Ouaret Lamia TP1 Report

Introduction:

This TP consisted of designing a table and chairs with the objective of becoming more familiar and comfortable with the technologies used in 3D modeling. Blender was the tool selected by our teacher, and it gave me the chance to explore many of its features while working on something simple but useful. The exercise was a good way to learn things step by step, and it wasn't too hard, which let me stay creative while still making progress.

This entire task took around 2 hours to complete, during which i noticeably improved my modeling skills. Overall, this was a solid introduction to Blender and its many capabilities. It also opened the door to further exploration and development of my skills in the field of 3D modeling.

The Models:

Table Inspiration:

Chair Inspiration:

Process of Creating the Models:

The table was created starting from a simple circle. I filled it, then applied a Solidify modifier to give it thickness. For the base, I first used a cylinder and added a Wireframe modifier to only keep its edges. After that, I went into Edit Mode and scaled the top surface to make it smaller, which helped give the table a smoother and more pleasant design.

The chair was a bit more challenging. I created the legs by modeling one of them, then using a Mirror modifier and rotating them into the right positions. The cushion, however, was the part I struggled with the most. I wanted it to look soft and comfortable, but starting from a cube and simply extruding the top surface always made it look too stiff and sharp. No matter how much I tried fixing it, the result wasn't convincing. This is when I discovered the Bevel tool, which lets you smooth selected edges. It was exactly what I needed, and thanks to that, the cushion finally looked much softer.

For the backrest, I began with a solidified circle, deleted half of its vertices to make a curved shape, then extruded it horizontally. I also applied a bevel on the edges to avoid sharp corners and give it a more realistic, comfortable look.

Conclusion:

In the end, this TP was a very useful introduction to 3D modeling with Blender. By creating something as simple as a table and chairs, I was able to learn important tools, understand the basics of shaping objects, and get more comfortable working inside the software. Even though I faced a few challenges, each one helped me discover new features and improve my skill. Overall, this experience gave me a good foundation to keep learning and start experimenting with more complex projects in the future.