

# Not Just Any House



Nasri Academy  
Fri. Nov. 1<sup>st</sup>, 2019  
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# Overview

- Introduction
- House Tutorial
- Rendering
- Final Thoughts

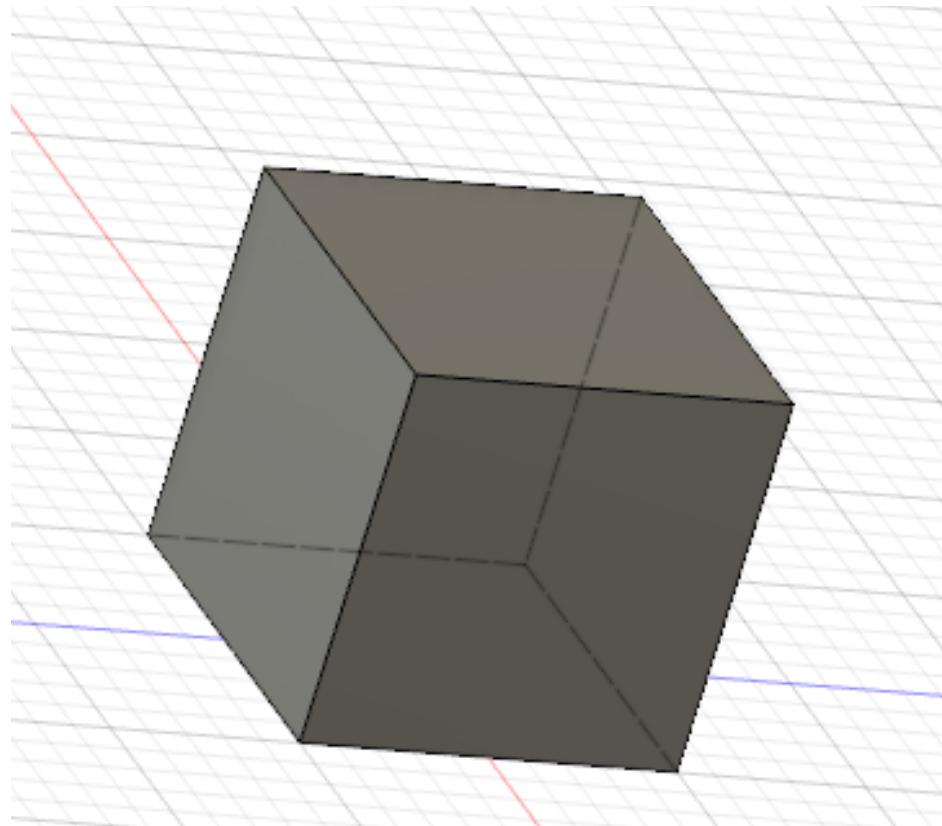
# Introduction

- In this tutorial we'll show you how to design a simple house model
- At the end we'll show some rendered images



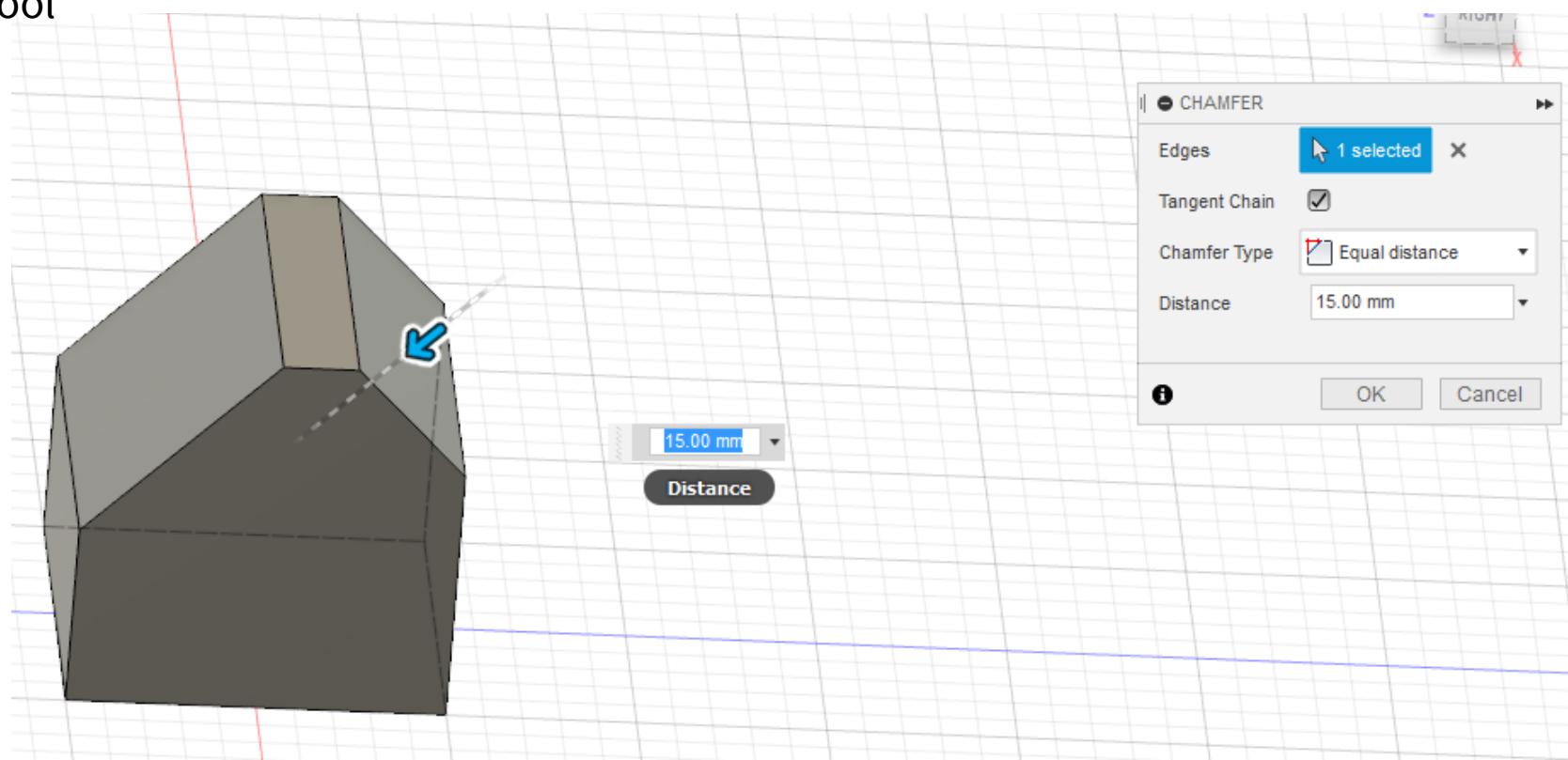
# House – Prime Shape

First create a box  
50x50x50 will do



# House - Roof

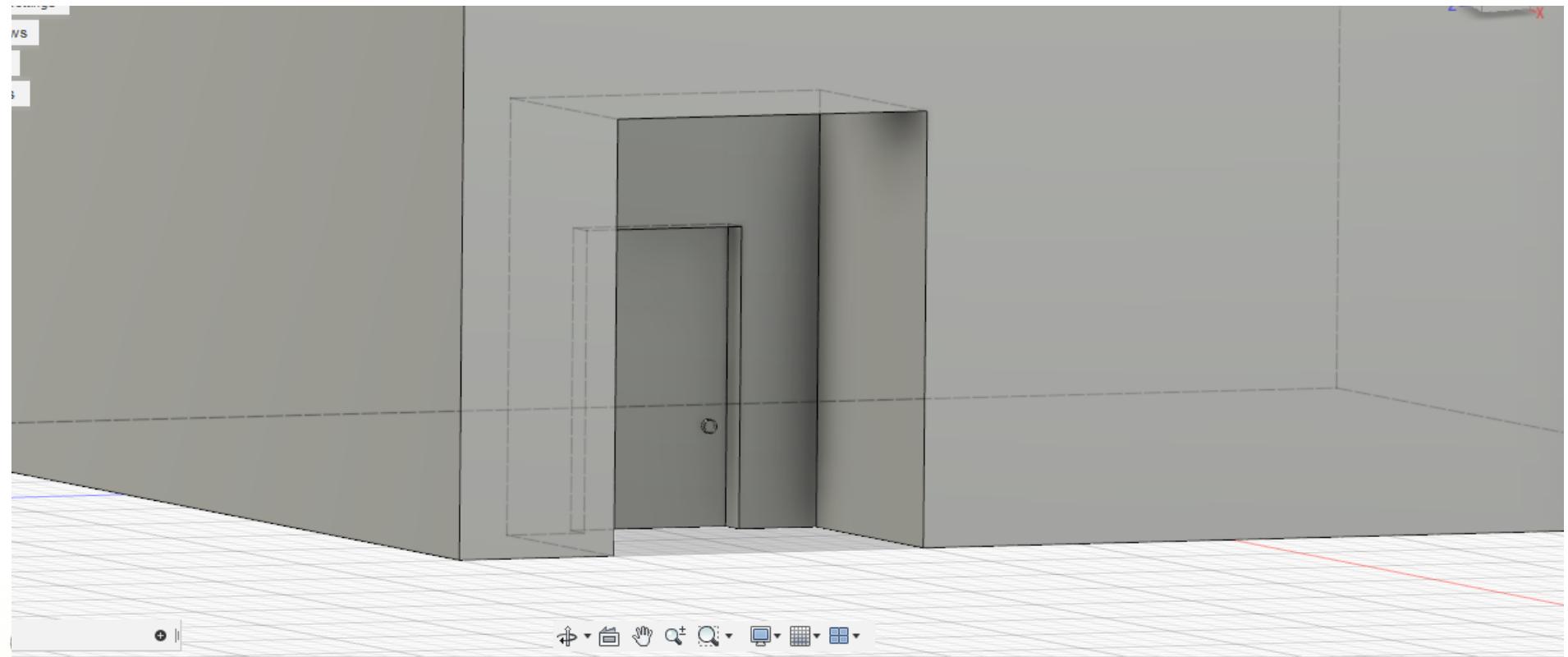
Review how to use the  
chamfer tool



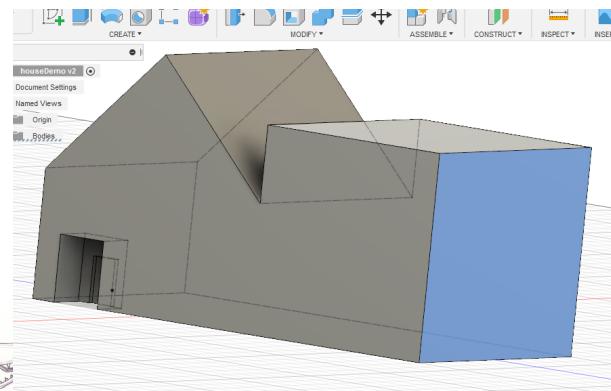
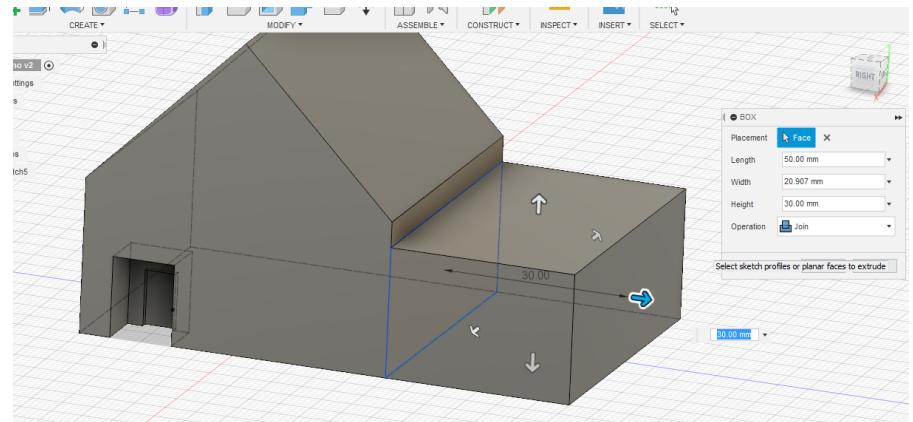
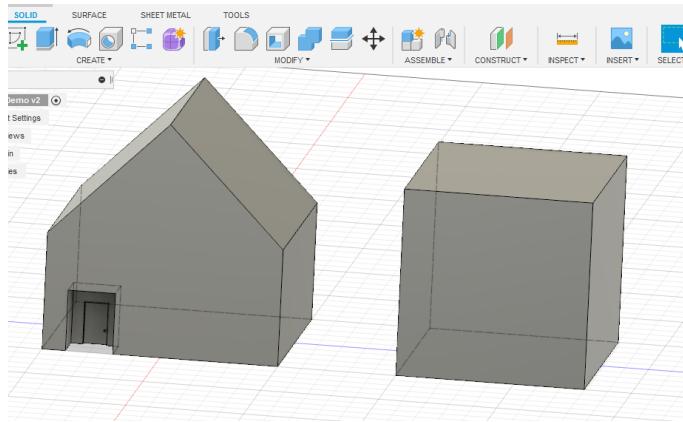
# House - Door

Now subtract a box within a box within a box to create a door.

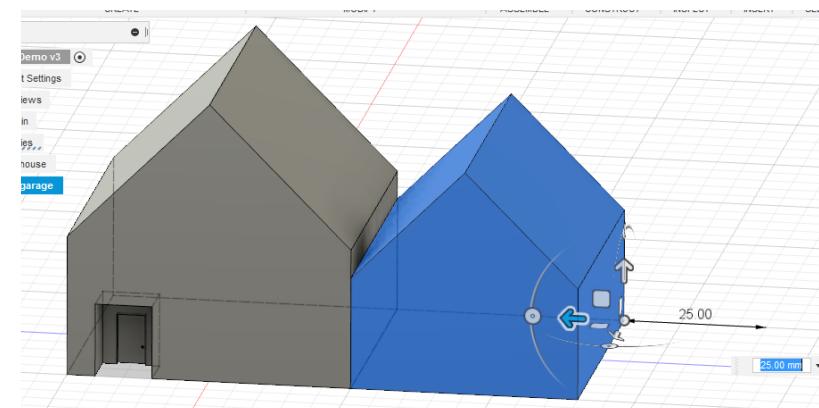
Add a door knob



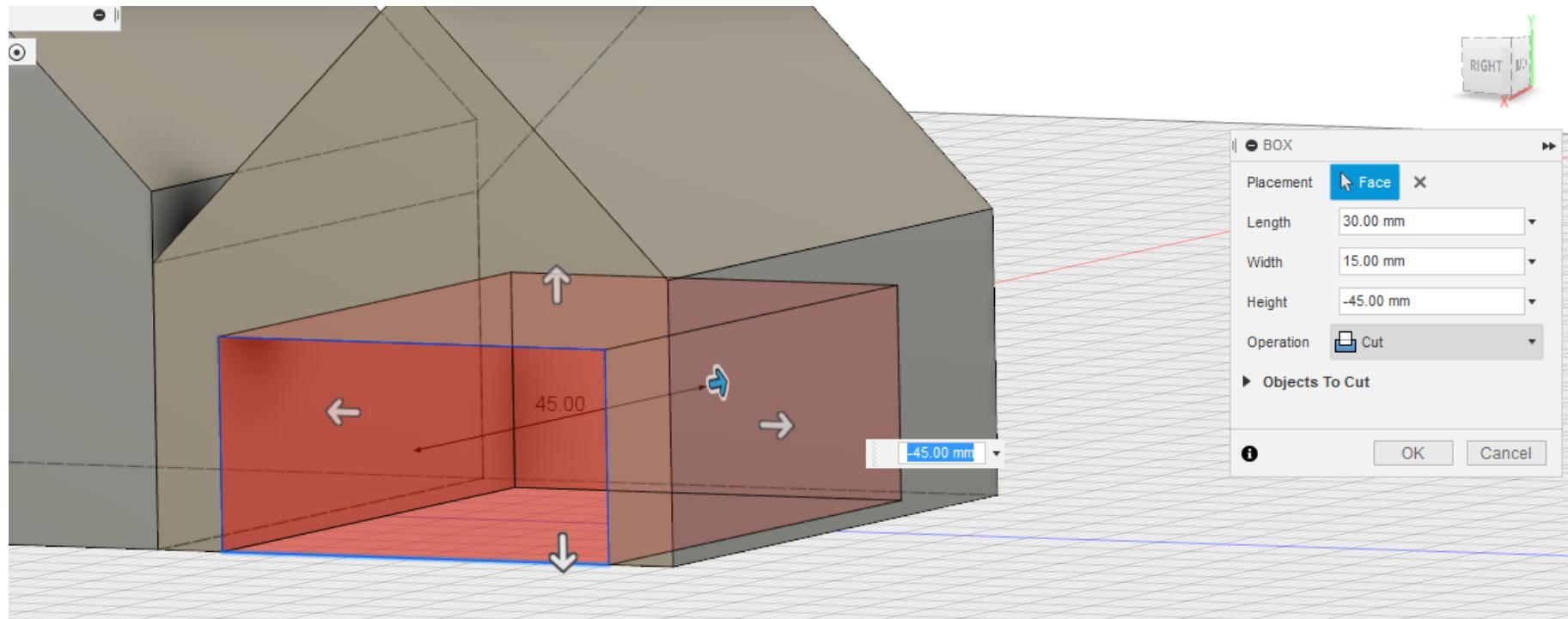
# House - Garage



Repeat to make a smaller house and call it a “garage”.  
The garage box is 30x50x30 this time.



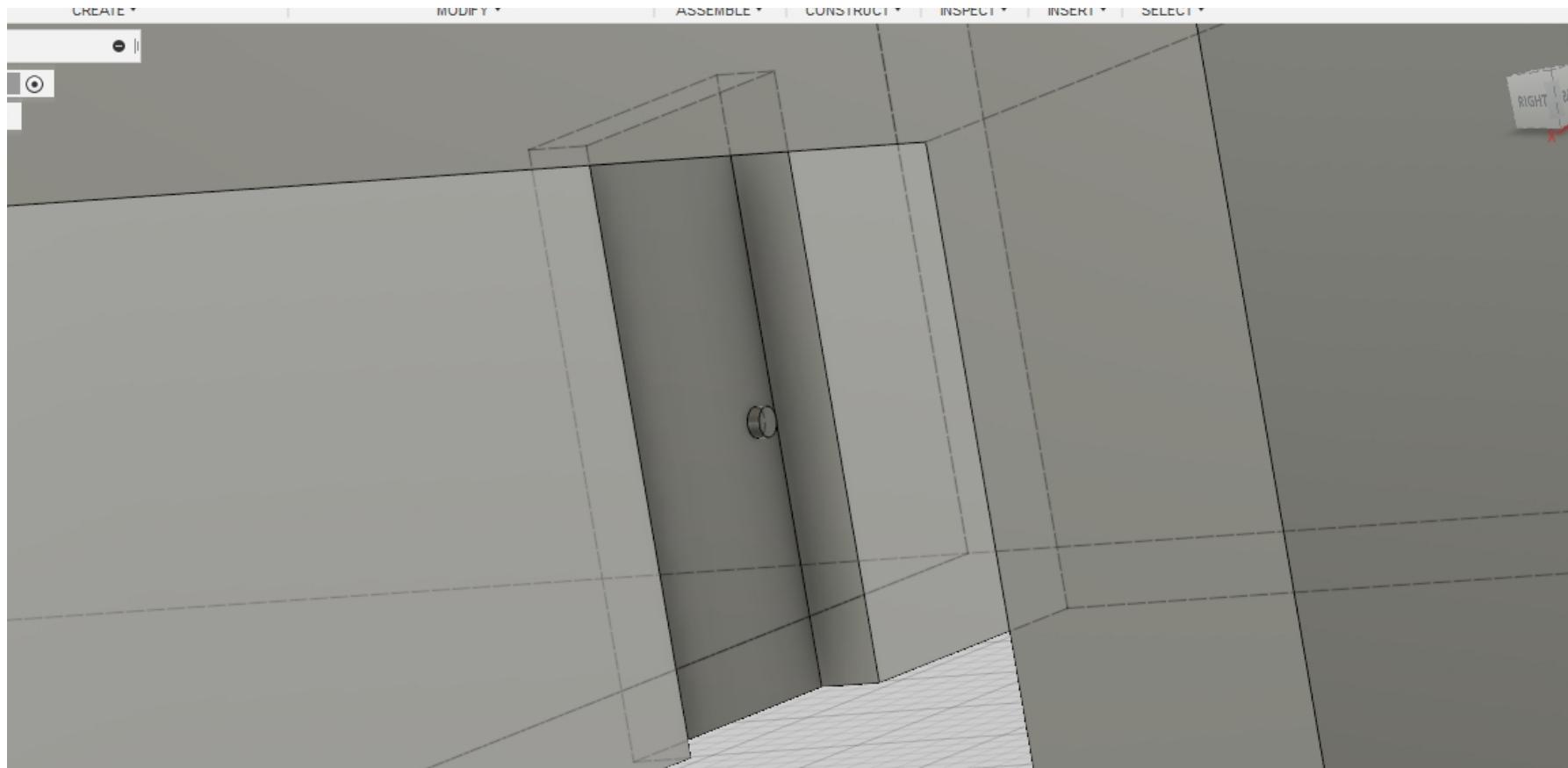
# House - Garage



Make the garage hallow. My walls are about 5 units thick.

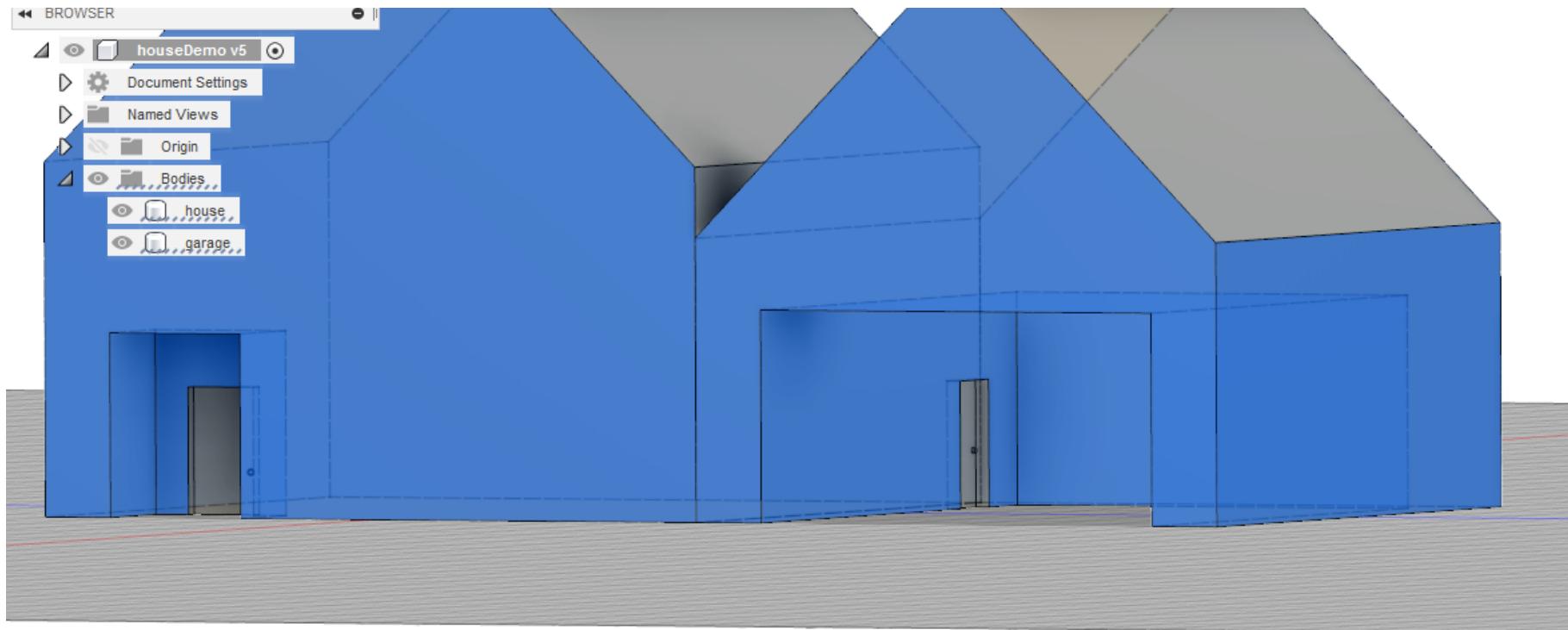


# House - Garage Door



Your garage needs a door too!

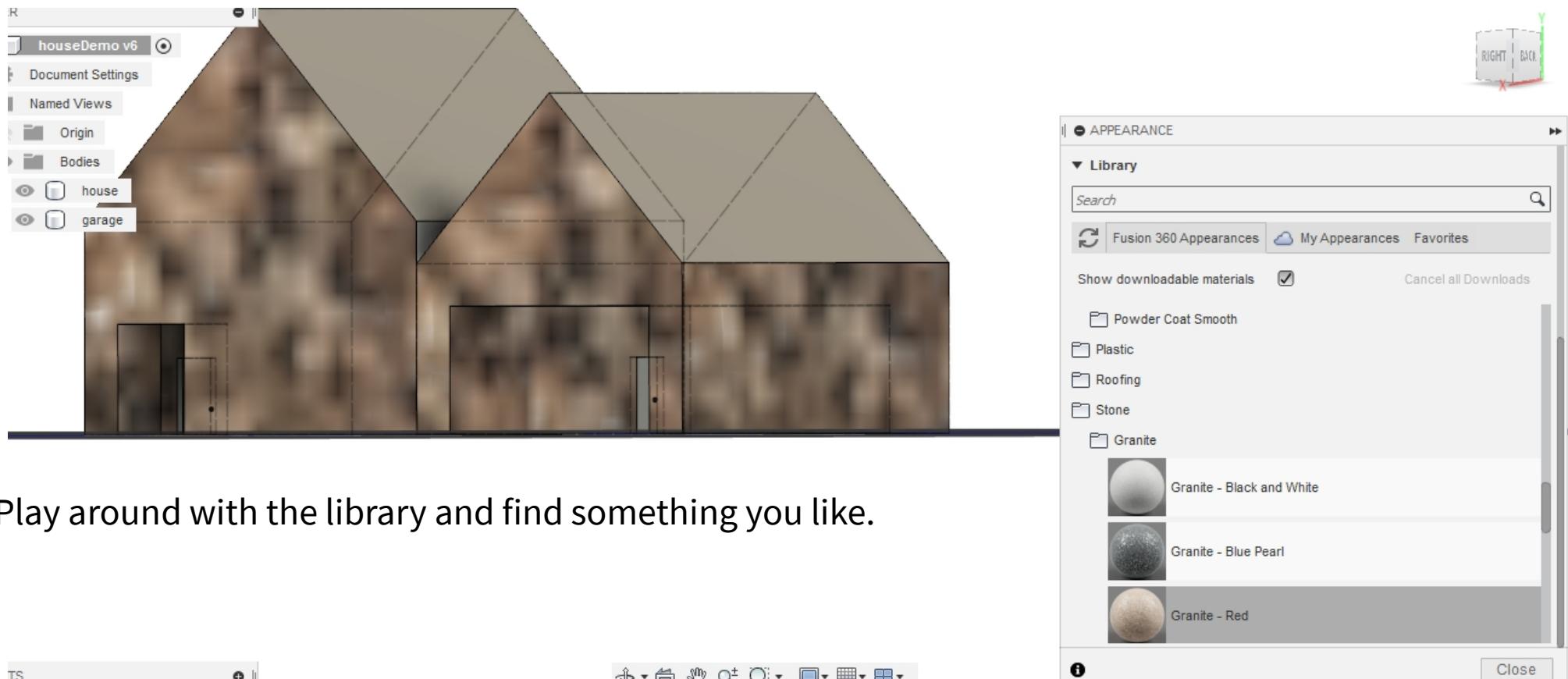
# House - Appearance



Now multi select (shift+click) the wall surfaces you want to place a texture on. Avoid the doors and roof for now.



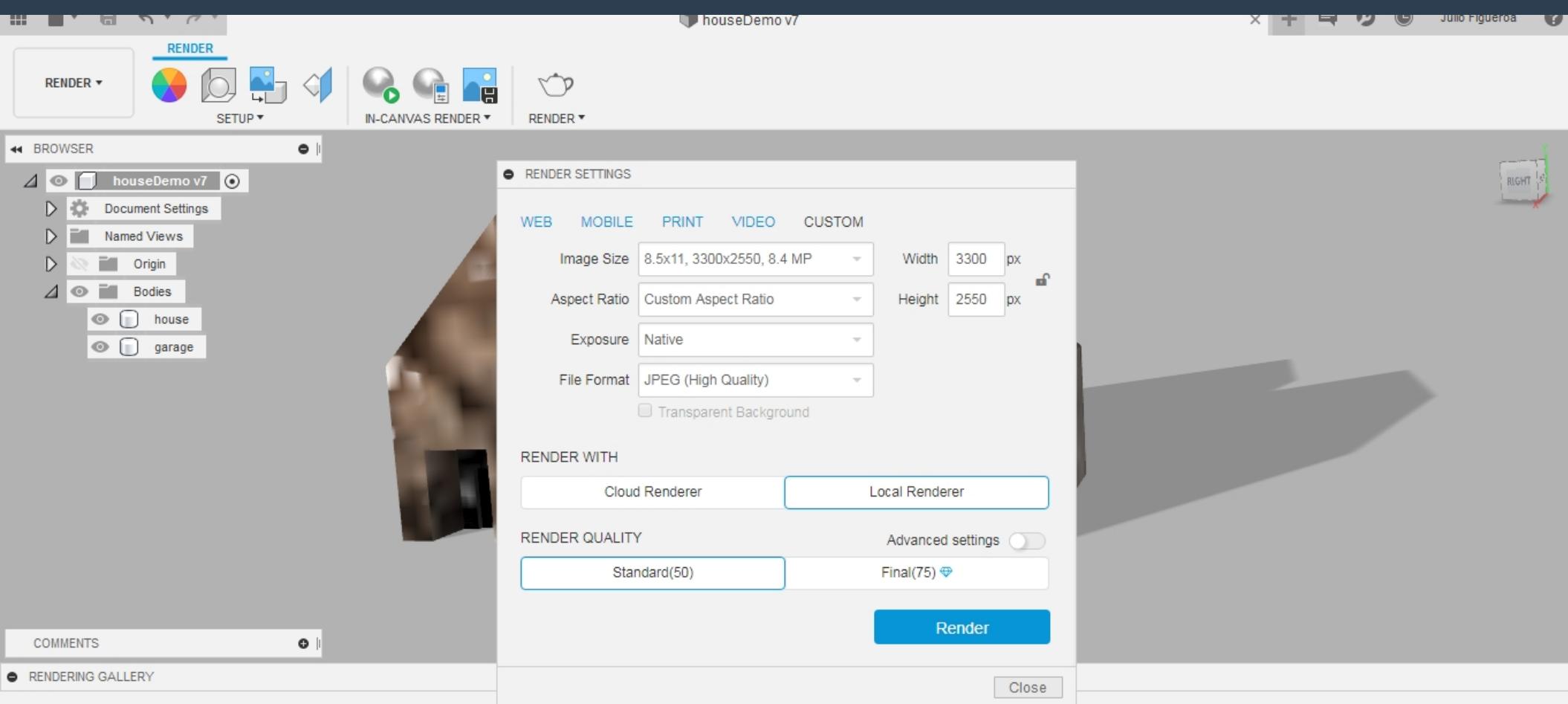
# House - Appearance



Play around with the library and find something you like.



# House - Render

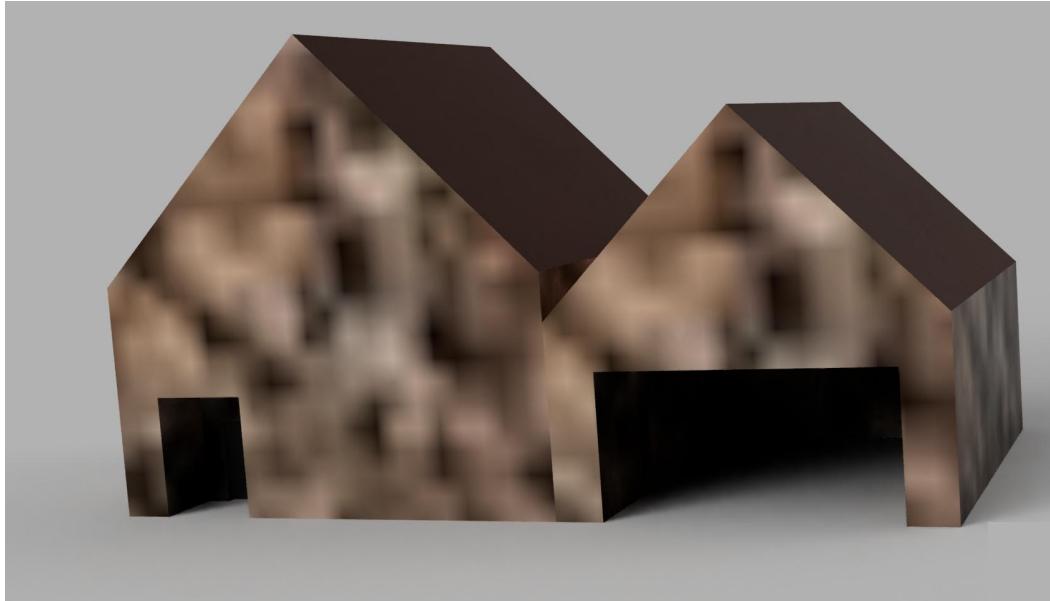


Use the Render tool to save renderings to your gallery.

Now it's time to render. Switch from "model" to "render" on the top left. Student accounts get unlimited cloud credits these days. You will use these credits if you want to cloud render, but select local for now.



# House - Rendering (standard)



Better than minecraft?



# House – Rendering Excellent

Definitely better than minecraft!



# Final Thoughts

We recommend you do the rendering process at home, especially if you want something better than standard.

Please email results to your teacher



# Emailing ScreenShots

E-mail your file and/or screenshots of your design to [jfigueroa@nasriacademy.org](mailto:jfigueroa@nasriacademy.org) for credit

