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3D & MOTION GRAPHICS > BLENDER

Creating a Low Poly Medieval House in Blender: Part 1

by Karan Shah 19 Jun 2015

Difficulty: Beginner Length: Long Languages: English ▾

Blender

Low-Poly



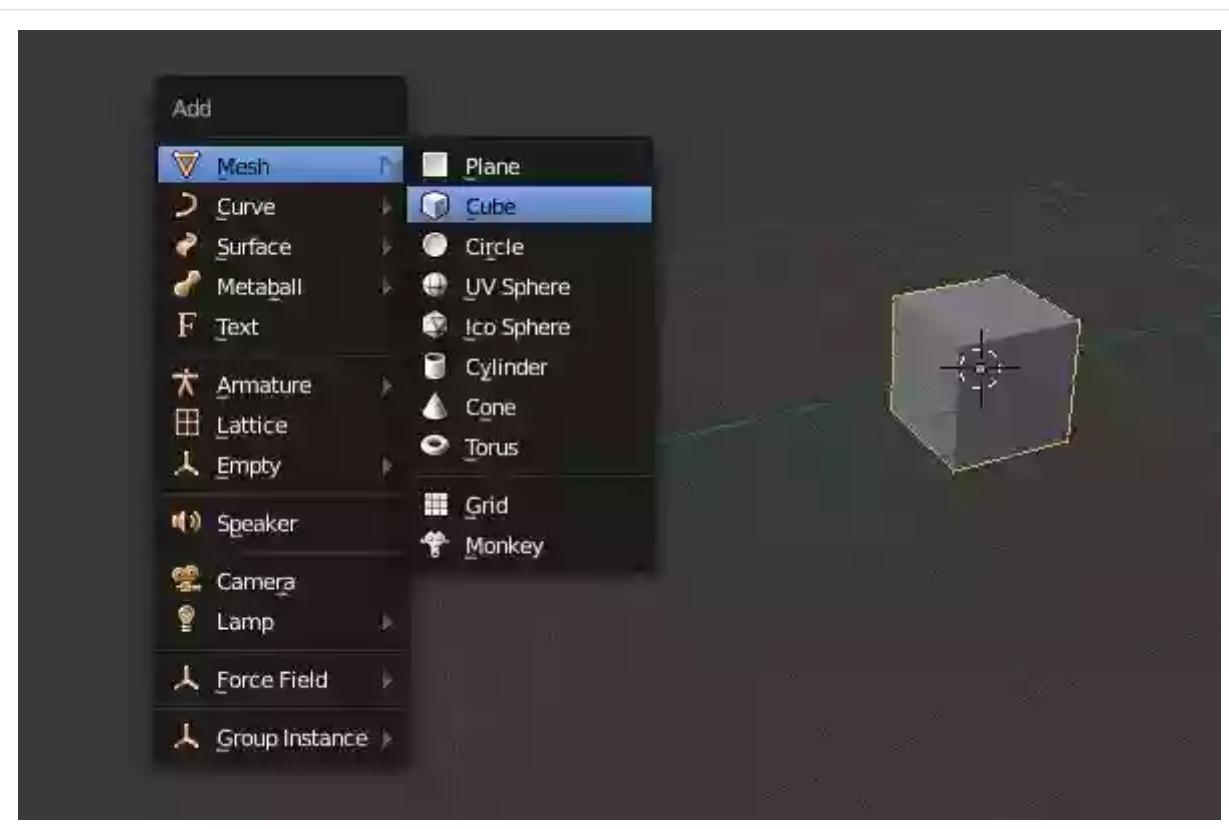


What You'll Be Creating

Modeling the House

Step 1

I will make a generic model, so the background image setup is not compulsory. Some reference, however, should always be there before you start any model, otherwise you may feel lost during modeling. Open **Blender** and in a new file, press **A** to select all default objects and press **Del** key to delete them. Press **Shift-A** and add a **Cube**.

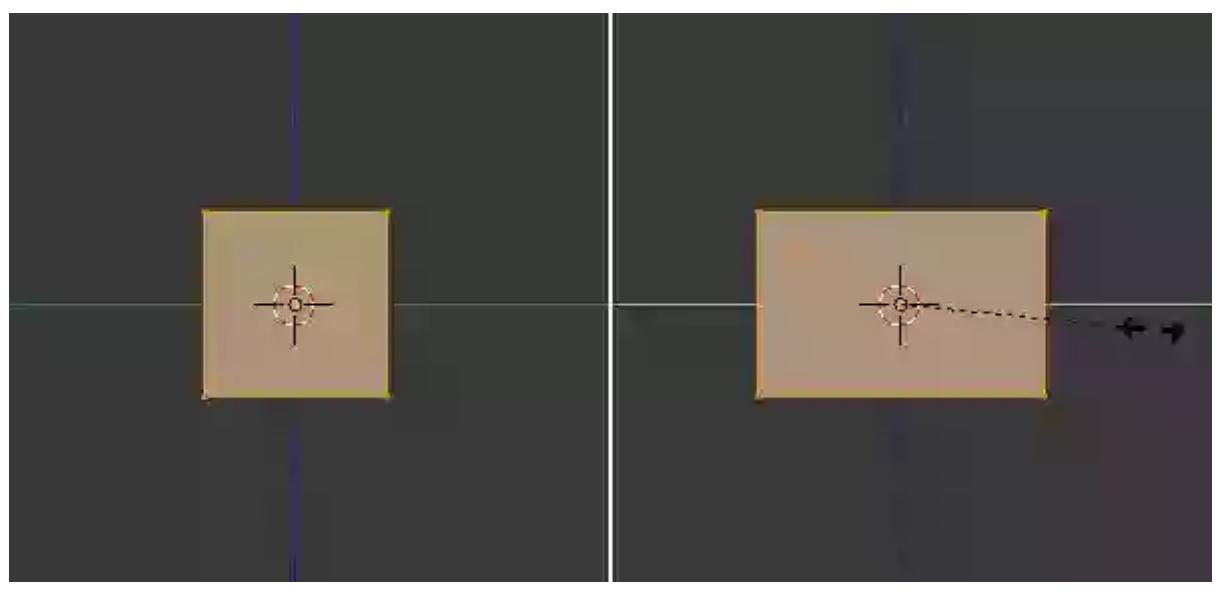


Add a Cube

Step 2

Press **3** in the numpad to get into side view. Press **5** to toggle off the perspective mode if it is on. Select the cube with **right click**.

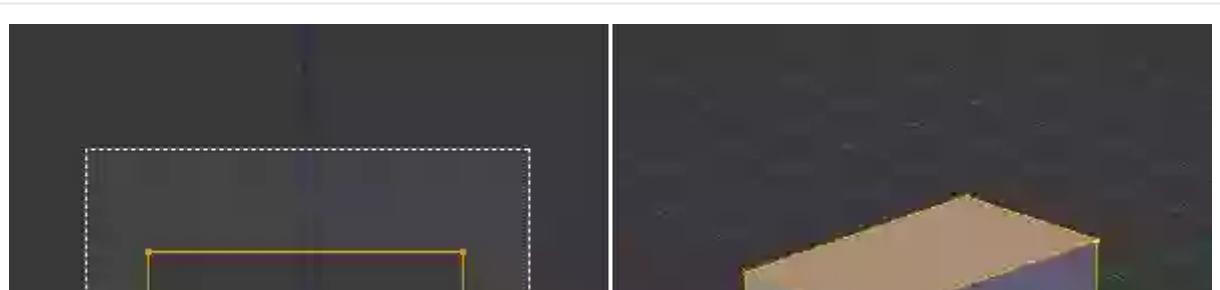
Press **TAB** key on the keyboard to enter into edit mode. Select all vertices of the cube by pressing the **A** key on the keyboard. Press **S** and then **Y** to scale the model in y axis. Move the mouse a little bit to get the shape. **Left click** to confirm.



Edit and scale the cube

Step 3

Select the top four vertices of the cube. Press **3** to get into side view if not already in that view. Press **Z** to enable wire frame view mode so that while selecting the vertices the points behind don't get left out. Press **B** and drag select the top vertices. You may also multiple select them by holding down **Shift** key and then right clicking on the vertices Press **Z** again to toggle off wireframe mode.

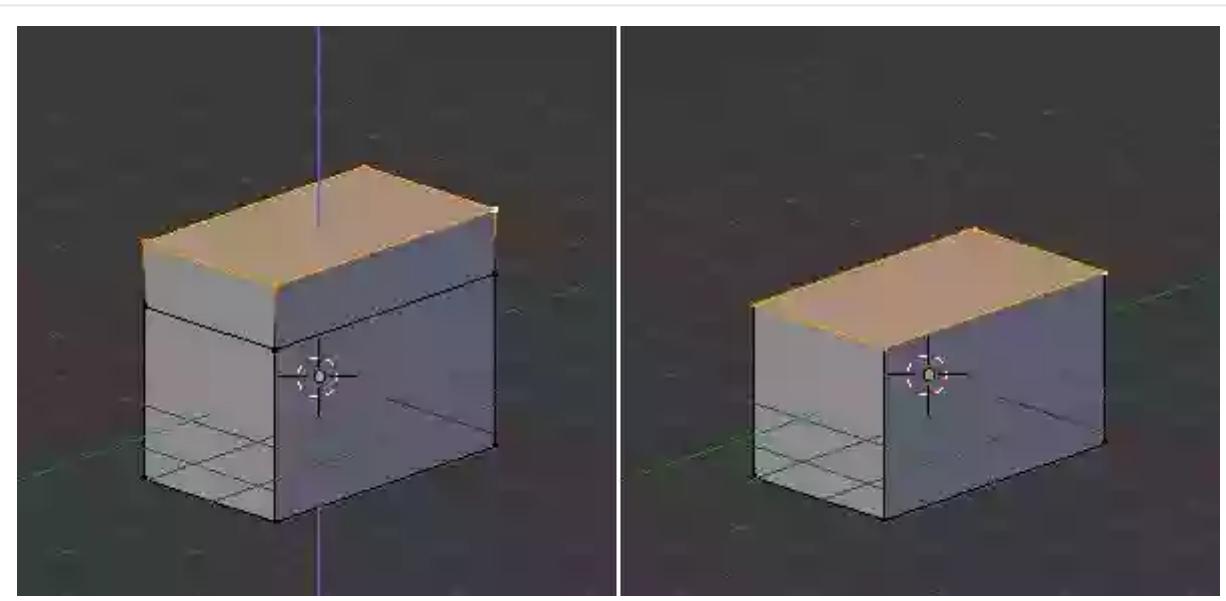




Select the top face

Step 4

Press **E** to extrude the face. **Right click** so that the extruded face falls back to its origin.

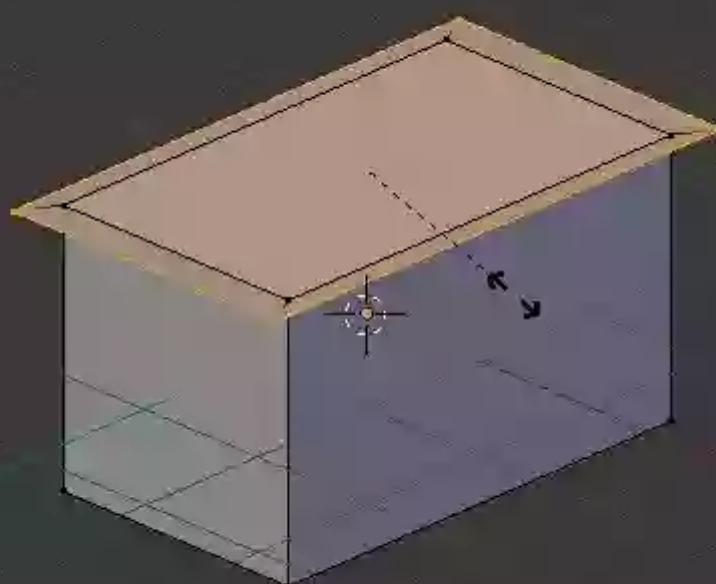


Extrude the face

Advertisement

Step 5

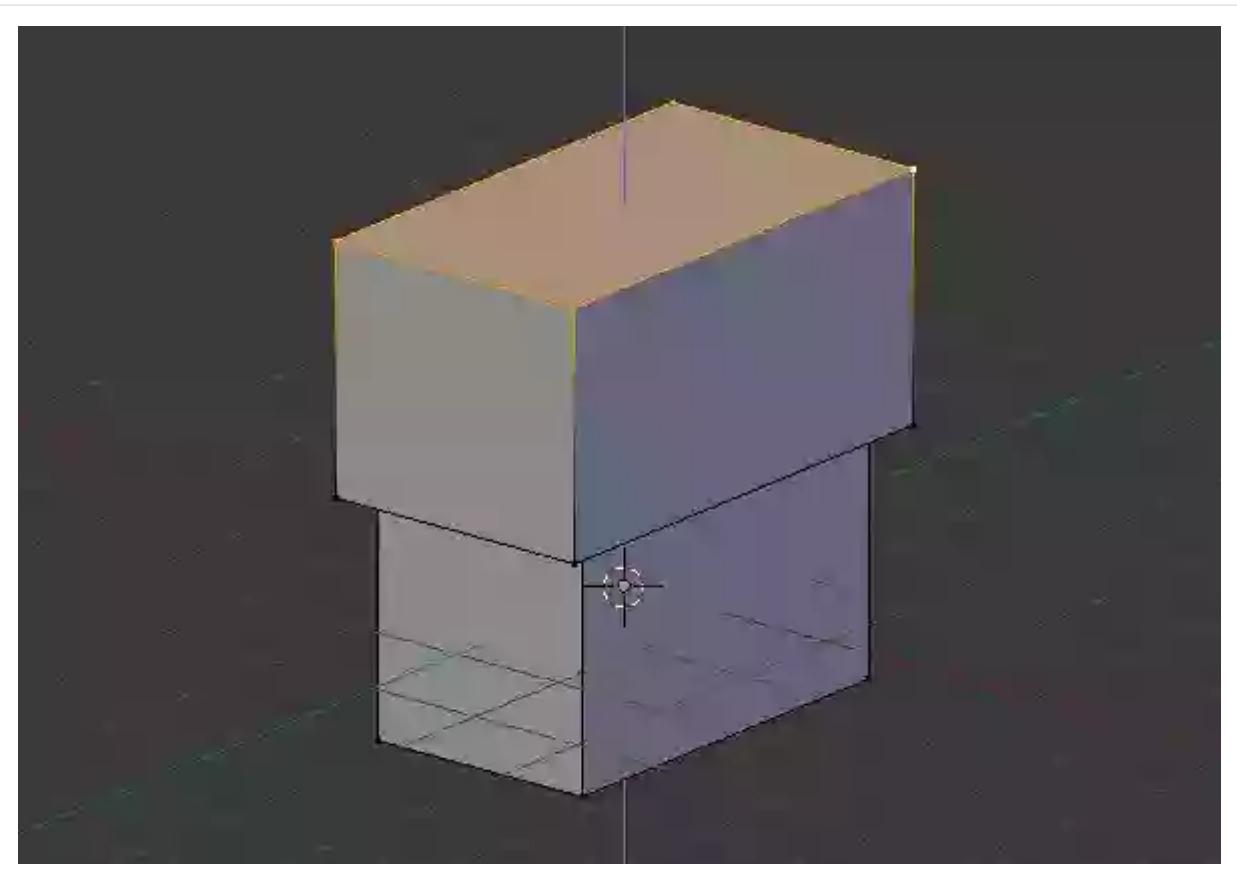
With the new face selected, press **S** to scale. Move the mouse a bit and then **left click** to set the new size.



Scale the new face

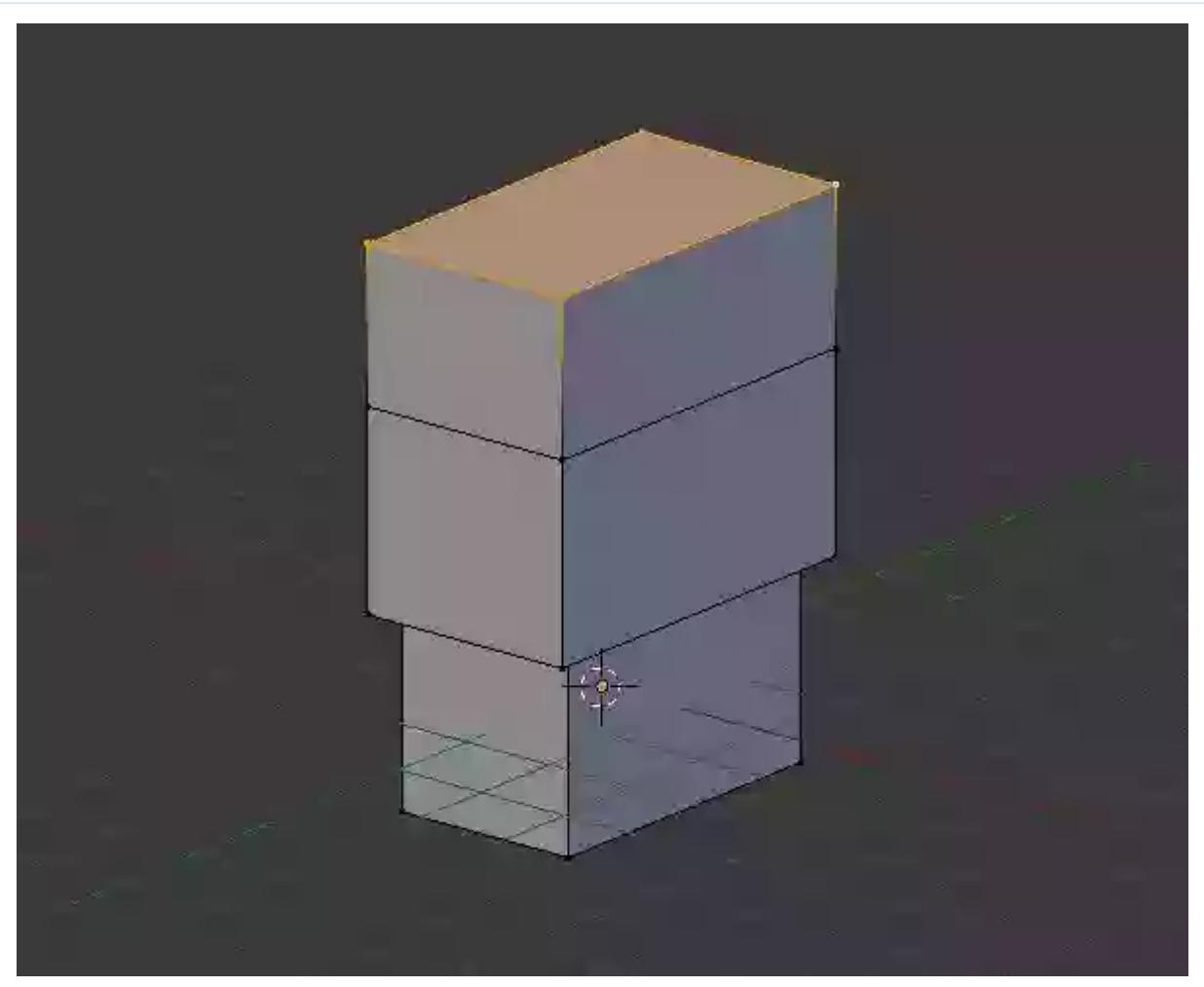
Step 6

Make sure the new vertices are selected. Press **E** to extrude the first floor of the house. Move the mouse till it reaches appropriate height and then **left click** to confirm.



Extrude the new face

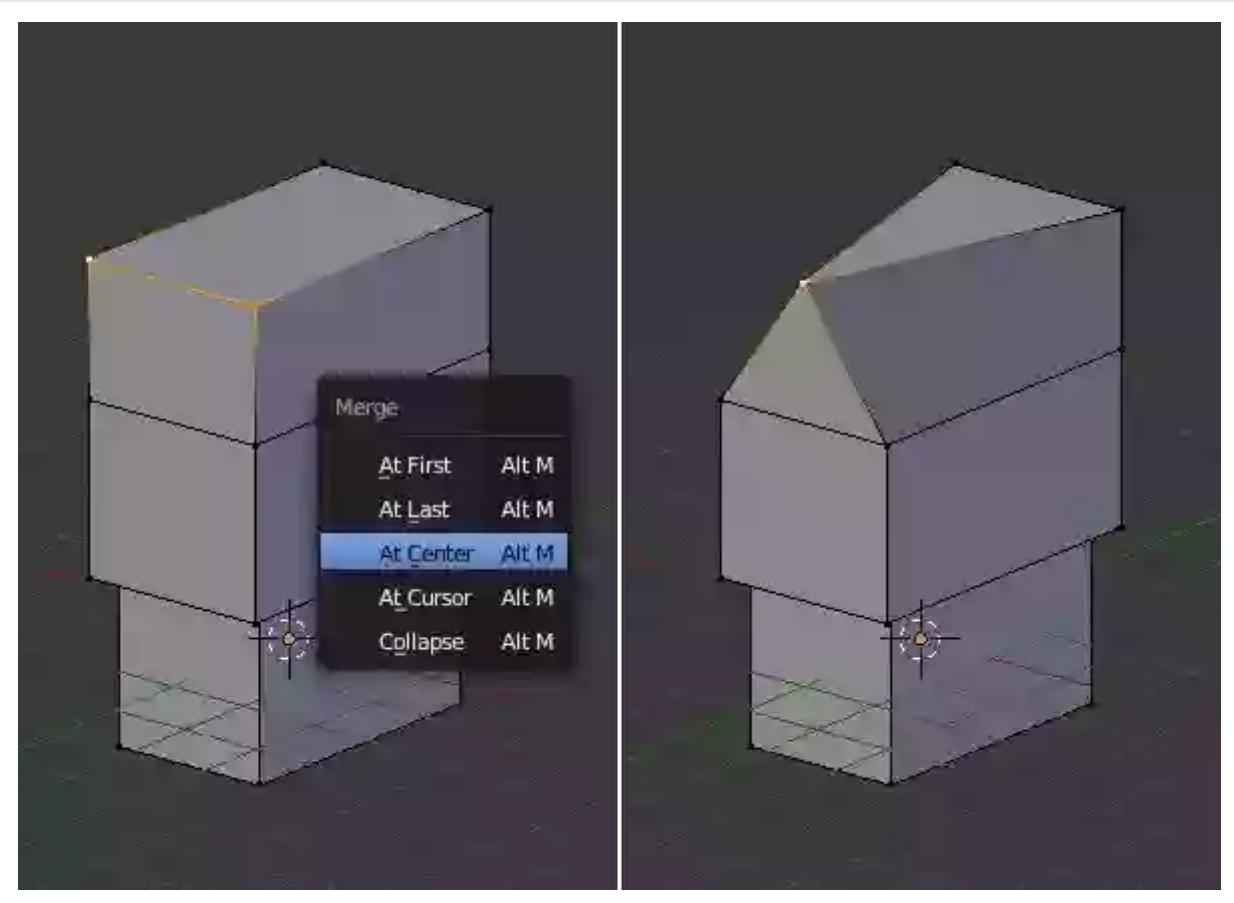
Press **E** again to extrude it one more time. Move the mouse and then **left click** to confirm.



Extrude one more time

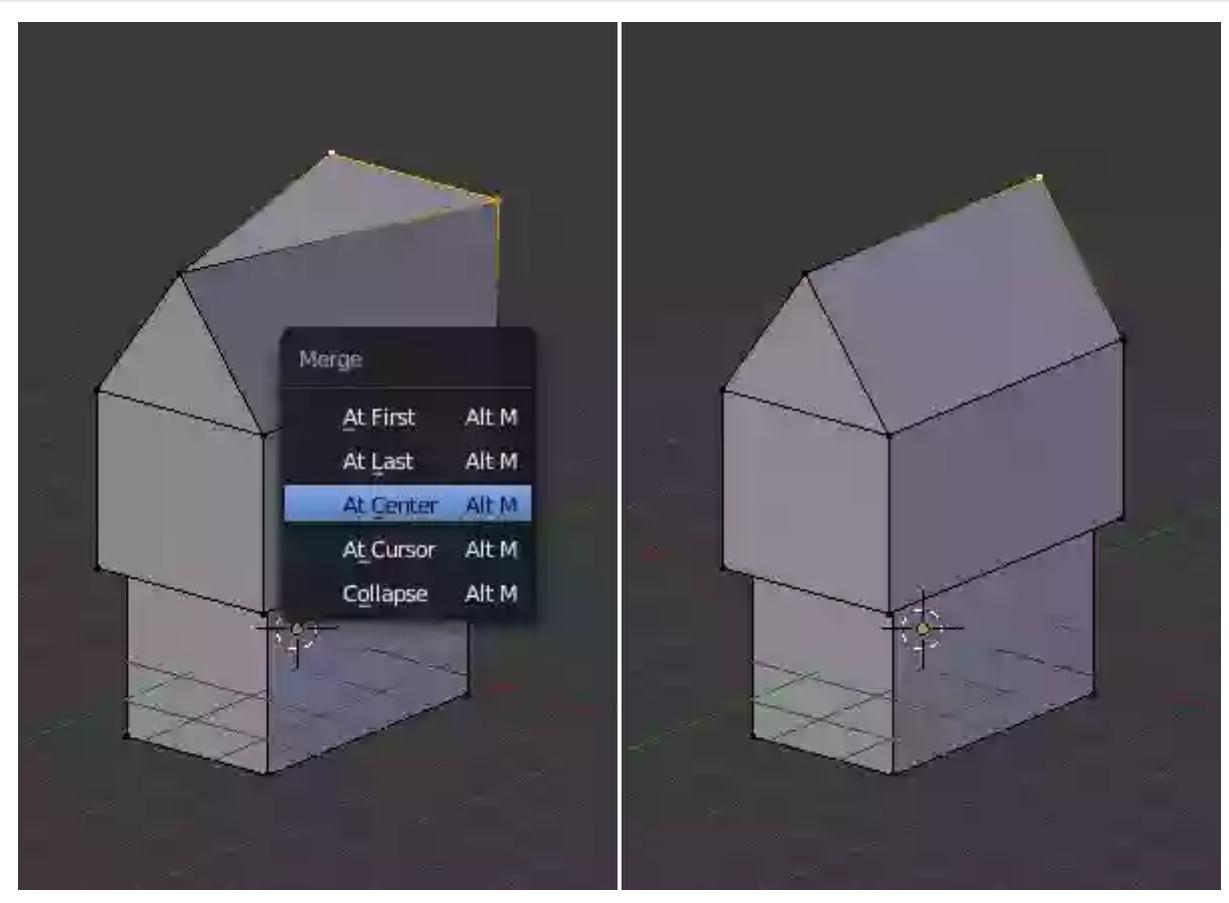
Step 7

Press **A** to deselect any vertices of the mesh. Hold **Shift** and then **right click** on the two front vertices of the top of the mesh. Press **Alt-M** and then click on **At Center** to merge the vertices into one, at the center.



Merge the vertices

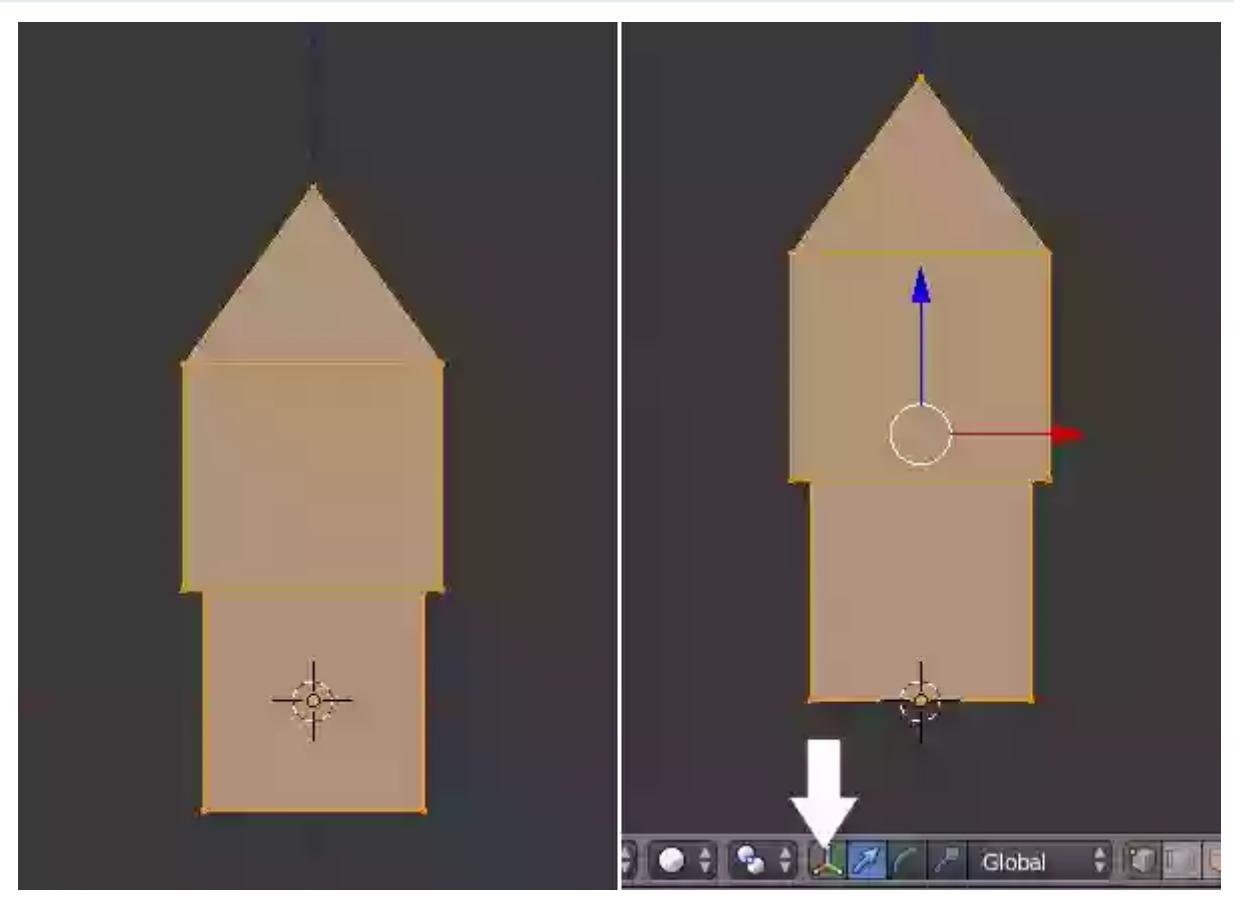
Similarly, merge the top two vertices on the back side. Make sure no other vertex is selected



Merge the vertices

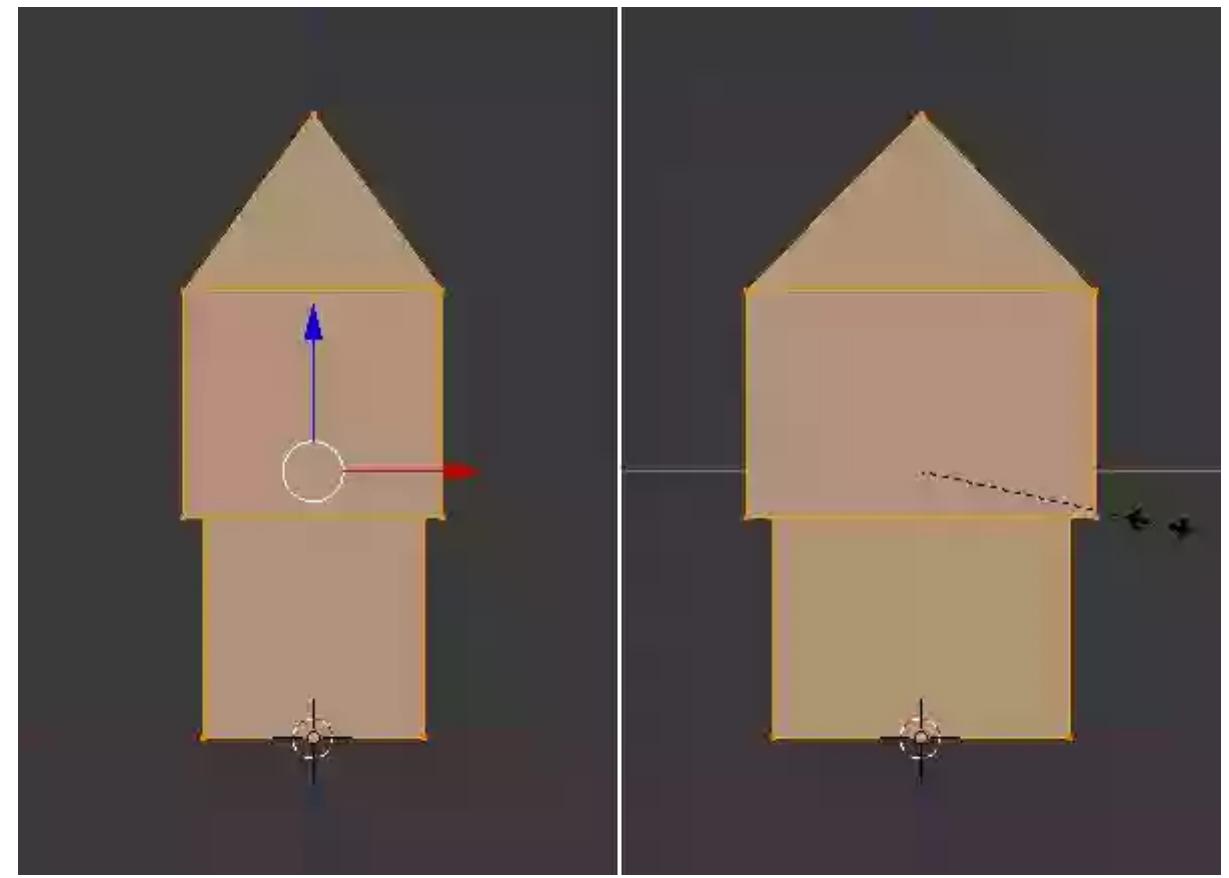
Step 8

Press **1** on the numpad to get into front view. Select all vertices by press the **A** key on the keyboard. Move the mesh such that the base of the model is at the origin point of the object. Use the **Arrow widget** to move with mouse. Toggle on the arrows widget by clicking on the **widgets button** on the toolbar. It is recommended to have the origin point of the model at the base of the mesh.



Move the whole mesh up

You can also reshape the house. With all vertices selected, and in the front view, press **S** and then **X** to scale it along the X axis.
Move the mouse a bit and then **left click** to confirm the change.



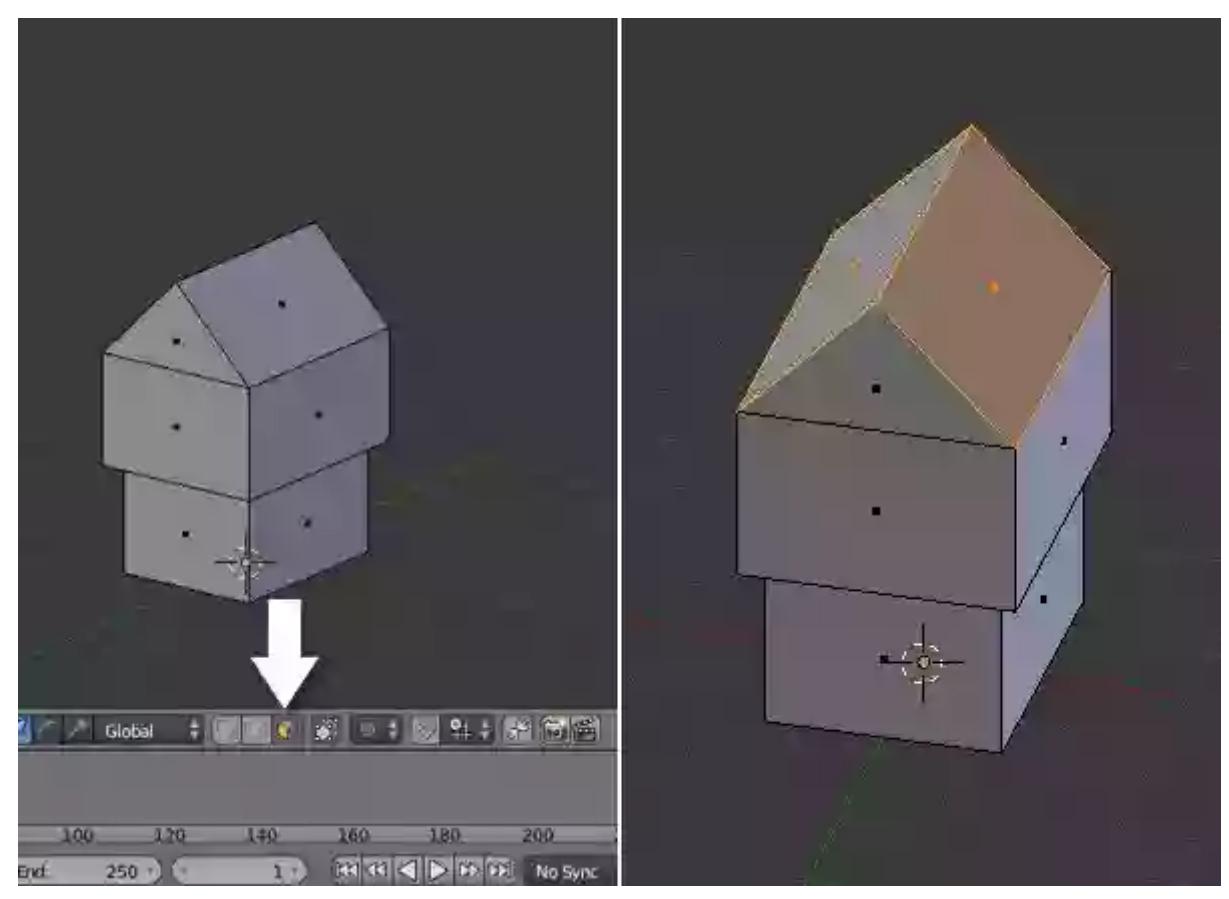
Scale the whole mesh

Step 9

Click on the **Face select** mode button on the 3D view toolbar.

Select the top two faces which make up the roof of the model.

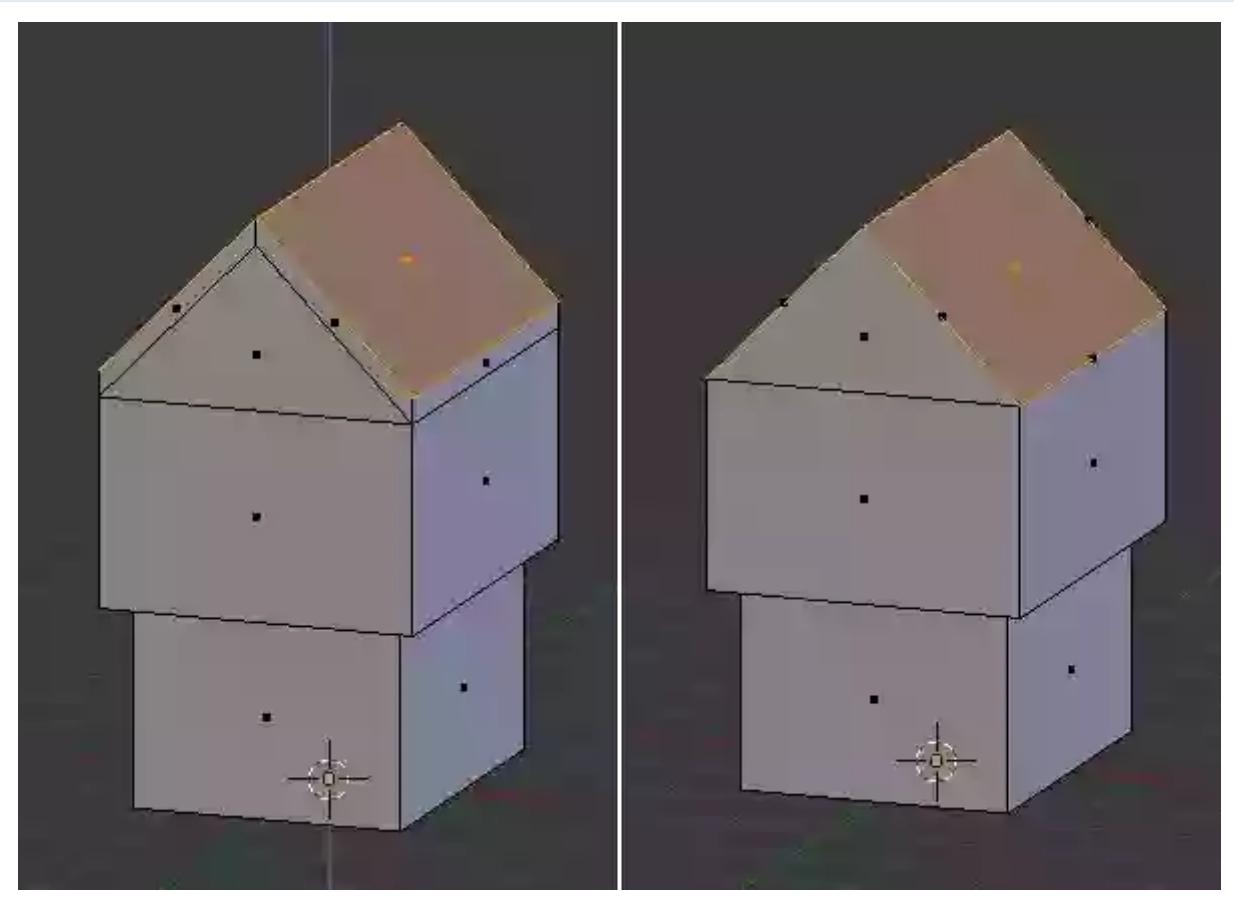
Hold **Shift** and then **right click** to multiple-select.



Select the top faces

Step 10

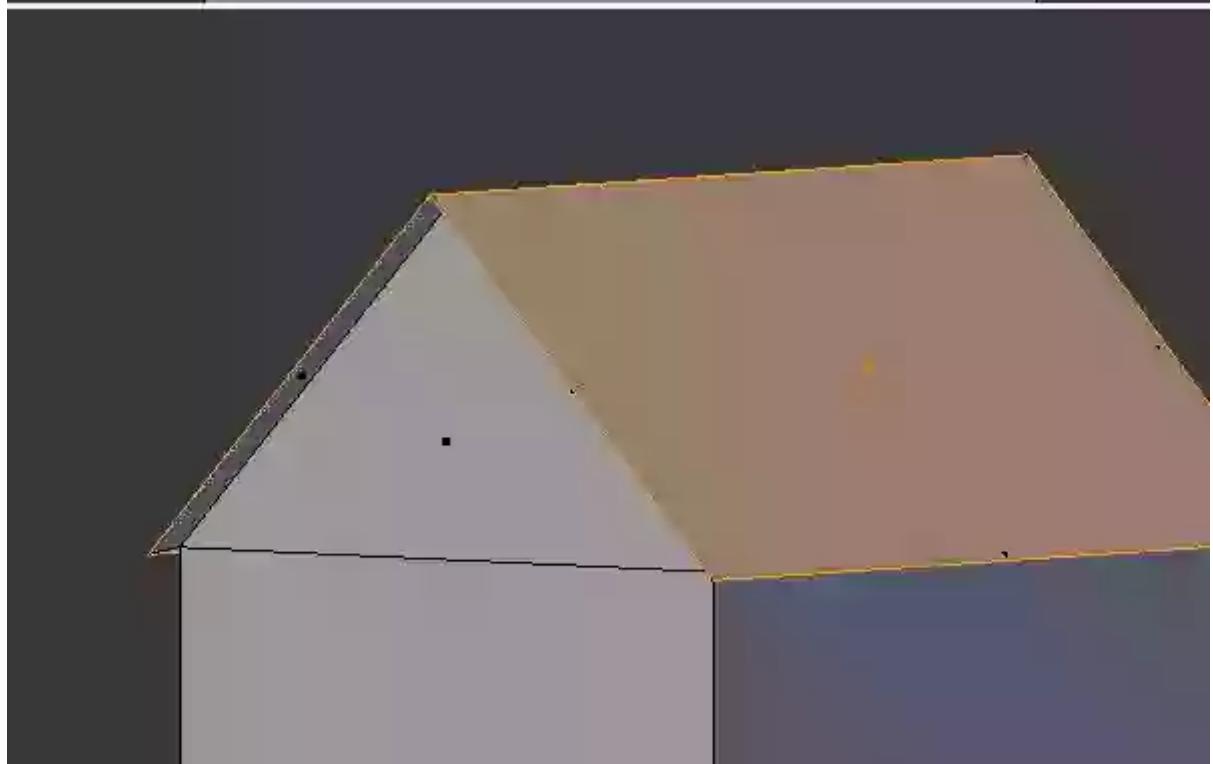
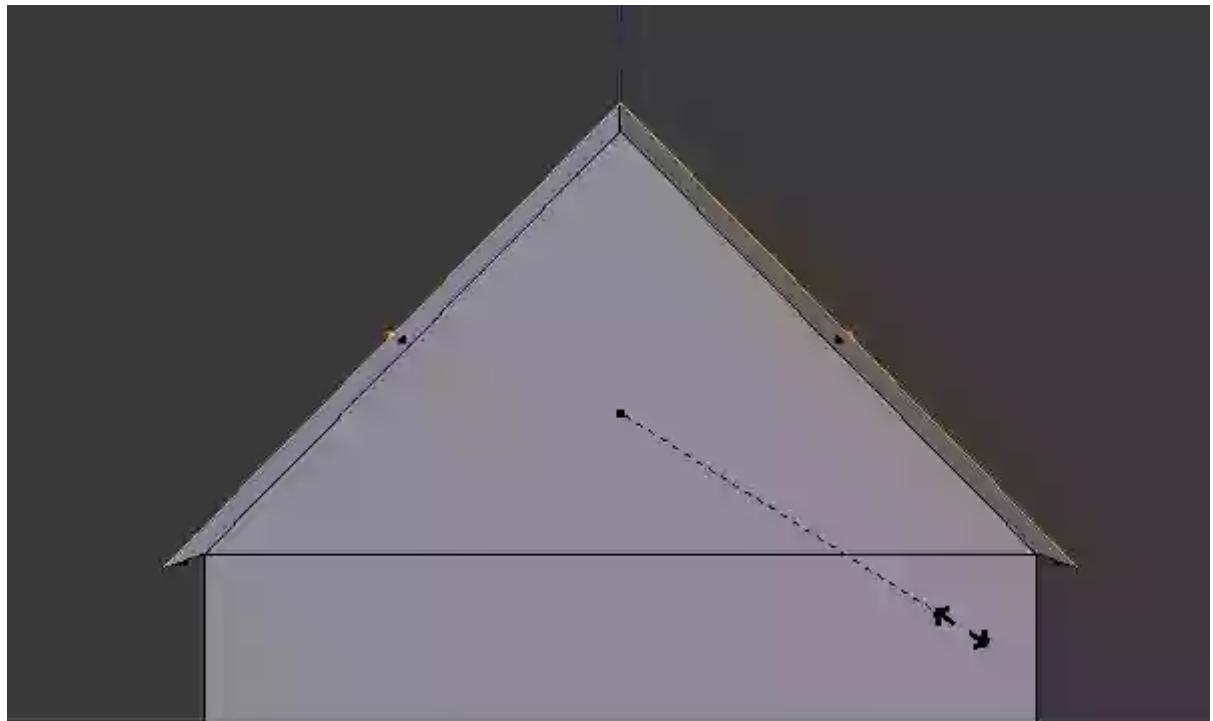
With the top two faces selected, press **E** to extrude them. Don't left click. **Right click** anywhere so that the extruded faces stays on their original place.



Extrude the faces

Step 11

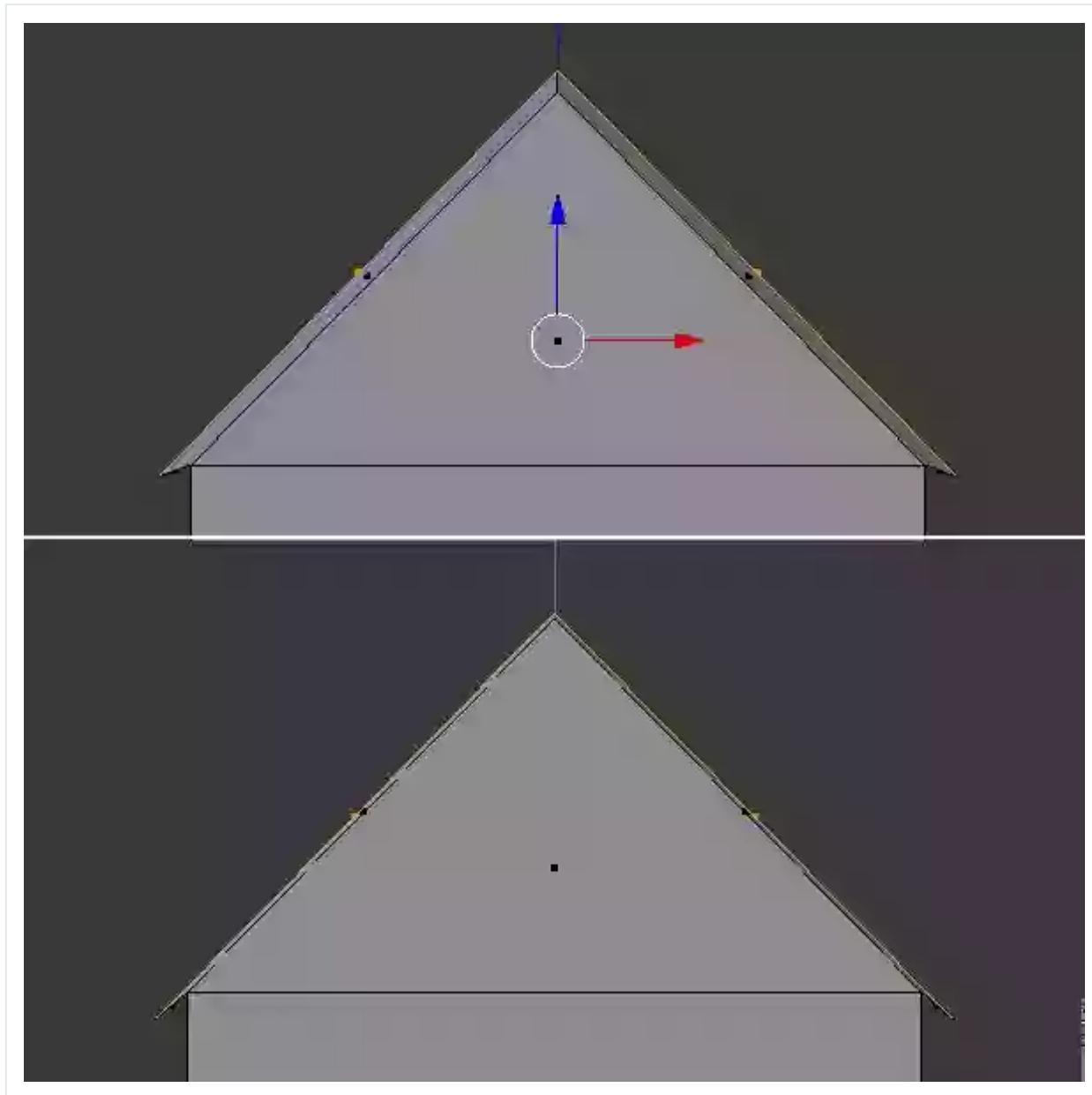
Press **S** to scale them. Move the mouse just a little bit and then **left click** to confirm the position.



Scale the selected faces

Step 12

With the the faces selected, press **G** and then **Z** and then move the faces down close to the original position.

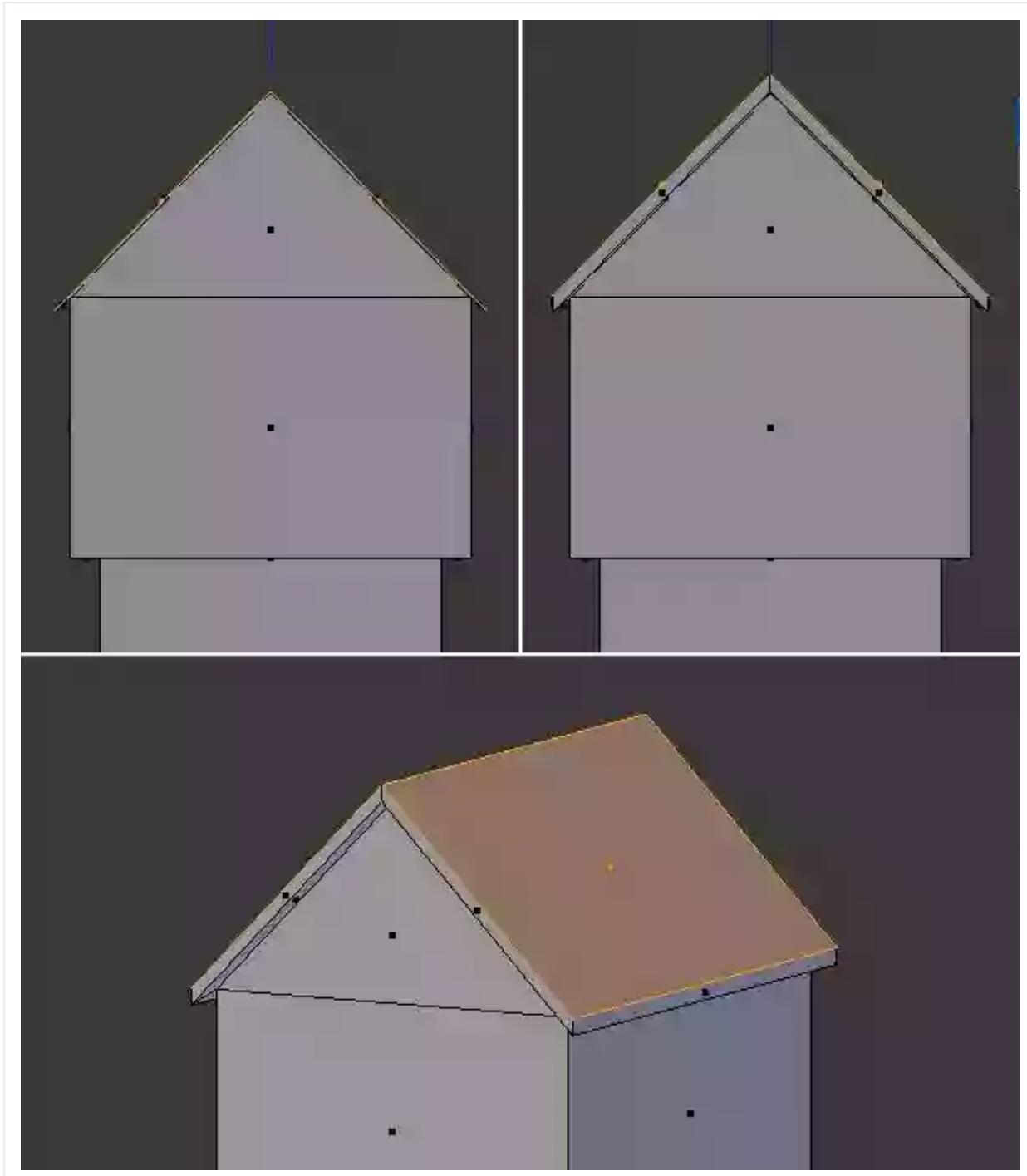


Move the selected faces down

Step 13

Again press **E** to Extrude the selected faces. Move the mouse little bit and then **left click** to confirm. you will see that the roof has

some thickness. Save the file.

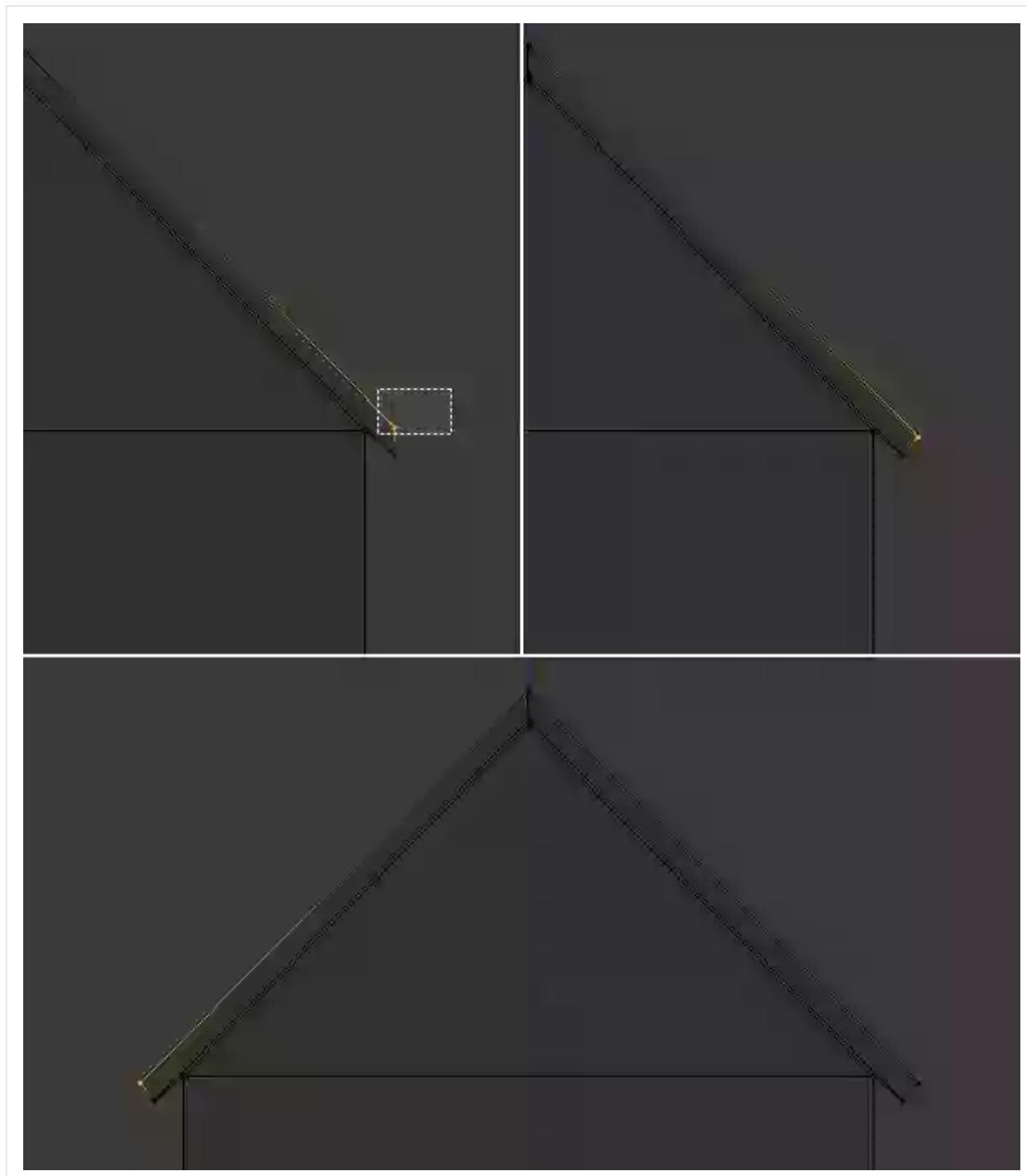


Extrude to create the roof

Step 14

Press **Z** to enter into wireframe mode. Press **B** and drag select the two vertices (one behind) forming the side edge, as shown in the image. Press **G** and move them down making them perpendicular to the lower points (see image). Do the same for the other side.

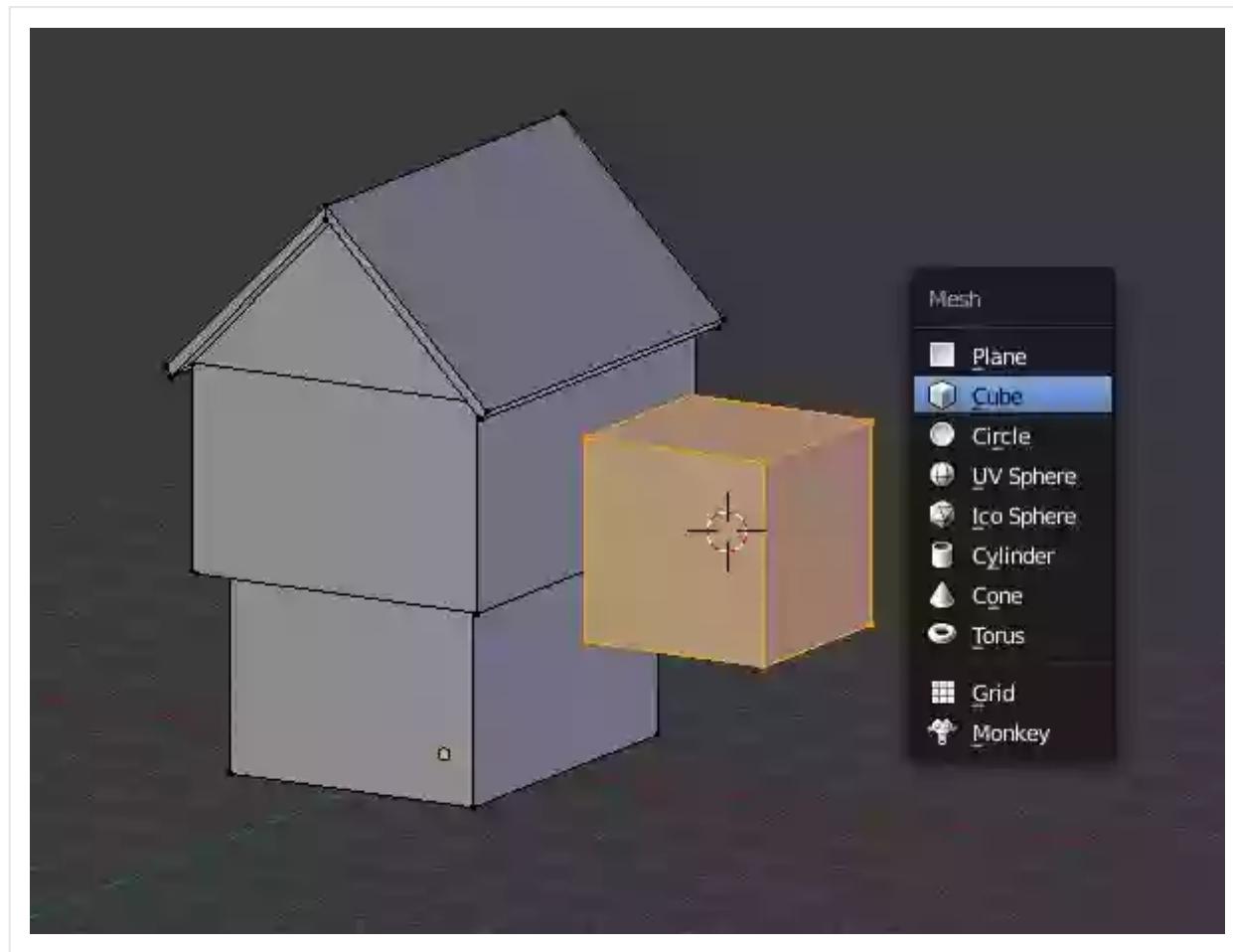
Press **Z** to toggle off wireframe mode.



Tweak the vertices

Step 15

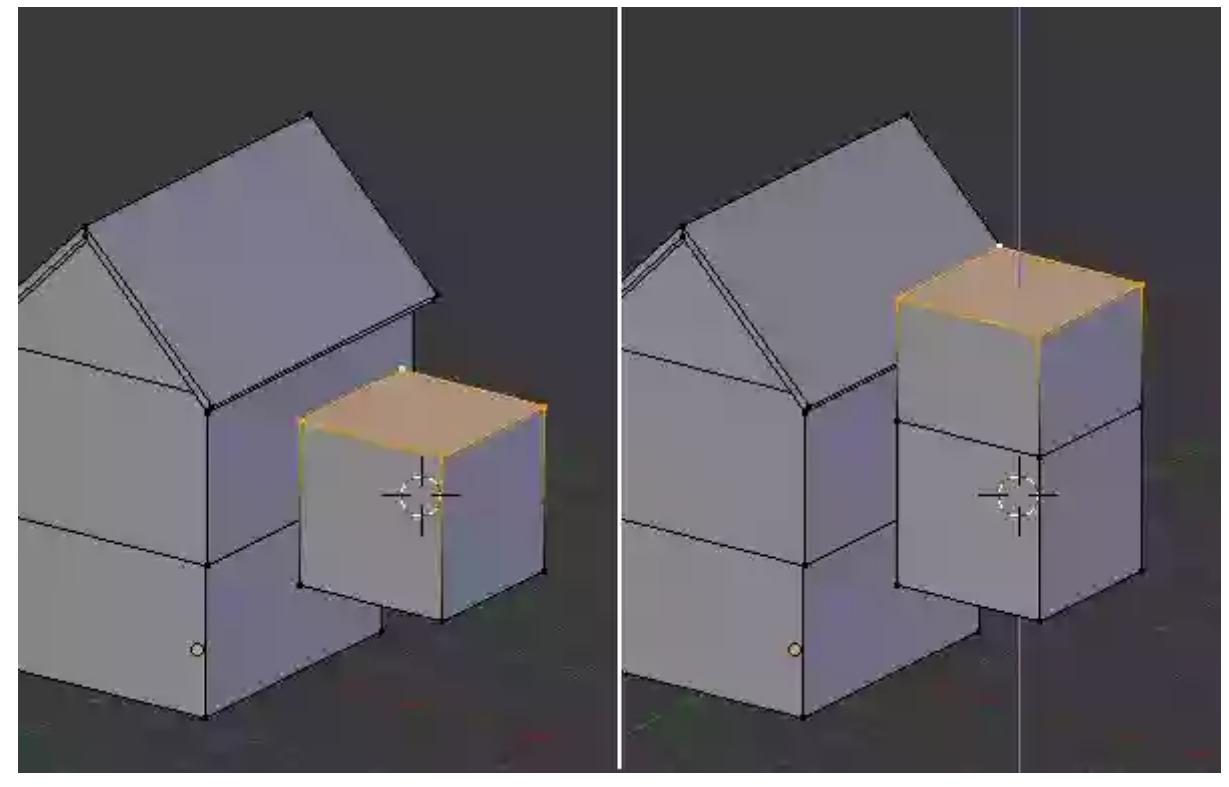
Left click anywhere near the side of the model to place the 3D cursor there. Whenever you add any object or mesh, it will appear where the 3D cursor is. Press **Shift-A** and add a **Cube**. Remember I am still in the edit mode. The cube added will be the part of the object's mesh, and will not be a separate object.



Add a cube

Step 16

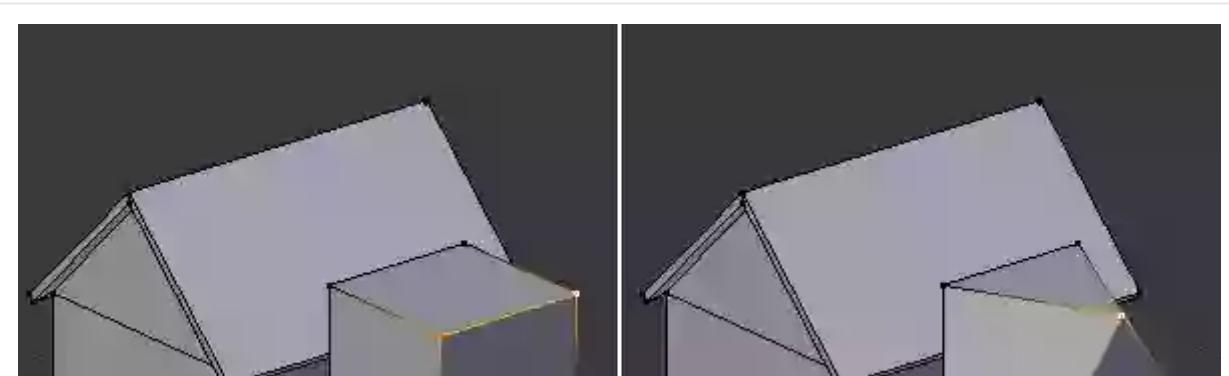
Select the top four vertices of the new cube with **Right click** (hold **shift** for multiple selection), and then press **E** to extrude it. Move the mouse so that it has some height and then **left click** to confirm.

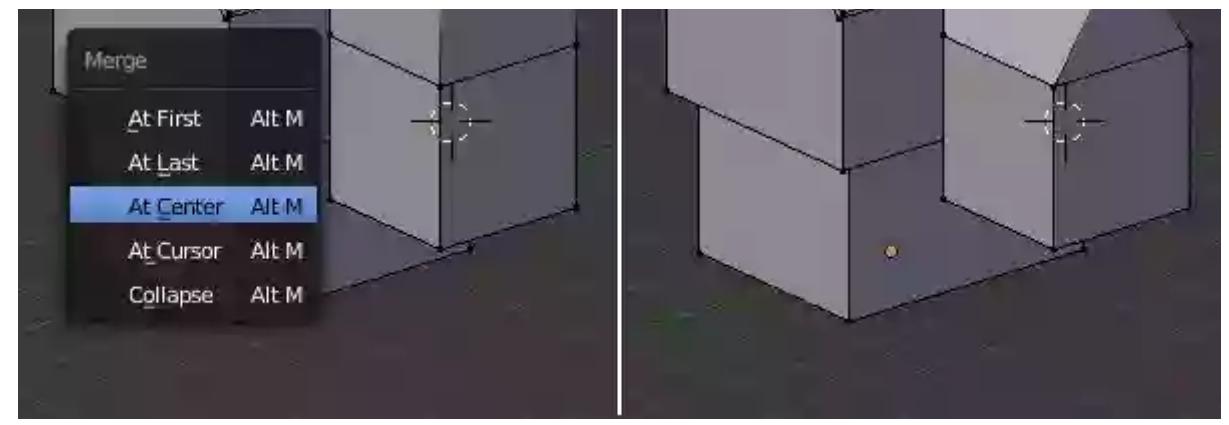


Extrude the top face

Step 17

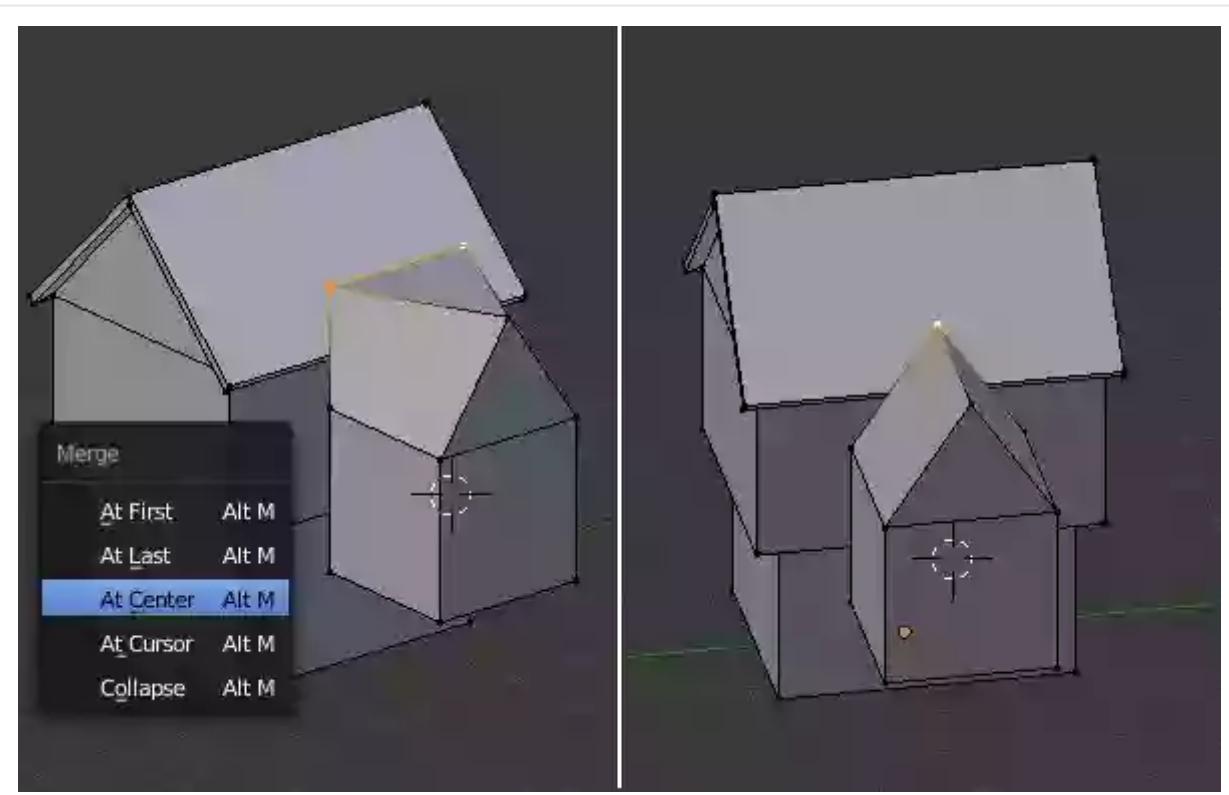
Now select the top two vertices on the side and press **Alt-M** and then click on **At Center** to merge the points in their center.





Merge the top vertices

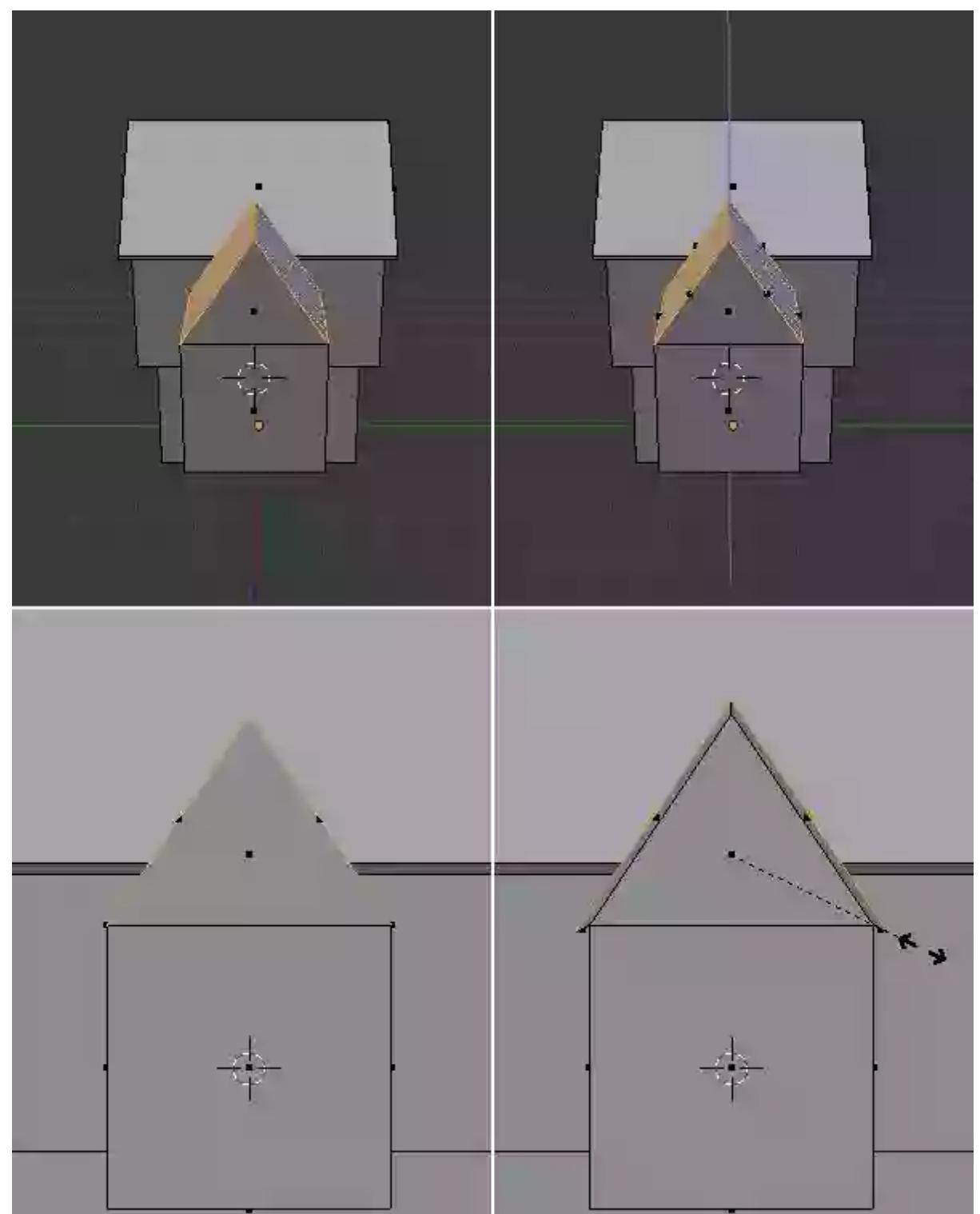
Similarly merge the other two vertices behind. Select both with **Shift-right click** and then **Alt-M** to merge them **At Center**.



Merge the top vertices

Step 18

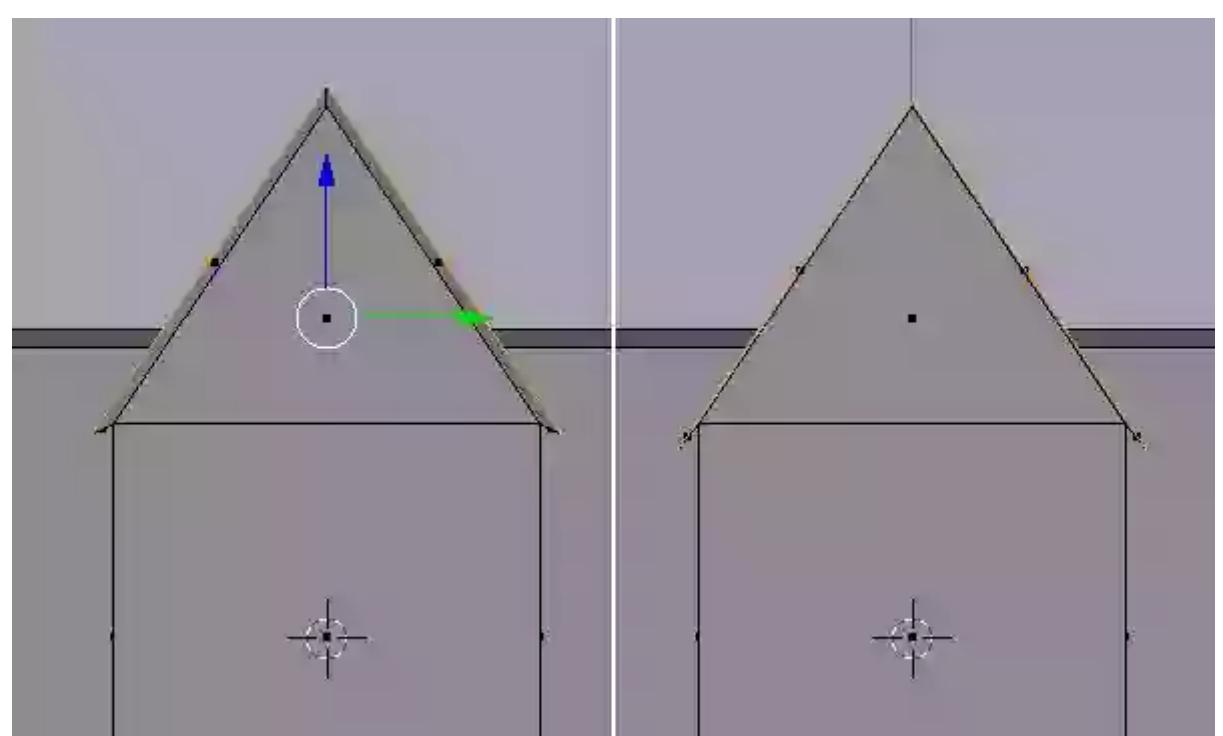
Next create the rooftop just like I did for the main building. Select the top two faces by holding **shift** and then **right clicking** on them. Press **E** to extrude the faces. **Right click** so that the new faces go back to their origin. Press **S** to scale to scale, move the mouse a little bit and then **left click** to confirm.



Extrude the top faces

Step 19

With the new faces selected, Press **G** and then **Z** to move them down a bit. **Left click** to confirm the position.

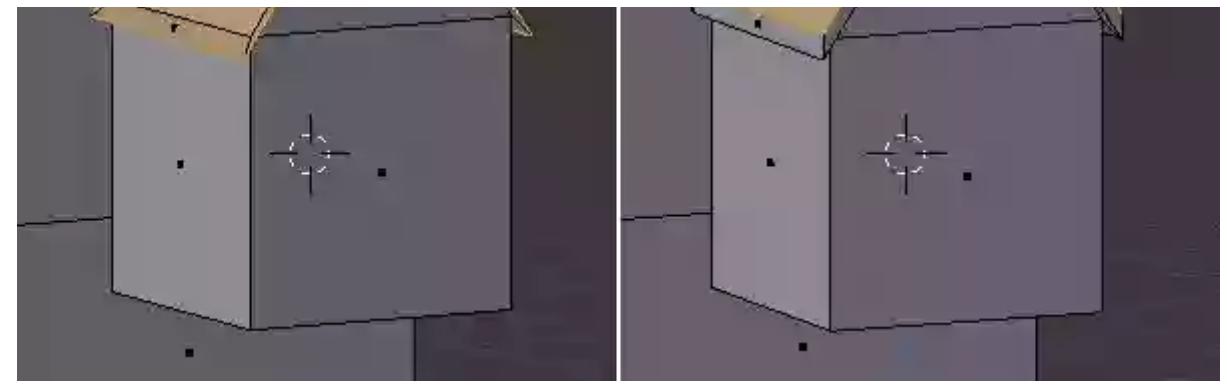


Move the faces down

Step 20

Again press **E** to Extrude the selected faces. Move the mouse little bit and then **left click** to confirm. The roof now has some thickness.

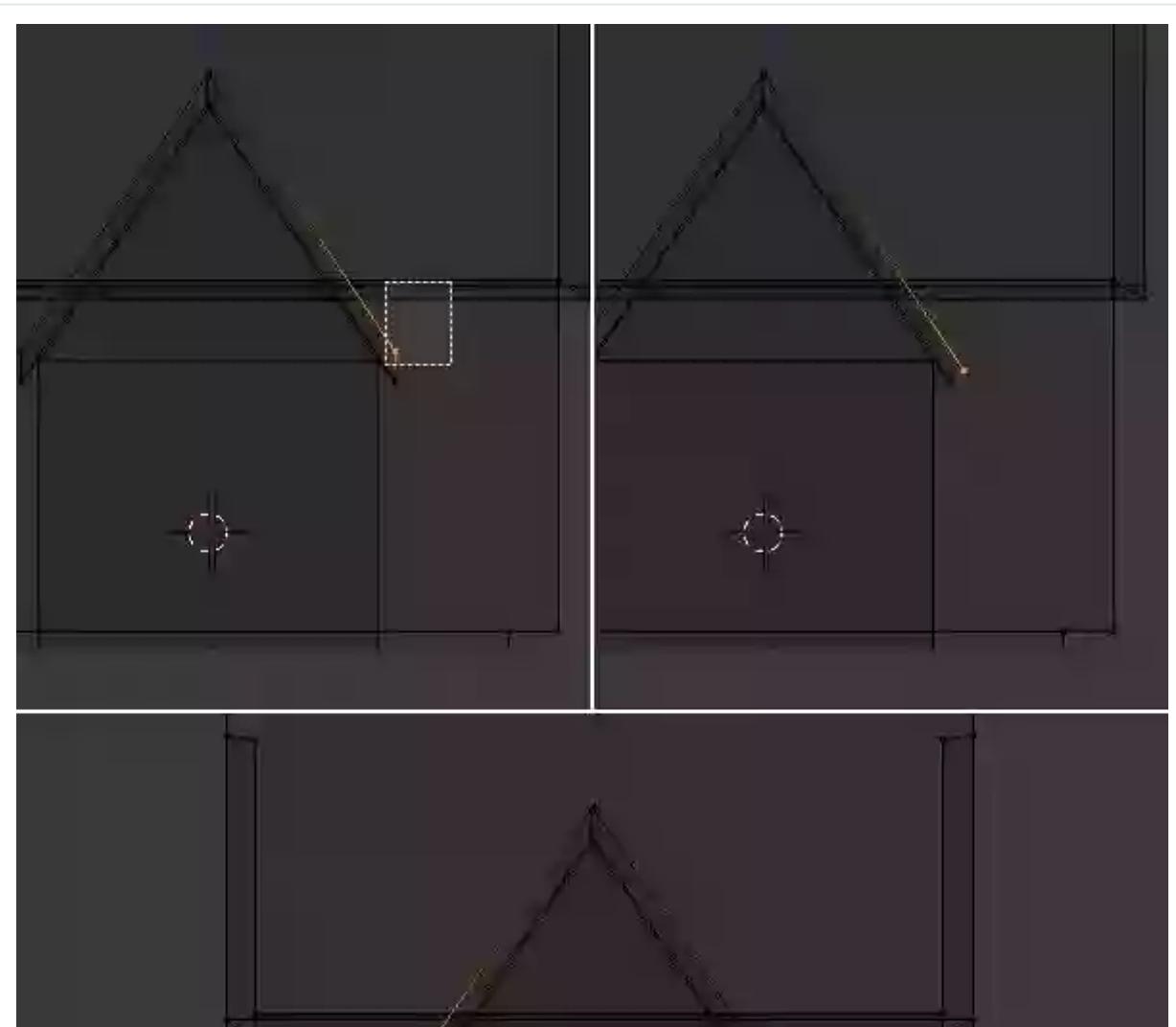




Extrude the selected faces

Step 21

Adjust the edge of the rooftop just like I did in step 14. Press **Z** to get toggle wireframe mode. **B** to drag select the two vertices of the side edge and then **G** to move them. Do the same for the other side. Press **Z** again to toggle off wireframe mode.



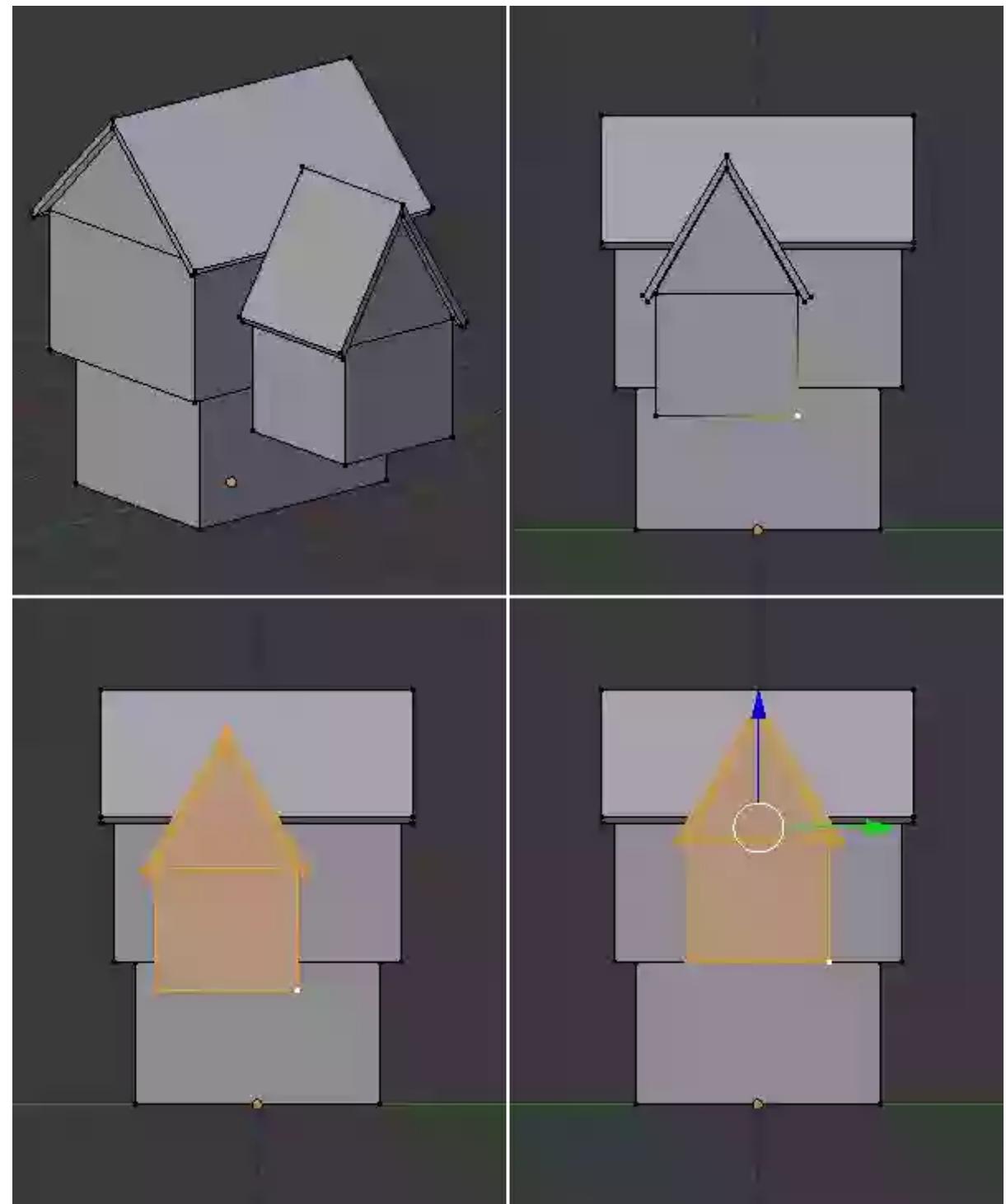


Tweak the vertices

Step 22

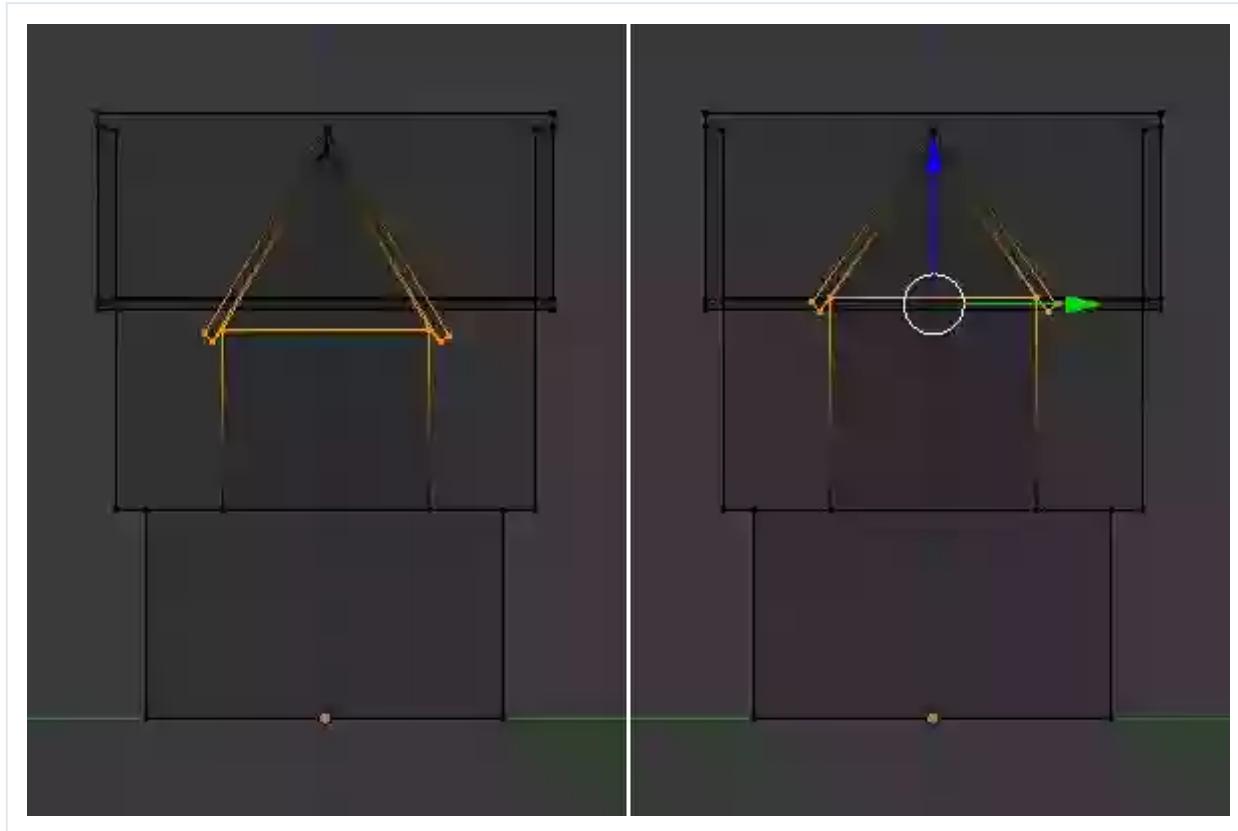
Align the bottom of the new mesh with the bottom of the first floor.

- Press **3** in numpad for the side view.
- **Right click** on any one vertices of the new mesh and then press **Ctrl-L**. this will select all the connected vertices of the selected point, in short it will select the new mesh.
- Press **G** and move the selected mesh to desired position. Use arrow widget.
- Move and align the bottom of the mesh with the bottom of the first floor. Also bring it in the middle.



Move the new mesh

Similarly align the top part with the top of the floor. Press **Z** to toggle wireframe mode on. **B** to drag select the vertices. Use the arrow widget to move the vertices up or down.

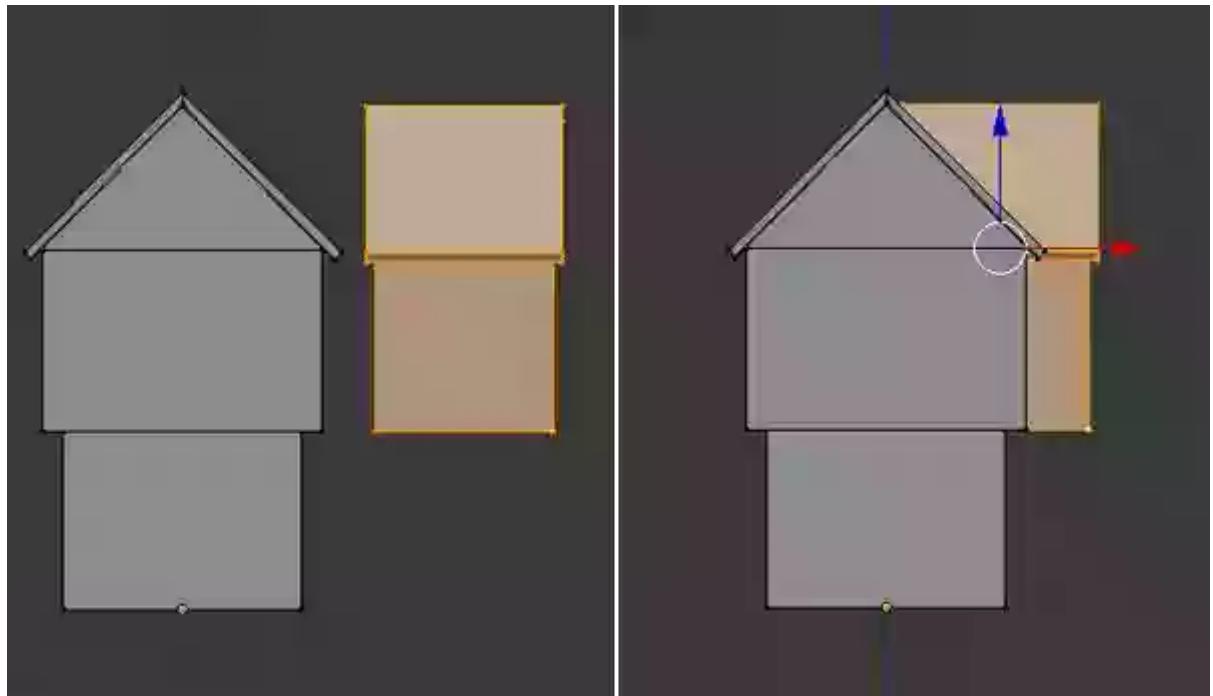


Tweak the vertices

Step 23

With the mouse pointer in the 3D view, Press **1** in the numpad to get into front view. Select all the points of the new mesh and move it inside the main body as shown in the image.

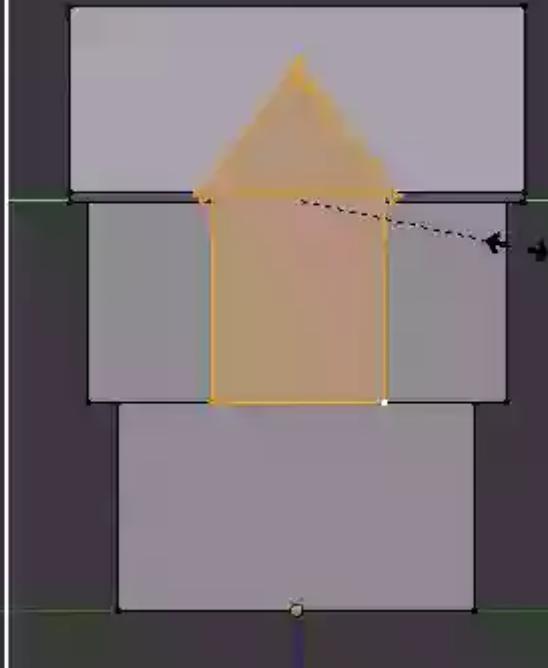
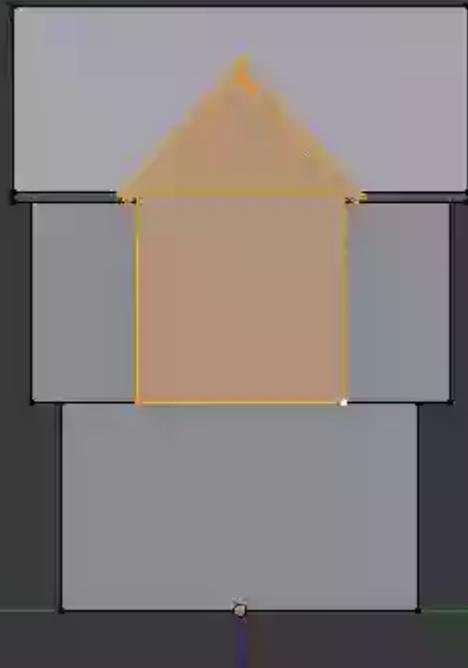
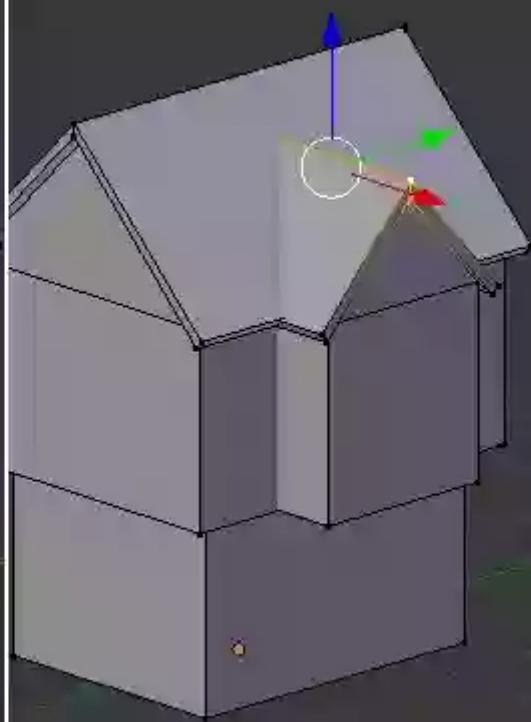
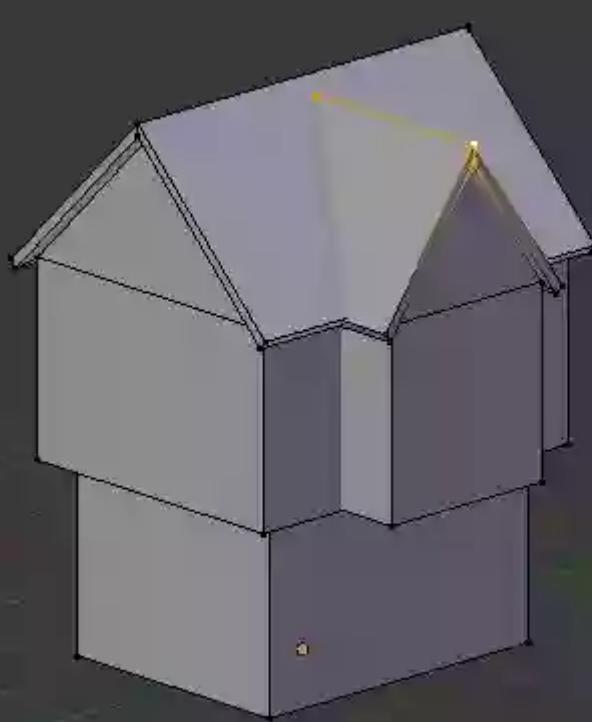
Select any one point with right click and then press **Ctrl-L** to connect all the connecting vertices. use the arrow widget or **G** key to move the mesh.



Move and place the new mesh

Step 24

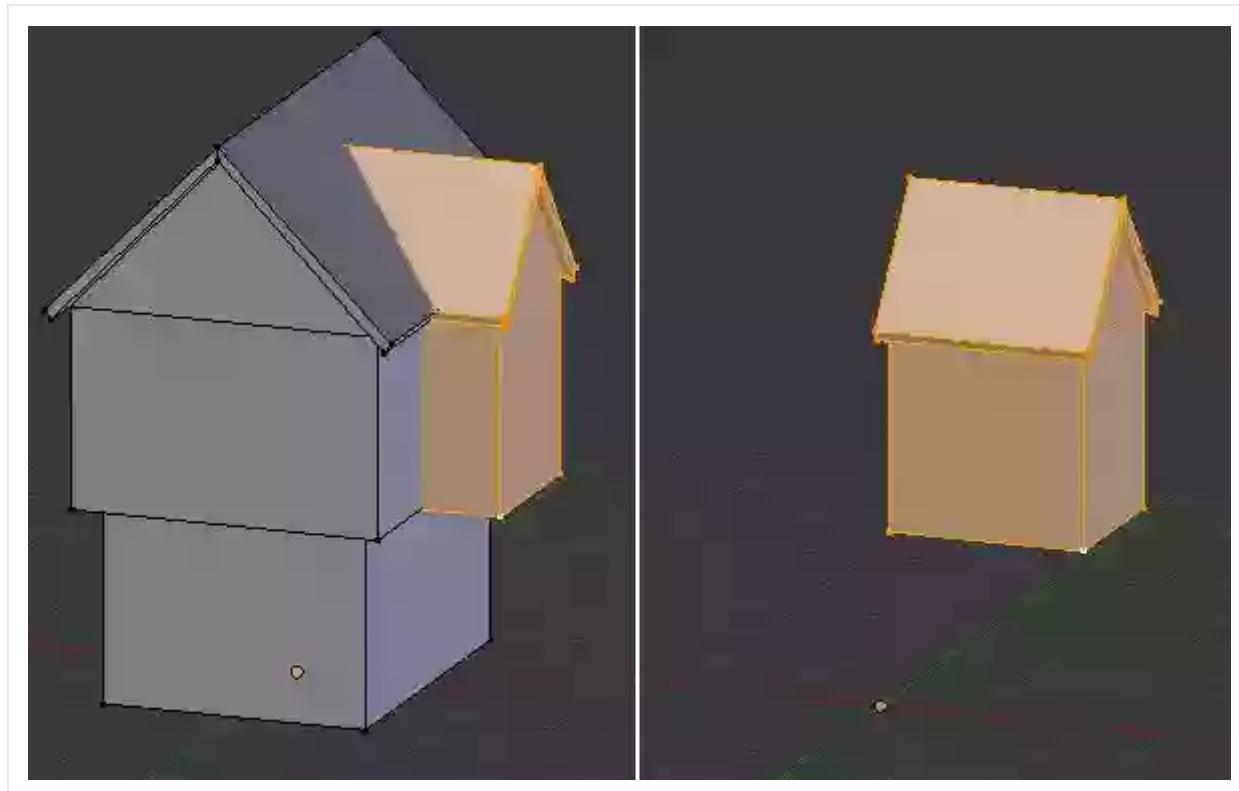
You can adjust the points according to your preference. I've moved the top line down and scale the mesh down a little bit. To select the complete top edge loop, hold **Alt** and then **right click** on the top edge. This will select the complete loop. You can also select the top vertices by going into side view (**3** in the numpad) and then wireframe mode with **Z** key. Drag select them with **B** key. Move it with the arrow widget or **G** key.



Tweak and shape the new mesh

Step 25

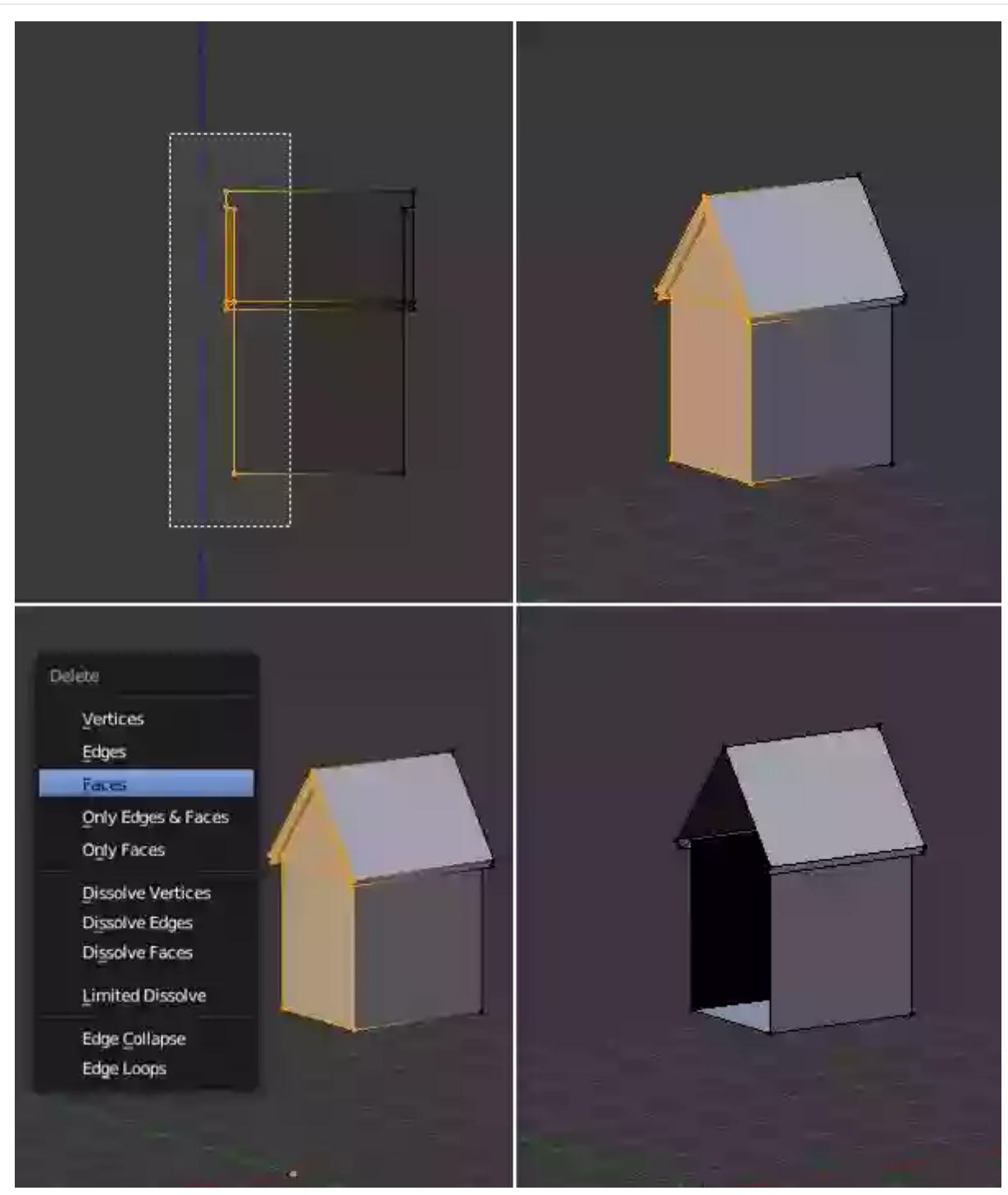
With the new mesh selected, press **Shift-H** to hide unselected vertices, that is the main model.



Hide the main building

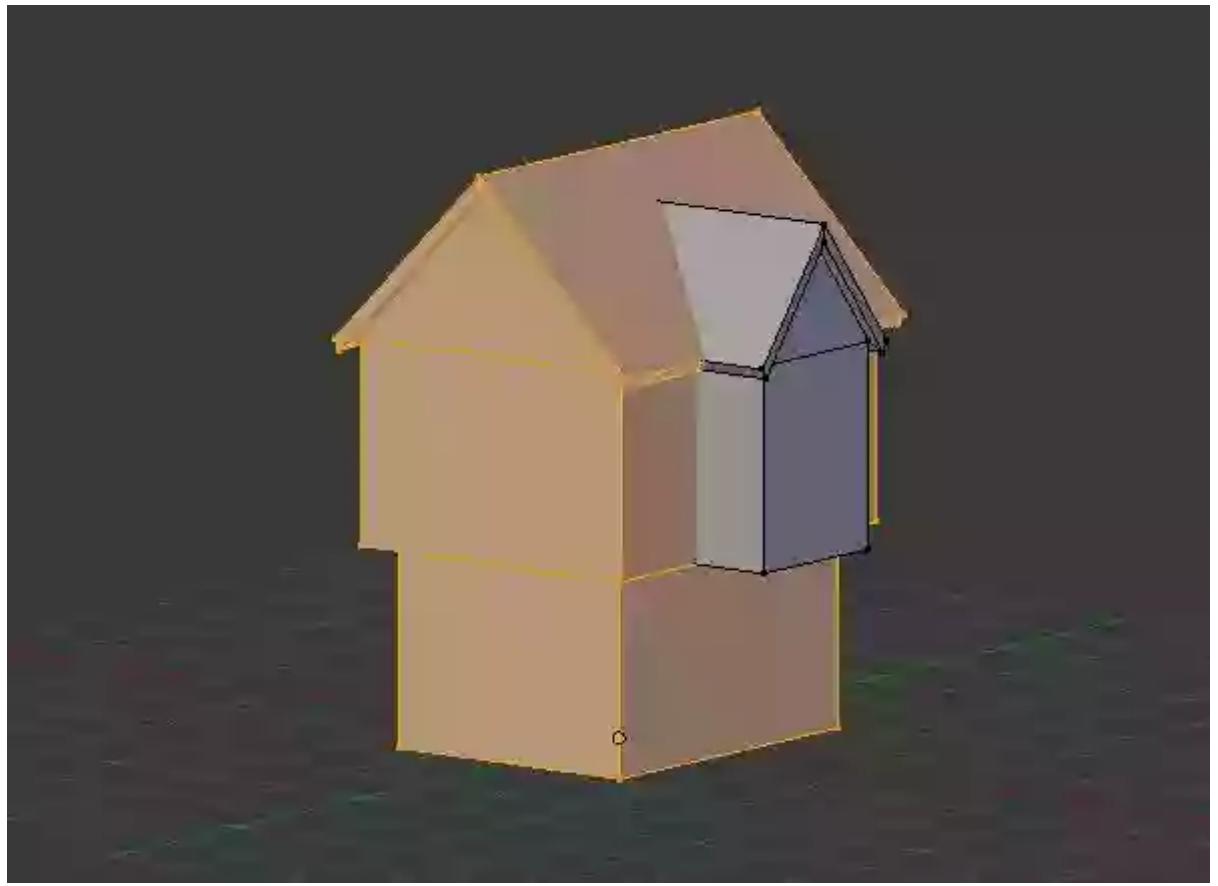
Step 26

Press **A** key to deselect the vertices. Press **1** to get into front view to see the side of the mesh. Press **Z** to toggle on wire frame mode and select the vertices on the back with **B** key, which went inside the main building. Press **Del** and select **Faces** to delete the faces. I deleted these faces because I don't need them as they would increase the number of polygons unnecessarily. It's advisable to keep the number of faces as low as possible.



Delete the selected faces

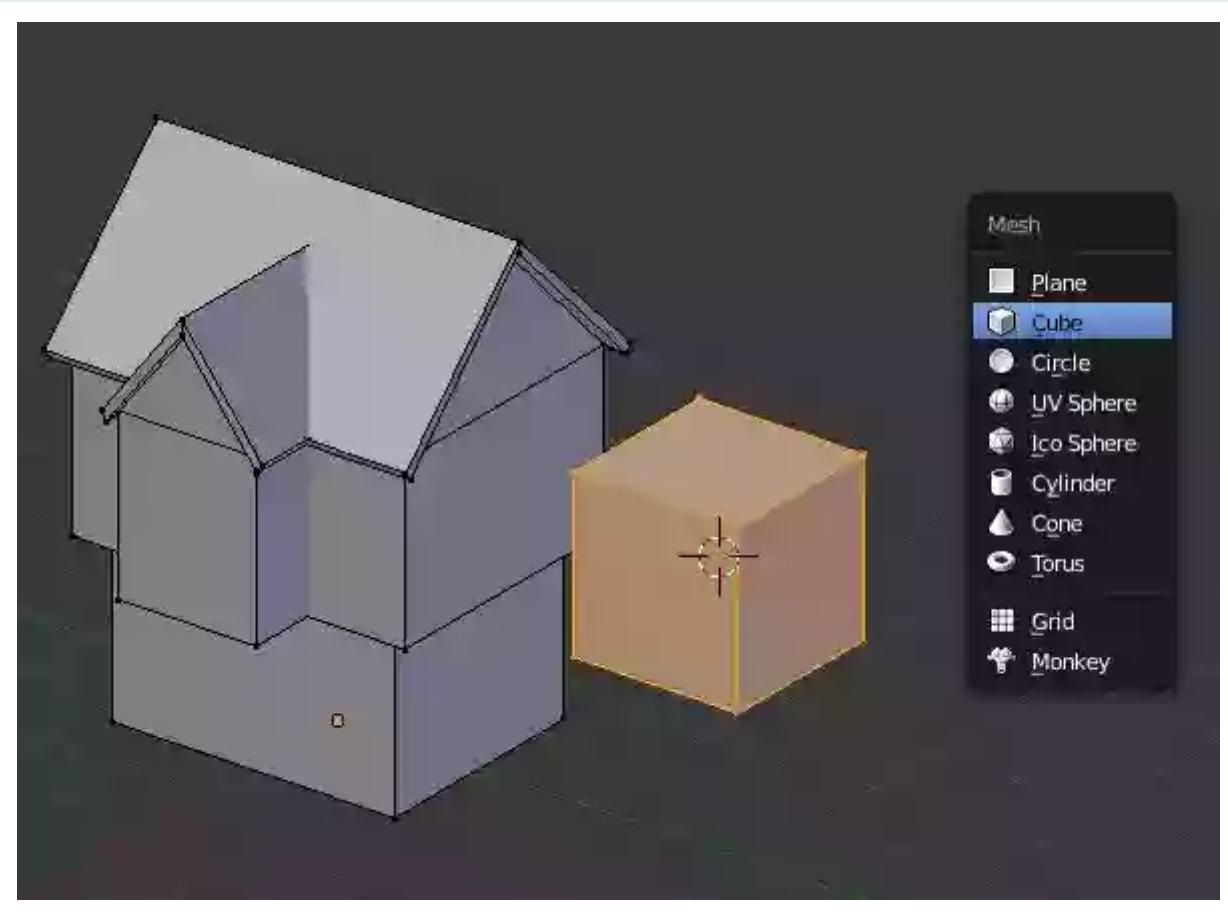
Press **Alt-H** to reveal the hidden vertices.



Reveal the hidden mesh

Step 27

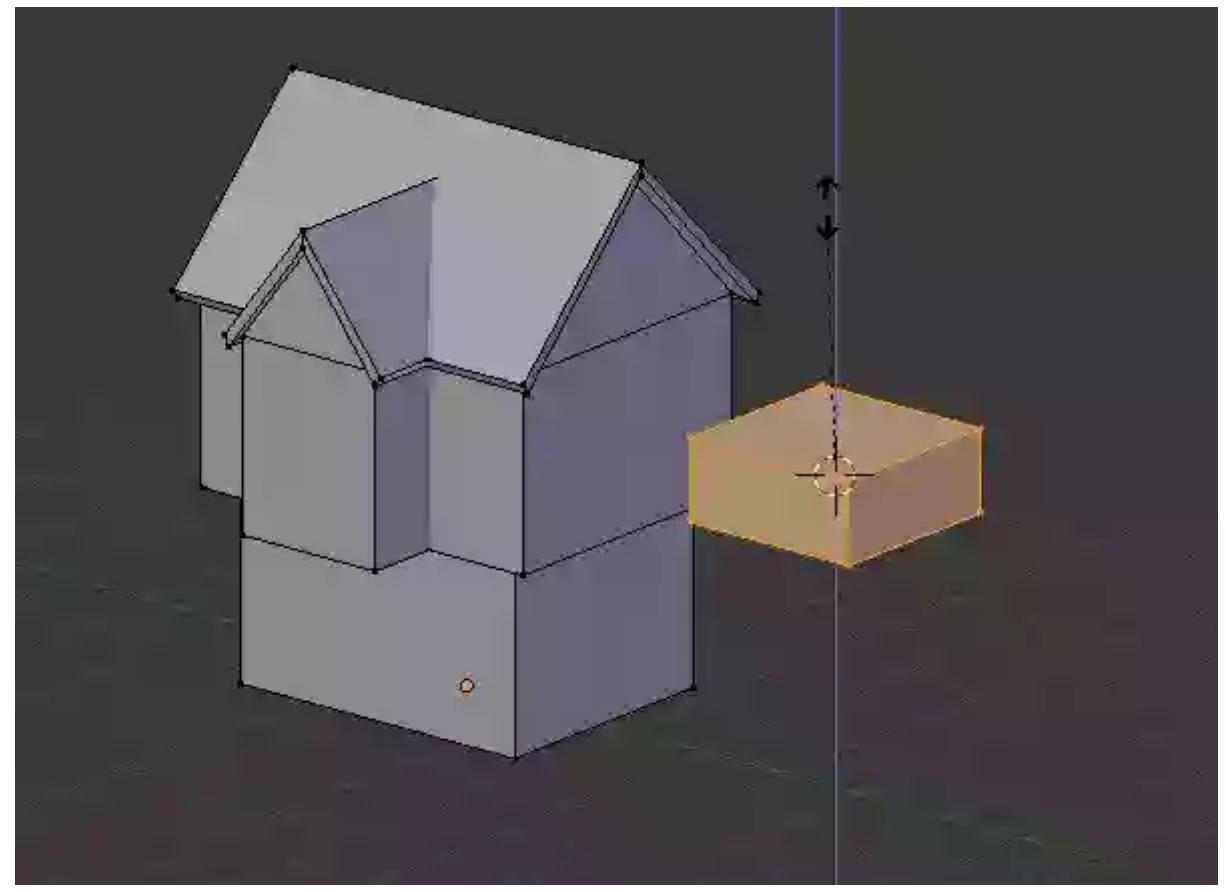
Now I will create the balcony. Place the 3D cursor at the rear of the model by left clicking anywhere on the 3D view. Press **Shift-A** and add a **Cube**.



Add a cube

Step 28

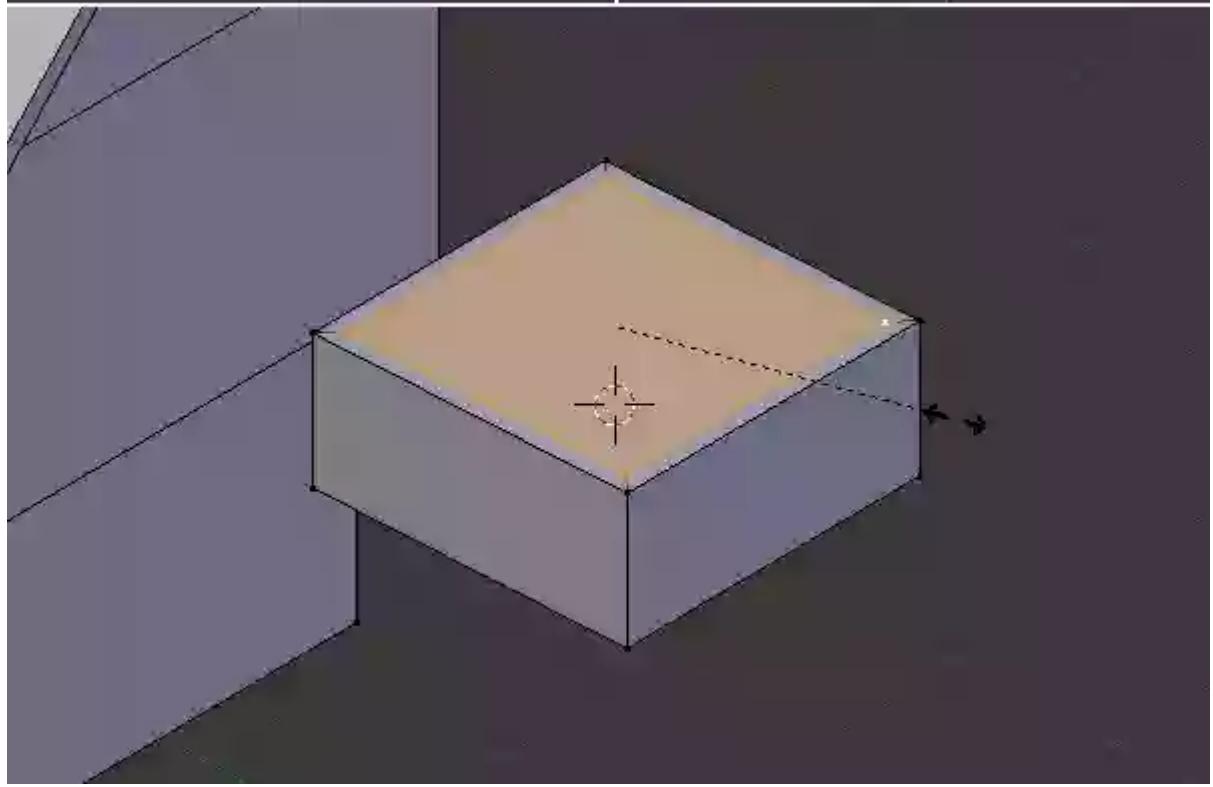
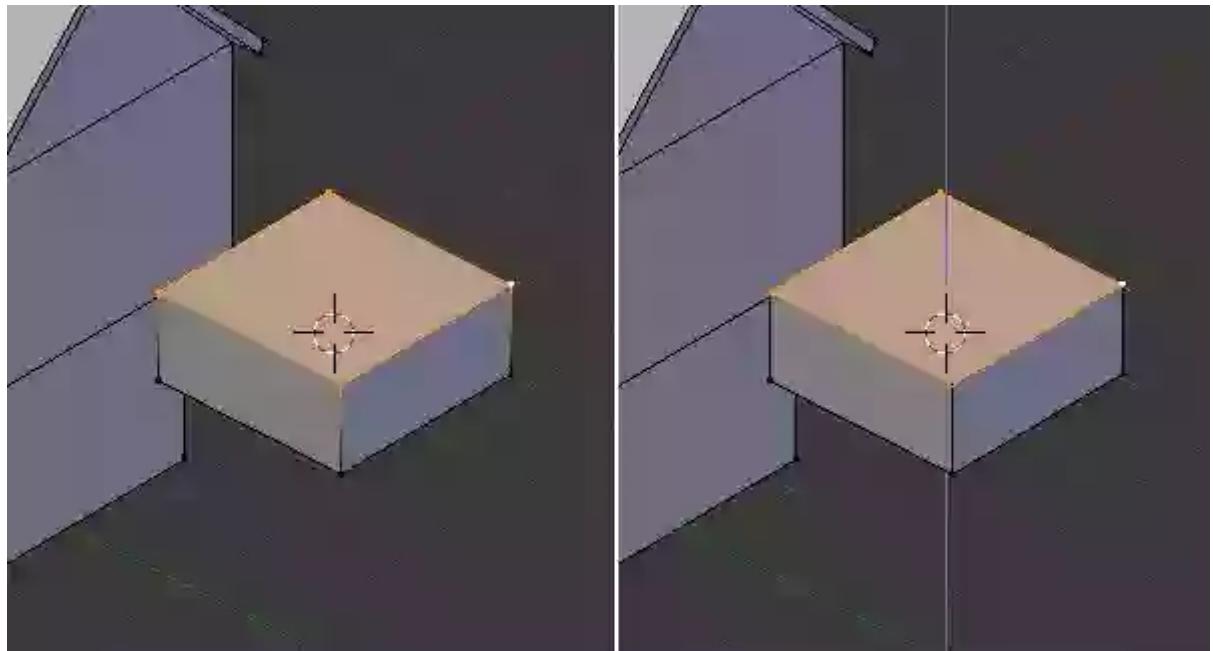
Press **S** and then **Z** to scale it down along the Z axis. Move the mouse and **left click** to confirm.



Scale it down

Step 29

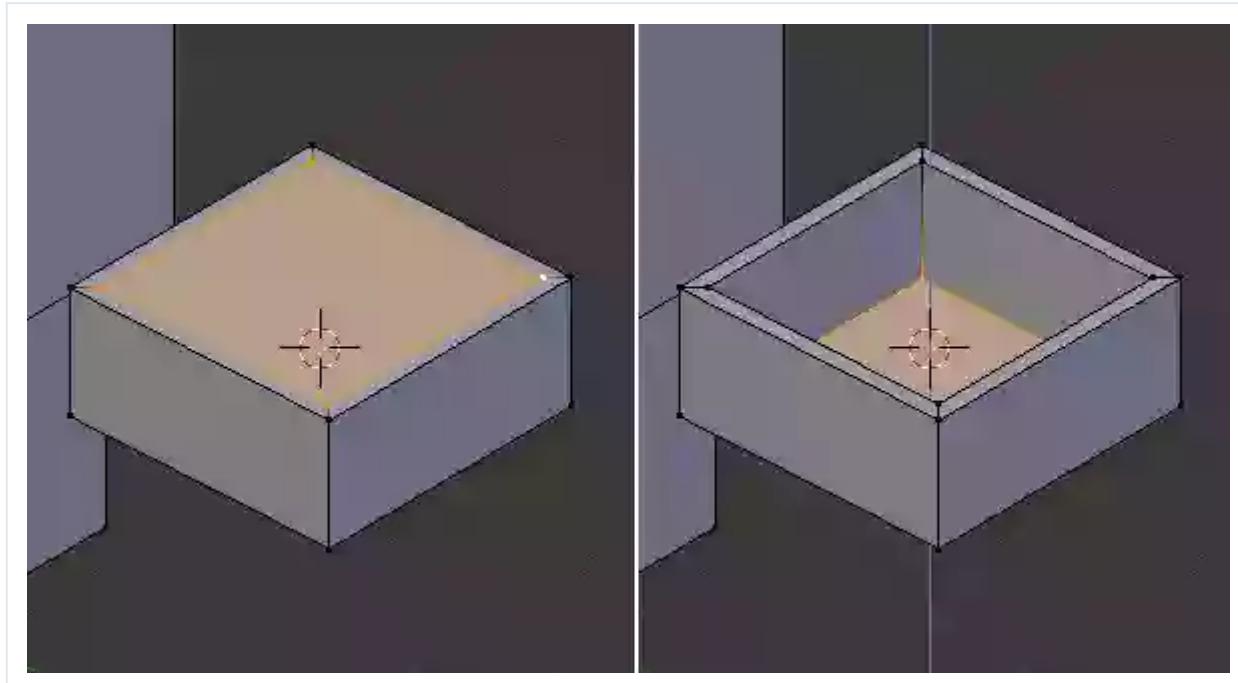
Select the top four vertices or the top face. Press **E** to Extrude and then **right click** so that the new face stays at the place of origin. Press **S** and scale it down a little bit as shown in the image.



Extrude the top face

Step 30

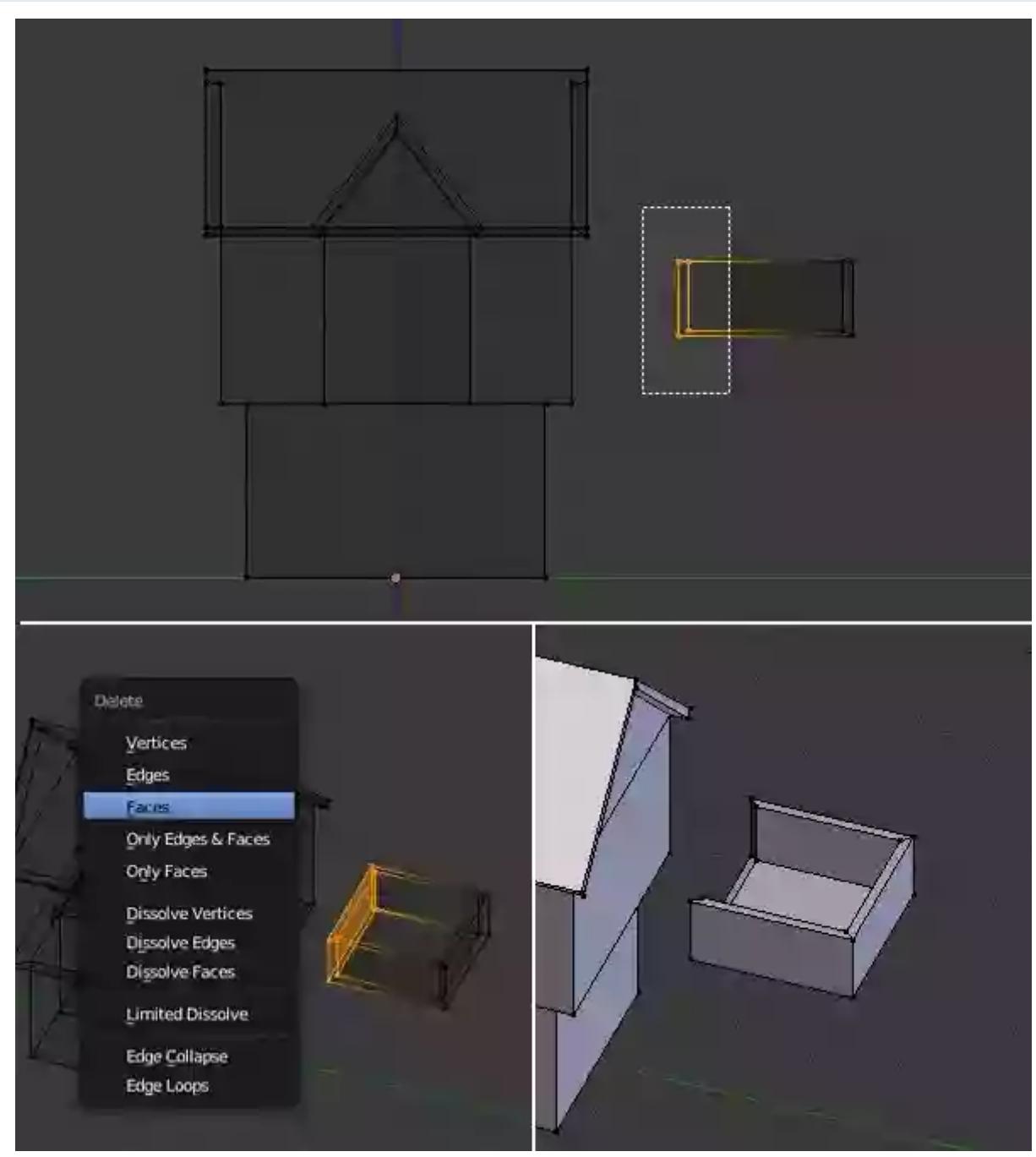
Select the top four vertices or the top face. Press **E** to Extrude and then **right click** so that the new face stays at the place of origin. Press **S** and scale it down a little bit as shown in the image.



Extrude down the new face

Step 31

Press **3** in the numpad to get into side view. Press **Z** to toggle on wireframe mode. Now press **B** key and drag select all the vertices at the back of the cube. Press **Del** and select faces to delete the unwanted faces. Press **Z** again to toggle off wireframe mode.



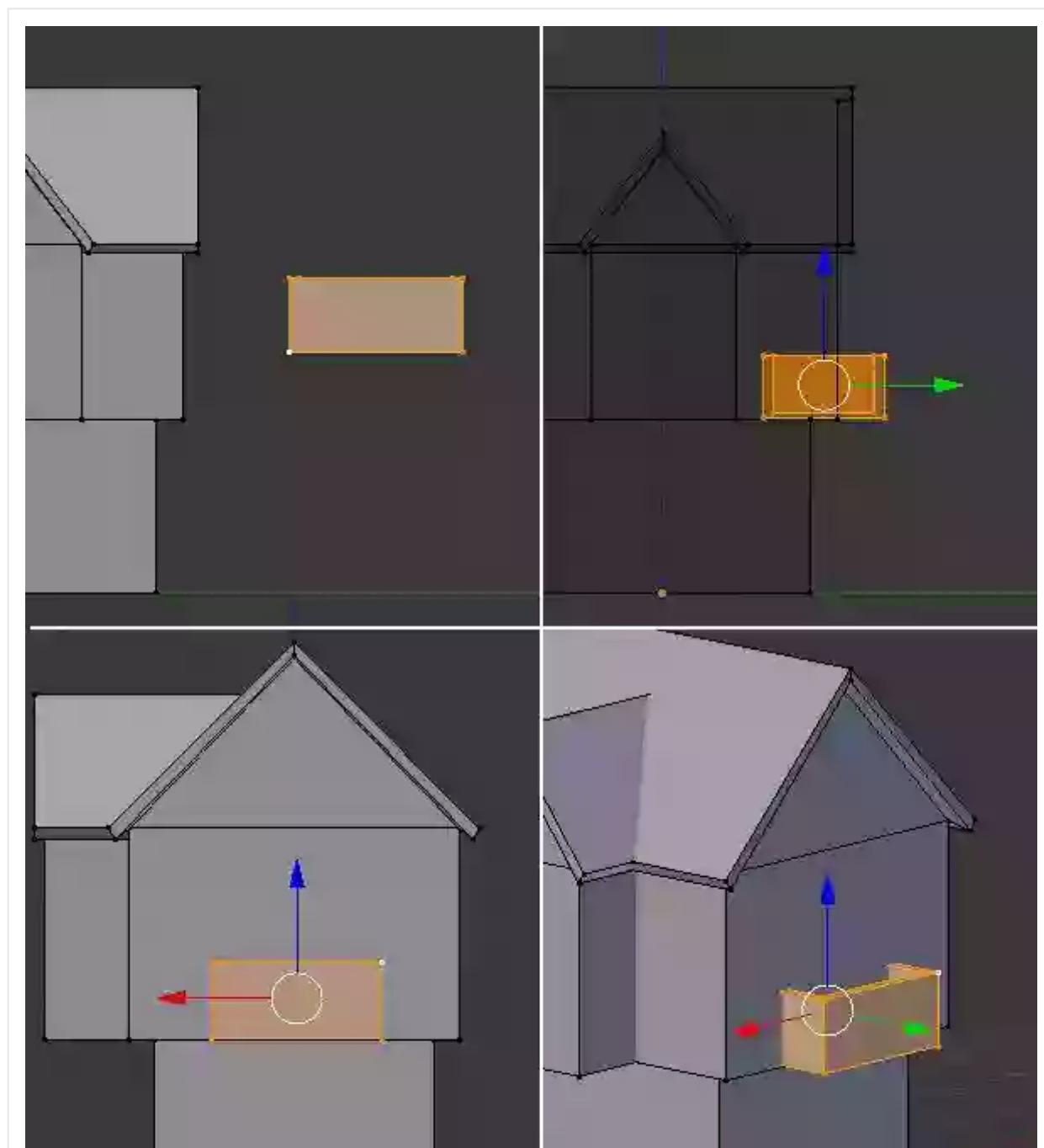
Delete the unwanted faces

Step 32

-- --

Right click on any one point of the balcony to select it and then press **Ctrl-L** to select all connected vertices i.e. the whole mesh. In the side view, press 3 in numpad, move the balcony mesh little bit inside the main building, use **G** key or the arrow widget.

Press **Ctrl-1** in the numpad to get into back view and check the position of the balcony. The base of the balcony should match the base of the floor of the main building. You can also scale it, with **S** key, if you want.

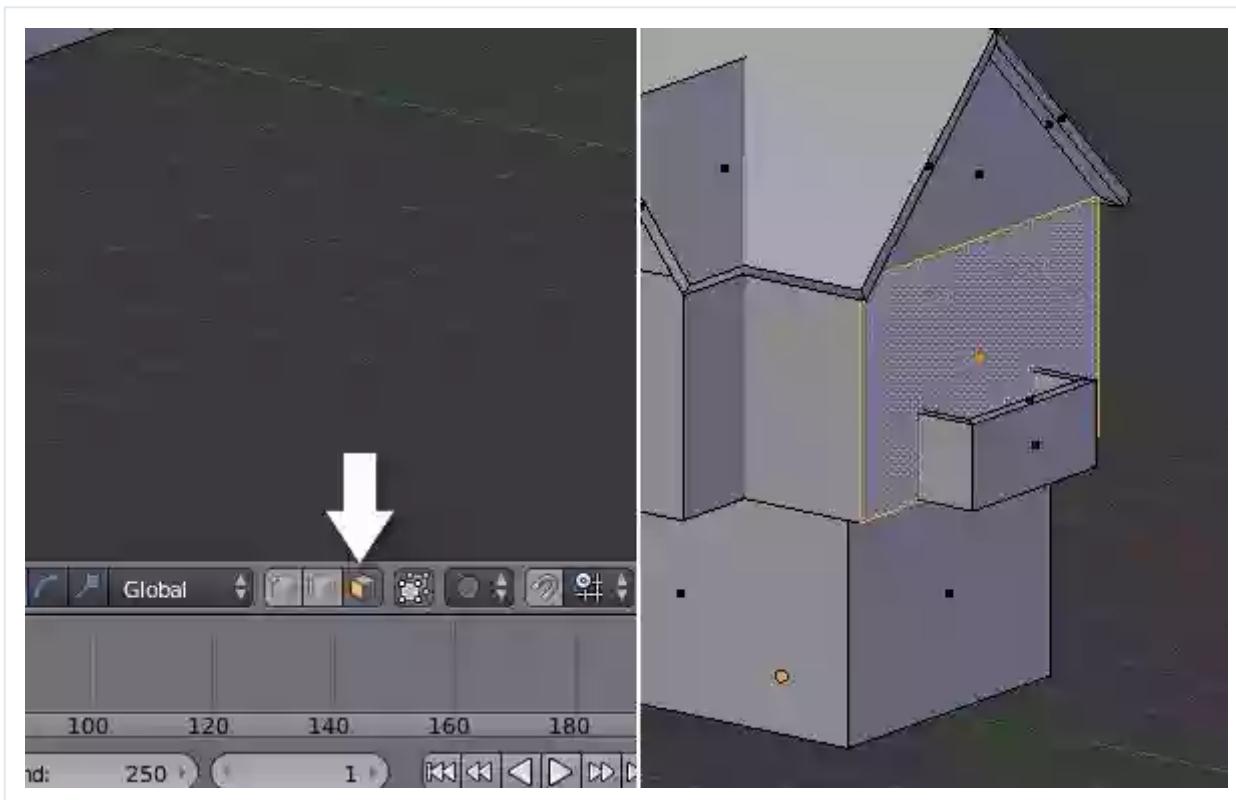




Position the balcony

Step 33

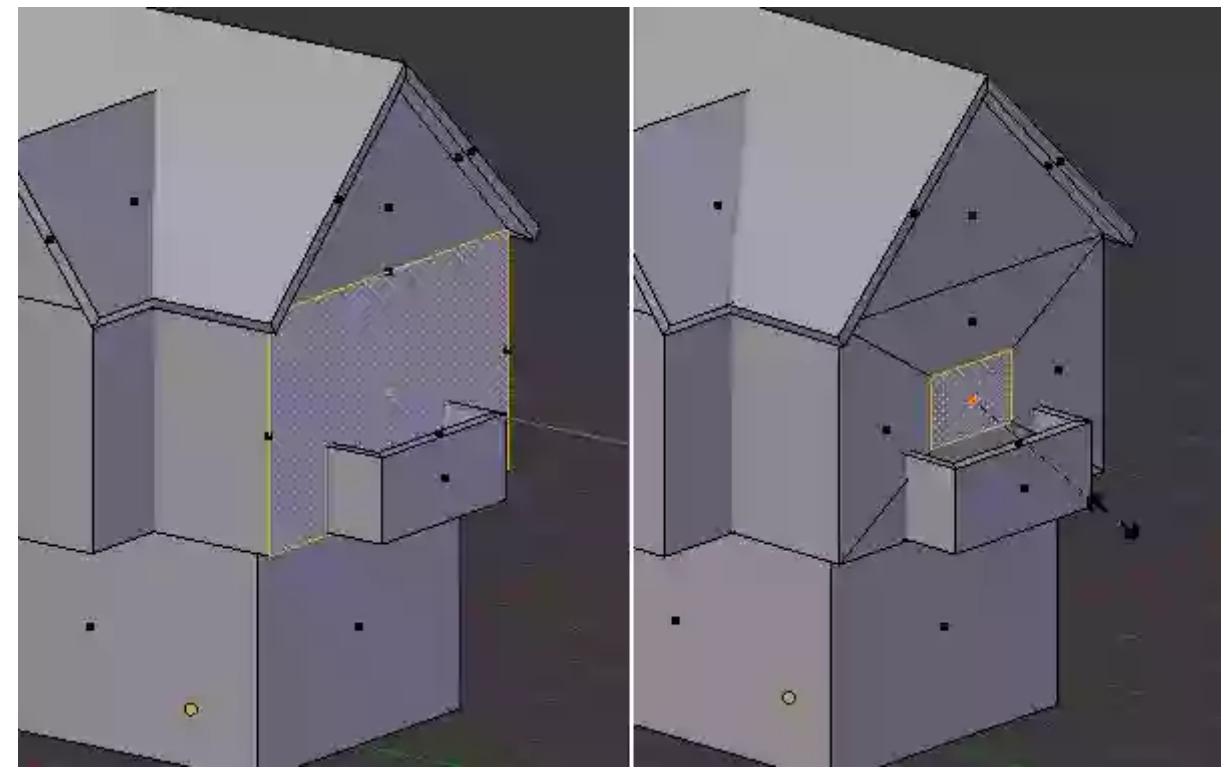
To create the door, click on the **Face select mode** button on the toolbar of the 3D view. You can also use shortcut **Ctrl-Tab** and select **Face**. Right click on the face as shown in the image.



Select the side face

Step 34

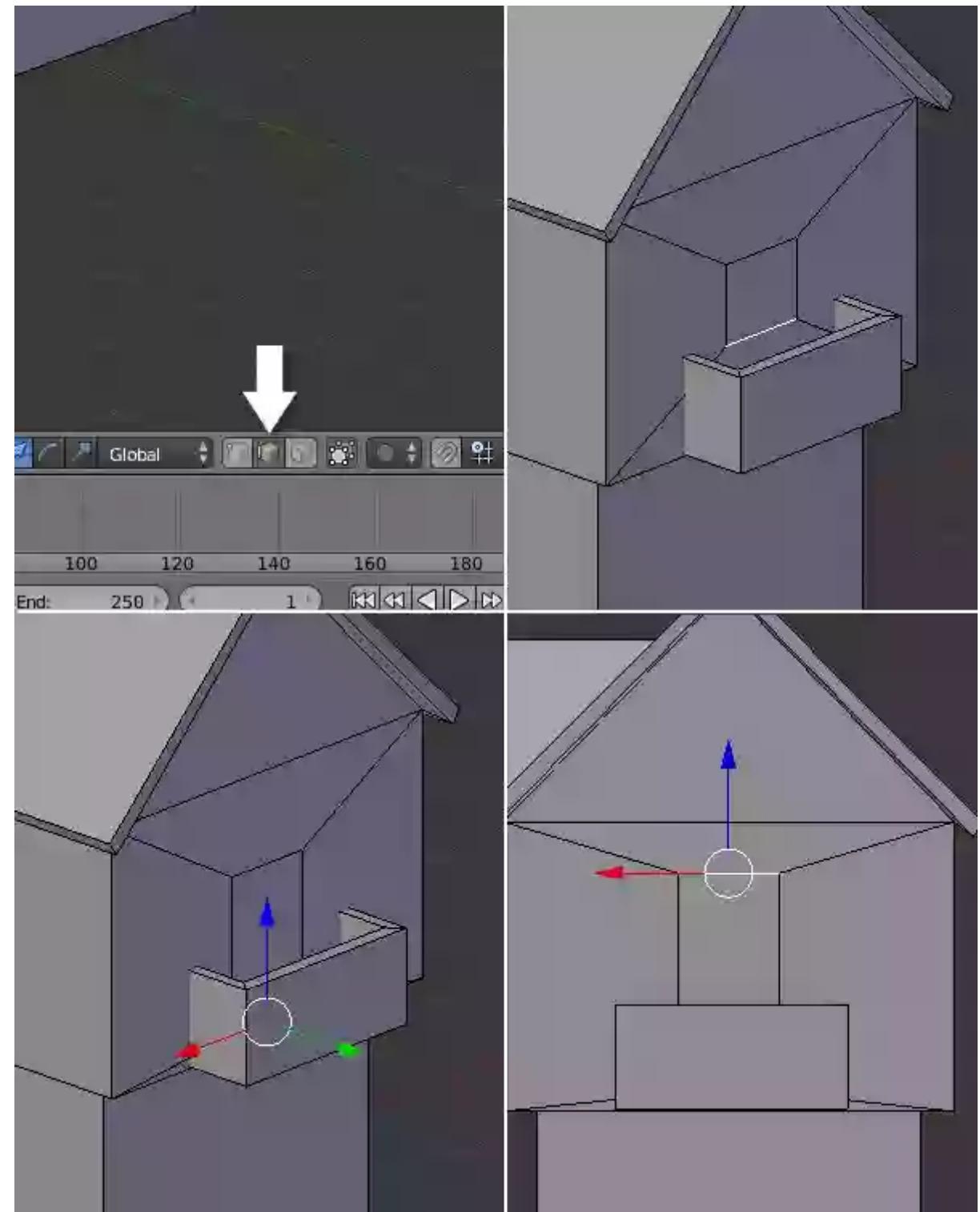
Press **E** to extrude the face and then **right click** to set the new face back to its origin. Press **S** and scale down the new face.



Extrude the selected face

Step 35

Now select **Edge** select mode. Select the bottom edge of the new face with **right click** and pull it down with the **Arrow** widget. Similarly pull up the top edge to mark the door.

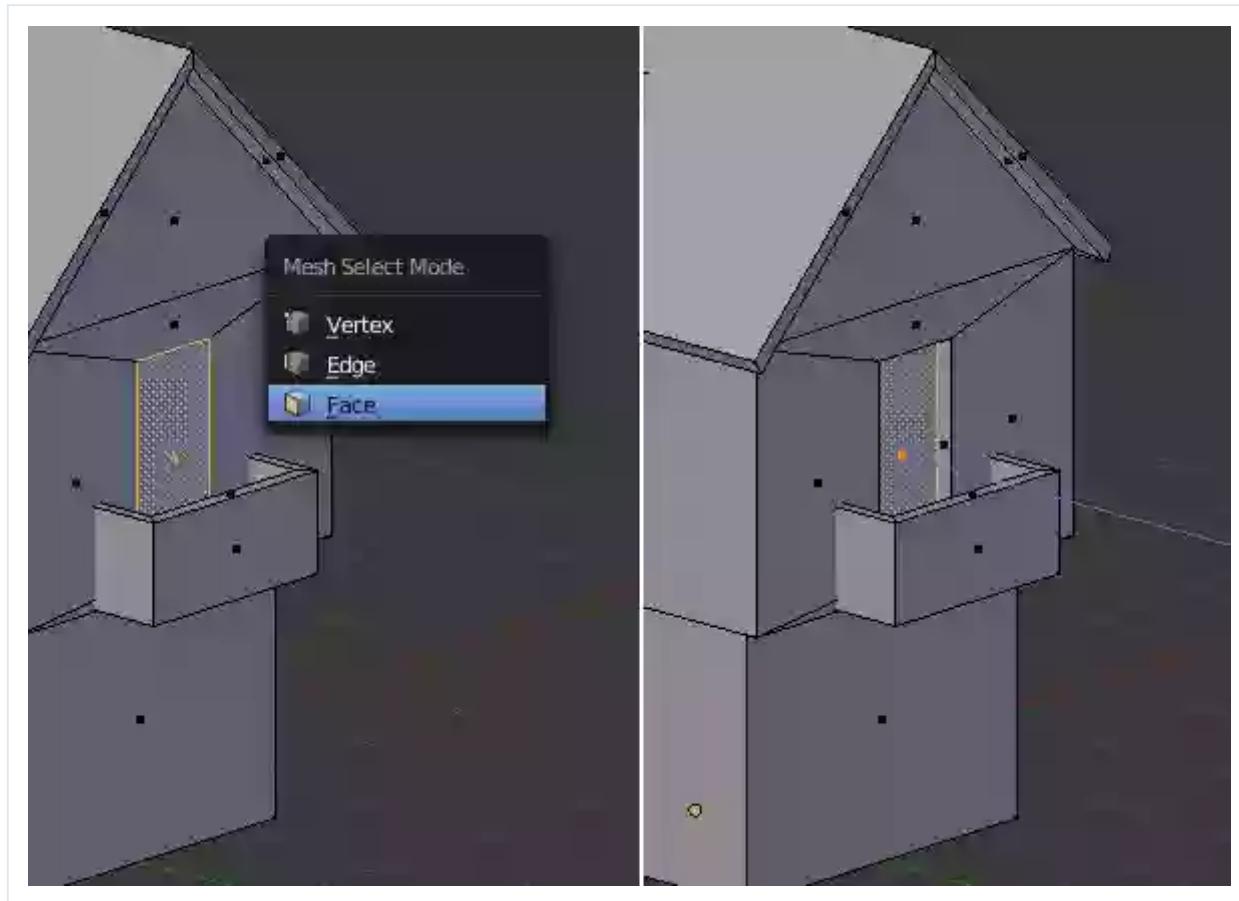


Tweak the edges

Step 36

Switch back to **face** select mode. Press **Ctrl-Tab** and select **Face**.

Select the door face with **Right click**. Press **E** and extrude the door inside. I now have the door.

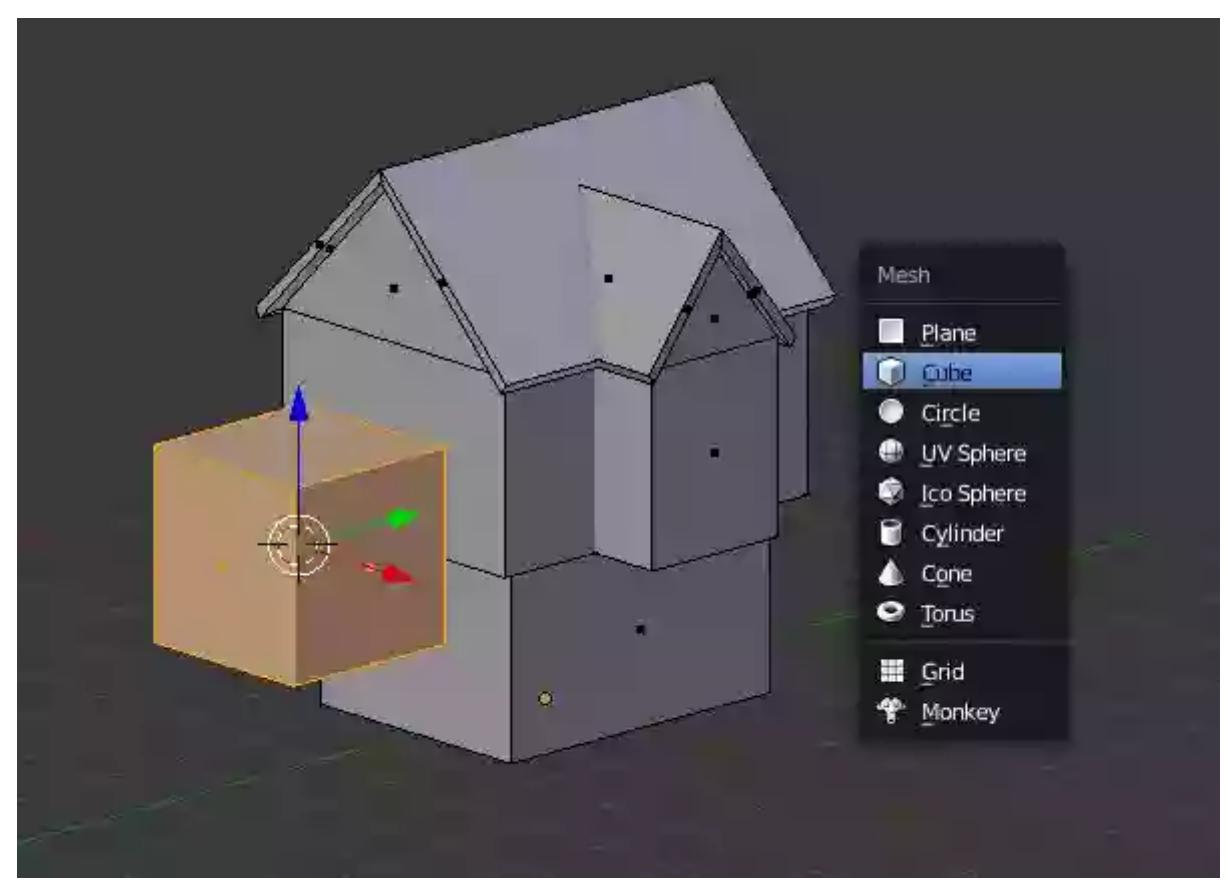


Extrude to create the door

Step 37

I will now add the wooden planks around the hose. Rotate the view with middle mouse button or press **1** in numpad to get into front view.

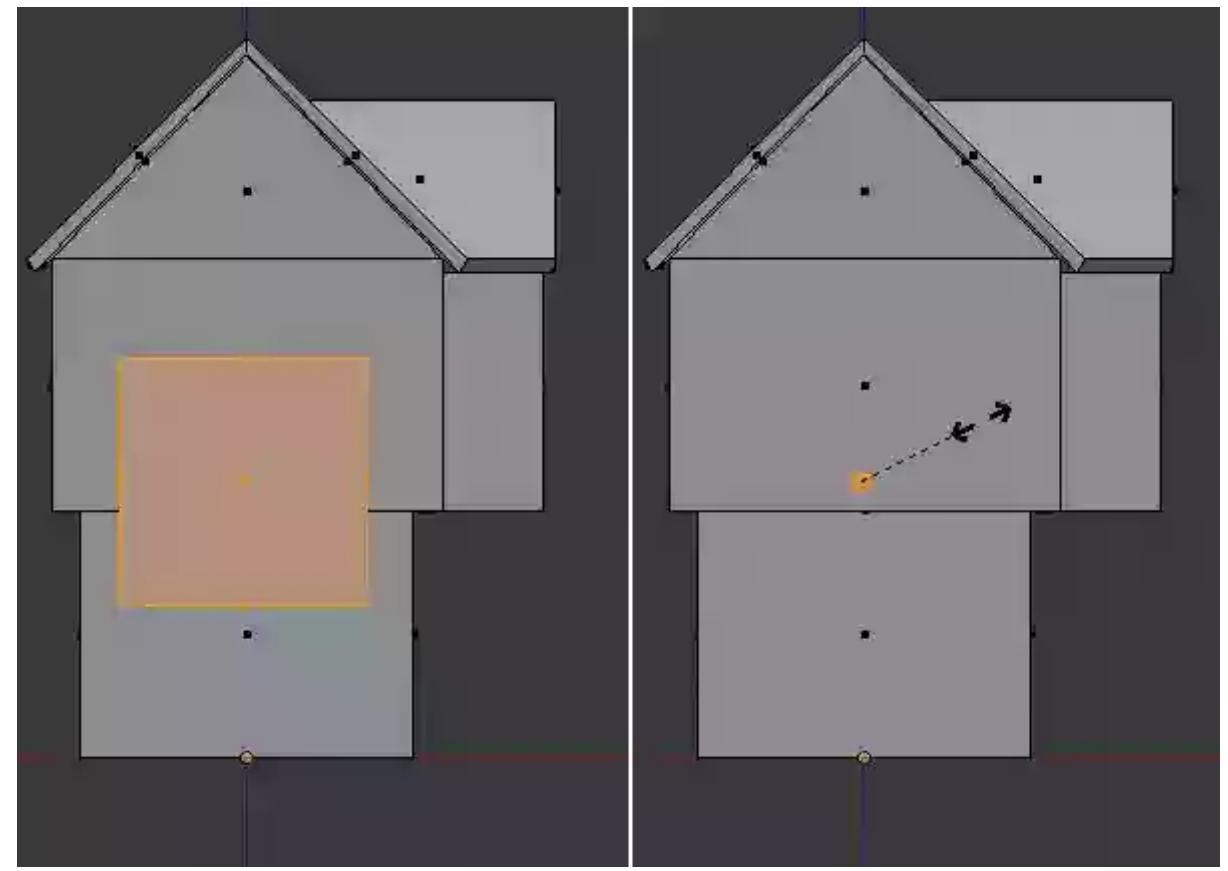
Left click on the front part to bring the 3D cursor. Press **Shift-A** and add a **Cube** in the front of the house.



Add a cube

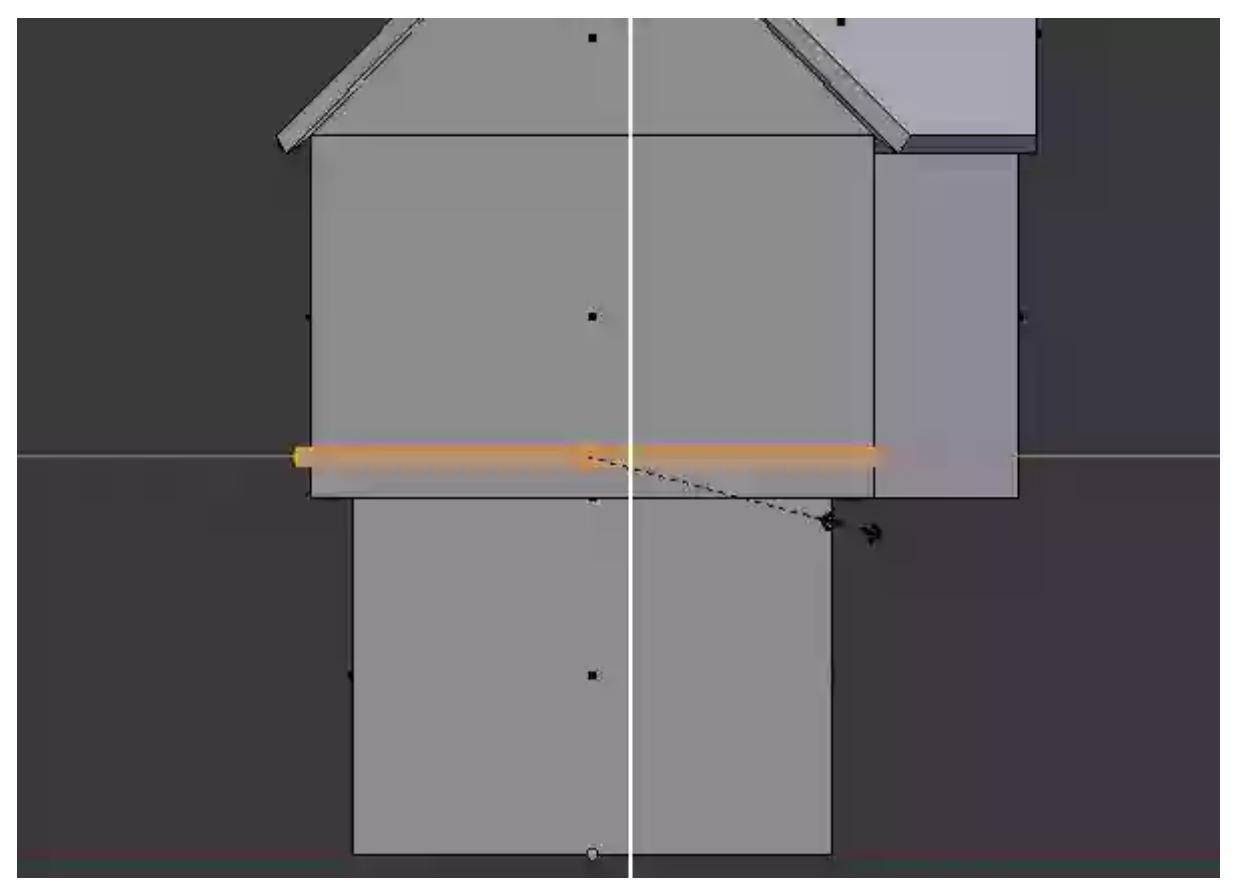
Step 38

In the front view scale the cube down to the height of the wooden planks.



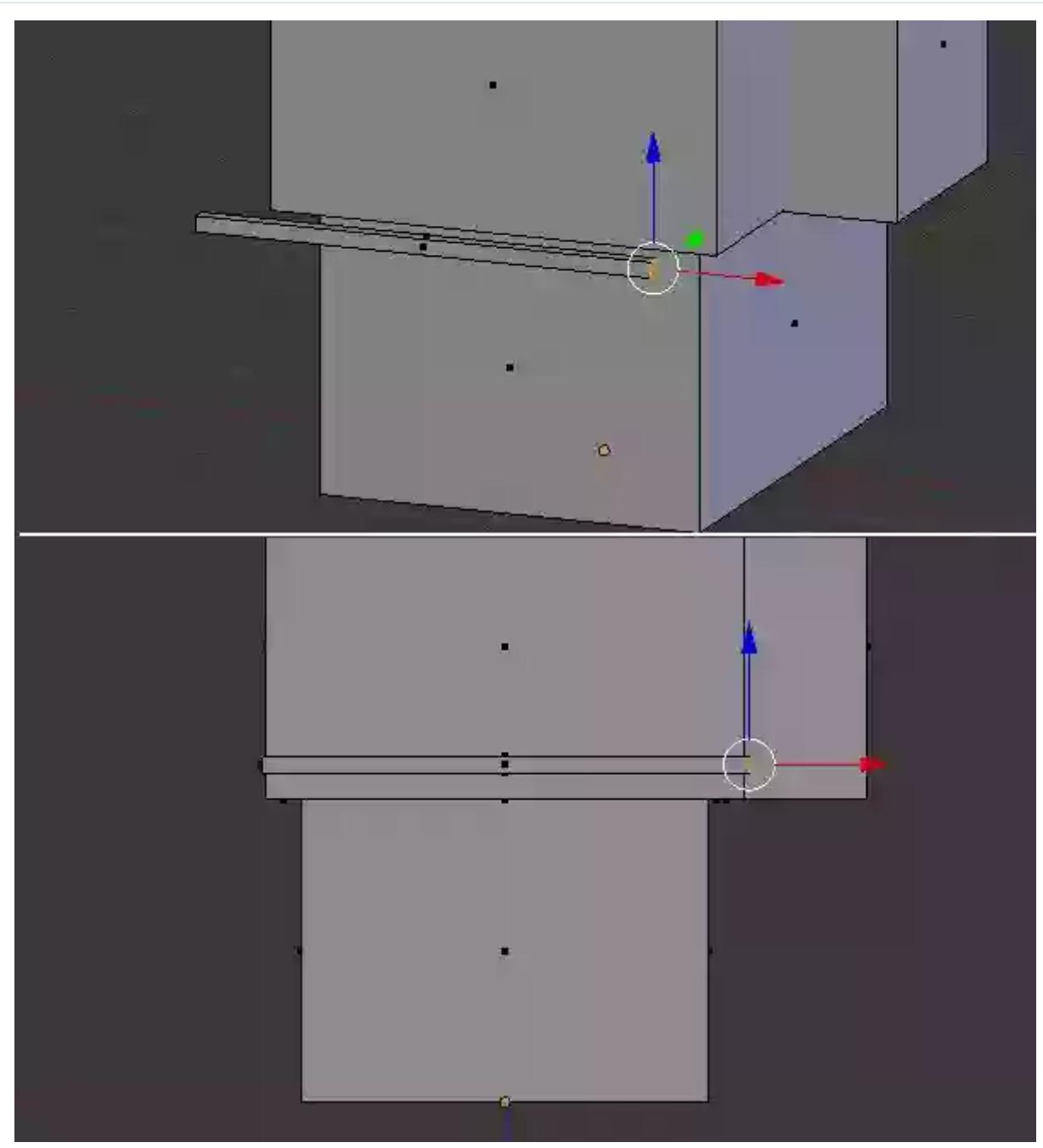
Scale the cube down

Press **S** and then **X** to scale it along the X axis. Match it with the width of the house.



Scale it to match the width of the house

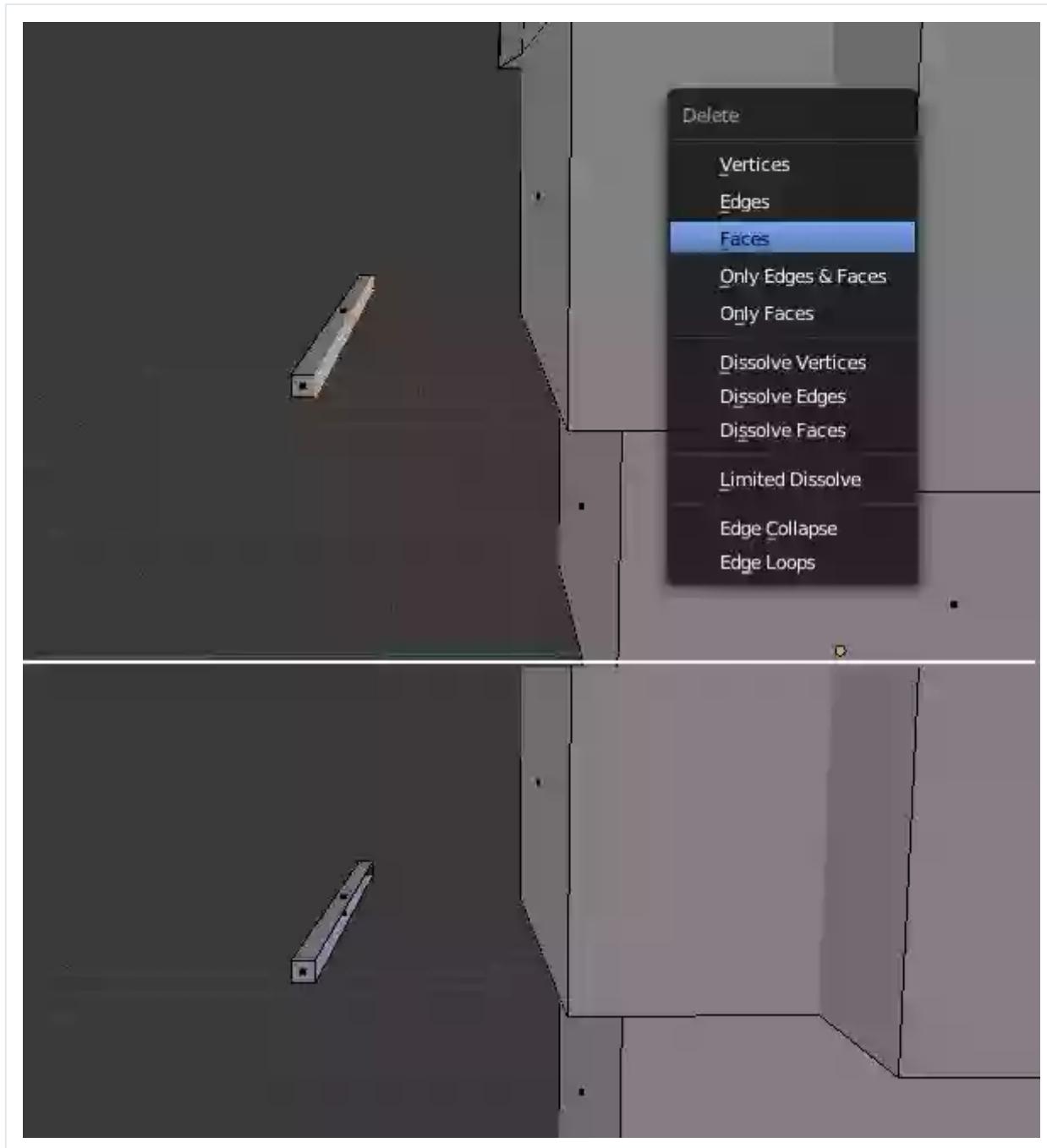
Fine tune the plank's width by selecting the side face, by right clicking on it, and moving them with arrow widget. They should be a little bit wider than the house.



Move the face

Step 39

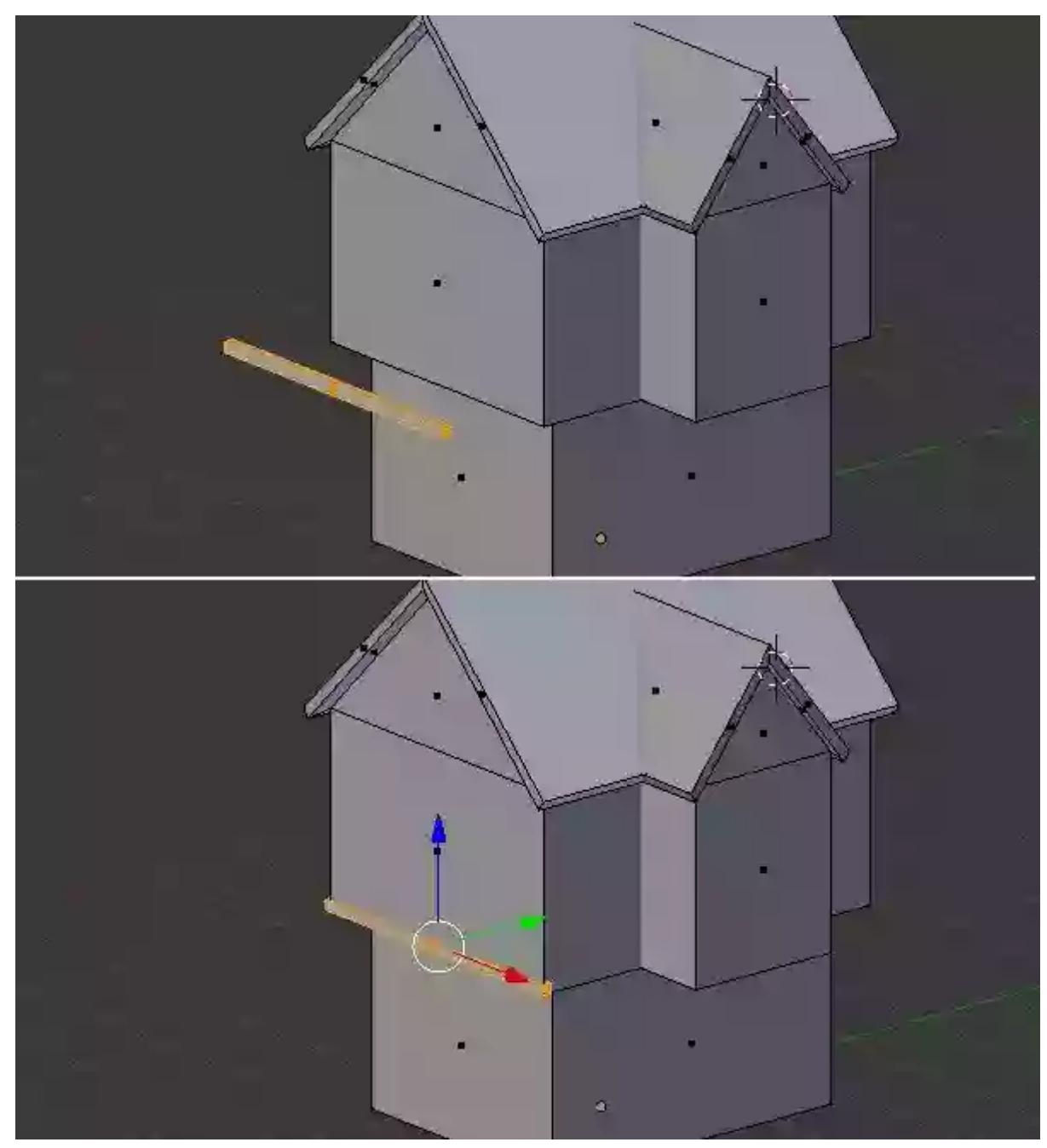
Select the back face of the plank and press **Del** and delete the **Face**.



Delete the back face

Step 40

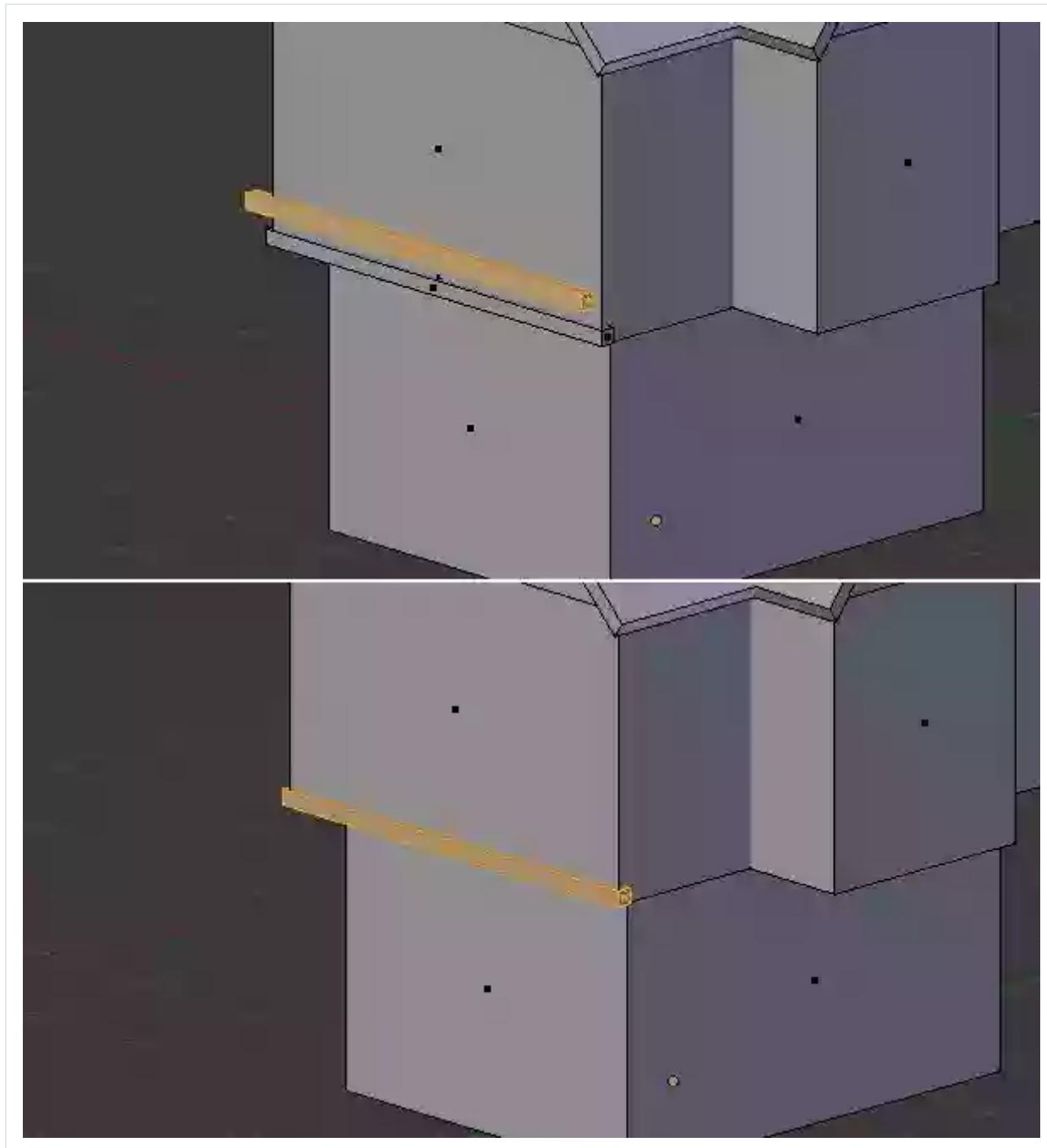
Select all faces / vertices of the plank and place it appropriately onto the main building. Select any one face or vertices of the plank (by right clicking on it) and then press **Ctrl-L** to selected linked vertices. Press **G** or use the arrow widget to move it.



Position the plank

Step 41

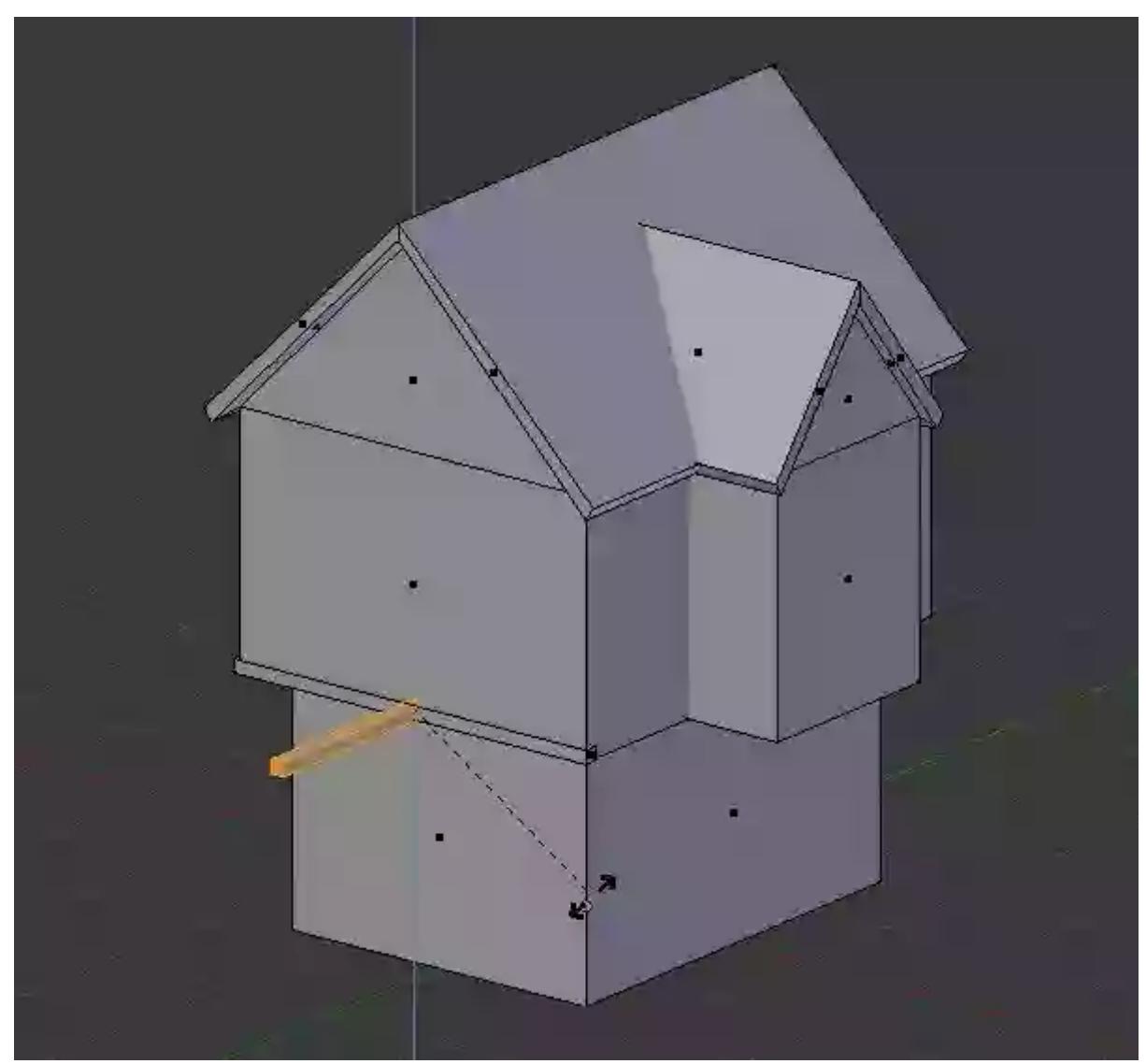
With the mesh selected, press **Shift-D** to duplicate it. **Right click** so that the new mesh goes back to the origin.



Duplicate the mesh

Step 42

Rotate it 90 degrees along the Z axis. Press **R**, then **Z** and then type **90**.

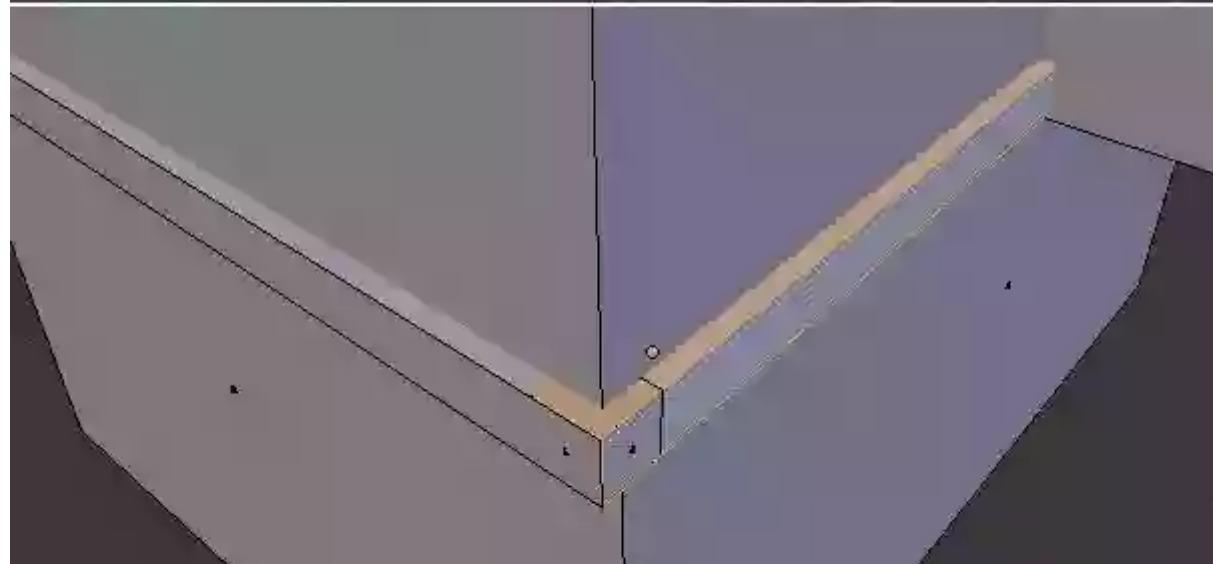
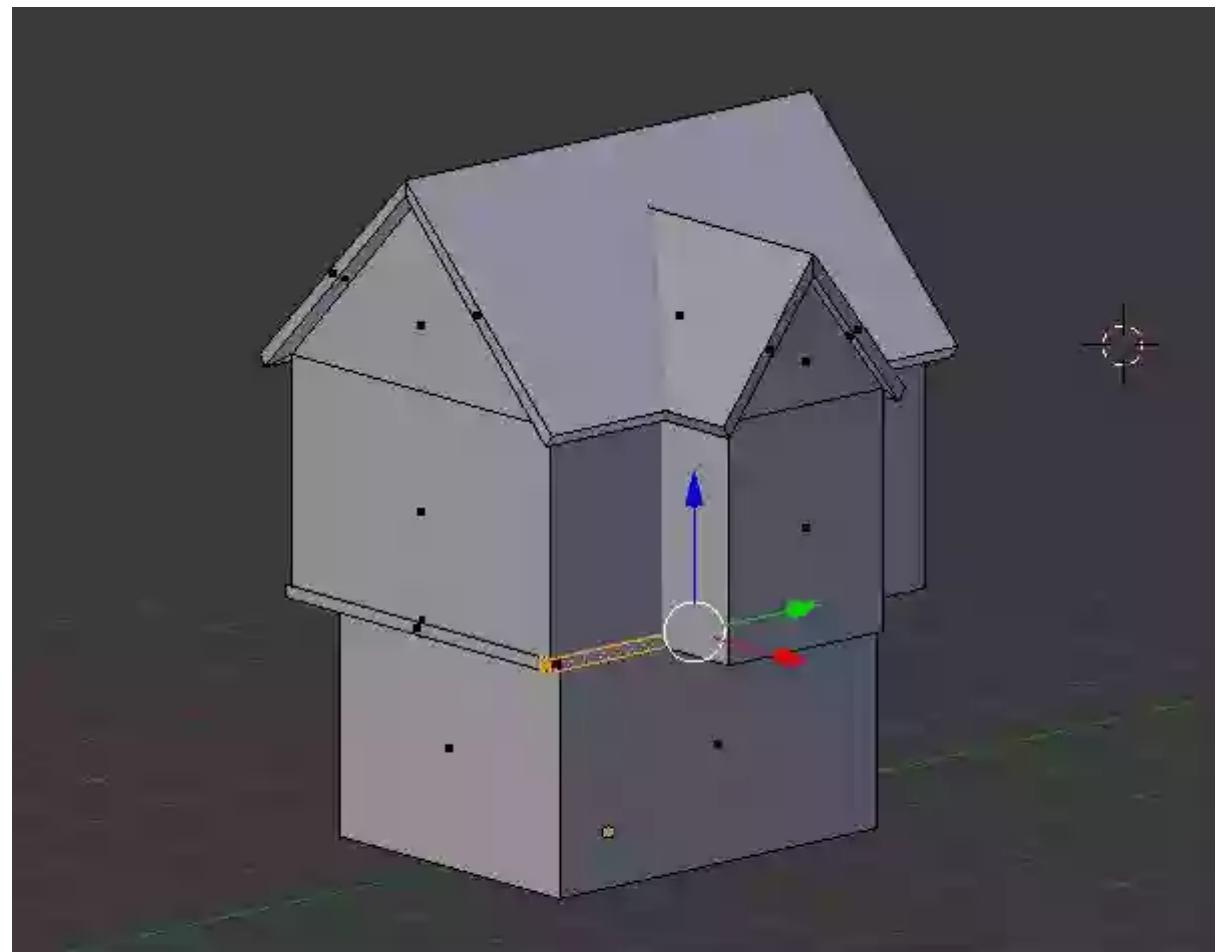


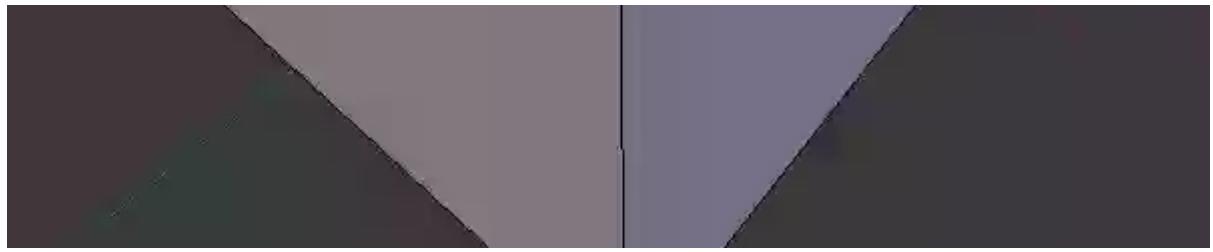
Rotate the new mesh

Step 43

Use the arrow widgets and place it along the floor line in the side. The planks should be neatly placed. Take a look at the image. They should not be completely inside nor too much out of the main building. Check the corners also.

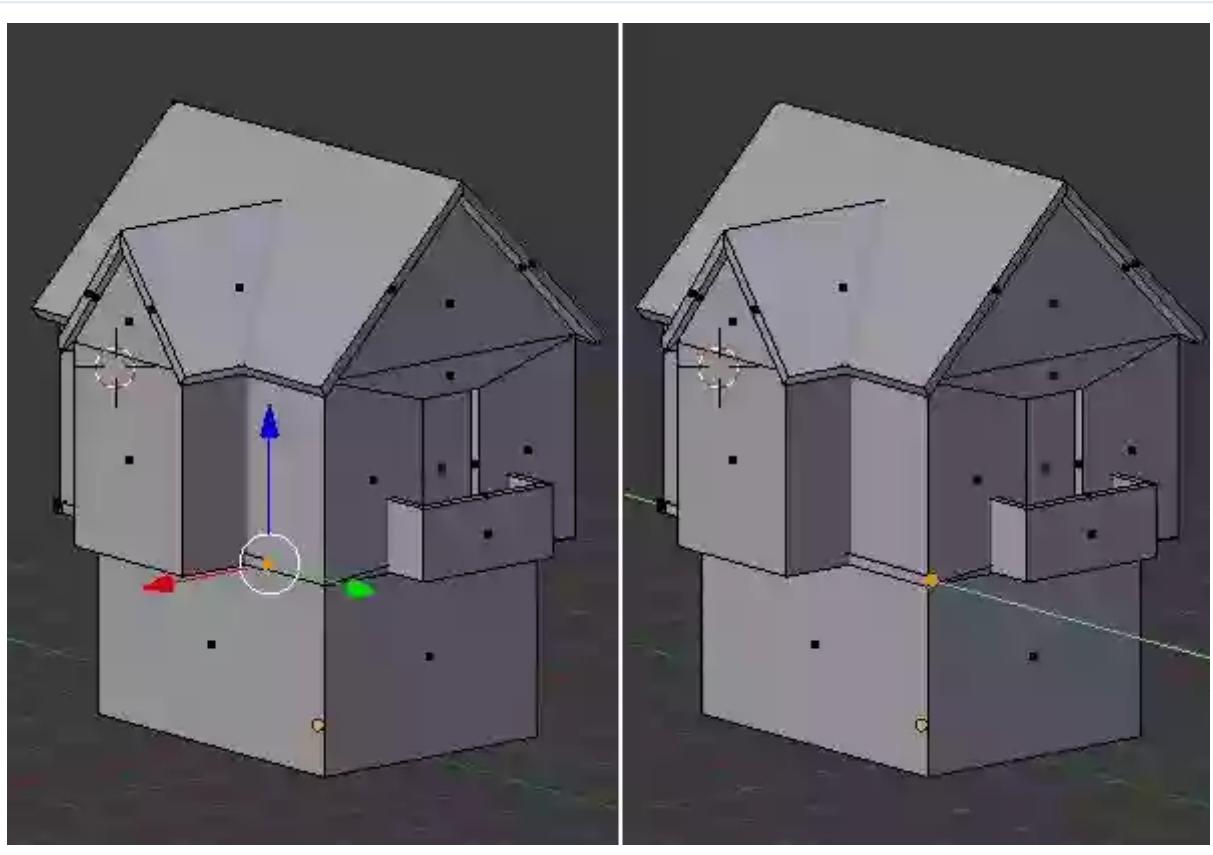
main building. Check the corners also.





Place the new mesh

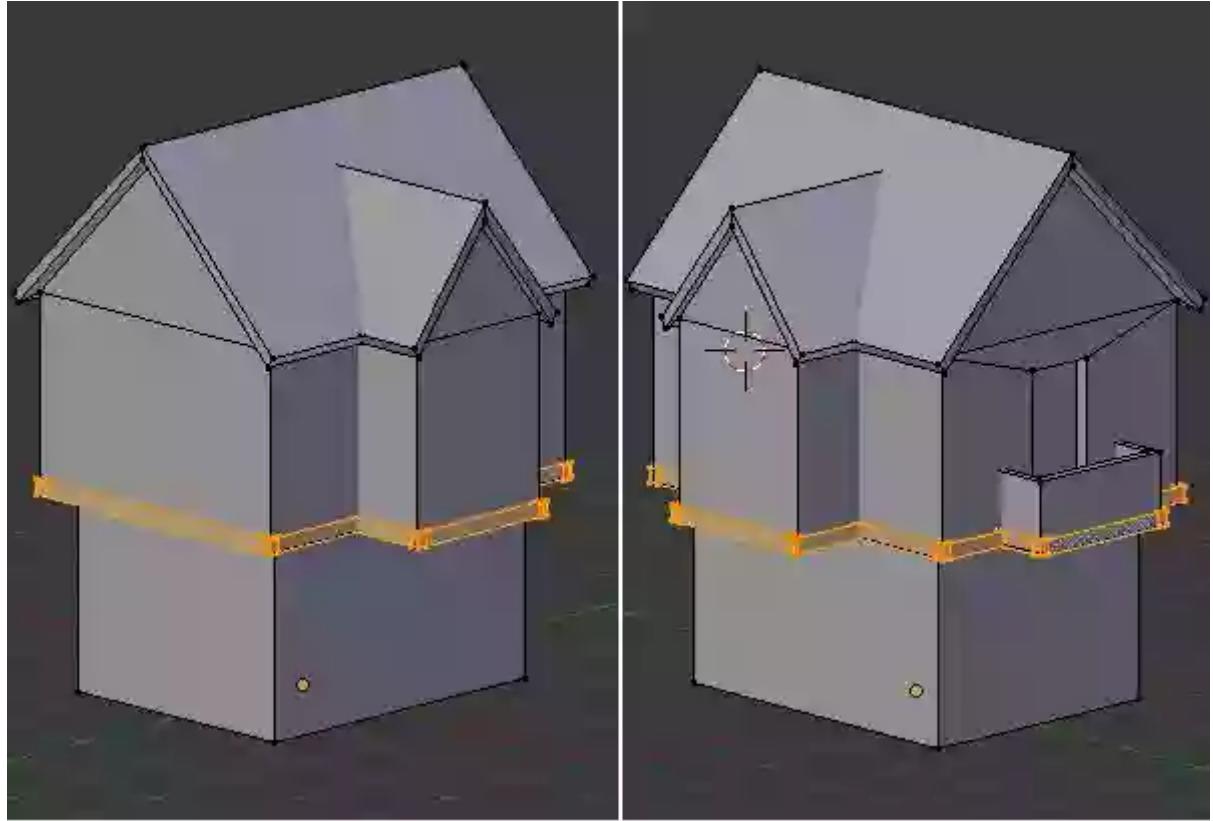
Check the other end of the plank. Select the face and move it with arrow widget towards the end.



Pull the face

Step 44

Similarly, by duplicating and rotating method, create and place planks all round the border of the floor as shown in the image. Remember that the open side must be inside the building.





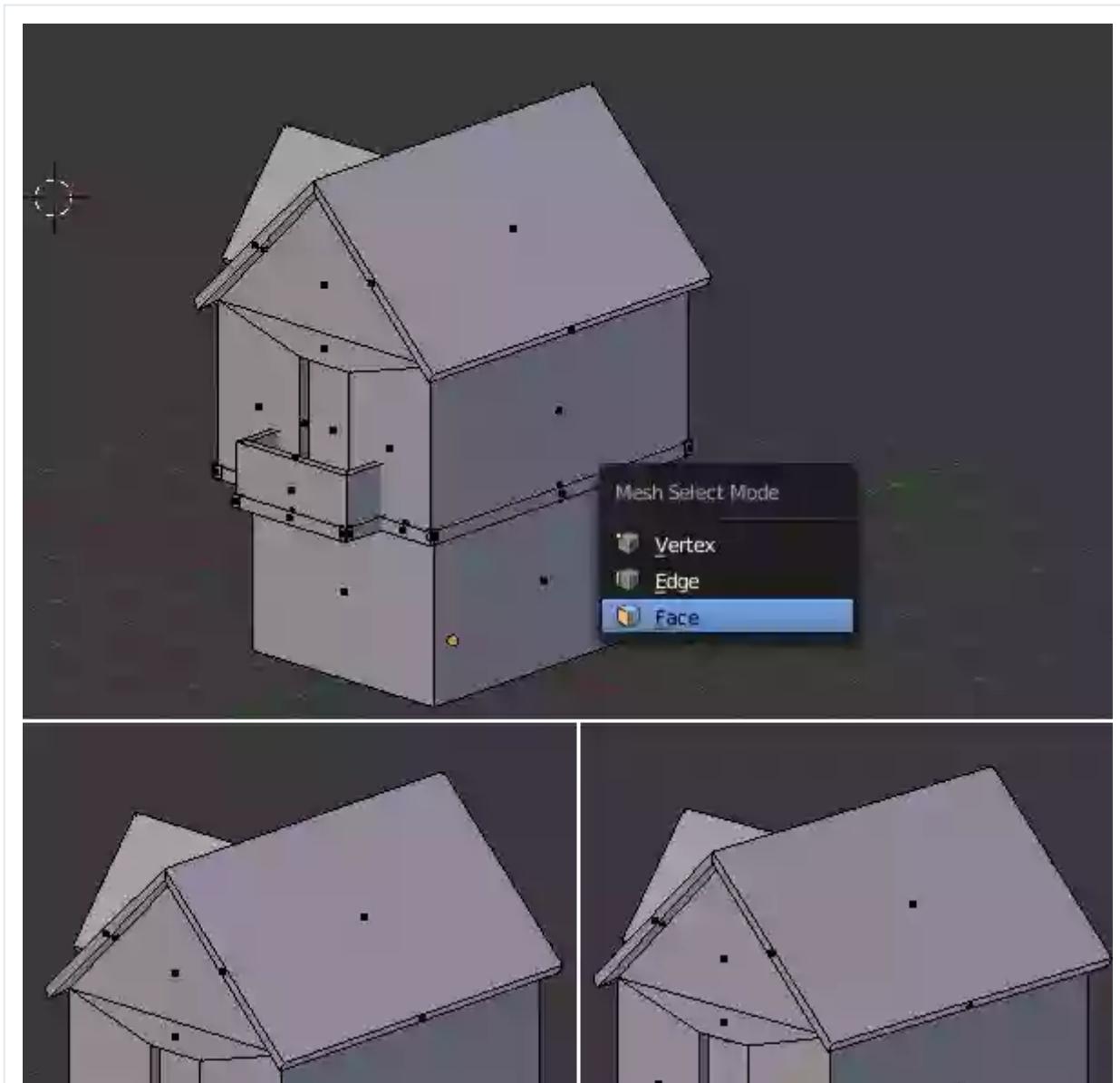
Create planks by duplicating them

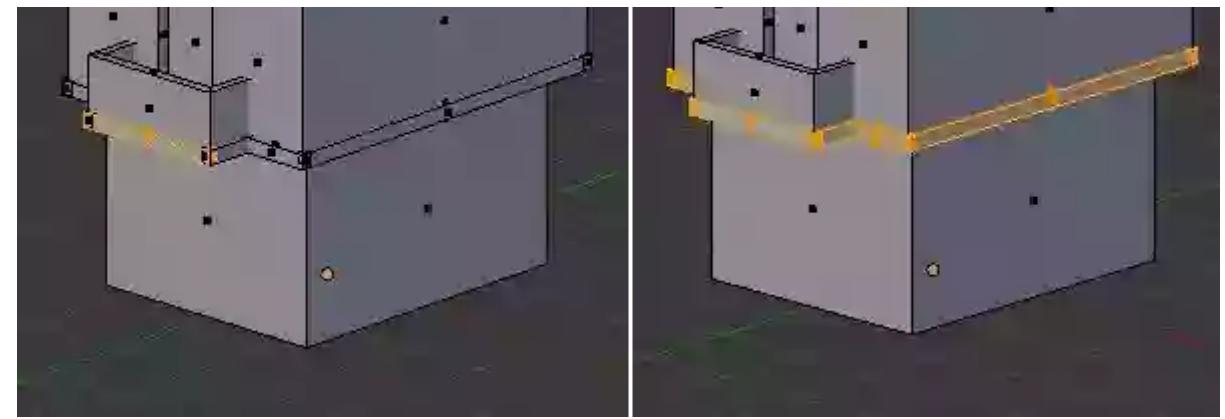
Step 45

Press **Ctrl-Tab** and click on **Face** select mode. Move the mouse over any of the plank. Press **L** to select the complete mesh (all

connected faces). Select all planks one by one, by moving the mouse pointer on the mesh and pressing **L** key.

To deselect any unwanted selection, hover the mouse over that face and press **Shift-L**.

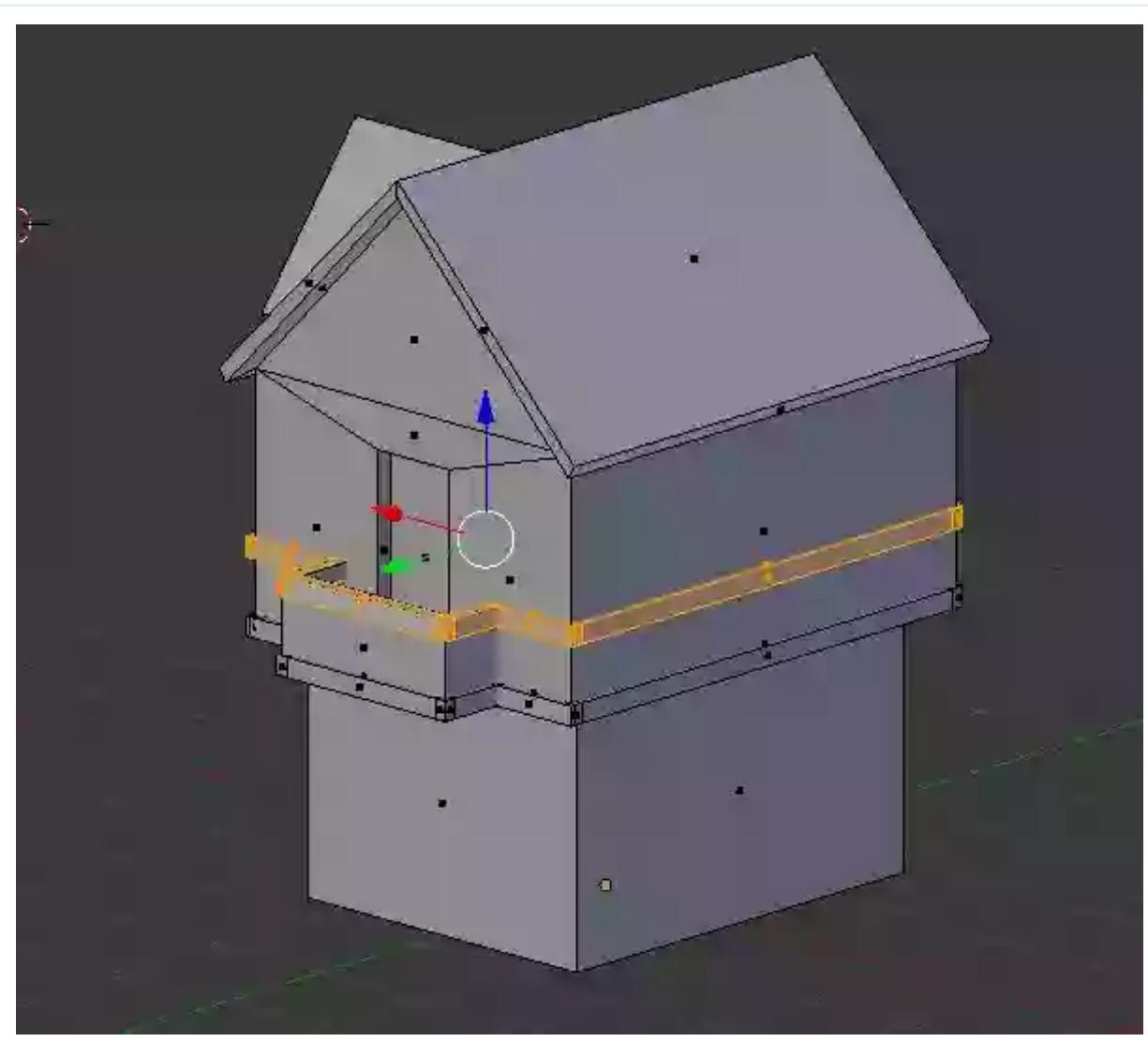




Select all planks

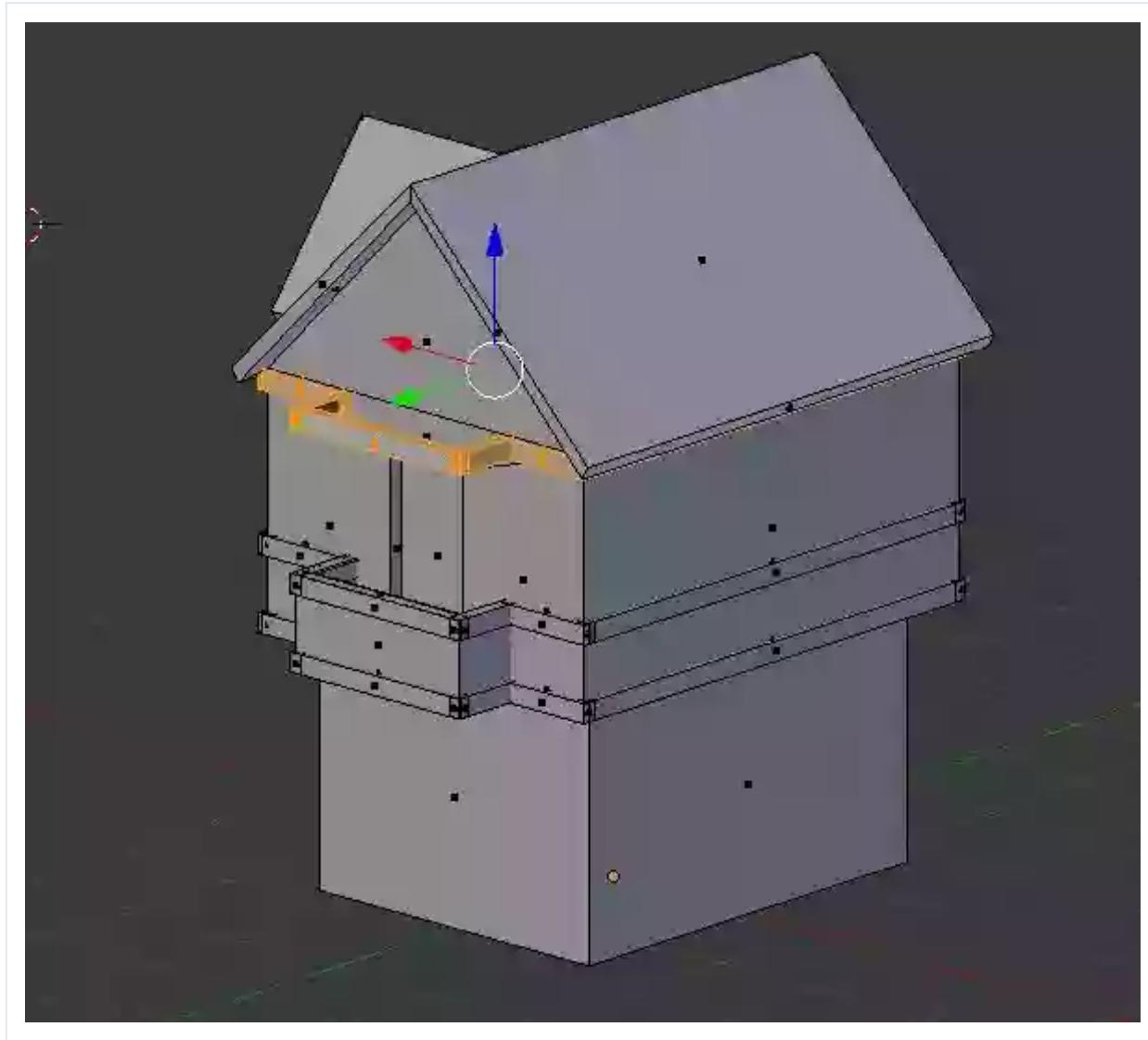
Step 46

Now press **Shift-D** to make duplicate of all of them. Right click to set them back to the origin position. Move them upwards with the arrow widget.



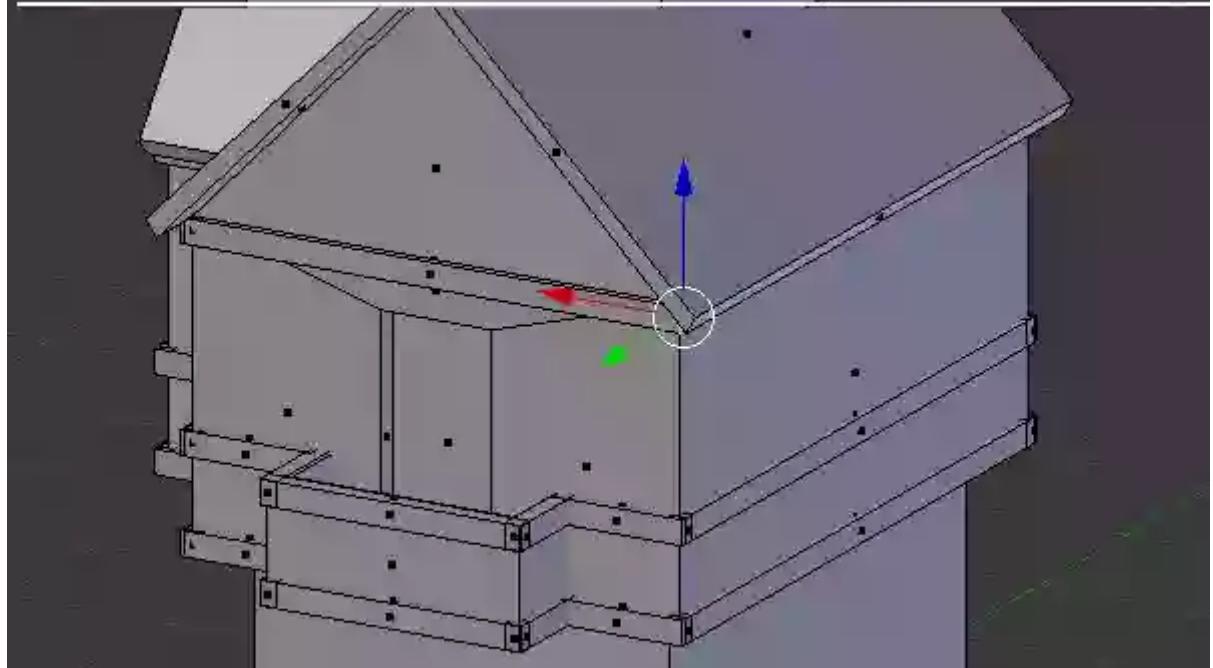
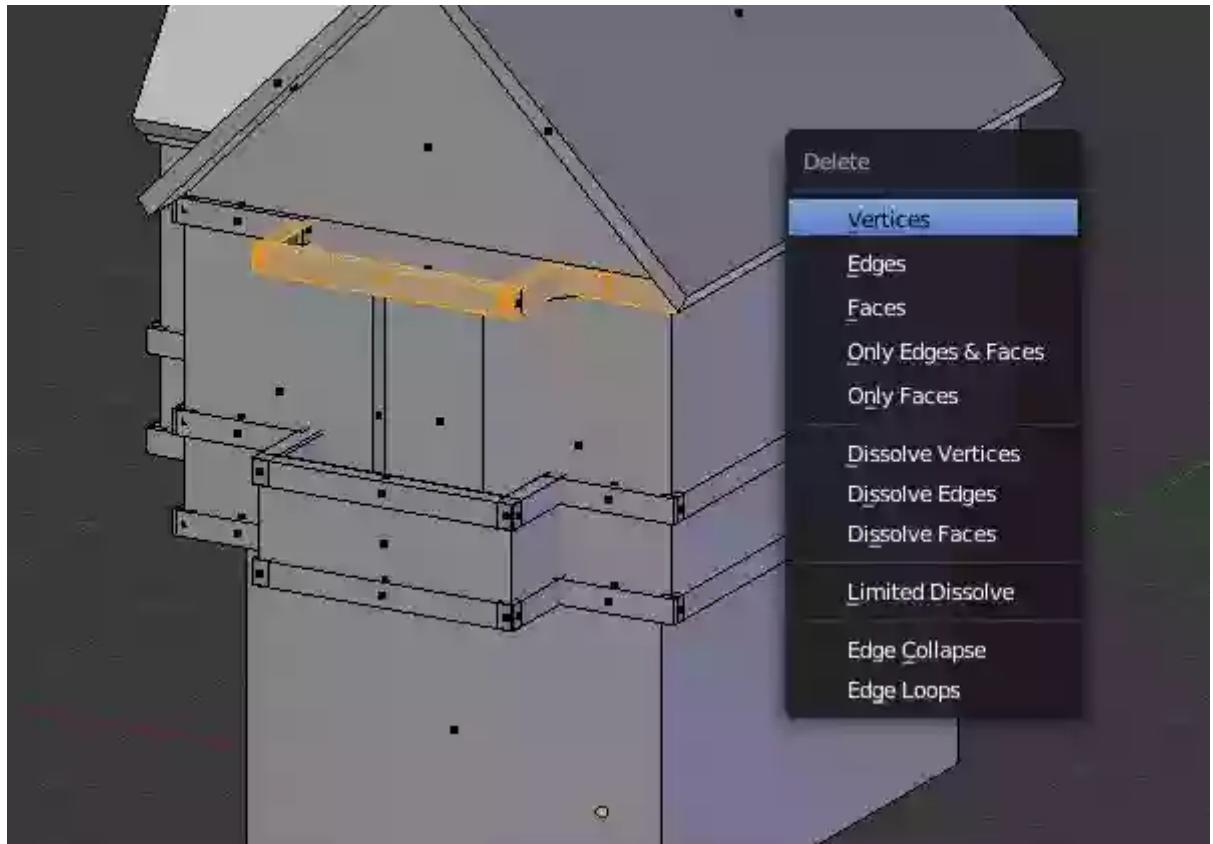
Duplicate the planks

With the duplicated mesh selected, press **Shift-D** again to duplicate it one more time. **Right click** to confirm the origin. Move them up with the Arrow widget.



Move the selected mesh up

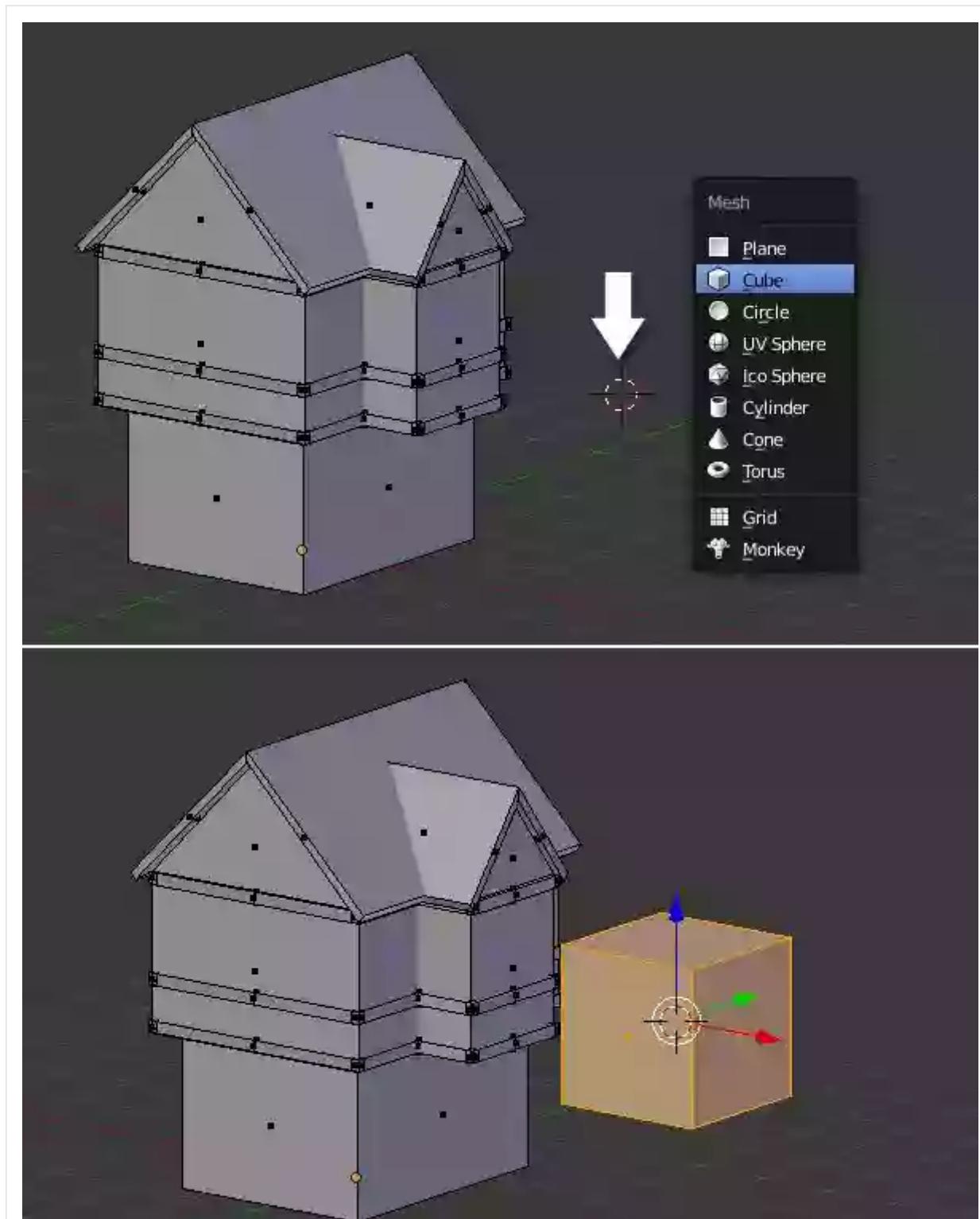
Select the planks as shown in the image and press **Del** to delete them. Pull the face of the side one to cover the width of the house.



Delete unwanted planks

Step 47

Place the 3D cursor on the side of the house by left clicking on the empty area. Press **Shift-A** and add a **cube**.

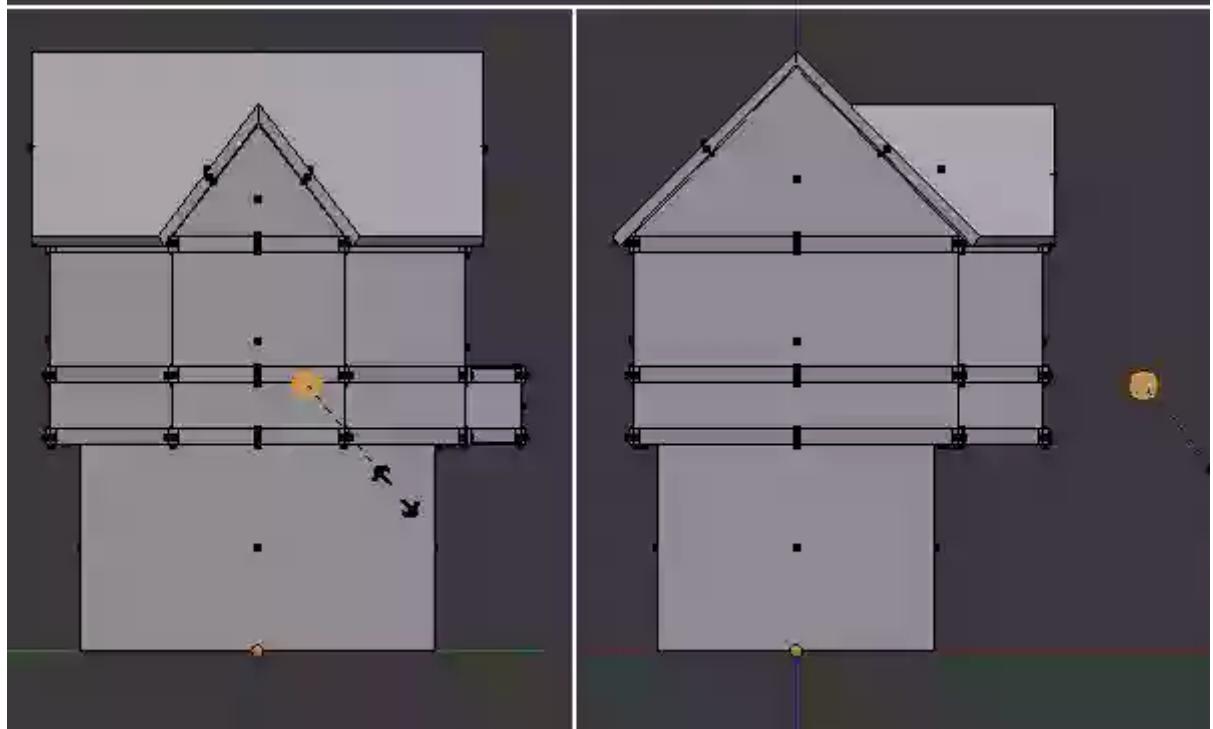
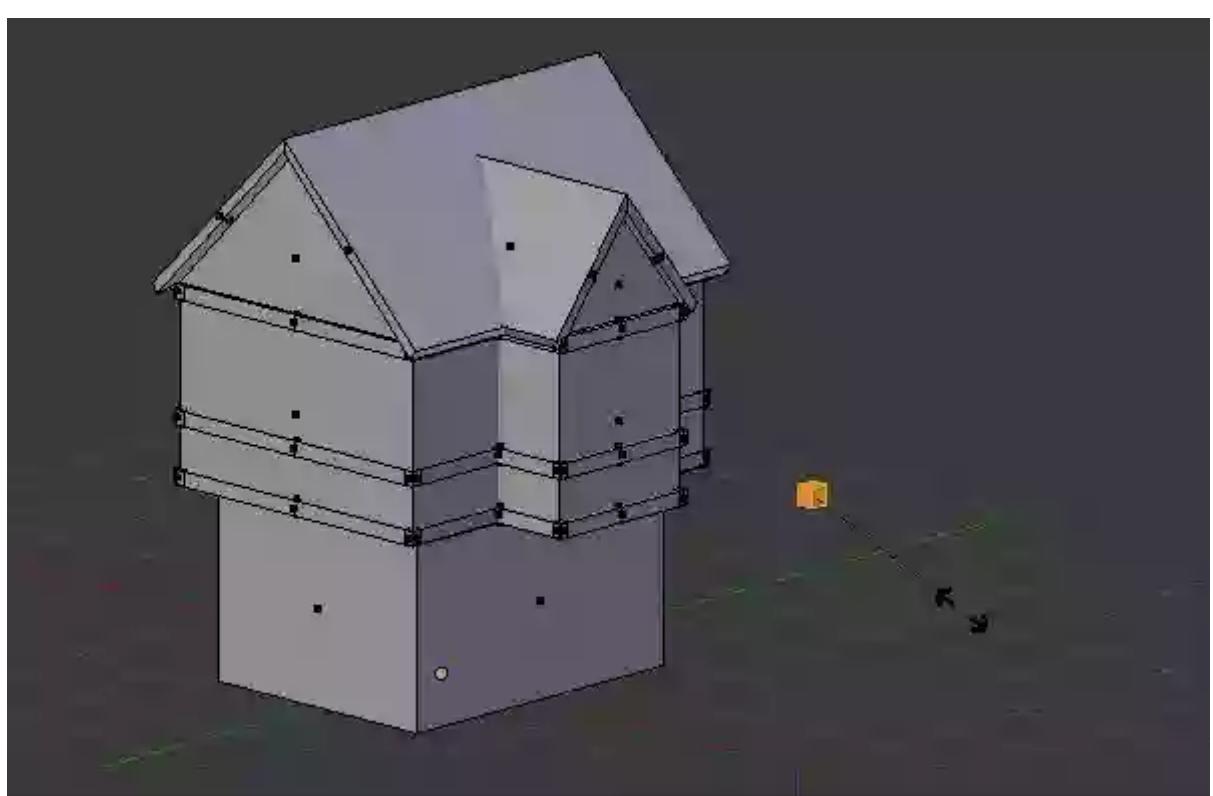




Add another cube

Step 48

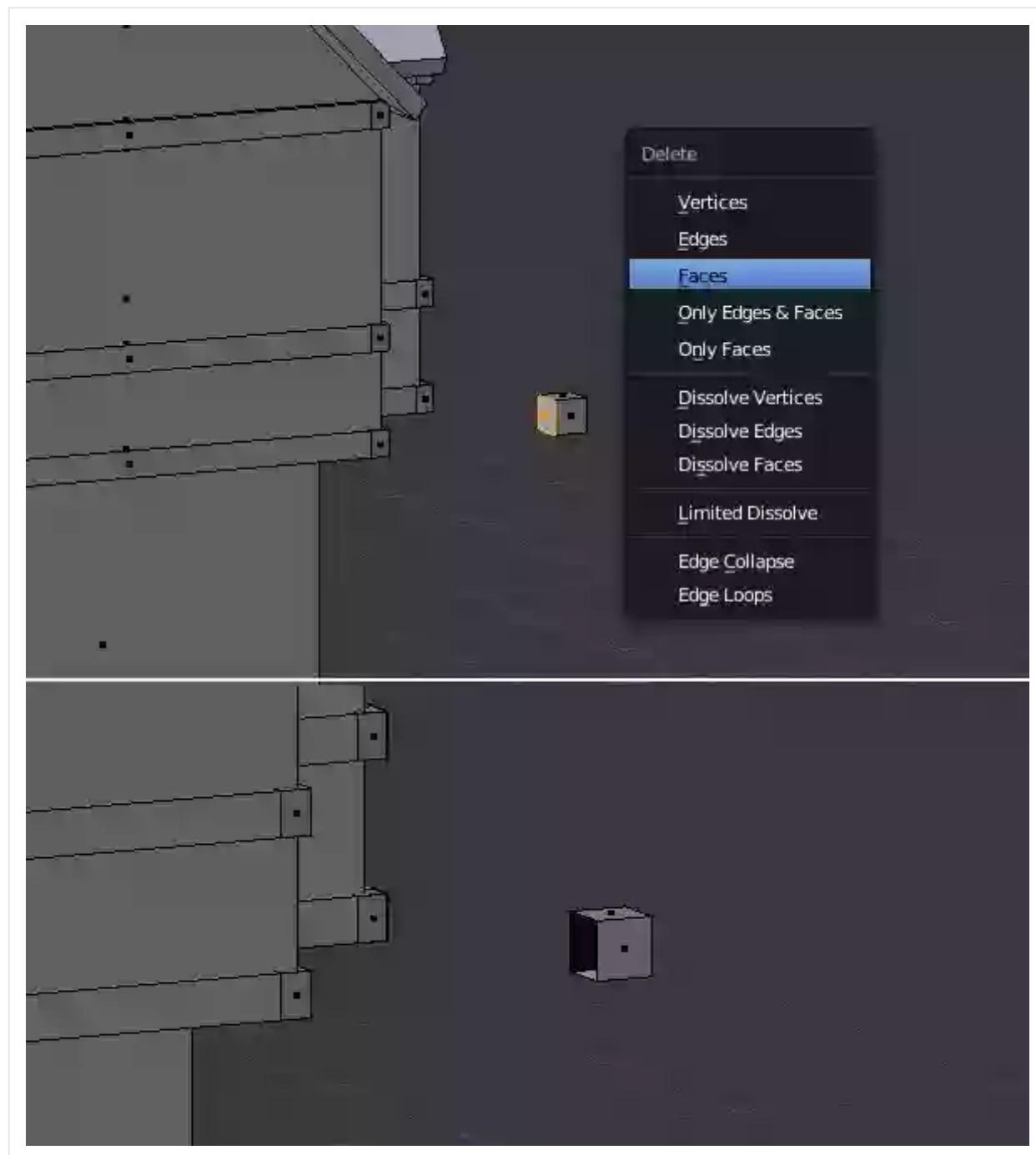
With the cube selected, Press **S** and scale it down to create the support beams for the protruding structure.



Scale the cube

Step 49

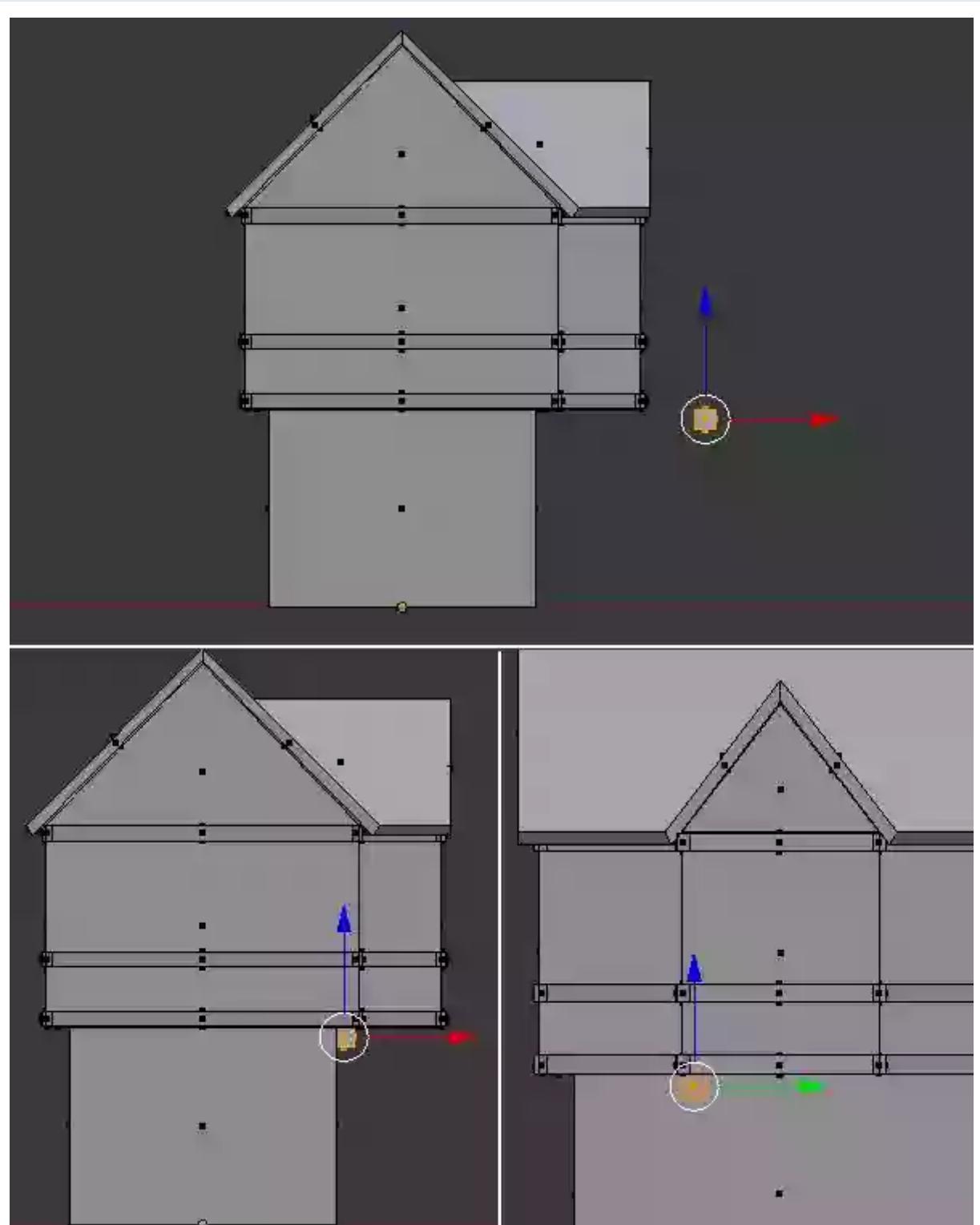
Select the back face, with **right click**, which is pointing towards the house and press **Del** to delete it. This will unnecessarily increase the number of polygons and you don't need it.



Delete the back face

Step 50

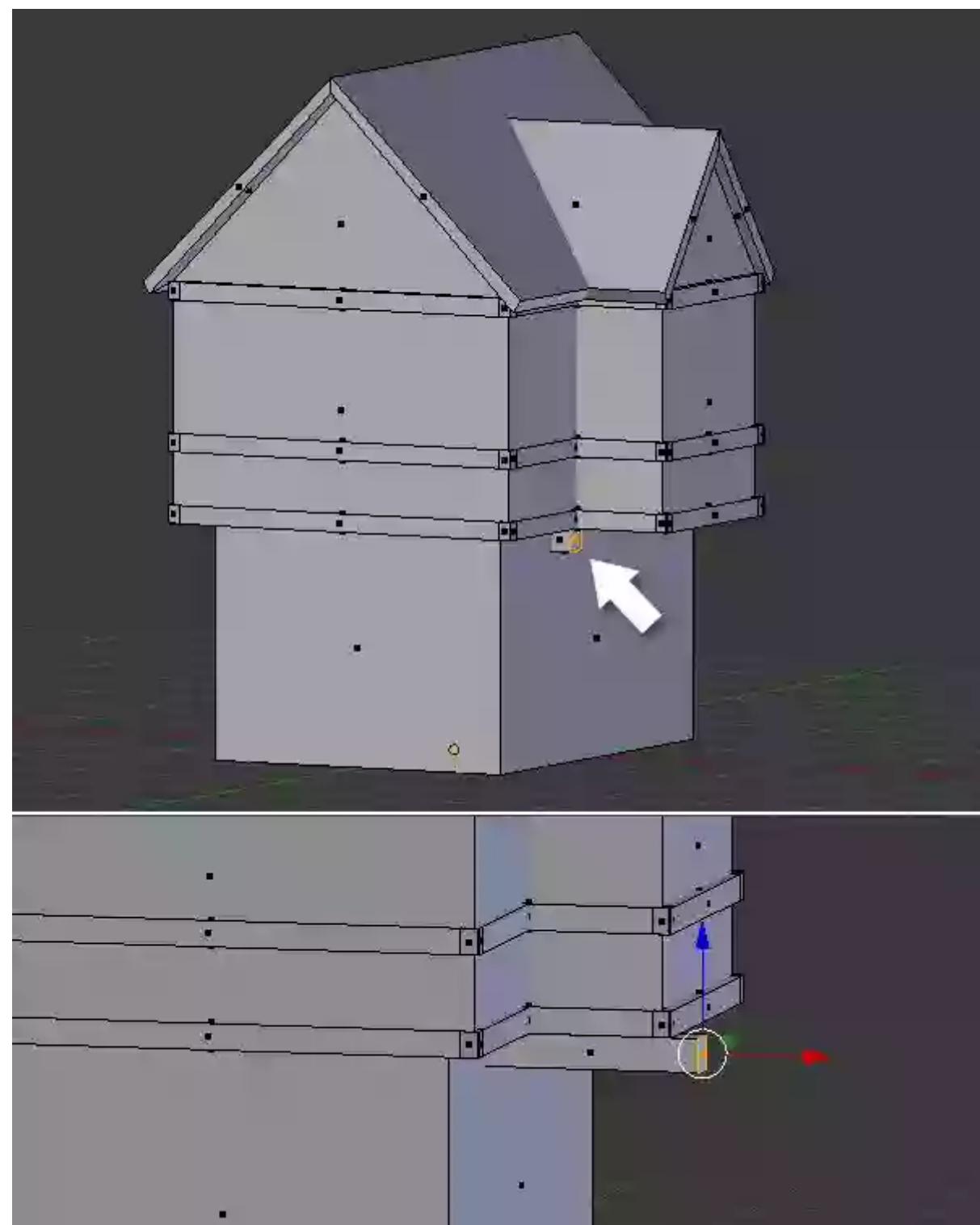
Position it just under the protruding part making it a support beam. Press **1** in numpad to get into front view and use the arrow widget to move it. Check from side view as well. Press **3** in the numpad to get into side view.



Place the cube

Step 51

Press A to deselect any selected face or vertices. **Right click** on the front face of the support and pull it out with the arrow widget.



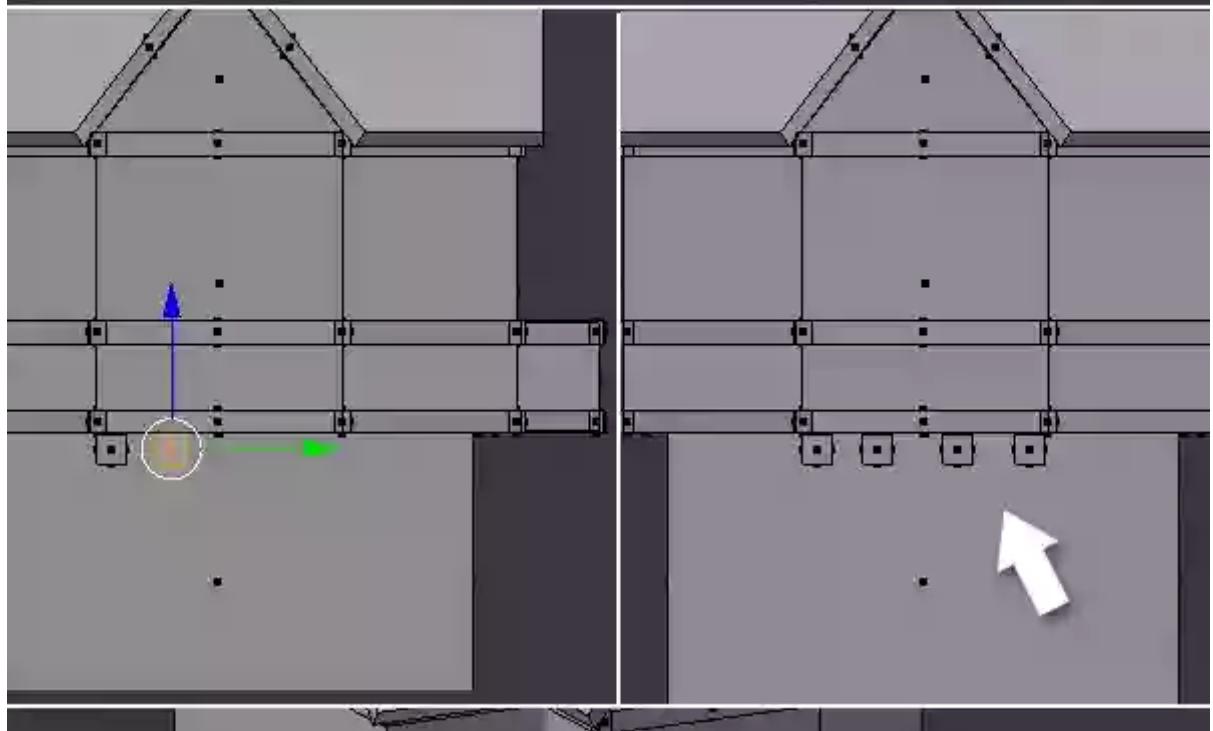
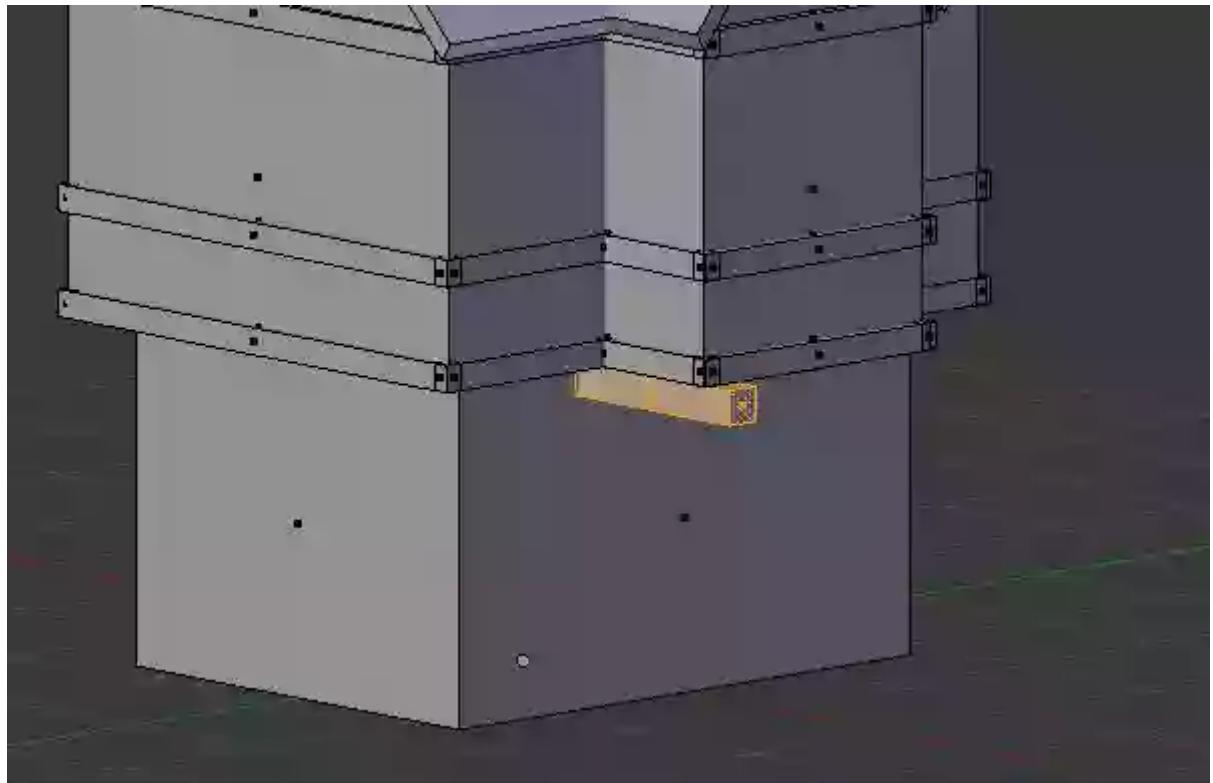
Pull the face outward

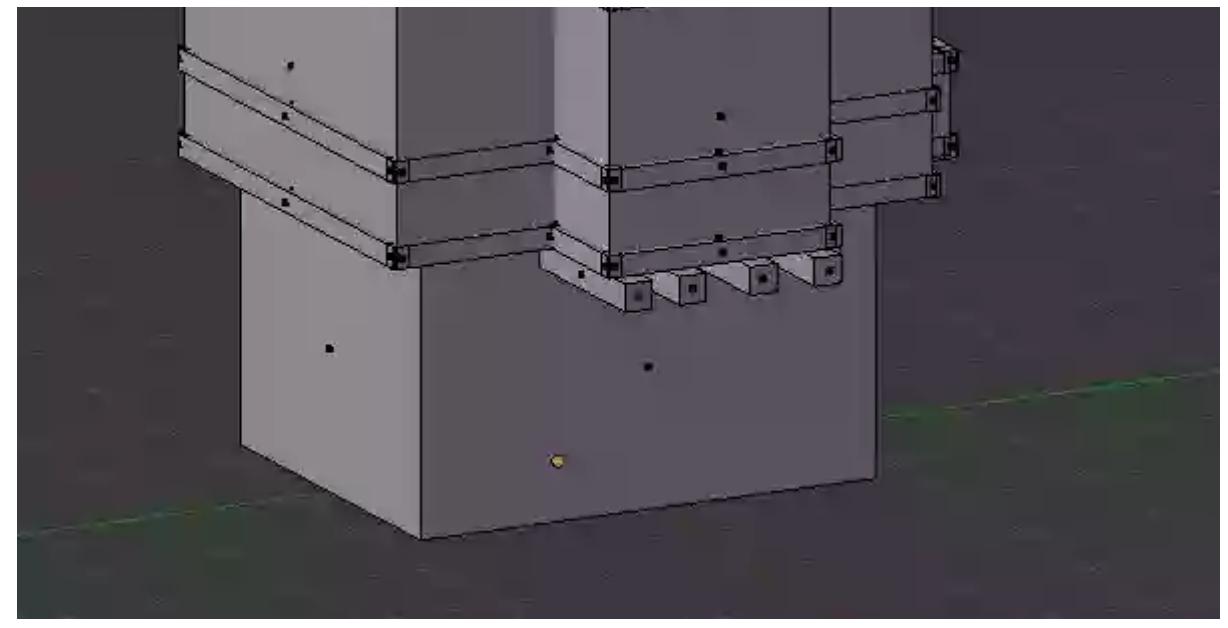
Step 52

Move the mouse over the beam and press **L** or **Ctrl-L** if you are in vertex select mode. Press **3** in numpad to get into side view. Press

Shift-D to make duplicate and then **right click** to confirm the original position.

The new mesh will be selected and use the arrow widget to move it sideways. Then duplicate it again to create a total of four beams.

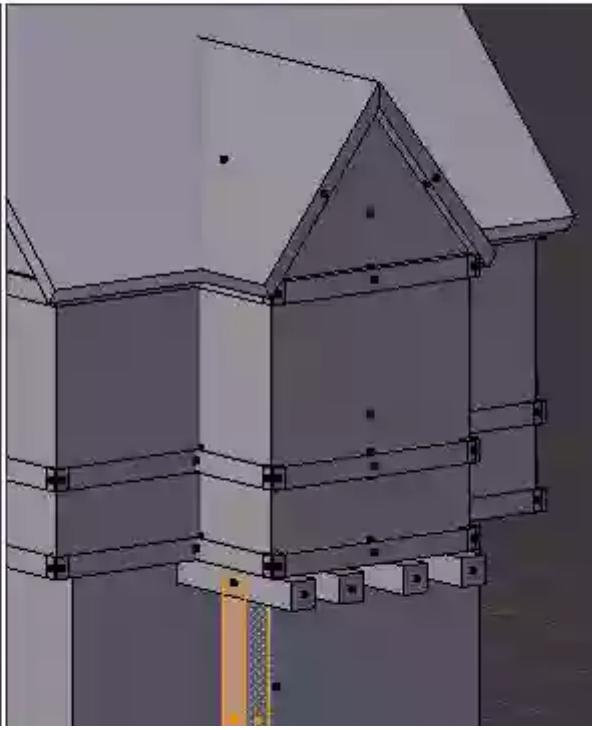
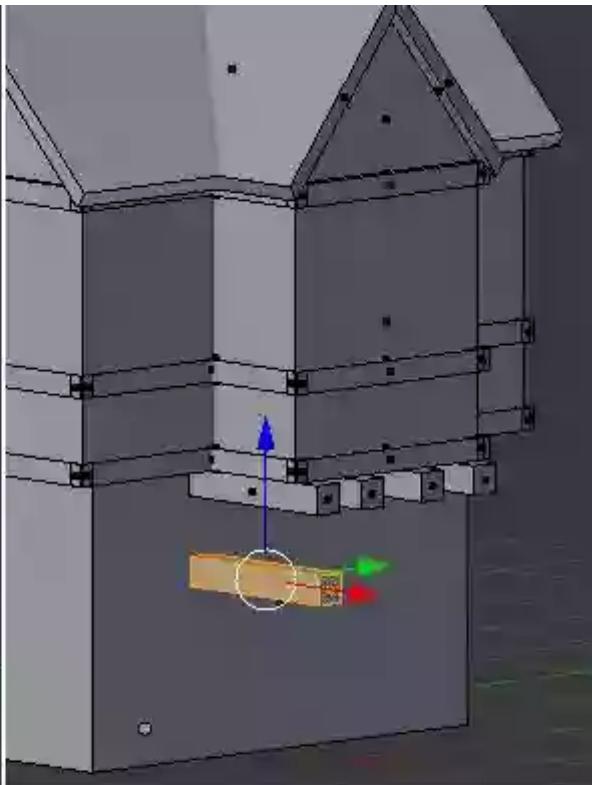
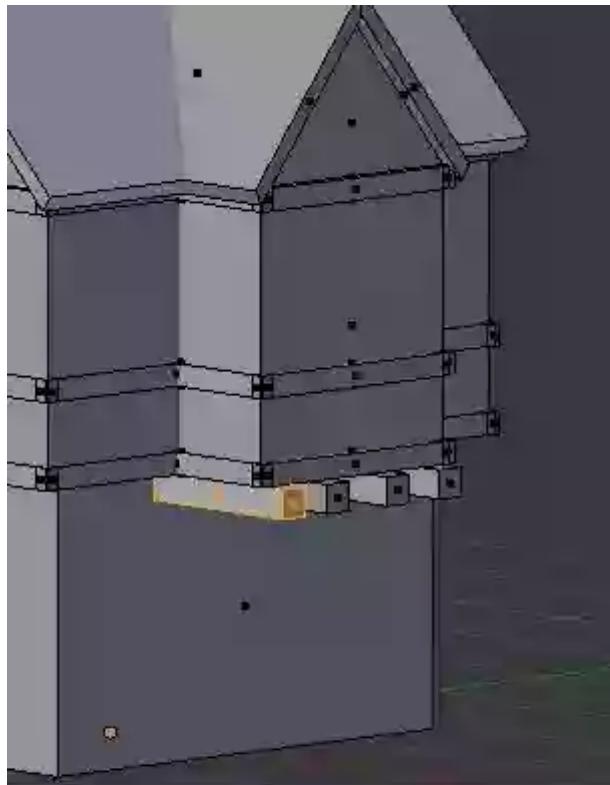




Duplicate the beam

Step 53

Similarly, create vertical support columns. Duplicate any one of the block and scale it down horizontally. Then scale it up vertically. Tweak the individual faces to match the height.

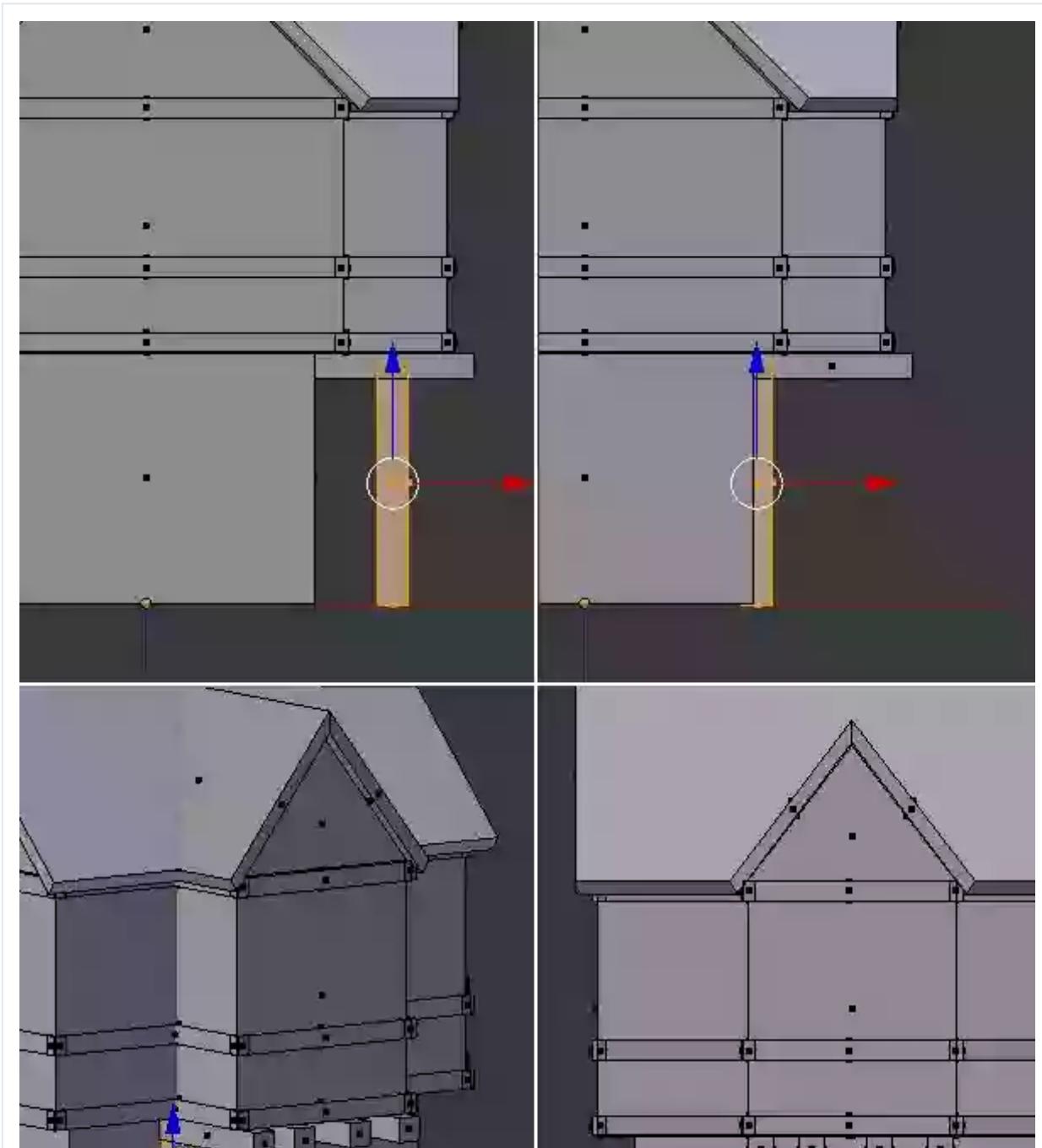


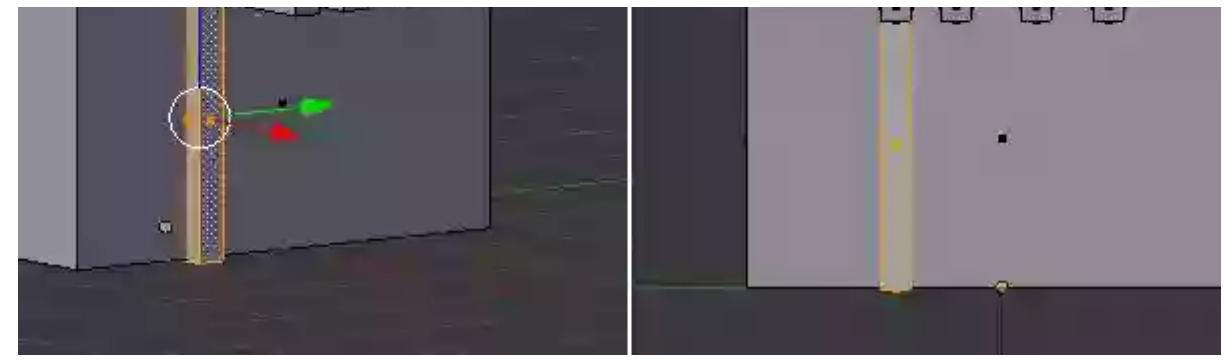


Duplicate the beam and scale it vertically

Step 54

Place it close the the wall, as shown in the image. Use arrow widget or **G** key. Check from all views.

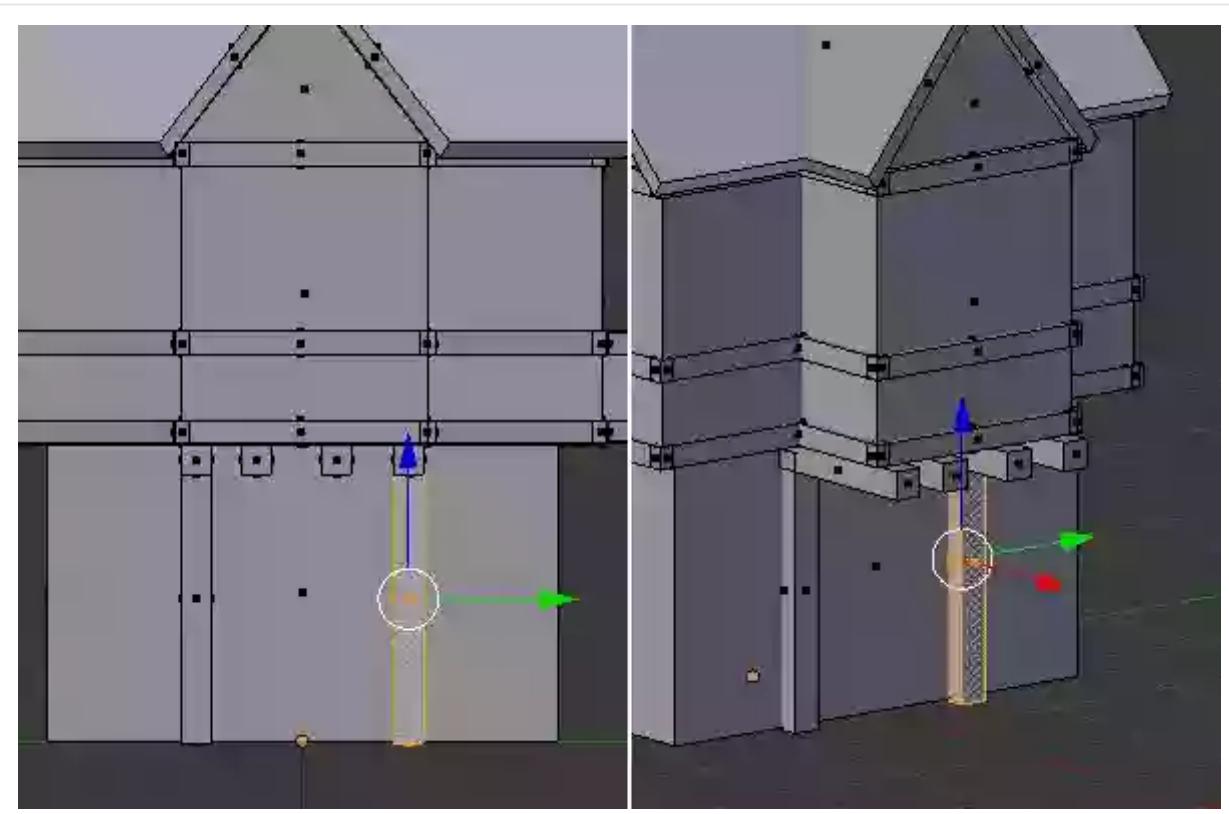




Position the mesh against the wall

Step 55

With the column selected, press **Shift-D** to duplicate it. **Right click** to reset its position and then move it with the arrow widget or **G** key. Check the position form all views. Ensure you delete the face, at the back, which went inside the building.

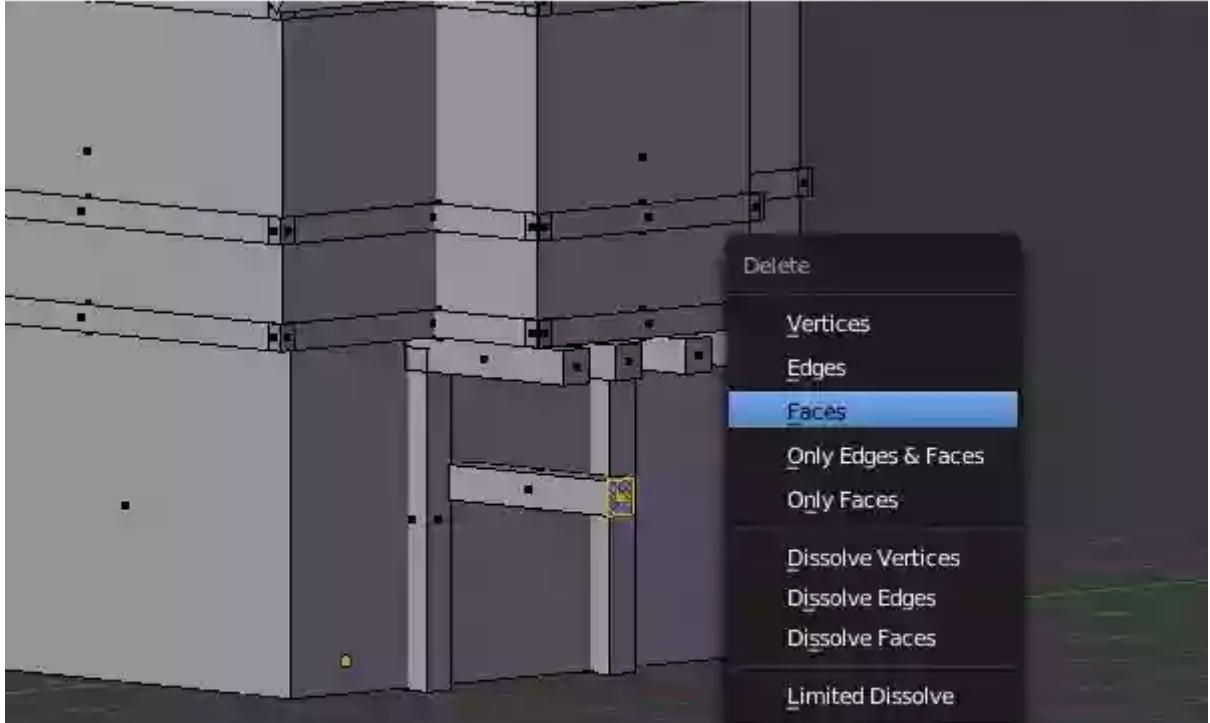
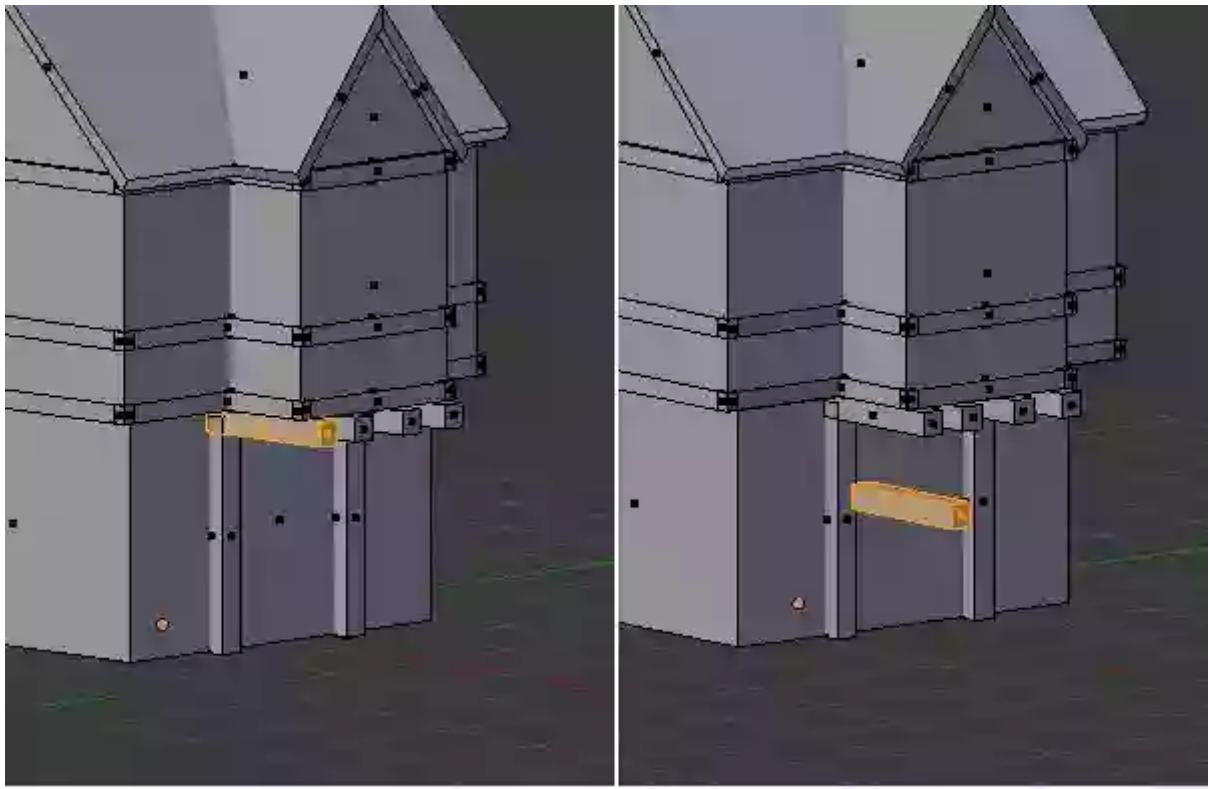


Duplicate the selected mesh

Step 56

Select any one of the support and duplicate it. Move the mouse over the mesh and press **L**, if you are in face select mode, to select it. Press **Shift-D** to make a duplicate. **Right click** on the

front face and press **Del** and select **Face** to delete the face.





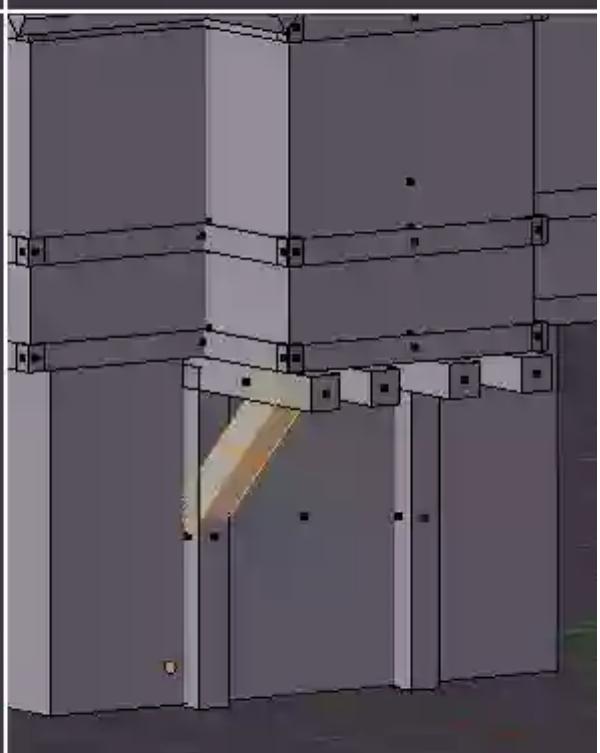
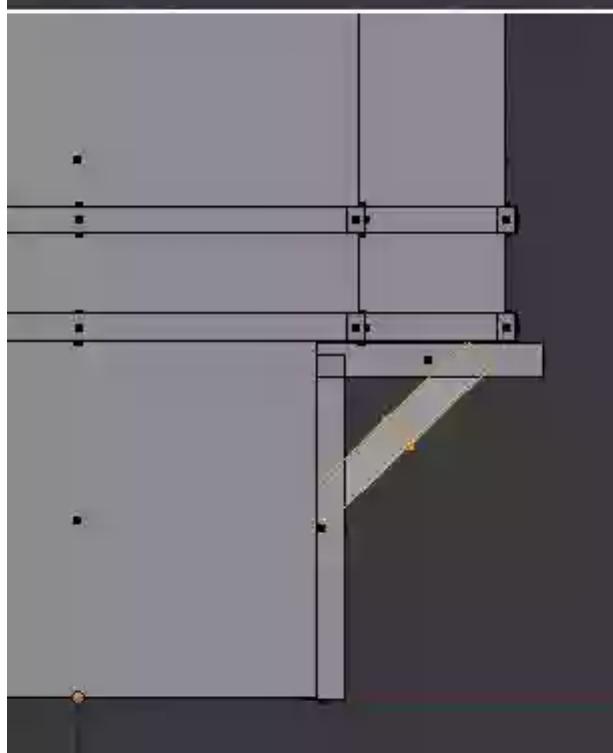
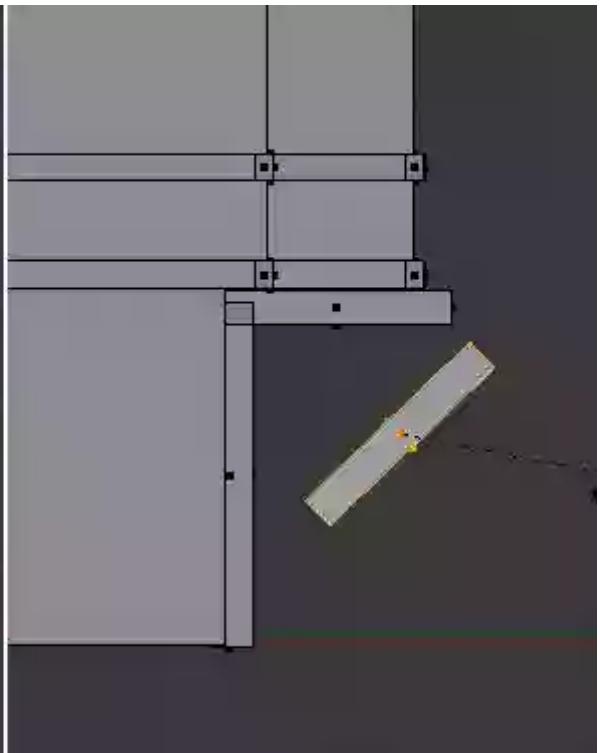
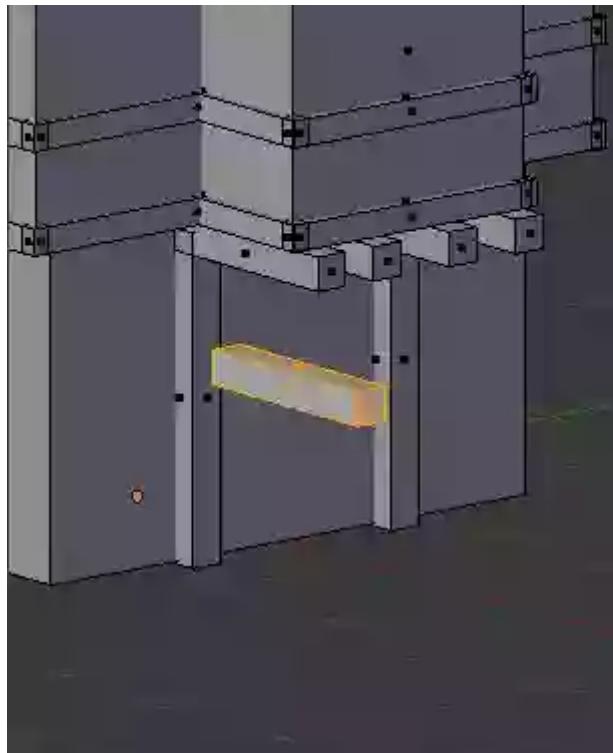
Edge Collapse
Edge Loops

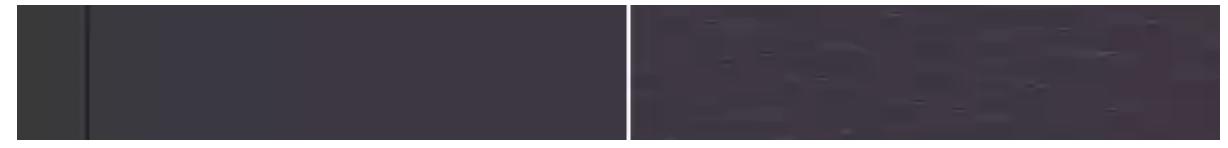
Select the beam and duplicate it

Step 57

Move the mouse over the mesh and press **L** to select the whole part. Press **1** in the numpad to get into front view. Press **R** and move the mouse to rotate the cube.

Left click to confirm the position. Check from other angles. You can scale it down and reduce its width just a little bit.





Rotate and position it in side view

Step 58

Press **3** on the numpad to get into side view. With the mesh selected, press **Shift-D** to make duplicate.

Right click to reset the position of the new mesh. Move it and place it on the second column as shown.



Duplicate the support and place it

Duplicate the support and place it

Step 59

Ensure you are in **Face select** mode. Move the mouse over the cubes and press **L** to select them one by one. Press **Shift-D** to make duplicate.

Right click to reset their position at origin.

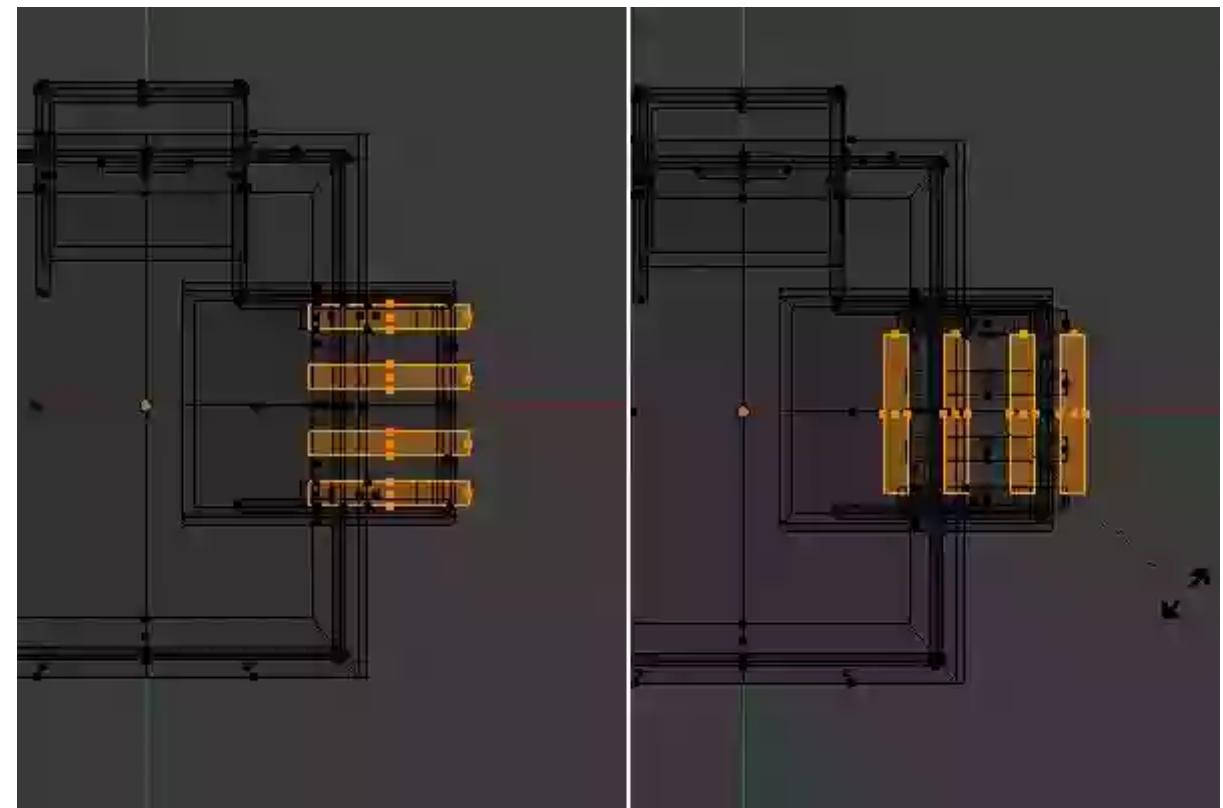


Select all beams and duplicate them

Select all beams and duplicate them

Step 60

Press **7** in the numpad to get into top view. Press **Z** to toggle wireframe mode. With the cubes/beams selected, press **R** and then type **-90** to rotate them 90 degrees anticlockwise.



Rotate the selection

Step 61

Move and place them below the balcony at the back of the house.

Check form all views. Remember press **Ctrl-1**, numpad, for back view, **3** in the numpad for sideview.



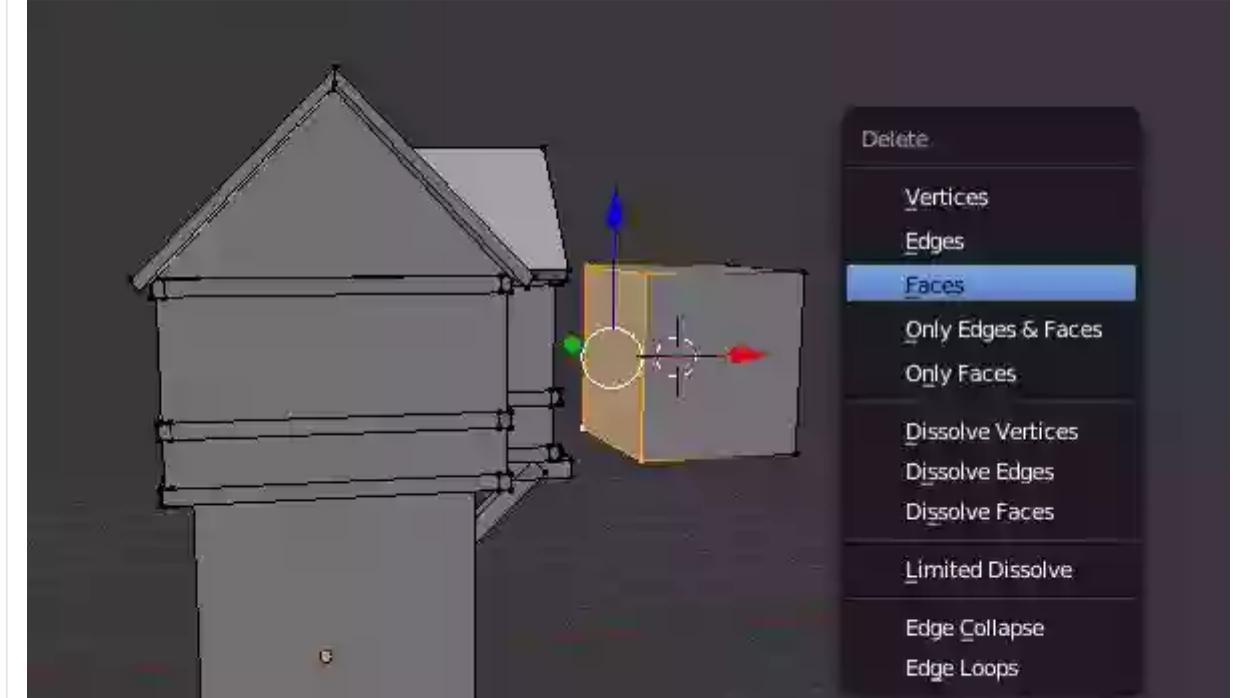
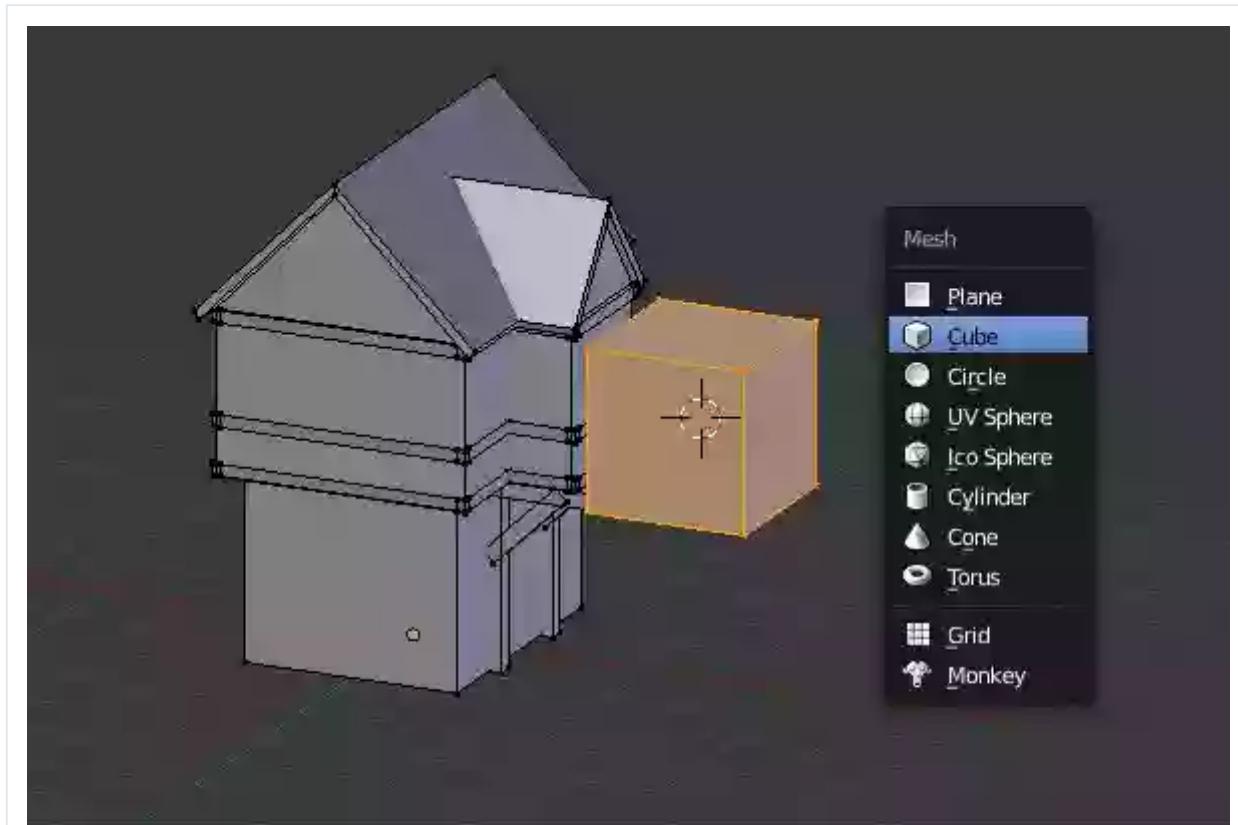
Place the new beams under the balcony

Place the new beams under the balcony

Step 62

To create the window frame, **Left click** on the side of the house to bring the 3D cursor there. Press **Shift-A** and add a **cube**.

Select its inside face with **right click** and delete it by pressing **Del** key.

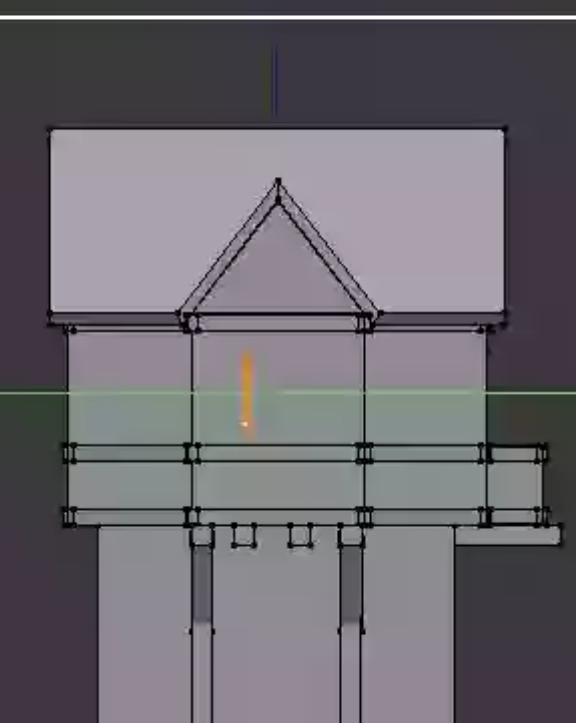
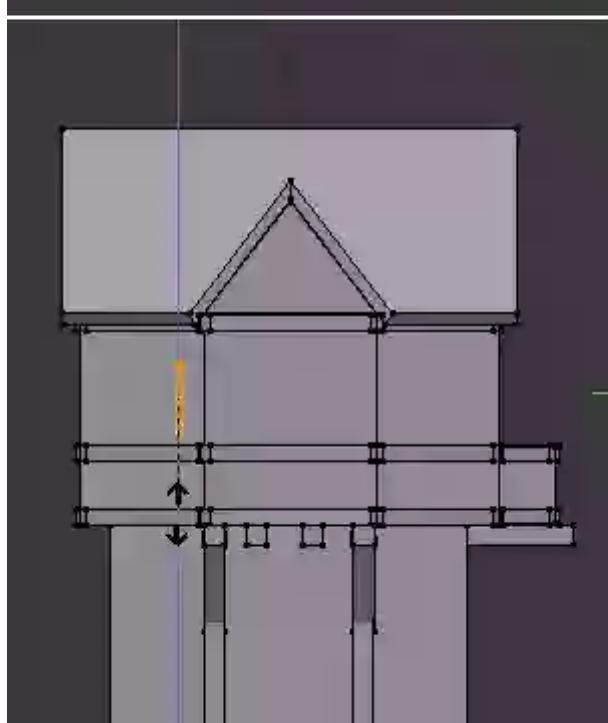
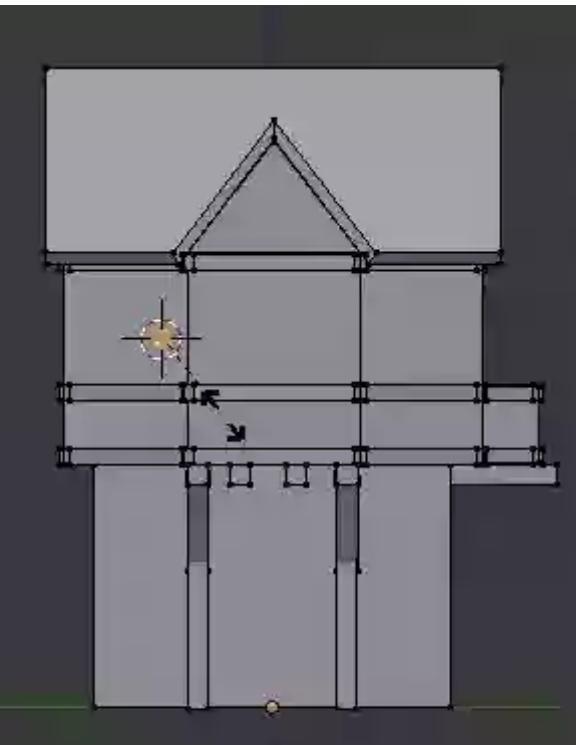
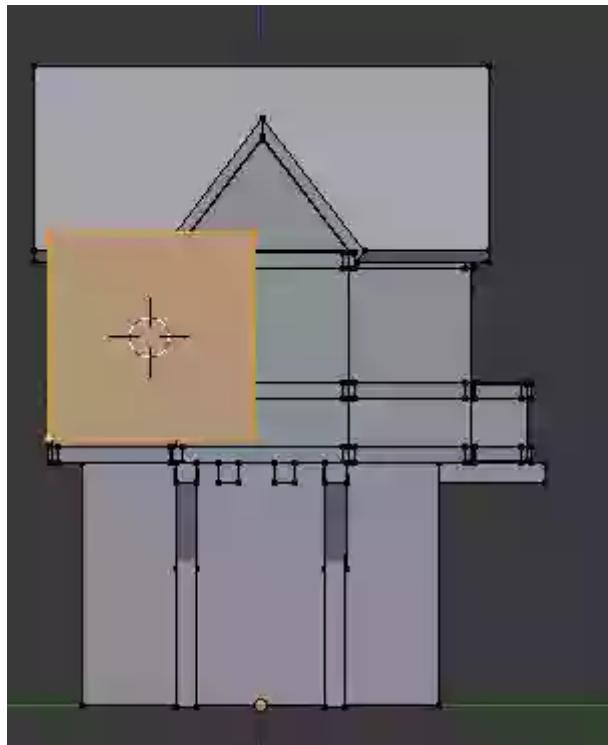


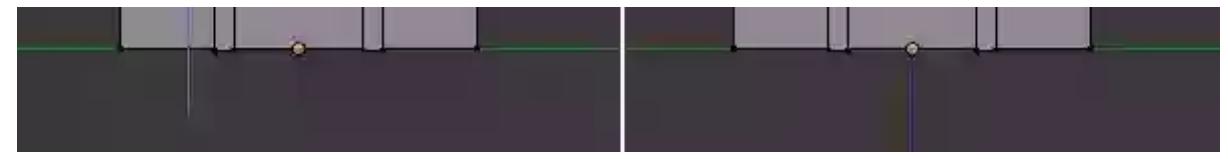


Add a cube and delete the back face

Step 63

Press **3** to get into side view. Press **S** and then move the mouse to scale down the cube. **Left click** to confirm. Press **S** and then **Z** to scale the cube vertically along the Z-axis. Place it appropriately in the side of the house.



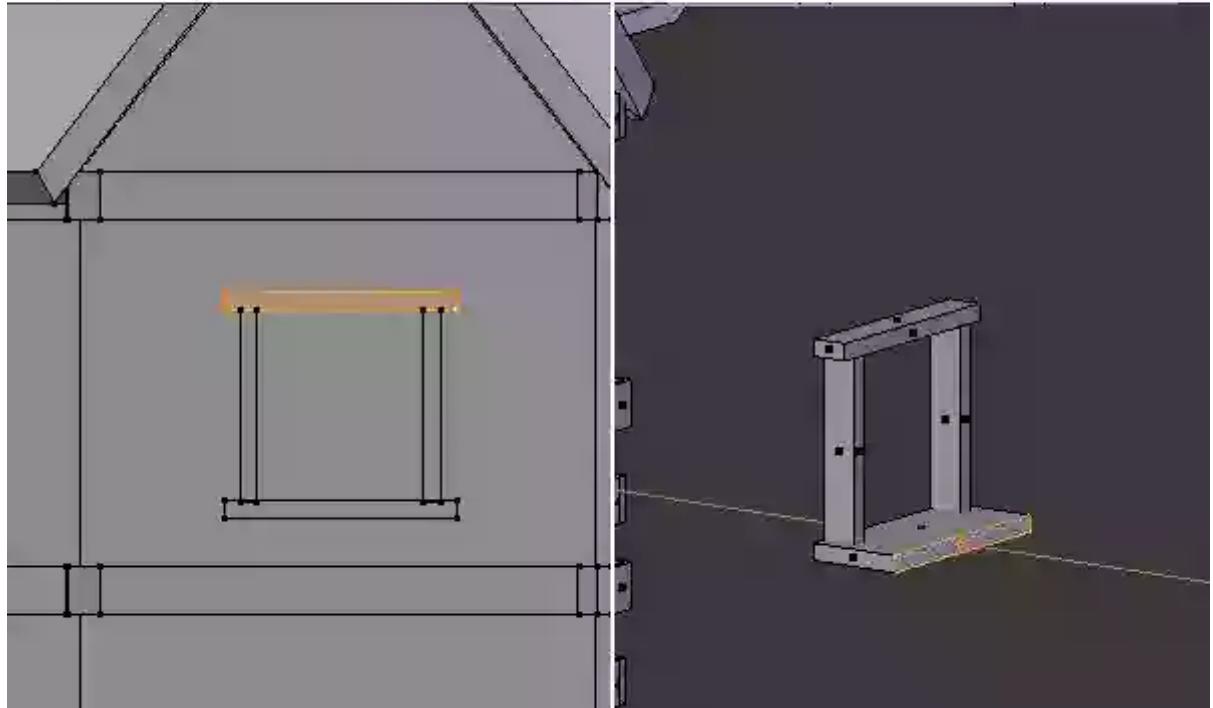
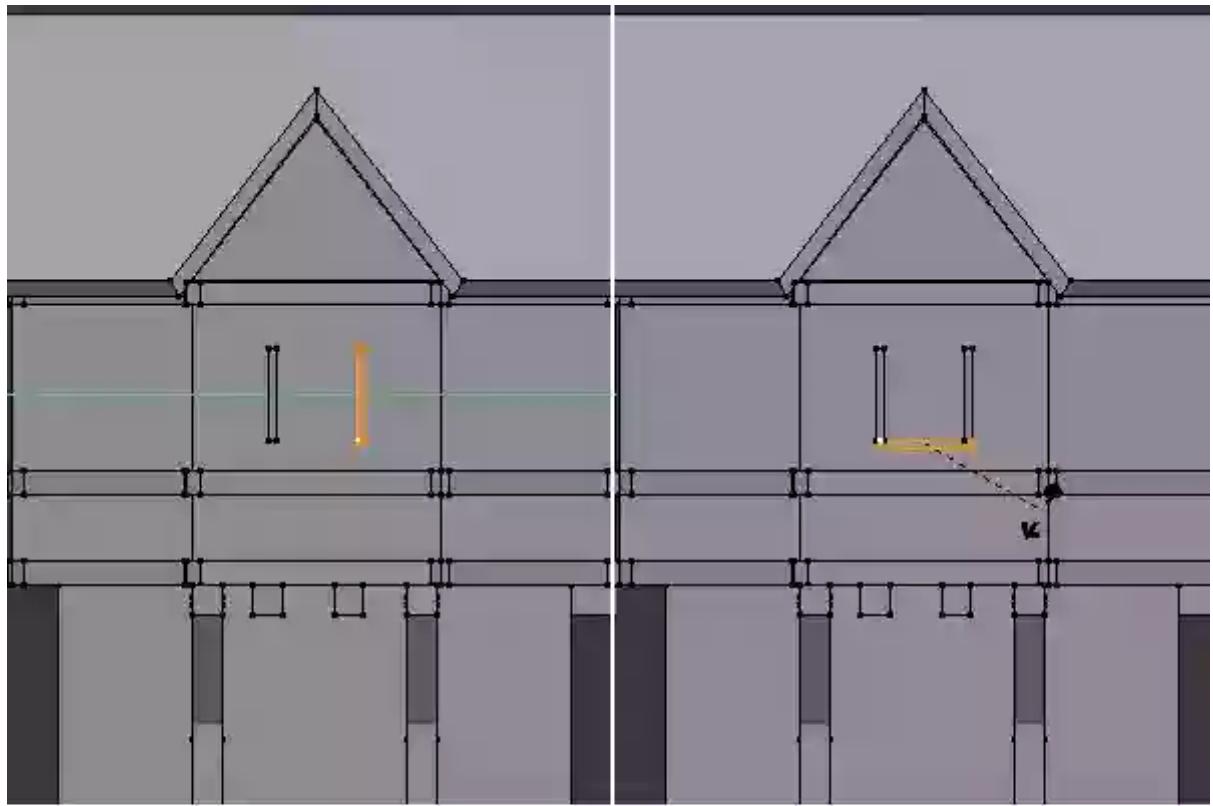


Scale the cube down

Step 64

Duplicate the frame and move it on the side.

- Press **Shift-D** to duplicate the selected mesh and then **right click** to reset its origin. Use the arrow widget to move it
- Again, **Shift-D** to duplicate it to create the bottom frame. **Right click** to reset the position, and then press **R** and type **90** to rotate 90 degrees. Then place this new cube at the base of the frame
- Duplicate it and place the new one on top. Let the top and bottom frame be wider
- Pull out the face of the bottom frame just a little bit





Create the window frame

Step 65

Select the complete frame and place it on the building. Make sure that there are no faces at the back.



Delete the back faces

Delete the back faces

Step 66

With the frame selected, press **Shift-D** to make duplicate. Place the new mesh on the ground floor as shown in the image.



Duplicate the window frame

Duplicate the window frame

Step 67

To create the front door, press **A** to deselect everything. Ensure you are in **Face select** mode. **Right click** on the front face of the building to select it. Press **E** to extrude and then **right click** to reset its origin.

Press **S** and scale it down. **Left click** to confirm the new size.

Tweak the individual edges, in **edge select** mode, to make a shape of the door. The top of the door should match the top of the window.



Create the door

Step 68

Switch back to **face select mode**. Select the door face. Press **E** and extrude the door inwards. **Left click** to confirm.



Extrude the face inwards

Extrude the face inwards

Step 69

Ensure that there is some game between the bottom of the door and the base of the house, so that there is some space for the stairway. If the model does not have enough space, then select all vertices except the base ones with **B** key.

You must be in wire frame mode (press **Z** key to toggle on wireframe mode). Next use the **arrow** widget and pull the vertices up.



Increase the height of the building

Increase the height of the building

You can also adjust the width and length of the house by selecting all vertices with **A** key and scaling with **S** key or the scaling widget.

Check the model from front also.



Scaling and adjusting the width

Scaling and adjusting the width

Step 70

To create the stairway to the main door, place the 3D cursor in the front of the house and press **Shift-A** and add a **cube**.



Add a cube

Add a cube

Step 71

Move the mouse over the cube and press **Ctrl-R** to create edge loops. Scroll the mouse wheel up one or two times so that you have 2 edge loops. **Left click** to confirm.

Left click again without moving the mouse to confirm the position.



Create edge loops

Create edge loops

Step 72

Click on the face select mode button if you are not in face select mode. Hold **Shift** and **right click** on the lower two faces one by one to select them both. Press **E** and extrude them. Left click to confirm.

Select the lower face with **right click** and then press **E** to extrude it.



Extrude faces to create stairs

Extrude faces to create stairs

Step 73

Select all faces which are facing towards the house and delete them. Hold **shift** and then select them with **right clicking** on them

Walls. Hold Shift and then select them with right clicking on them,

one by one.

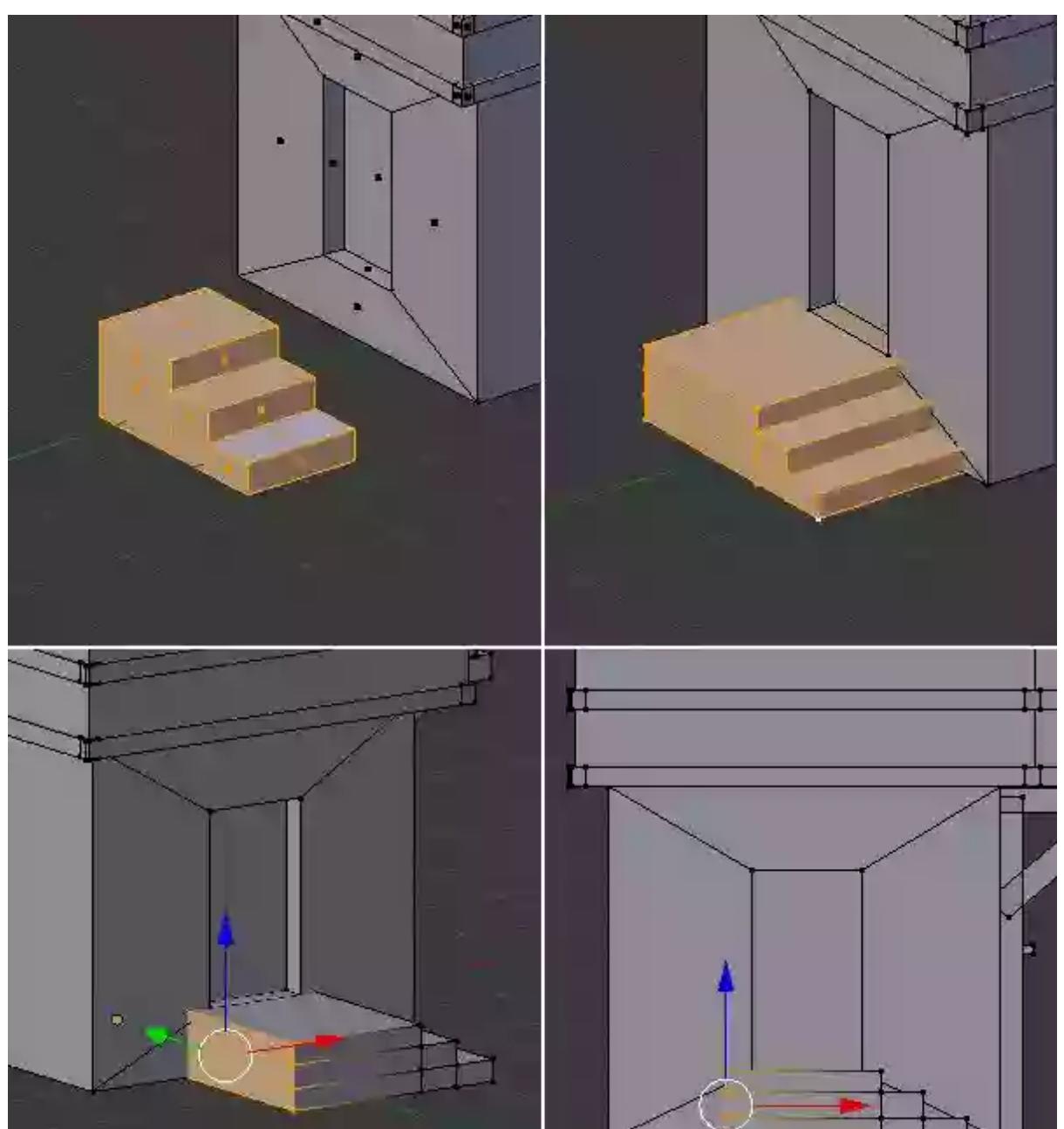


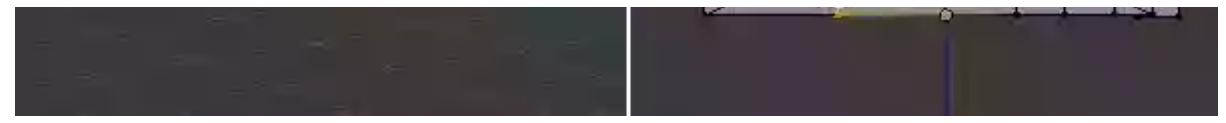
Delete the back faces

Delete the back faces

Step 74

Move the mouse over the stairs and press L to select all connected faces. Move it and place it near the door. Scale it if needed. You can also adjust the width according to your design.



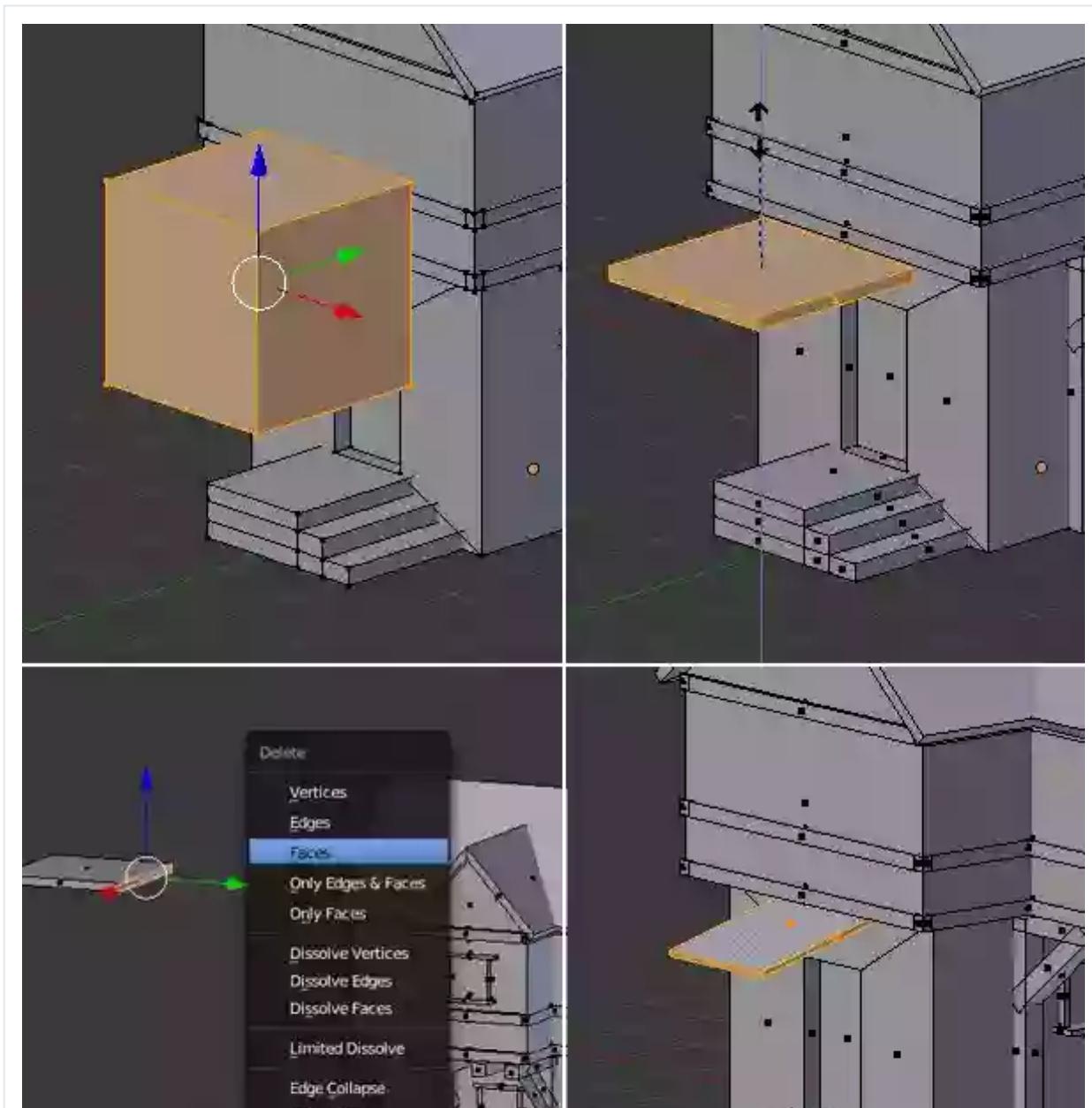


Place the stairs

Step 75

Press **Shift-A** and add a **cube**. With the cube selected, press **S** and then **Z** to scale it down along the **Z** axis. Delete the back face of the cube and place it above the door.

Rotate it a little bit. Go to side view, **3** on numpad, and press **R** to rotate it a little bit. Save the file.



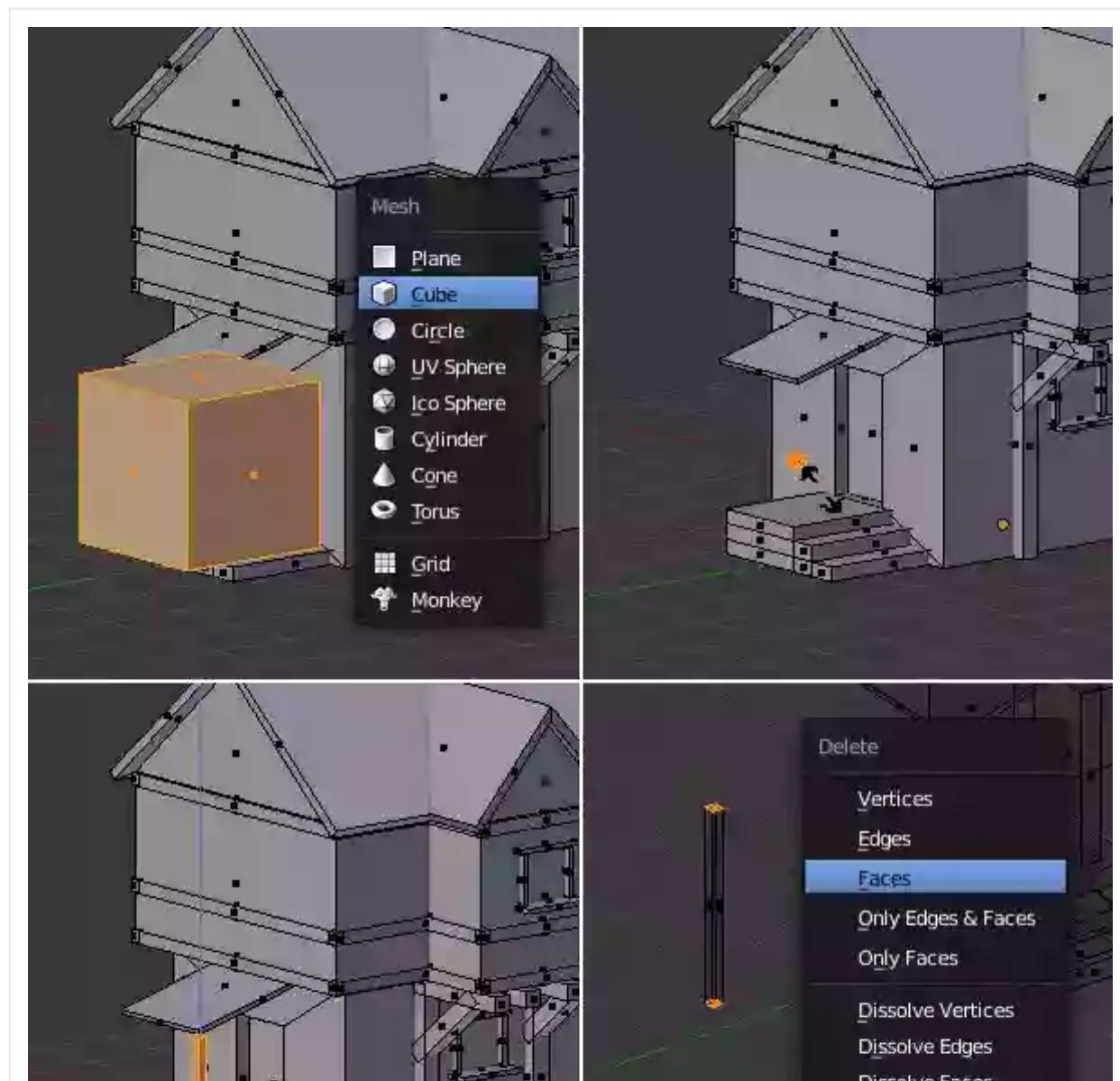


Add a small roof

Step 76

Press **Shift-A** and add another **cube**. Press **S** and scale it down to the size of a wooden block. Press **S** and then **Z** to scale it up along the **Z** axis. **Left click** to confirm the height.

Select the top and bottom faces and delete them with **del** key.



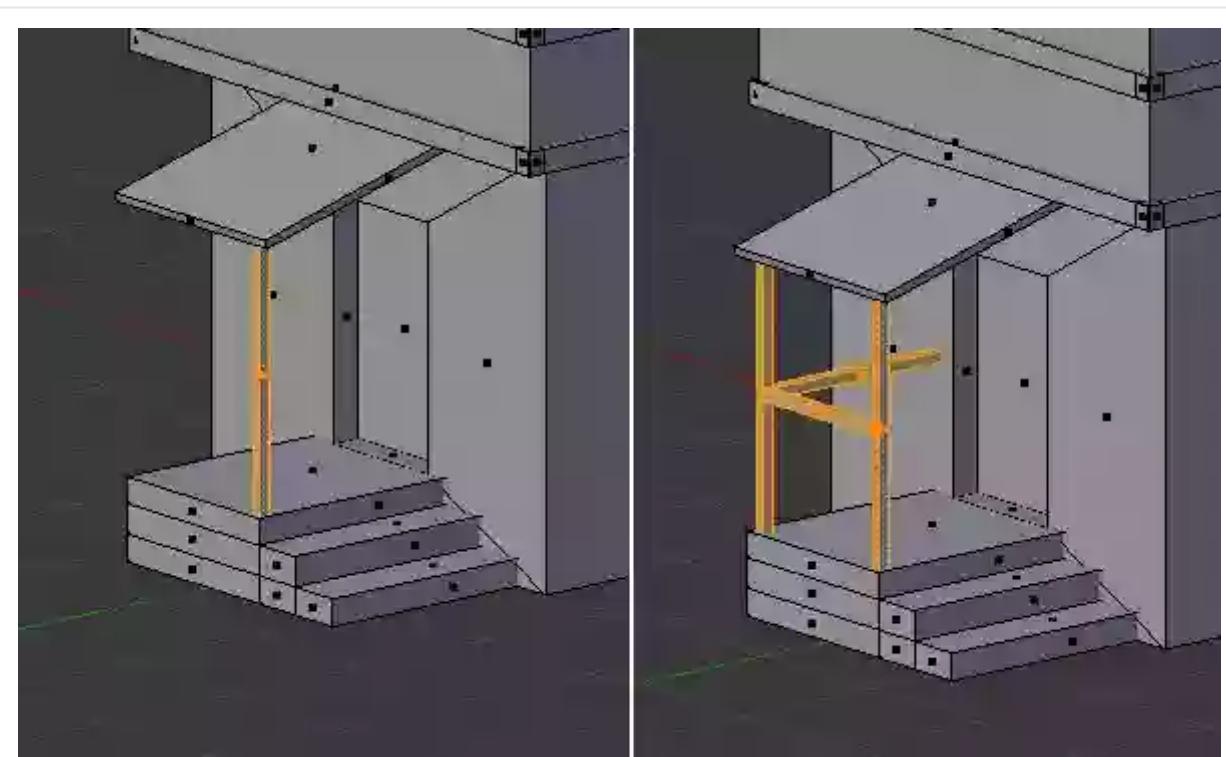


Add a cube and scale it

Step 77

Select all faces of the new mesh and place it above the stairway, as shown in the image. Duplicate it with **Shift-D** command and then create the structure like you see in the image.

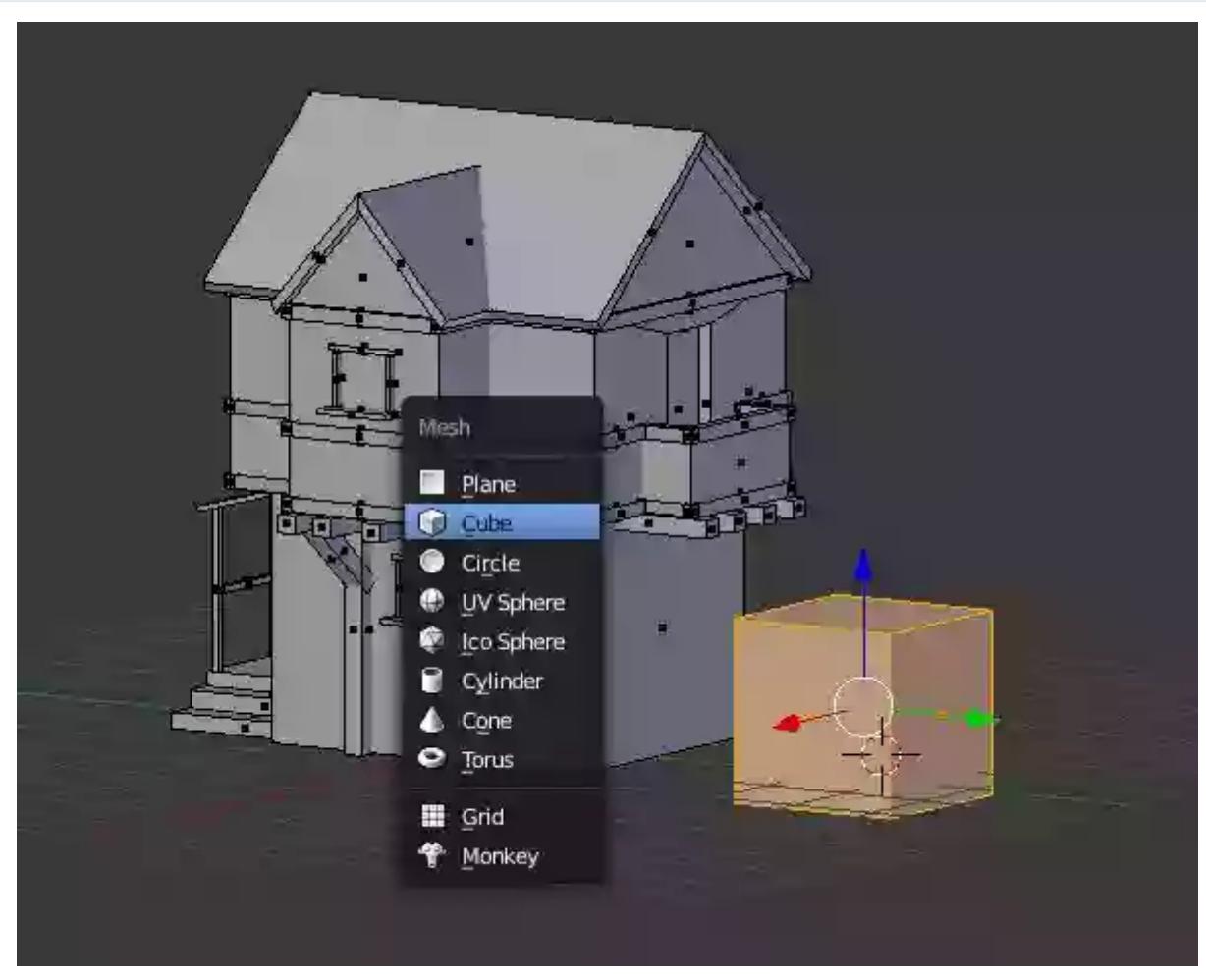
Rotate with **R** key where necessary.



Create support for the roof

Step 78

Create the backdoor and its stairway. Press **Shift-A** again to add a cube.

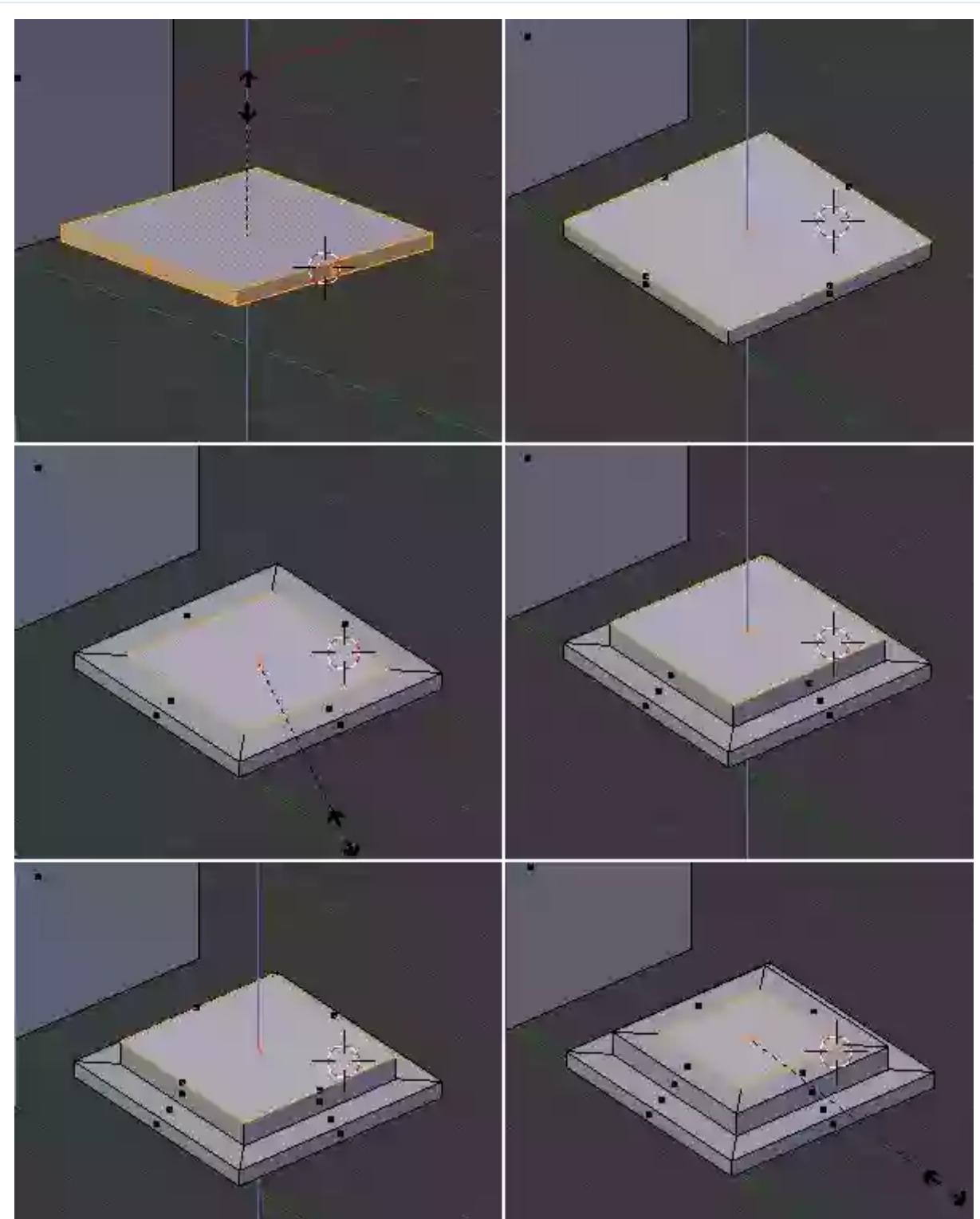


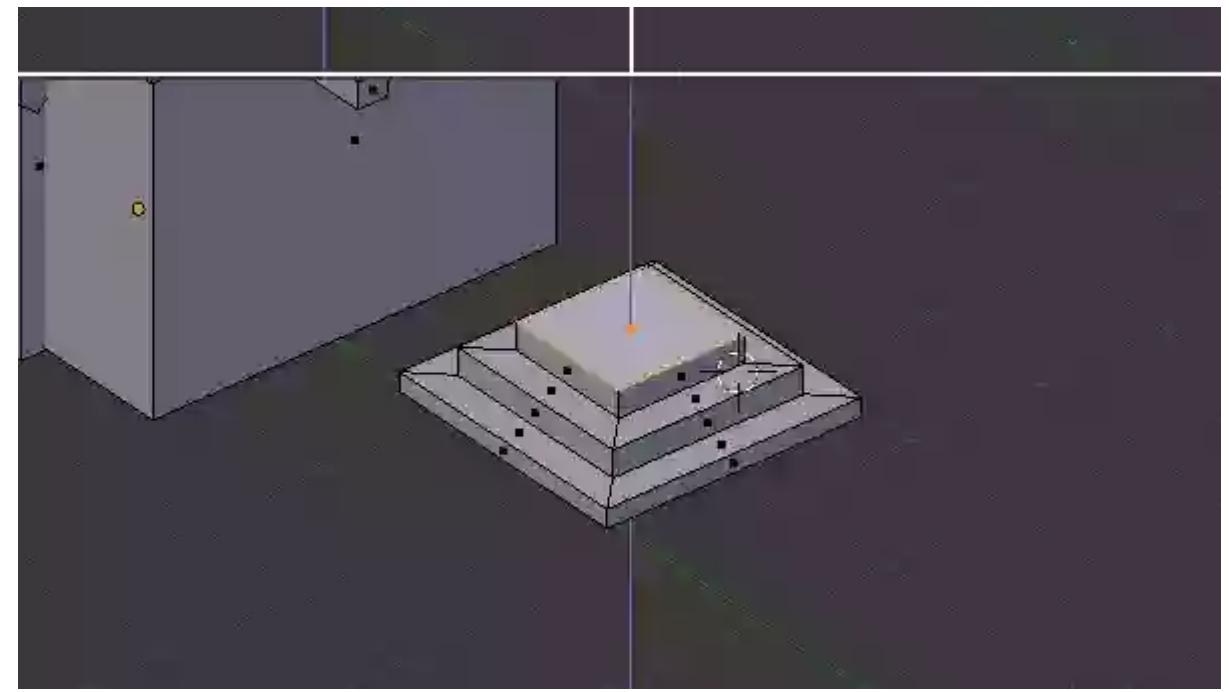
Add a cube

Step 79

- With only the cube selected, Press **S** and them move the mouse vertically, holding the middle mouse button to scale it vertically or press the **Z** key instead
- Select the top face with **right click** and press **E** to extrude. Right click so that the new face is set back to its origin
- Press **S** key and scale the new face down a little bit

- With the new face selected, press **E** to extrude. Move the mouse a little bit and then **left click**
- Repeat this procedure again to create one more step of the stair

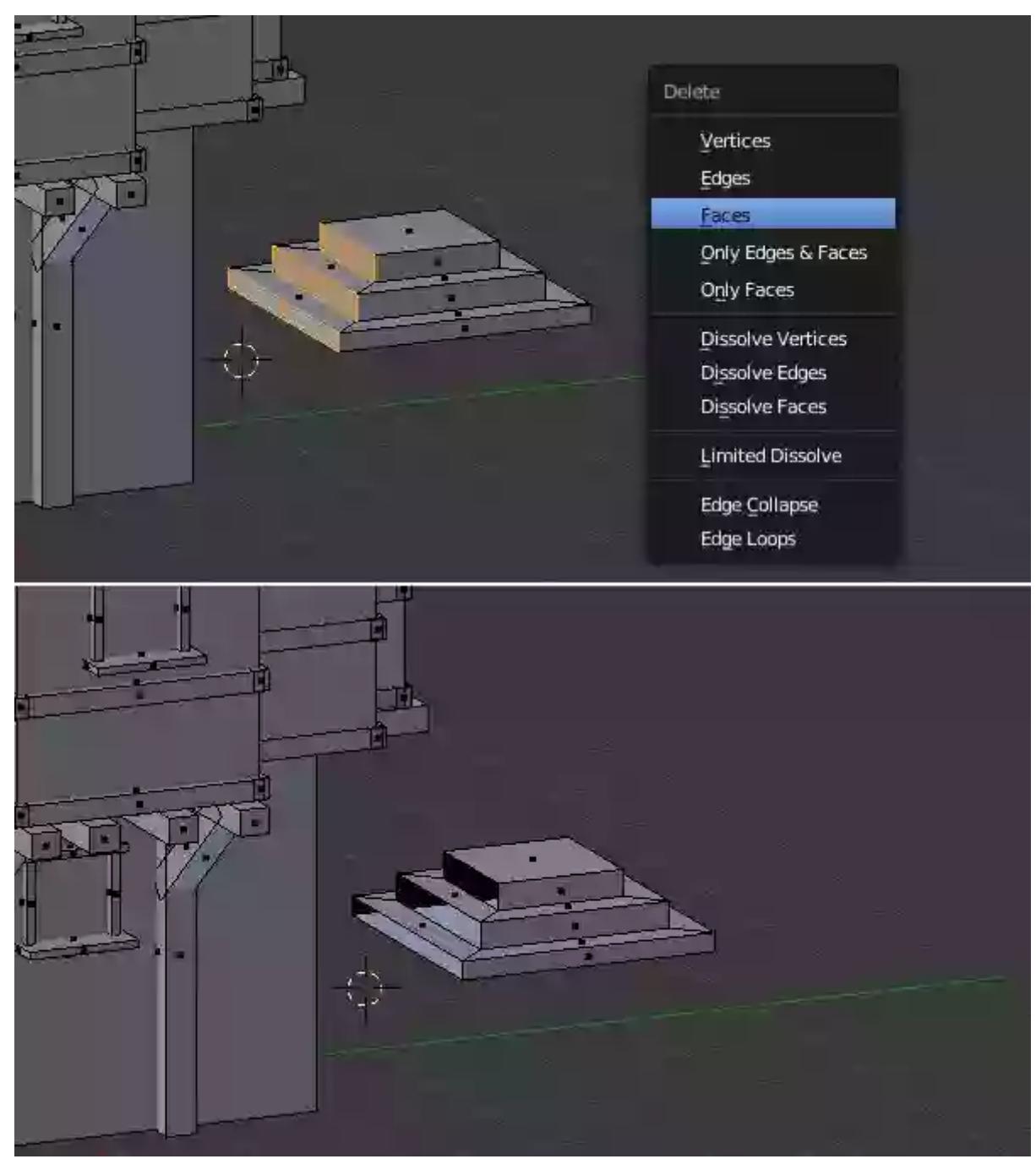




Create stairs

Step 80

Select the faces at the back of the stairs, from the area which will go inside the main building, and press **Del** and select faces to delete them.

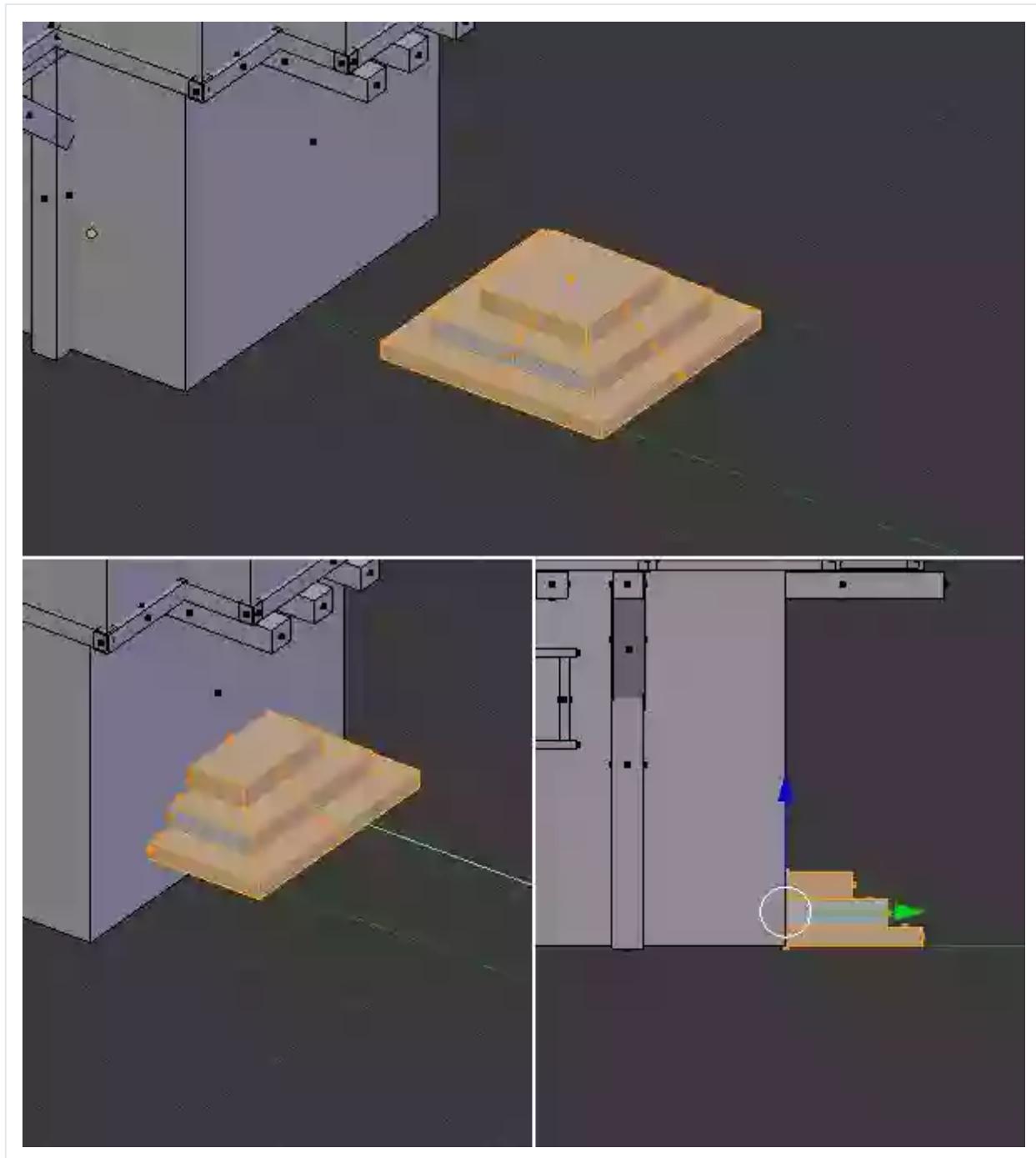


Delete the back faces

Step 01

Move the mouse over the stairs and press L to select all connected faces. Move it with arrow widget and place it in the center of the building.

Align it with the bottom. Check from side view as well.

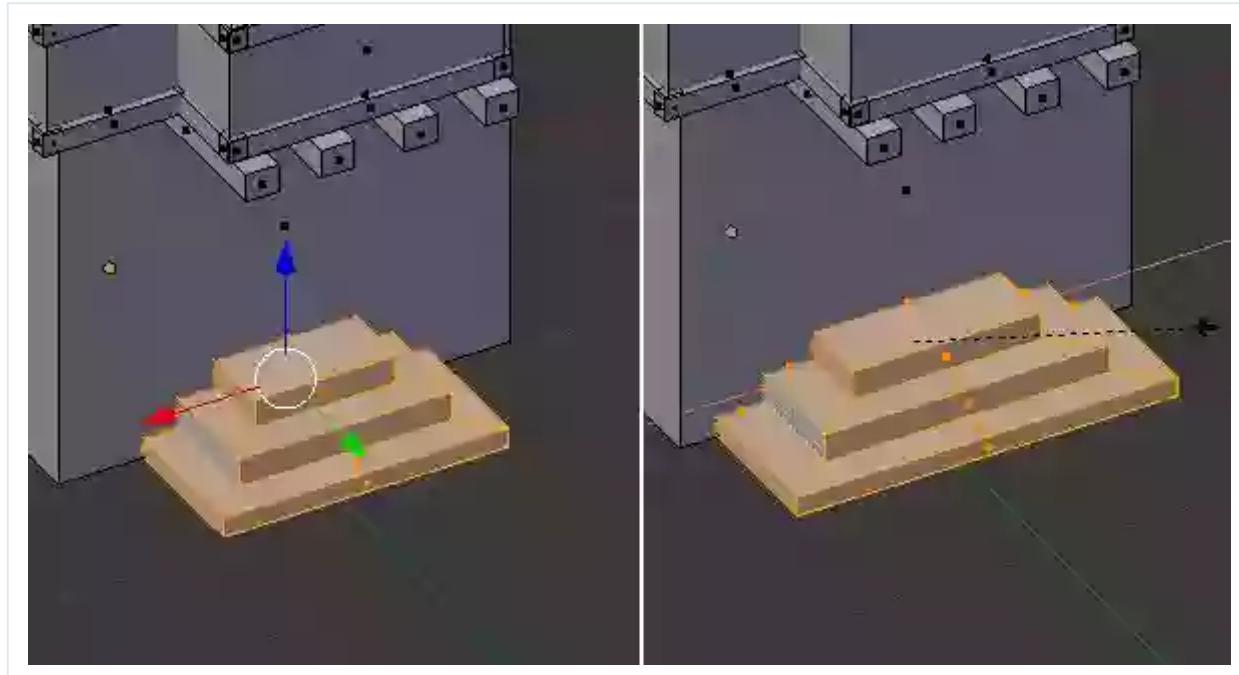


Position the stairs

Step 02

Step 02

With the mesh selected, scale it according to your design. I have scaled it sideways.

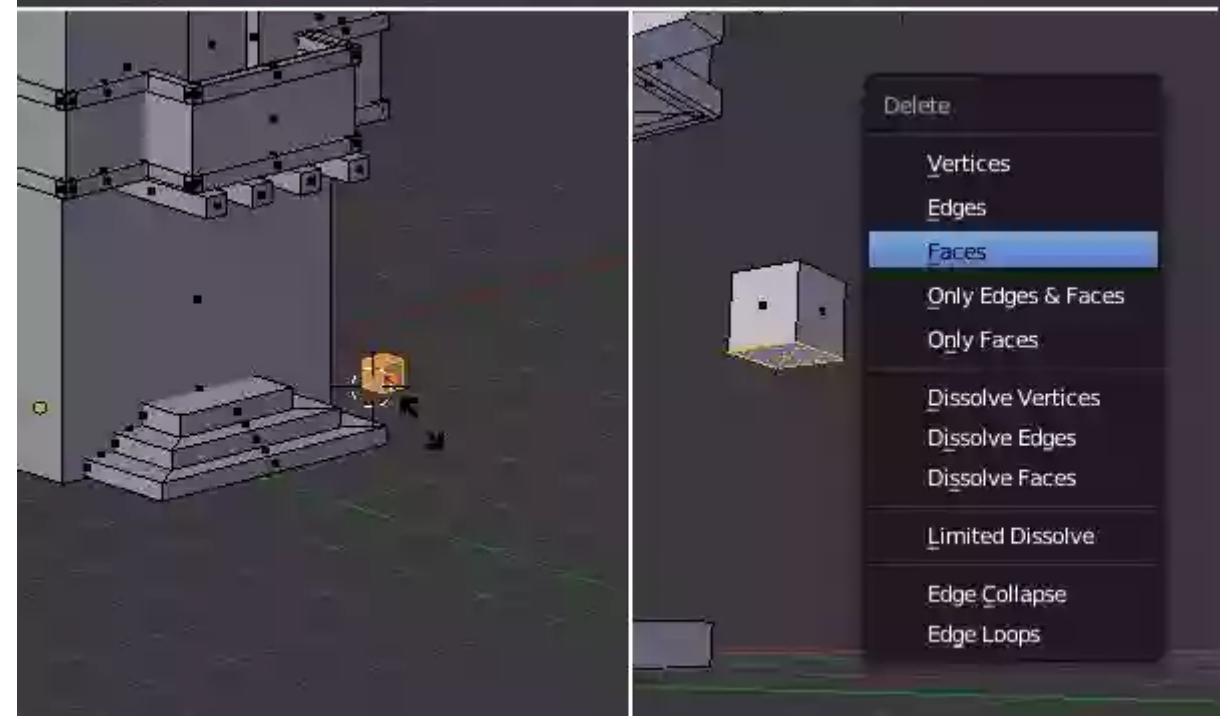
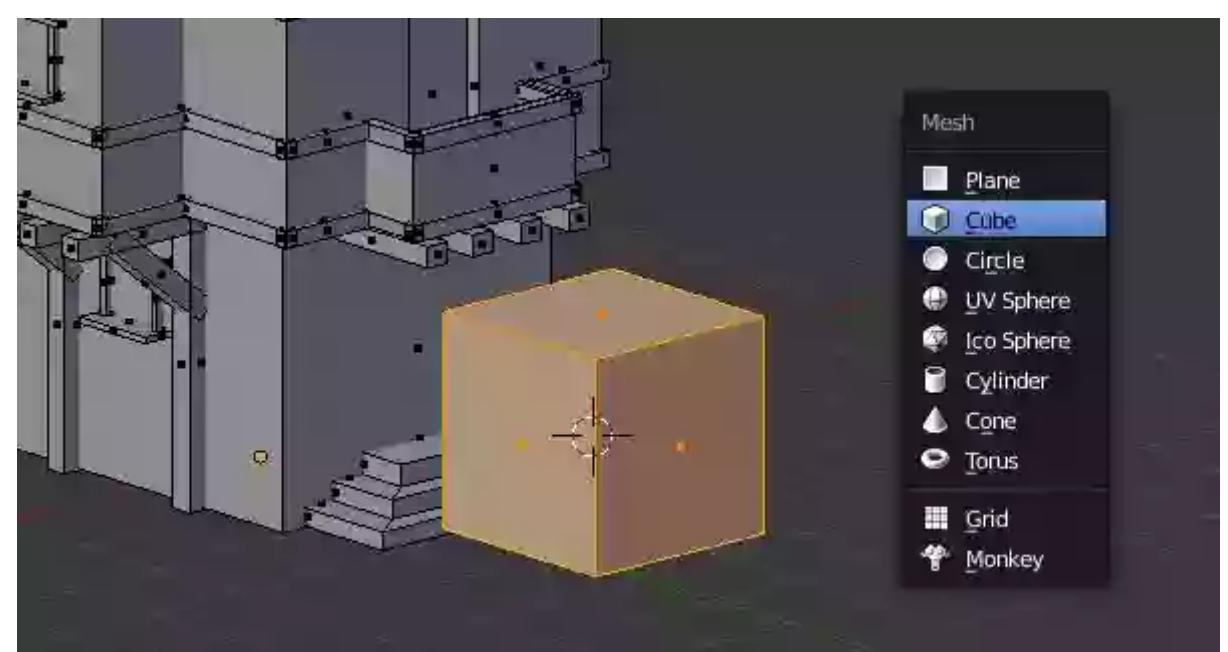


Scale and tweak the stairs

Step 83

I will create the back door with another method. First deselect everything with **A** key and then press **Shift-A** to add a **cube**.

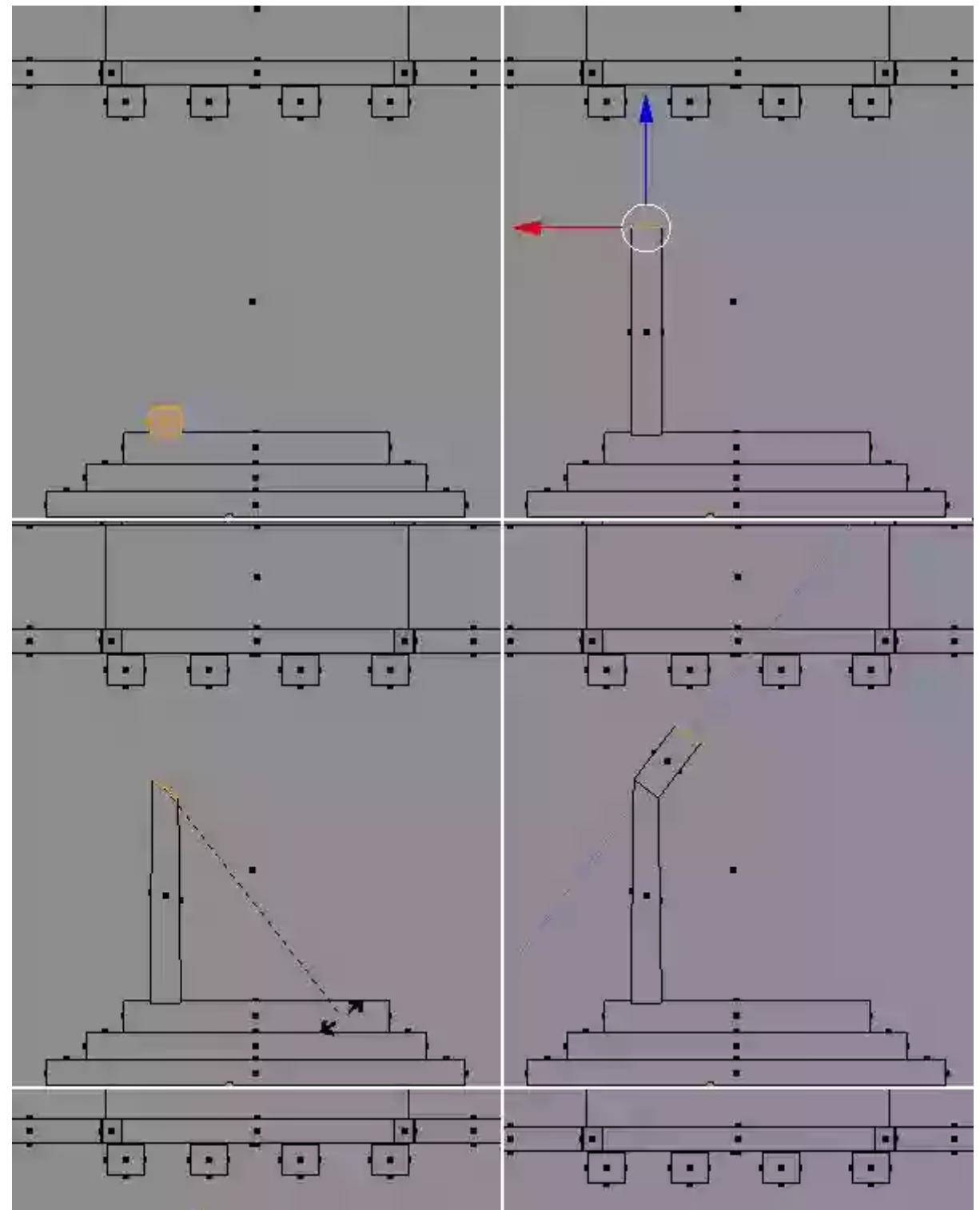
Scale it down and delete its lower face.

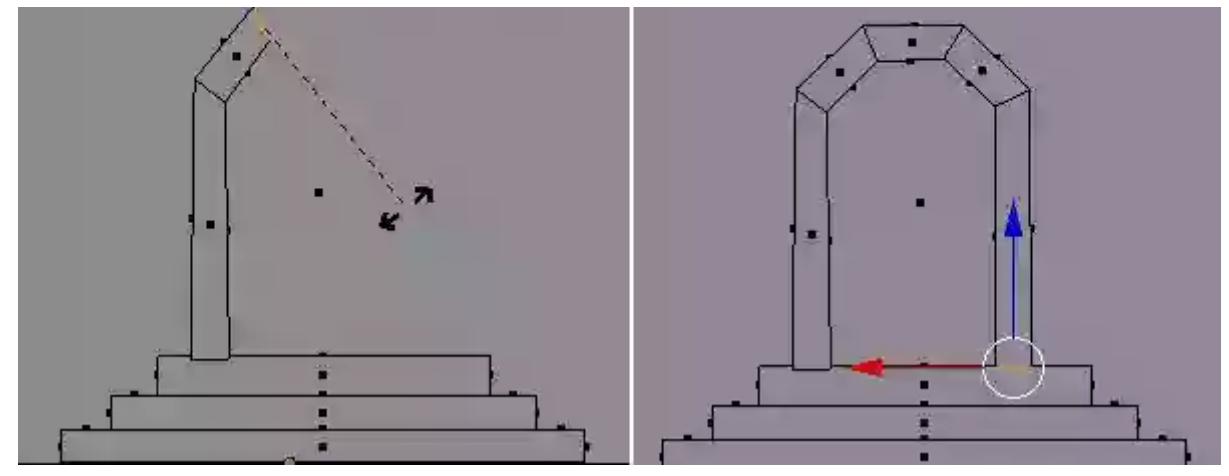


Step 84

Press **Shift + D** to delete the cube

- Press **CTRL-I** to get into back view
 - Place the cube at one of the starting points of the gate
 - Select the top face and pull upwards
 - Rotate this face with **R** key. Then press **E** to extrude a new face.
Left click to confirm.
 - Press **G** and pull the selected face down and then press **R** to rotate it
-
- With this extrude, rotate and move method construct the frame of the door as shown in the image. Tweak the individual edges and vertices to shape it

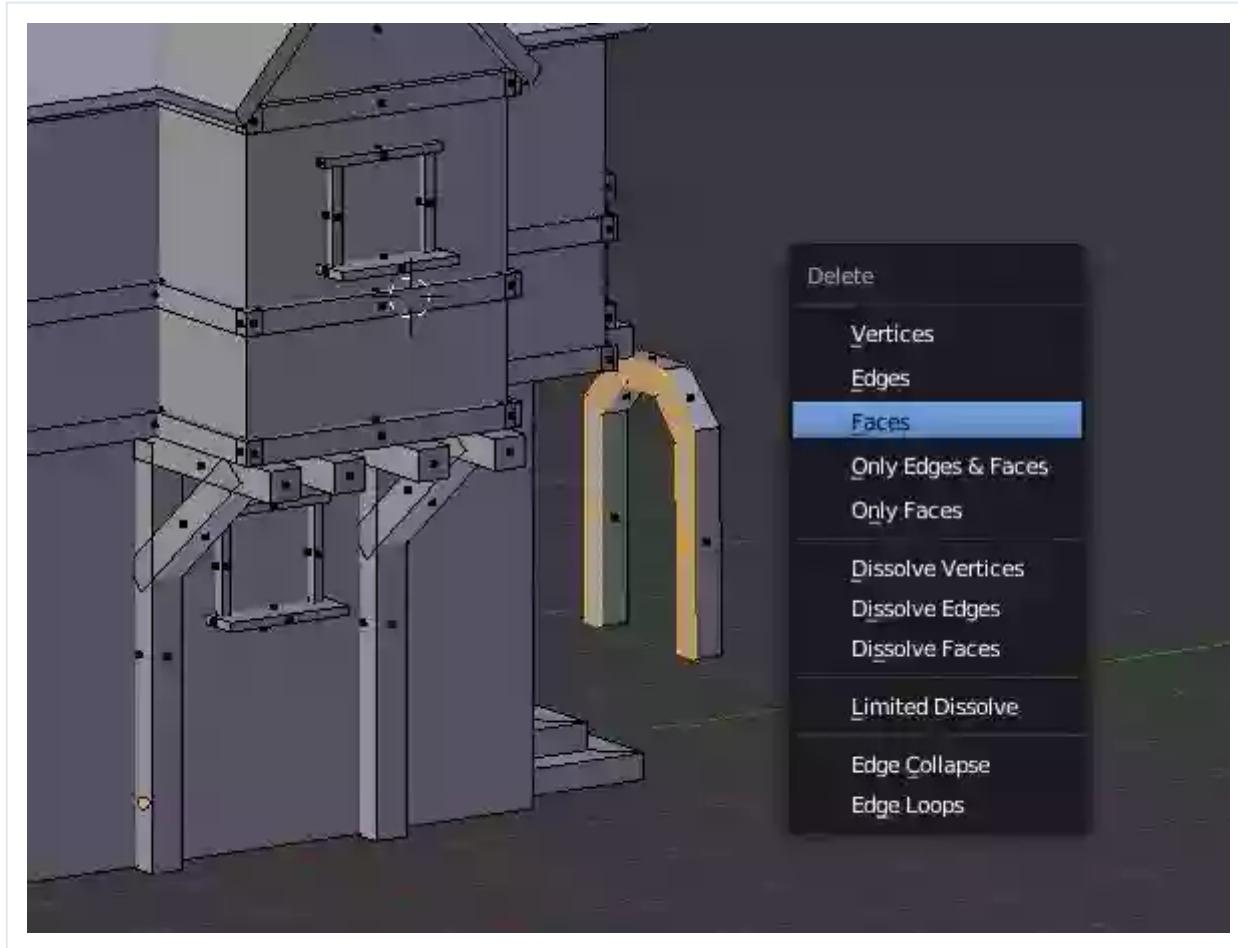




Create door frame

Step 85

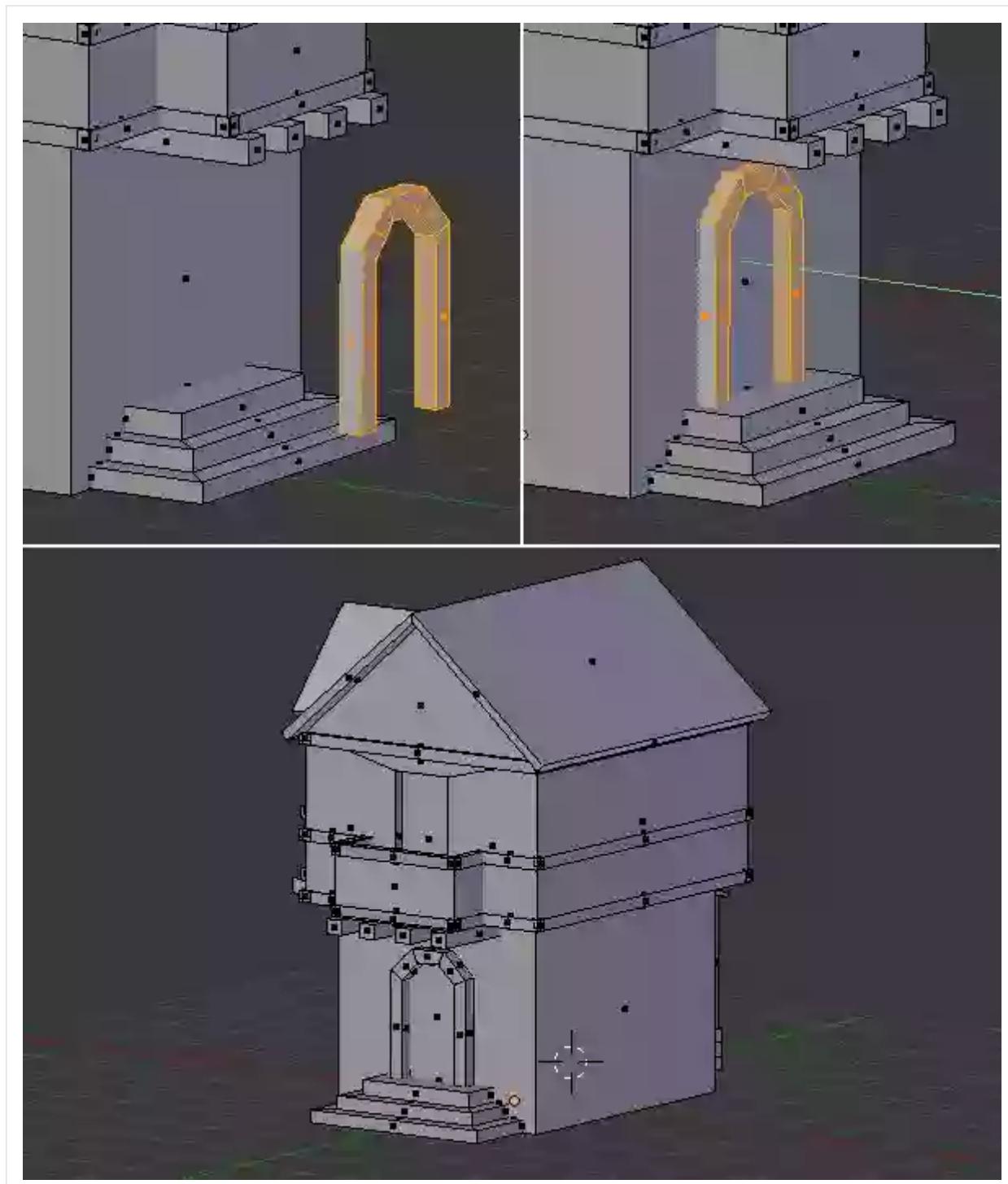
Again select the back faces and delete them. Hold **shift** and then **right click** on each face and then press **Del** to delete.



Delete the back faces

Step 86

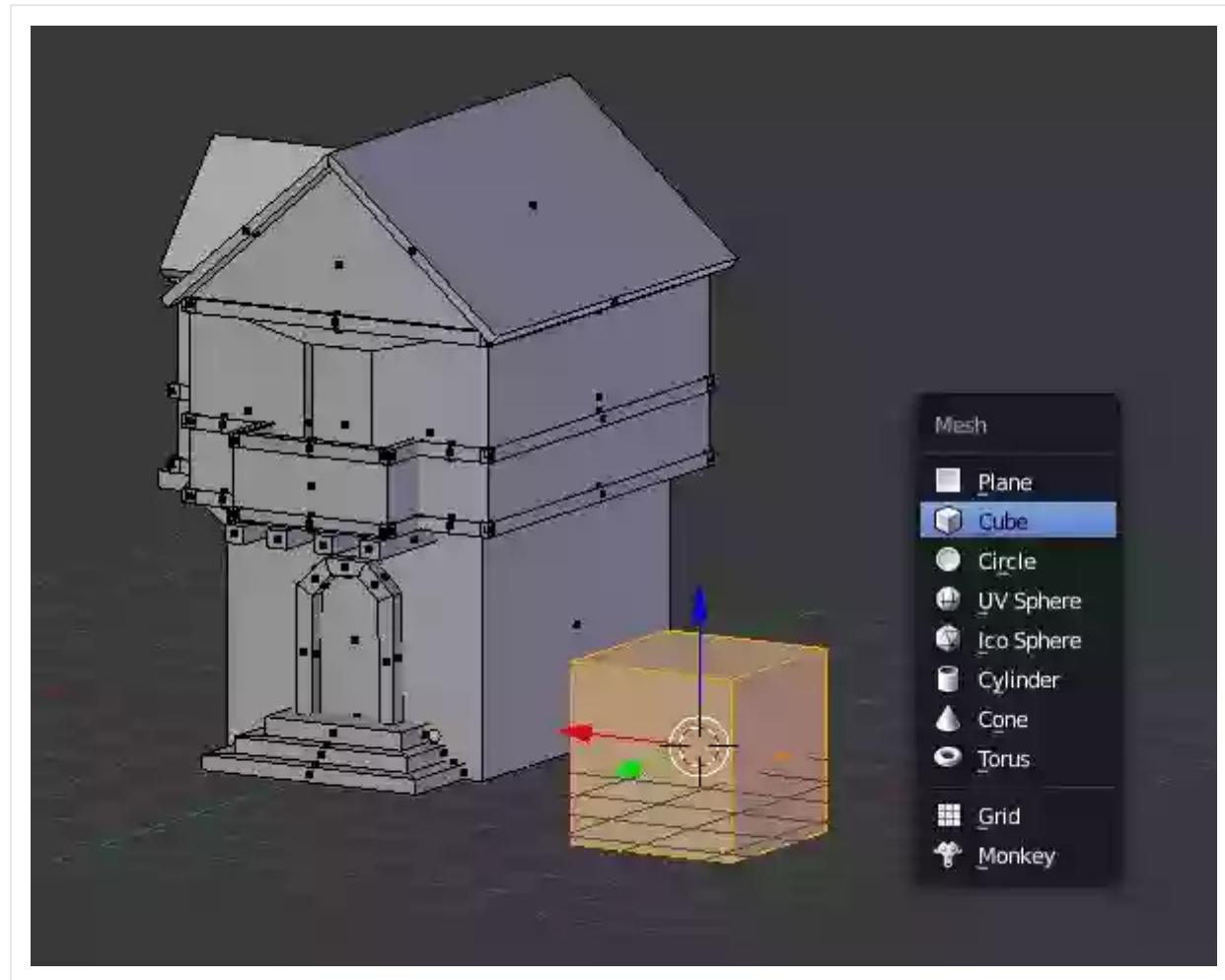
Move the mouse over the the frame and press **L** key to select all connected faces. Place it on the building wall, just above the stairs. Check from all views.



Place the door

Step 87

To create the chimney, start by adding another cube.

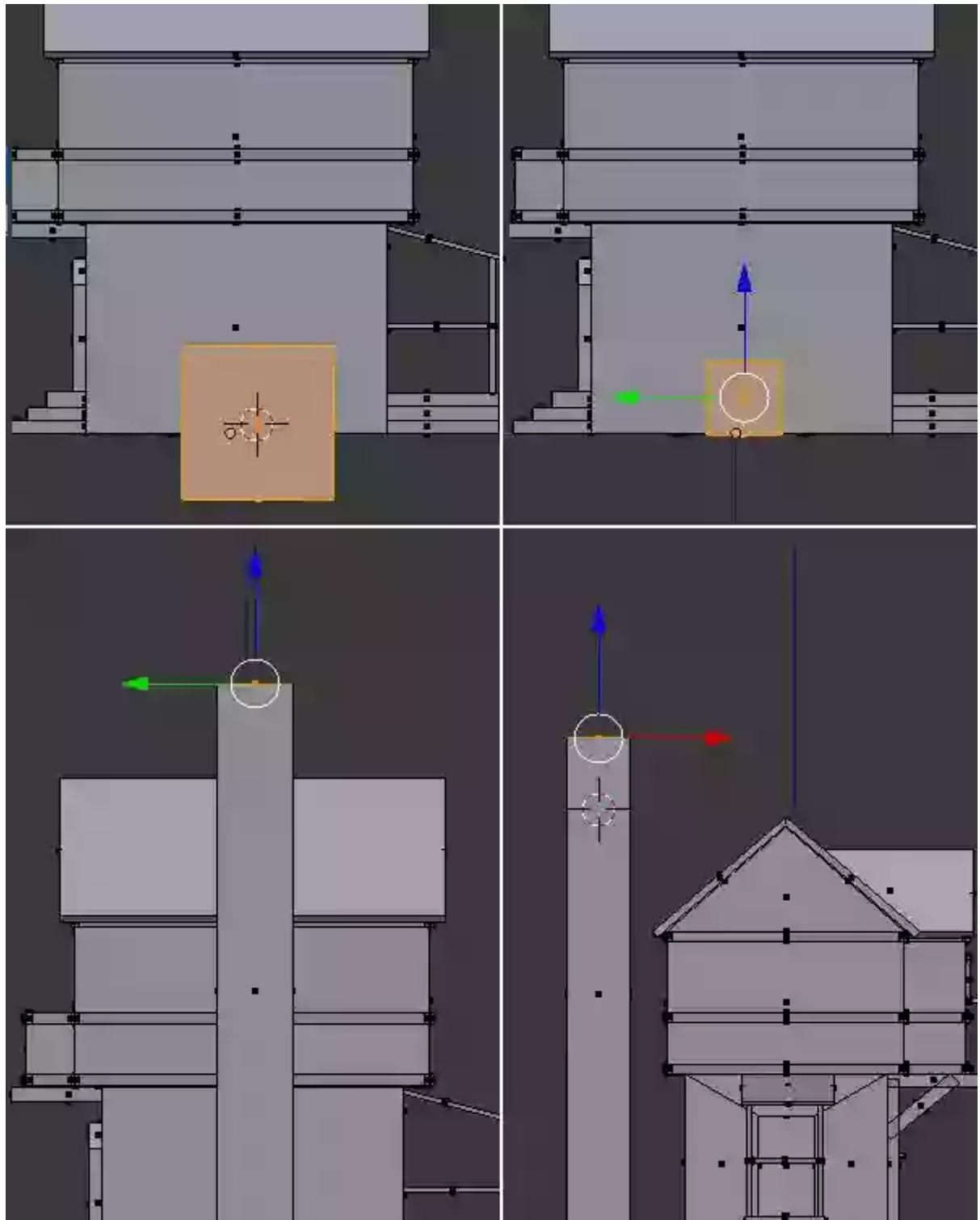


Add a cube

Step 88

Press **Ctrl-3** to get into left side. Place the cube and then scale it according to your design.

Press **G** key to move and **S** key to scale. To select the cube, **right click** on any of its face or vertex and press **Ctrl-L**. Select the top face and then move it up to give height.

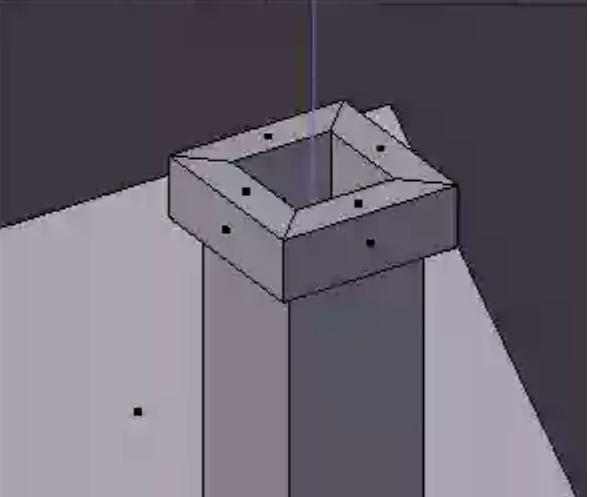
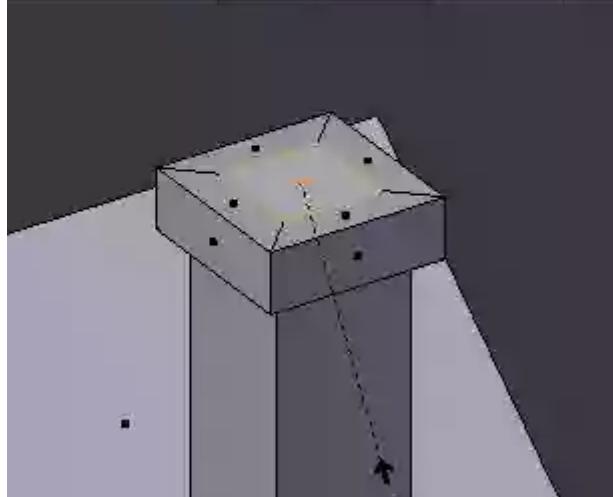
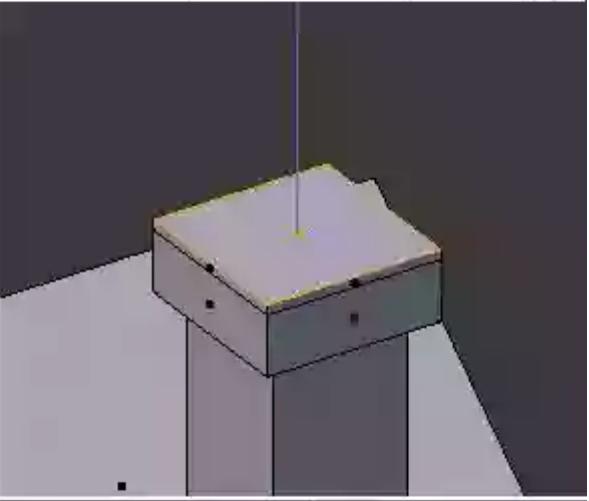
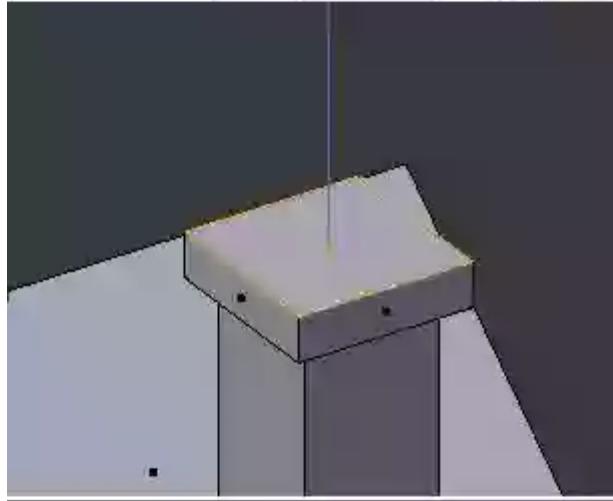
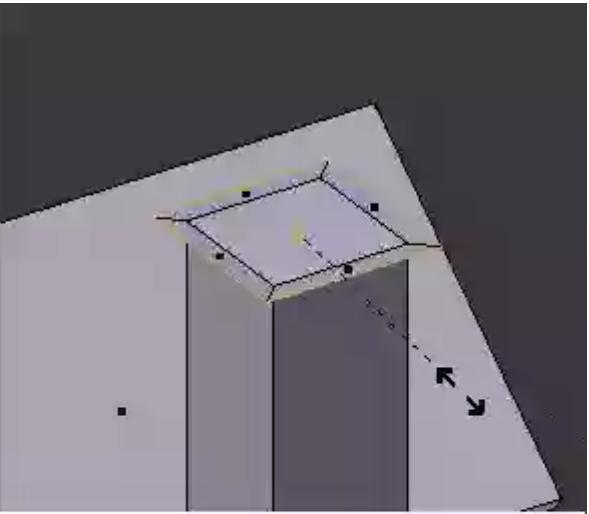
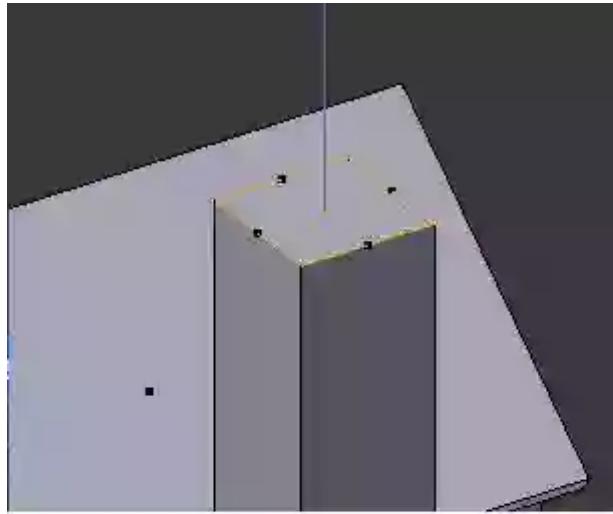




Scale and tweak the cube

Step 89

- Right click on top face to select it
- Press **E** to extrude it and then right click to place the new face back to its origin
- With the new face selected, press **S** and scale it a bit
- Now press **E** again to extrude the face and move the mouse and then **left click** to confirm the position
- Press **E** again to extrude but **right click** this time so that it stays at its origin
- Press **S** and scale it down as shown in the image
- With the new face selected, press **E** last time and move the mouse such that it goes down. **Left click** to confirm the position

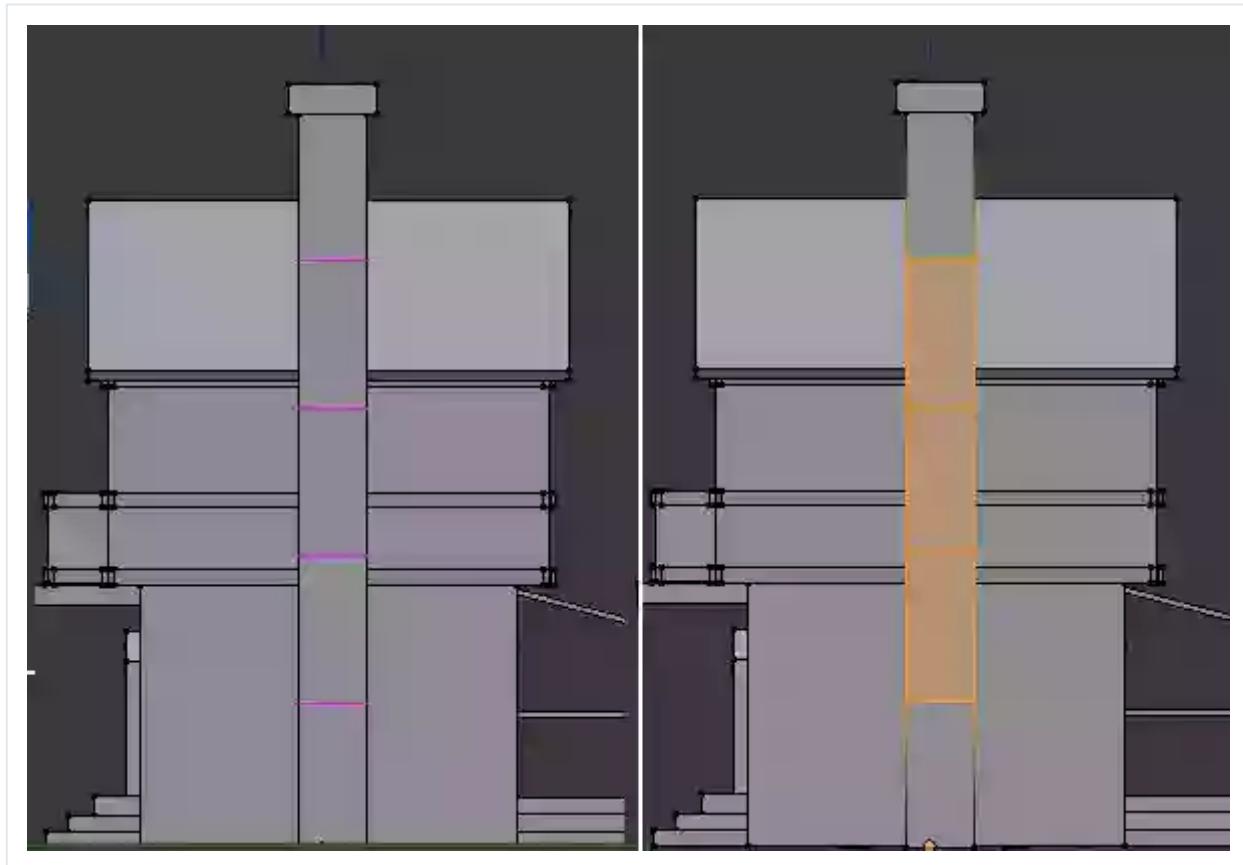




Create the chimney

Step 90

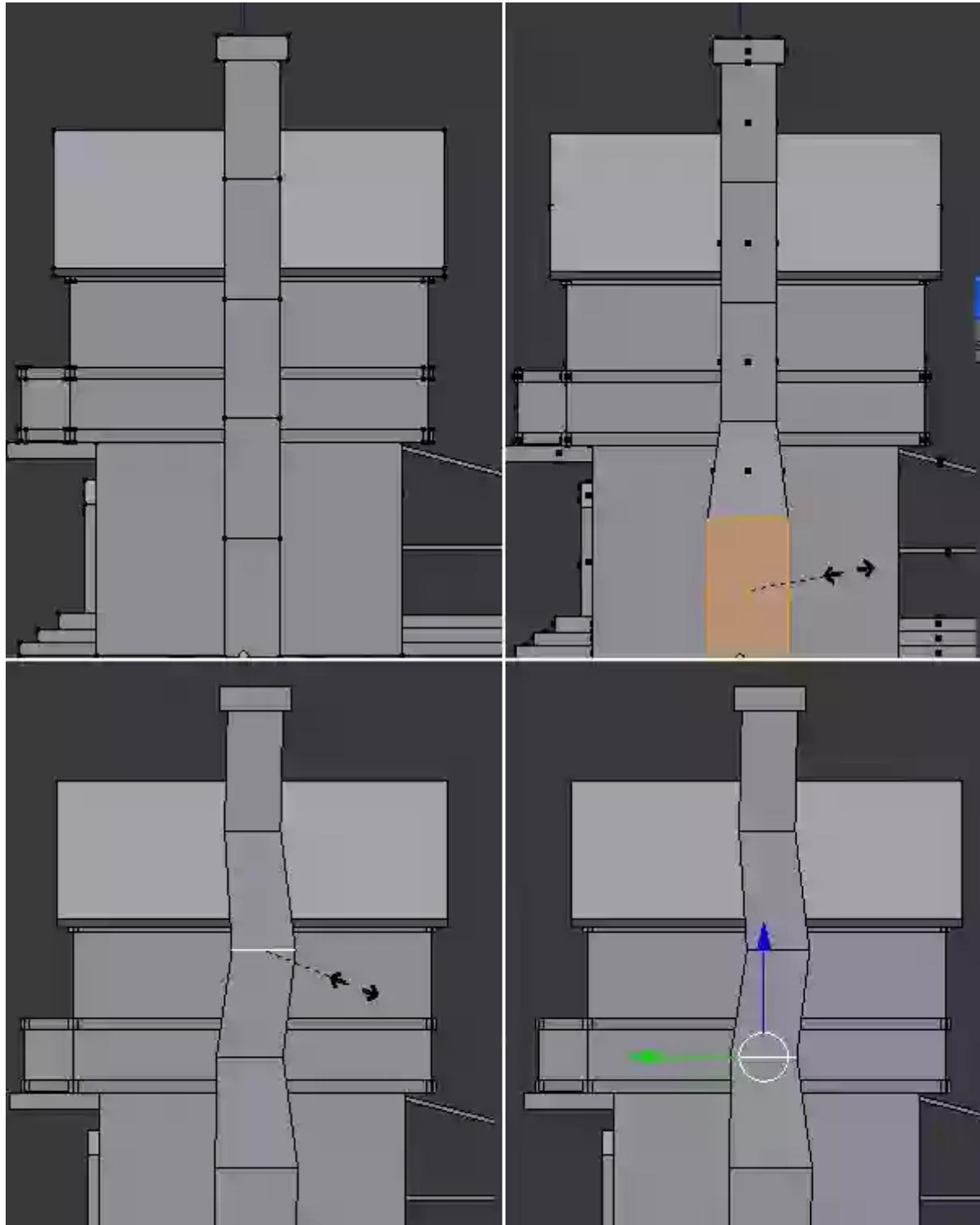
- In left view, **Ctrl-Numpad 3**, move the mouse over the chimney and press **Ctrl-R** to bring edge loops
- Move the **scroll wheel** of the mouse up to increase the number of cuts
- **Left click** to confirm the number and then **click again** to confirm the position of the loop cuts

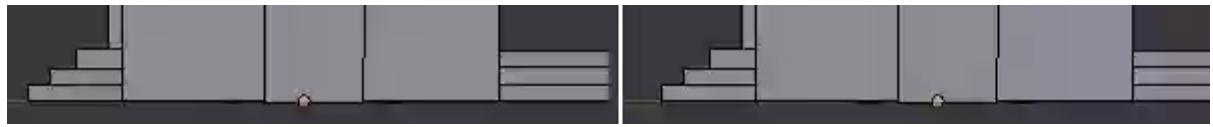


Create edge loops

Step 91

Adjust, scale and move the faces or edge loops to give an irregular shape for the chimney.

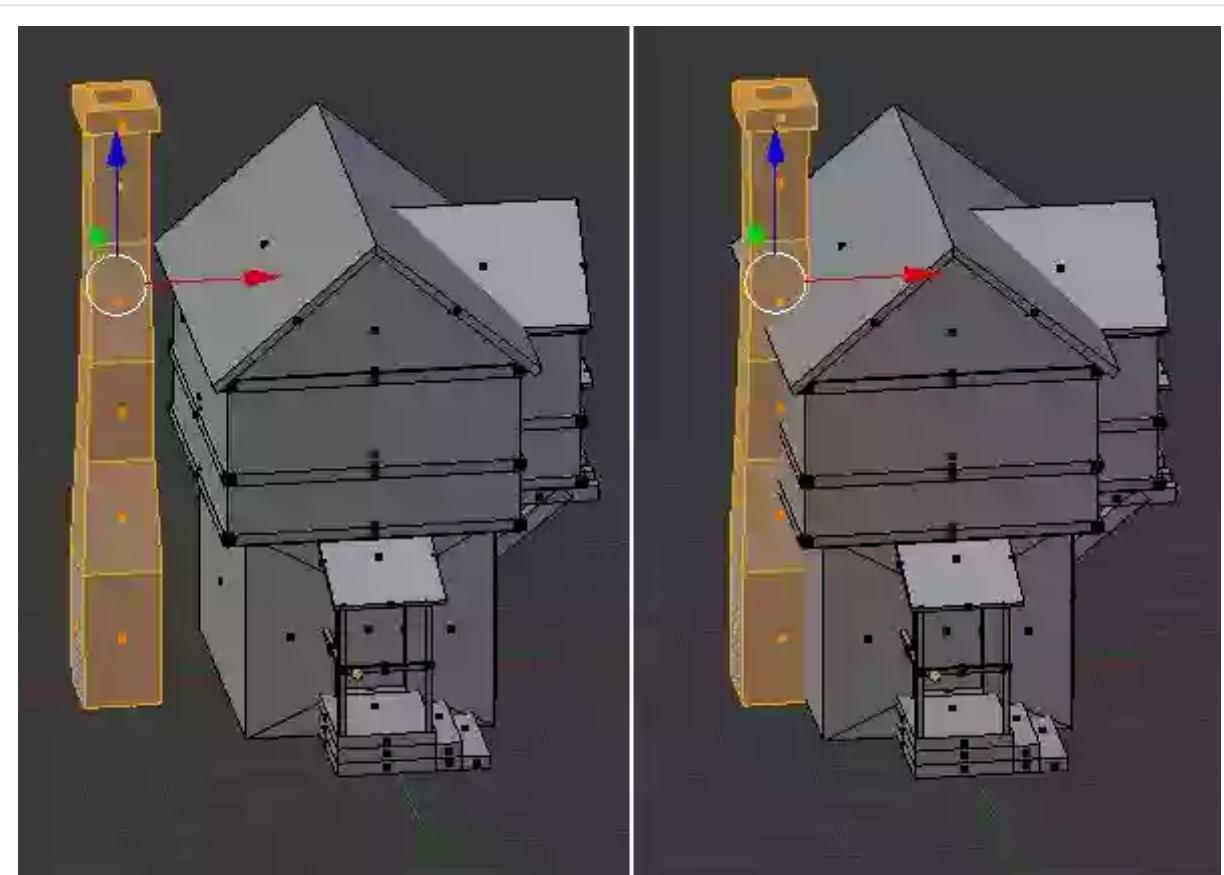




Tweak the edges

Step 92

Select all of the chimney and move it closer to the main building.

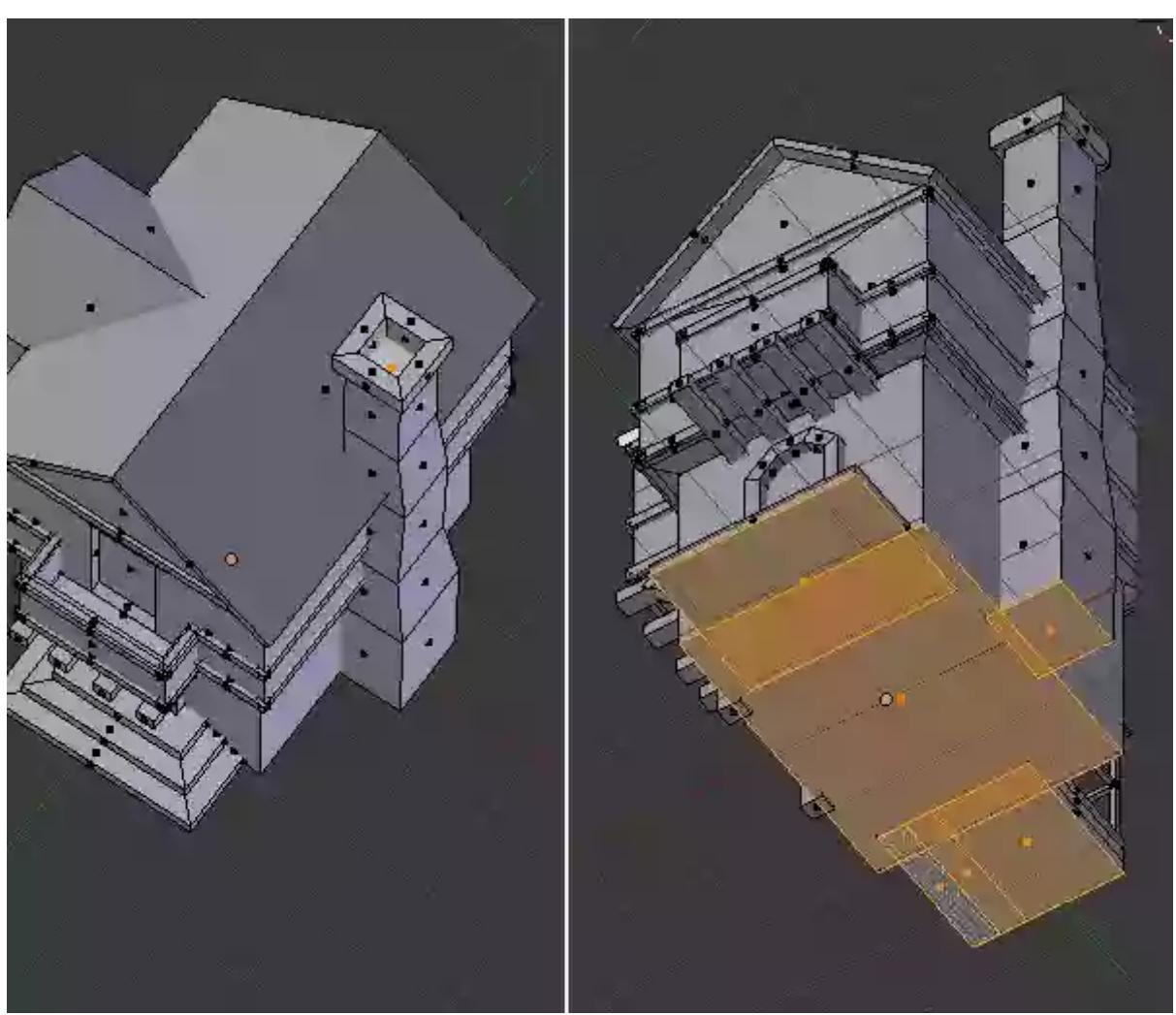




Place the chimney

Step 93

Select the top face of the chimney and bottom faces of the house—select those faces which will not been seen—and delete them as they are not needed, and will increase the poly count.

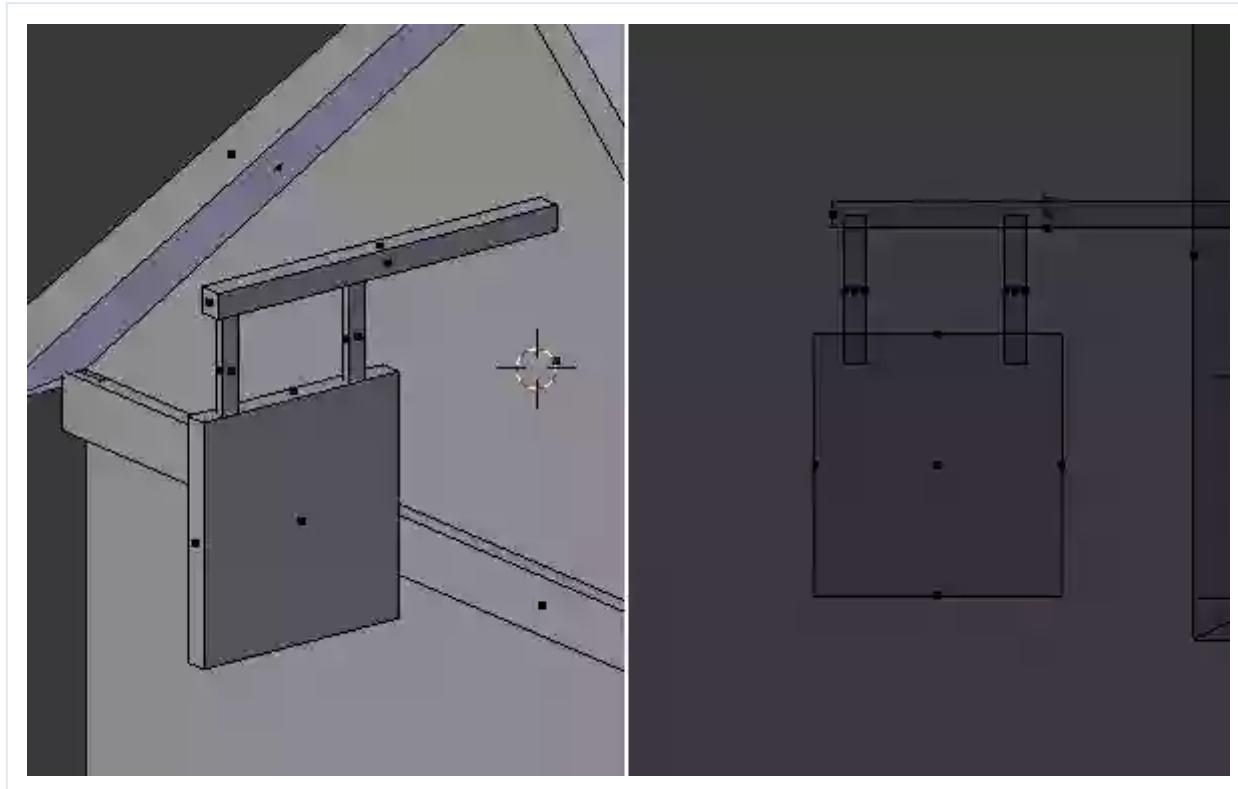


Delete the bottom faces

Step 94

Create the hanging sign board on your own. Add a cube and then

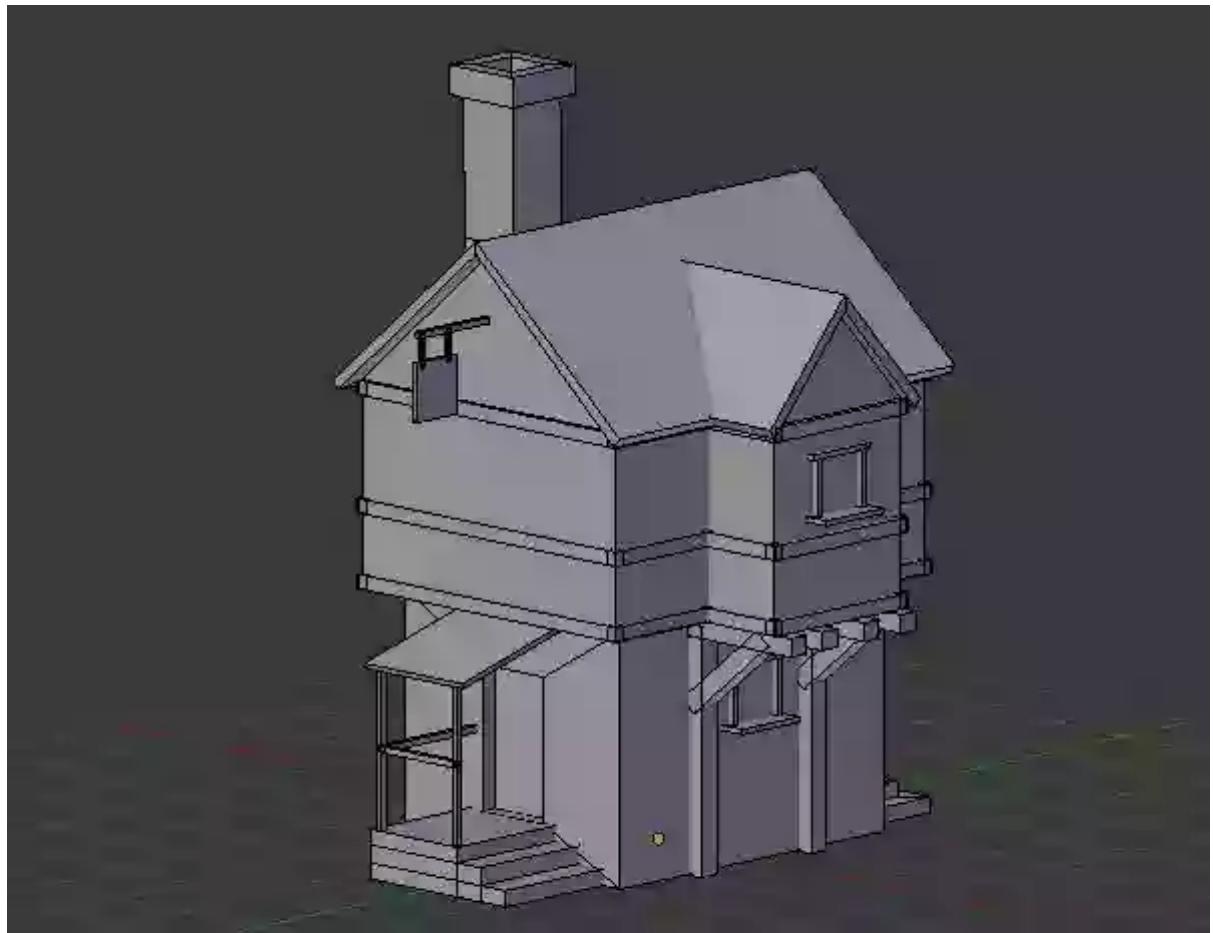
scale it, duplicate it and place it to create the sign board.

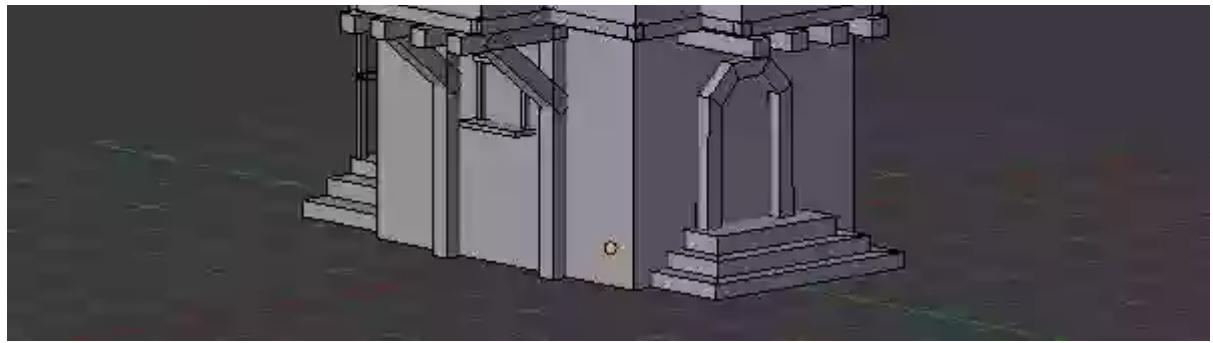


Create the sign

The model is now ready for UV unwrapping and texturing. I will explain how to do this in the next tutorial.

Save the file.





Final Model

Advertisement



Karan Shah

Karan Shah is a 3D Artist and Animator from India. He is a BFA Graduate with specialization in sculpture. An inclination towards the digital medium made him a self taught computer artist. He is currently freelancing..

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Name



AsianPie

2 years ago

awesome tutorial thank you!!!!!!!!!!!!!!

5 ^ | ^ Reply



Michael Capone

4 years ago

Excellent!!! Excellent!! Excellent!!

As a first time user of Blender I was able to follow this tutorial fully, and learn many of the keyboard shortcuts used for Blender. Even better, at the end of this tutorial I gained enough knowledge to begin creating my own models. I continued watching the rest of this author's tutorials and my knowledge increased greatly.

To see part 2 of this medieval house tutorial simply click on the author's name (Karan Shah) above and it will bring you to an entire list of tutorials Karan created. Check out the two-part series on the Camaro when you finish this two-part medieval house tutorial.

If you can't find the author's link at the top of this page, just go to: <http://tutsplus.com/authors...>

4 ^ | ^ Reply



Rudi

5 years ago

Wow this looks great, definitely gonna try it :) I prefer blender tutorials like this one over video tutorials, find it easier to follow, don't have to pause and rewatch the whole time - have you done the second part yet?

2 ^ | ^ Reply



Dev app

4 years ago

Thank You Very Much Karan Shah

^ | ^ Reply



Stefanovici

4 years ago

No video tutorial could've explained it better. I've learned a great deal of things about Blender simply by following these steps. I've also tried some learning something from video tutorials but to no avail. I hope I'll

be able to create models on my own after I'll finish the second tutorial as well.

Thank you very much for putting so much effort and time into this only to teach some noobs like me so many things!

^ | v Reply



Nikhil Verma

4 years ago



Best tutorial out there on Blender! I am a beginner and I learned a good amount of workspace mechanics from this one detailed tutorial. Judging by the amount of images and steps involved, it must have taken the author(Karan Shah) a good deal of time to document the entire thing. This tutorial is better than any youtube video I have watched on blender. Thanks a lot!!!

^ | v Reply



Haricot Pointu

4 years ago



Thank you very much for this very useful tutorial !

I think the text of step 29 and 30 are not meant to be the same, are they ? It's not very important though as the tutorial is pretty clear anyway ! Thanks again !

^ | v Reply



c1cc10x

4 years ago



nice!! thanks!!

^ | v Reply



Diego Valdivia

4 years ago edited



amazing!!! do you have a youtube channel??

^ | v Reply



Janet Taselaar

4 years ago



Thanks for sharing really great work!

^ | v Reply

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