**Getting Started - Chapter 2 - Build A Village**

**@@启程-第二章-建造一座村庄@@**

**From One to Many**

**@@从一到多@@**

A nice big step now as we take the simple box and turn it into a house, or two. As houses do not float we will create some ground and then see how we can position, rotate and re-size the house and set it on the ground. Since a blank box looks just like a blank box we will add texture to give it the appearance of having windows and doors. To keep the rain out let's add a roof mesh and merge the two meshes together. Of course a couple of houses do not make a village so we will see how we can copy a mesh as many times as we wish. Since builders are noisy workers we will show how you can include sounds but then silence them immediately as anything but the sounds you want to work with are distracting.

@@从一个简单的盒子网格变成一座或两座房子是很大的进步。因为房子不该漂浮在空中，我们将建立一些地面，然后看看如何放置房子——旋转、缩放房子模型并且把它安放在地面上。因为一个光秃秃的盒子看起来只是一个光秃秃的盒子，我们将为它添加一些纹理，让它看起来具有窗户和门。为了挡雨，再让我们添加一个房顶网格，并把这两个网格（房顶和房体）合并起来。当然只有几座房子还无法构成一个村庄，所以我们将研究如何按照我们想要的次数复制一个网格。考虑到建房是吵闹的工作，我们将展示如何添加一些建造声音，然后马上使它们静音，因为这些声音会分散你的注意力。@@