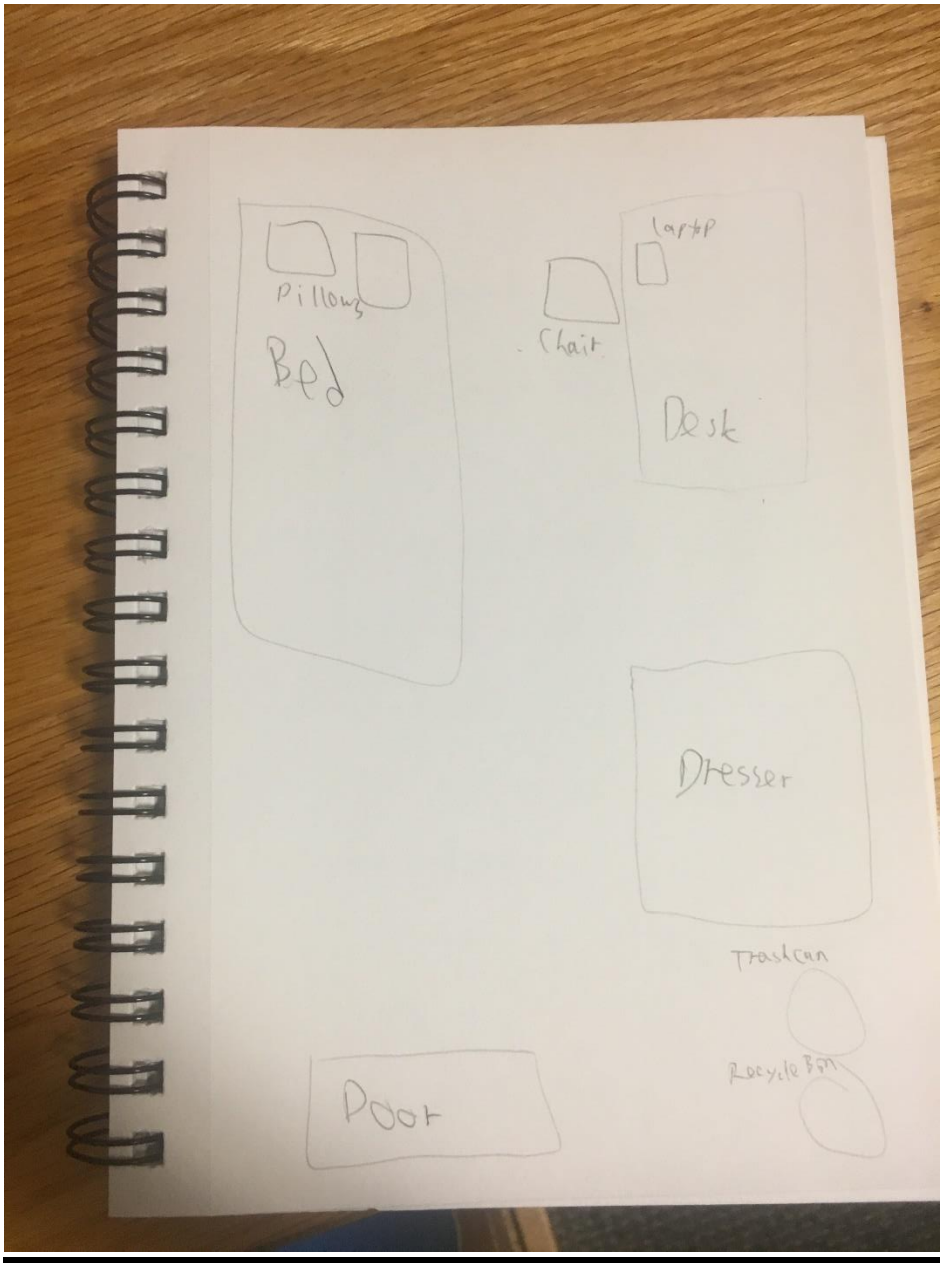
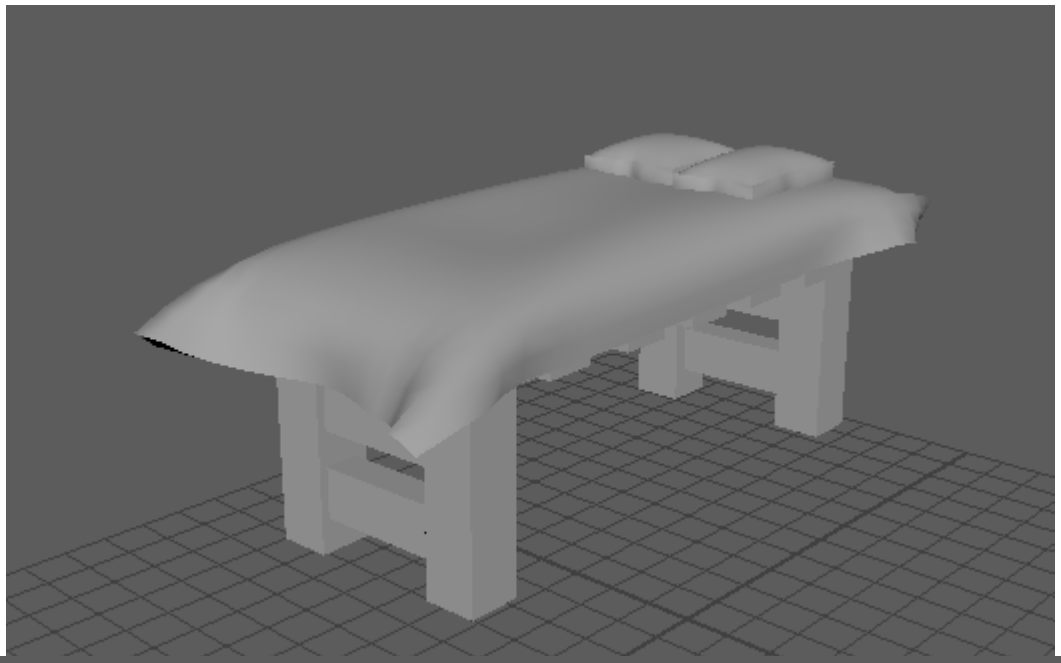
Sketch

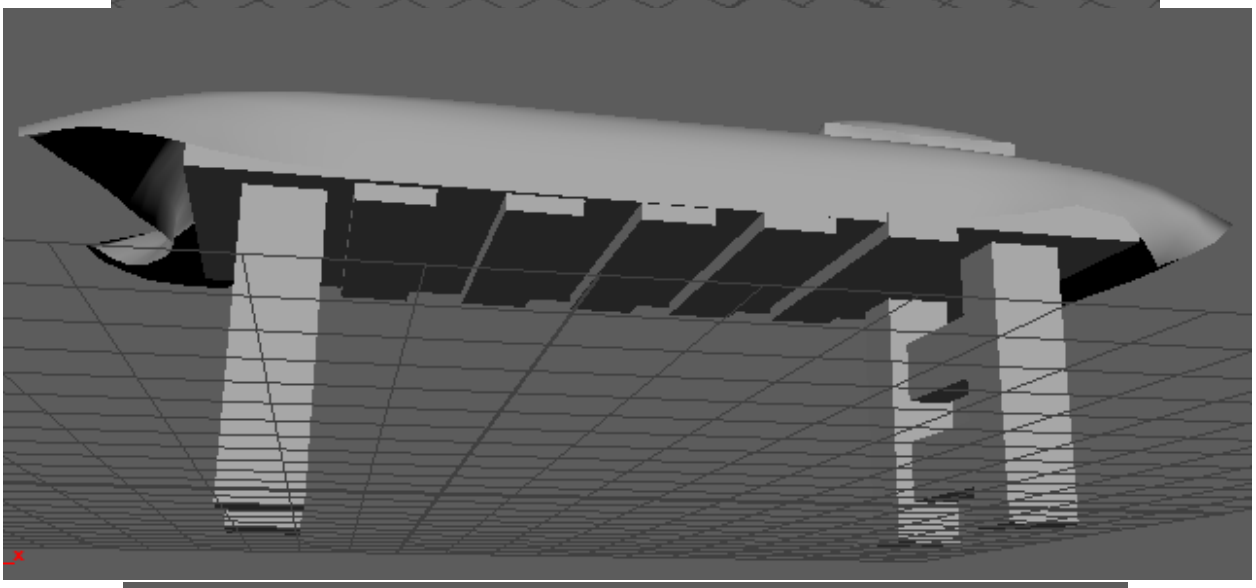


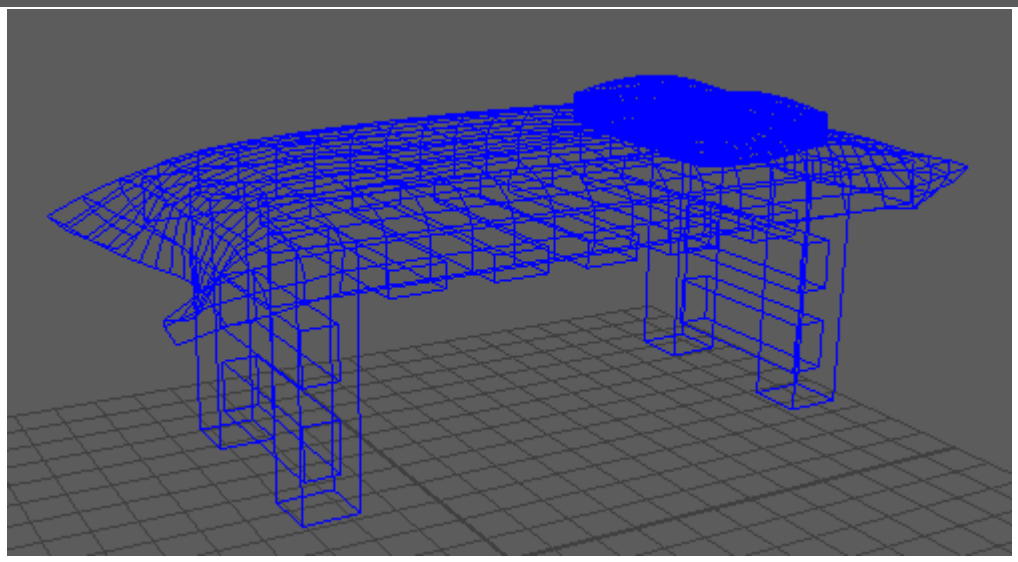
A sketch of what my room is. I am not really picky about what kind of room I want and what specific items that I want so this project is based on the room I'm currently living in Seahawk Crossing. Photos of my actual room are included.

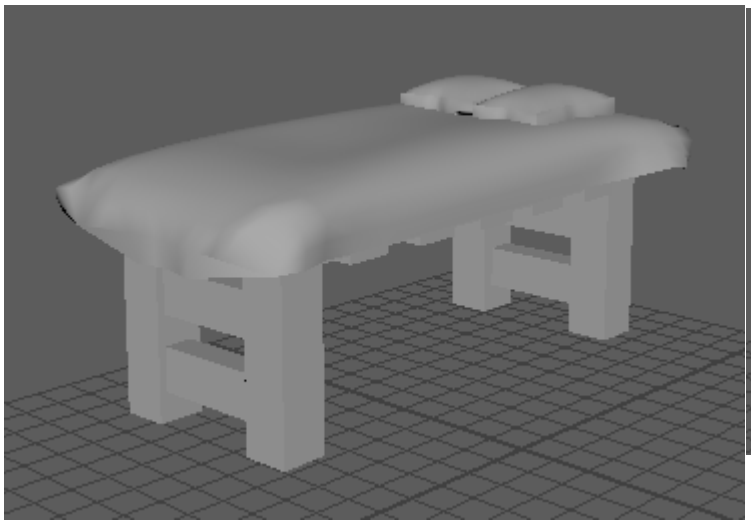
- Bed – Cube Polygons, nCloth
- 2 pillows – Cube Polygons, nCloth
- Desk – Cube Polygons, Extrude
- Chair – Cube Polygons, NURBS curve, Extrude, Bevel
- Dresser – Cube Polygons, Extrude
- Door – Cube, Cone, and Cylinder Polygons
- Laptop – Cube Polygons, Extrude, Bevel, Boolean, Duplicating multiple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

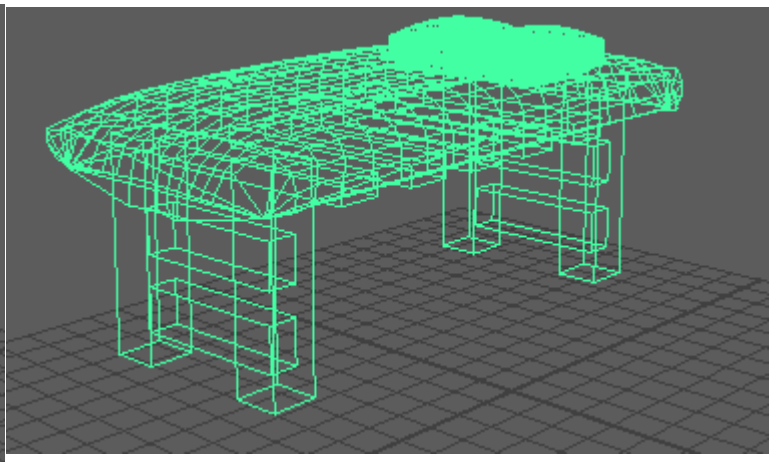
Bed





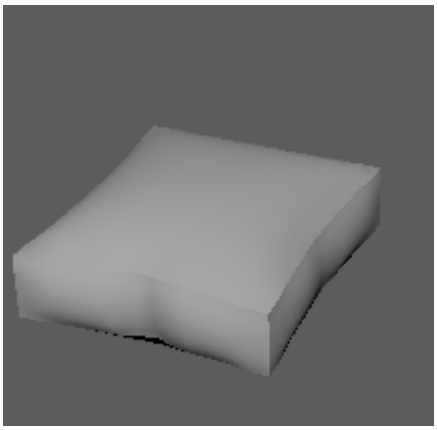


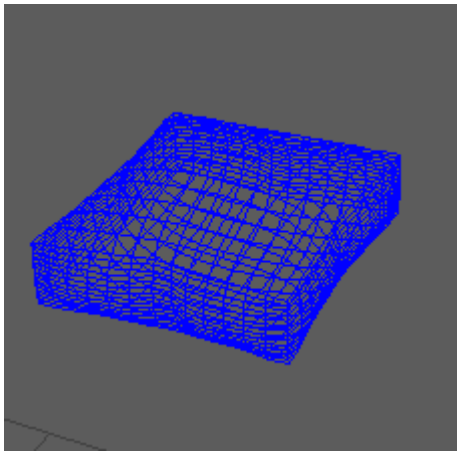




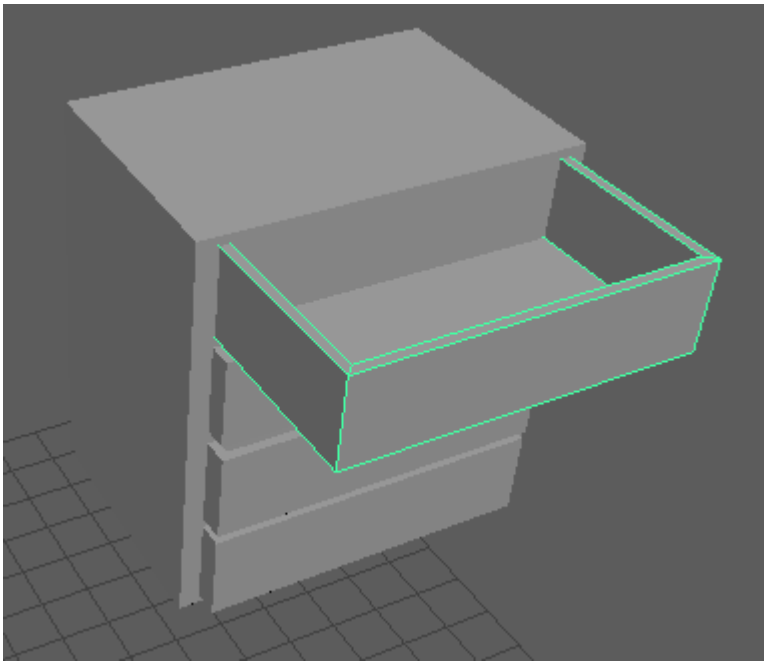
Target welded corner vertices of bed sheet

Pillow

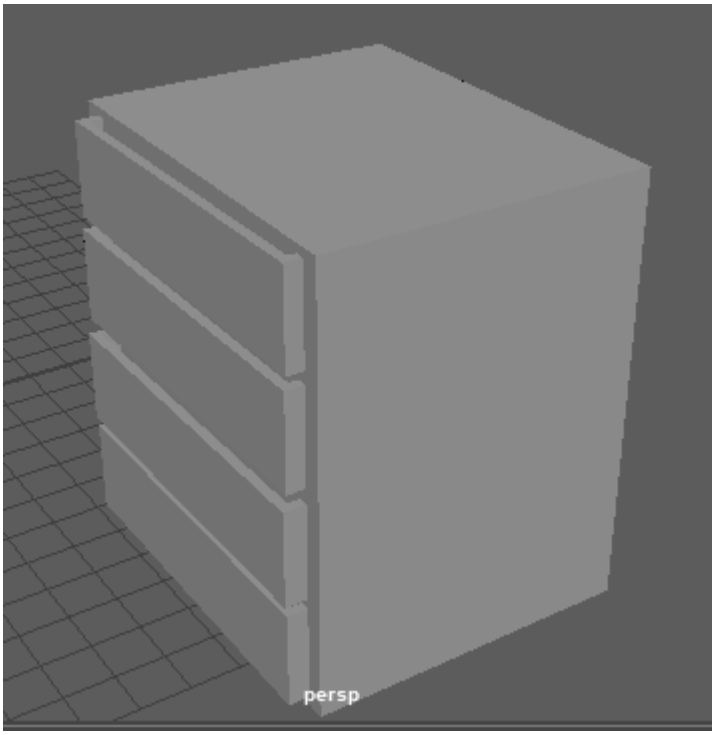


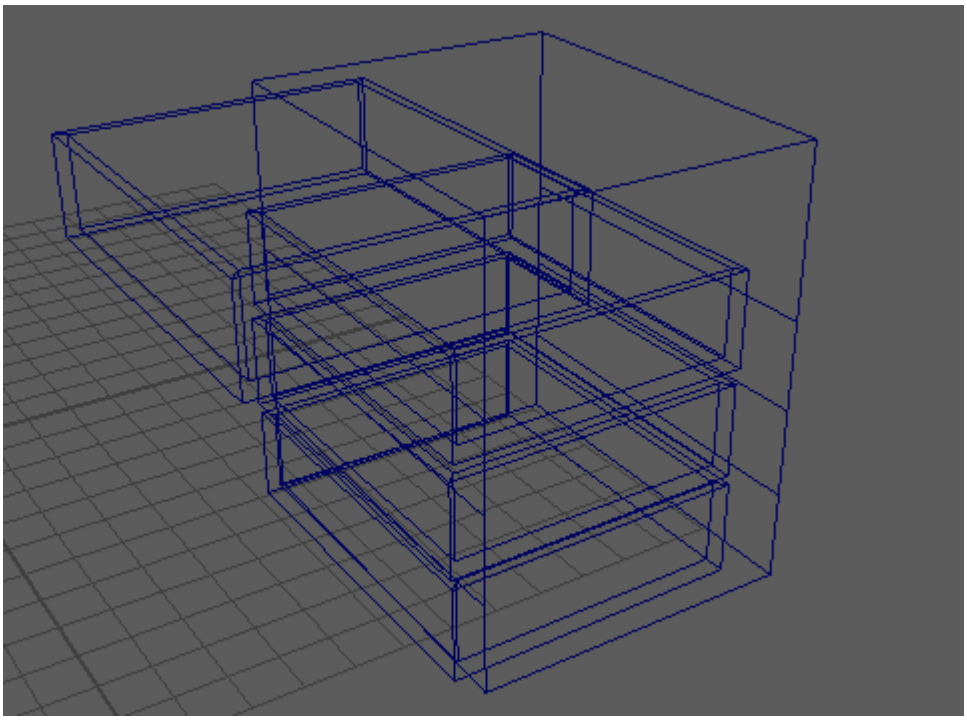


Dresser

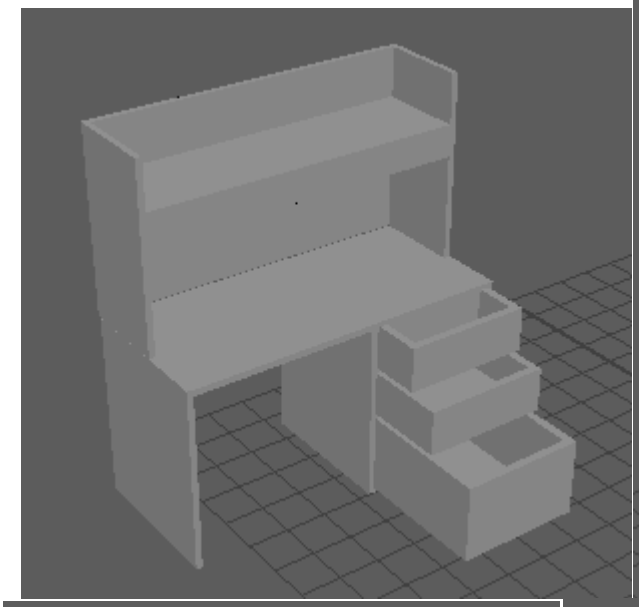


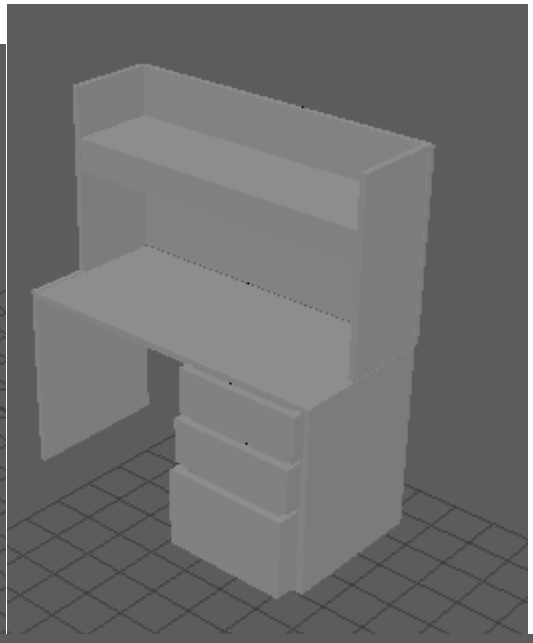
Delete Top Face -> Extrude -> Thickness 0.2

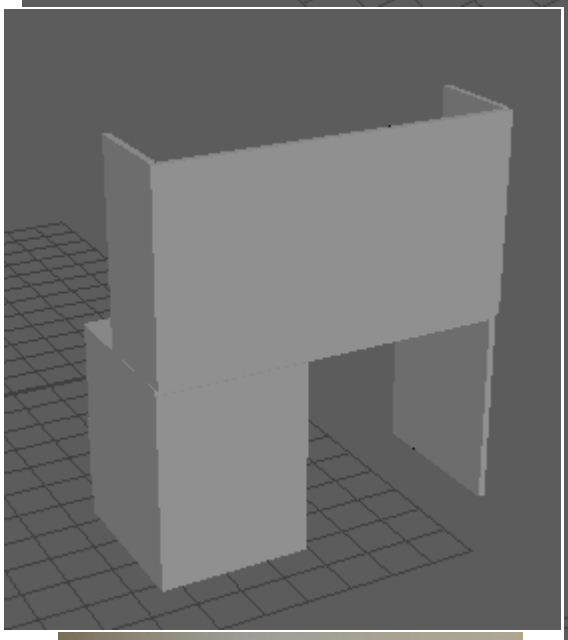


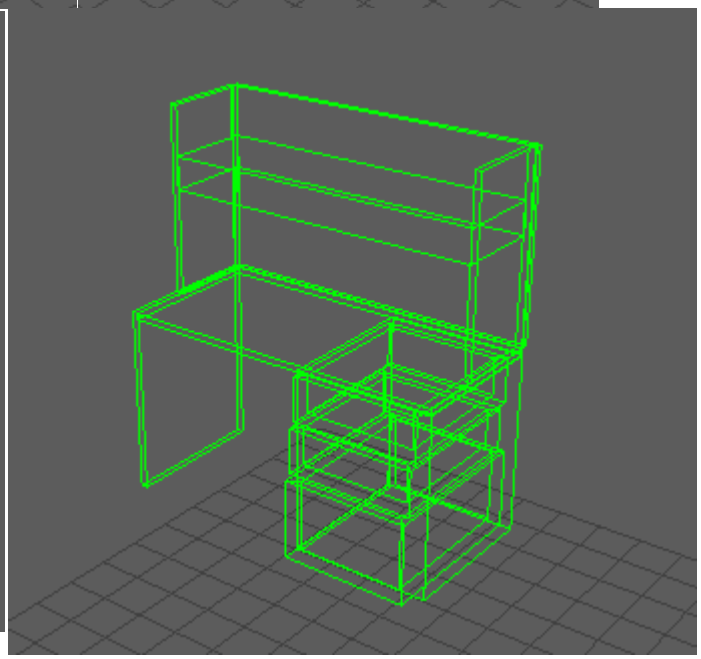


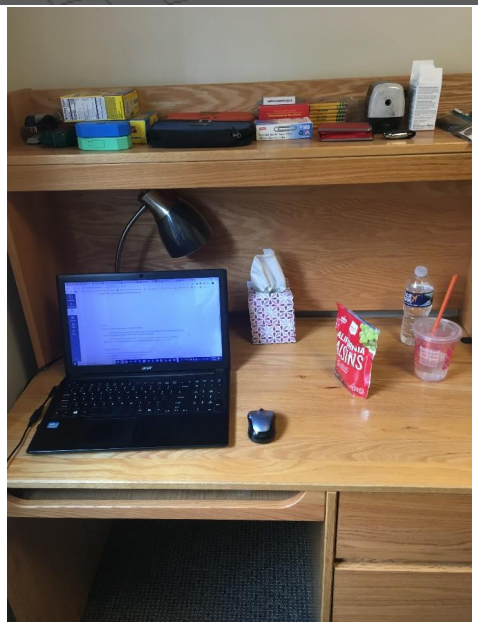
Desk



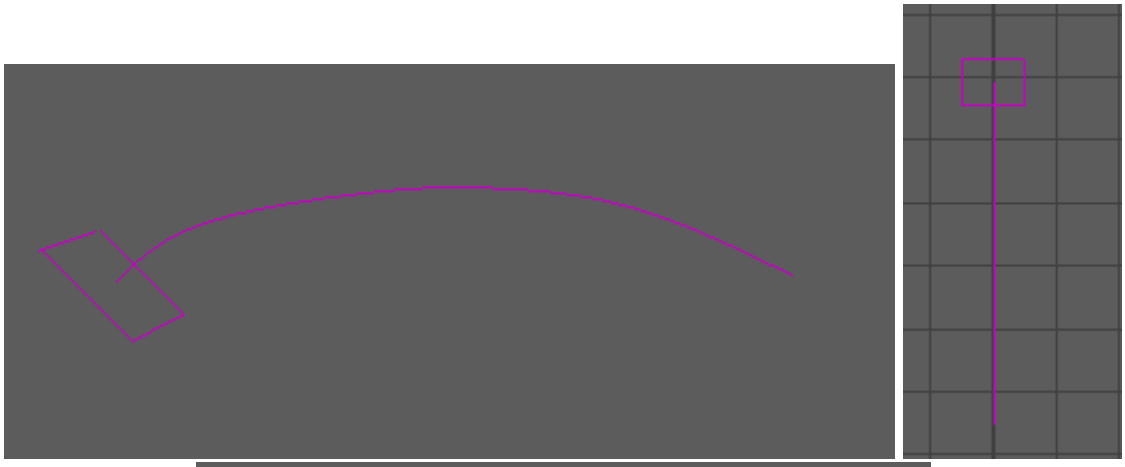


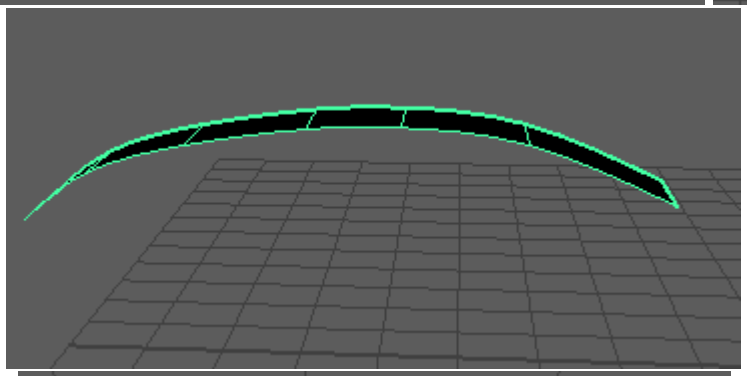


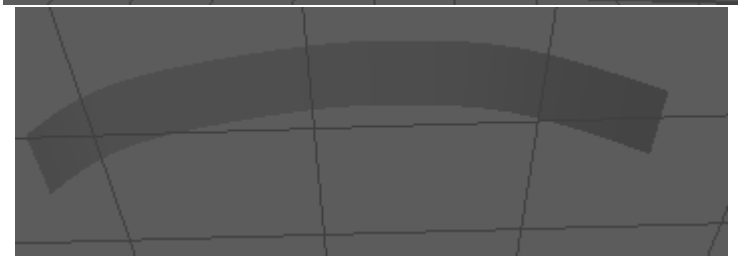




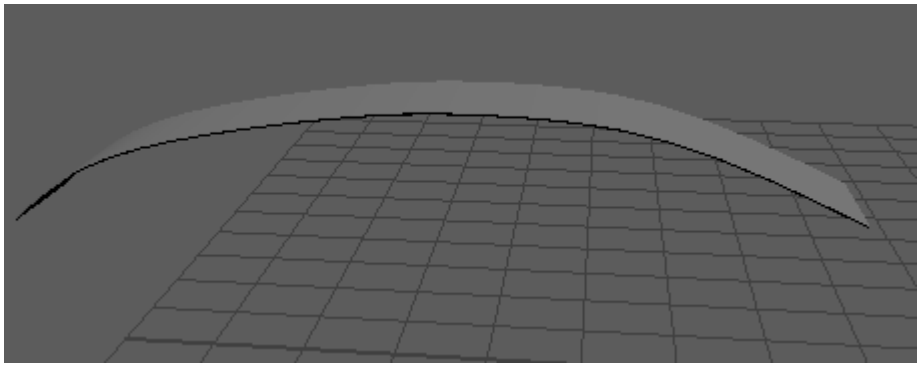
Chair



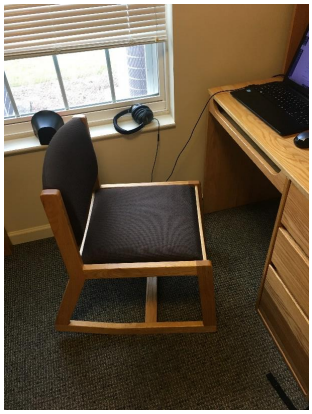


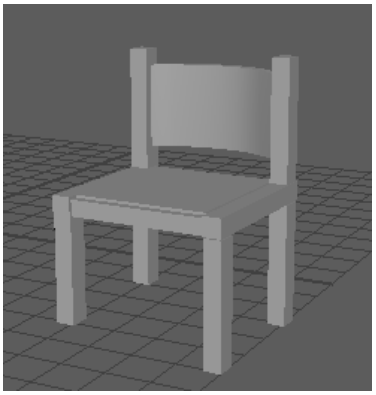


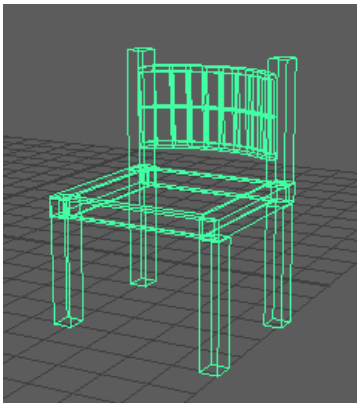
Extrude (Normal side on bottom, reverse on top)

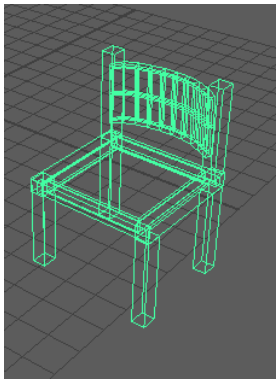


Duplicate and reverse direction on duplicate -> Convert NURBS to Polygon -> Extrude -> Thickness 0.2 -> Adjust w/scale tool



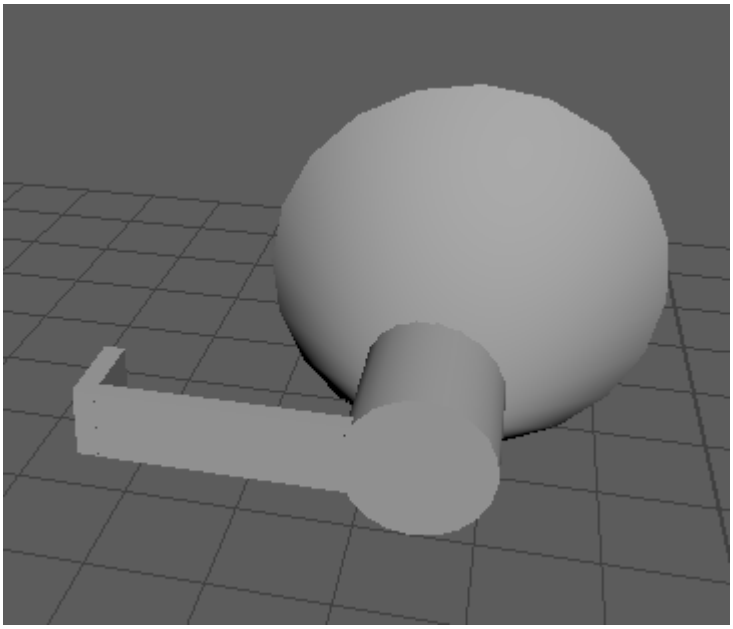


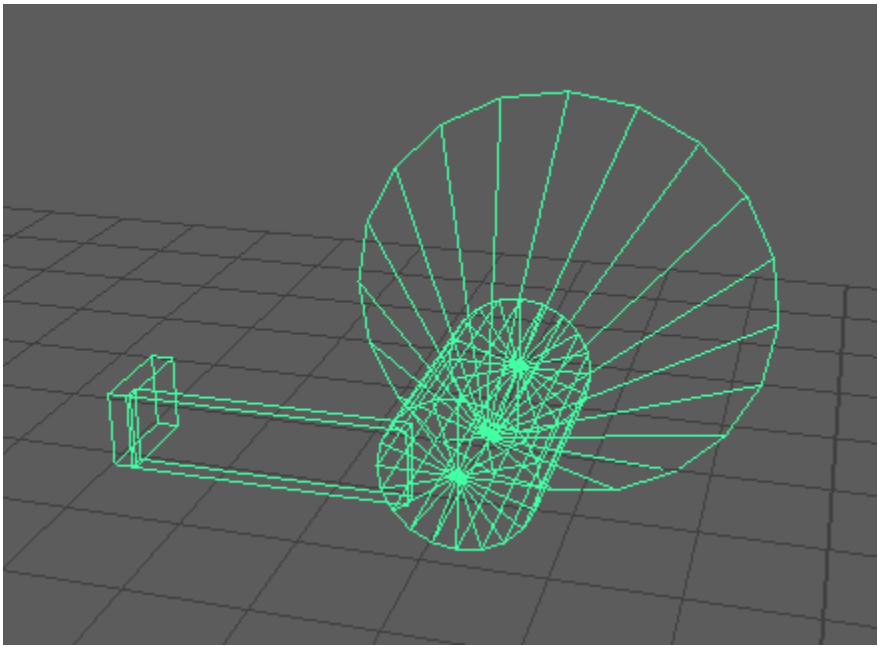


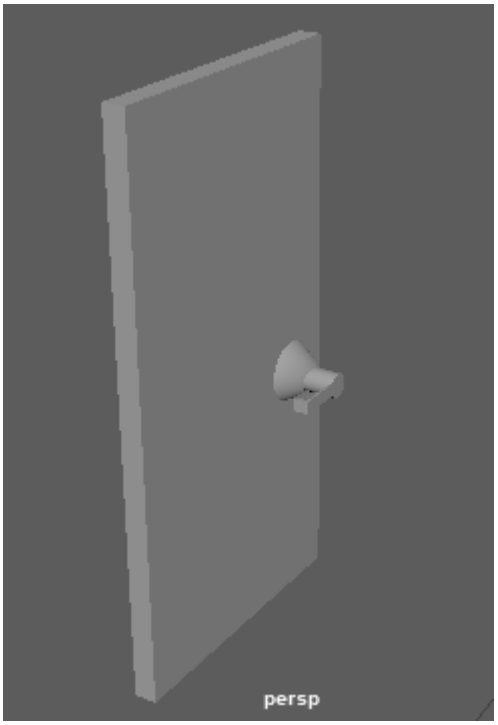


Update: Beveled chair seat

Door



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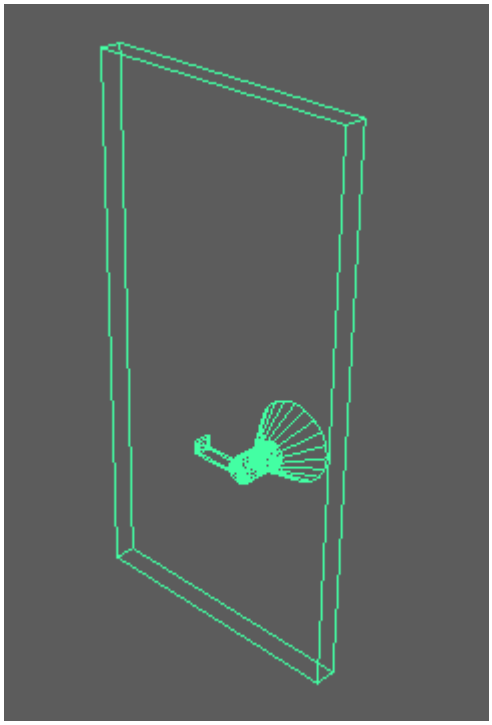
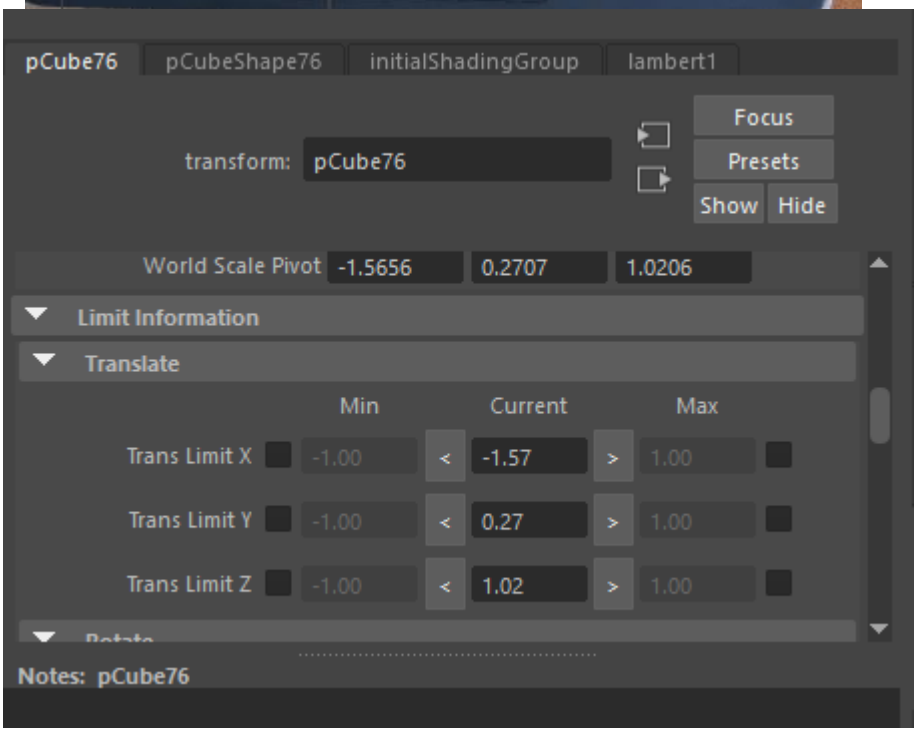


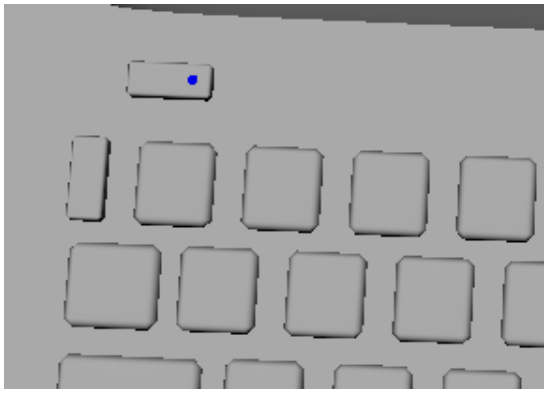
Laptop

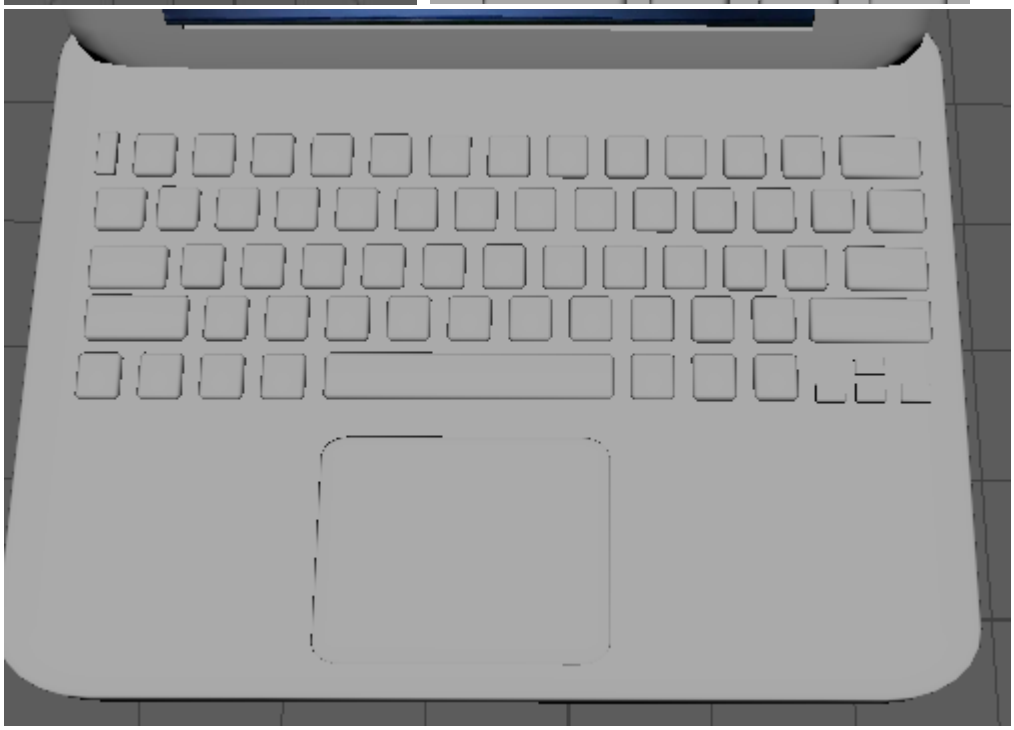


Adjust exact positions of each key on keyboard using Translate (distance between each key is 20)

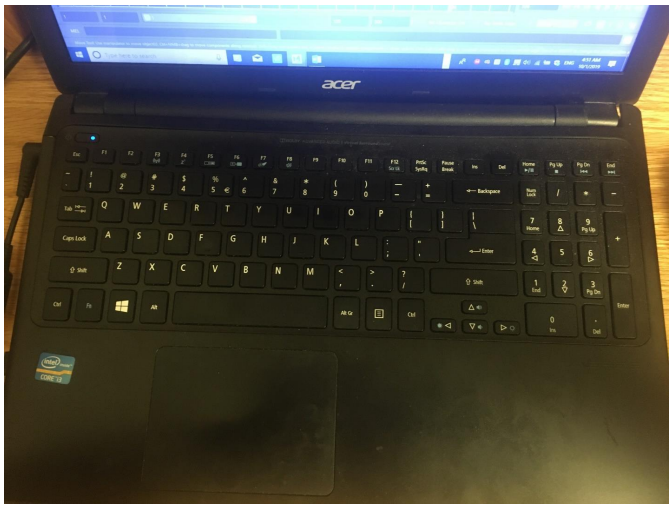
Top Portion -> Delete top face -> Extrude -> Thickness 0.5

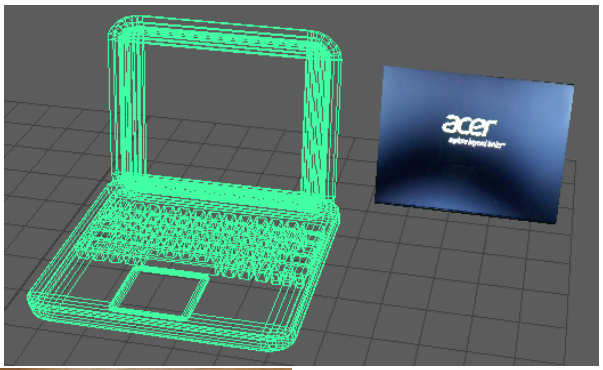
Update: Added power button

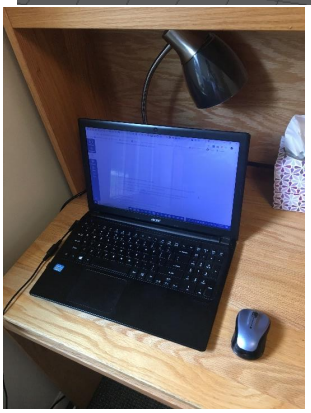




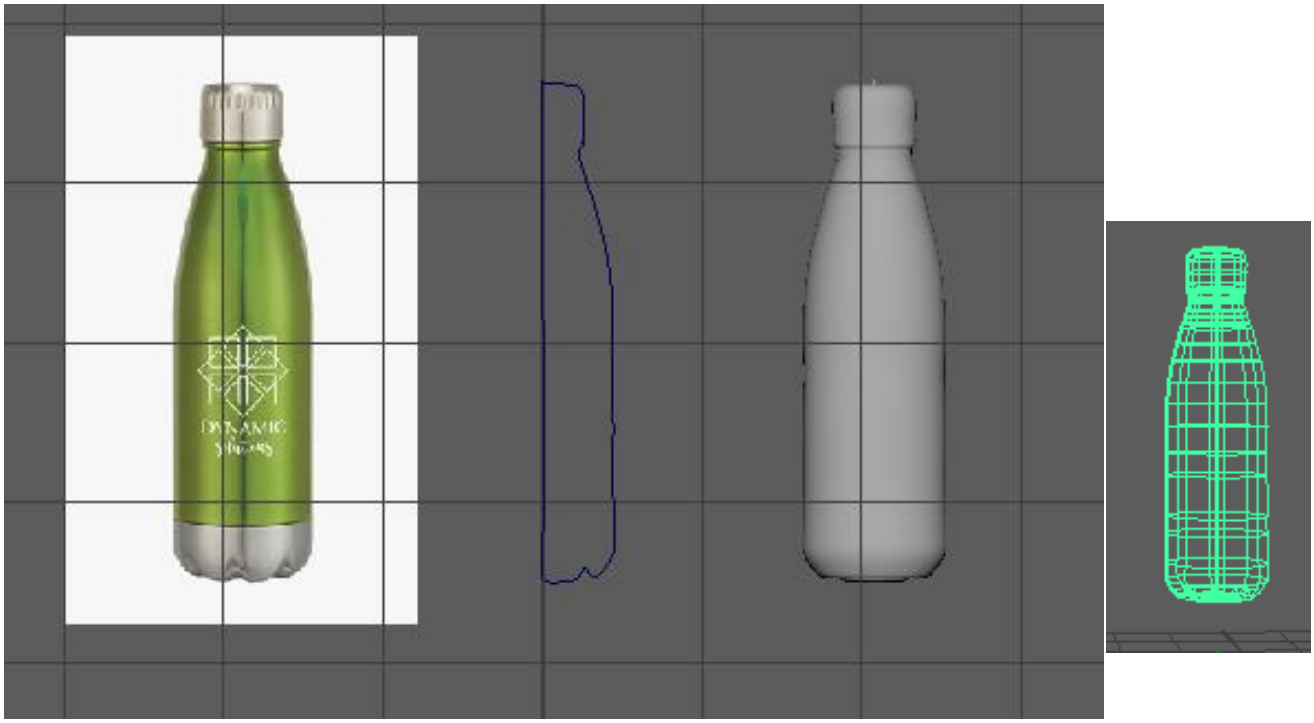
Rounded Corners -> all cubes -> select all edges -> Bevel -> Thickness 0.2 (0.1 for arrow keys)



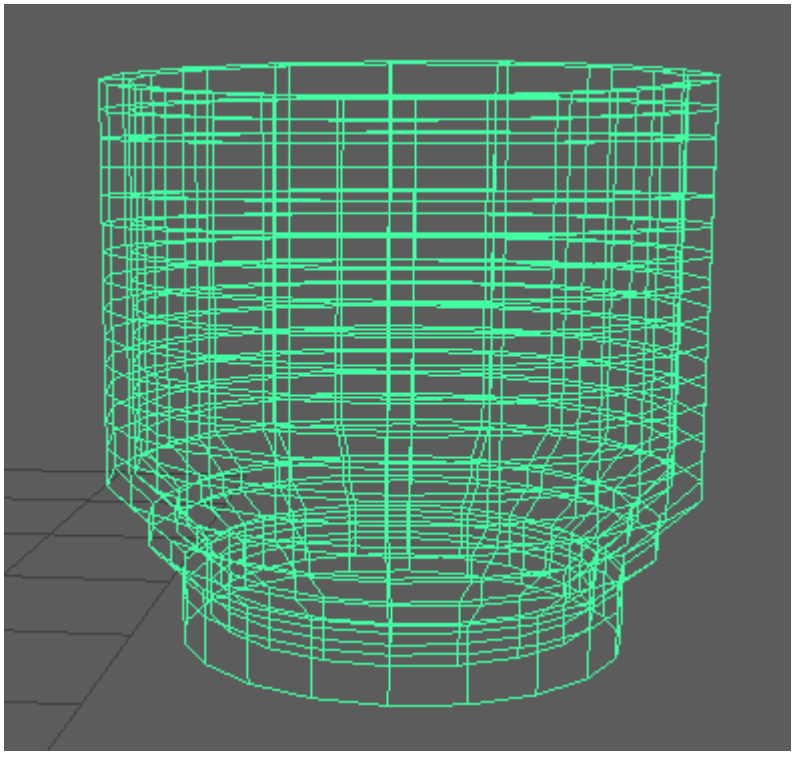


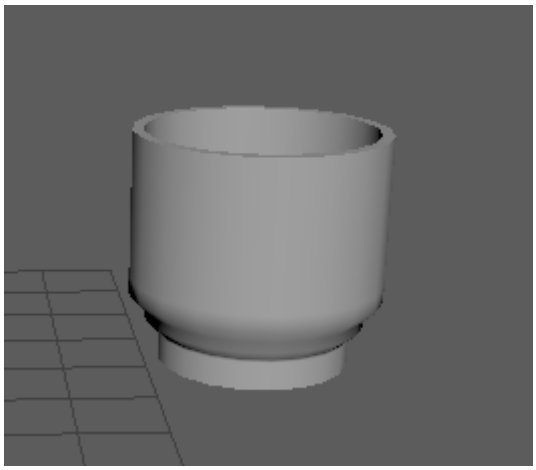


Water Bottle

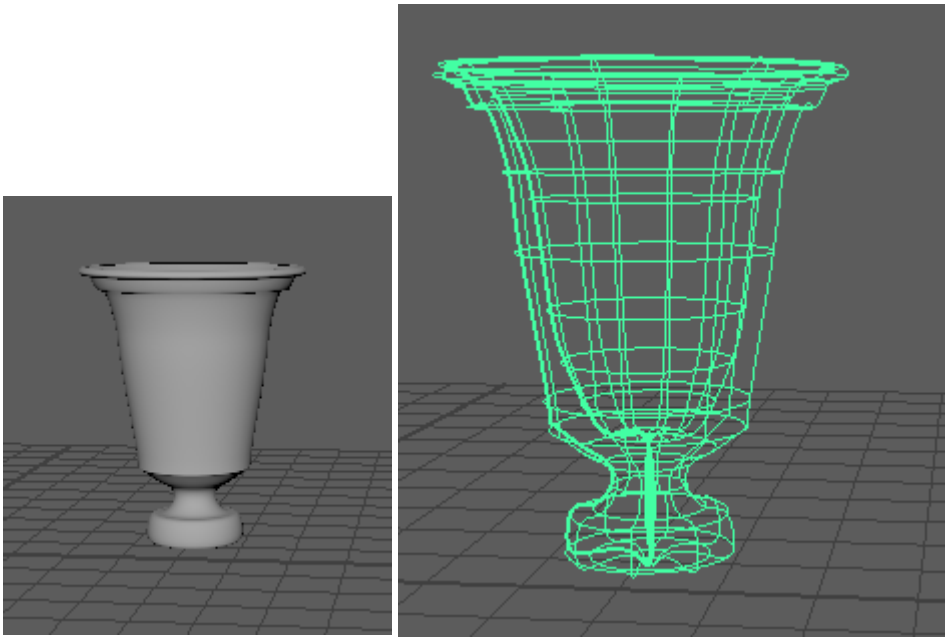
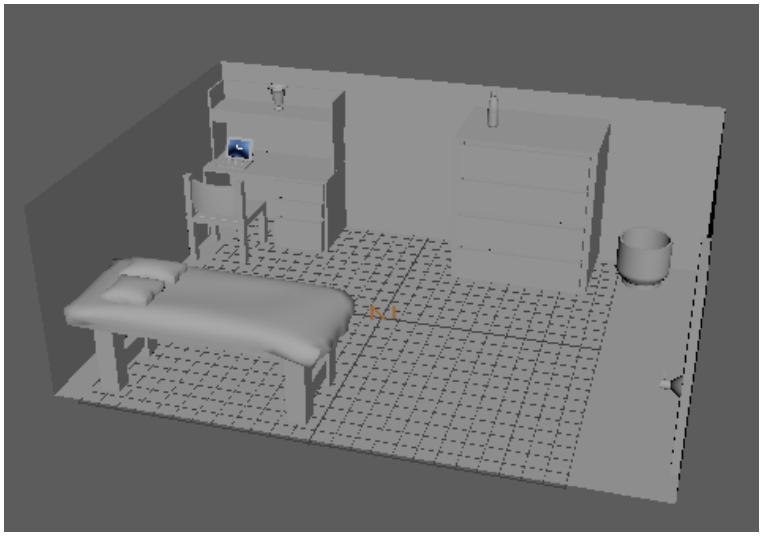
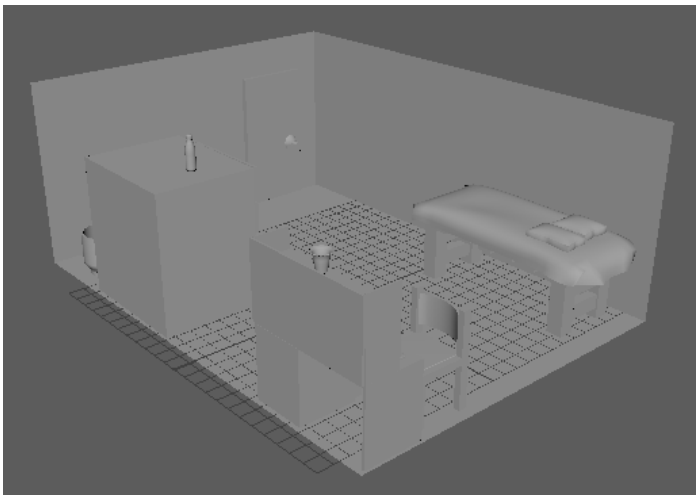


Trash can





Vase



Room