

UJIAN TENGAH SEMESTER

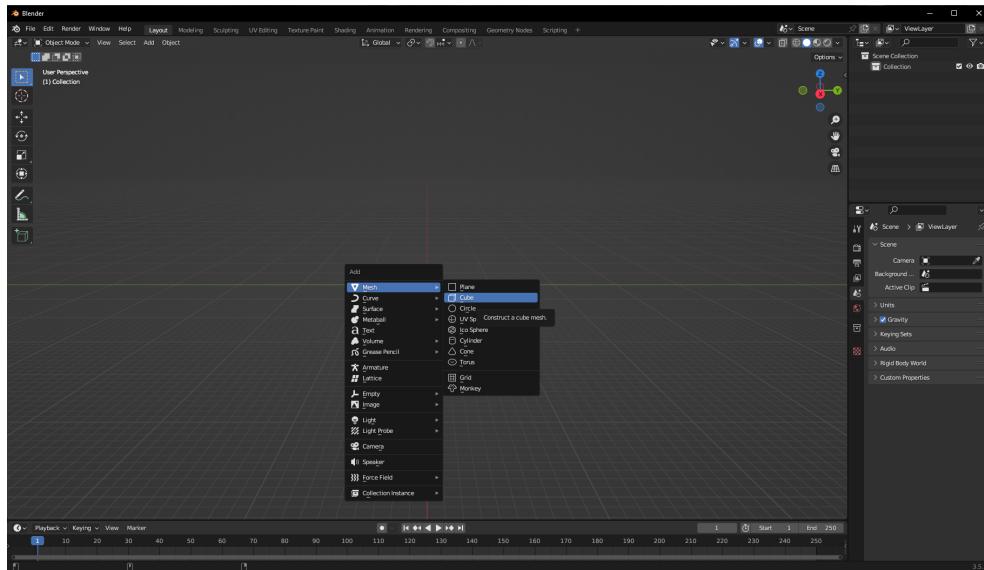
Grafik Komputer 2

Nama Anggota :

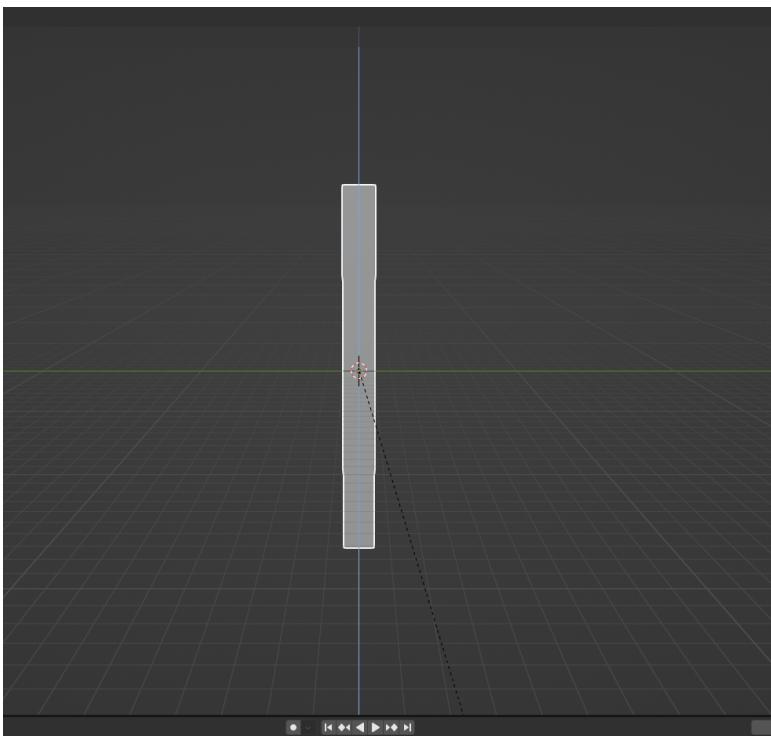
- > Aditya Nur Wijaya (50420048)
- > Alfredo Setyawan (50420127)

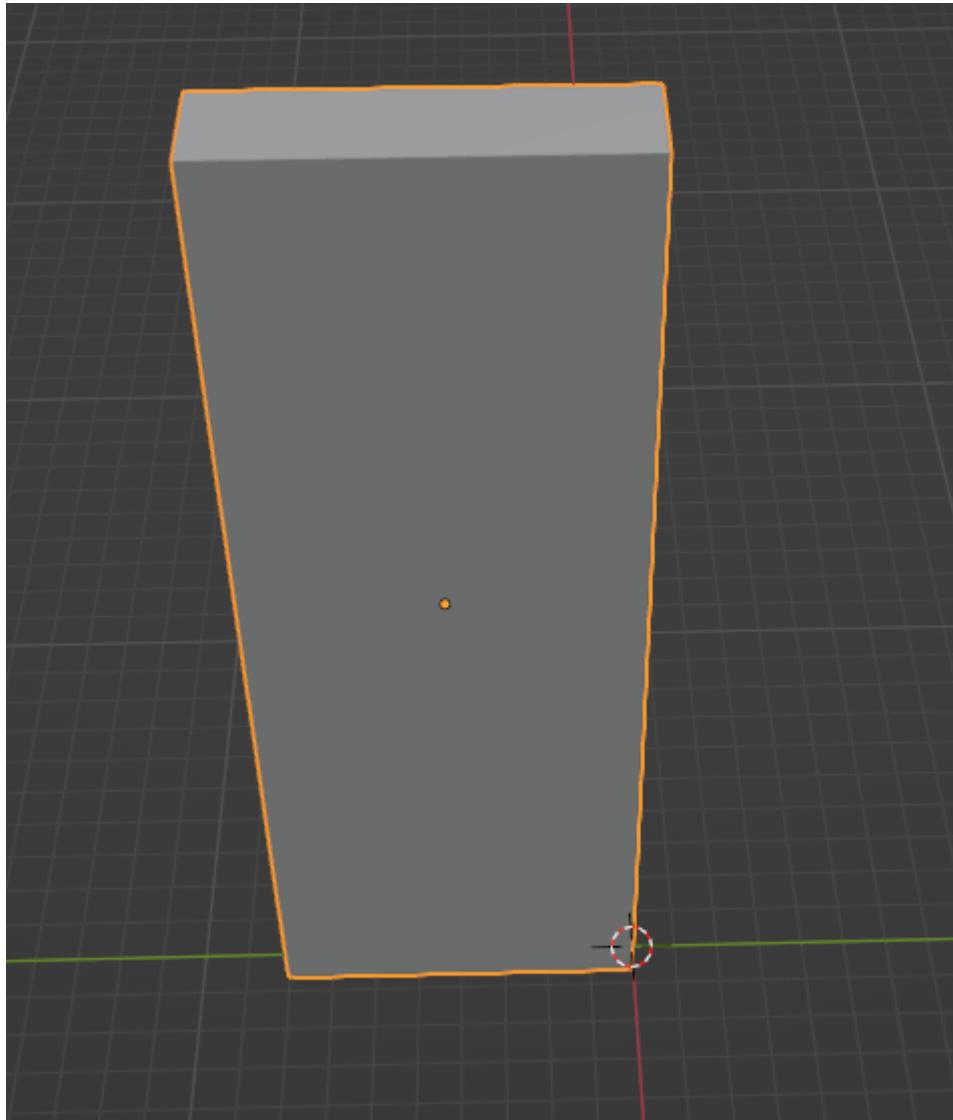
Langkah Pembuatan Objek

Shift + A > Mesh > Cube.

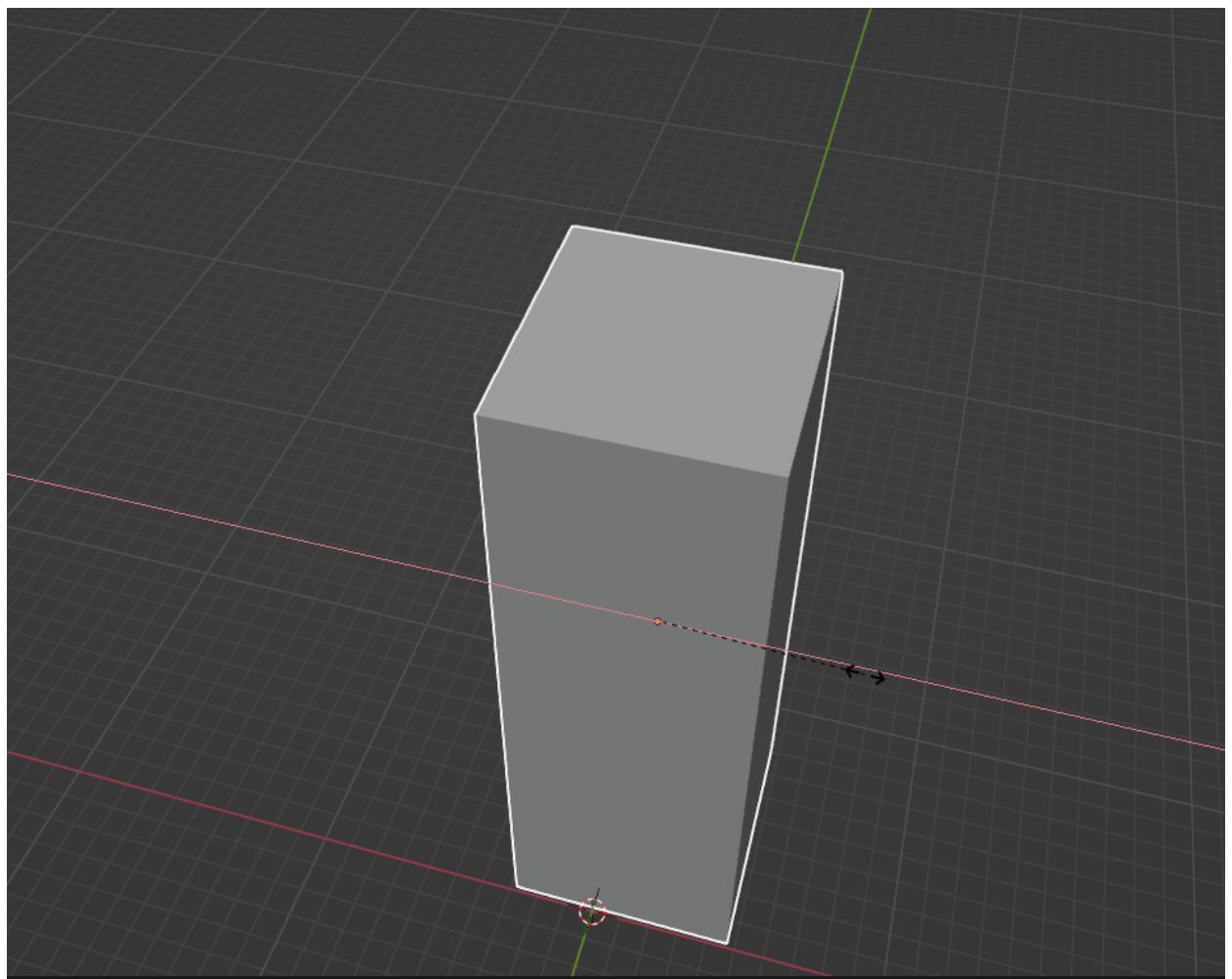


Re size ukuran cube dengan tombol S + Z

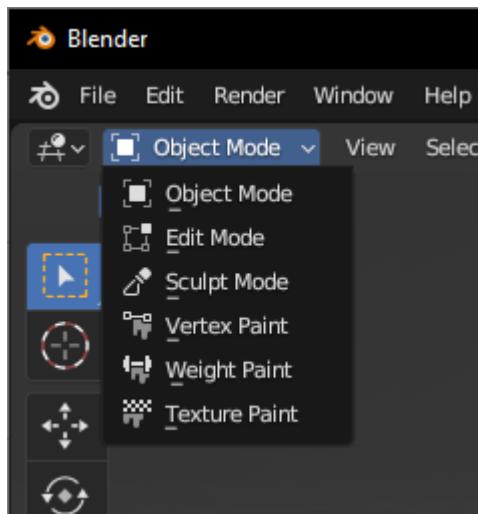




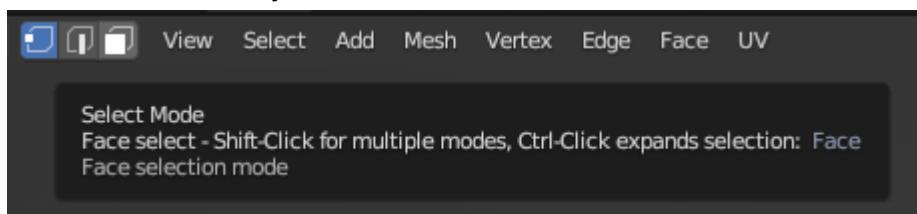
Me resize dengan tombol S + Y seperti pada gambar diatas.



Lakukan seperti langkah sebelumnya tapi dengan tombol berbeda S + X

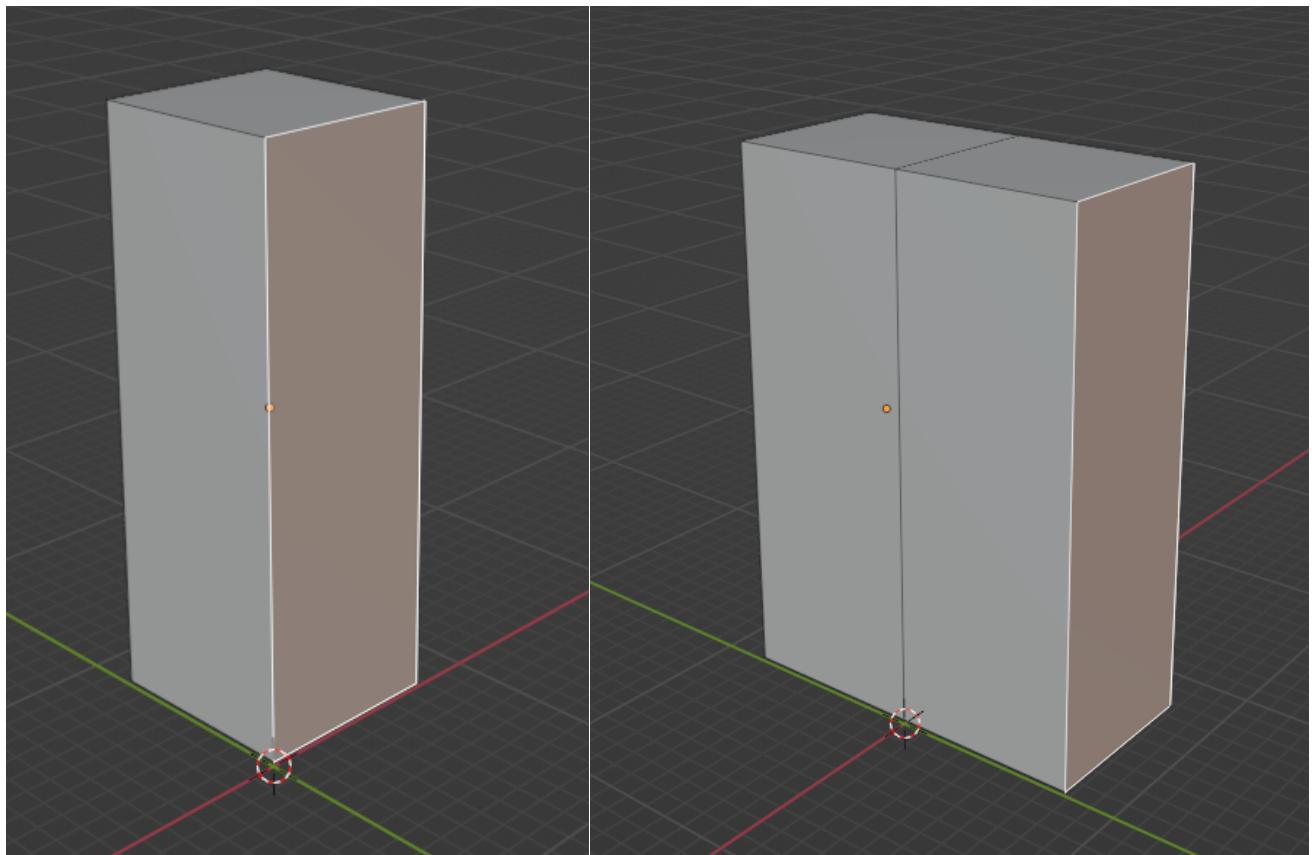


Kemudian ubah menjadi Edit Mode.

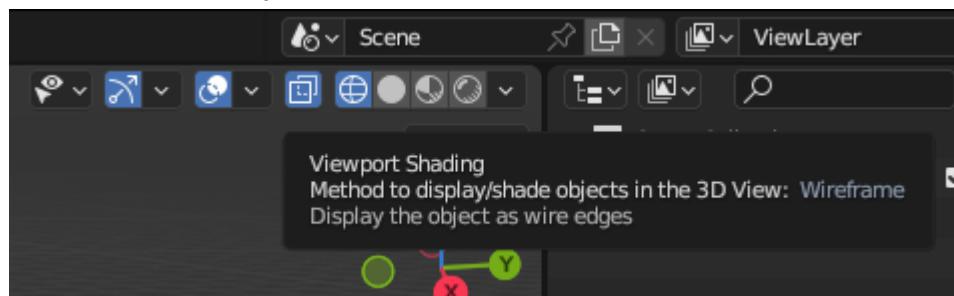


Kemudian pilih Select Mode > Face Select.

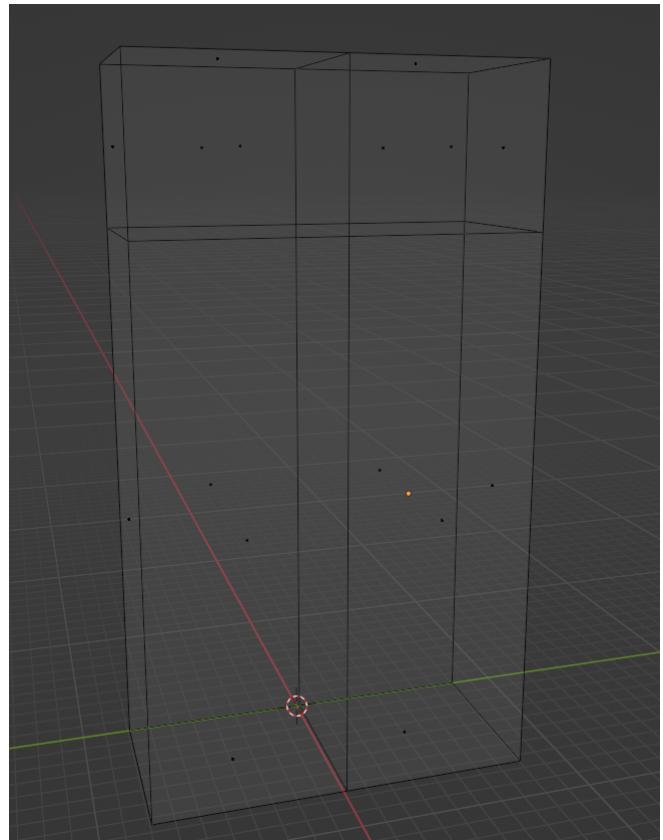
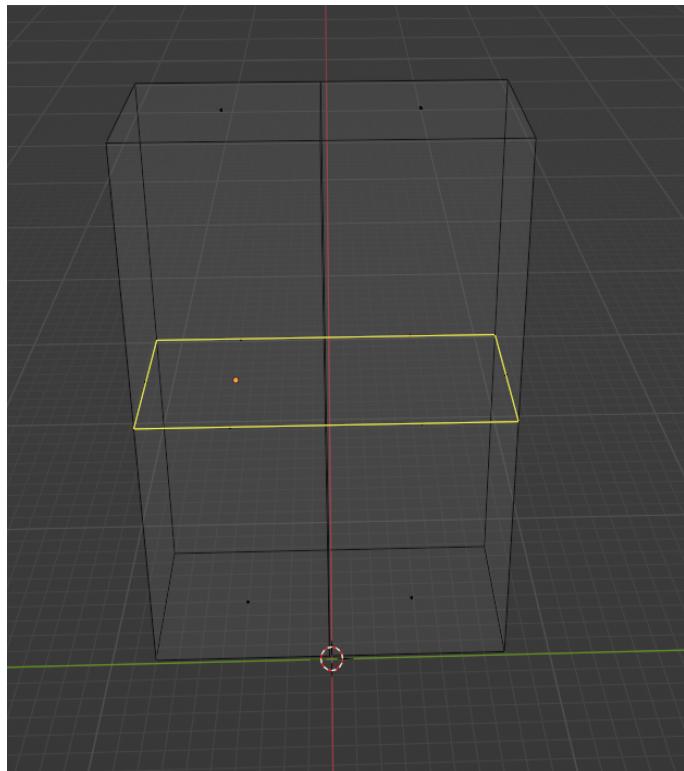
Setelah itu pilih 1 sisi di dan Extrude dengan tombol E



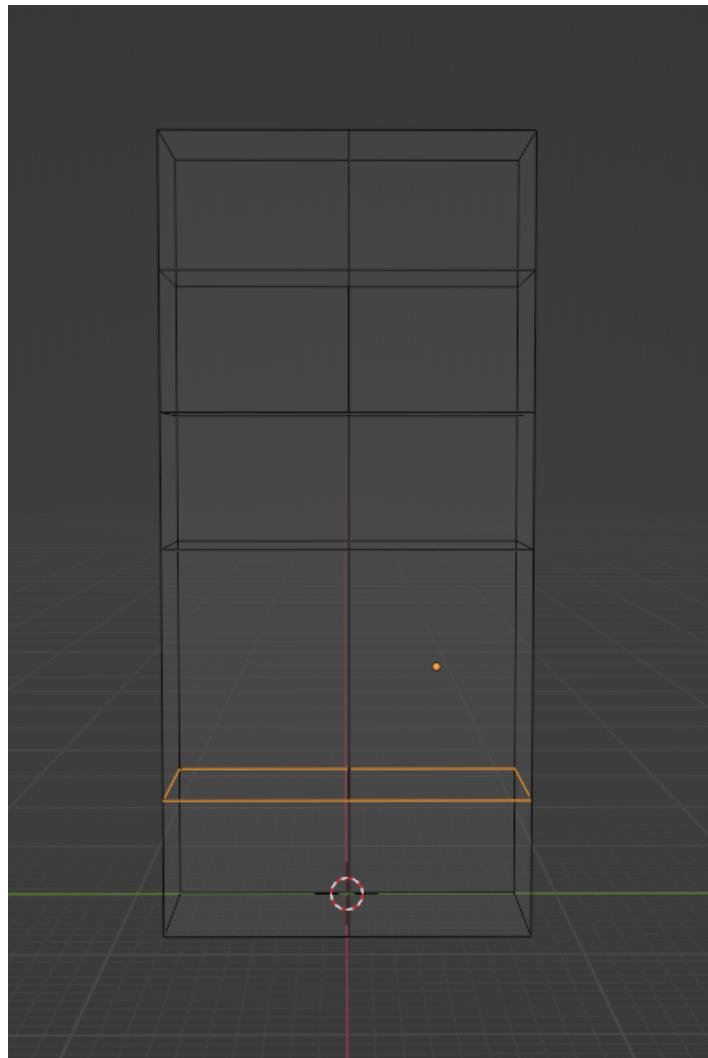
Ubah Tampilan menjadi Wireframe



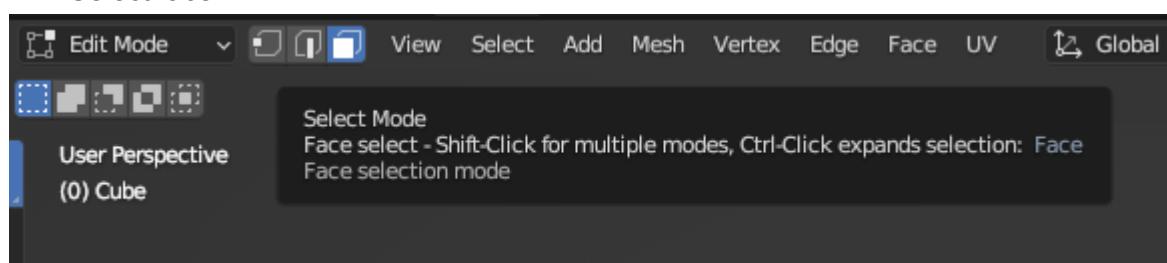
Ctrl + R pada bagian tengah diantara kedua bangunan, sehingga terlihat ada garis seperti gambar dibawah dan klik kiri, dan geser ke atas.



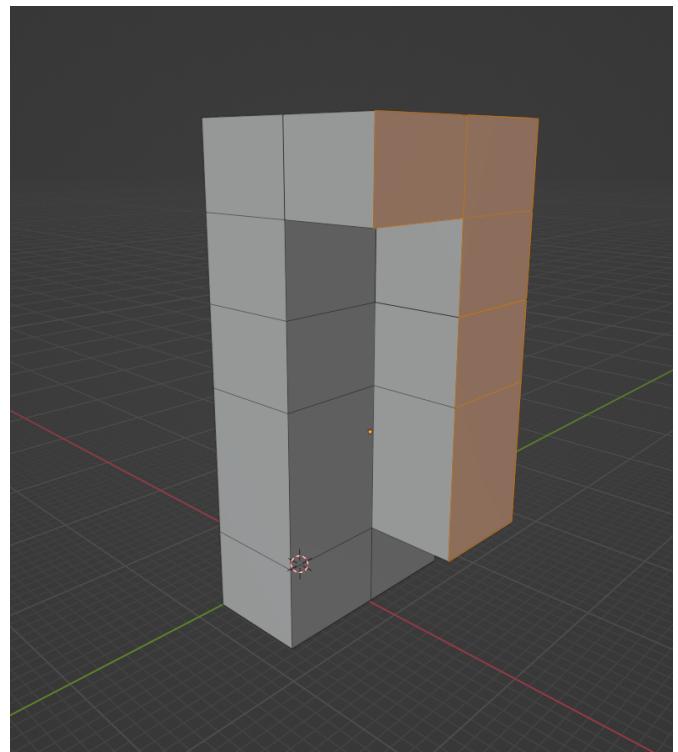
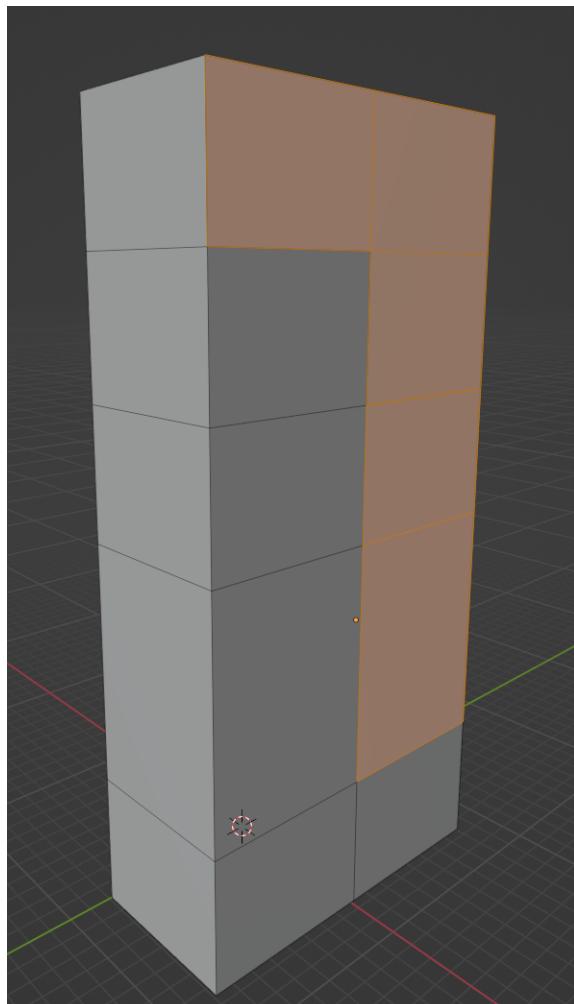
Lakukan lagi seperti langkah di atas sebanyak 3 kali lagi sehingga sama seperti gambar di bawah.



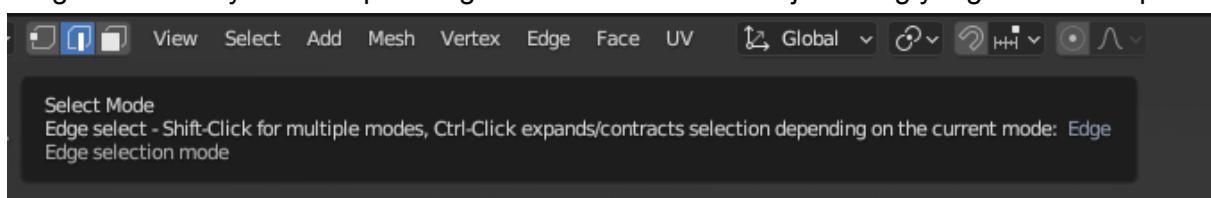
Pilih Select face



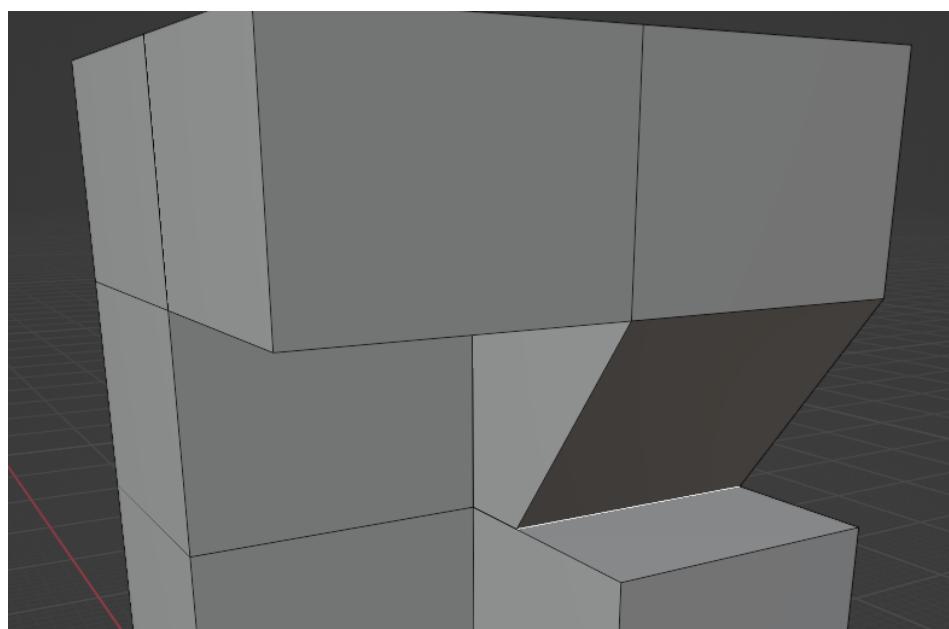
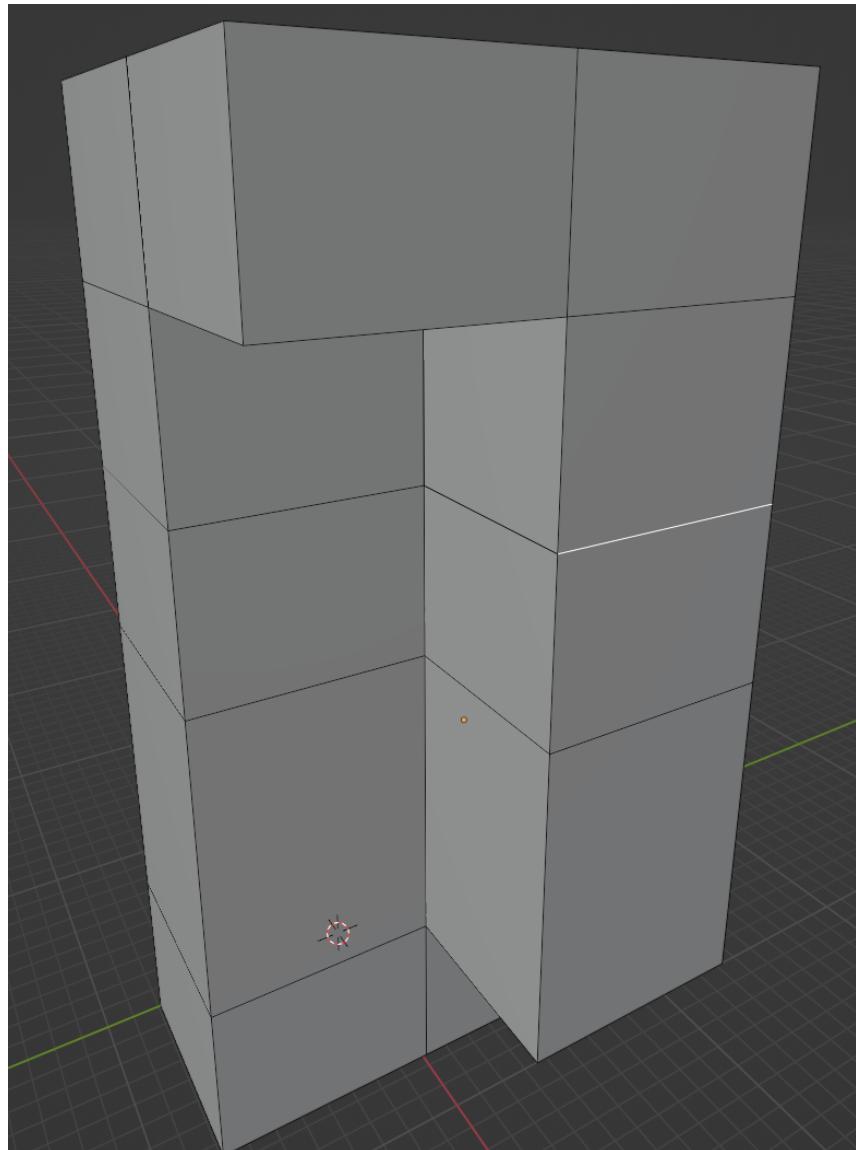
Pilih 5 Faces seperti di gambar dan Extrude dengan Tombol E.



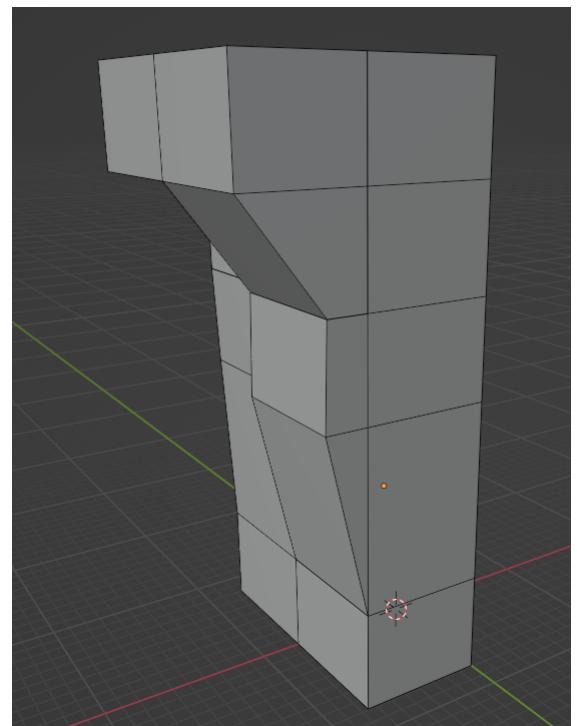
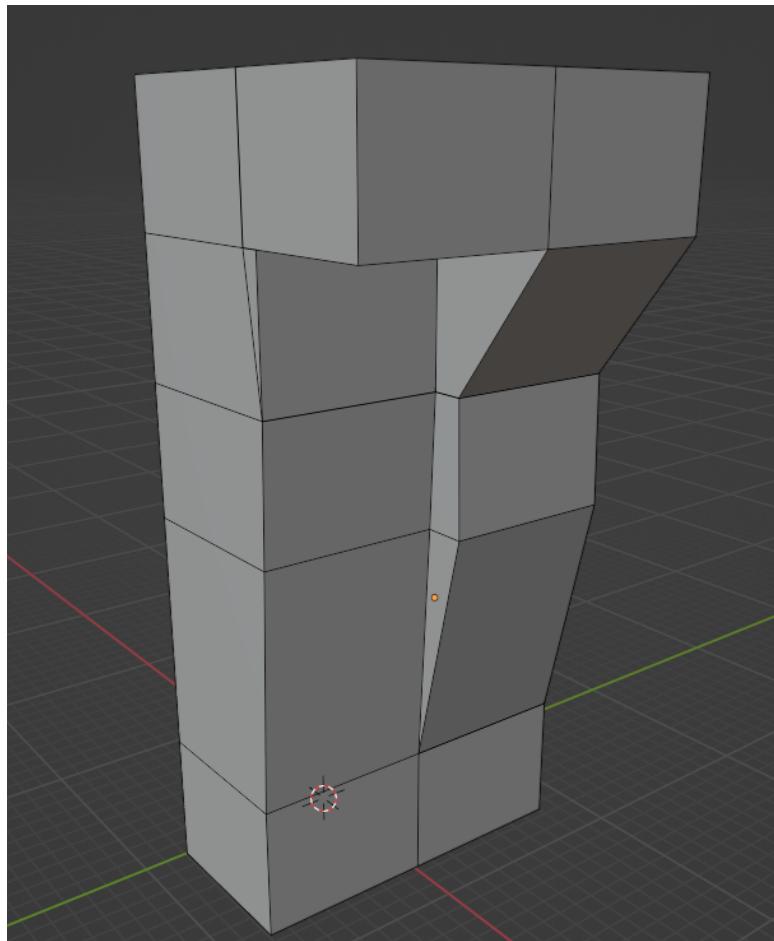
Langkah berikutnya adalah pilih Edge mulai membentuk Panjat tebing yang ada di Kampus



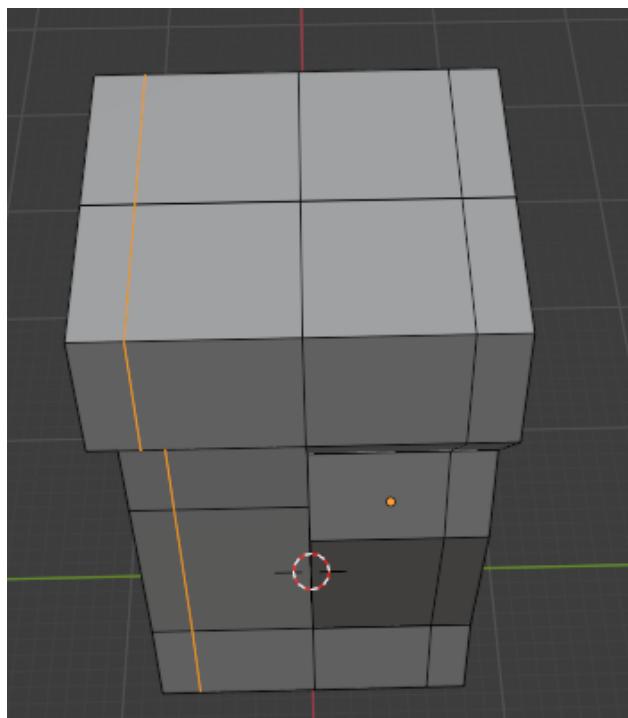
Pilih garis yang seperti pada gambar (garis putih), lalu tekan tombol G + X pada keyboard.



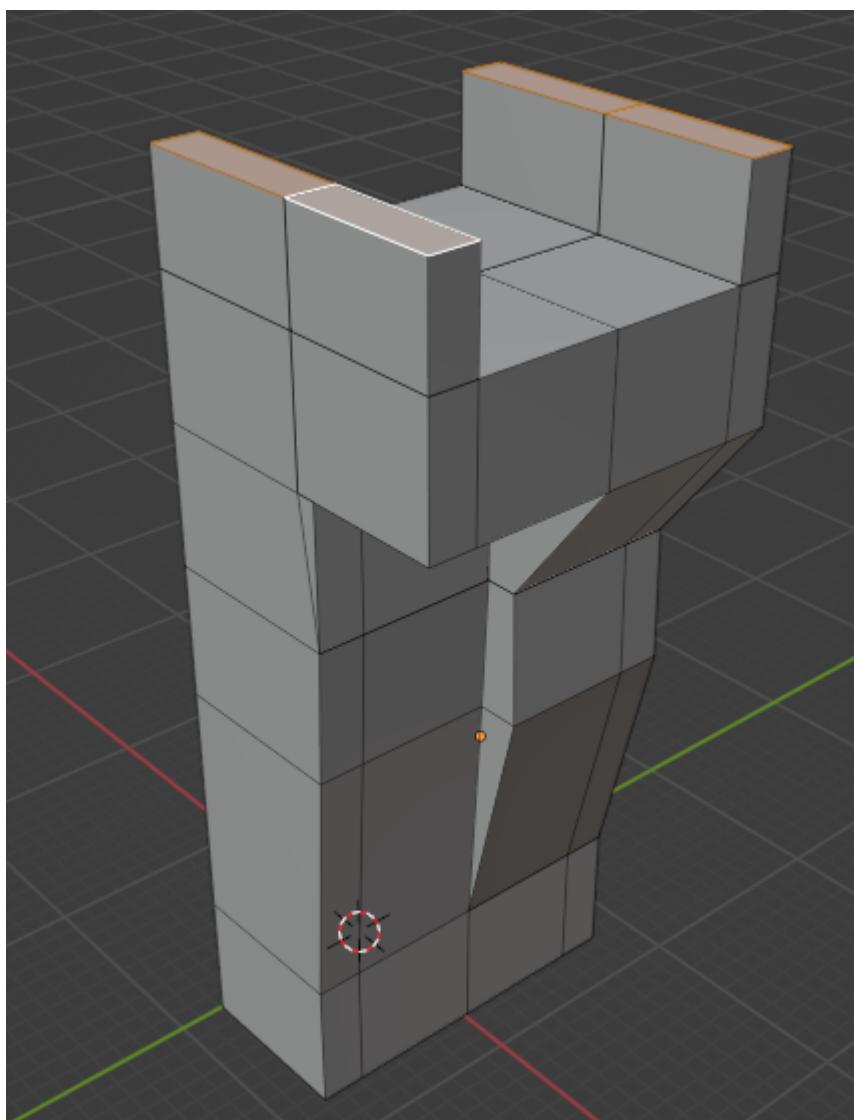
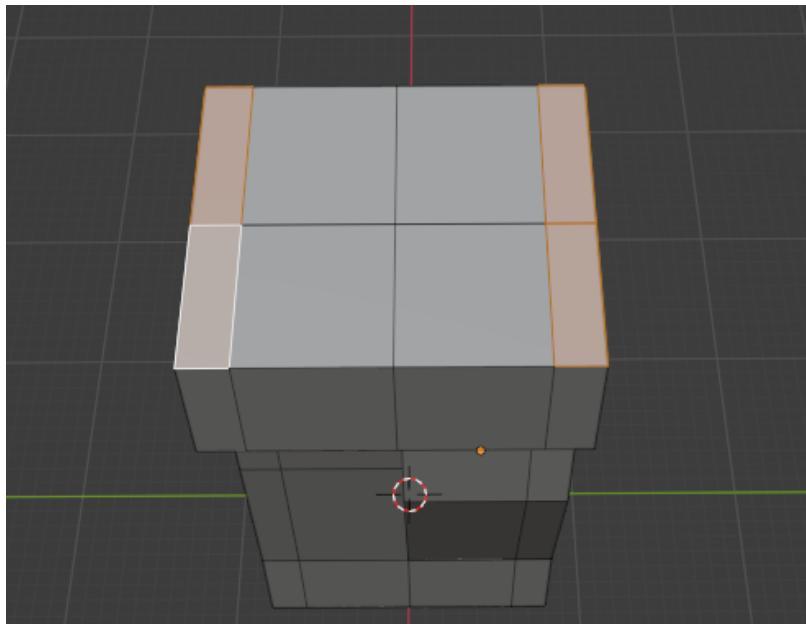
Melakukan secara berulang sehingga seperti gambar dibawah.



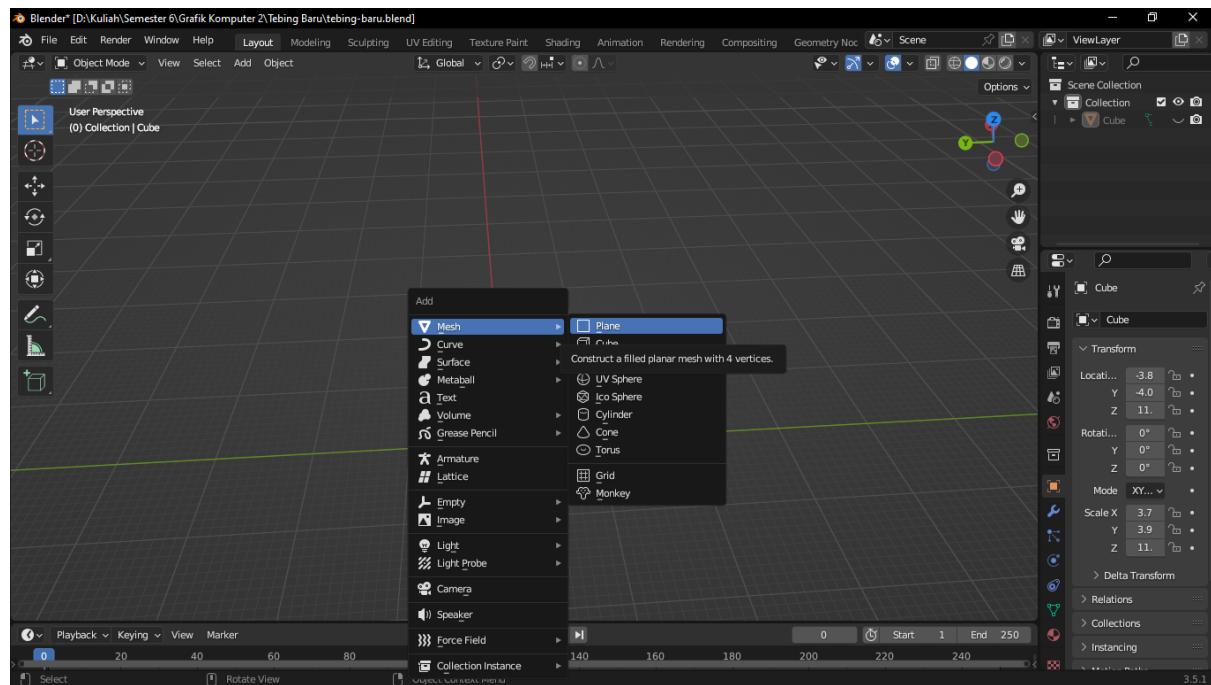
Ctrl + R dan geser ke kanan dan ke kiri seperti di gambar.



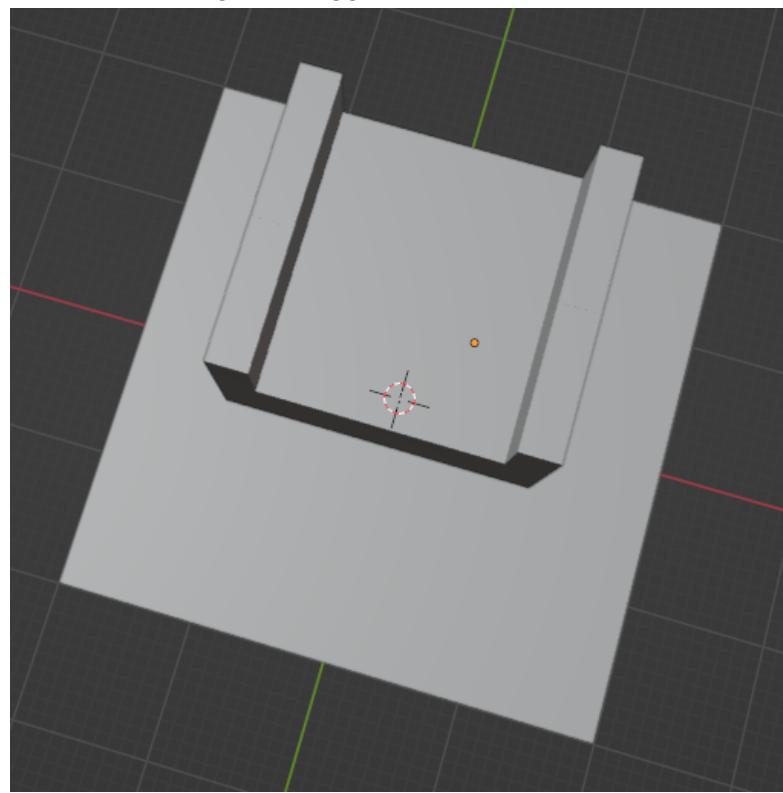
Pilih 4 Faces di paling atas bangunan dan Extrude dengan tombol E pada keyboard.



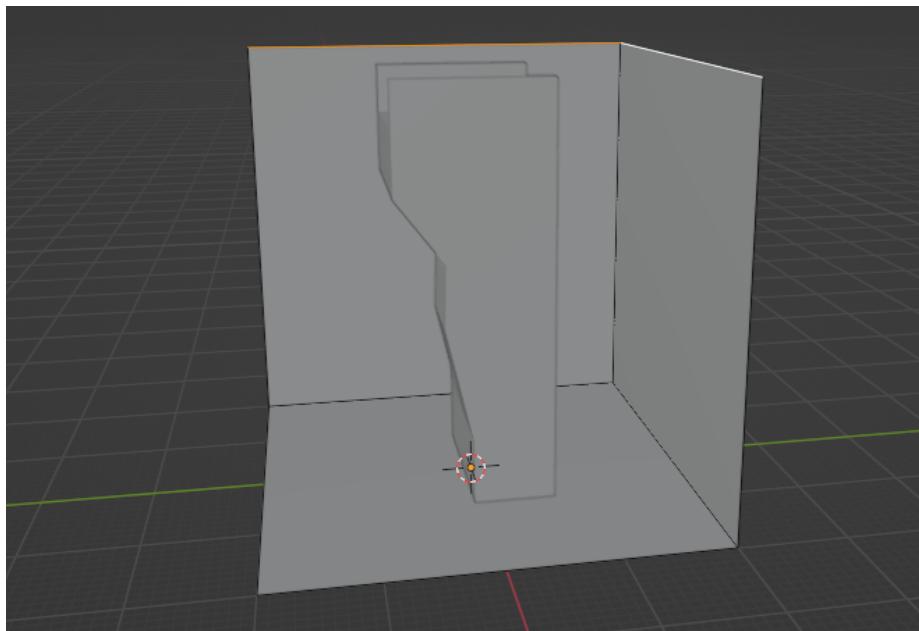
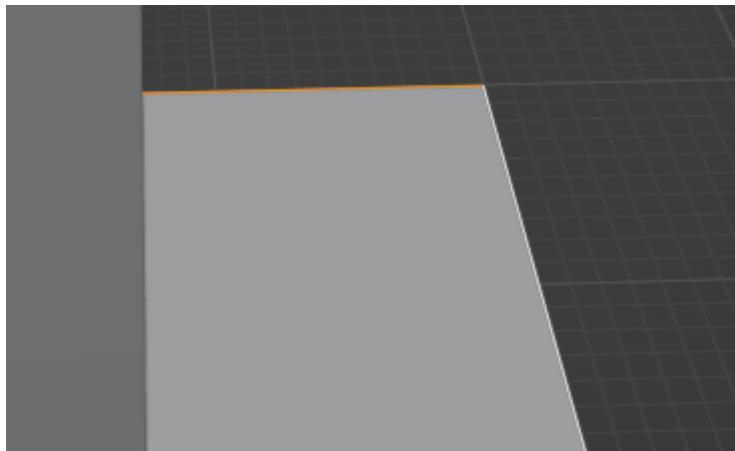
Shift + A → Mesh → Plane



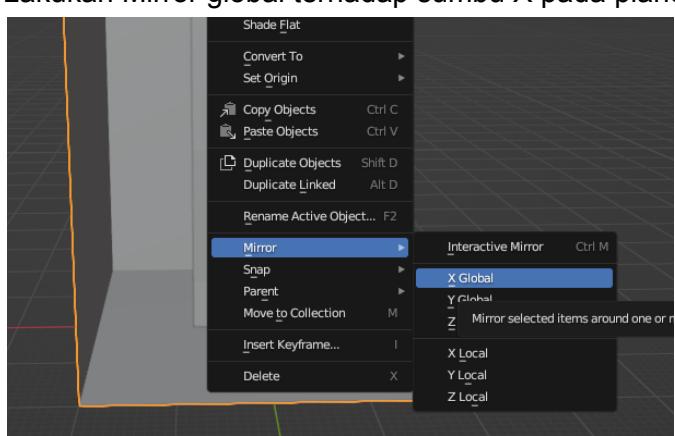
Atur ukuran dengan menggunakan Scale

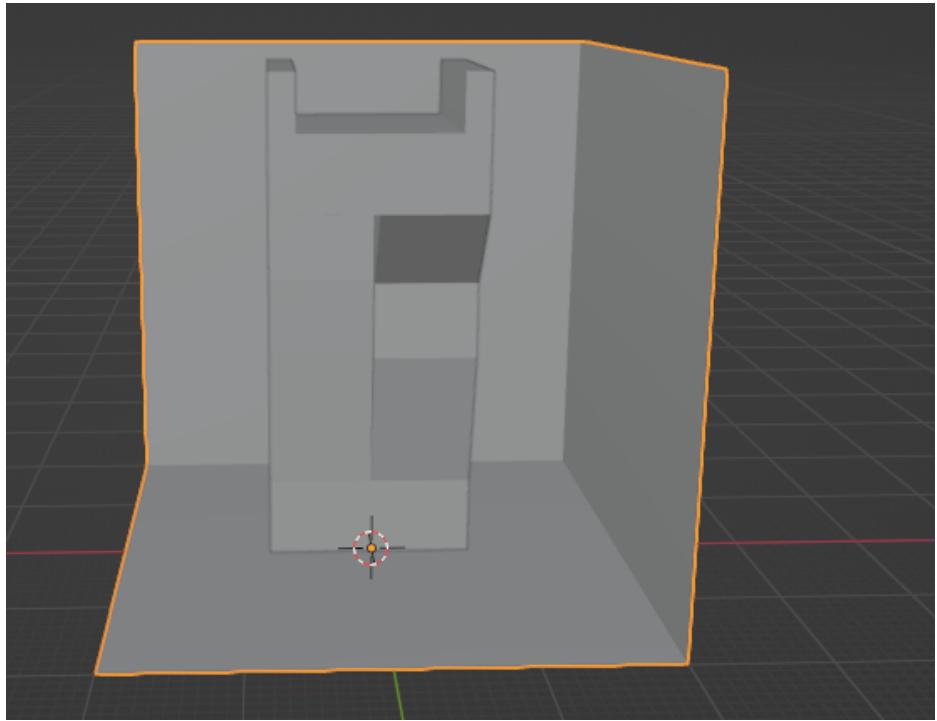


Lakukan pemilihan garis lalu extrude bagian yang dipilih.

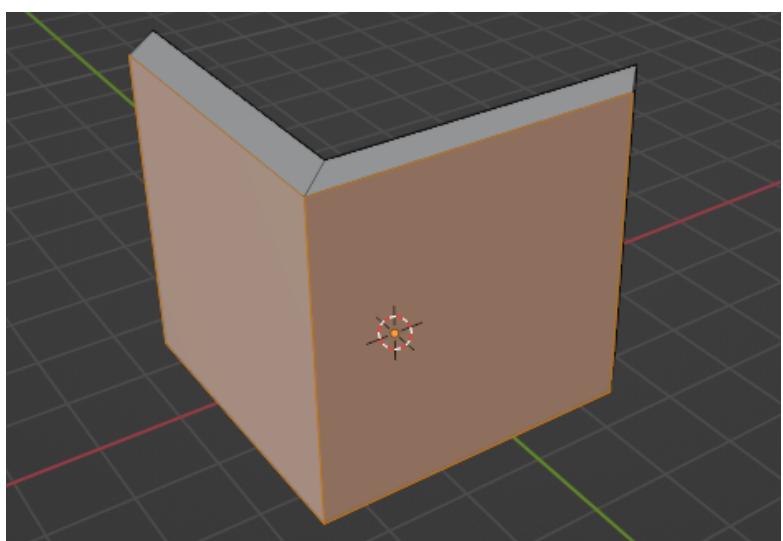
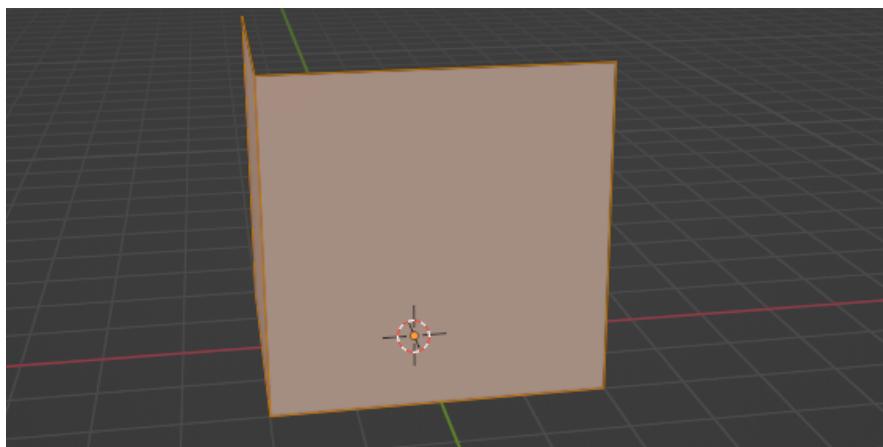


Lakukan Mirror global terhadap sumbu X pada plane

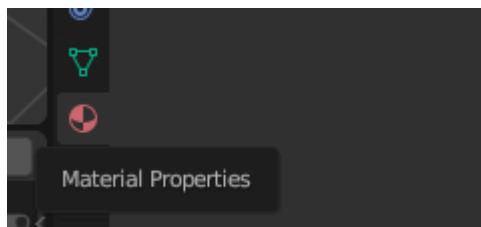




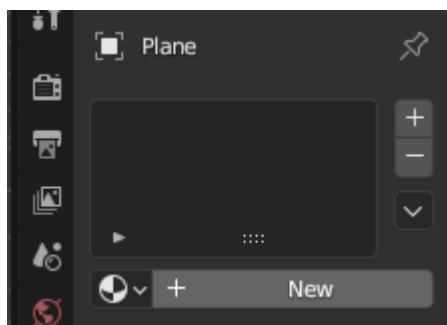
Lakukan pemilihan Face seperti berikut lalu lakukan extrude



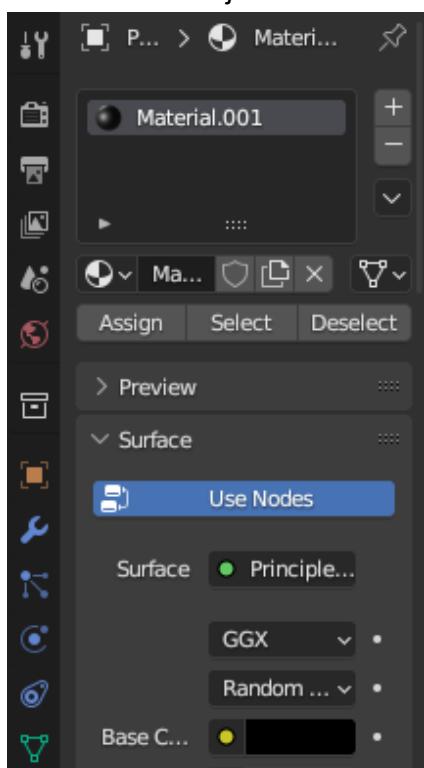
Masuk ke Material Properties untuk menambahkan warna pada bidang



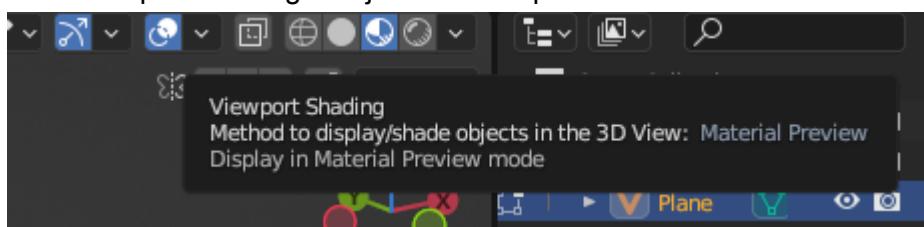
Klik tambah lalu new



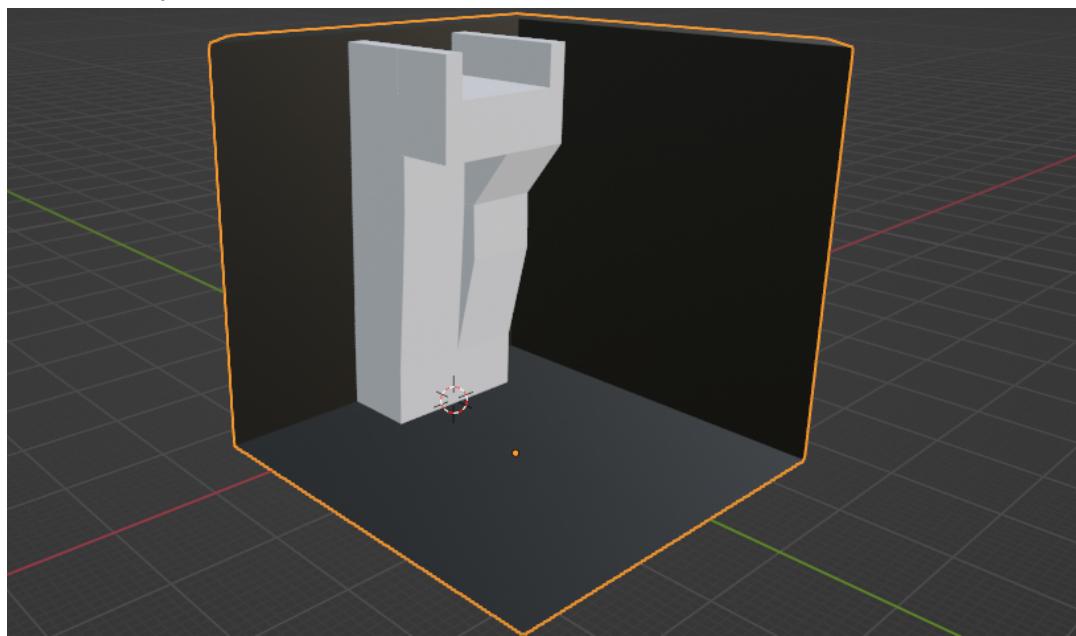
Ubah warna menjadi hitam lalu klik assign



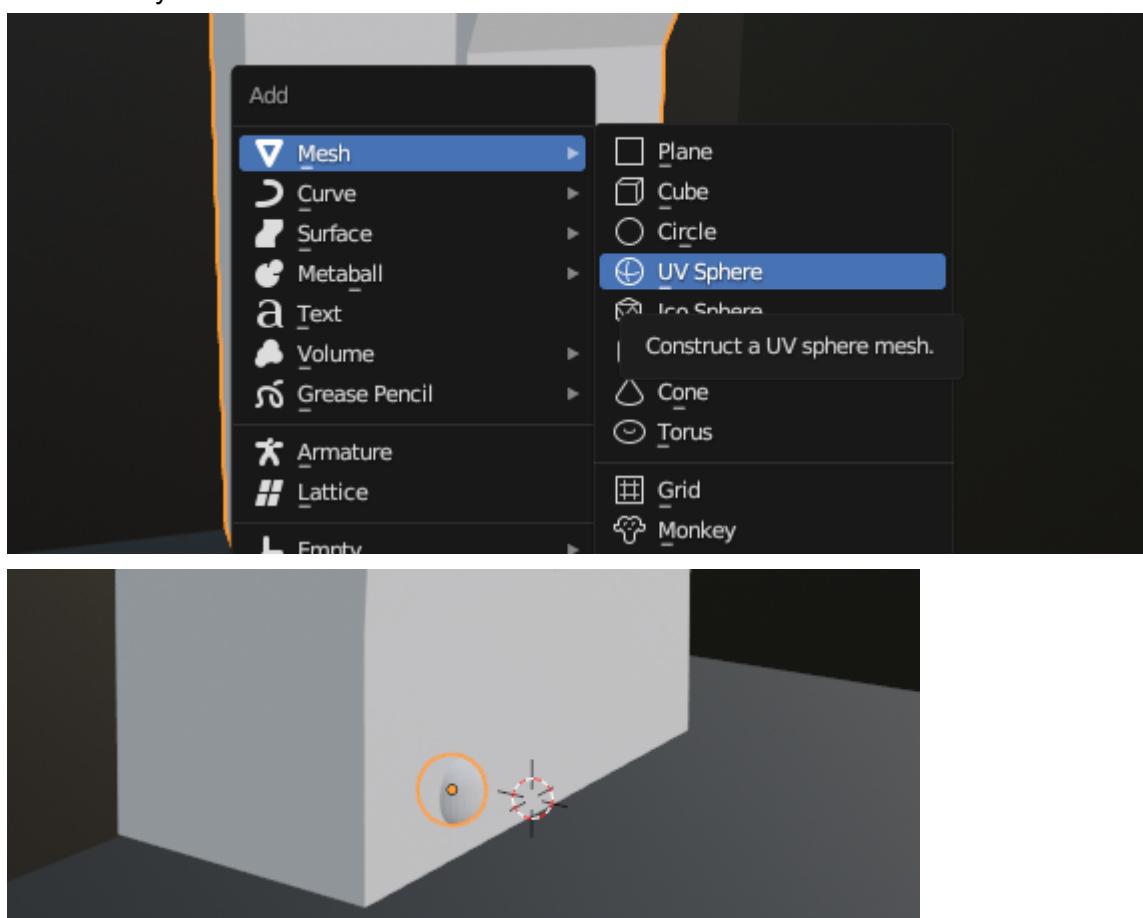
Ubah viewport shading menjadi material preview

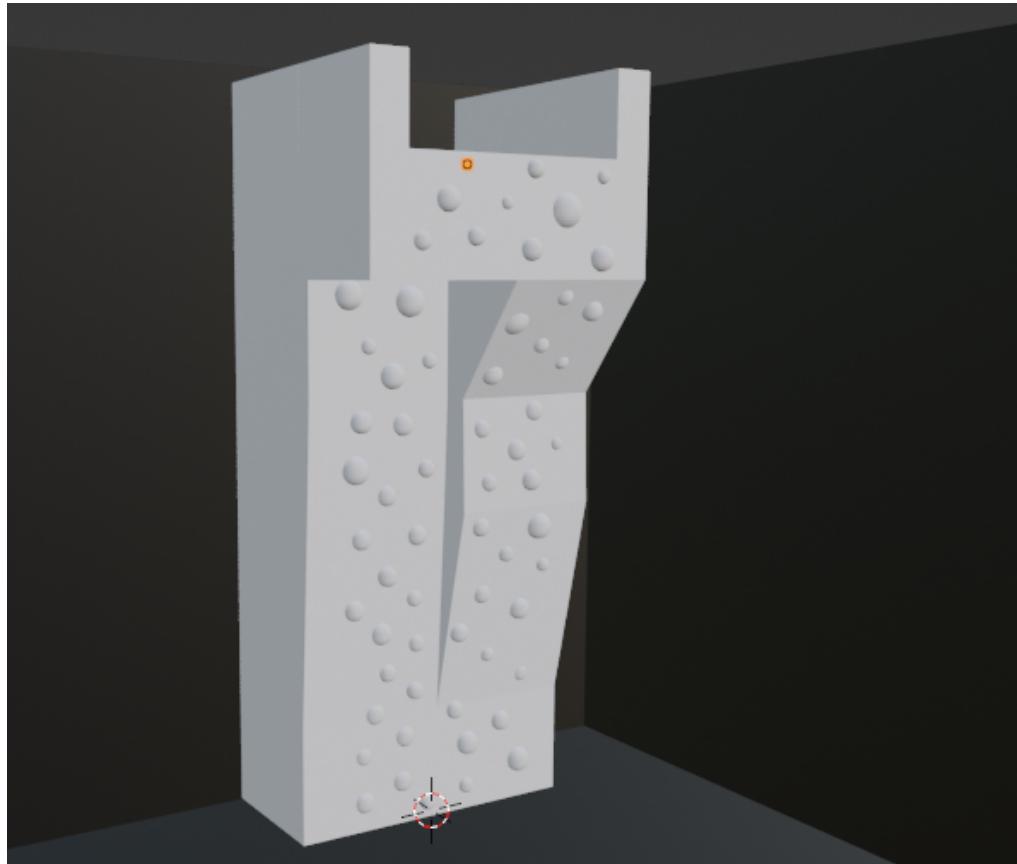


Maka hasilnya akan seperti ini

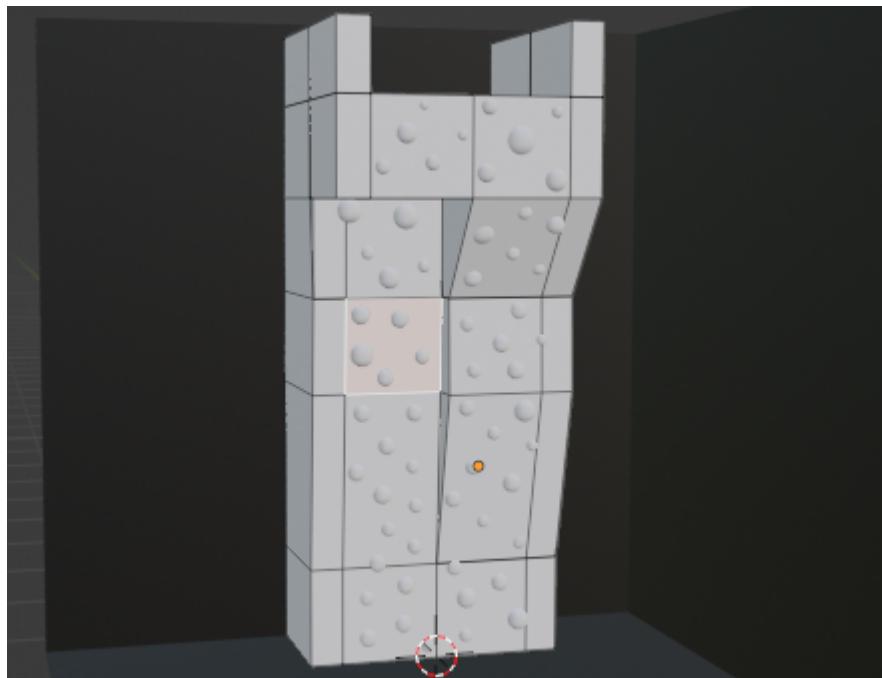


Tambahkan obyek baru berupa UV Sphere sebagai batu lalu duplikasi dan sesuaikan ukurannya serta letaknya

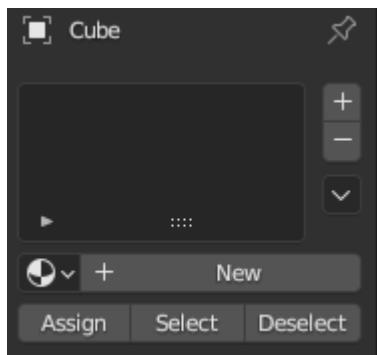




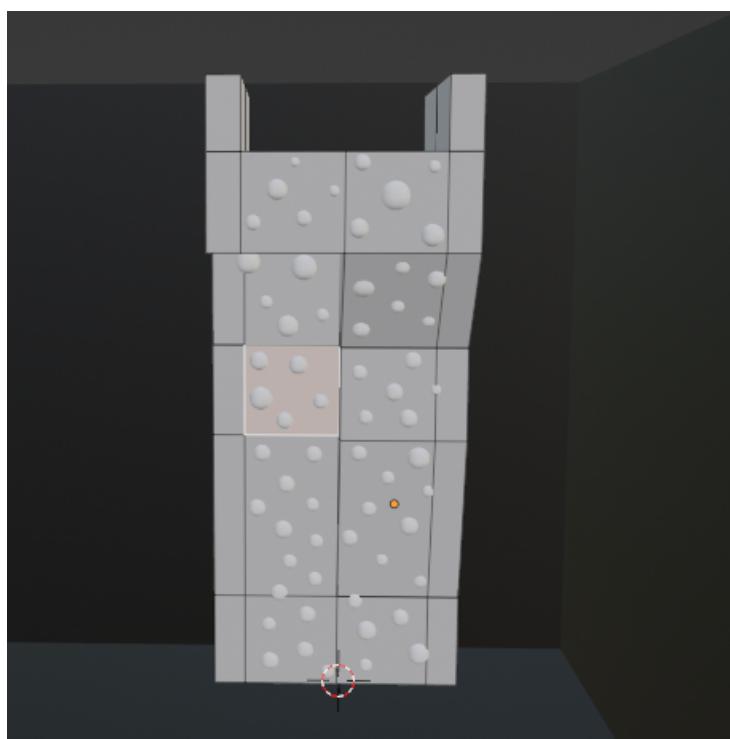
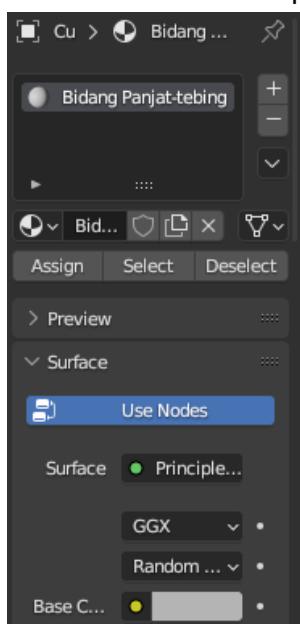
Klik objek dari panjat tebing lalu masuk ke Edit mode (Tab)



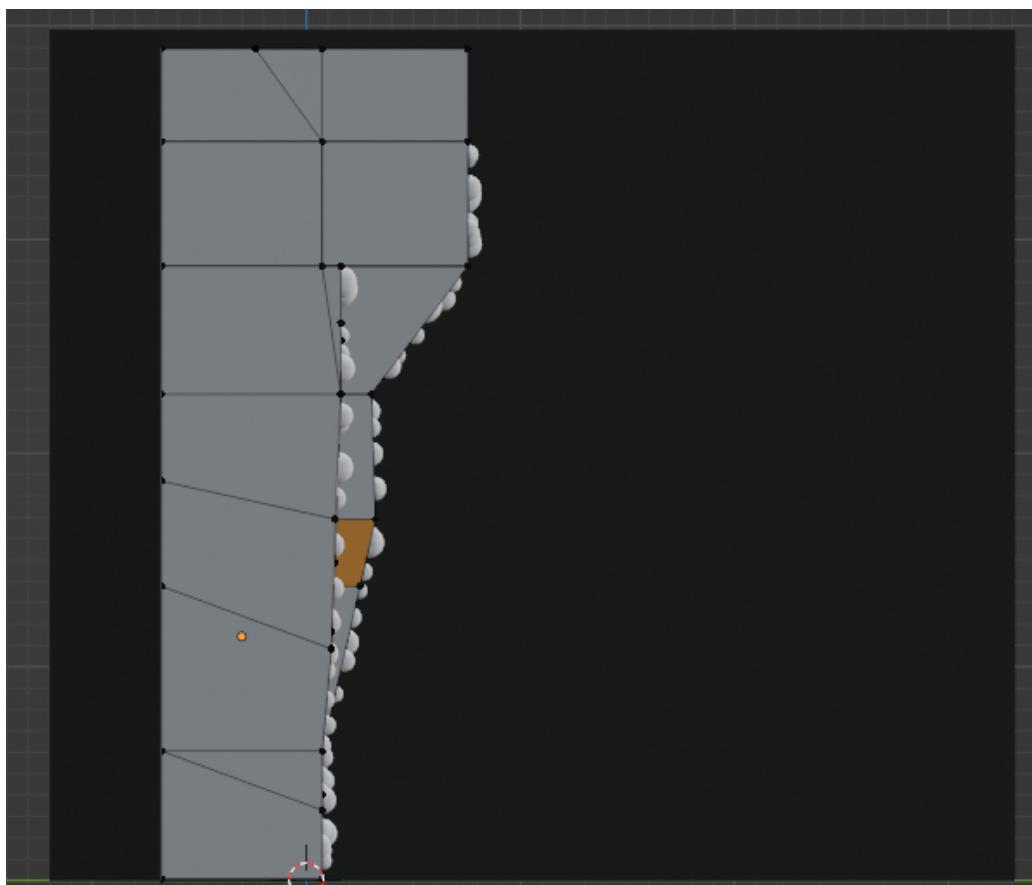
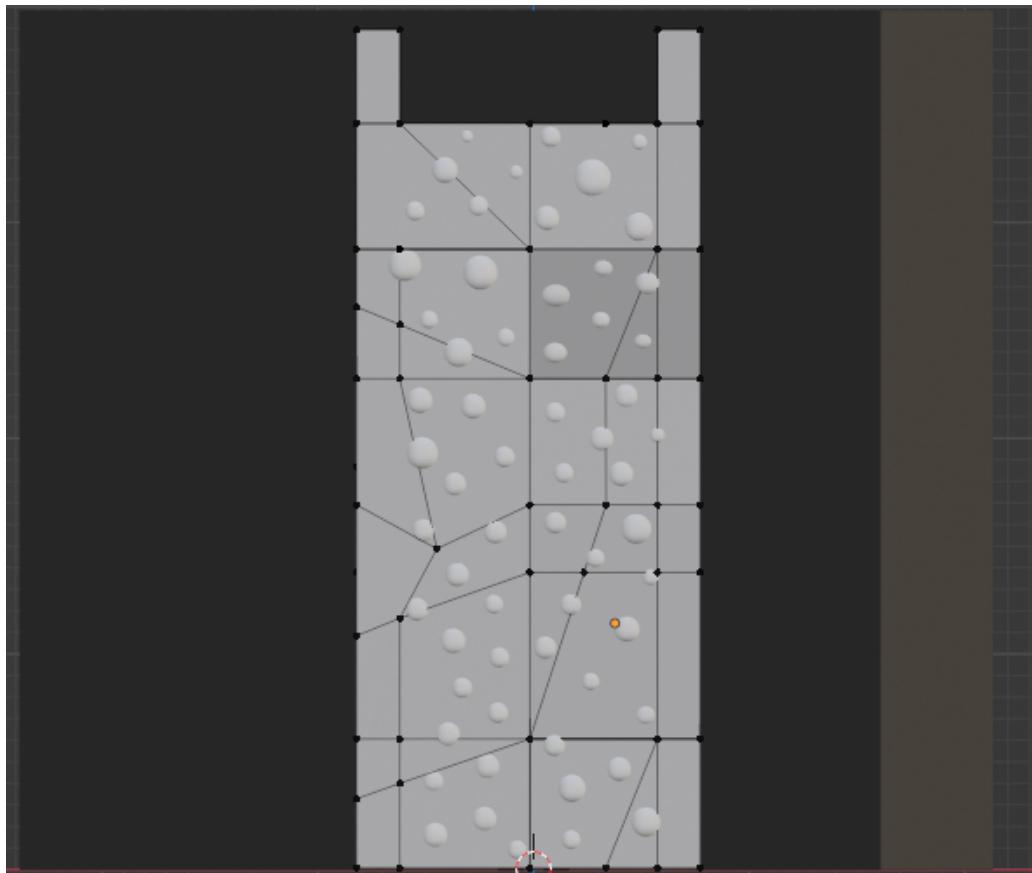
Masuk ke material properties lalu tambahkan baru



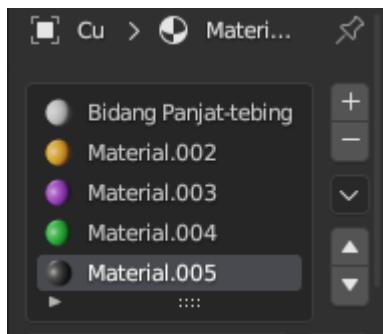
Atur warna dasar dari panjat tebing



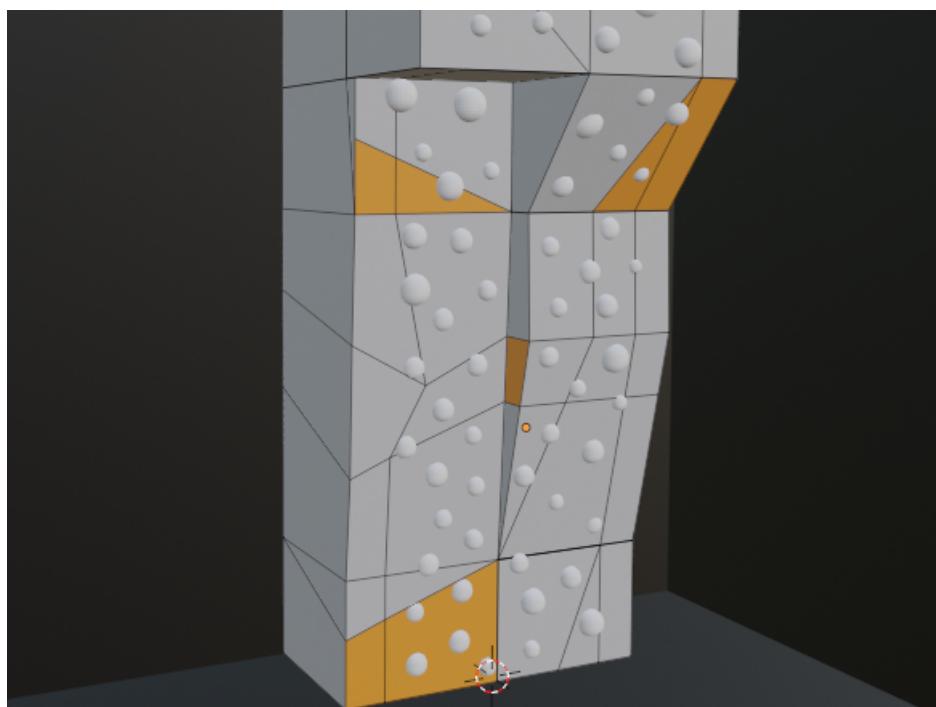
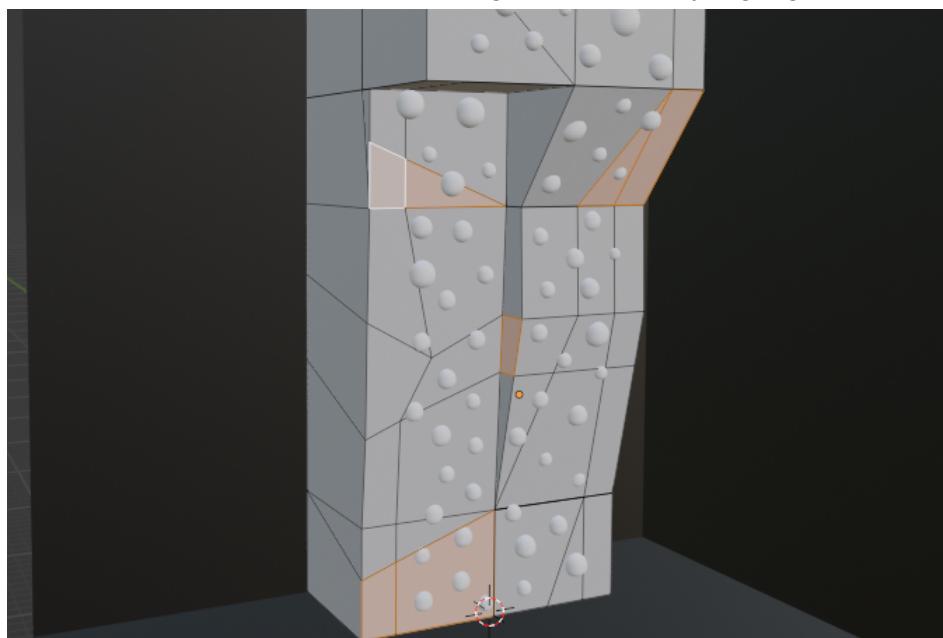
Lakukan Loop Cut hingga menjadi seperti berikut

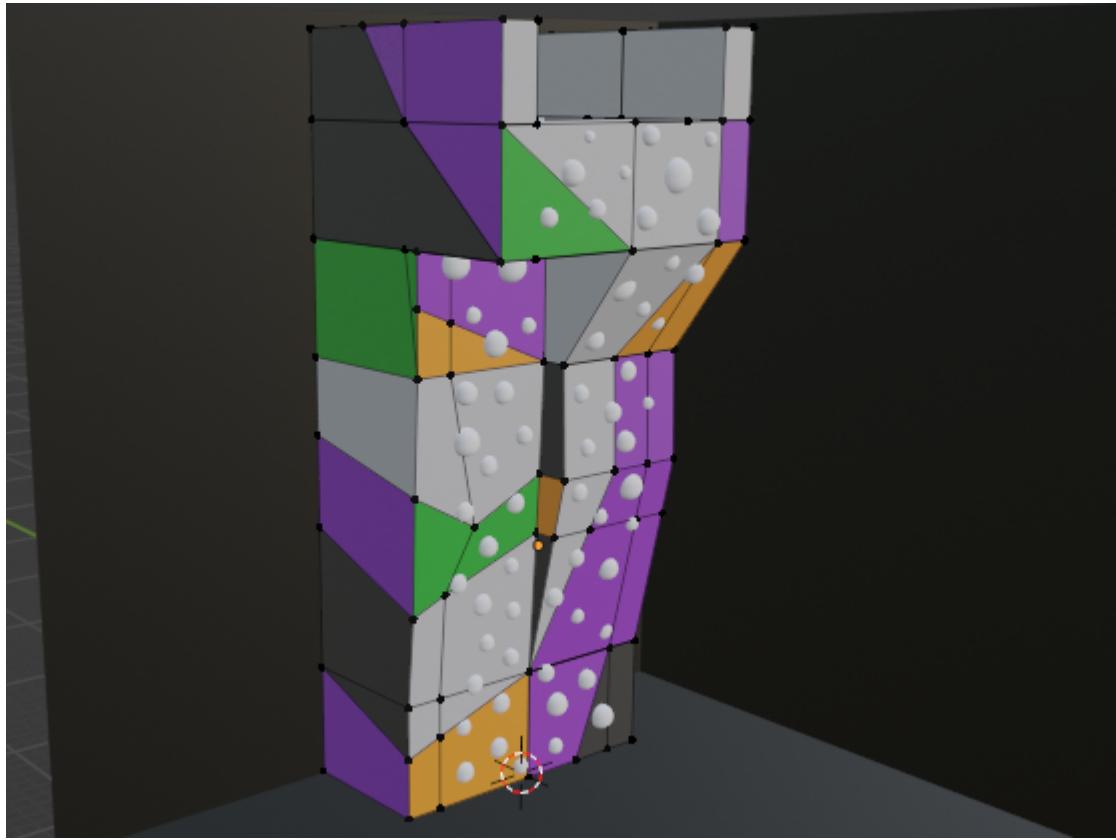


Pada bagian Material Properties tambahkan warna-warna yang akan ditambahkan pada objek



Lakukan pemilihan Face lalu klik Assign pada warna yang ingin ditambahkan





Hasil Render

