

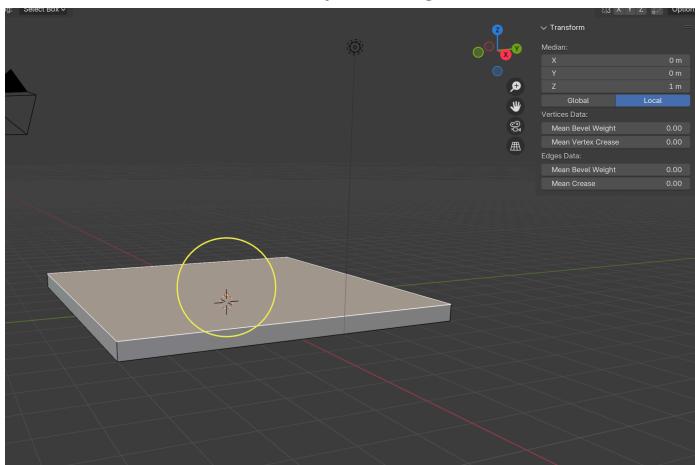
Trina Le
GIXD 503 - Creative Prototyping
Ocr 8th, 2024

Low-poly cafe in blender.

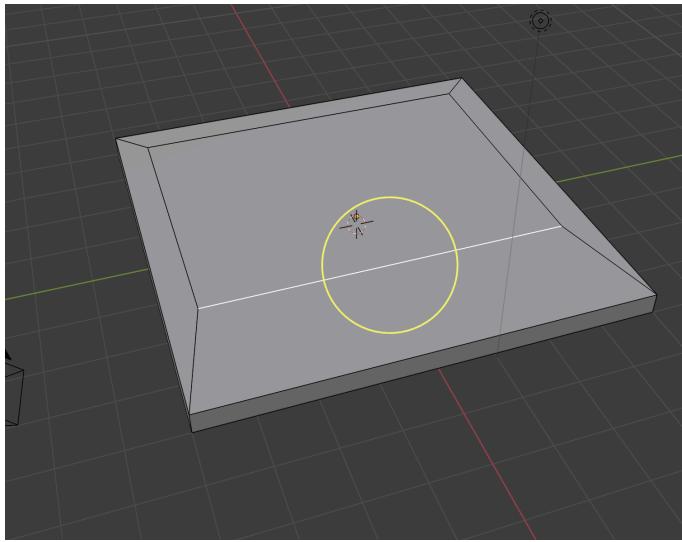
1. Lots of research on the basics of blender. This video was particularly useful.
<https://www.youtube.com/watch?v=Rqhtw7dg6Wk&feature=youtu.be>
2. Sketch of cafe.



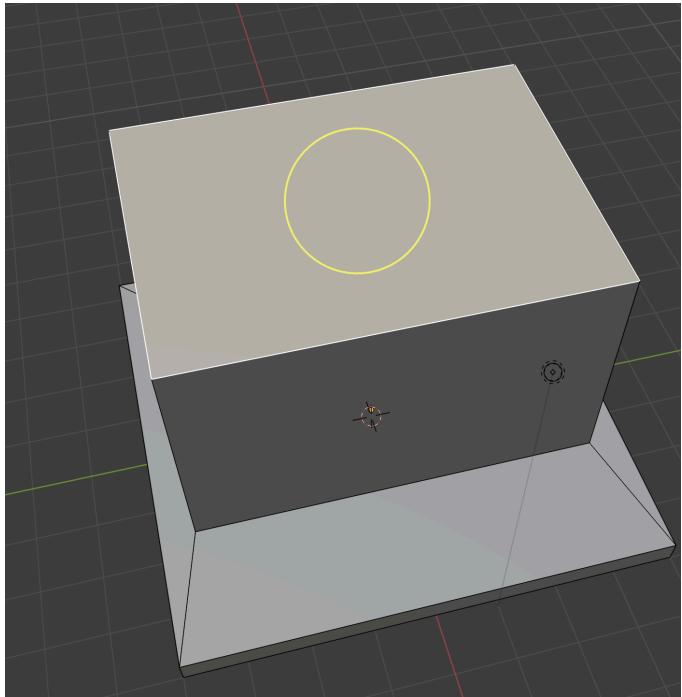
- 3.
4. Created the foundation by scaling it and moved it to the center.



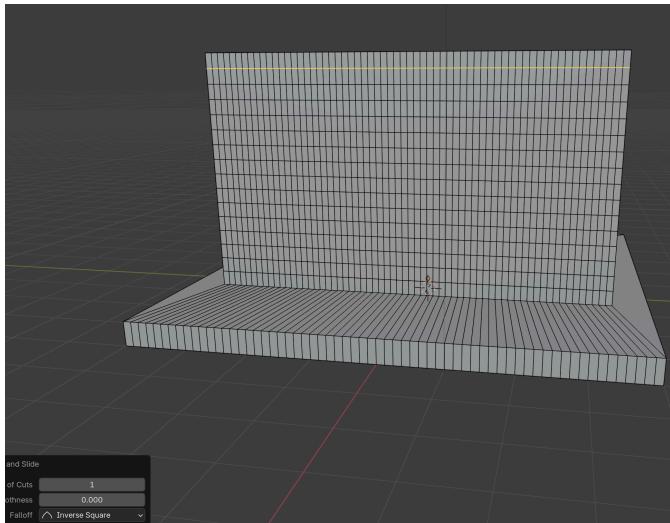
5. Using the inset tool, I created a smaller box on the top plane and moved the edge back a bit.



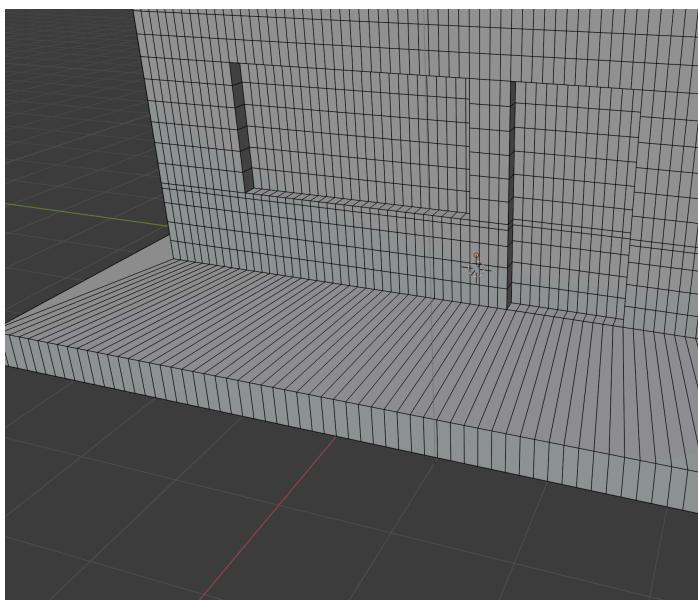
6. Using the extrude tool, I pulled the rectangle shape along the y axis to make the cafe.



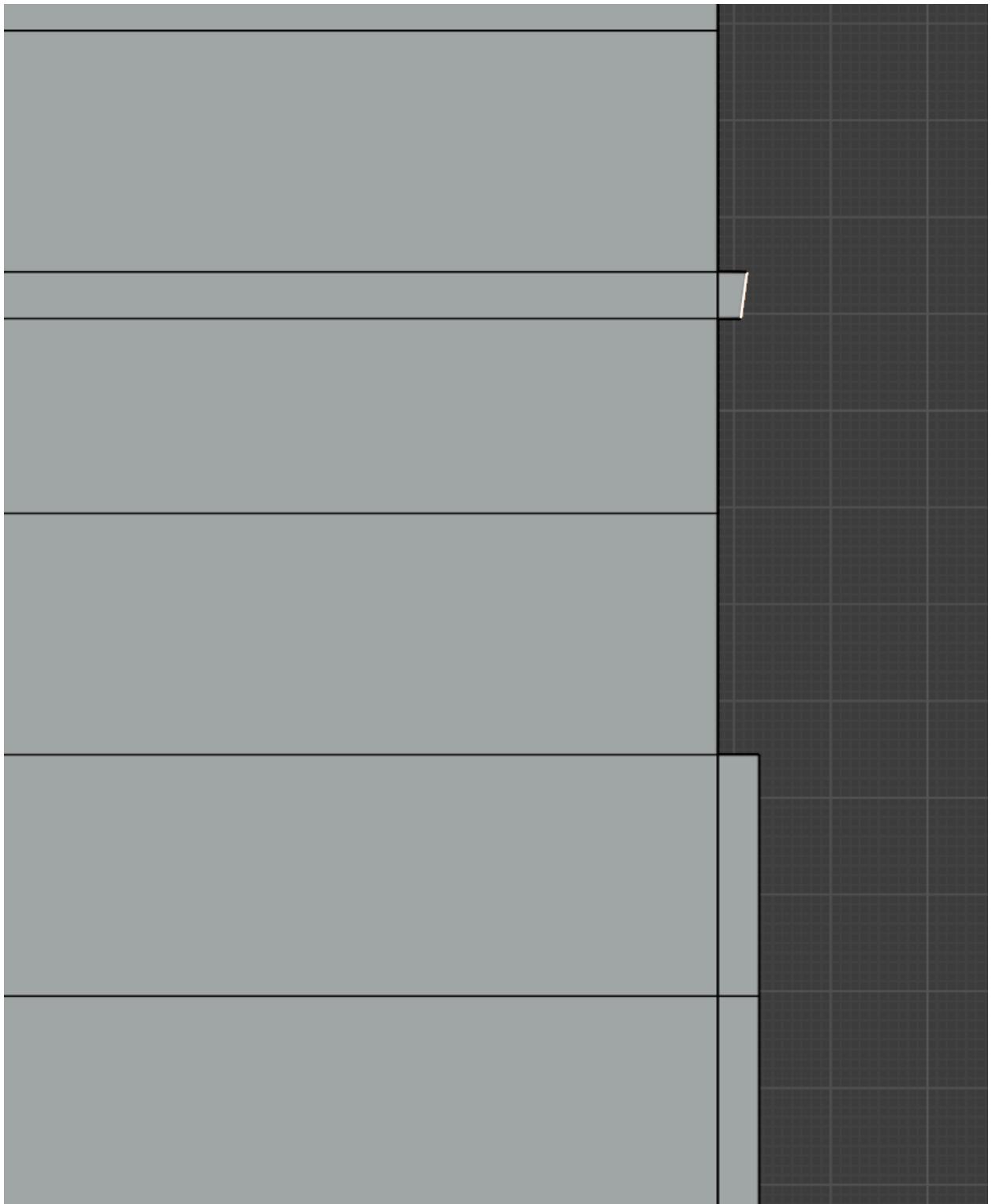
7. Using the loop cuts, I made this grid so I could create the door and window.



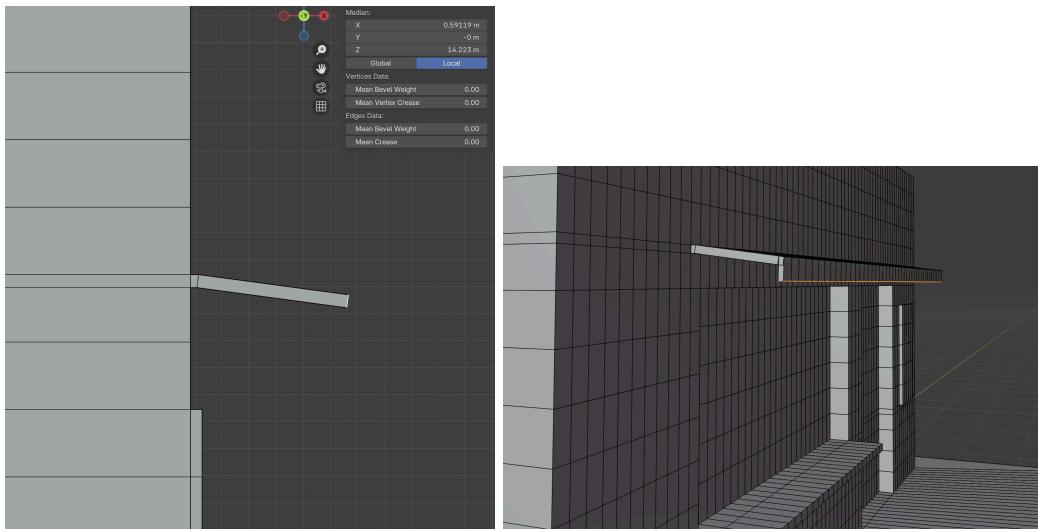
8. Created window and door in by selecting the frames and using the extrude tool to move inward.



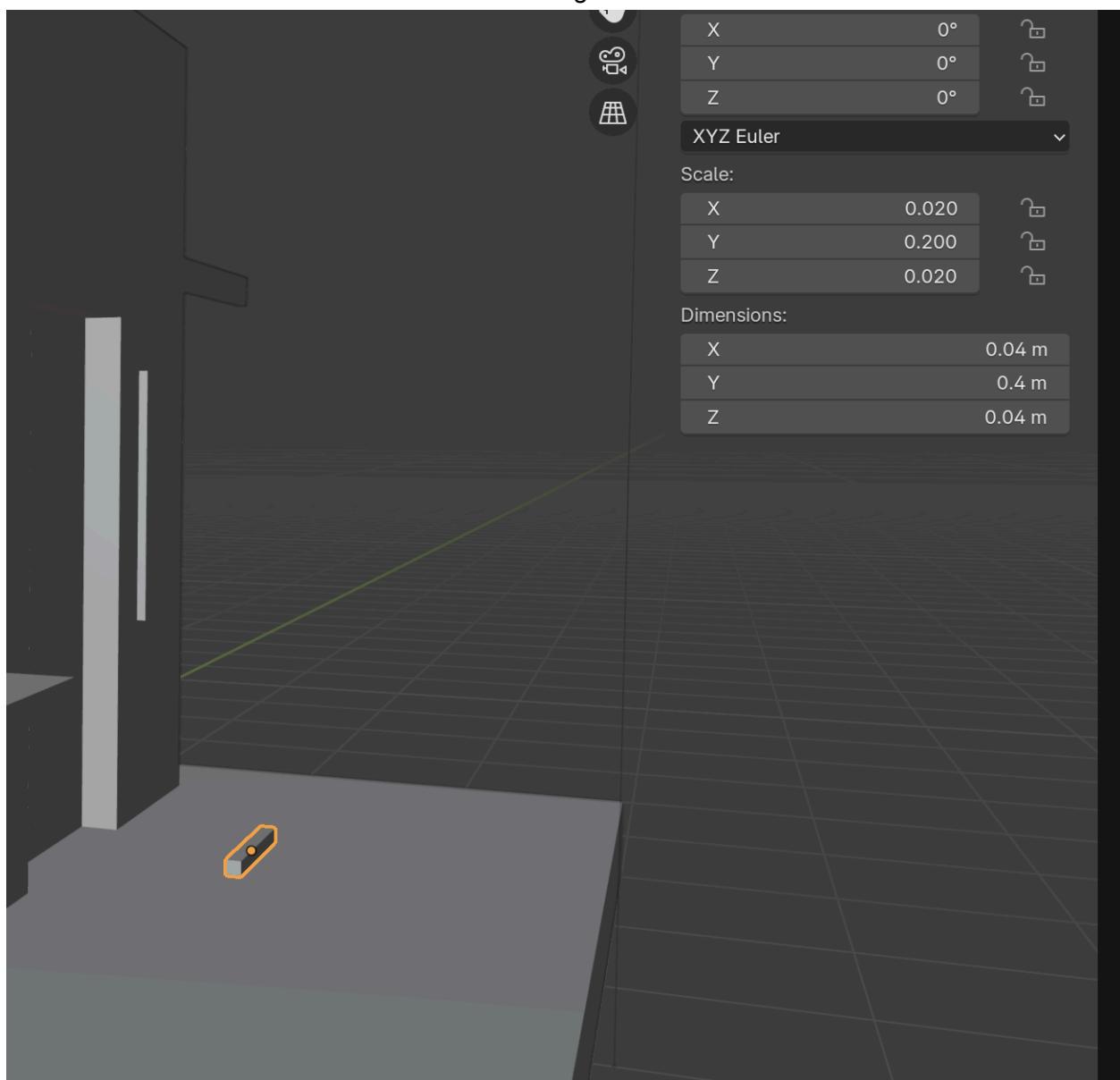
9. Above the window and door I used loop cut and dragged to make a small section for the awning. Rotated it slightly so it could angle down.



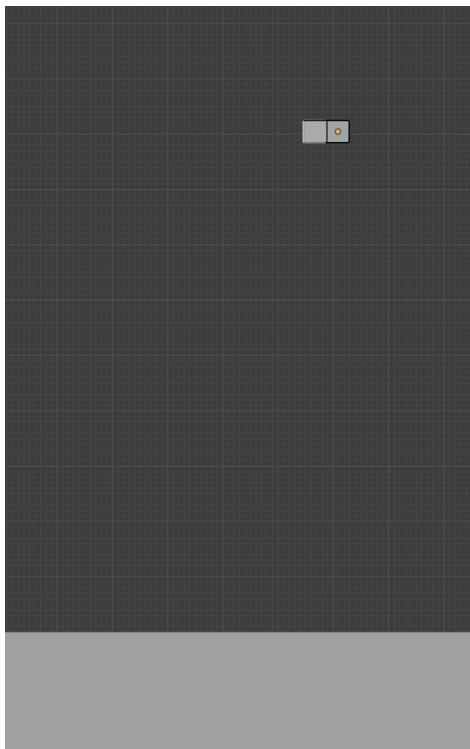
10. Extrude to make top part and selected bottom faces to extrude the front part of the awning.



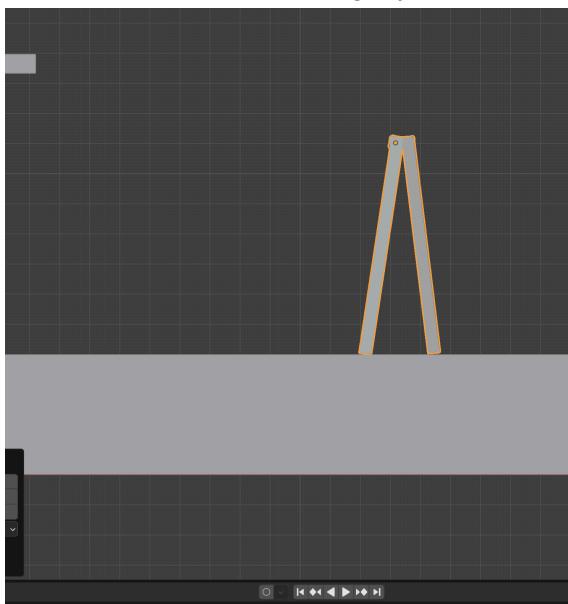
11. Added a new cube and scaled it to a small rectangle.



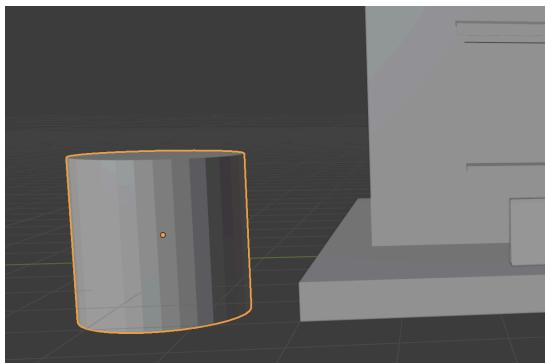
12. Selected from face ans extrude out slightly to form the top of the sign.



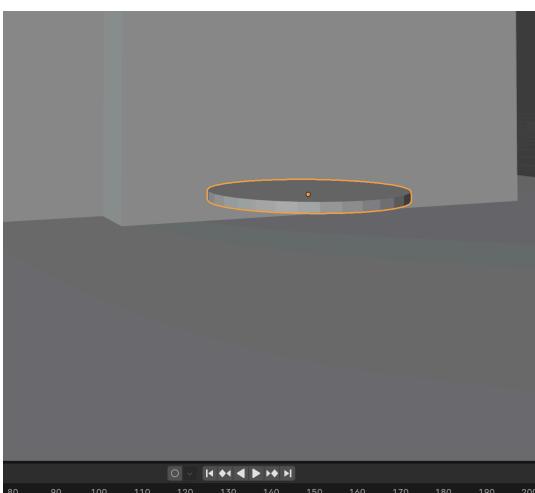
13. Rotated the bottom face slightly and extrude down to complete the shape of the sign.



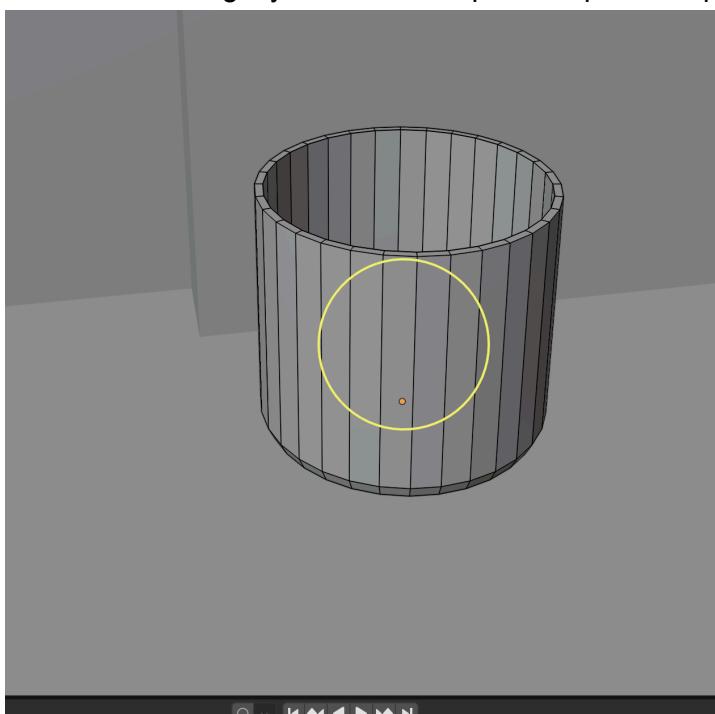
14. Added cylinder shape to make a planter.



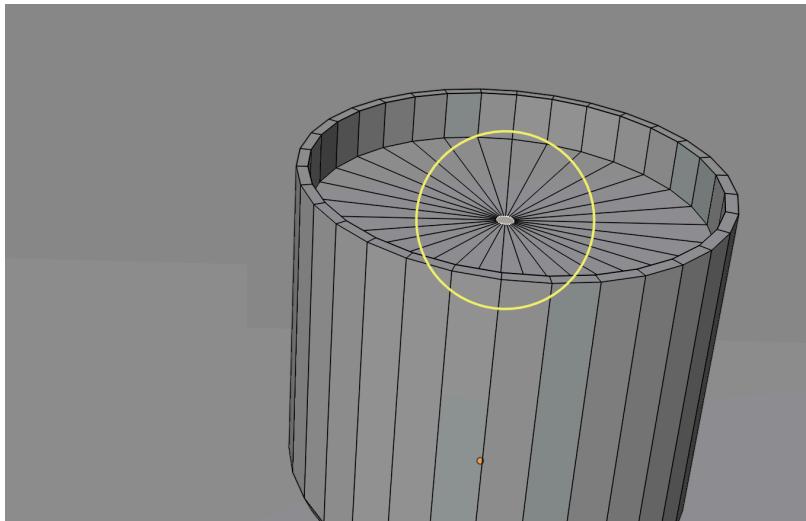
15. Scale down to make the bottom.



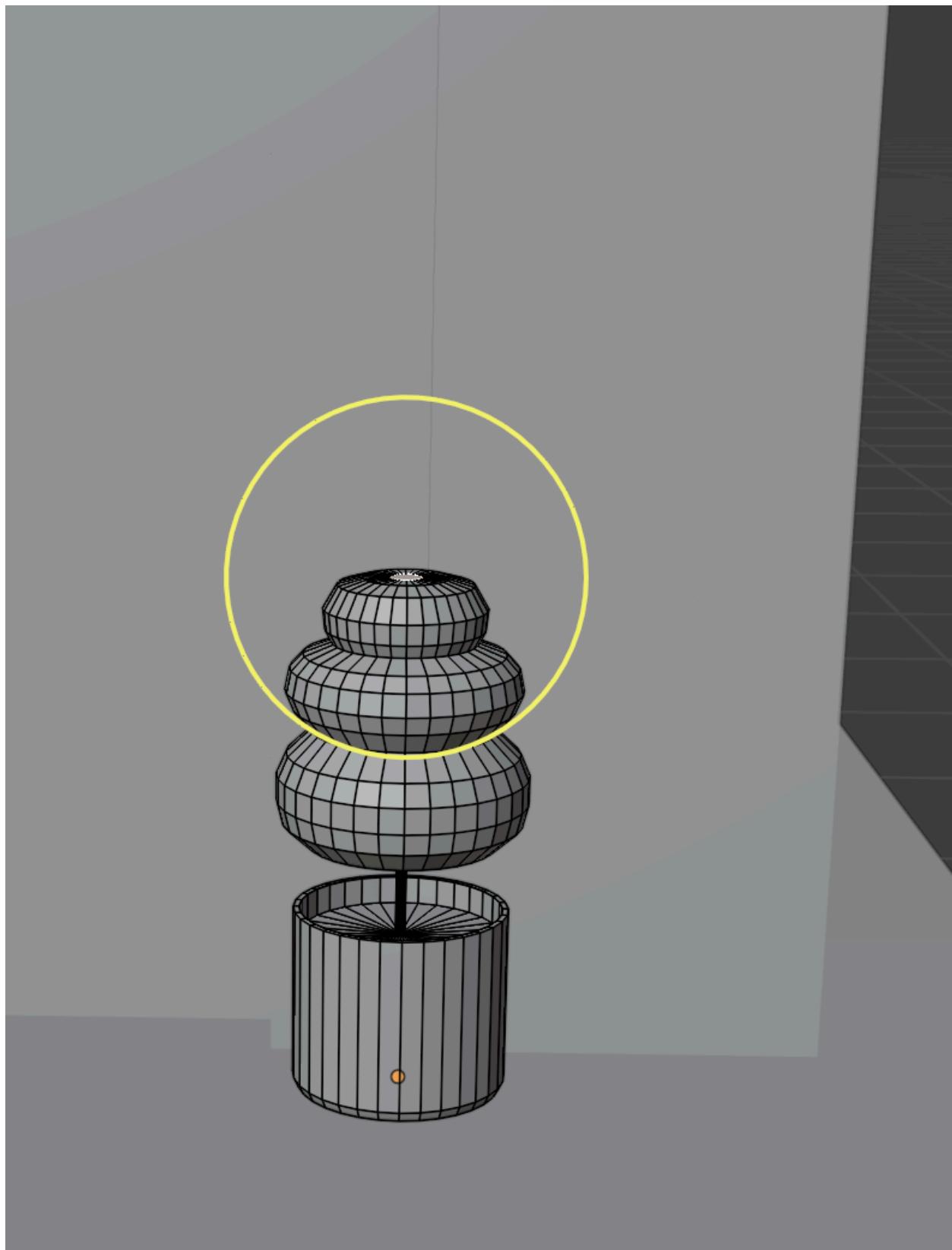
16. Scale outward slightly and extrude up to complete shape.



17. Inset slightly and extrude down.

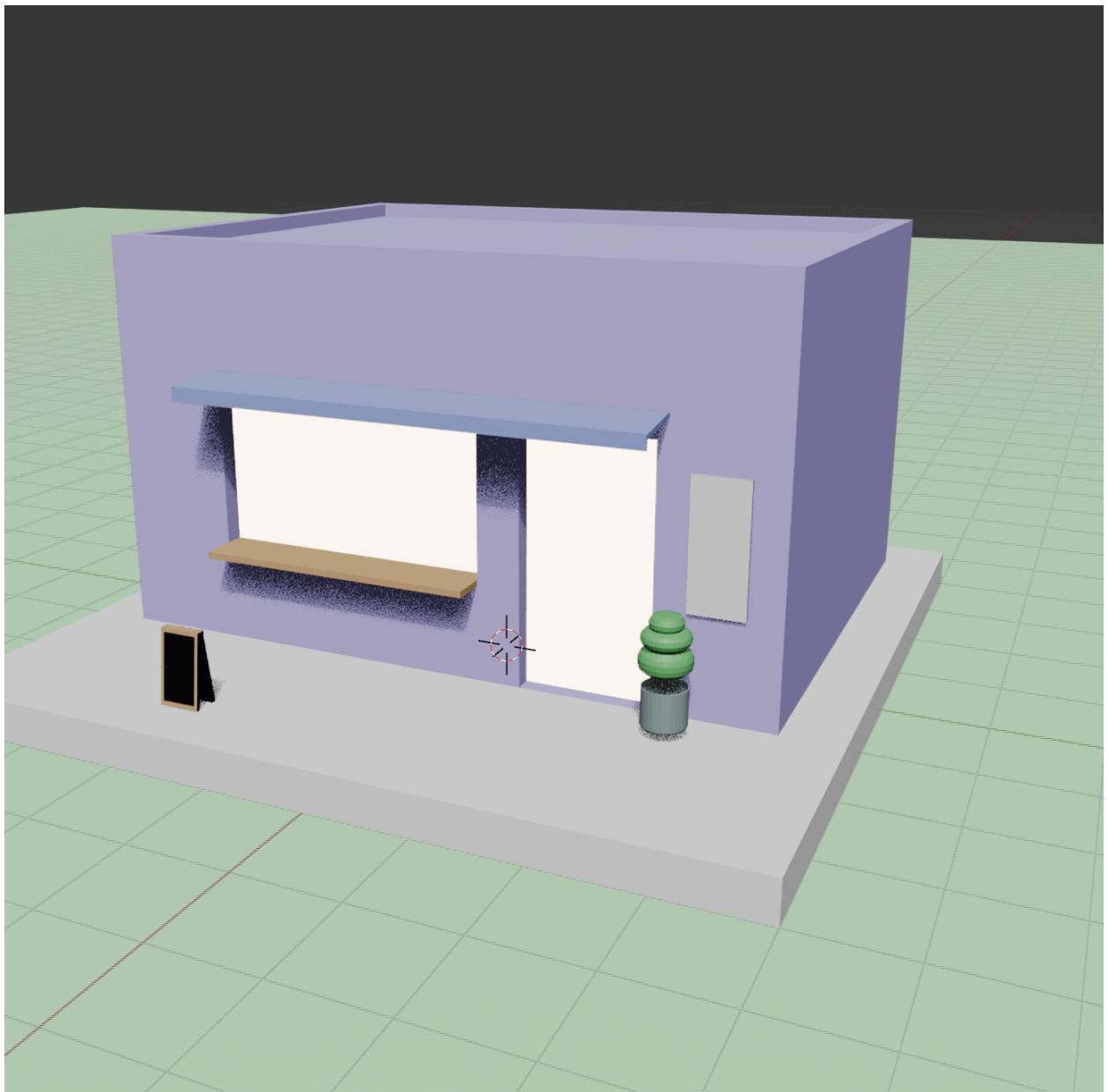


18. Select smallest frame in center and extrude up to create stem. Combination of scale and extrude to create shape of bush.

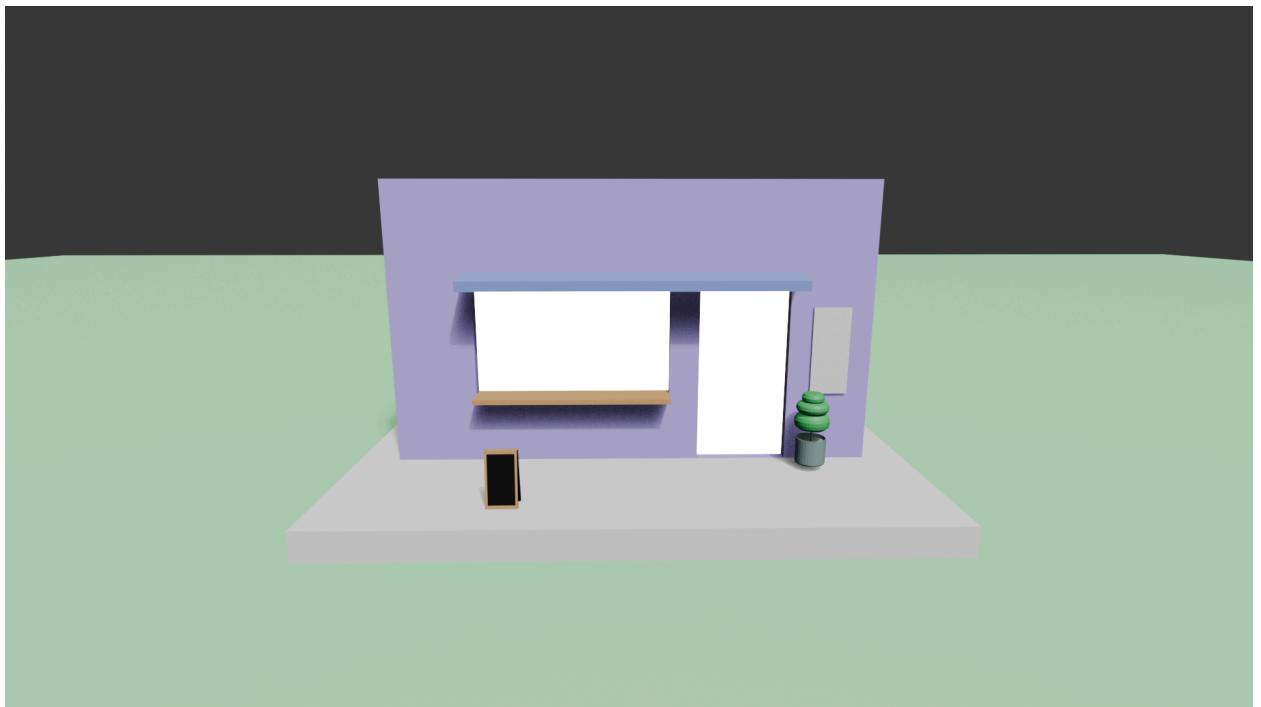


19. In edit mode, separate materials by face and in object mode unlink from the parent. Add color to each object.

20. Switch light source from point to sun and set to 5. Align view to camera to create the scene. Angle 1.



21. Angle 2



22. Angle 3

