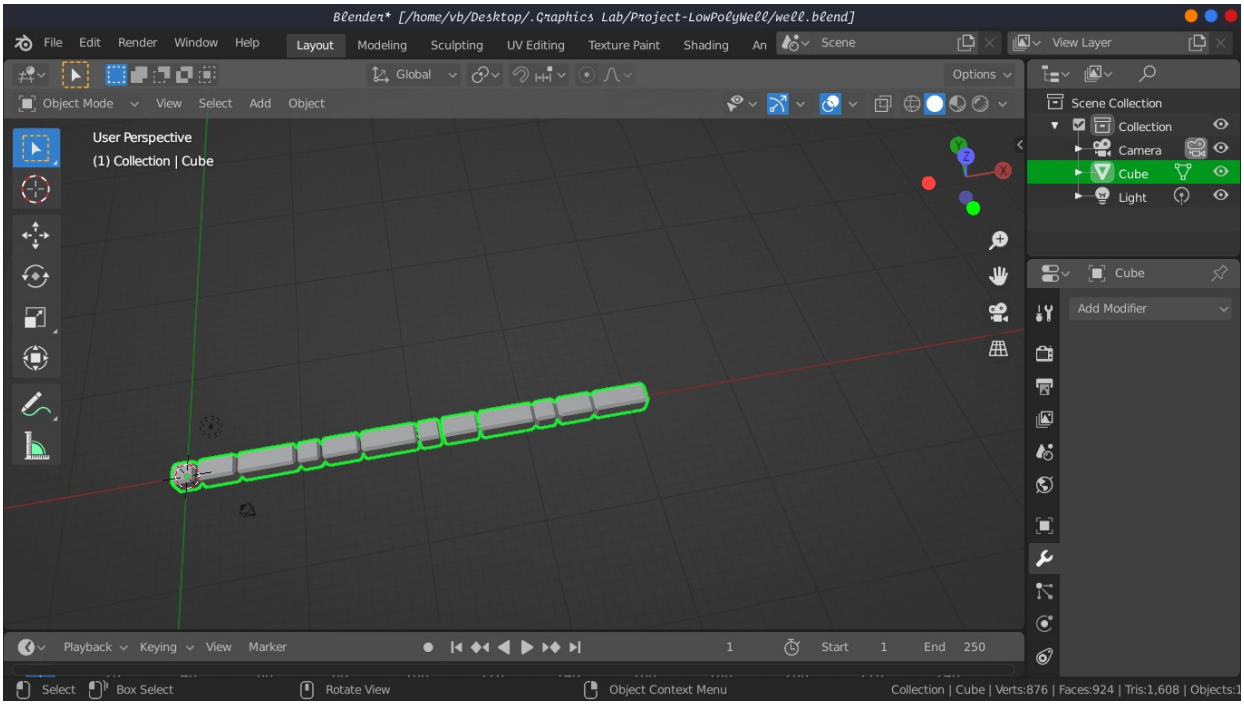
GRAPHICS AND ANIMATION TOOLS

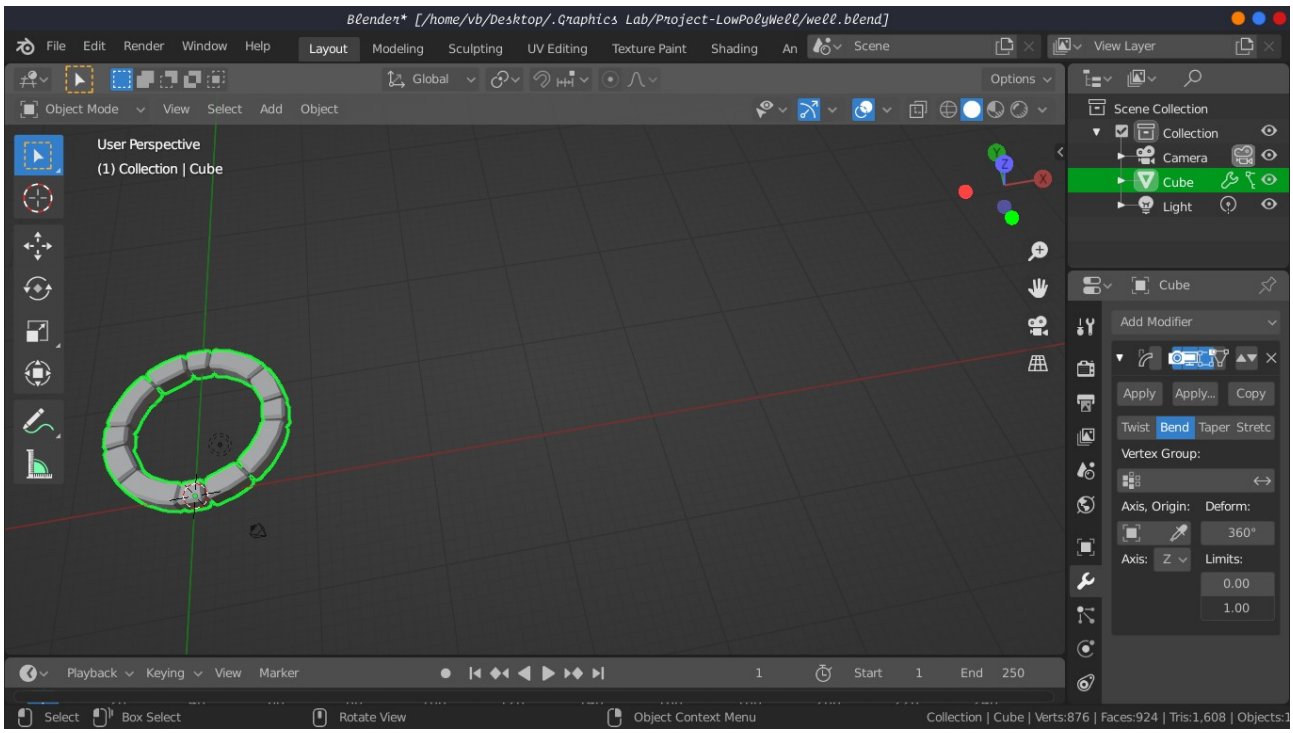
PROJECT : LOW POLY WELL

PART 1: Creating the boundary of well

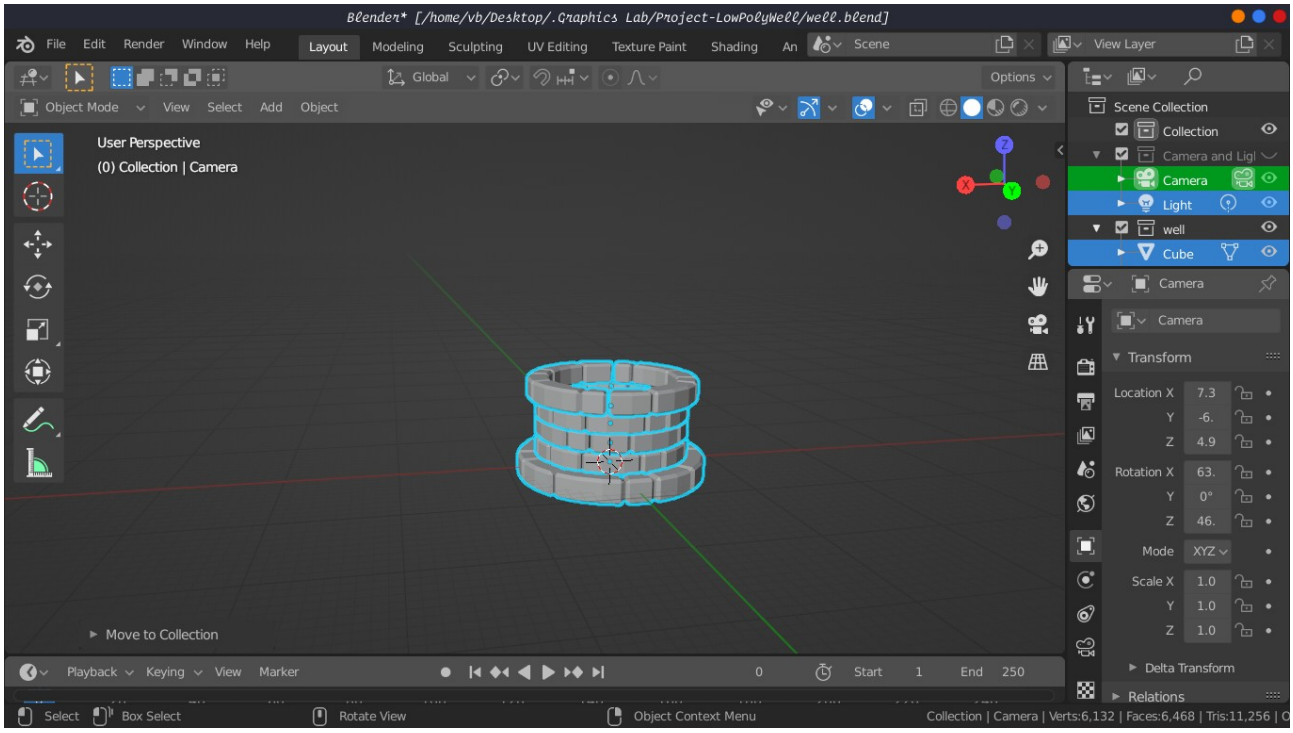
1. Add a cube mesh.
2. Bevel it using Ctrl + B to create the appearance of a brick.
3. Now, duplicate the brick created in step 1 and make the duplicated brick two times larger than he first brick.
4. Add loop cut to the brick at the center.
5. Repeat steps 3 and 4 several times to create multiple bricks.



6. Now Add a Modifier to these bricks and Select **Bend**. Set Bend Angle to 360 Degrees.

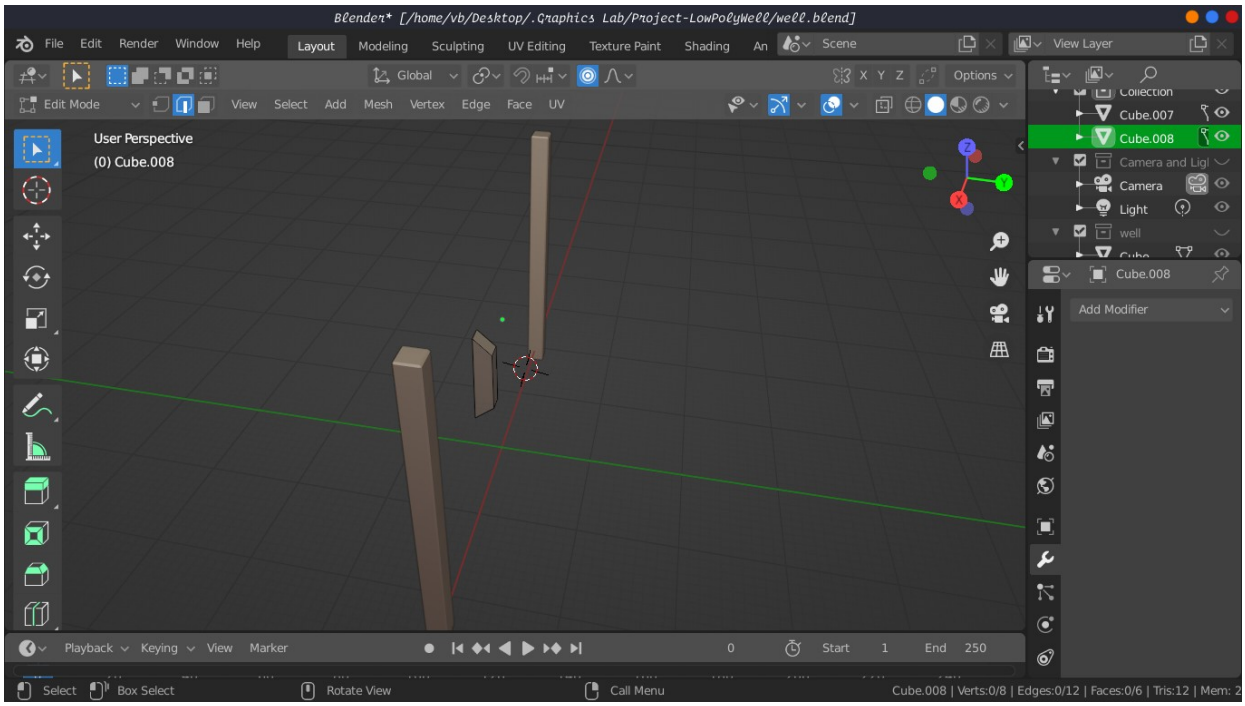


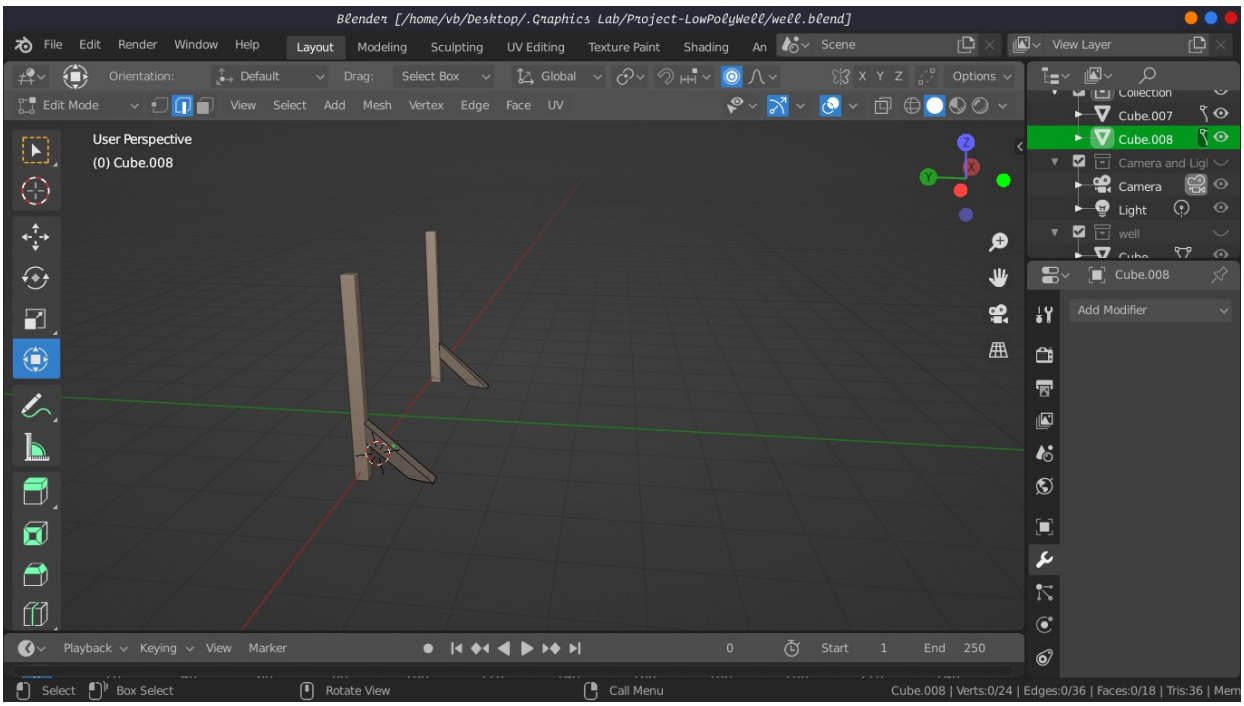
7. Duplicate this circular boundary to create a complete well boundary and set origin to center (0,0)



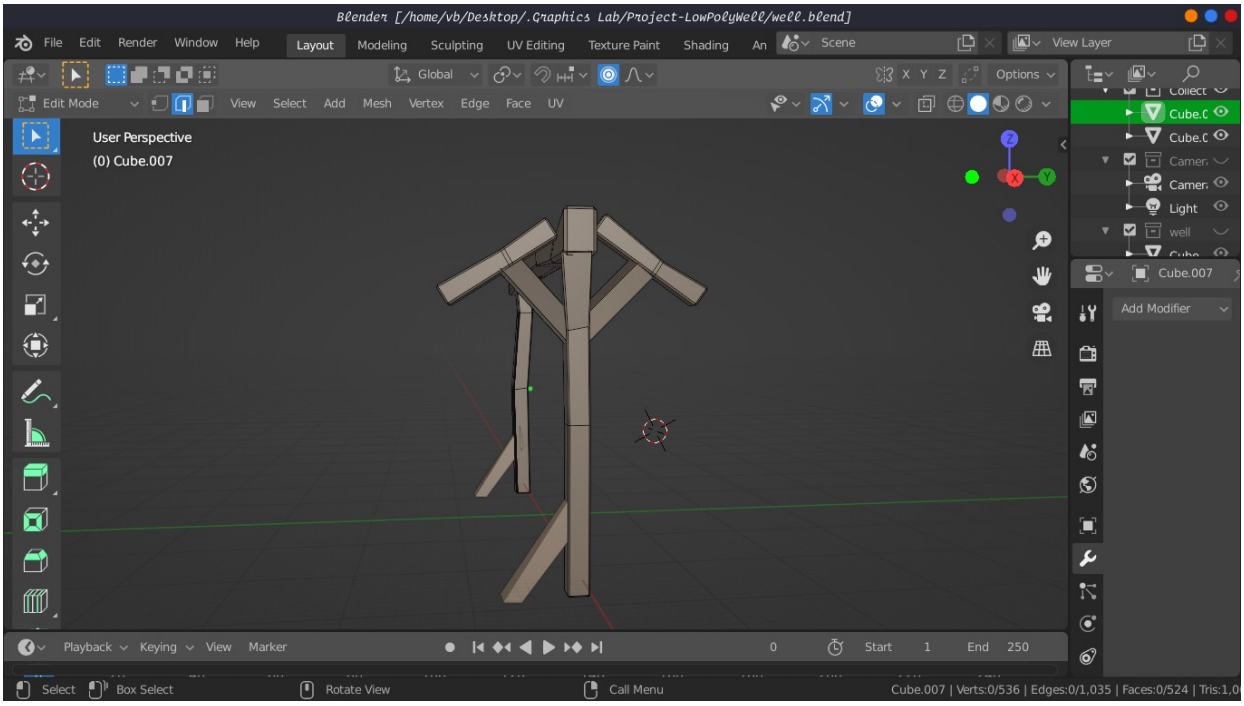
PART 2: Creating the wooden frame.

1. Add a cube mesh.
2. Scale it along the Z-axis.
3. Add Bevel to the mesh to make the edges smooth.
4. Now duplicate this mesh to create the frame stand.
5. Add another cube mesh.
6. Skew this mesh from the side faces and add it at the bottom of the frame stand mesh.
7. This mesh acts as support for the frame stand.



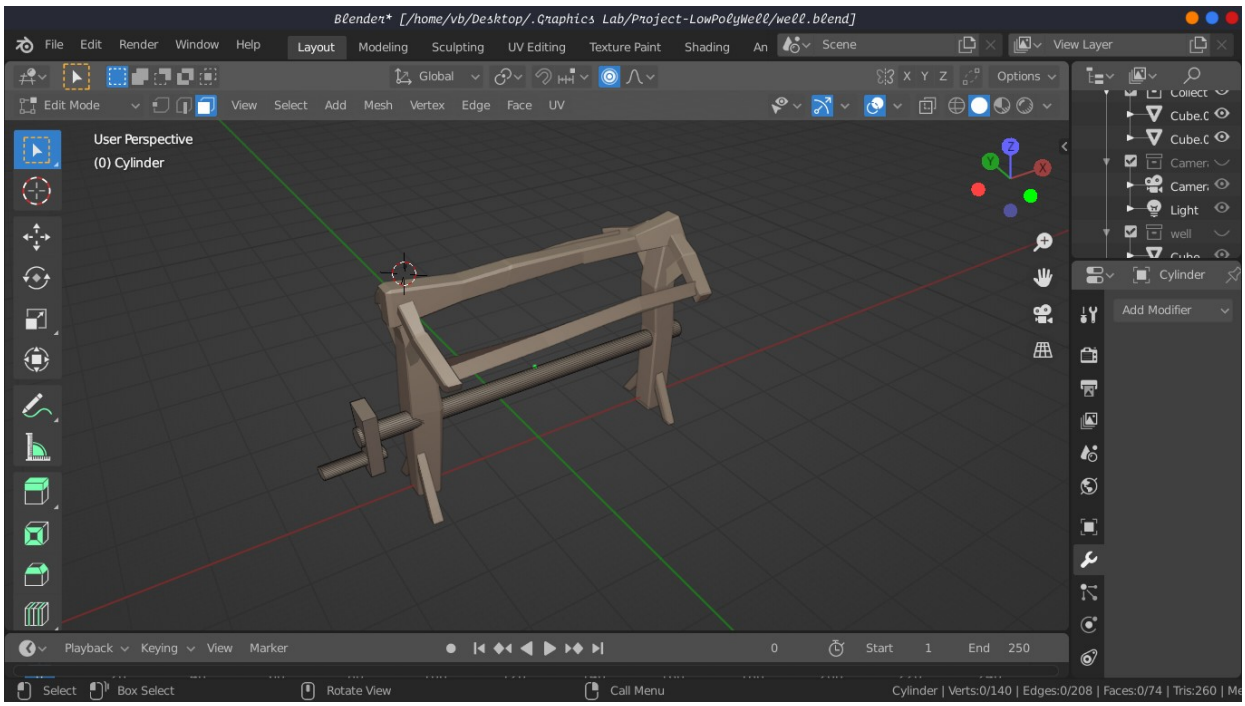


8. Now another cube mesh to the top of the frame stand and scale this mesh along the X-axis'.
9. Put this at the top of the frame stand.
10. Add a cube mesh to act as support of the mesh at the top of the frame stand.
11. Lastly, add several loop cuts to different portions of the wooden frame and use partial editing to create an irregular shaped frame.



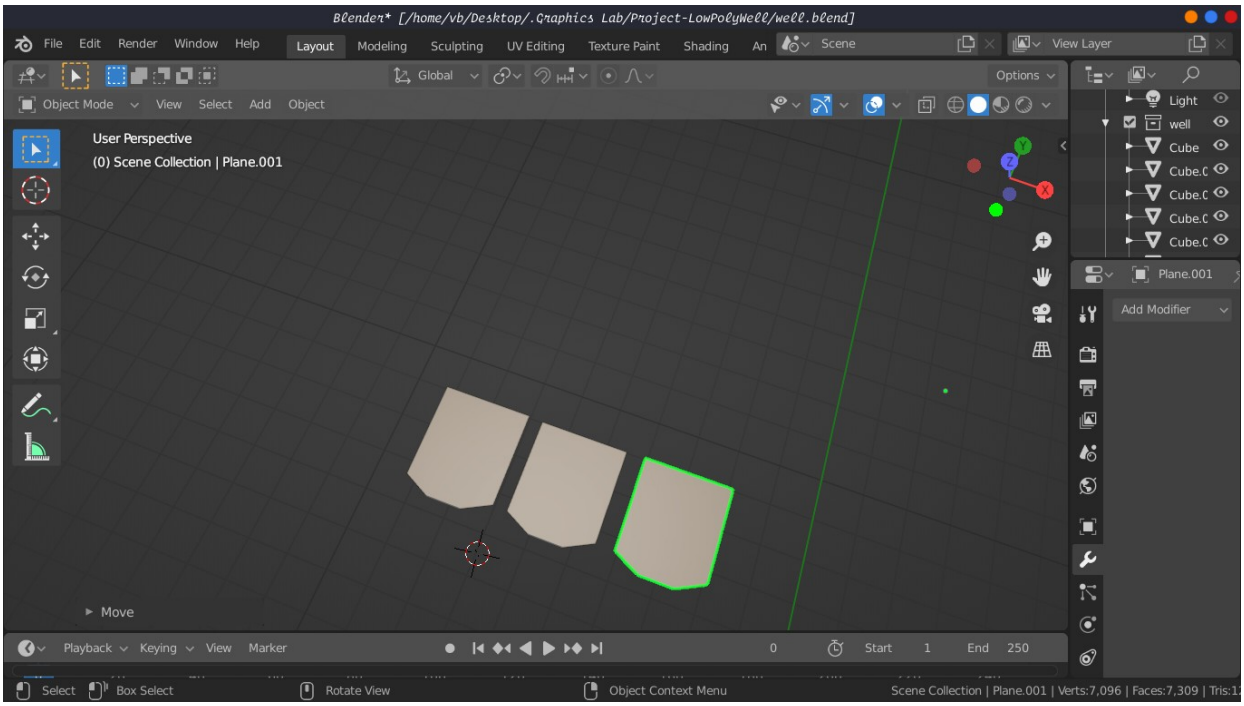
PART 3: Creating the wooden rotator.

1. Add a cylindrical mesh.
2. Rotate and Scale it along the X-axis.
3. Put it in between the long legs of the wooden frame stand created earlier such that it penetrates through both the legs of the frame stand.
4. Now add a cubical mesh. This will act as the handle of the rotator.
5. Transform the handle mesh and add another cyndrical mesh to this handle mesh.



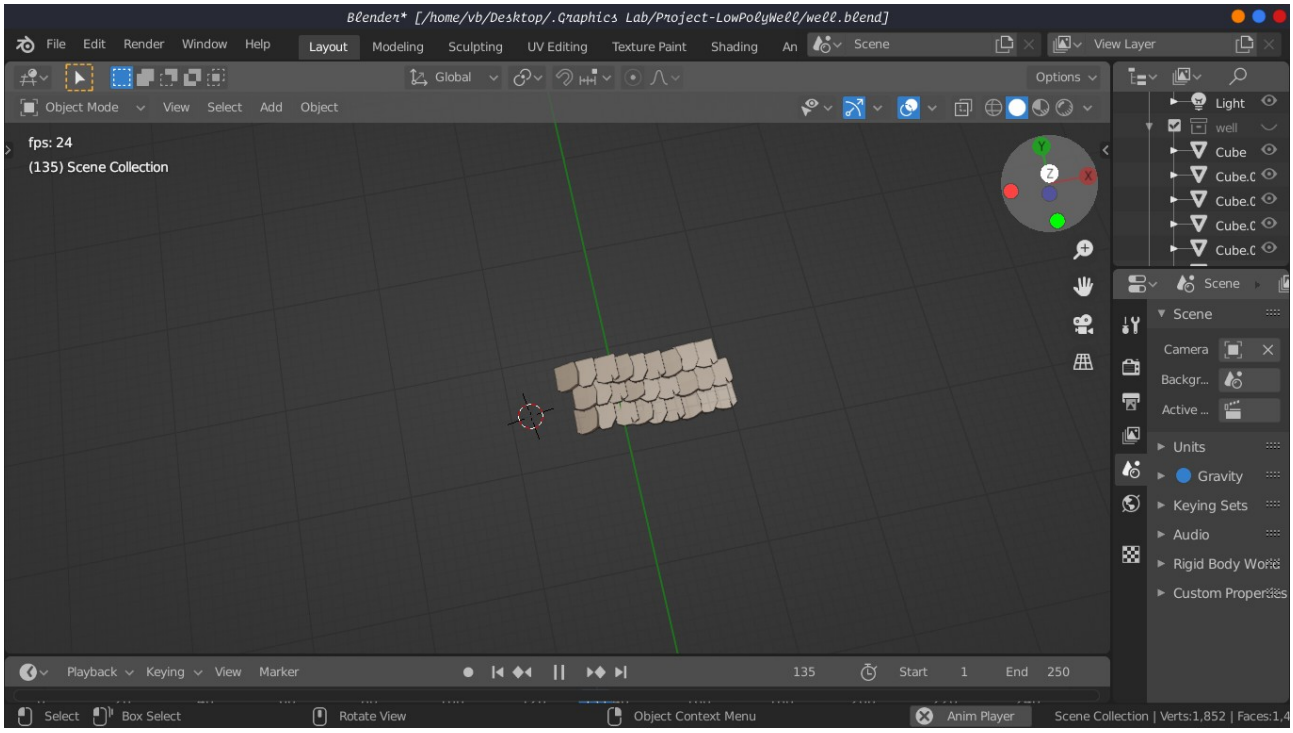
PART 4: Creating the Roof Tiles.

1. Add a plane mesh.
2. Duplicate the mesh to create 3 types of tiles.
3. Add a loop cut to each mesh and extrude to create an irregular shape.

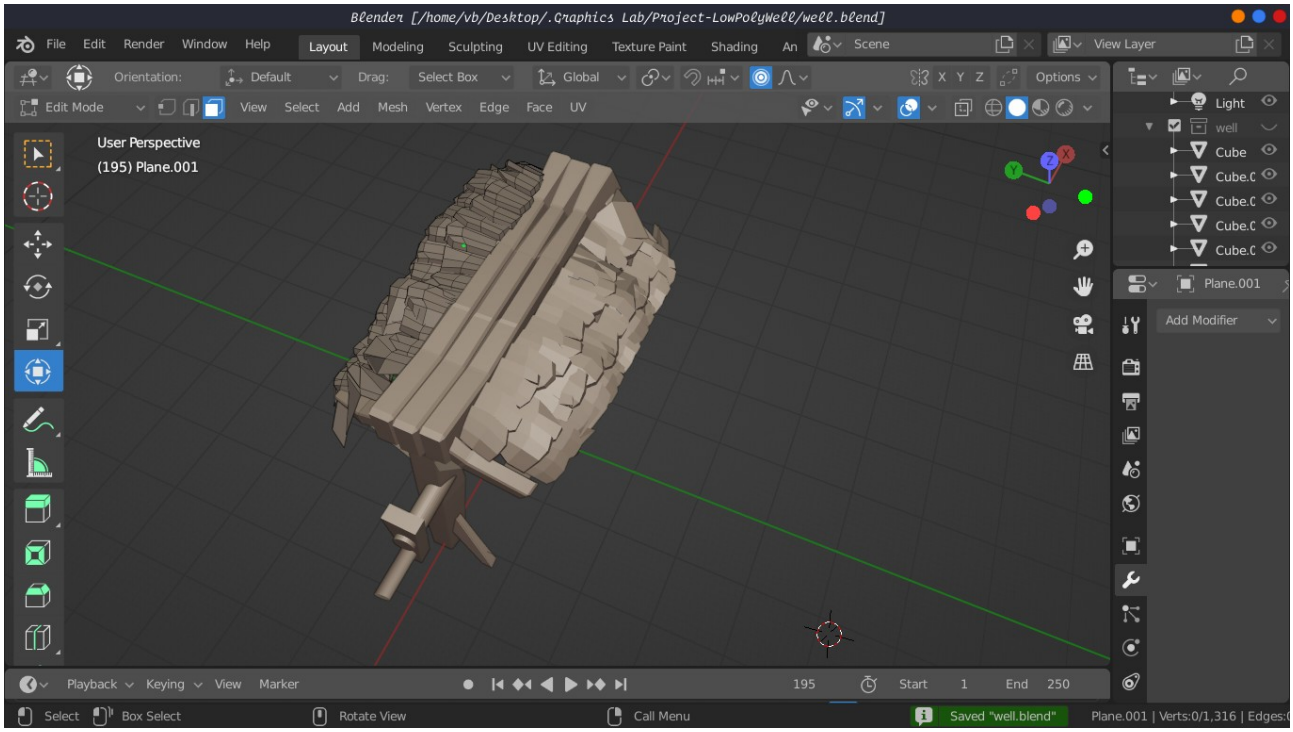


4. Using the knife tool, Cut a portion of a mesh and remove the plane.

5. Duplicate the 3 plane tile meshes to create multiple tiles.

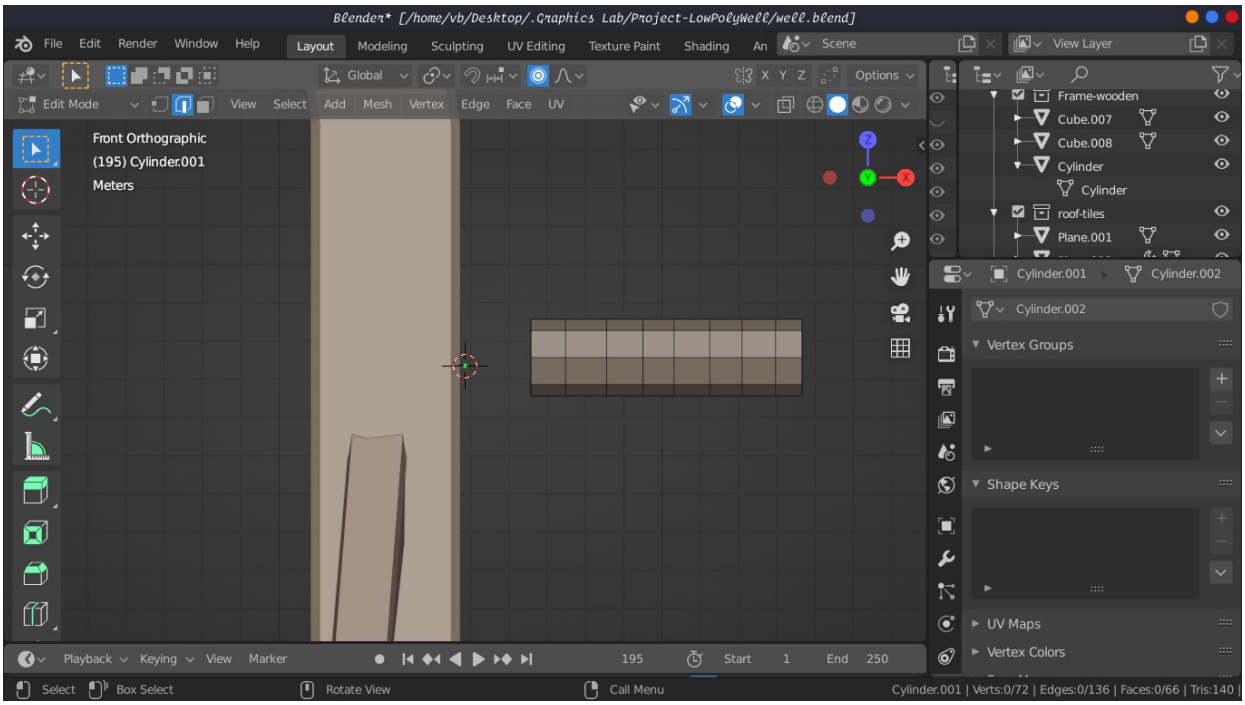


6. Press Ctrl + J to join the tiles and put it at the top of the frame created earlier.

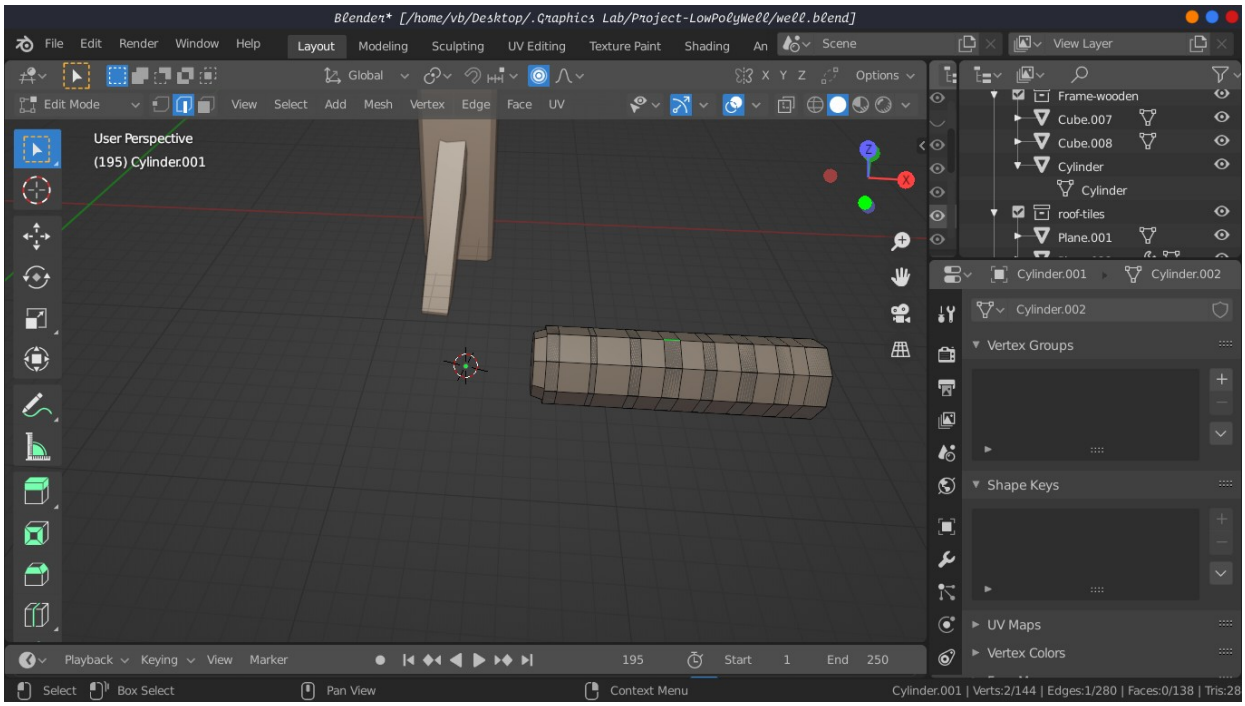


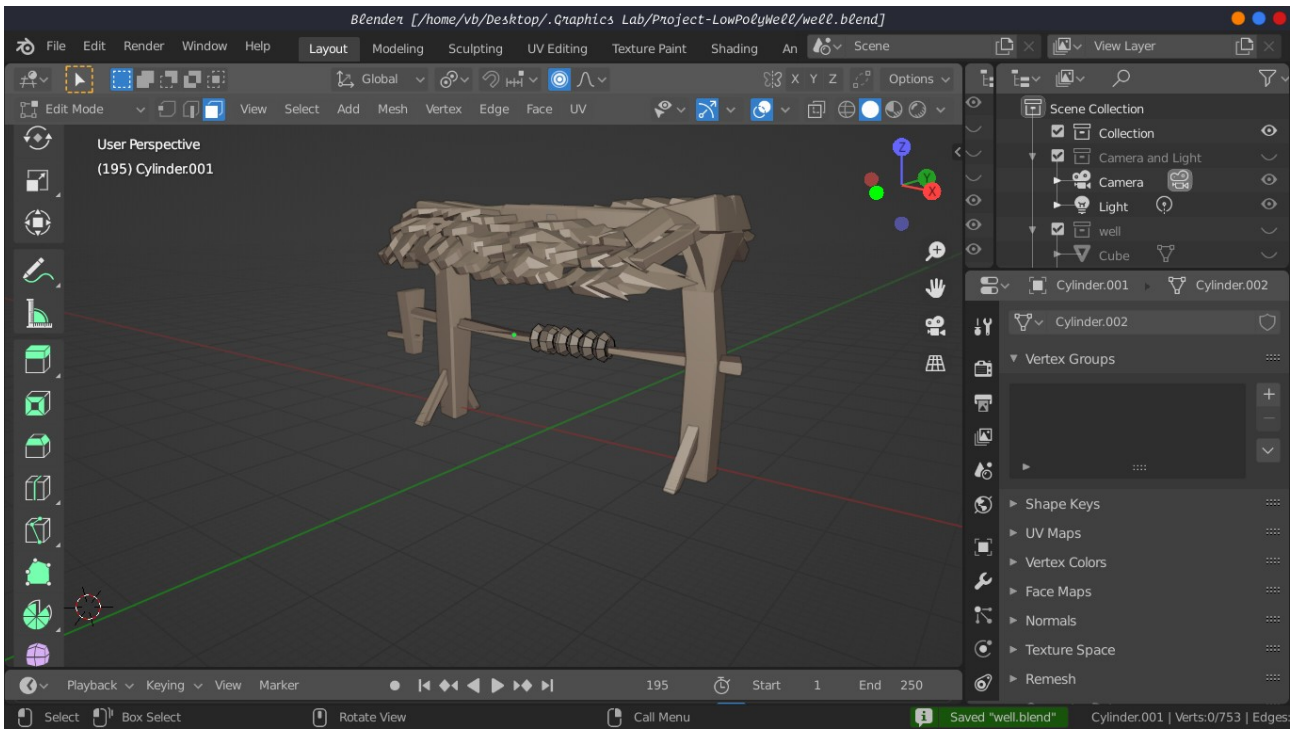
PART 5: Creating the rope.

1. Add a cylindrical mesh with 8 planes.
2. Rotate and Scale it slightly in the X-Direction.
3. Add multiple loop cuts to the cylindrical mesh as shown.



4. Bevel the loop cuts and extrude them.
5. Add the rope to the rotator mesh attached to the frame.

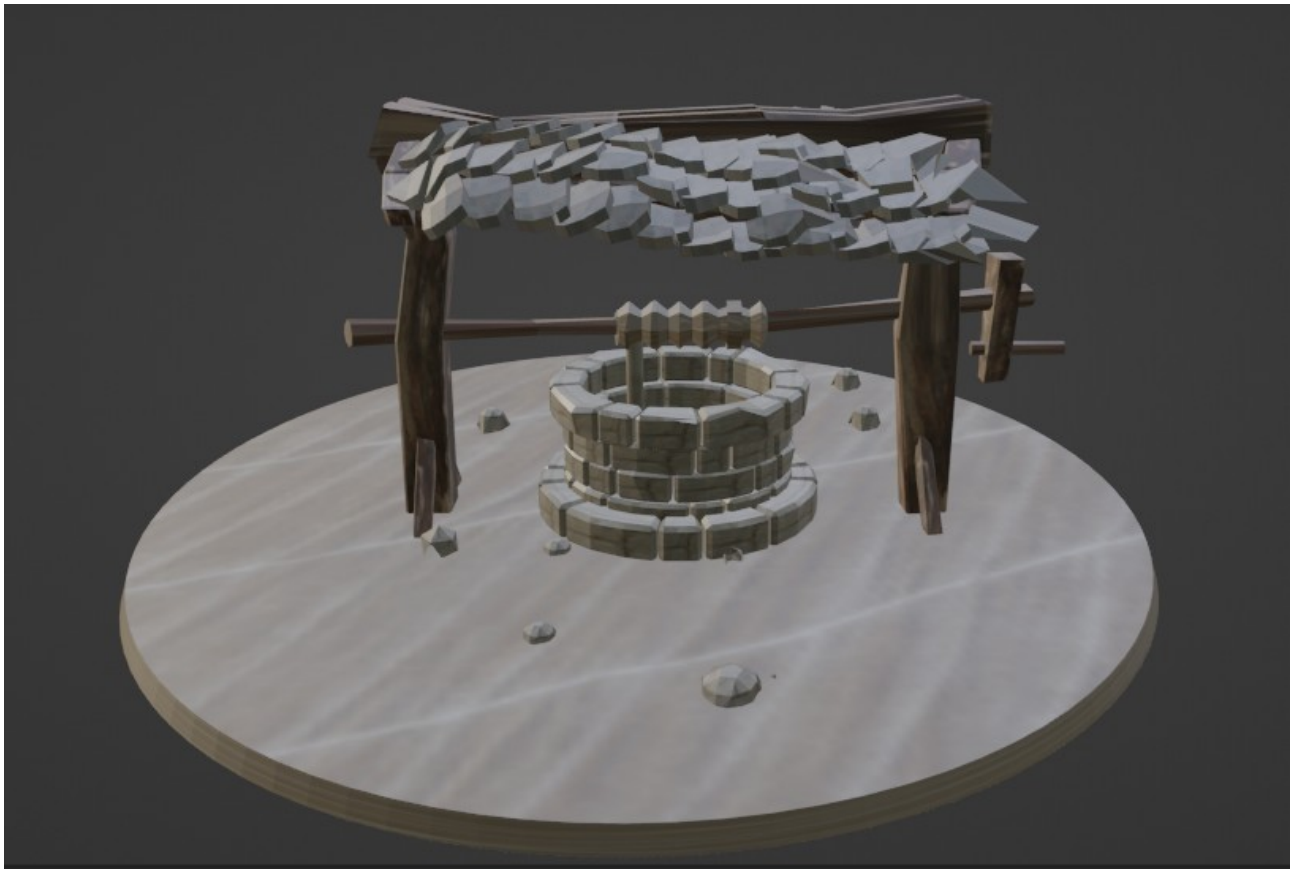




PART 6: Finalizing.

1. Combine the different parts created in step 1 to 5.
2. Add a cylindrical mesh.
3. Scale it in the X and Y direction and scale it down it the Z-Direction to create a circular base.
4. Add multiple ico spehere meshes of different sizes to create scattered stones.
5. Add Tile texture to the Roof tiles.
6. Add wooden texture to the Frame and its legs and support meshes.
7. Add wooden texture to the rotator and handle mesh.
8. Add rope texture to the rope.
9. Add stone texture to the walls of the well and ico spheres.
10. Finish.

FINAL OUTPUT



Blender File:

https://drive.google.com/file/d/1XXFHp4NMi5rlr7fJ9xcz7KOFjpQ4PKO1/view?usp=sharing

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Batch B3