

Blender Experiment-3

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Experiment 3: Creating Textured Curtains with Wind Simulation in Blender

In edit mode add a vertical edge loop in the centre of the cube

Delete the left side of the cube

Switch to object mode, add a mirror modifier with the x-axis checked and clipping checked

Tab to edit mode, scale the cube to the size of the top of the gate(shimaki)

Select the bottom outer edge of the shikakai and angle it back towards the centre

Add 4 vertical loop cuts

Select the top centre loop cuts

Turn on proportional editing with sphere selected

Click "G"

Use scroll wheel and make sure the area of influence includes the entire shimaki.

Move the selected edge down along the z-axis to give the shikakai a slight curve

Turn off proportional editing

Select the shimaki(right side portion) and duplicate it.

Turn on snapping and move the duplicate(kasagi) above the original(until it snaps on top).

Scale the duplicated kasagi along the x-axis.

Turn off snapping

Select the top faces of the kasagi and move them along the z-axis.

Select the bottom centre & middle faces of the shimaki , extrude them along the z-axis to form the gakuzuka and daiwa. Scale both along z-axis 0 degrees.

Select the bottom face of the daiwa, then extrude it down along the z-axis to make hashira .

Select the bottom centre edge of the gakuzuka and move the cursor to the selected edge

Add a cube to make nuki.

Turn on snapping and align the top of nuki to bottom of gakuzuka.

Turn of snapping

Scale it to the same size as the shimaki(but a wider on y-axis).

Add a cube(kusabi).

Turn off clipping and separate the kusabi.

Scale kusabi, so they are wide as the daiwa and fairly flat.

Align kusabi with right-side of daiwa.

Select top-left edge & move it along the z-axis.

Select the bottom face of the hasher & move the cursor to the selected face.

Add cube(nemaki), move it so it aligns with the bottom of the hashira.

Scale nemaki along the x-axis, y-axis so it is slightly

Larger than the hashira.

Select top face of nemaki and scale it in towards hashira.

In object mode, apply mirror modifier.

Under UV editing workspace, select the entire gate.

Unwrap the gate using smart UV project.

Export the UV Map.

Under the shading workspace, rename the default material.

Change the base cold of the principled shader to a red color.

Add a new material and give to a name

Change base color to principled shader to a dark gray.

Assign new material to the kasagi & nemaki.

Open UV saved before.

Add image texture node & open the UV you saved earlier.

Copy-paste texture node to other material

Under render tab change to the cycles render engine.

Twirl open the bake section & click bake.

Save new uv map.

Make curtains:

Add 2 x 1 size plane,

Tab edit mode , hit subdivide(30nodes subdivision).

Rotate plane 90deg by y axis & move plane above 0 level.

Apply scale on the plane.

Add cloth modifier, hit the icon on right , select cloth preset as silk.

Add wind force field behind plane from “force field” > wind. Rotate it & make angle of -18deg along z-axis.

Make strength 1000, flow:3.

Tab edit mode, select only

Top of vertices of plane assign to group.

Animate you feel curtain vibe.

Add tree saplings

Click on ADD

Click on curve>sapling tree gen.

In settings(left corner), in geometry> secondary - select shape as per choice.

Switch to leave from dropdown

Check show leaves.

Sleet leaves shapes to inverse conical or change according to requirement.

Add number of leaves to 350 etc.

Add colour and texture to make object realistcs.





