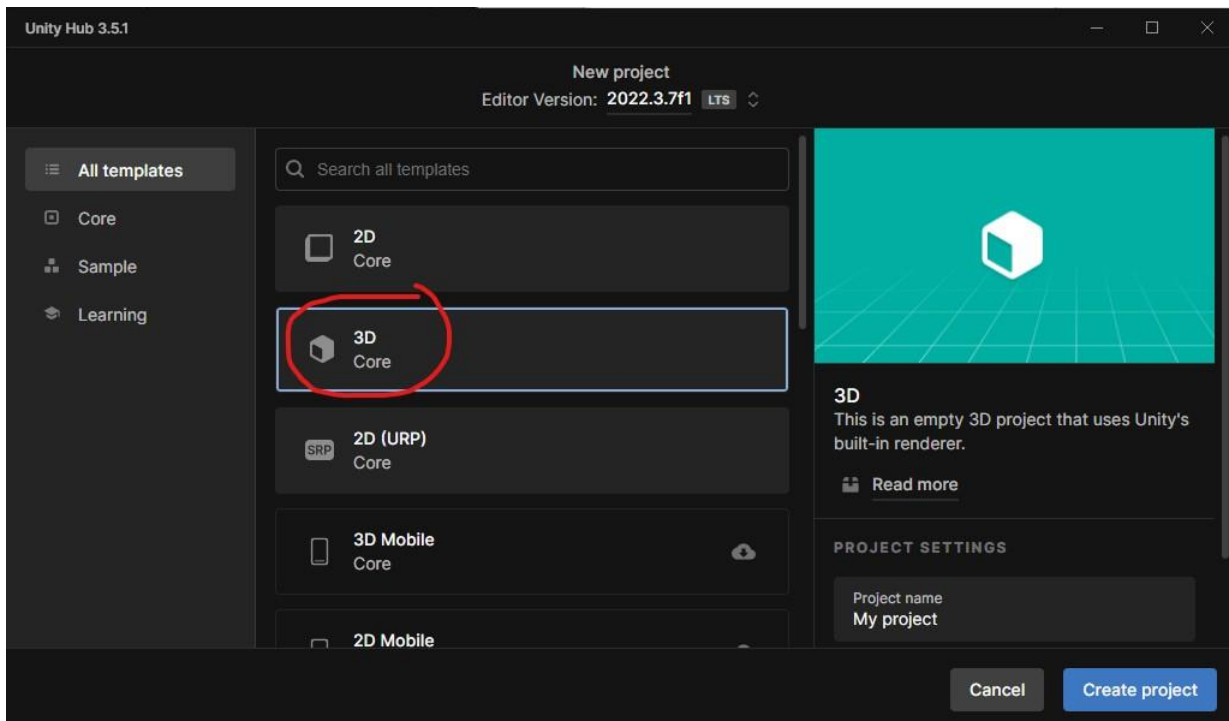
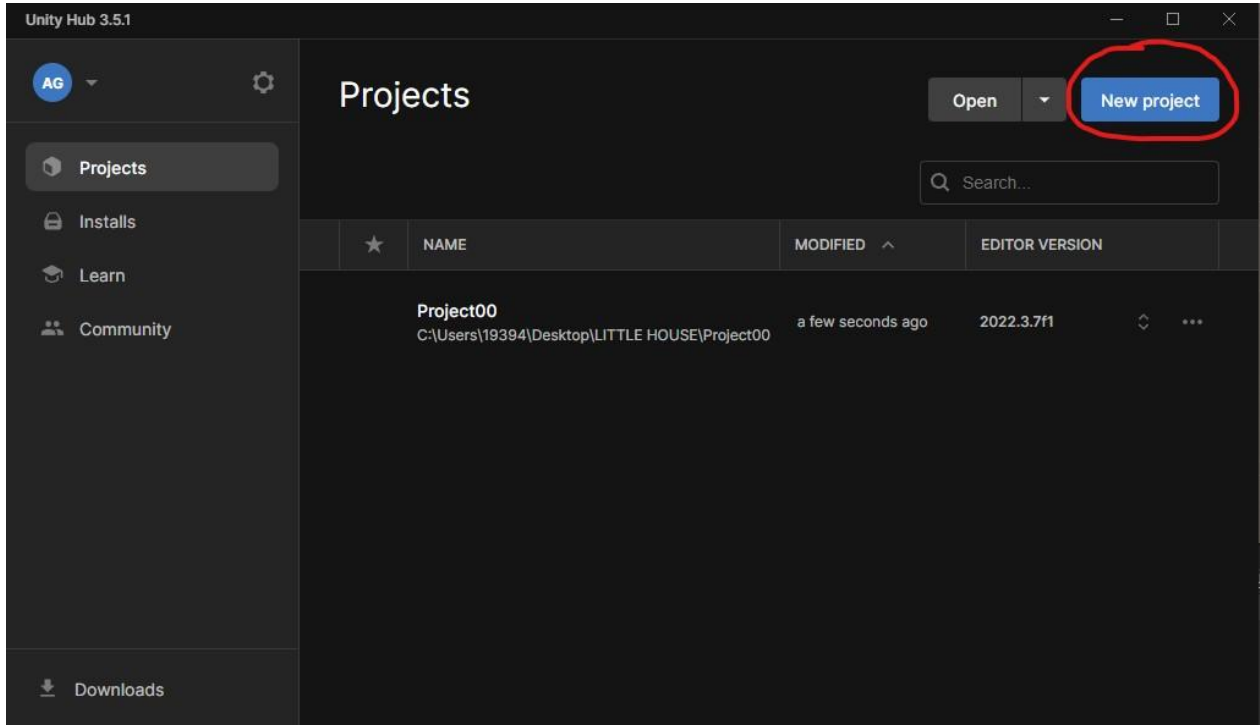


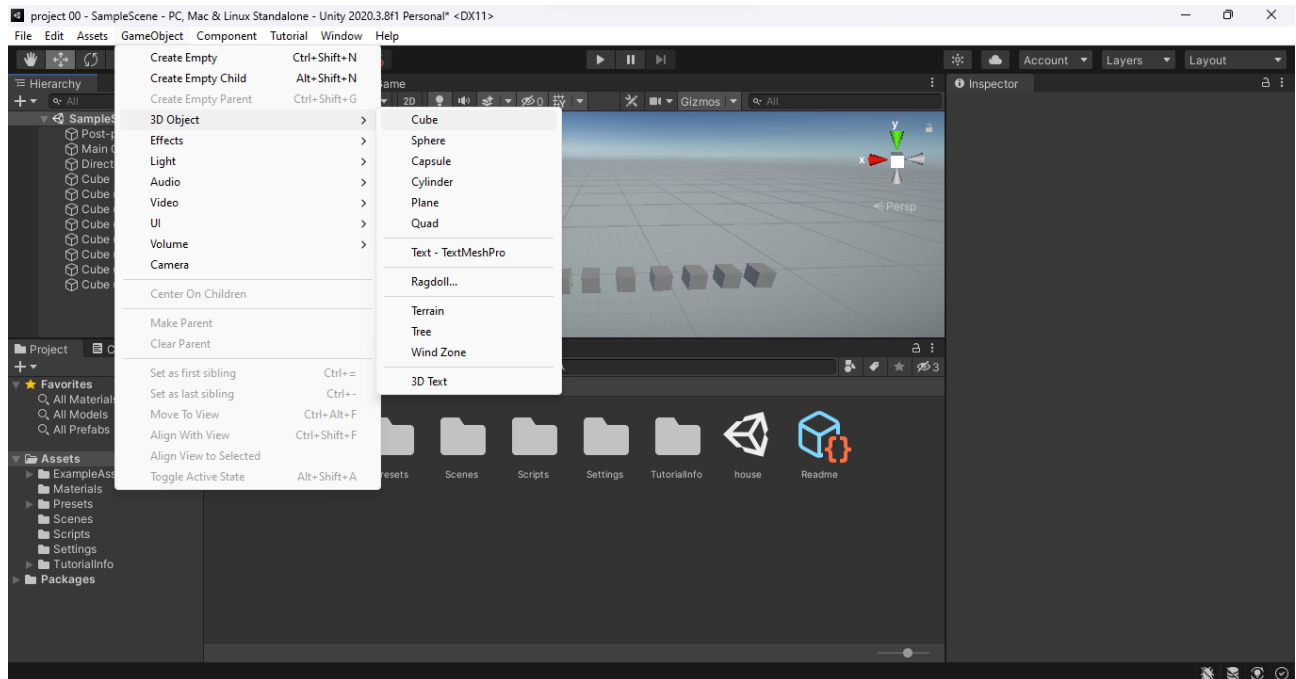
Creating a Pleasant, albeit *Structurally-Dubious* House using Unity Engine

Step #1: Create a new project using the 3D Core template.

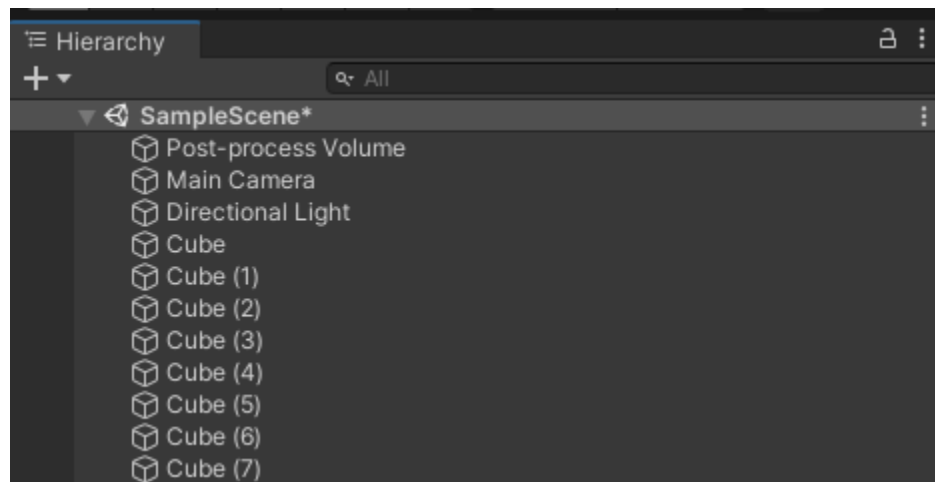


Step #2: Create seven “Cube” 3D objects in the 3D Core scene and name them appropriately.

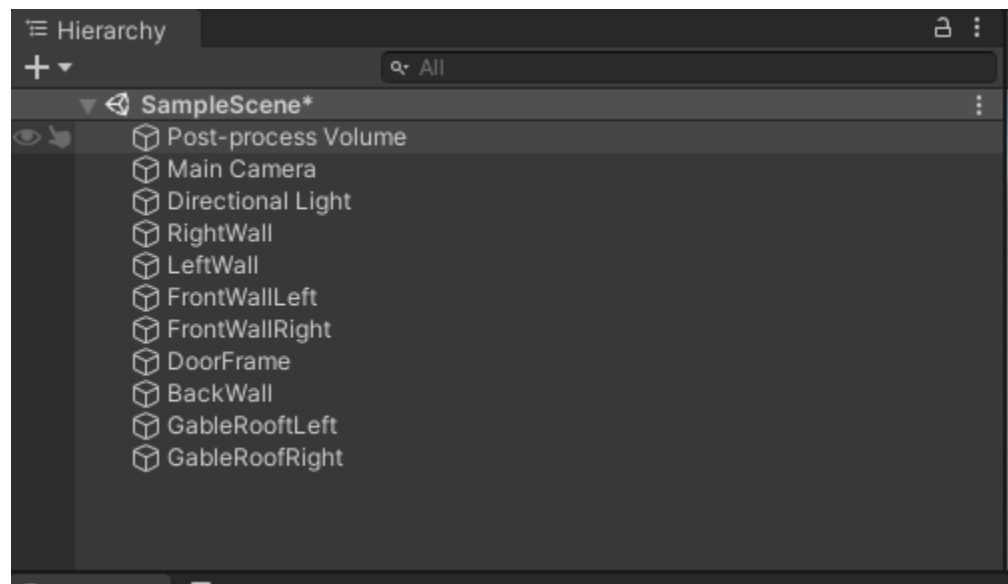
- Find the “GameObject” dropdown menu at the top left of the Unity window.
- Navigate: GameObject -> 3D Object -> Cube.
 - You may do this seven (9) times OR do it once, select the Cube and use CTRL+C (Copy) and CTRL+V (Paste) to create the remaining Cube entities.



- Locate the SampleScene hierarchy menu (colored grey) at the left side of the Window.



- Right click each entry for Cube, find the “Rename” option and change the names to mirror the screenshot below.

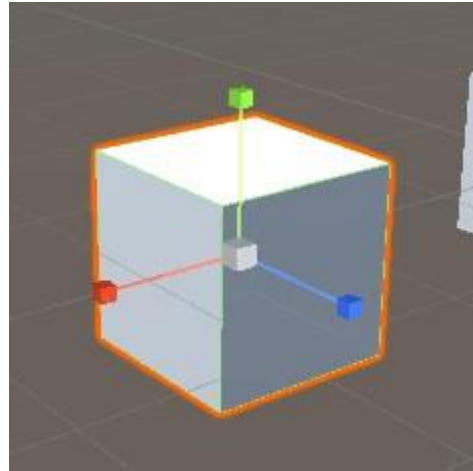


Step #3: Create the Right Wall of the House.

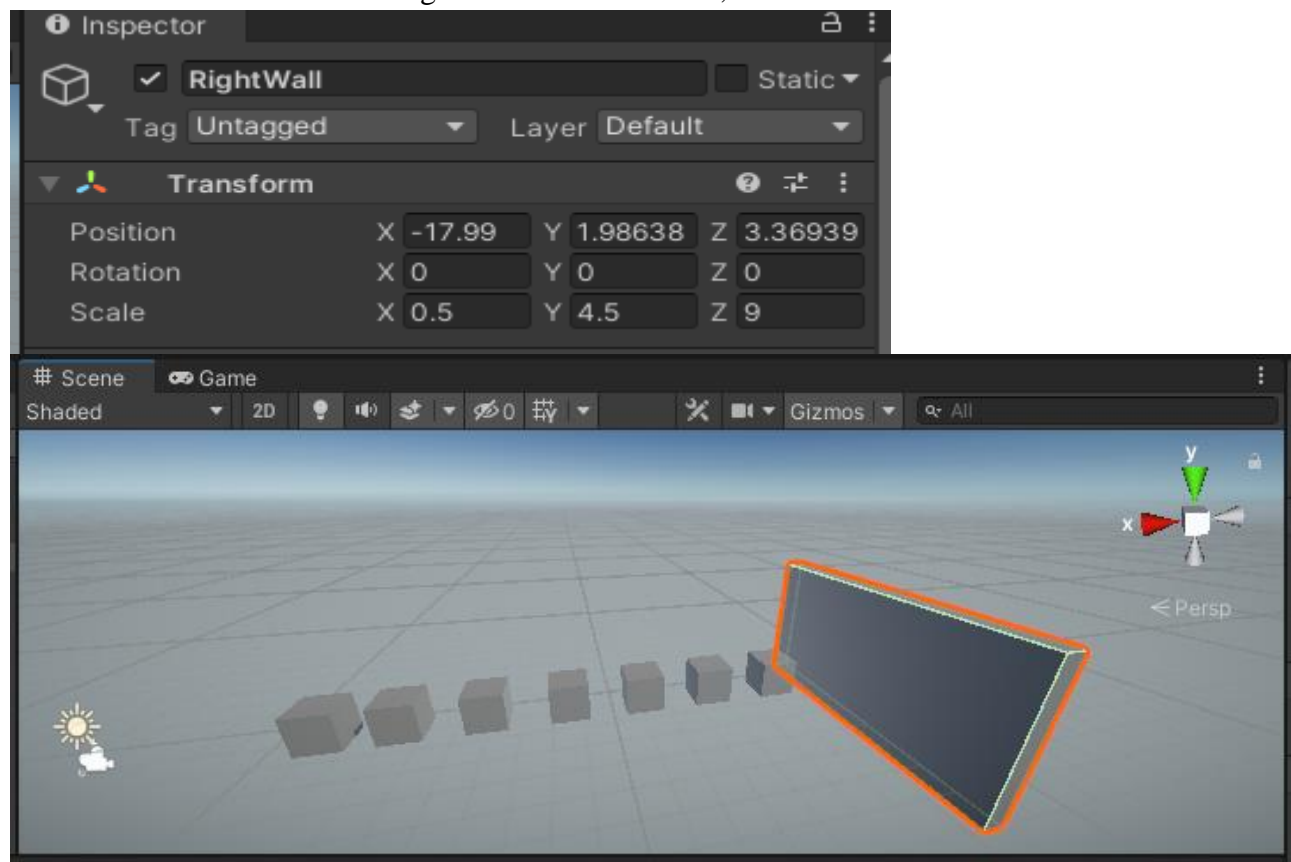
- Select the RightWall Cube in the SampleScene hierarchy menu.
- Locate the Tools hotbar to the right of the SampleScene hierarchy menu.



- Use the Scale tool (fourth option) to alter the Cube's dimensions to match a wall's. Try it out by clicking and dragging on the arrows!
 - The green arrow lengthens or shortens the Cube vertically.
 - The red arrow lengthens or shortens the Cube horizontally.
 - The blue arrow adds or removes volume from the Cube.



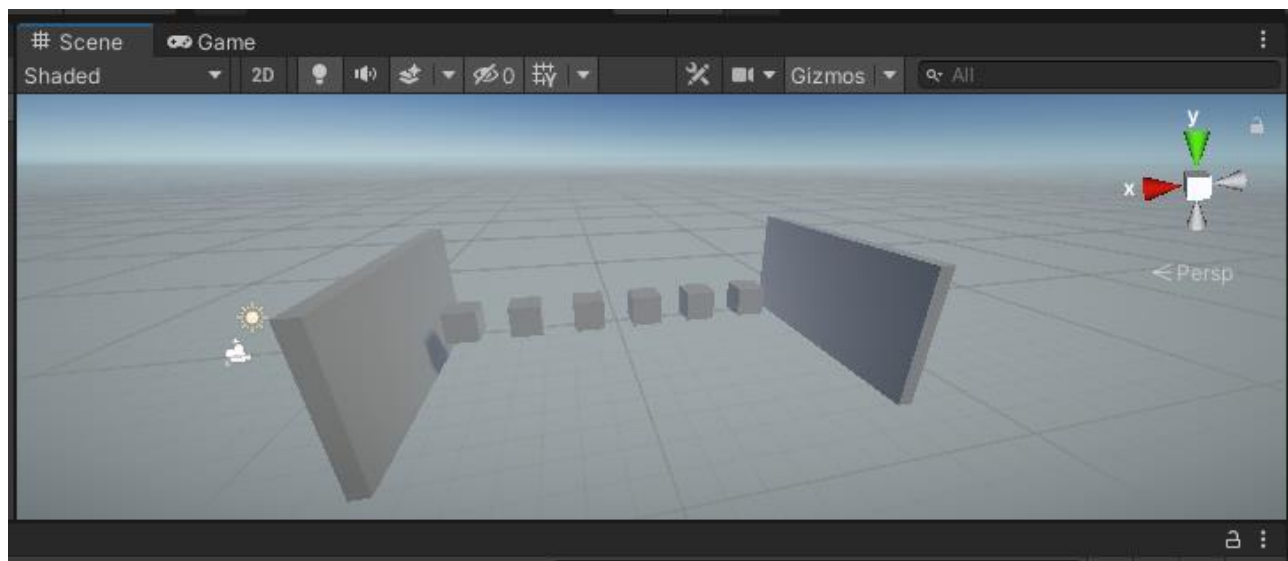
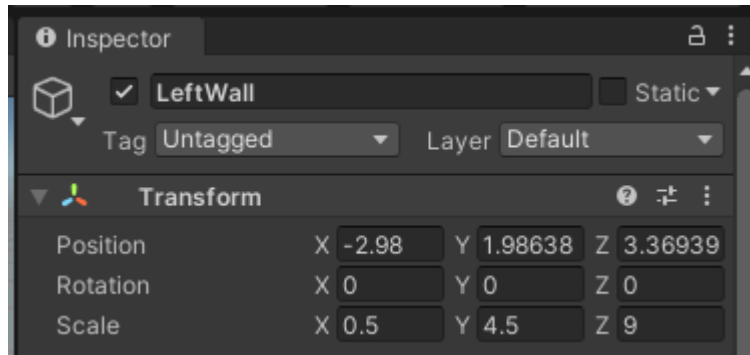
- Clicking the Cube will open an Inspector menu (colored grey) at the rightmost side of the scene. Though you may experiment on your own, should you want to match the exact shape of our model, directly apply the following values to the Position, Rotation and Scale boxes:



Step #4: Create the Walls of the House.

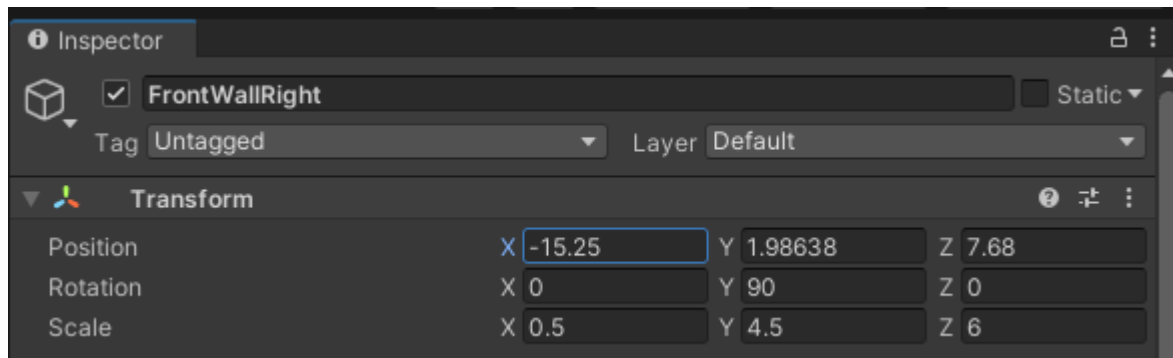
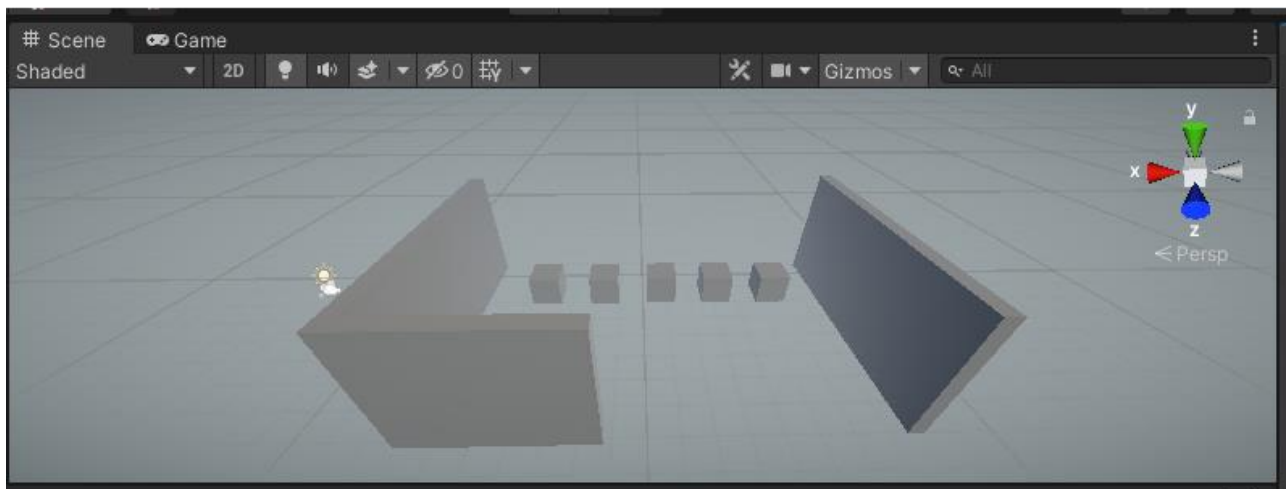
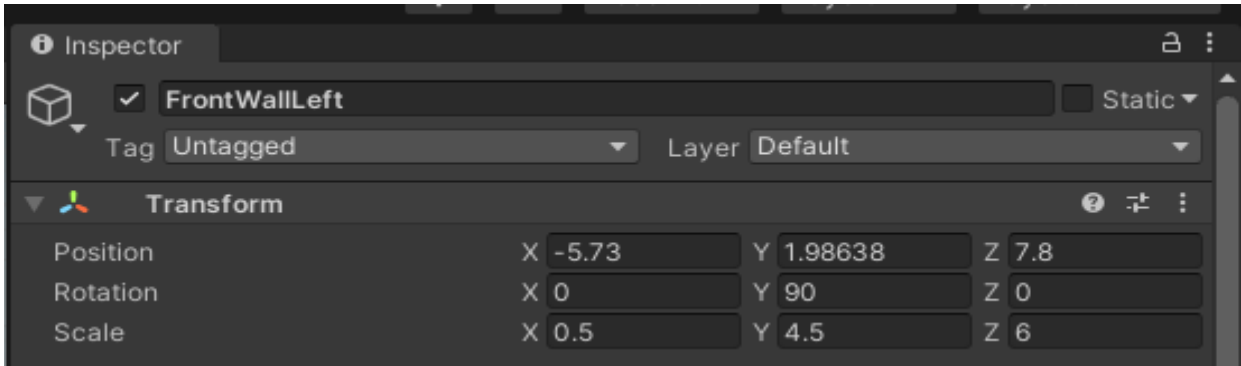
- Select the RightWall Cube in the SampleScene hierarchy menu.
- Locate the Tools hotbar to the right of the SampleScene hierarchy menu.

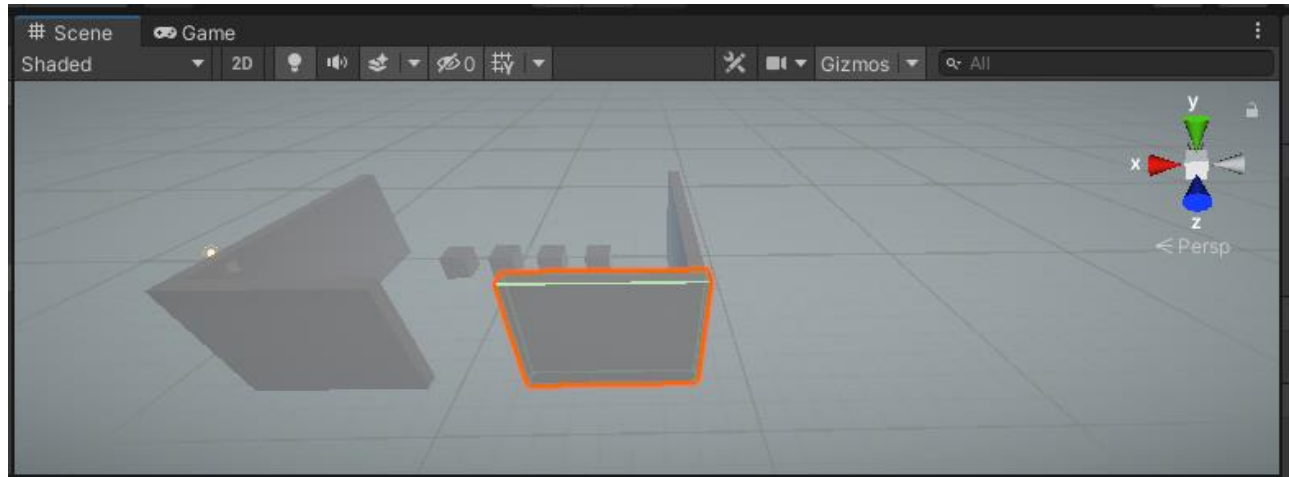
- Use the Scale tool (fourth option) to alter the Cube's dimensions to match a wall's and use the Move tool (second option) to settle it to the left of RightWall.
 - The original model's Inspector window values are as follows:



Step #4: Create the Front Walls of the House.

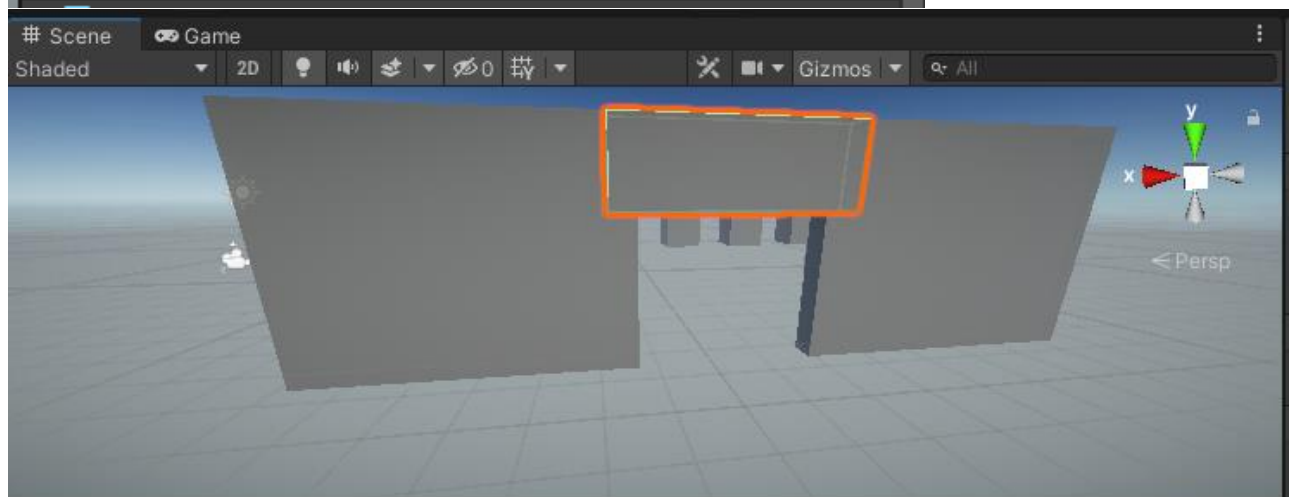
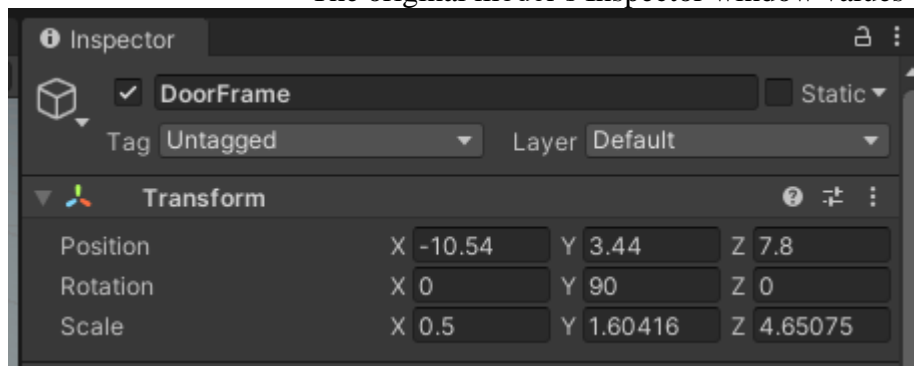
- Select the FrontWall Cubes in the SampleScene hierarchy menu.
- Locate the Tools hotbar to the right of the SampleScene hierarchy menu.
- Use the Scale tool (fourth option) to alter the Cube's dimensions to match a wall's and use the Move tool (second option) to settle it between RightWall and LeftWall.
 - Leave a space for the door!
 - The original model's Inspector window values are as follows:





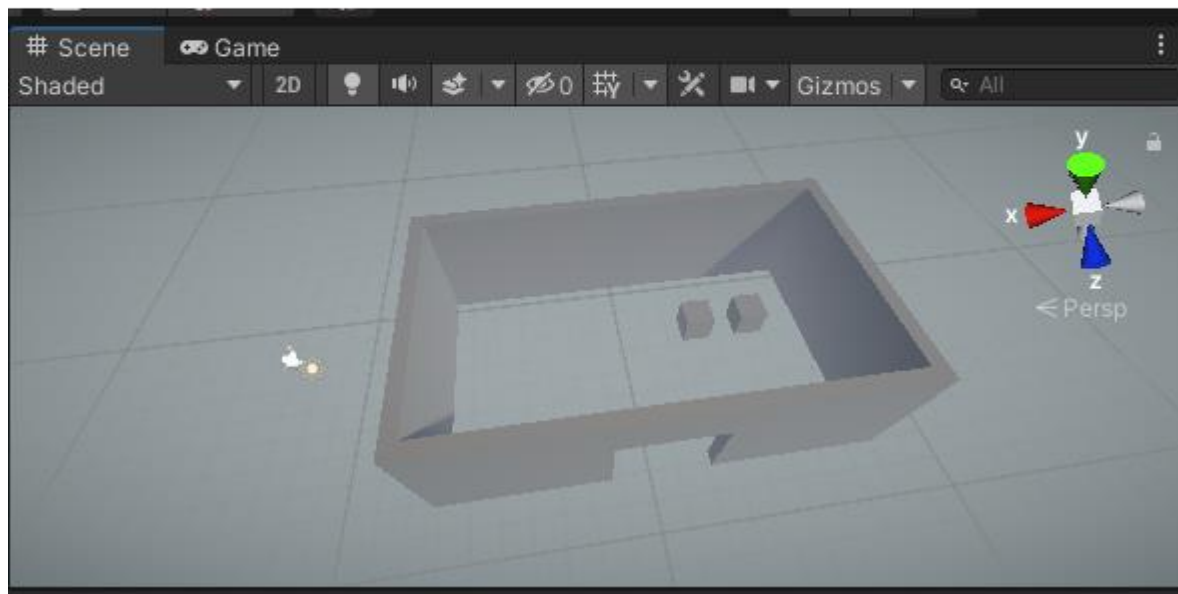
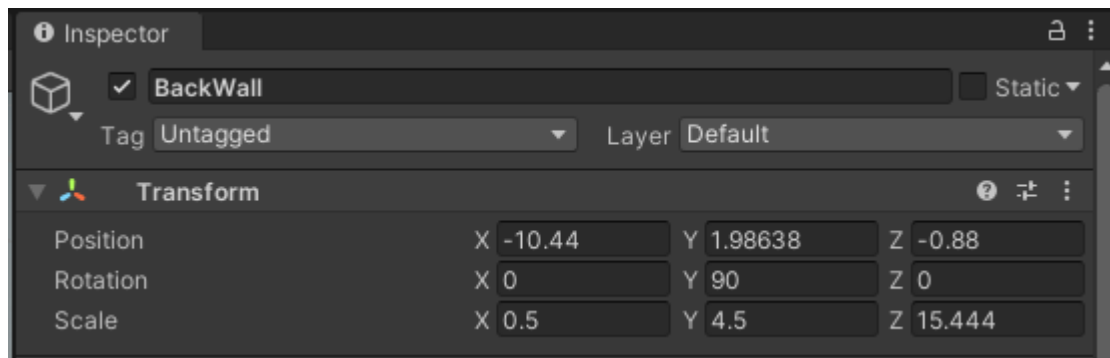
Step #5: Create the Doorframe of the House.

- Select the Doorframe Cube in the SampleScene hierarchy menu.
- Locate the Tools hotbar to the right of the SampleScene hierarchy menu.
- Use the Scale tool (fourth option) to alter the Cube's dimensions to match a wall's and use the Move tool (second option) to settle it between FrontWall and LeftWall.
 - Place it on top of the space you left for the door.
 - The original model's Inspector window values are as follows:



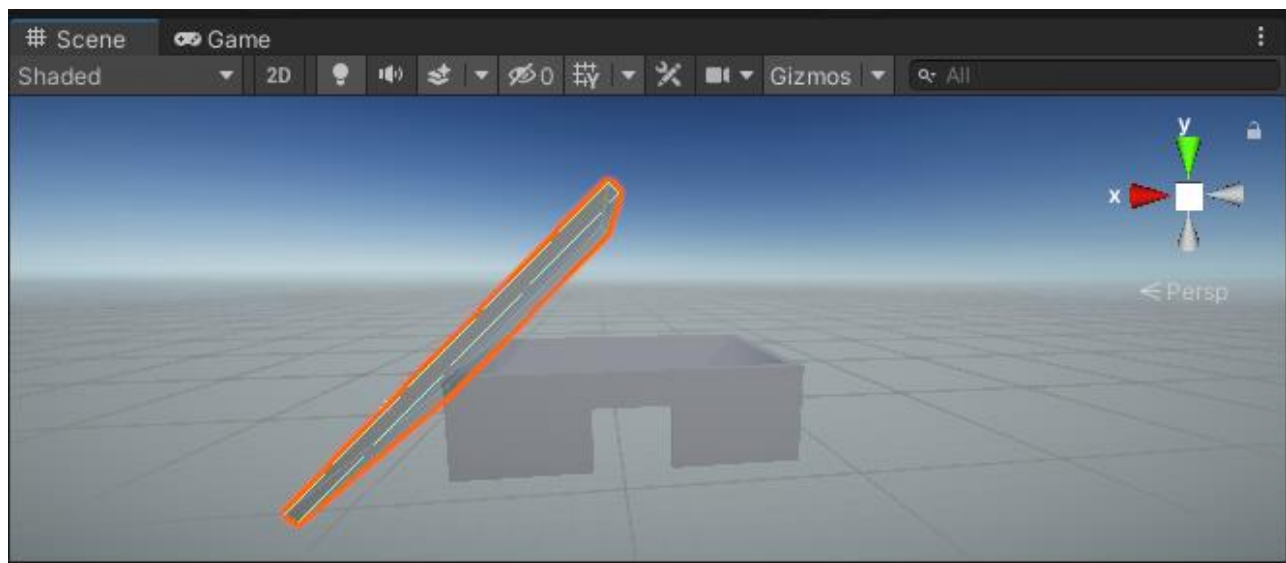
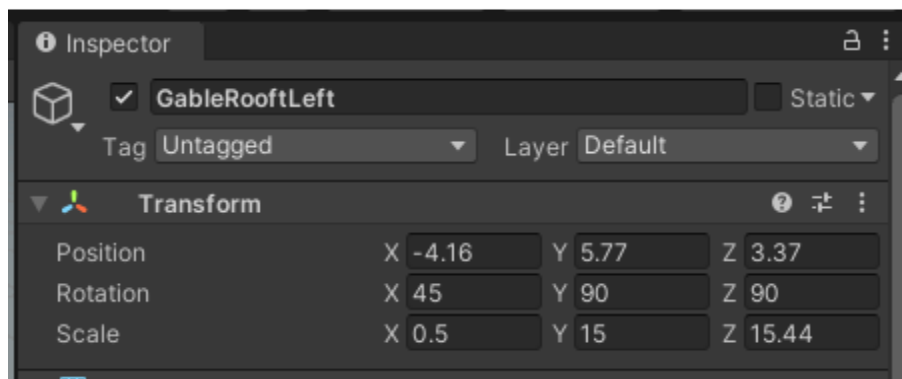
Step #6: Create the Back Wall of the House.

- Select the BackWall Cube in the SampleScene hierarchy menu.
- Locate the Tools hotbar to the right of the SampleScene hierarchy menu.
- Use the Scale tool (fourth option) to alter the Cube's dimensions to match a wall's and use the Move tool (second option) to settle it between LeftWall and RightWall.
 - The original model's Inspector window values are as follows:



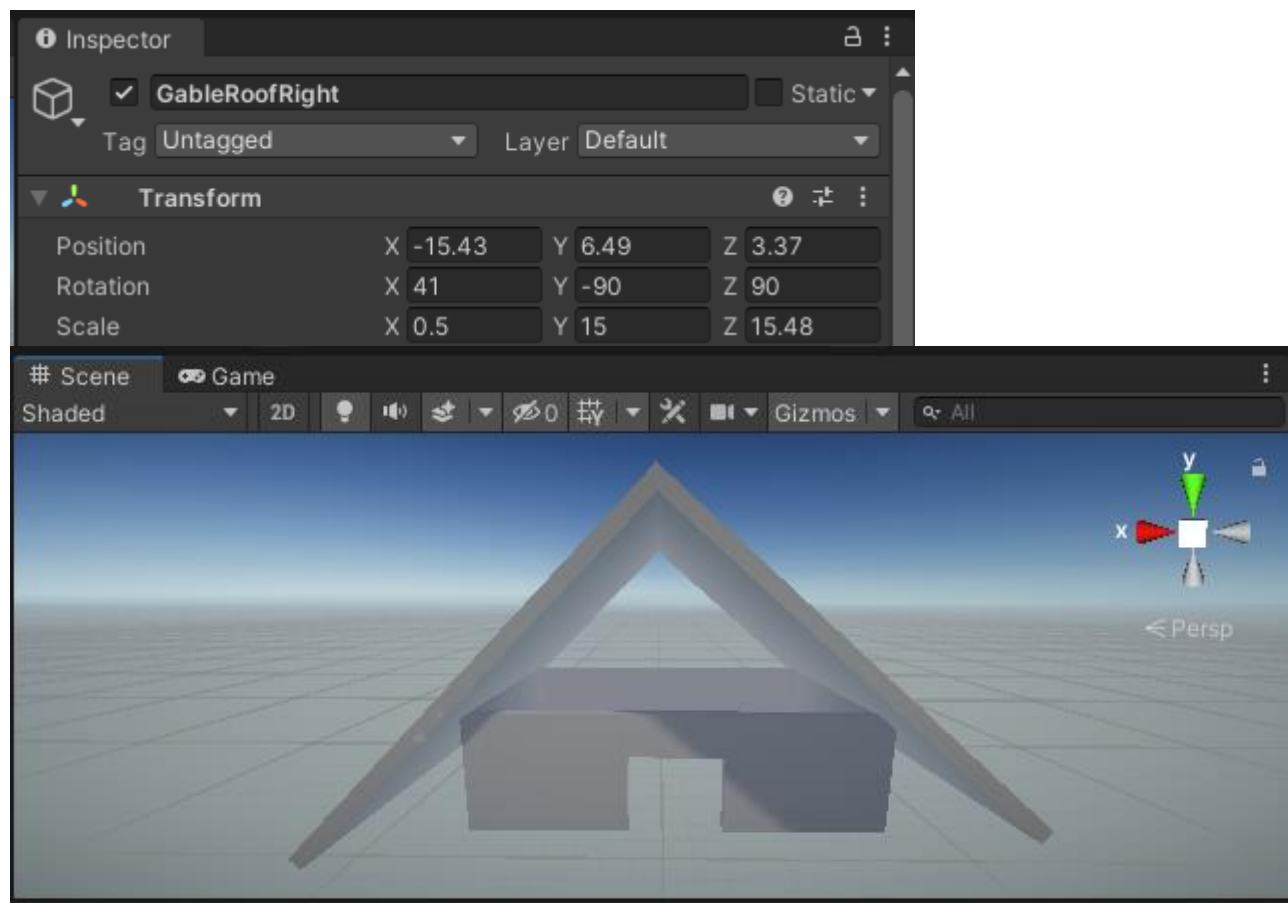
Step #7: Create the Left Side of the House's Gable Roof.

- Select the GableRoofLeft Cube in the SampleScene hierarchy menu.
- Locate the Tools hotbar to the right of the SampleScene hierarchy menu.
- Use the Scale tool (fourth option) to alter the Cube's dimensions to match a gable roof's left side and use the Move tool (second option) to settle it on top of LeftWall.
- Use the Rotate tool (third option) to lean GableRoofLeft such that its top meets the center of the house.
 - Place it on top of the space you left for the door.
 - The original model's Inspector window values are as follows:



Step #8: Create the Right Side of the House's Gable Roof.

- Select the GableRoofRight Cube in the SampleScene hierarchy menu.
- Locate the Tools hotbar to the right of the SampleScene hierarchy menu.
- Use the Scale tool (fourth option) to alter the Cube's dimensions to match a gable roof's right side and use the Move tool (second option) to settle it on top of RightWall.
- Use the Rotate tool (third option) to lean GableRoofRight such that its top meets GableRoofLeft.
 - The original model's Inspector window values are as follows:



Completing this task as the first homework assignment was certainly incredibly interesting. Not only did it let us explore how much we can accomplish with only blocks but it also showed us how to use the sizes as a first time. It was a very flexible task that certainly not only helped us get familiarized with beginner tasks but also helped us see how much you can accomplish with a single 3d item. It was a bit frustrating learning how to handle the increments and rotations well but it was essential to learn this at such an early stage so we may become accustomed to the future. In the end creating the house and seeing it completely completed by the end was greatly satisfying and it felt quite nice to see the end product.

You're done! Enjoy your house.

Consider saving your work by locating the "File" dropdown menu at the top left of the window and selecting "Save".