Alyamamh Univeristy.
Engineering and Archicture College.
Software Engineering Department.
CIS 222 – Interactive Media

جامعة اليمامة
Al Yamamah University

3D Modeling Scene

Interactive Media CIS222 Project
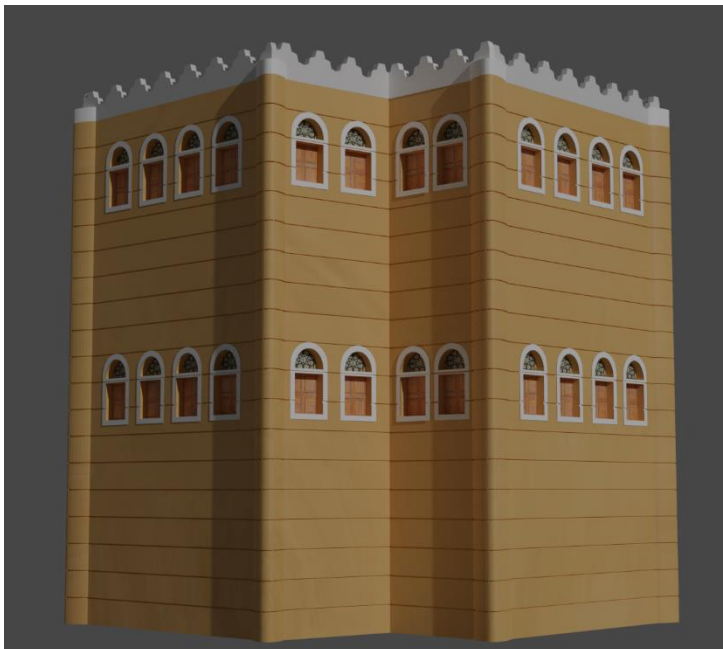
By: Youmna Jaza

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Figure 1: Reference Image

Figure 1: Rendered Image of the 3D Model

Figure 3: Rendered Image of the 3D Model

References:

- Figurre1 Reference Image owned by Ahmed Balhareth
- Video Tutorials:
    - Blender 2.8 Basics - camera
    - Blender Tutorial: Duplicate Objects Around A Circle (2020)
    - Blender - Modern Home Design in Blender 2.8 (Modern Architecture)
    - Render Settings Introduction - Blender 2.80 Fundamentals
    - Blender 3D 2.8X Basics: Creating a painted wall with texture.
    - Adding Materials And Textures To A House In Blender (House Materials Timelapse Tutorial)
    - Blender 2.8 How to setup an hdri environment background
    - The perfect glass material in Blender 2.81 | Tutorial
    - Applying DIFFERENT TEXTURES to Individual Faces in Blender
    - 3 Ways to CUT HOLES in Objects in Blender
    - Intro to Texturing - Blender 2.80 Fundamentals
    - Making a simple house in Blender 2.71 (Beginner Tutorial)

- Images and Textures:
    - Wooden Planks 04 | Free PBR texture from cgbookcase.com
    - White Stucco Wall 01 | Free PBR texture from cgbookcase.com
    - elegant_mesquite_large.jpg (800×964) (wghwoodworking.com)
    - depositphotos_3933255-stock-photo-wood-window-texture.jpg (539×600)
    - mud-wall-texture-closeup-shot-165770027.jpg (800×533) (dreamstime.com)
    - e908877180b4da083ac37e57aaaf64a7.jpg (640×640) (pinimg.com)

- Blogs and websites:
    - modeling - Creating duplicated sides on an object - Blender Stack Exchange
    - rendering - Render result is completely blank - Blender Stack Exchange
    - How can I copy UV maps from one model to another? - Blender.org
    - Blender UV Unwrap - All Faces can be the same, but how? - Unity Forum
    - modeling - How do I copy one side of a box and paste it on the rest of the sides? - Blender Stack Exchange
    - texturing - Apply texture to mesh that has been extruded - Blender Stack Exchange
    - Place camera to current view - Blender.org
    - Same UVs for all faces of a mesh - Support / Materials and Textures - Blender Artists Community