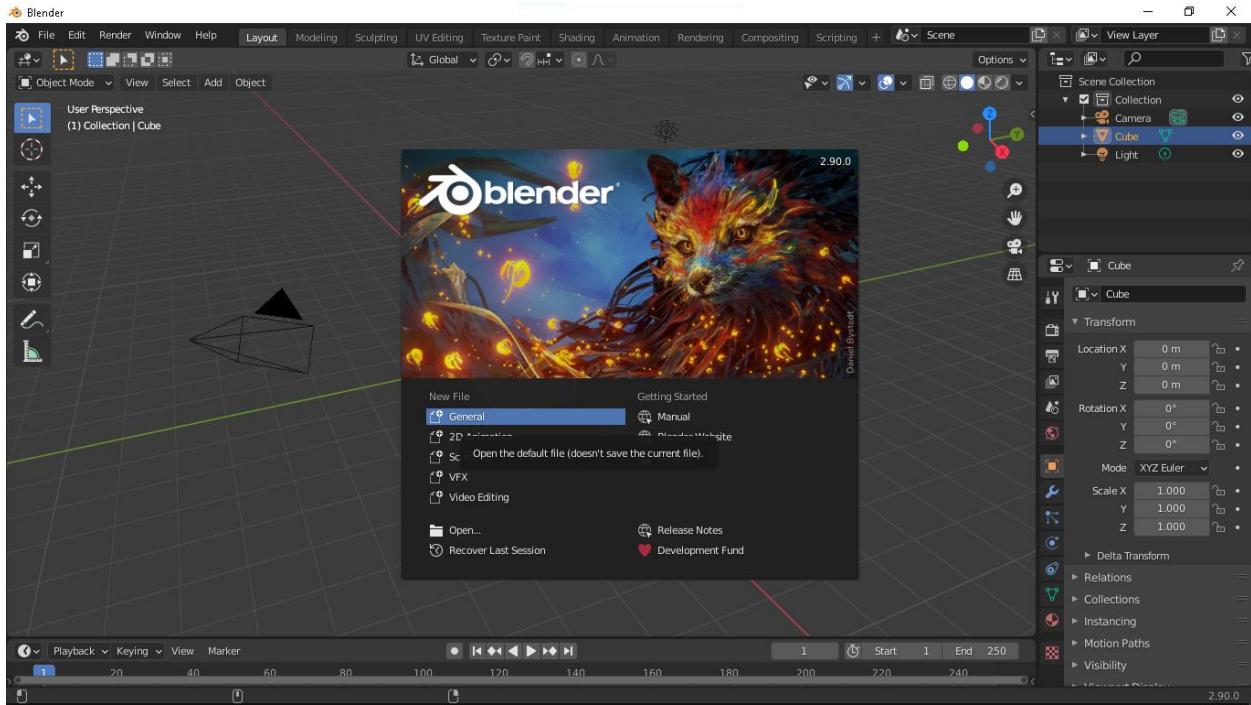
Jumlah Lembar : 27 Lembar

LABORATORIUM TEKNIK INFORMATIKA

UNIVERSITAS GUNADARMA

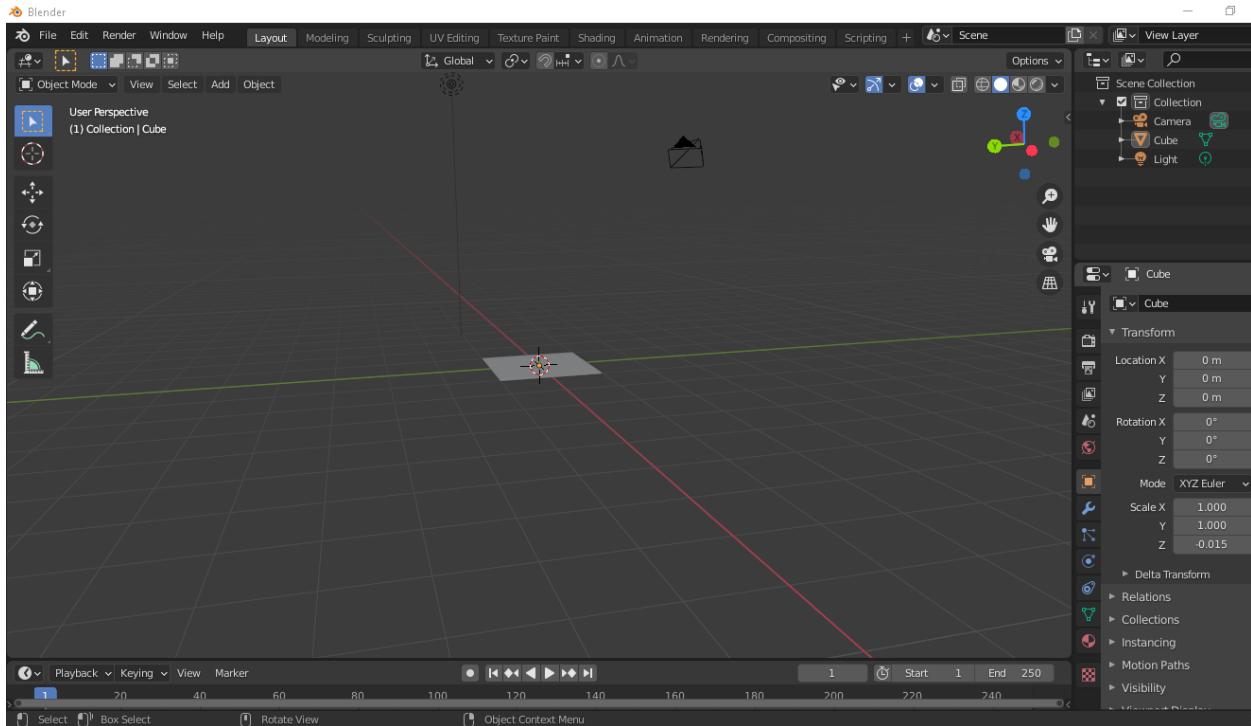
2022

Open Blender > General new file type

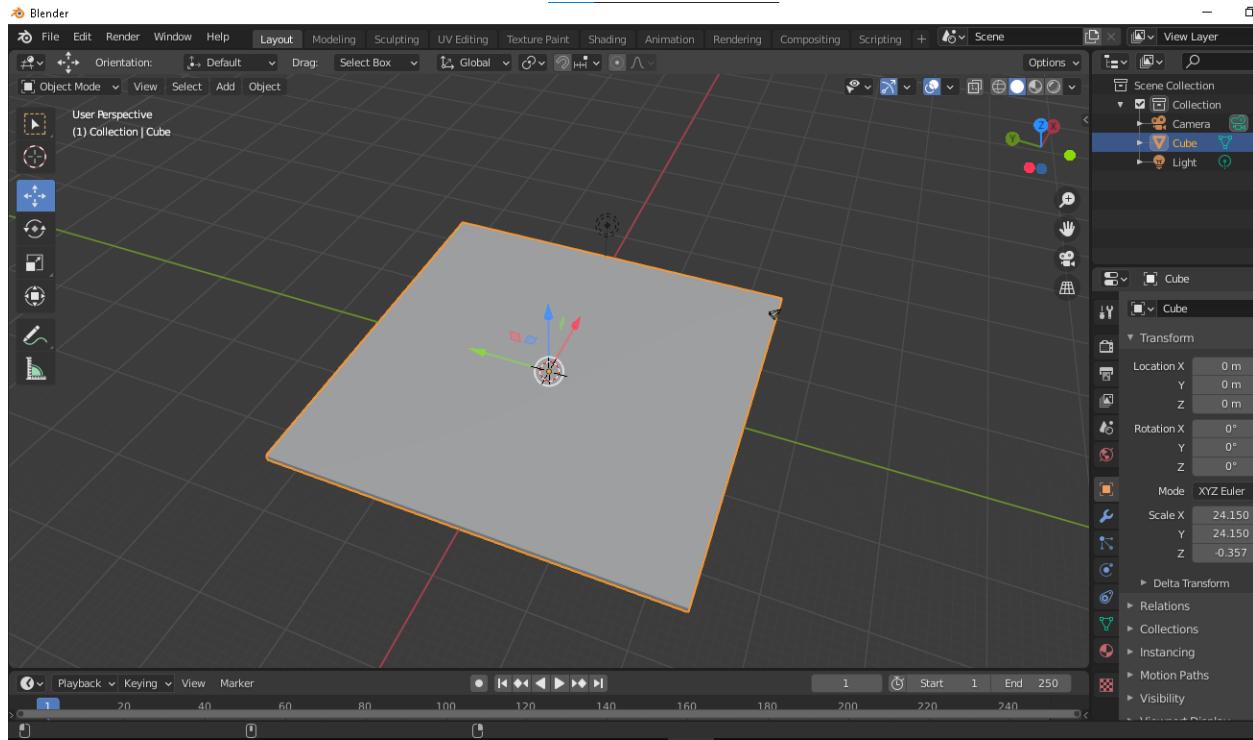


Membuat dinding ruang

S+Z

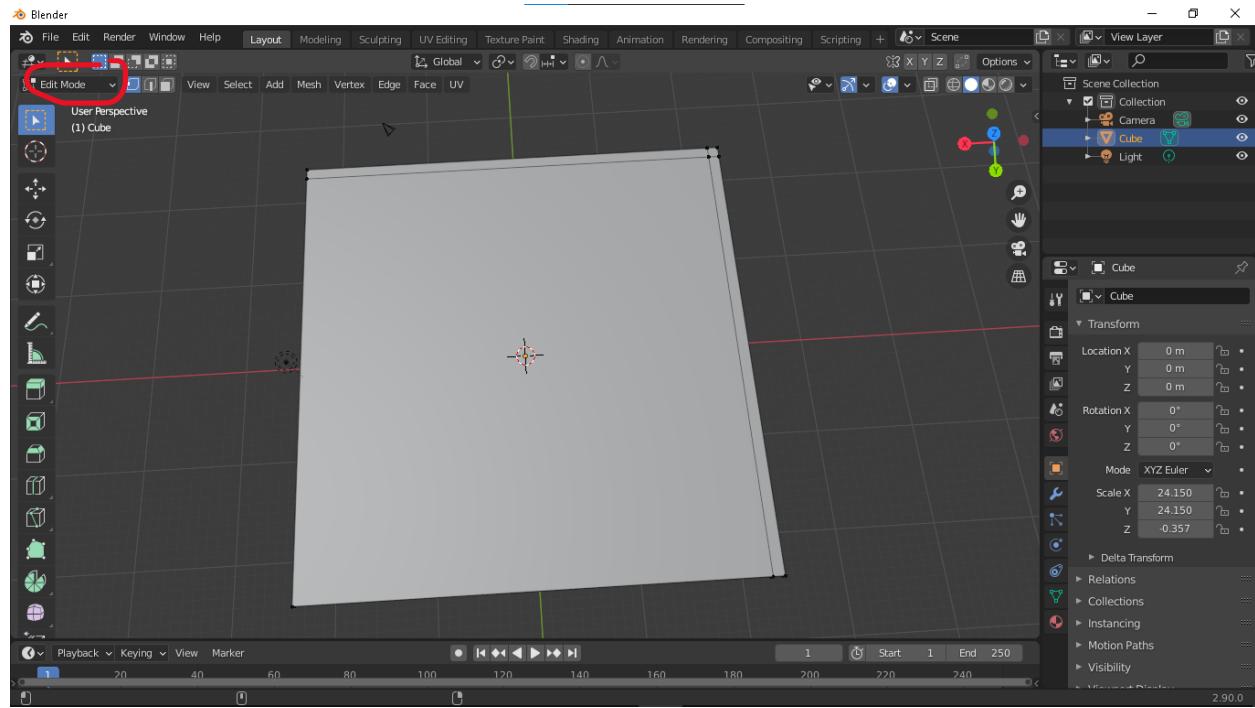


S+8



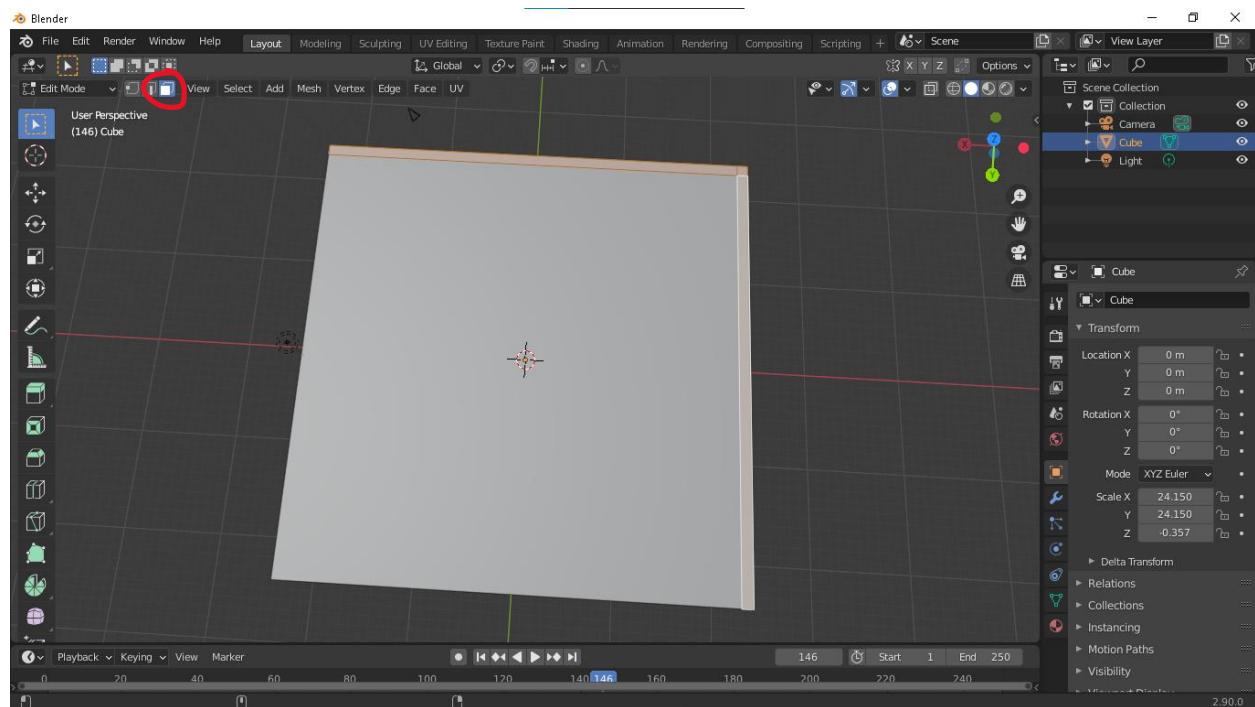
Edit Mode (Tab)

Ctrl + R pada object (0.95)

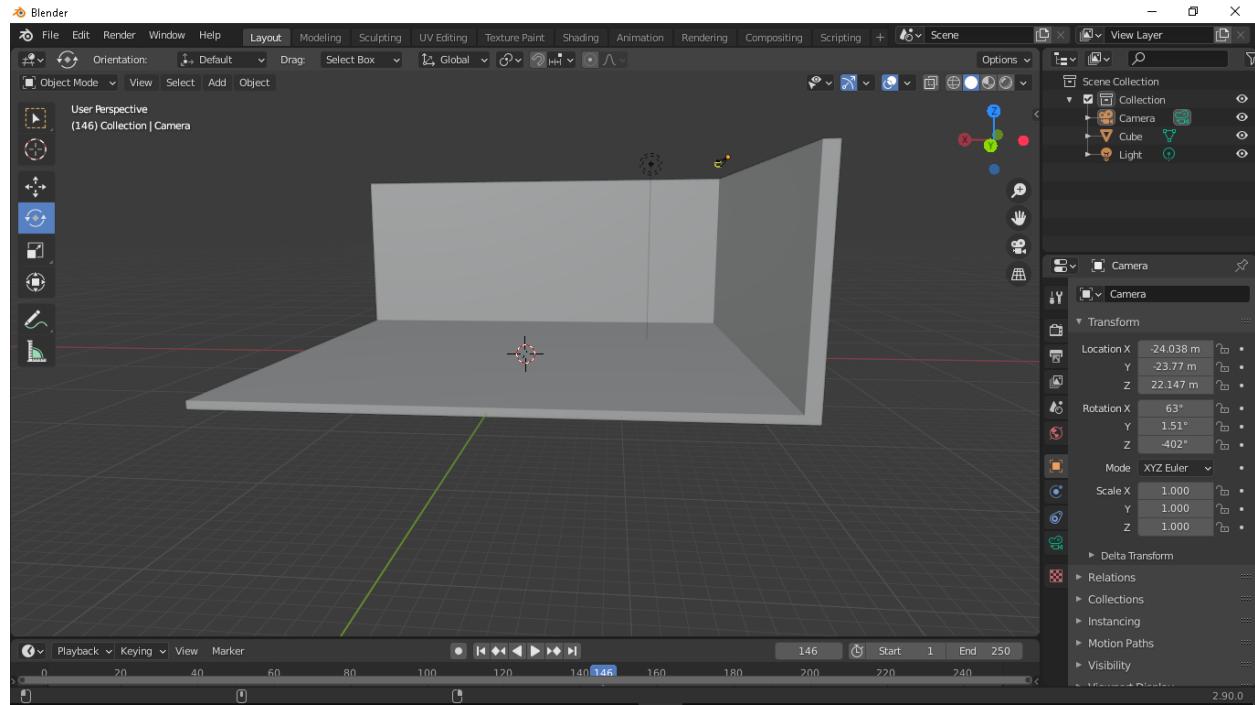


Select (pada edit mode)

Select dinding dengan shift



Tarik keatas (E)

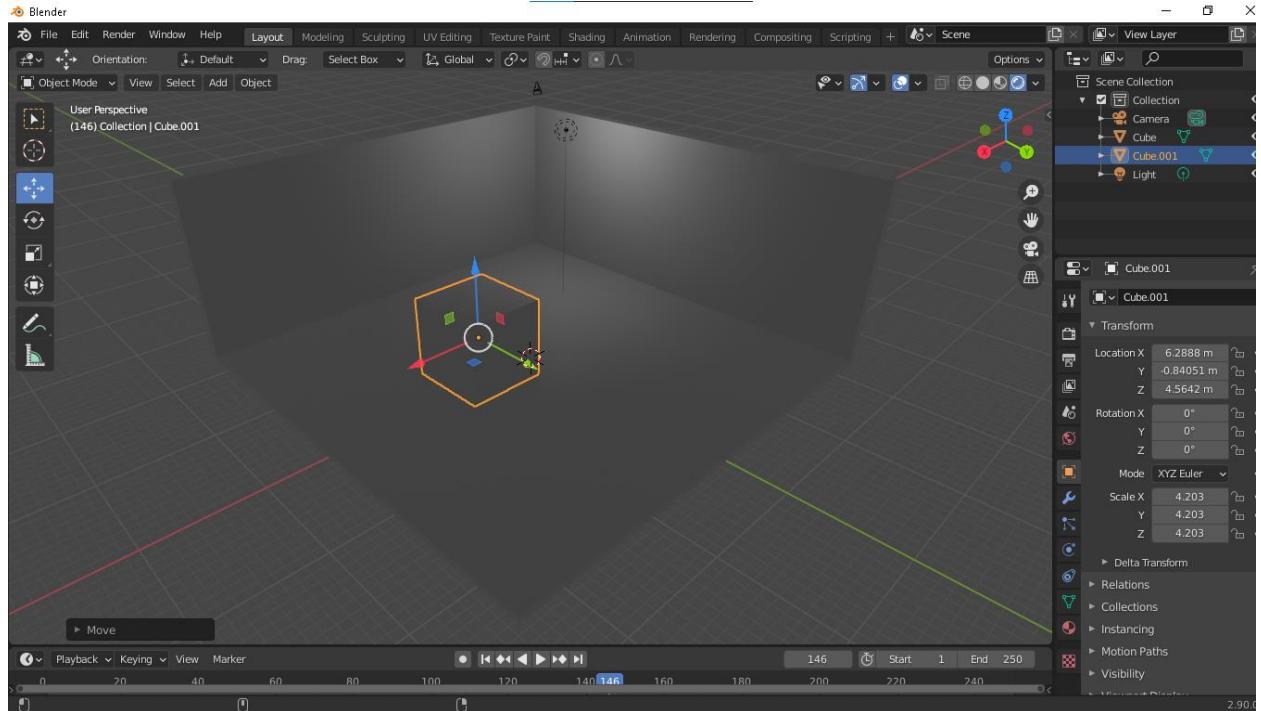


Membuat Sofa

Kembali ke Object Mode >

Shift + A > Mesh > Cube

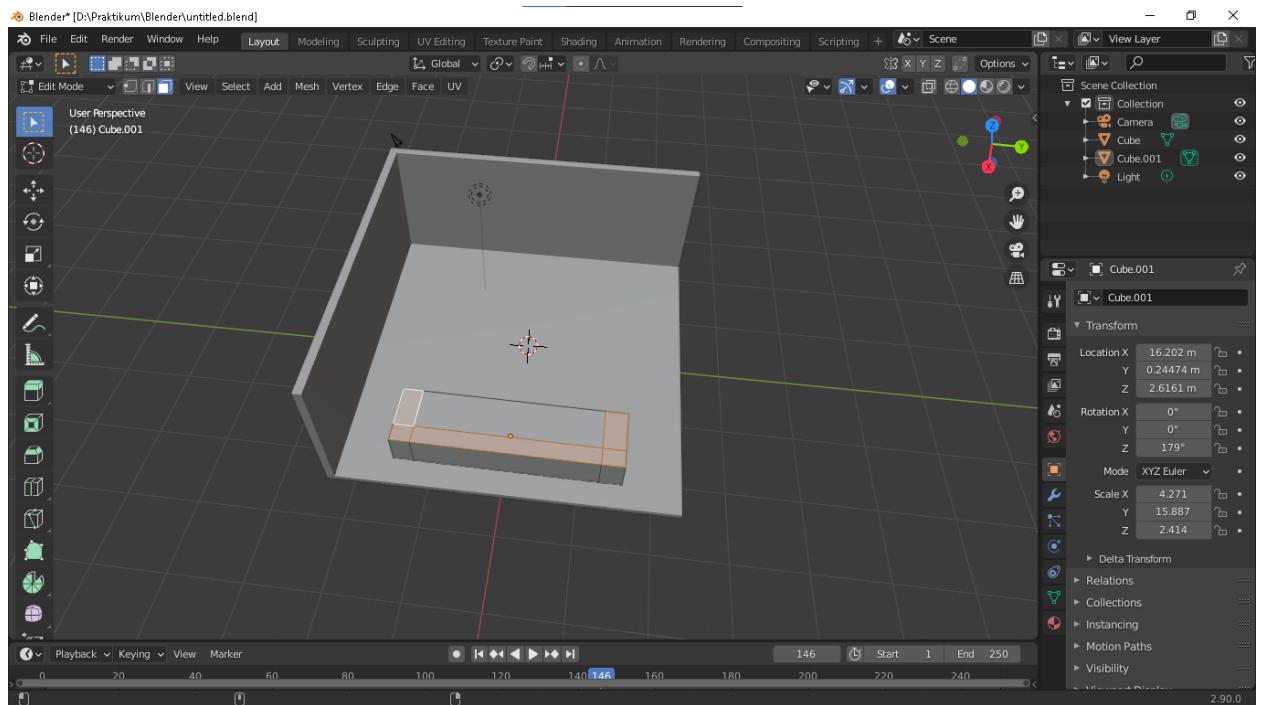
Pipikan dan buat seperti sofa (s+x/y/z)



Edit Mode (Tab)

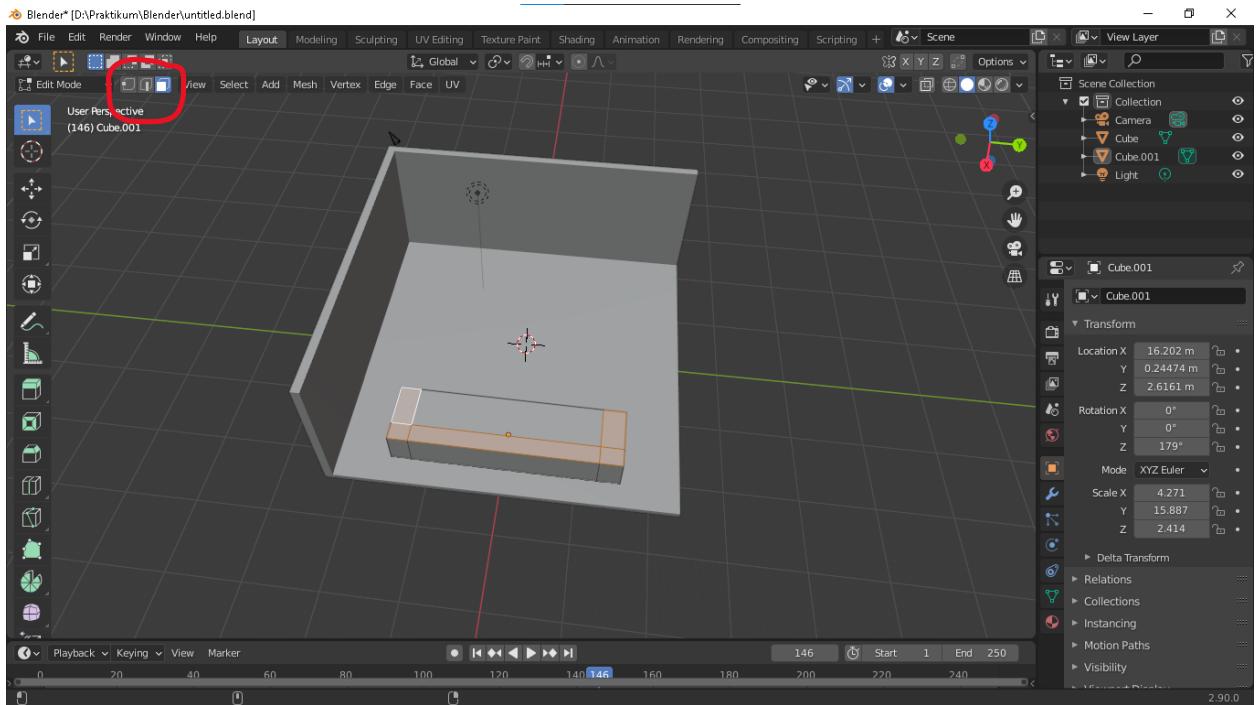
Ctrl + R pada object (0.8 & -0.8) Pegangan kursi

Ctrl + R pada object (0.4) Sandaran Kursi

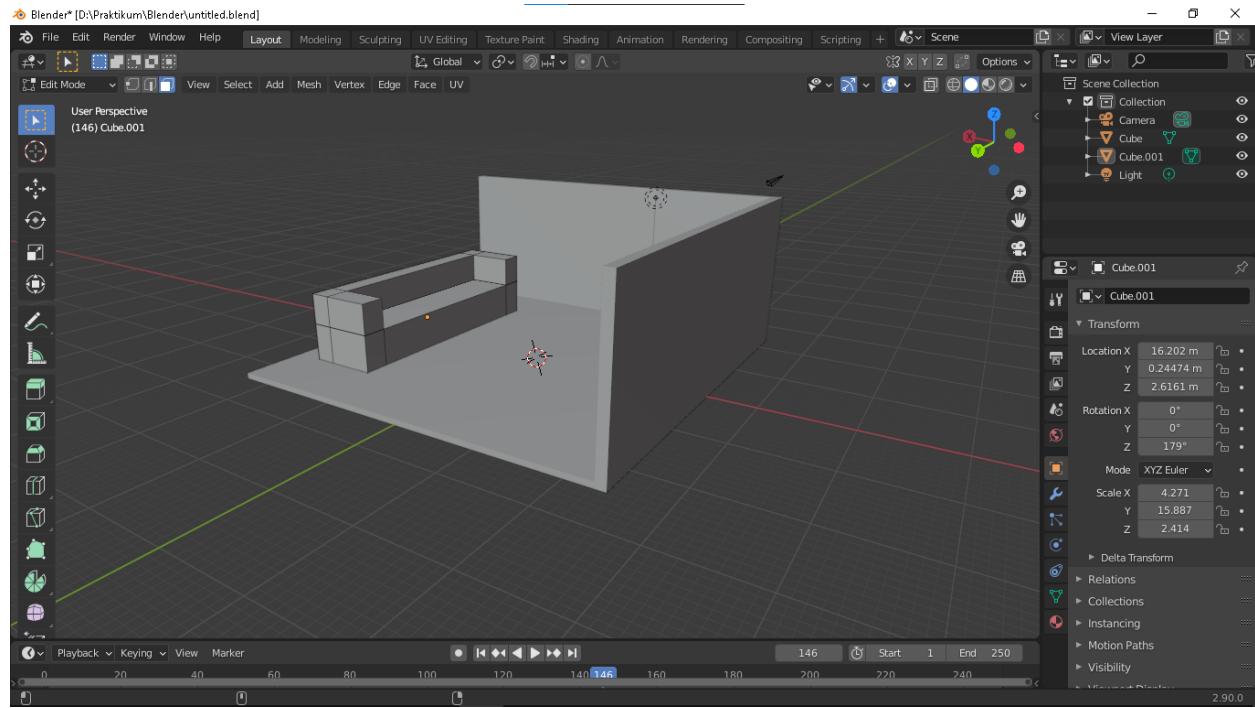


Select (pada edit mode)

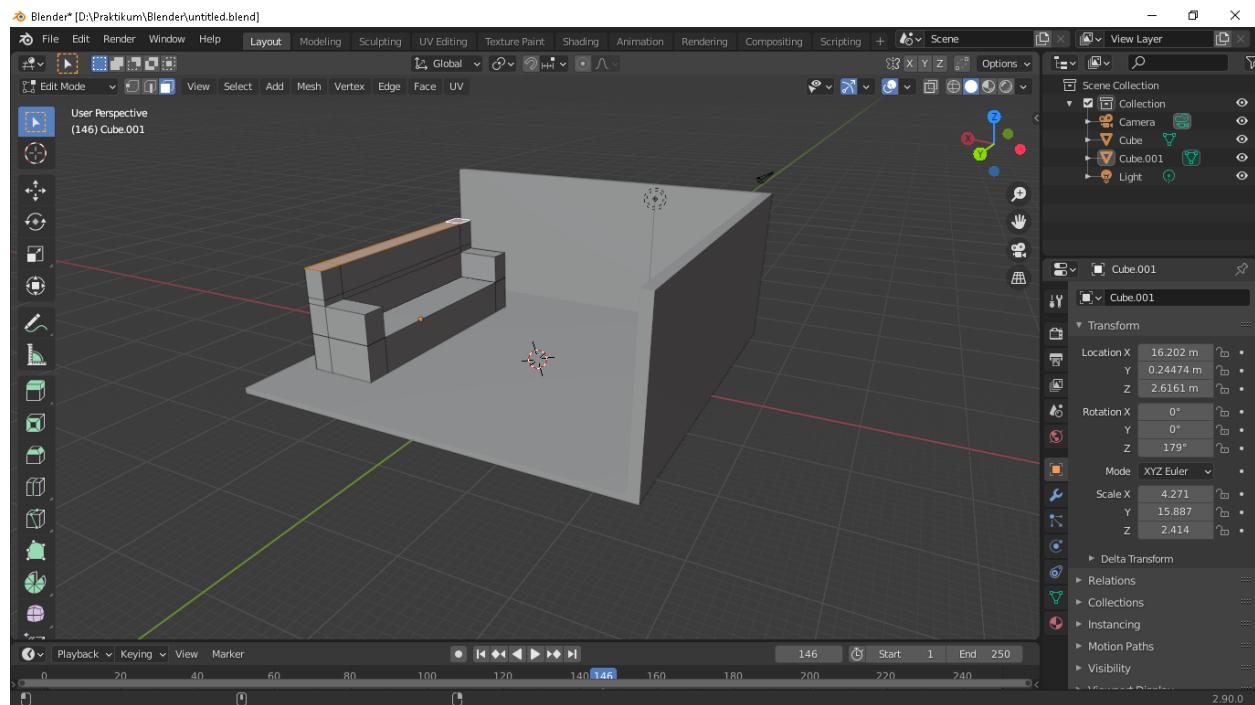
Select sandaran kursi dan tangan dengan shift



Tarik keatas (E)



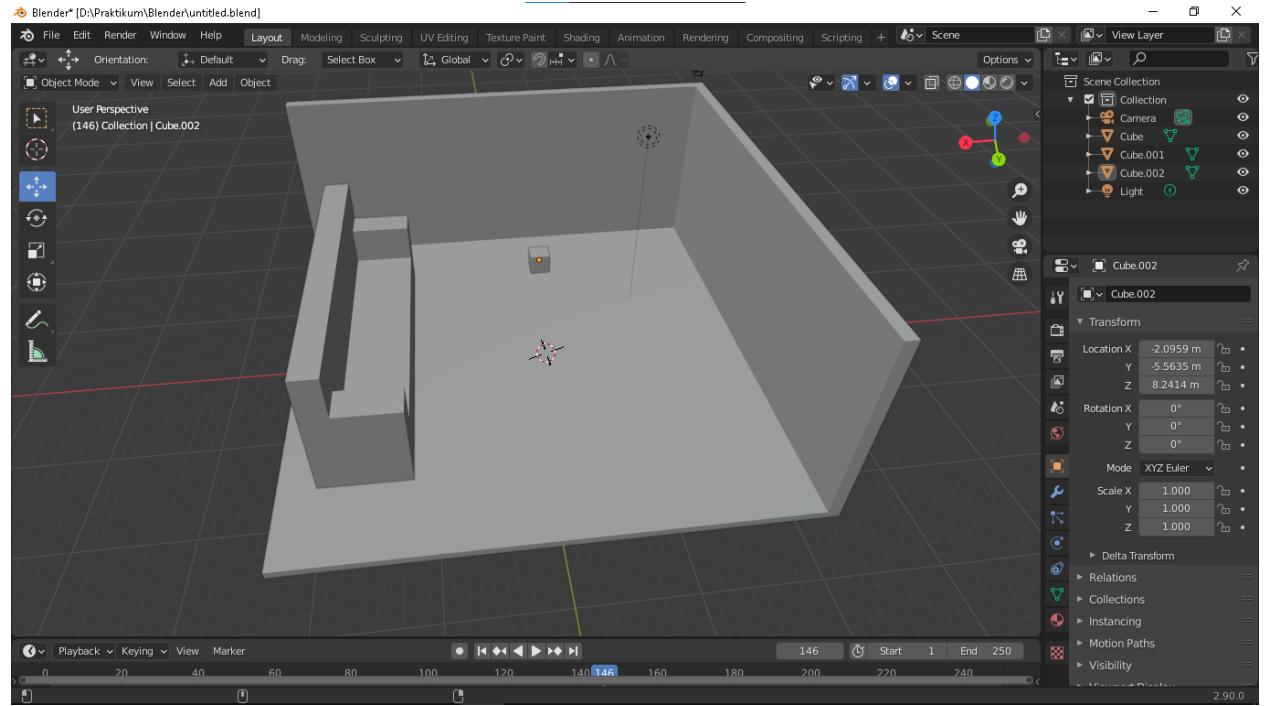
Naikkan Kembali dengan menu select dan tekan E pada object yg di select



Membuat bantal sofa

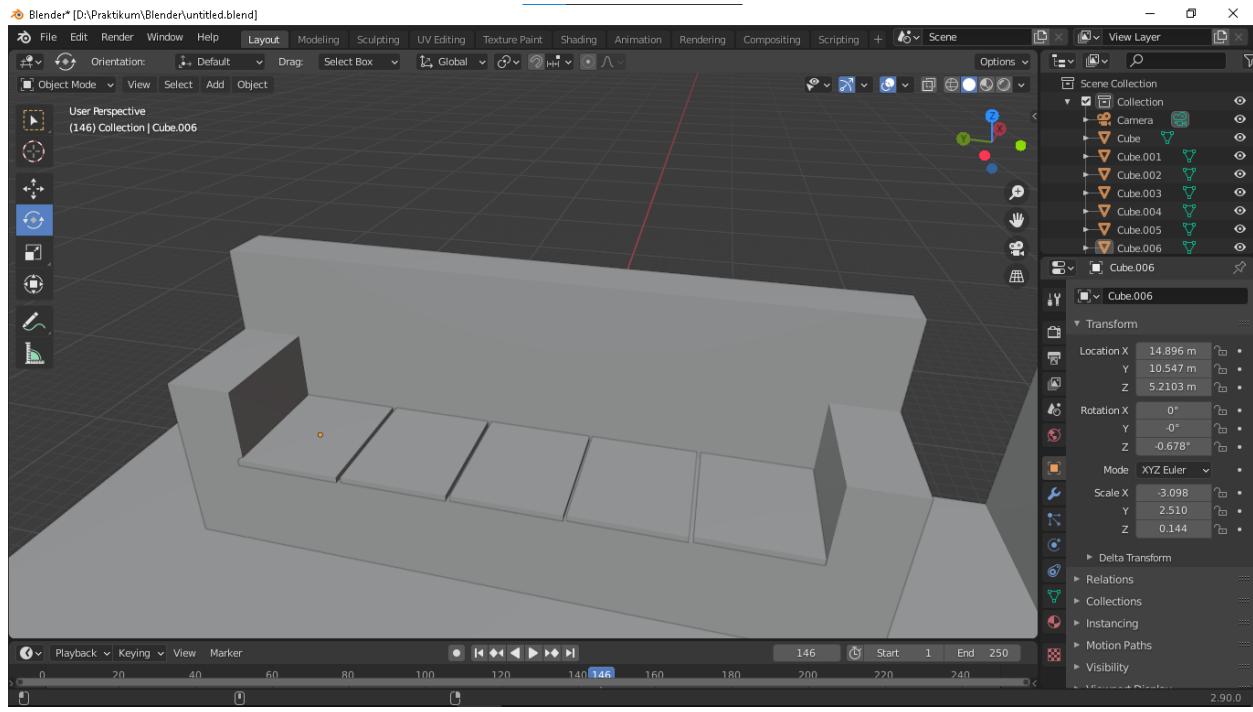
Kembali ke Object Mode >

Shift + A > Mesh > Cube

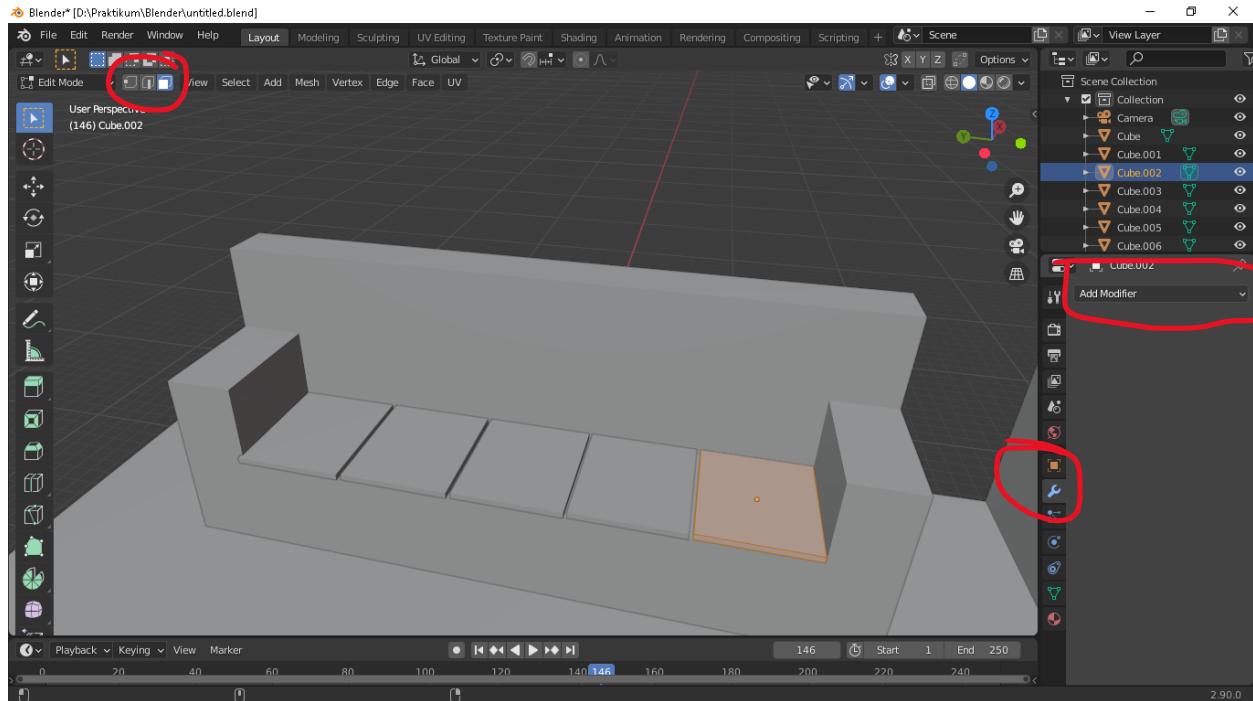


Pipikan (S+X/Y/Z)

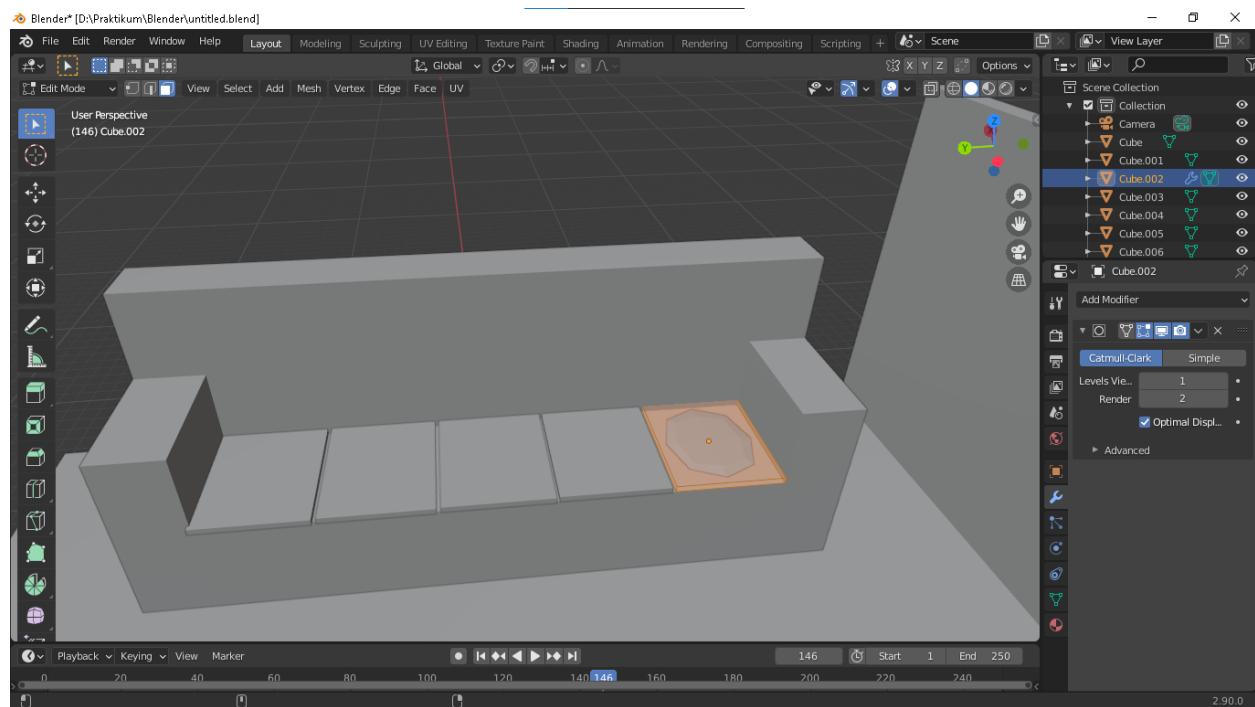
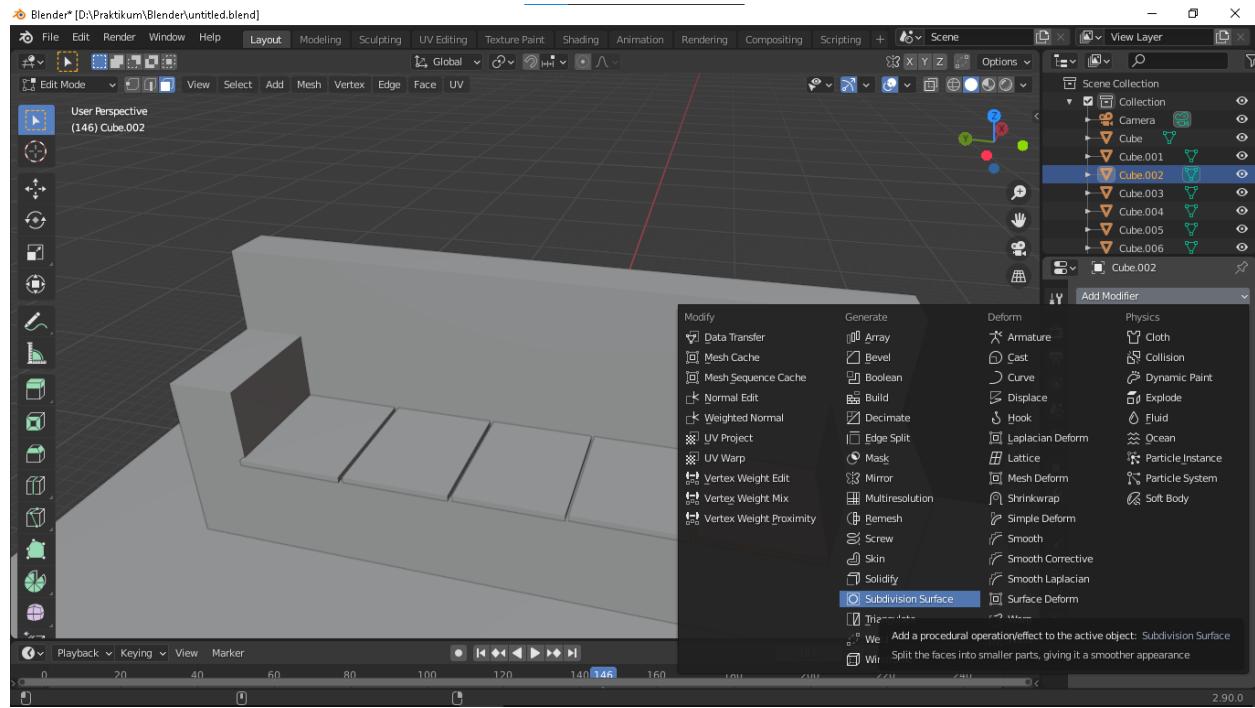
Kemudian Shift+D untuk menduplikat hingga Memenuhi dudukan kursi



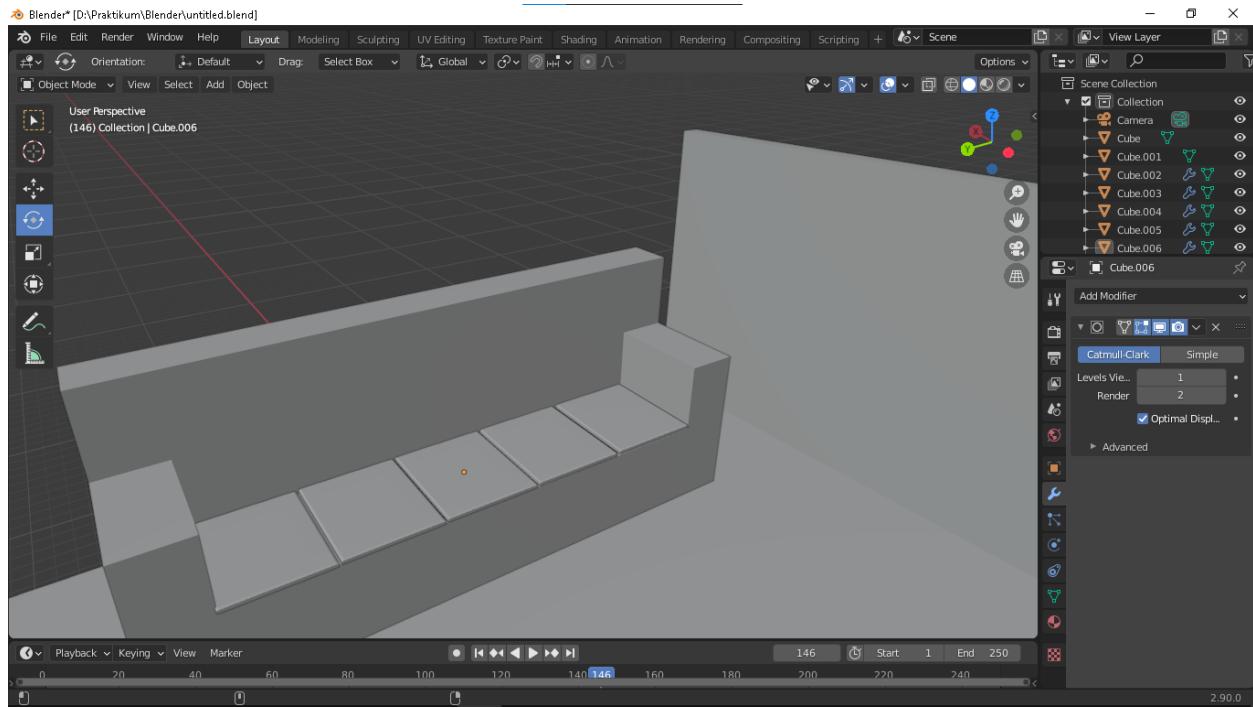
Masuk ke dalam edit mode, dan pilih modifier



Pilih subdivision Surface



Rapikan dengan Ctrl+R

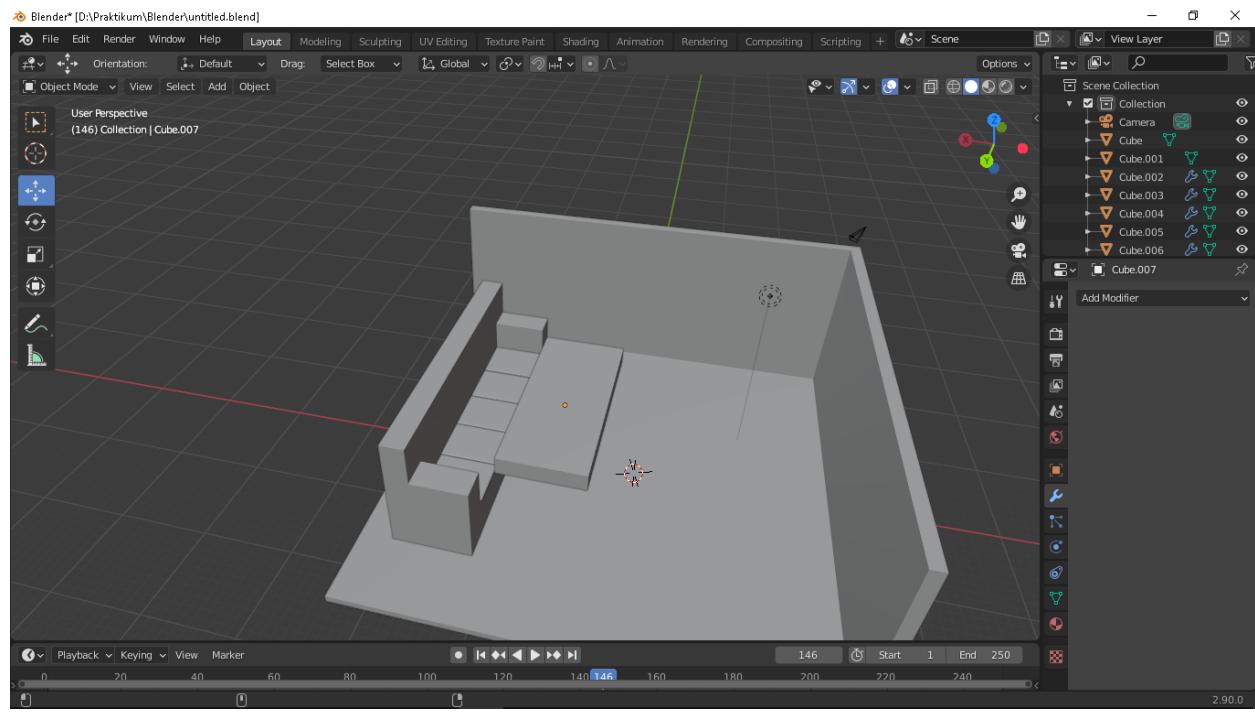
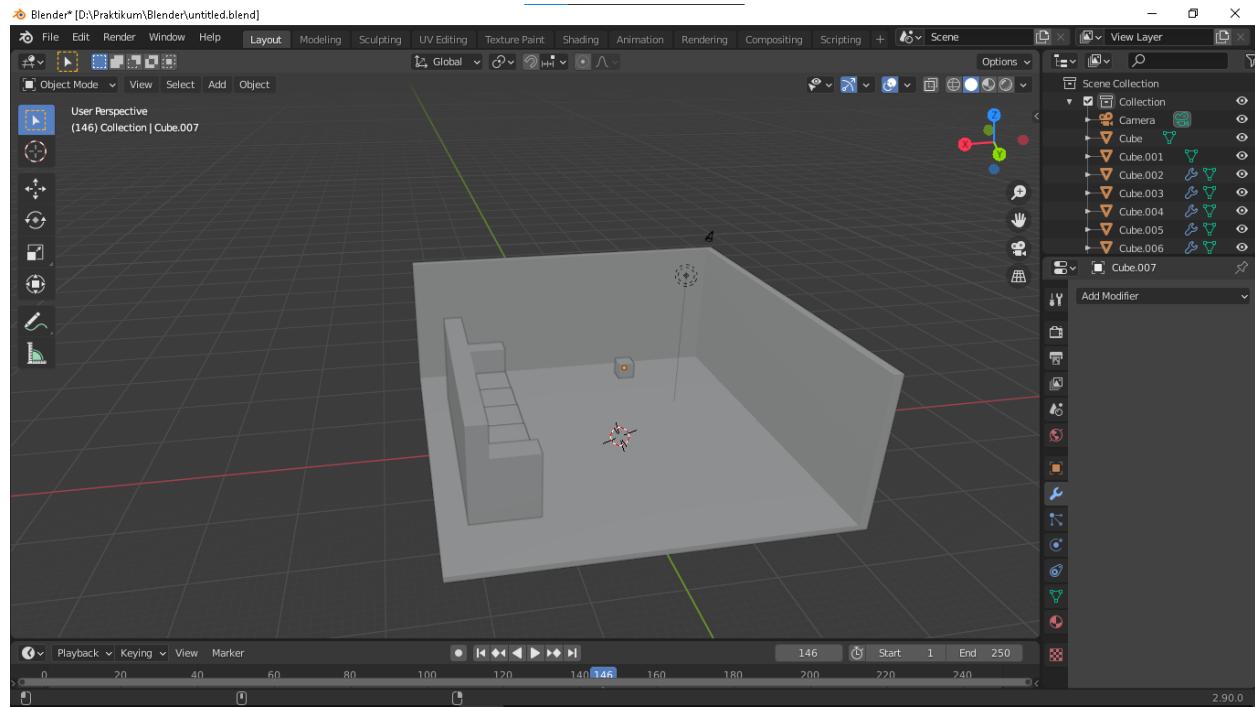


Membuat Meja

Kembali ke Object Mode >

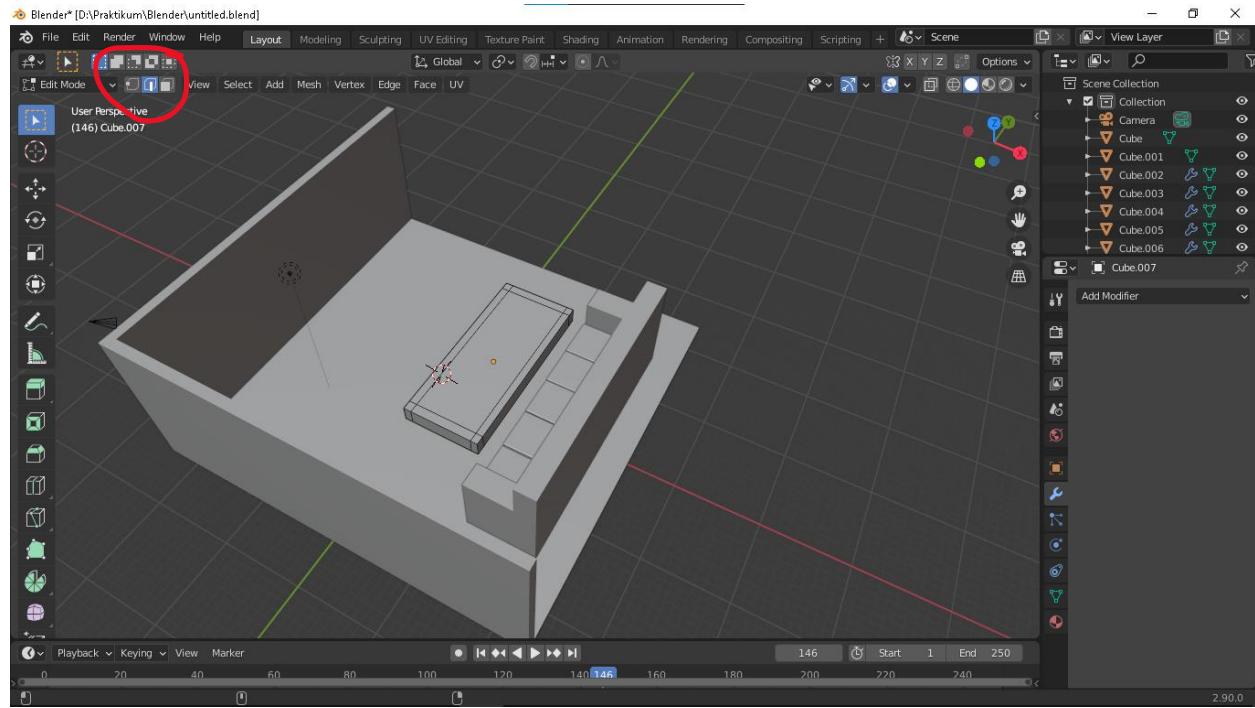
Shift + A > Mesh > Cube

Pipihkan dan buat seperti table(S +x/y/z)



Edit Mode (Tab)

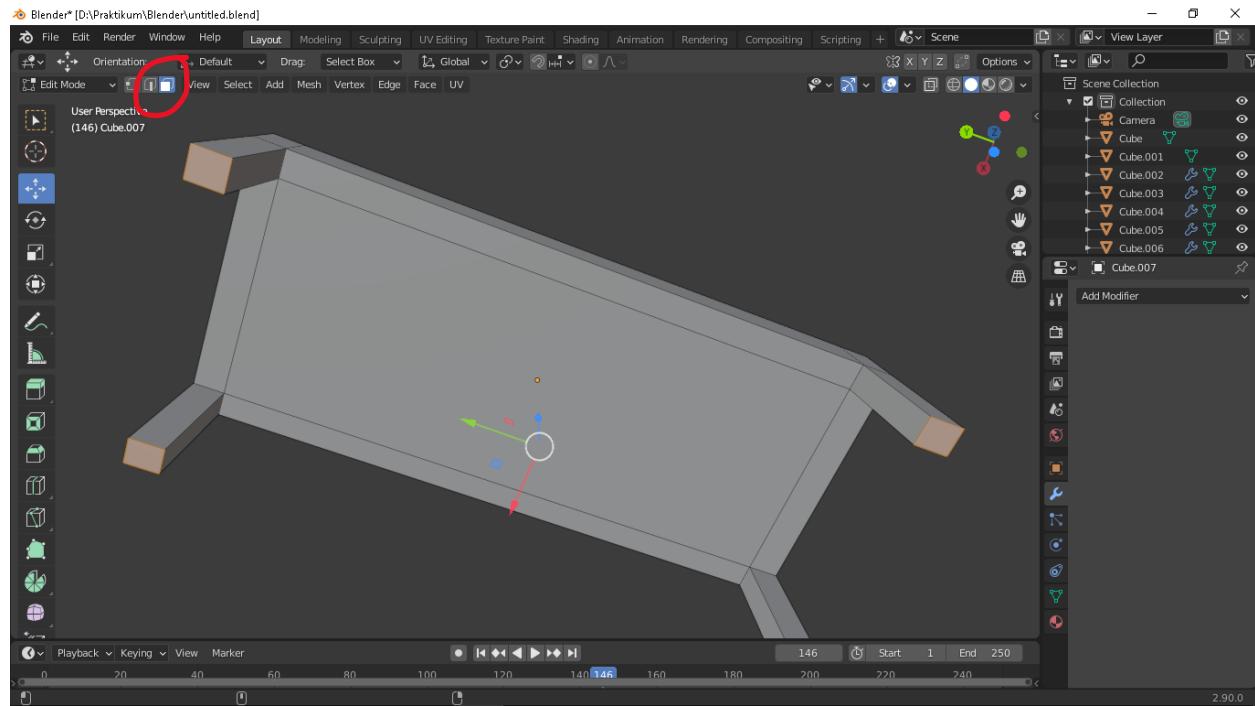
Ctrl + R pada object (0.9 & -0.9) & (0.8 & -0.8)

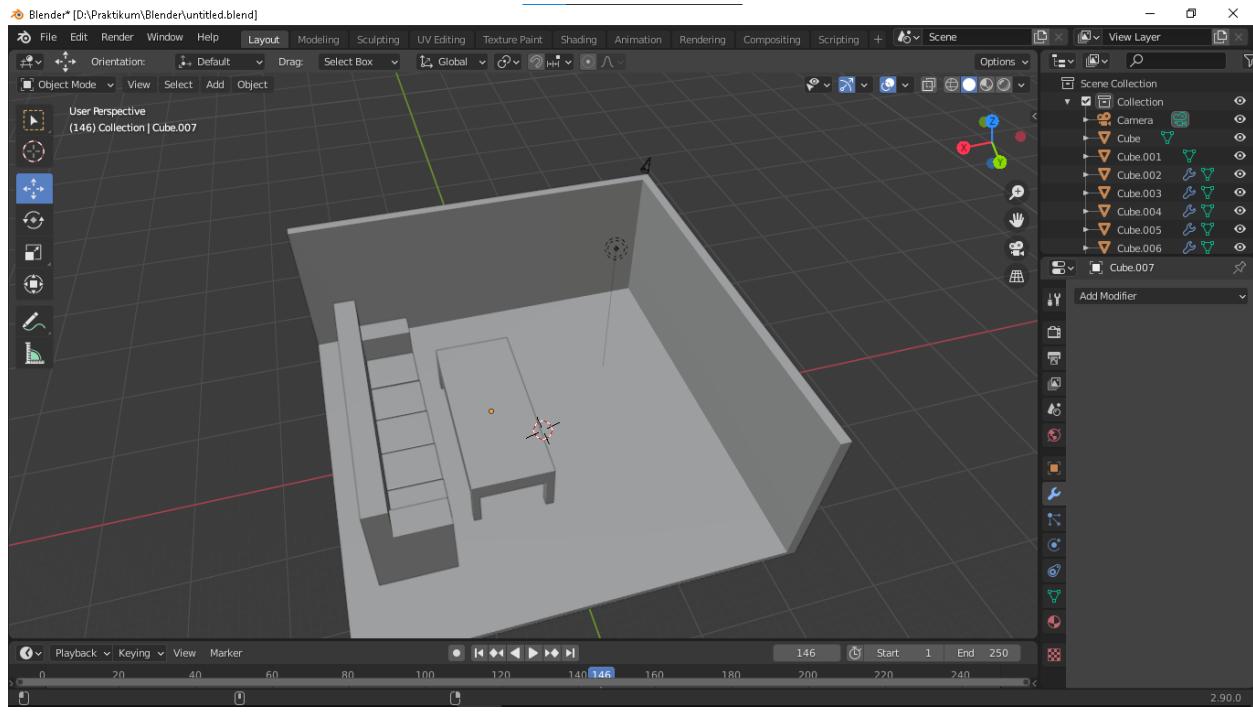


Select (pada edit mode)

Select kaki dengan shift

Tarik kebawah (E)



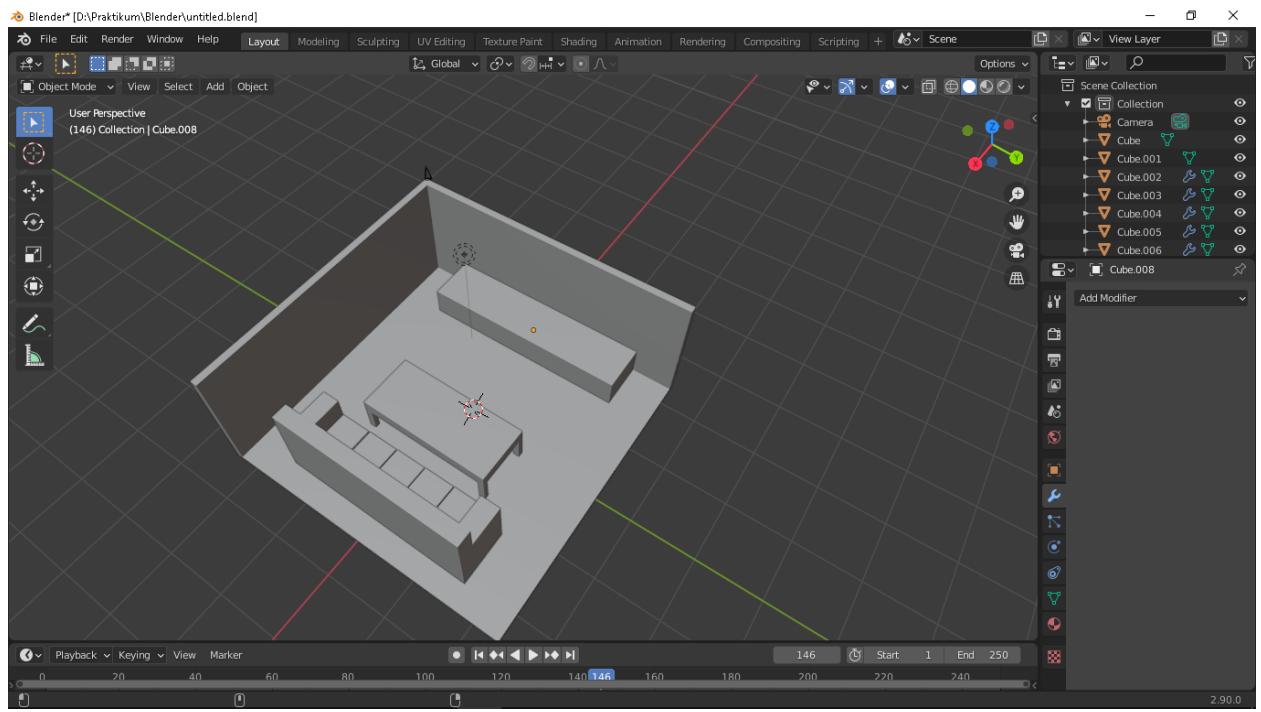
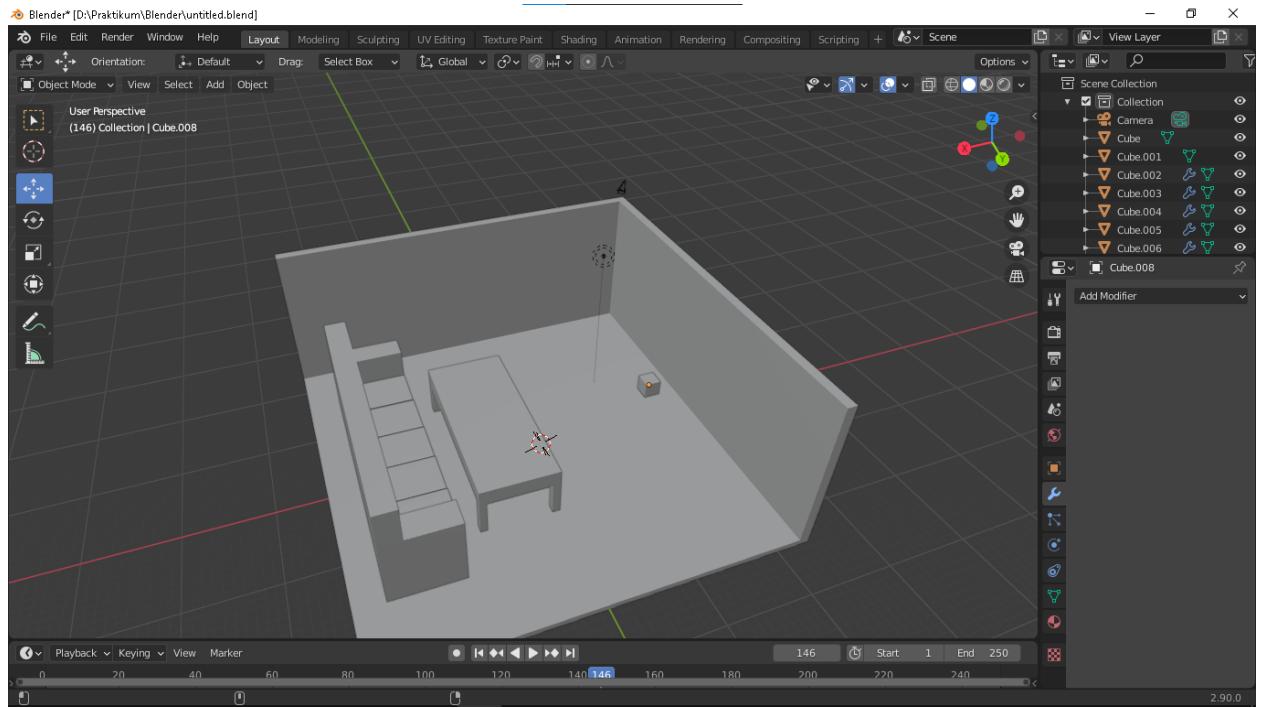


Membuat Meja TV

Kembali ke Object Mode >

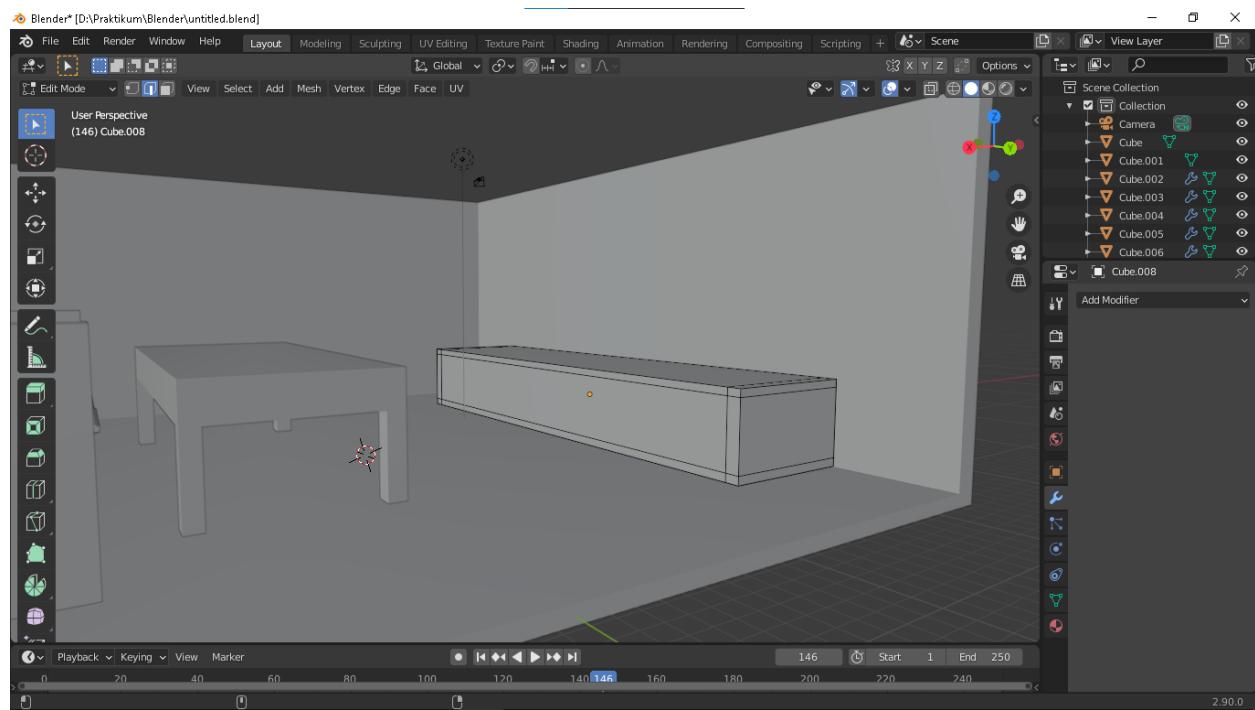
Shift + A > Mesh > Cube

Pipihkan dan buat seperti table(S +x/y/z)



Edit Mode (Tab)

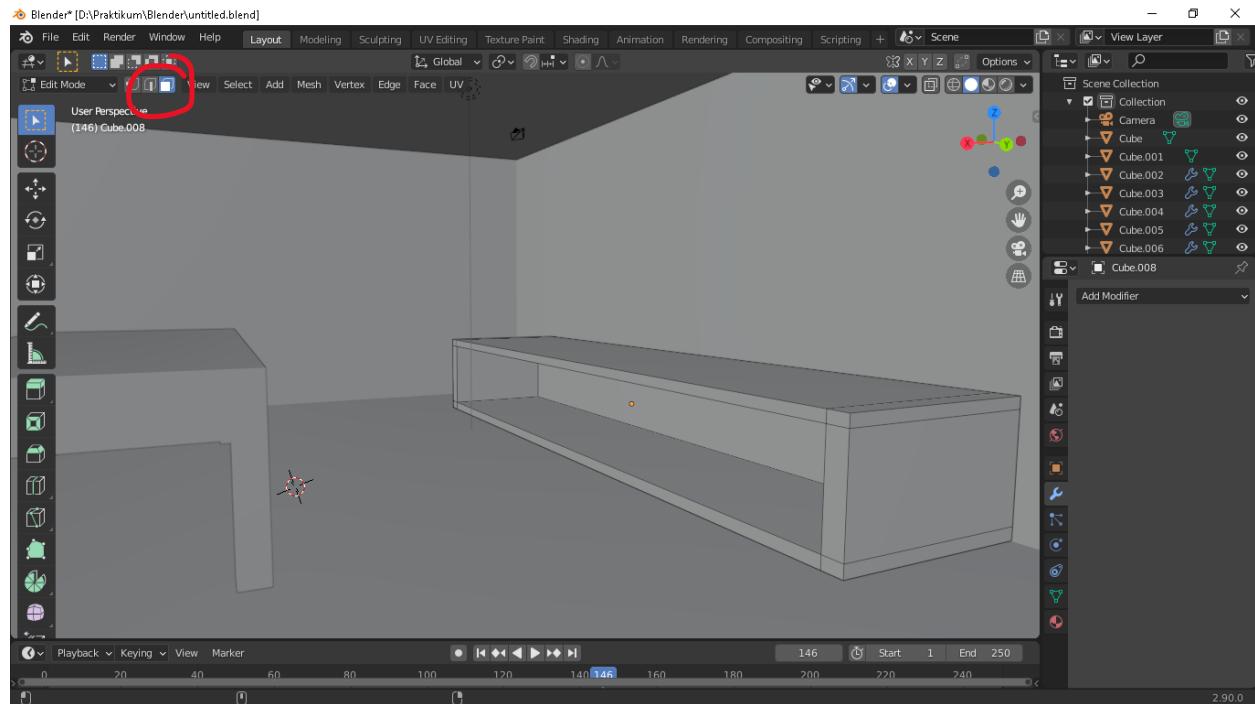
Ctrl + R pada object (0.95 & -0.95) & (0.8 & -0.8)



Select (pada edit mode)

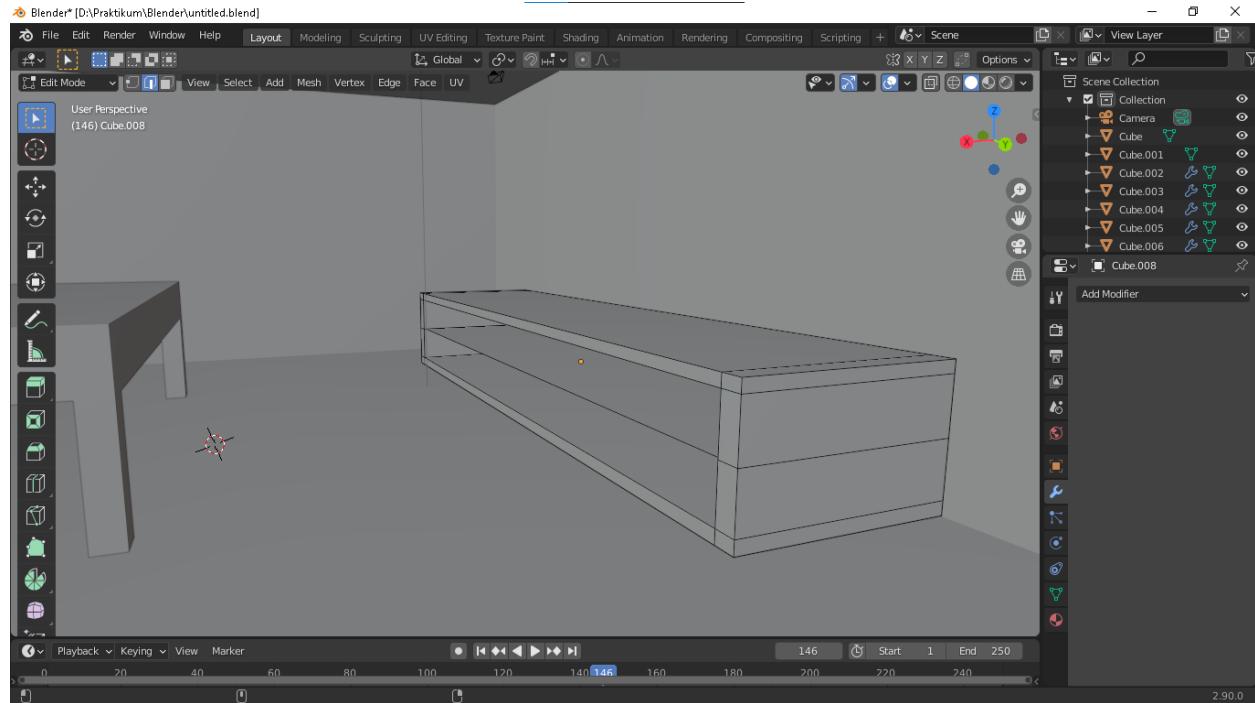
Select bagian dengan shift

Tarik kedalam (E)



Shift + A > Mesh > Cube

Pipikan dan buat seperti garis(S +x/y/z)

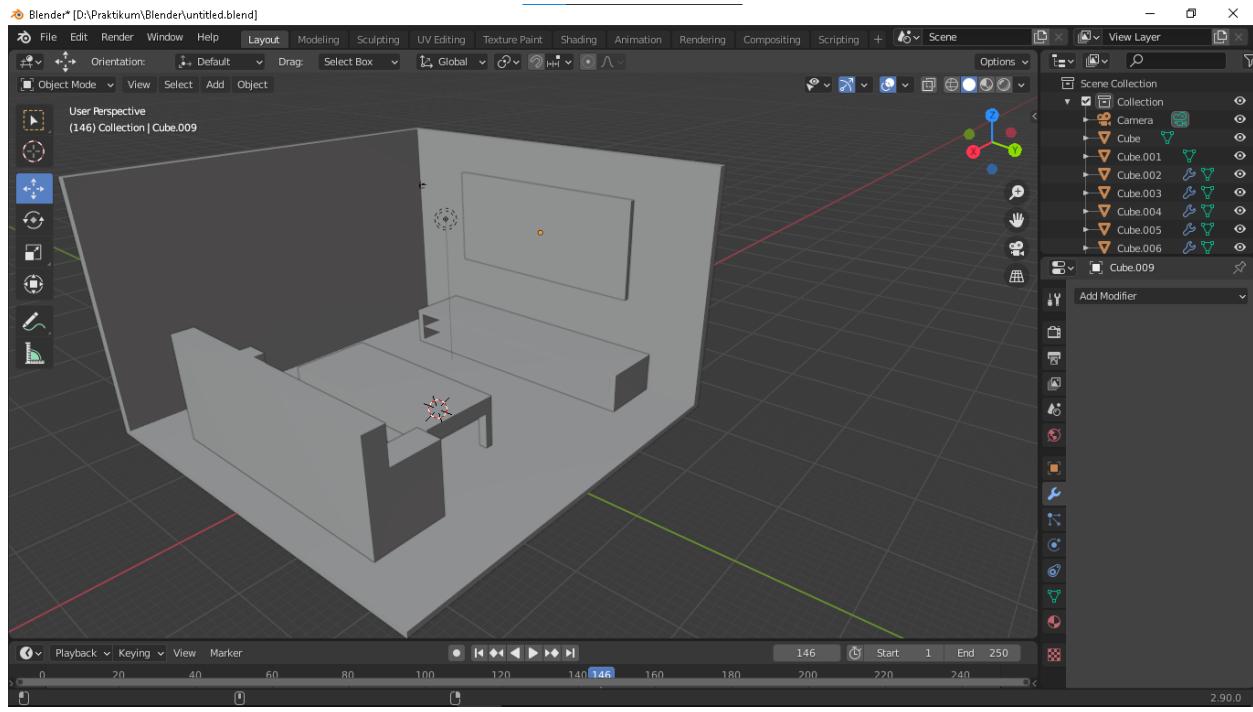


Membuat TV

Kembali ke Object Mode >

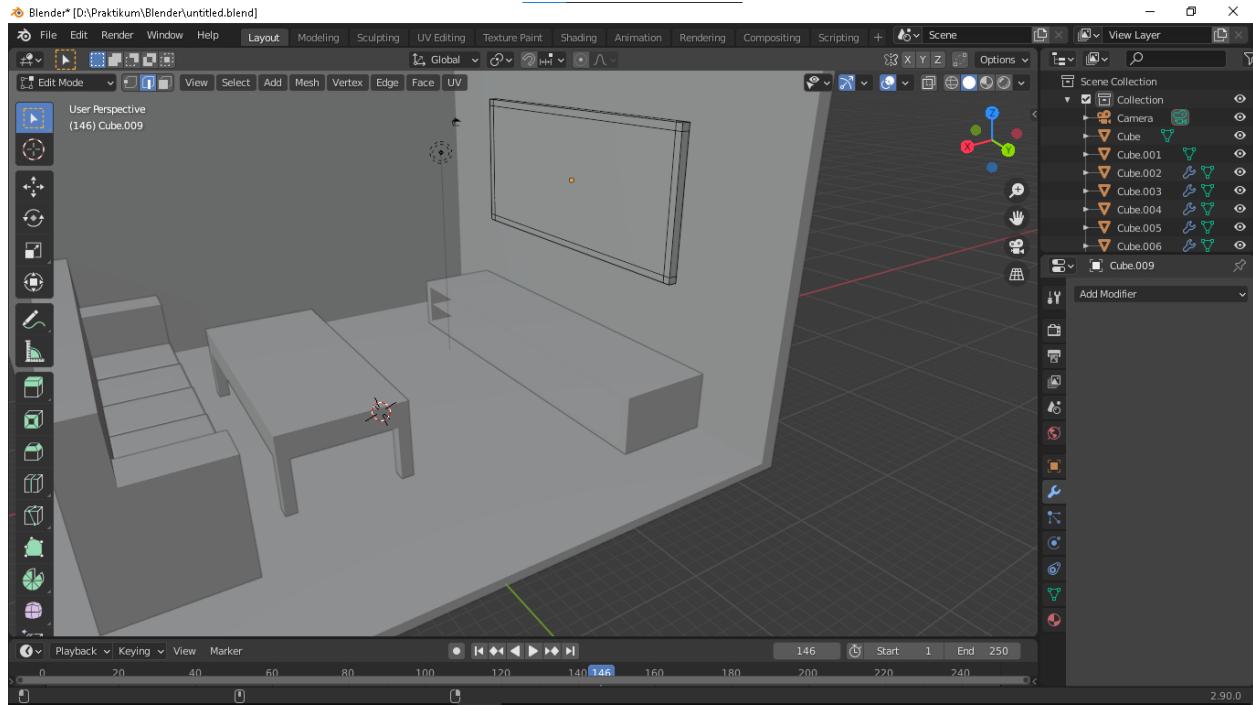
Shift + A > Mesh > Cube

Pipikan dan buat seperti tv di dinding(S +x/y/z)



Edit Mode (Tab)

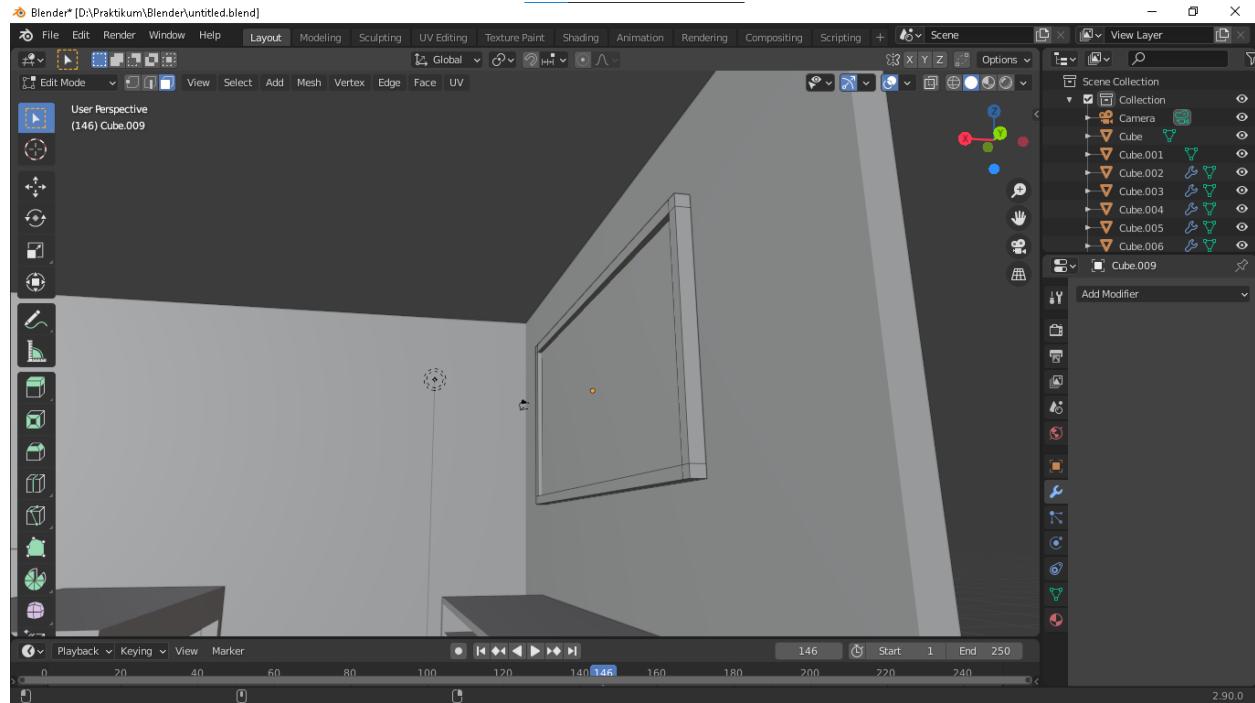
Ctrl + R pada object (0.9 & -0.9) & (0.95 & -0.95)



Select (pada edit mode)

Select bagian dengan shift

Tarik kedalam (E)

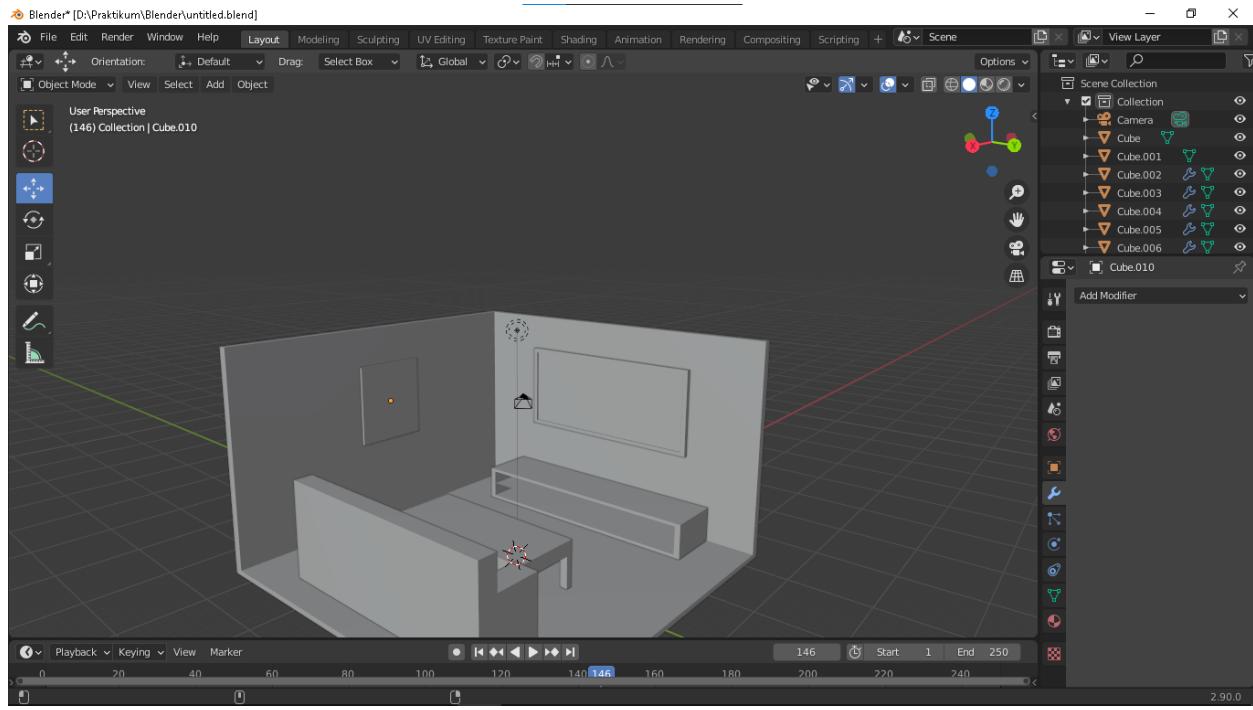
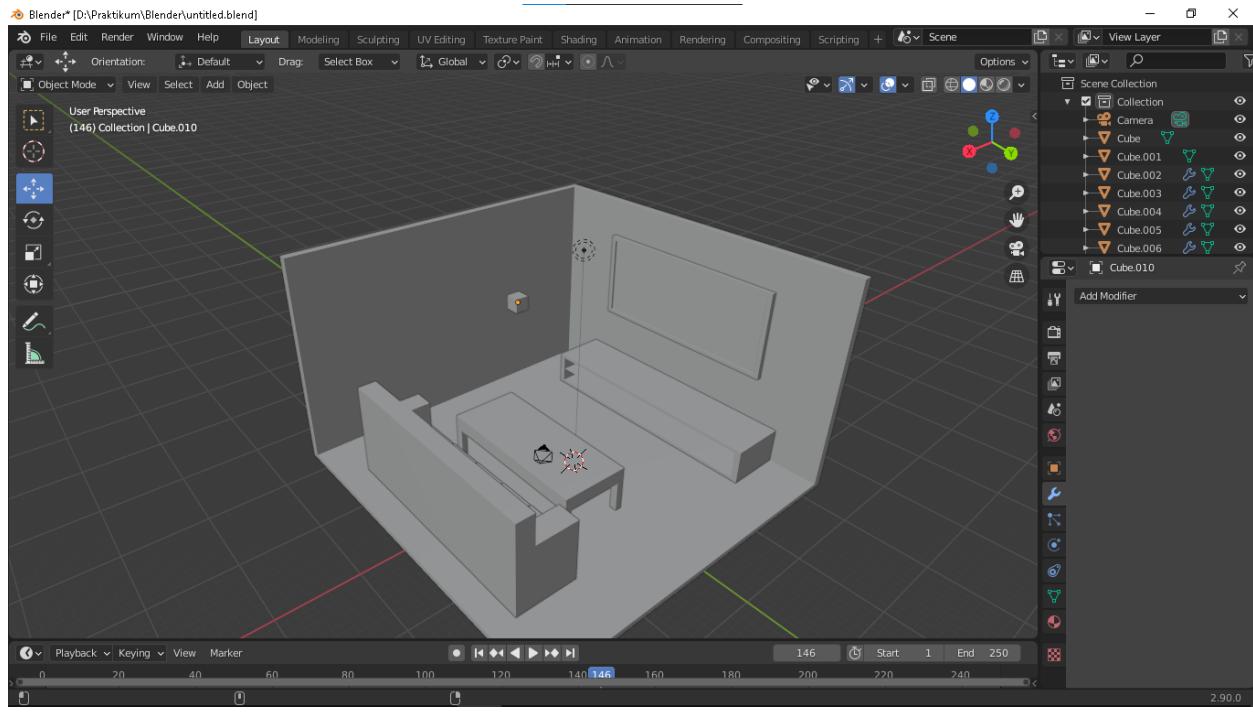


Membuat Hiasan

Kembali ke Object Mode >

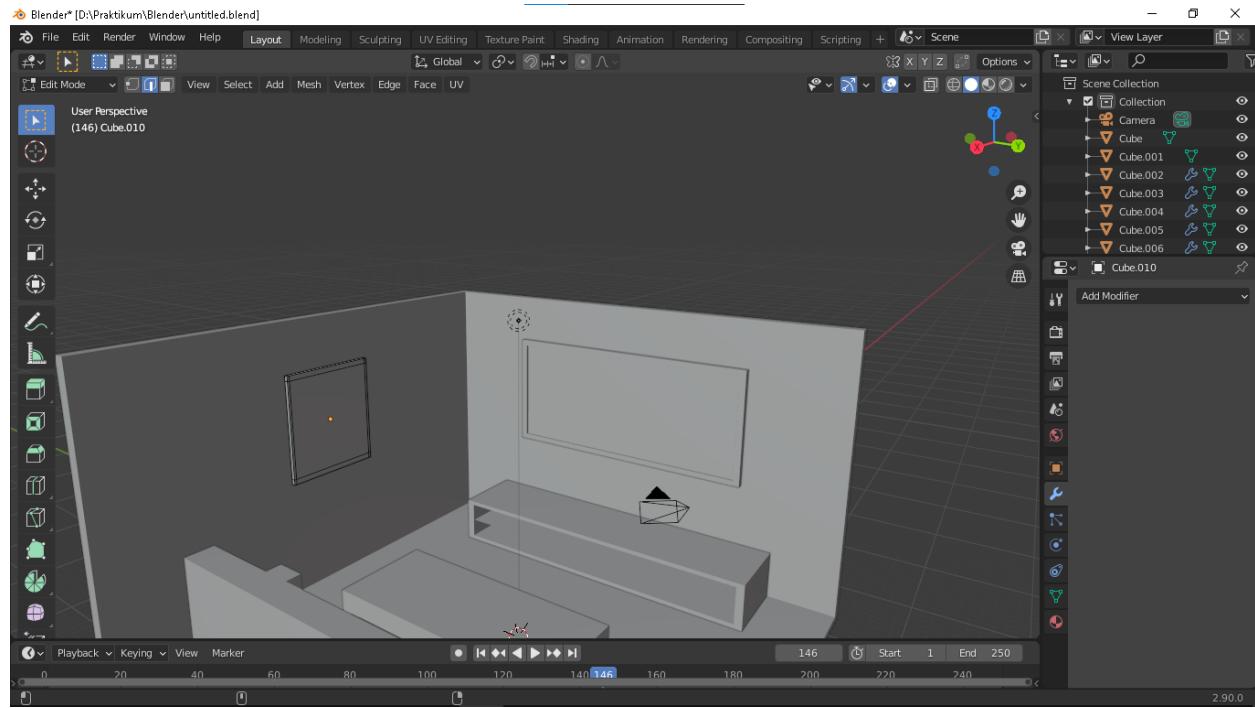
Shift + A > Mesh > Cube

Pipikan dan buat seperti hiasan di dinding(S +x/y/z)

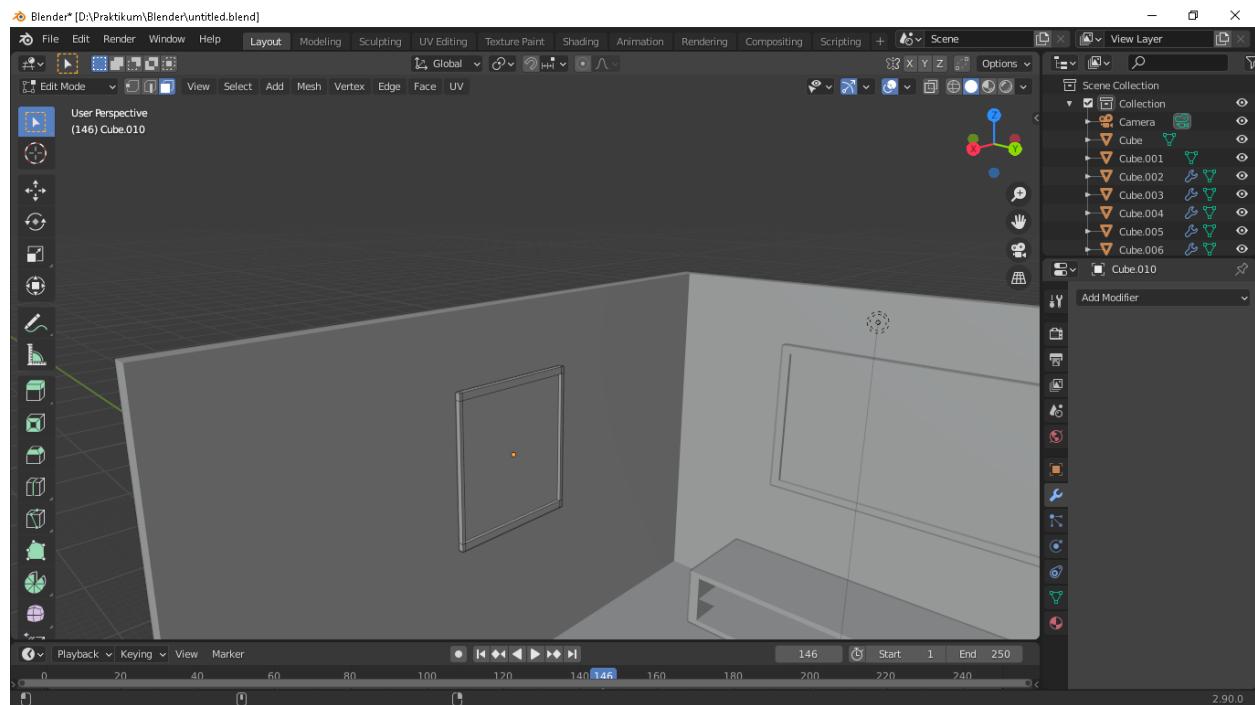


Edit Mode (Tab)

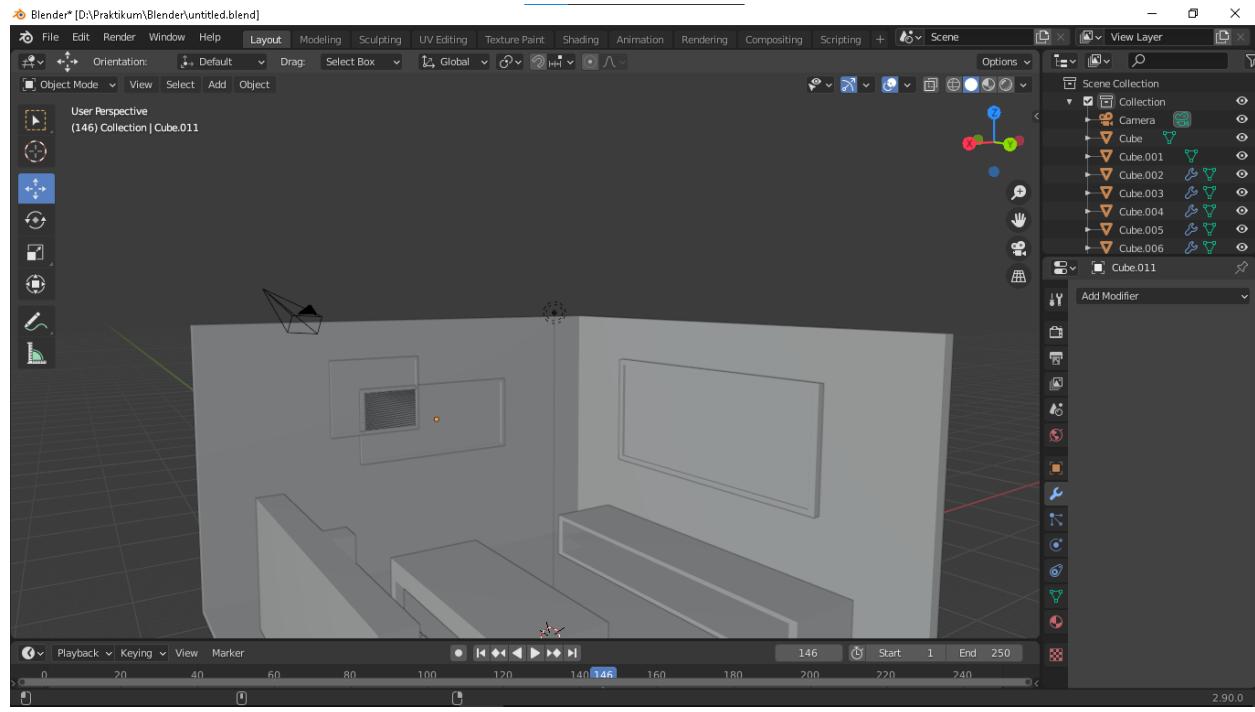
Ctrl + R pada object (0.9 & -0.9) & (0.95 & -0.95)



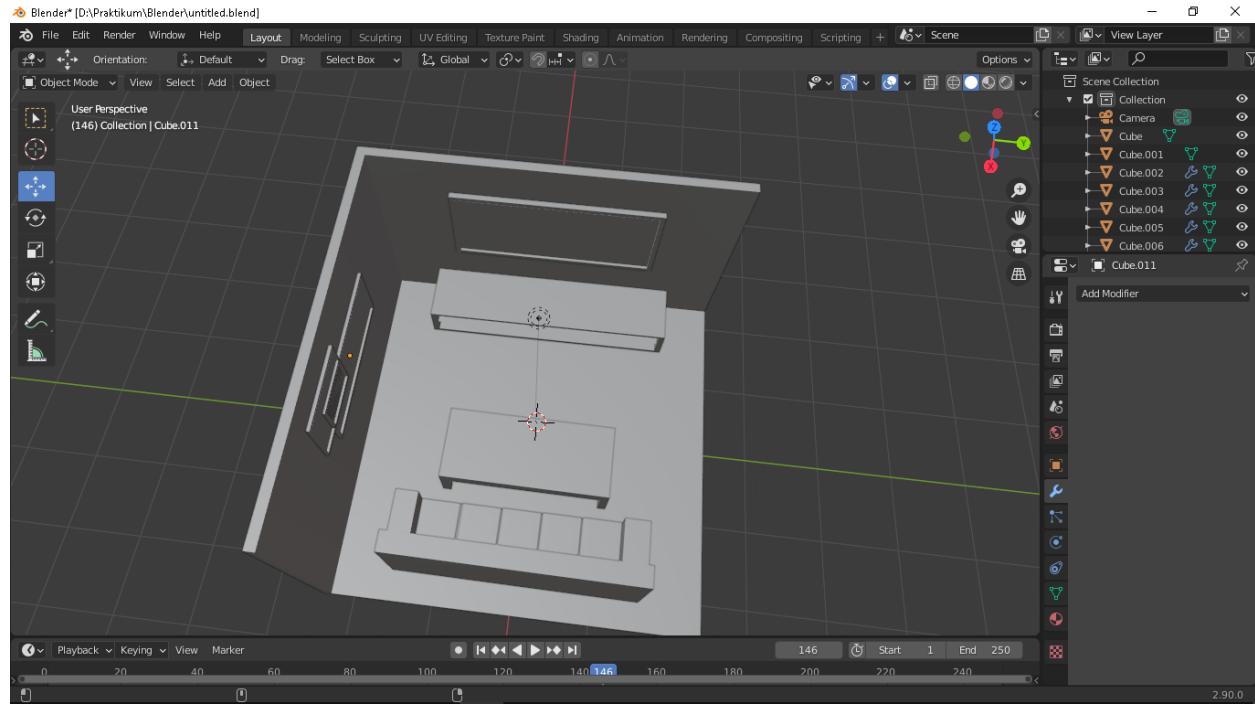
Tarik kedalam (E)

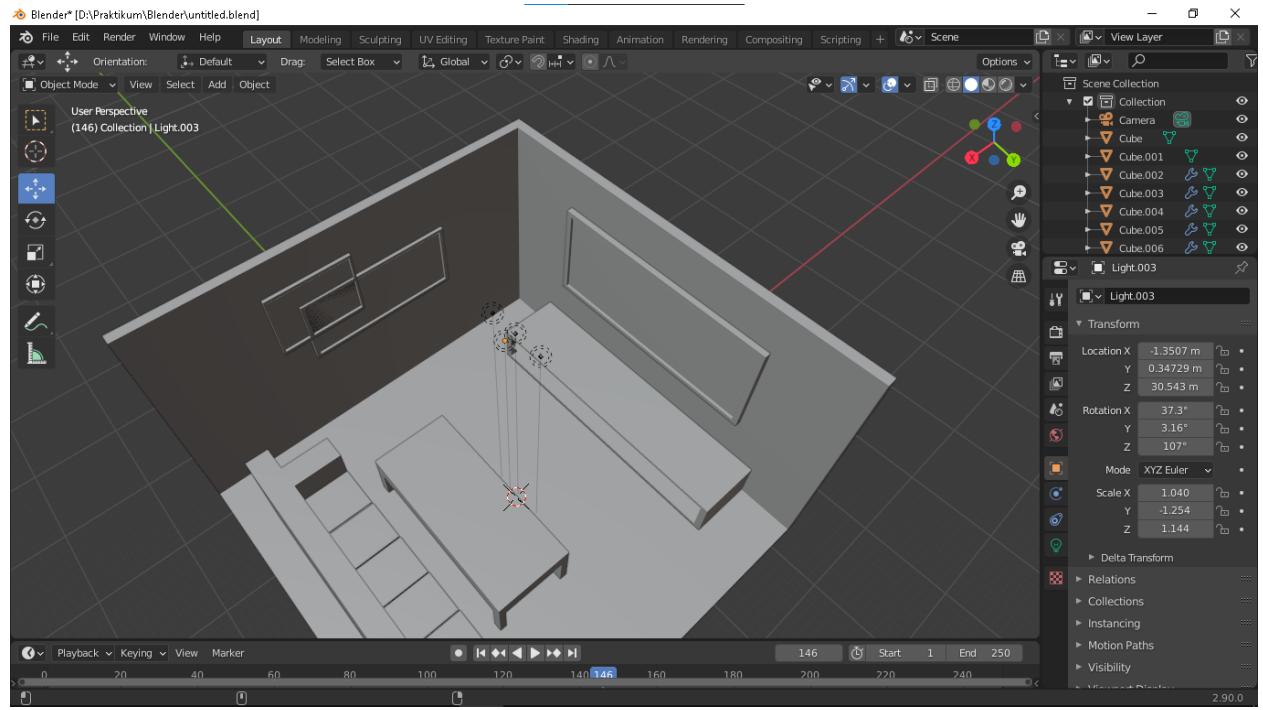


Kemudian Shift+D untuk menduplikat sehingga menghiasi dinding



Atur lighting





Hasil Render:

