Final Project

Procedure:

Step – 1:

Open Blender and clear off the pre-existing objects and add in the reference image in X,Y and Z plane and scale all three to 2 points. Image positions shall be adjusted later on with respect to each other.

Step – 2:

Now starting from the side view of the house, Add a cube surface and adjust it according to the height and length of the entire house.

Step – 3:

Now go to the back view and adjust the image inside the cube. Adjust the length of cube with the height and width of House. Repeat the same with front view and top view by rotating the axis by the required angle.

Step – 4:

Now our cube is placed in the positions we want, now we can start our modeling. To begin with, we add a plane, while being in the top view.

Step – 5:

Add a loop cut to the plane after positioning it exactly on the center of the roof and add a mirror modifier to the plane which automatically makes change on the other side which we manually perform on one side.

Step – 6:

Turn on the clipping and adjust the vertices of the plane to the edged of the roof as precisely as possible. And now add loop cuts to the plane to adjust the curvy boundaries.

Step – 7:

Now go the side view and adjust the front and rear of the roof by bringing the vertices down and sticking to the rooftop only. Extend the plane from front and back to and some required shapes.

Step – 8:

Adjust the window corners likewise so that they do not appear rough use rounded curves to make it look more realistic.

Step – 9:

As the modeling was done on the large object use to scale down the object.

Step – 10:

Finally adjust the camera, as you like it to be showcased.

