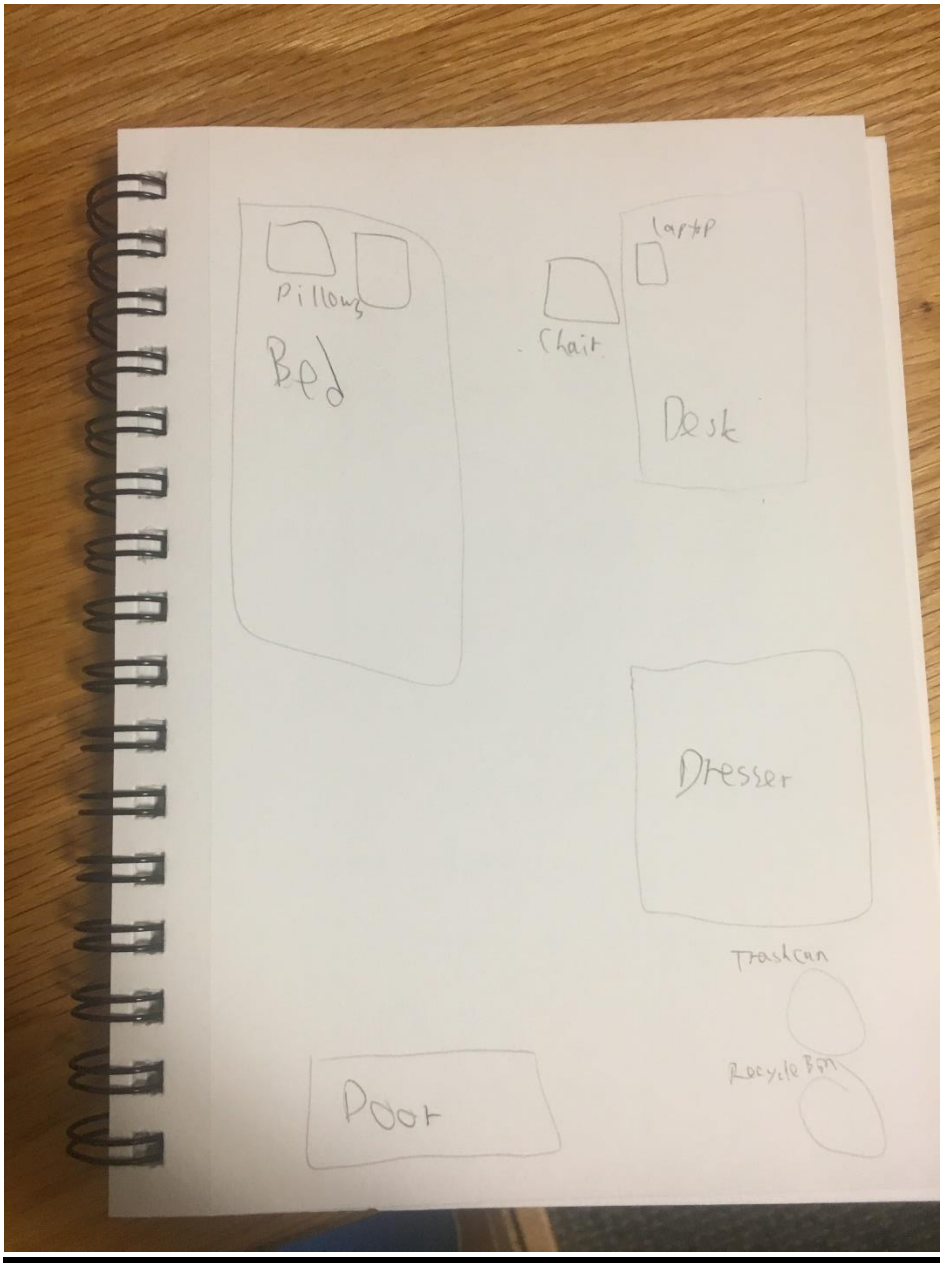
Sketch

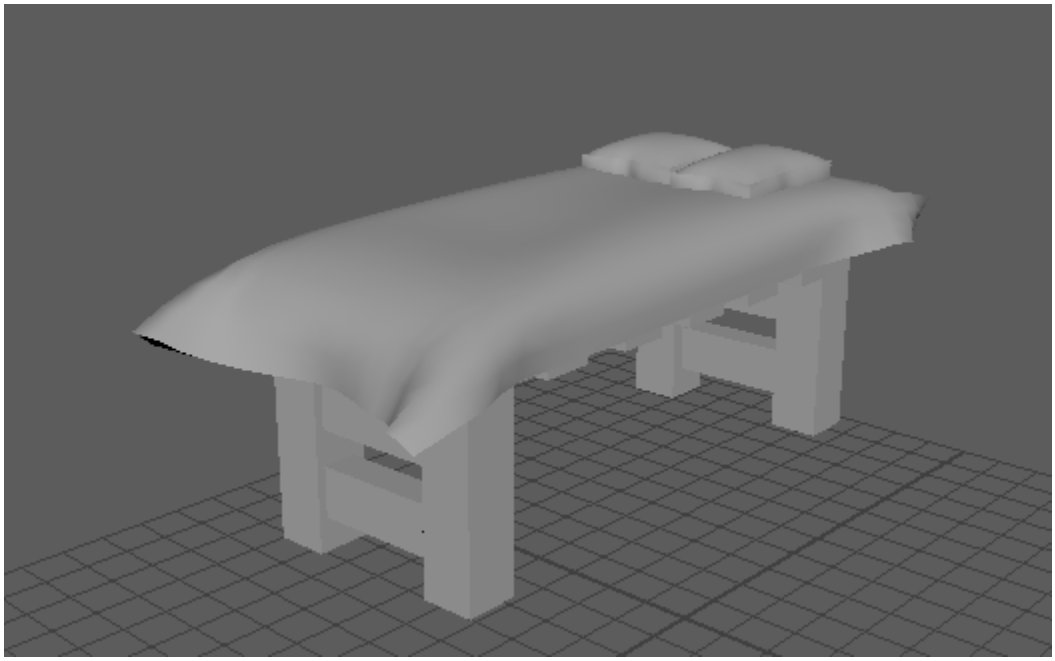


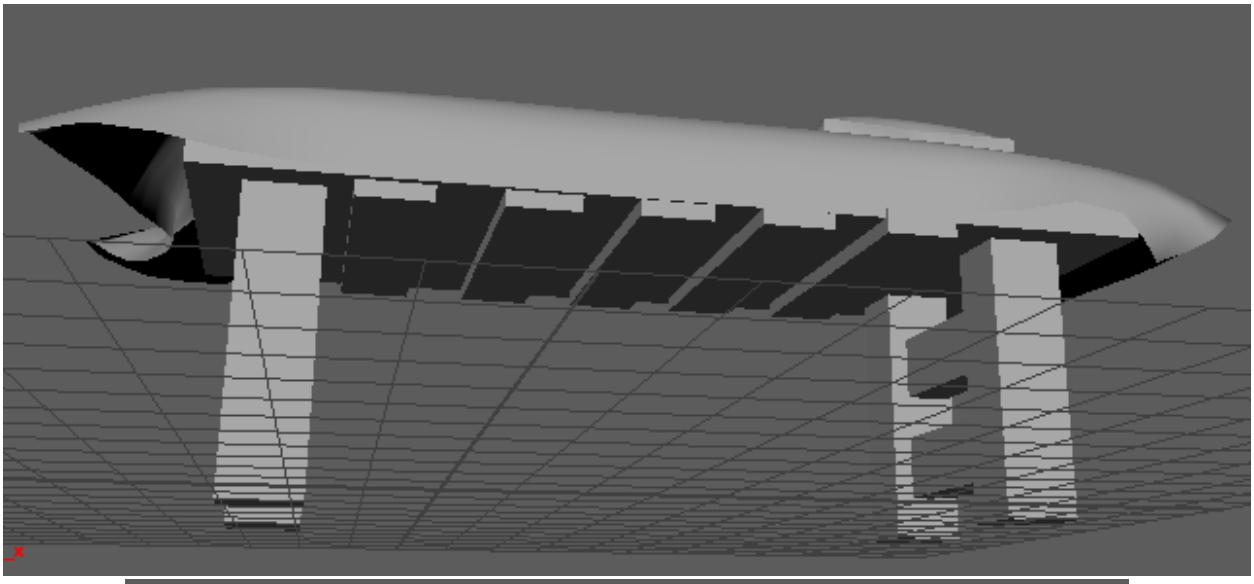
A sketch of what my room is. I am not really picky about what kind of room I want and what specific items that I want so this project is based on the room I'm currently living in Seahawk Crossing. Photos of my actual room are included.

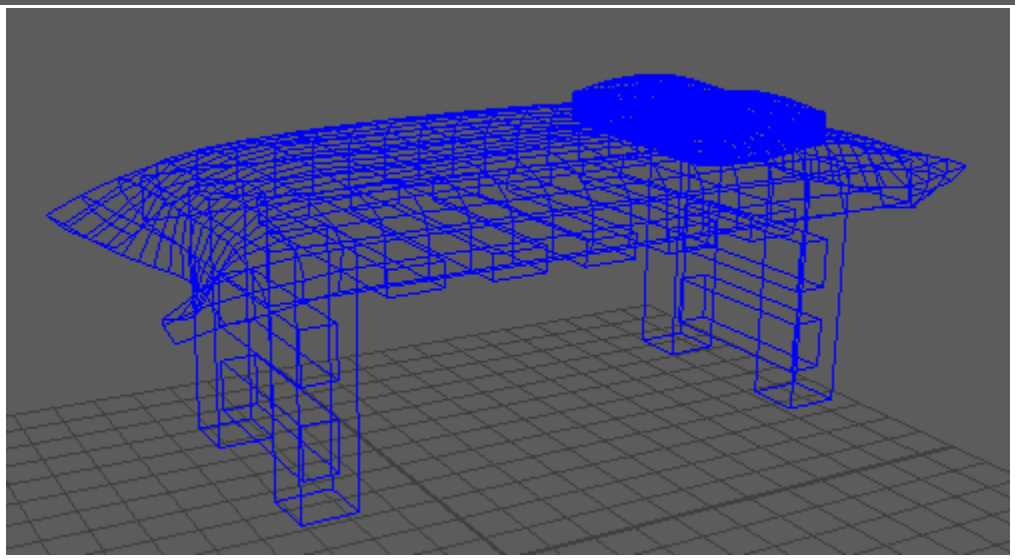
- Bed – Cube Polygons, nCloth
- 2 pillows – Cube Polygons, nCloth
- Desk – Cube Polygons, Extrude
- Chair – Cube Polygons, NURBS curve, Extrude, Bevel
- Dresser – Cube Polygons, Extrude

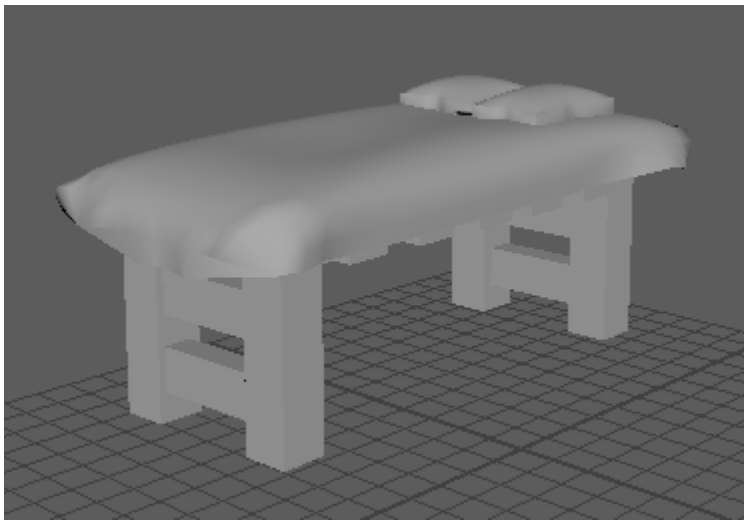
- Door – Cube, Cone, and Cylinder Polygons
- Laptop – Cube Polygons, Extrude, Bevel, Boolean, Duplicating multiple keys at a time
- Water bottle – NURBS curve, Revolve
- Vase – NURBS curve, Revolve
- Trash can – Cylinder Polygon, Extrude

Bed

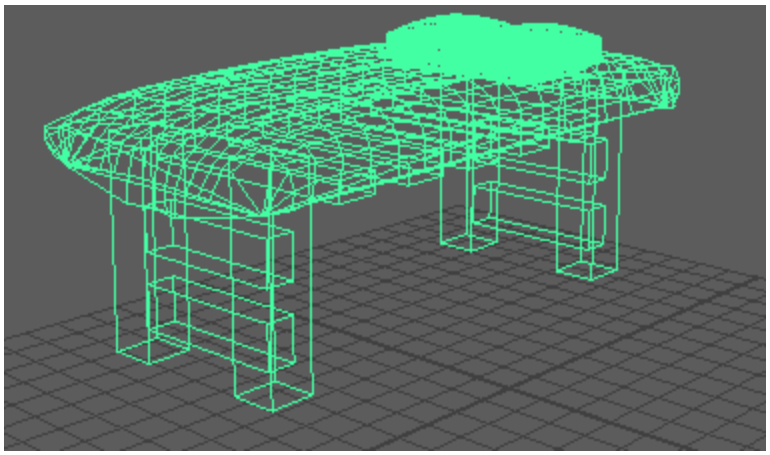




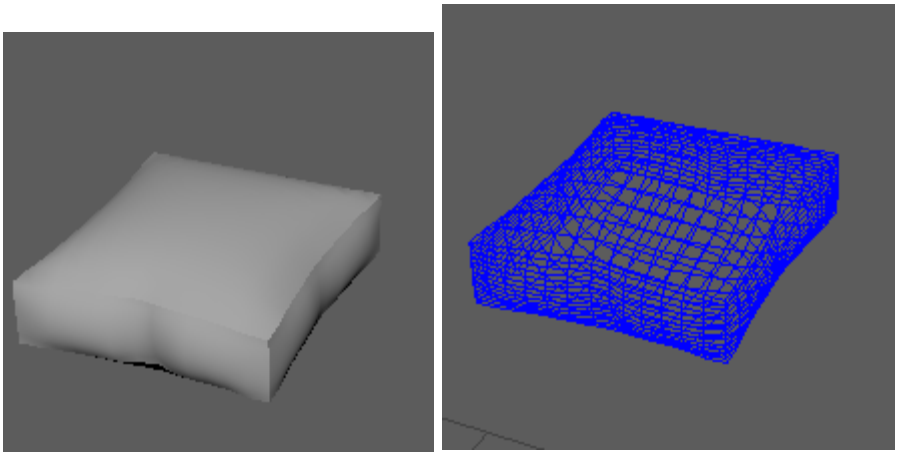




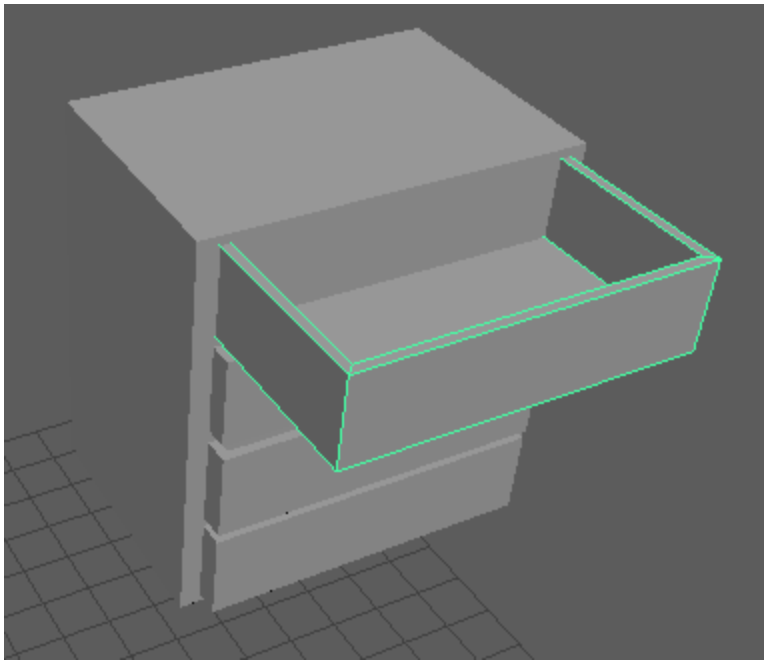
Target welded corner vertices of bed sheet



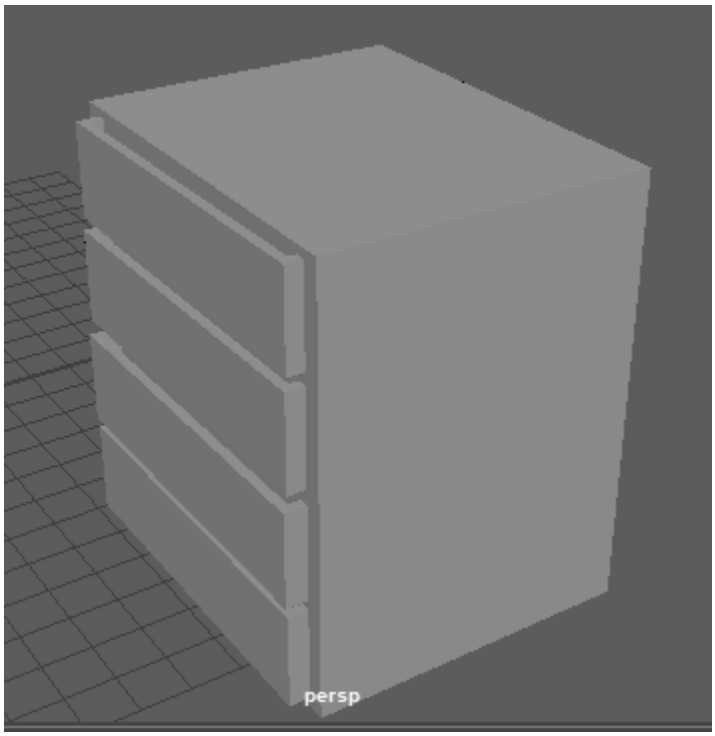
Pillow

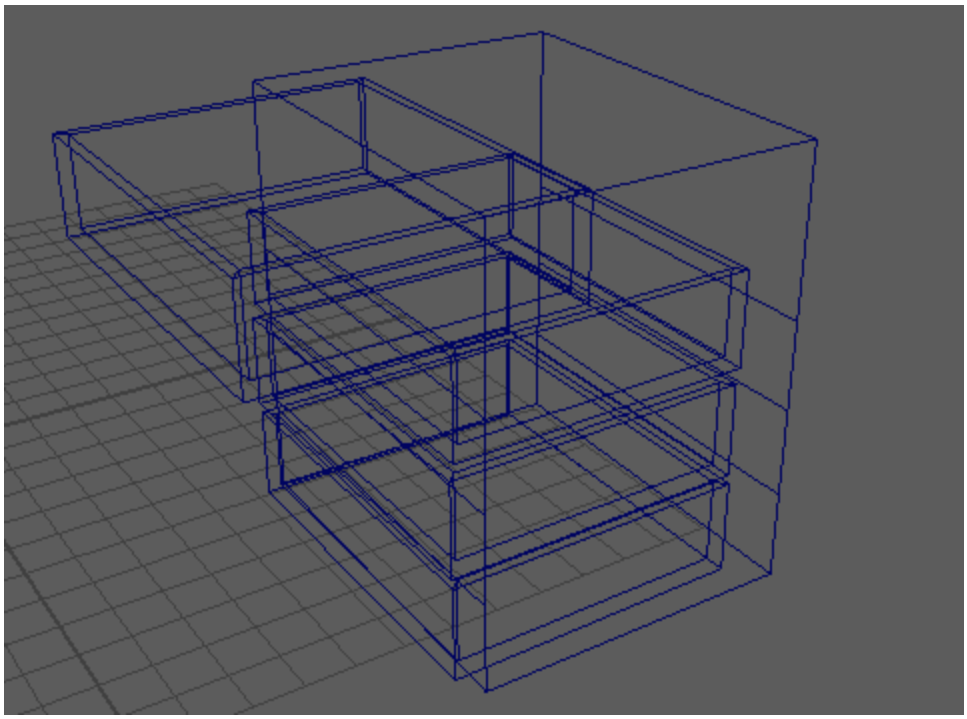


Dresser

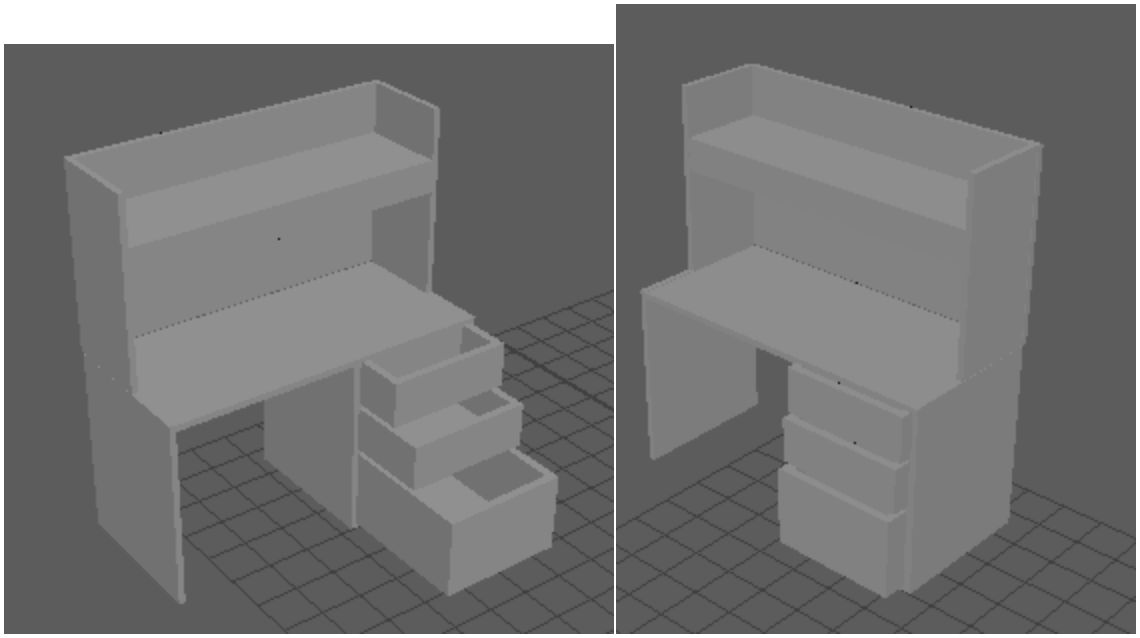


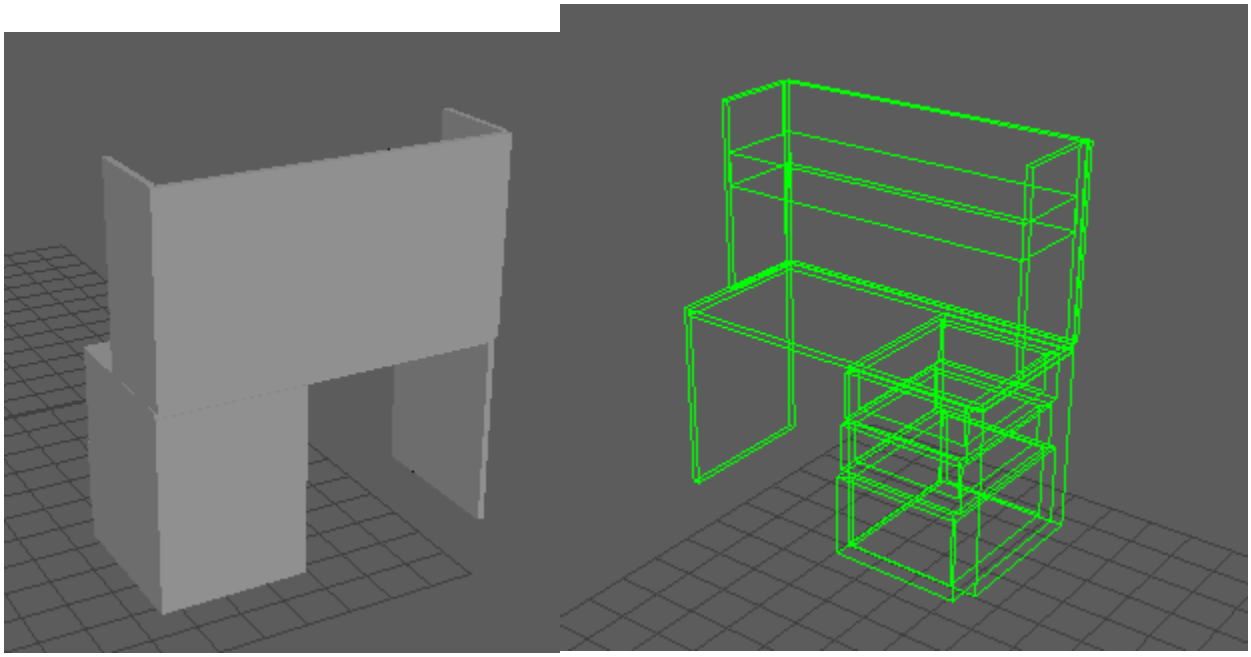
Delete Top Face -> Extrude -> Thickness 0.2

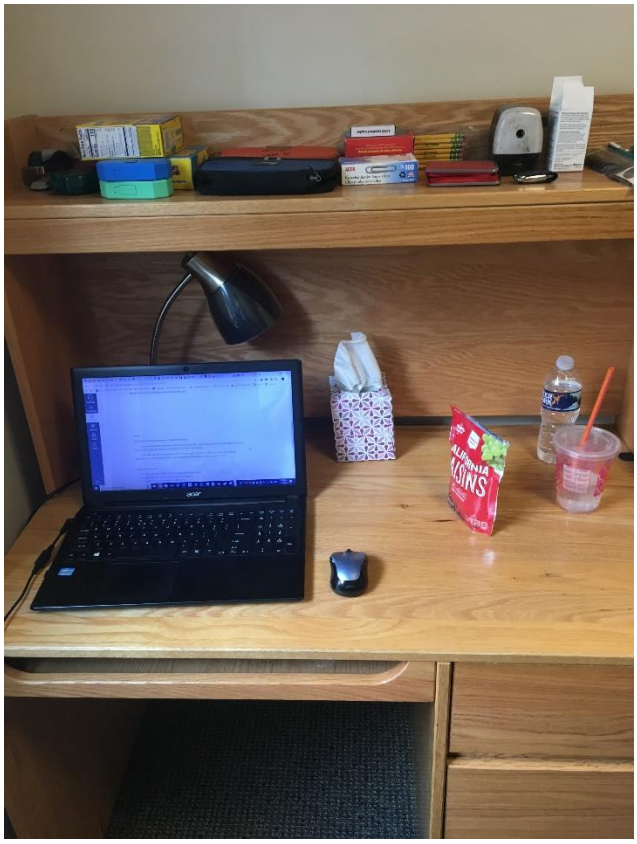




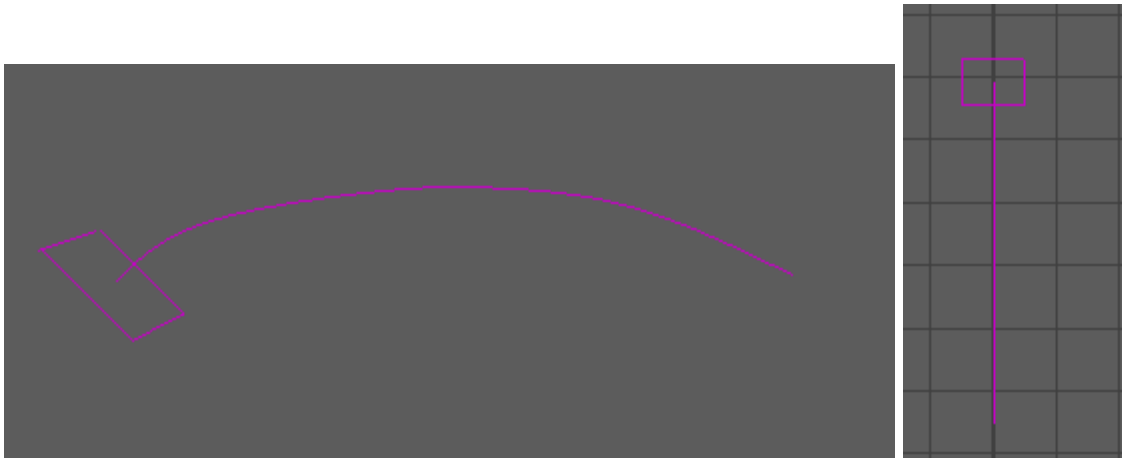
Desk

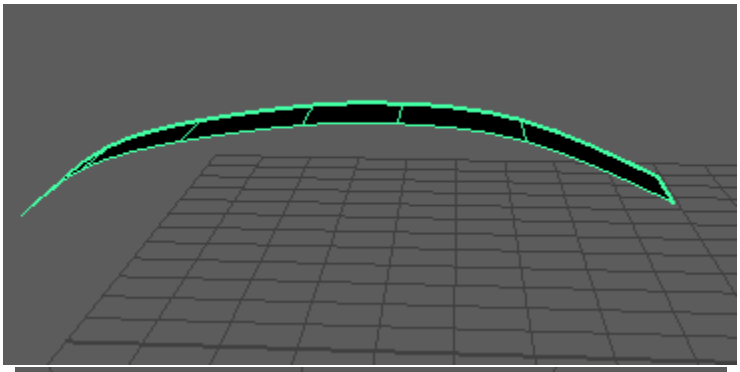


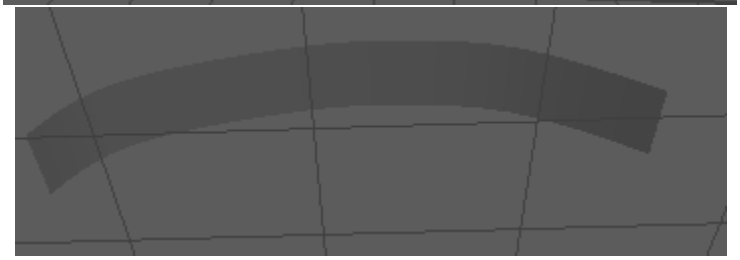




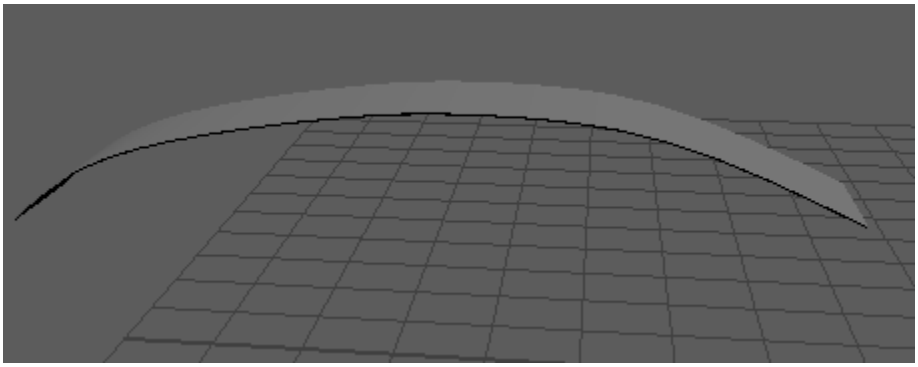
Chair



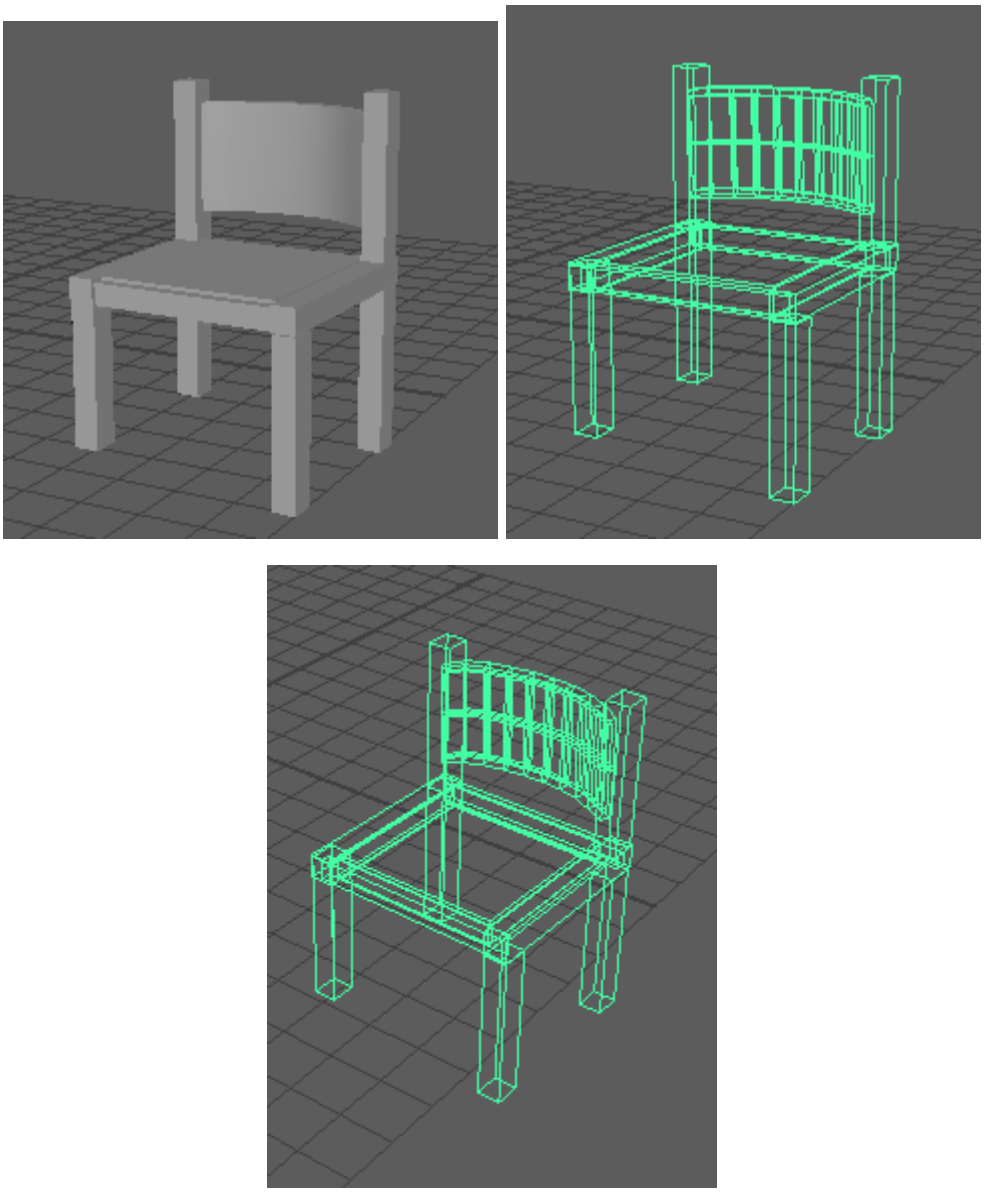




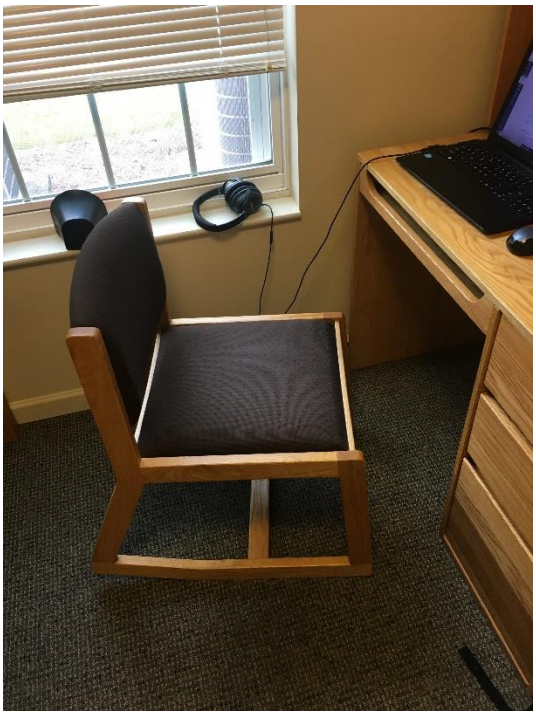
Extrude (Normal side on bottom, reverse on top)



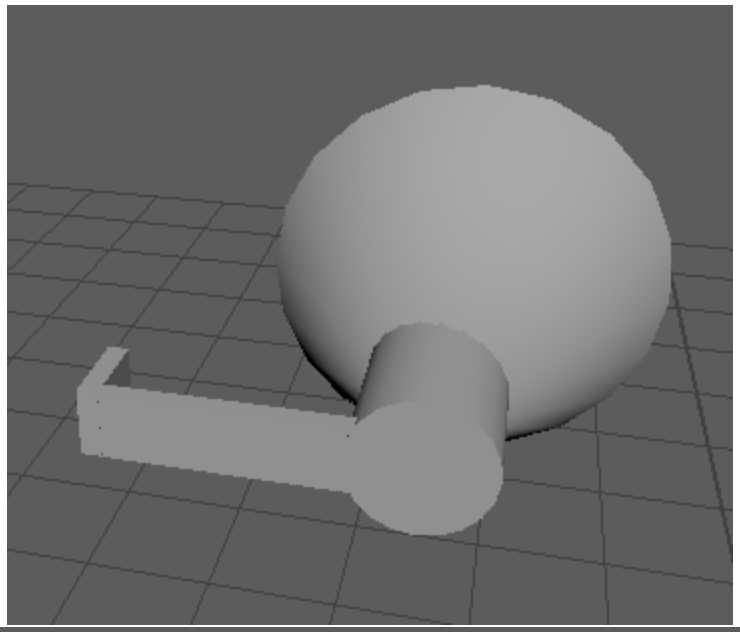
Duplicate and reverse direction on duplicate -> Convert NURBS to Polygon -> Extrude -> Thickness 0.2 -> Adjust w/scale tool

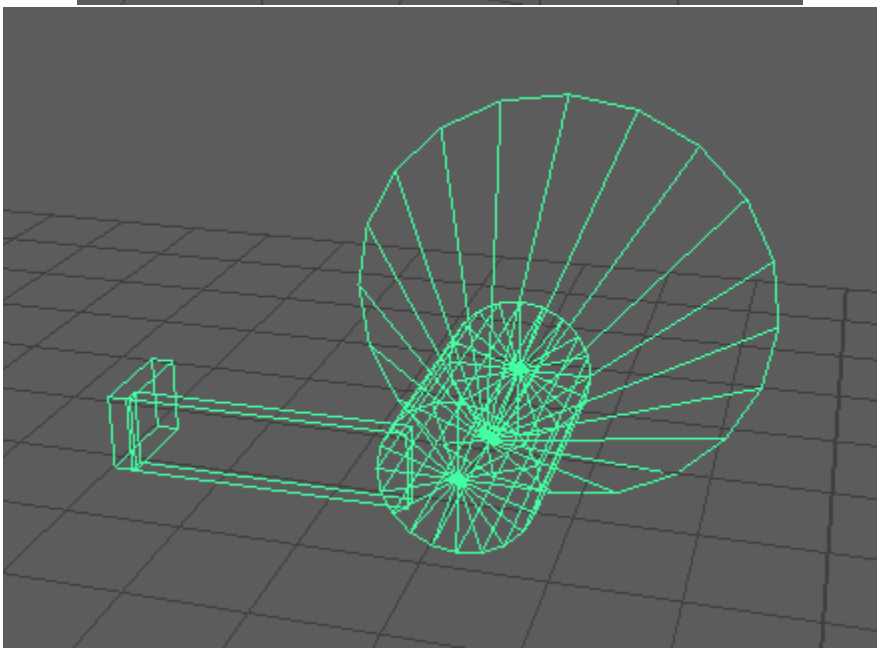


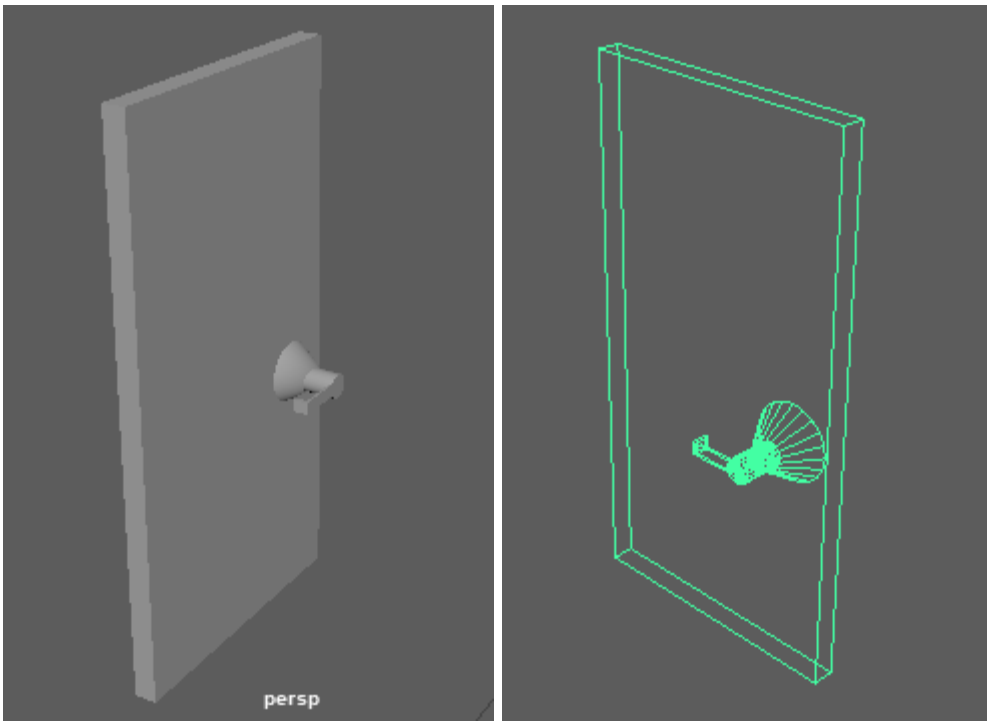
Update: Beveled chair seat



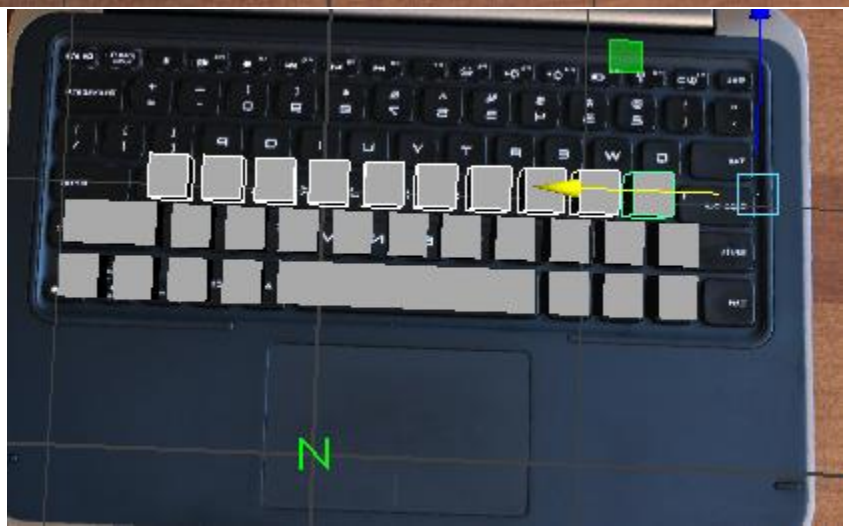
Door

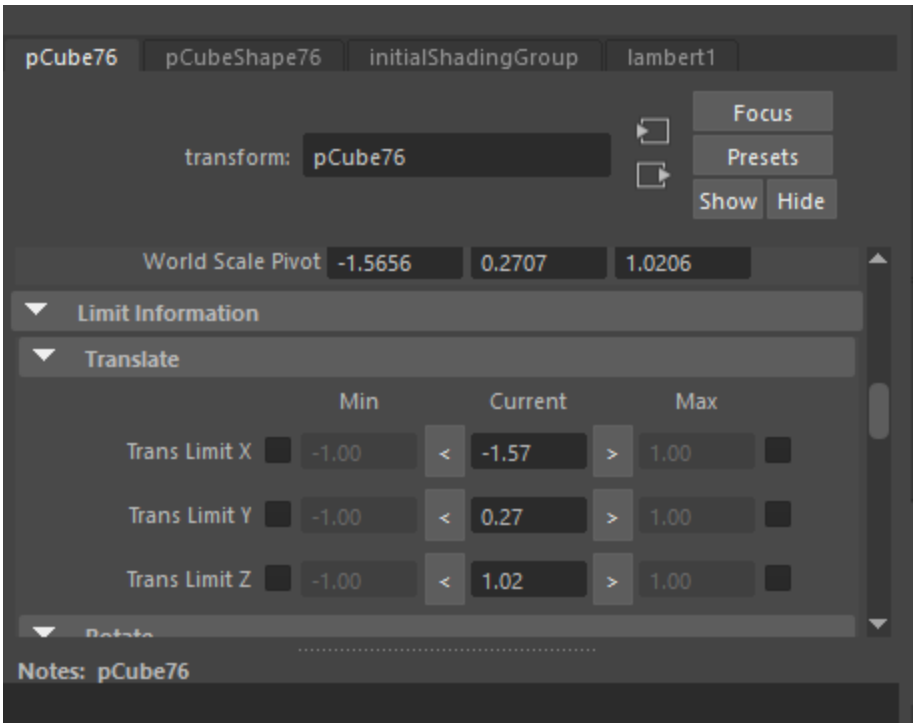





persp

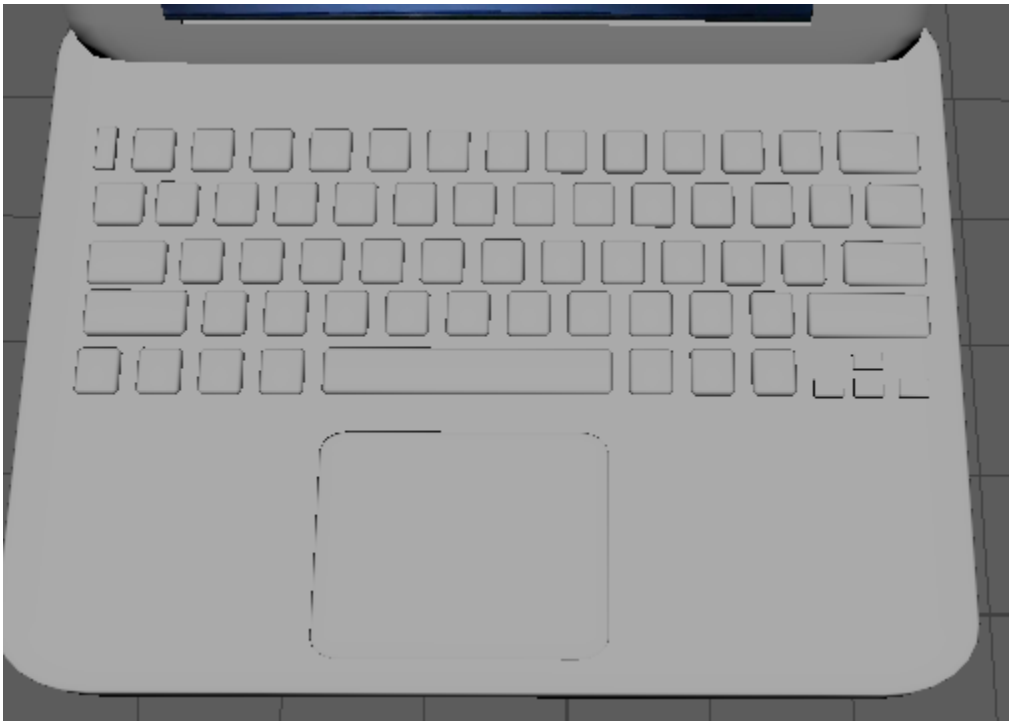
Laptop



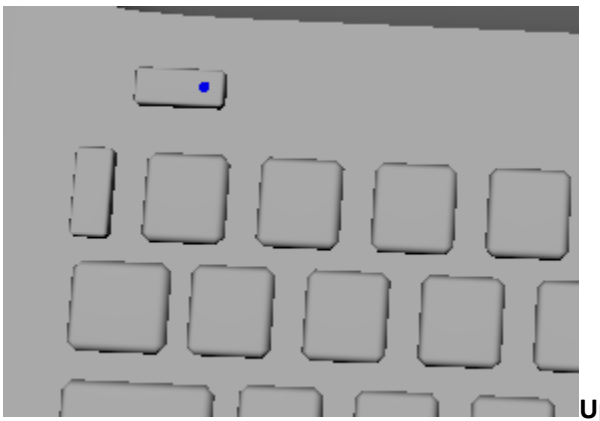


Adjust exact positions of each key on keyboard using Translate (distance between each key is 20)

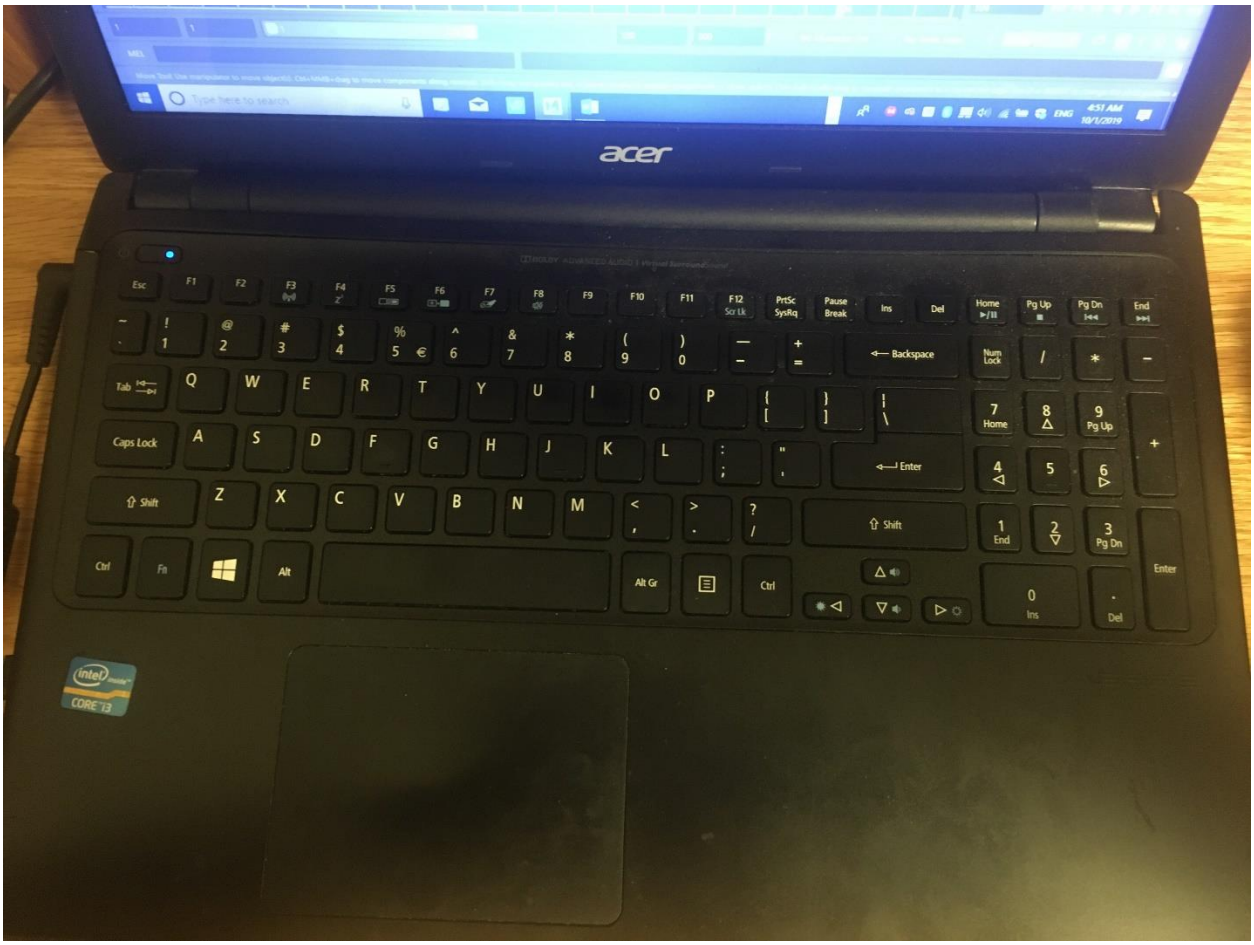
Top Portion -> Delete top face -> Extrude -> Thickness 0.5



Rounded Corners -> all cubes -> select all edges -> Bevel -> Thickness 0.2 (0.1 for arrow keys)



Update: Added power button


acer
Esc
F1
F2
F3
F4
F5
F6
F7
F8
F9
F10
F11
F12
PrtSc SysRq
Pause Break
Ins
Del
Home
Pg Up
Pg Dn
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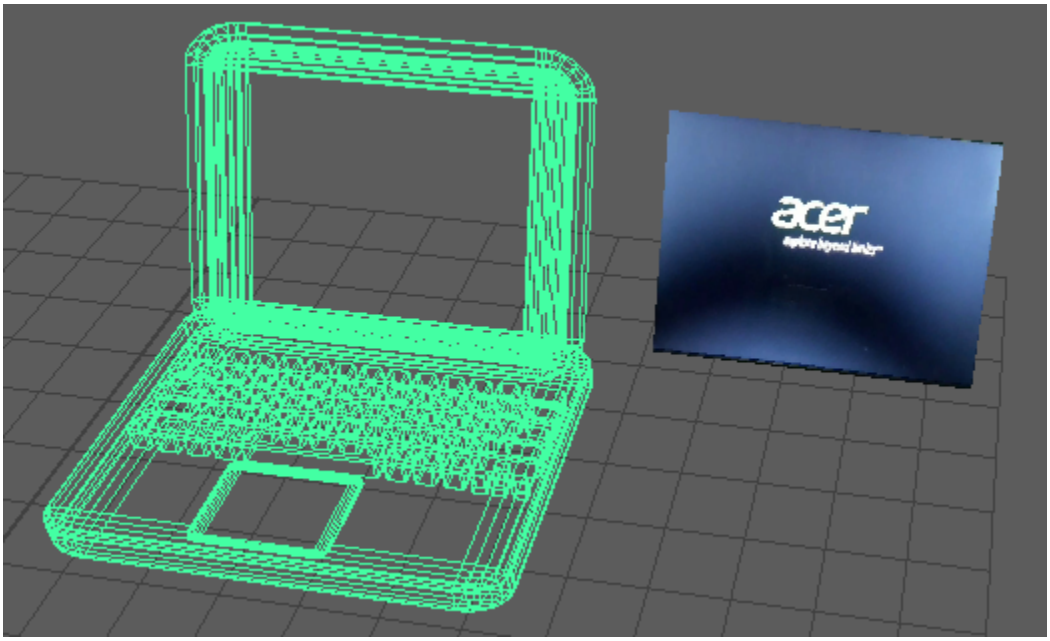
Pg Up
Pg Dn
CORE i3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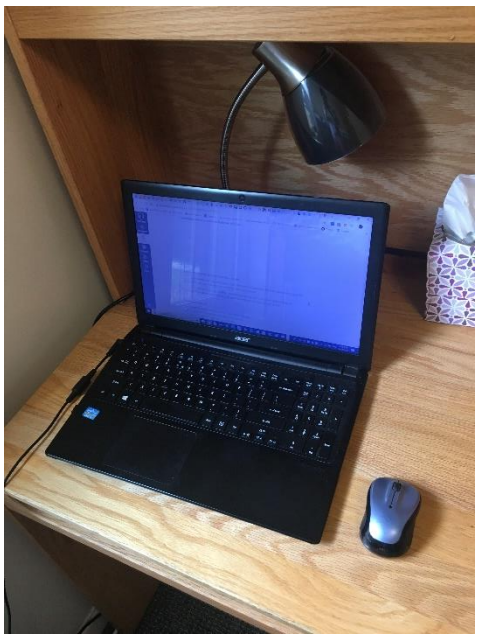
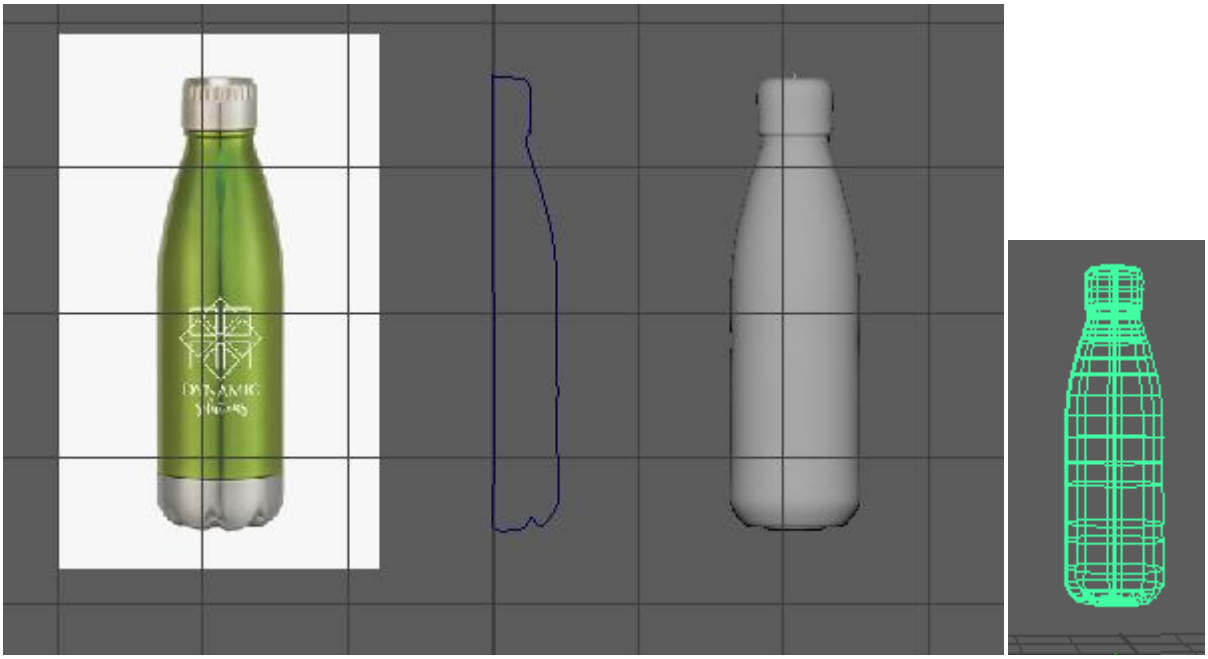
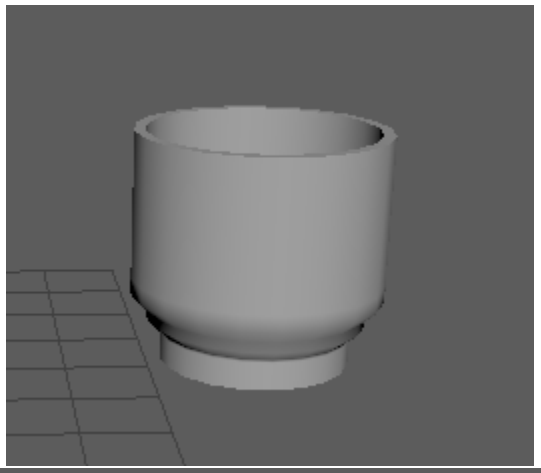
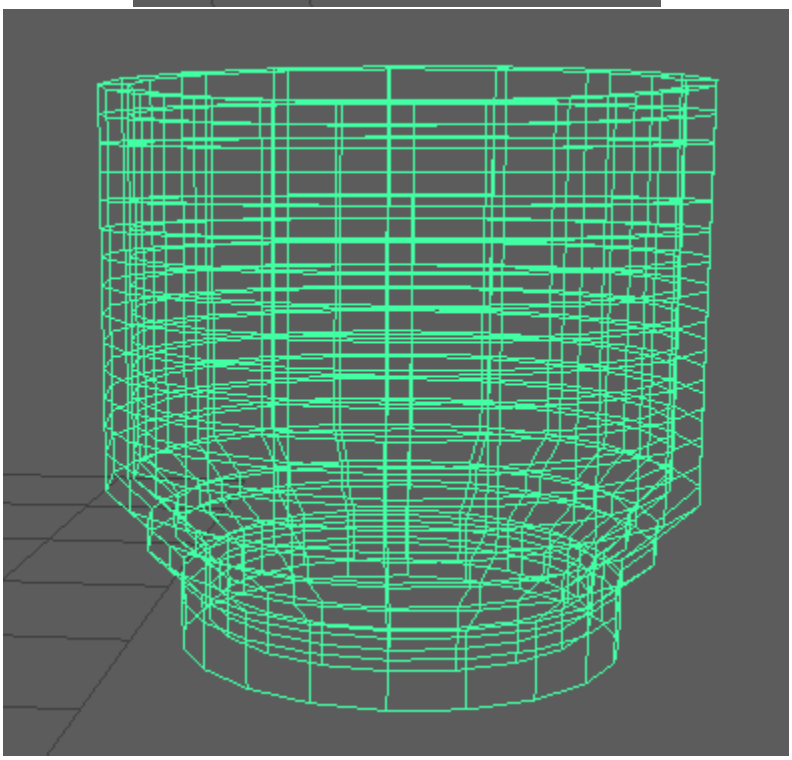


Water bottle

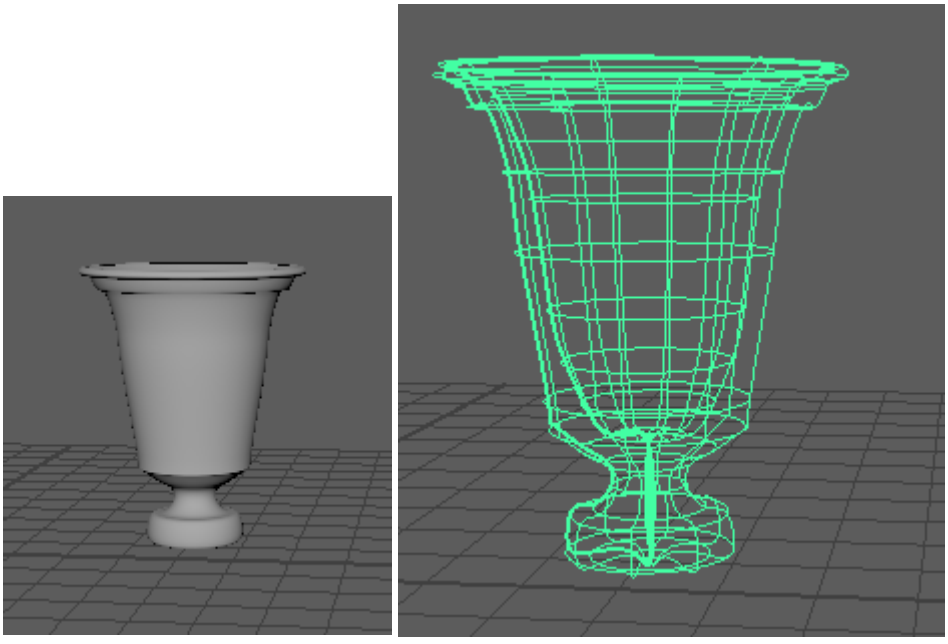


Trash can

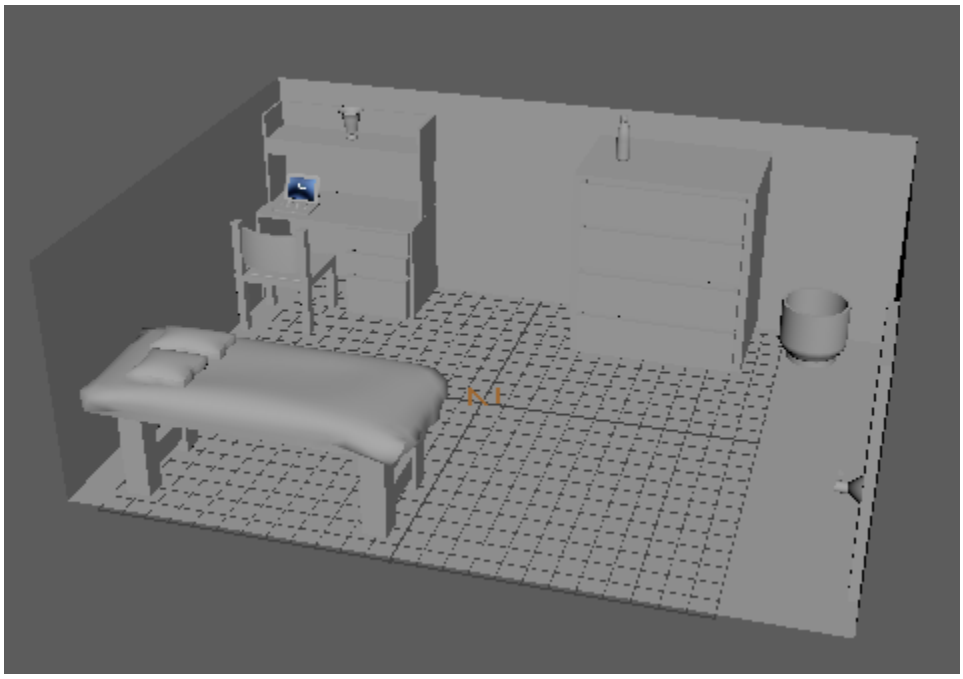


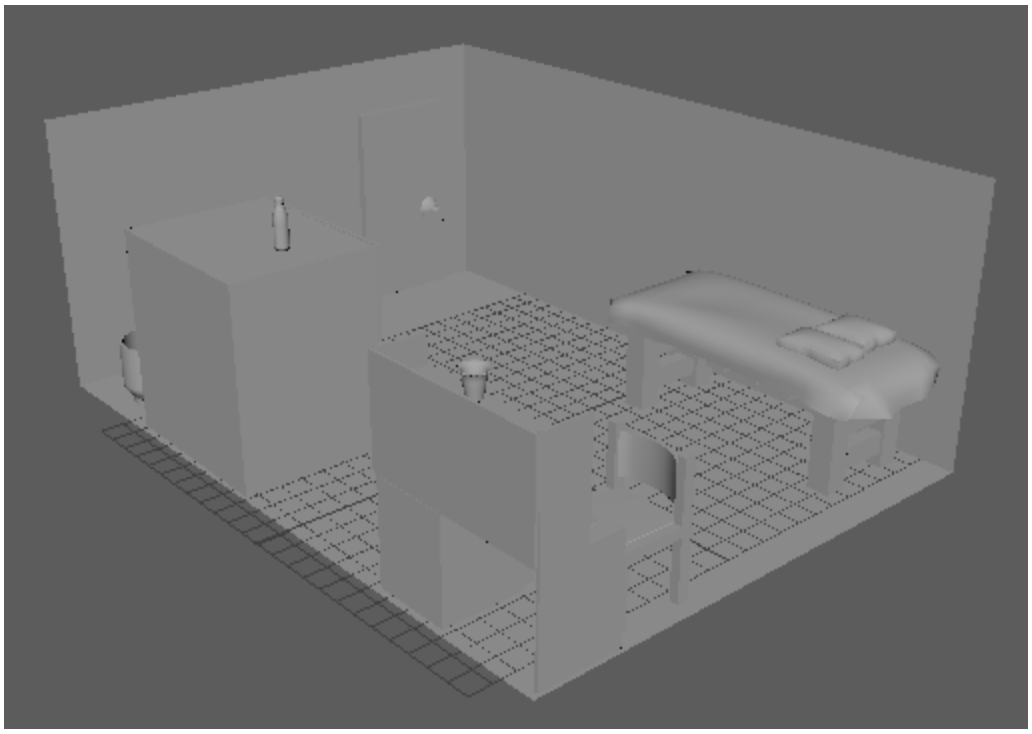


Vase



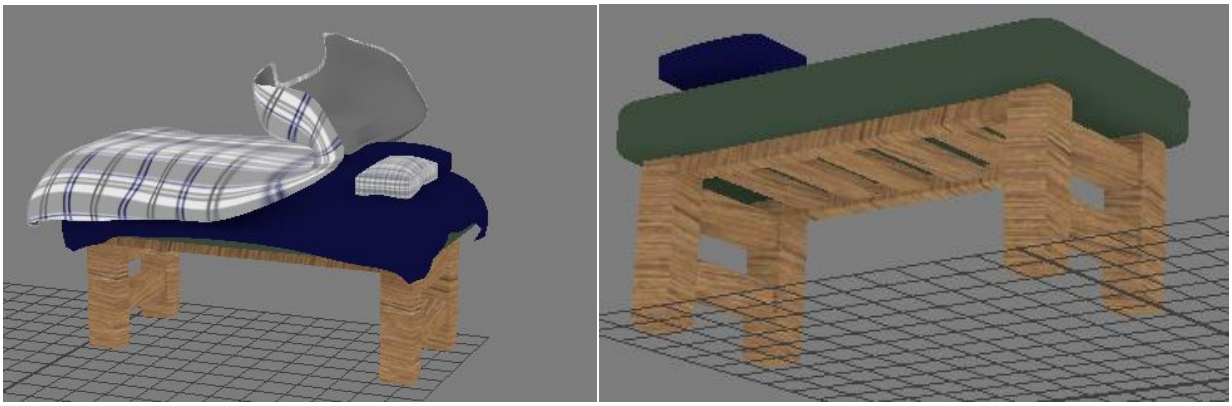
Room





Winter Break 2019

Bed



Laptop

Currently in progress. Manipulated Adobe Illustrator using Javascript to create textures for keyboard.