**Getting Started - Chapter 2 - Basic House**

**@@启程-第二章-基础的房子@@**

**A Basic House**

**@@一座基础的房子@@**

Adding a roof would make our box more house like. We need a prism like shape. Luckily we can do that using *CreateCylinder*. Well the name might imply a cylinder rather than a prism however in using it you need to state how may points around the circumference of the cylinder and for a prism we can use three points.

@@添加一个屋顶可能会让我们的盒子网格看起来更像房子。我们需要一个像三棱柱一样的形状。幸运的是我么可以通过“*CreateCylinder*”方法做到这一点。好吧这个名字可能更像是在表示一个圆柱体而非棱柱，但是你在使用这个方法时可以设置圆周上点的数目，这样只要设置为三个点就可以生成三棱柱了。@@

const roof = BABYLON.MeshBuilder.CreateCylinder("roof", {diameter: 1.3, height: 1.2, tessellation: 3});

roof.scaling.x = 0.75;

roof.rotation.z = Math.PI / 2;

roof.position.y = 1.22;

Since the cylinder is created vertically we needed to rotate it to a horizontal position and scale it down in one direction so that the height of the roof is less than its width.

@@因为圆柱体默认是垂直建立的，我们需要把它旋转到水平位置，然后把它沿一个方向缩放一些，以使得房顶的高度比房顶的宽度小。@@

Adding a Prism Roof Using 'CreateCylinder'

使用‘CreateCylinder’添加一个三棱柱房顶

[https://playground.babylonjs.com/#KBS9I5#70](https://playground.babylonjs.com/#70)

代码：

const box = BABYLON.MeshBuilder.CreateBox("box", {});

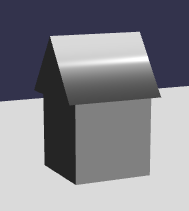
    box.position.y = 0.5;

    const roof = BABYLON.MeshBuilder.CreateCylinder("roof", {diameter: 1.3, height: 1.2, tessellation: 3});

    roof.scaling.x = 0.75;//这是在垂直的时候直接缩放了

    roof.rotation.z = Math.PI / 2;

    roof.position.y = 1.22;



The world will be improved with a little color and texture.

@@接下来我们将用一点颜色和纹理改进这个世界@@

**Further reading 延申阅读**

Creating Set Shapes 建立预设形状

Learn how to create standard set shapes in Babylon.js. 学习如何在Babylon.js中建立基础的预设形状。

https://doc.babylonjs.com/divingDeeper/mesh/creation/set