Session 03

Introduction to Blender

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The Learning Space

CITY OF CANADA BAY LIBRARIES

Agenda

Review - House Project & Blender Skills

- Adjust the Wall Shape
- Add Roof Panels

- Use Archimesh addon

Project - New Topics

- 3D Model an Ikea Table
- Add Lights inside the room

Output

Step 1

3D Model an Ikea Table

LACK $25

Side table, black-brown, 55x55 cm

★★★★½ (221)

Choose colour

Black-brown

How to get it

Check delivery availability

Check Click & Collect options

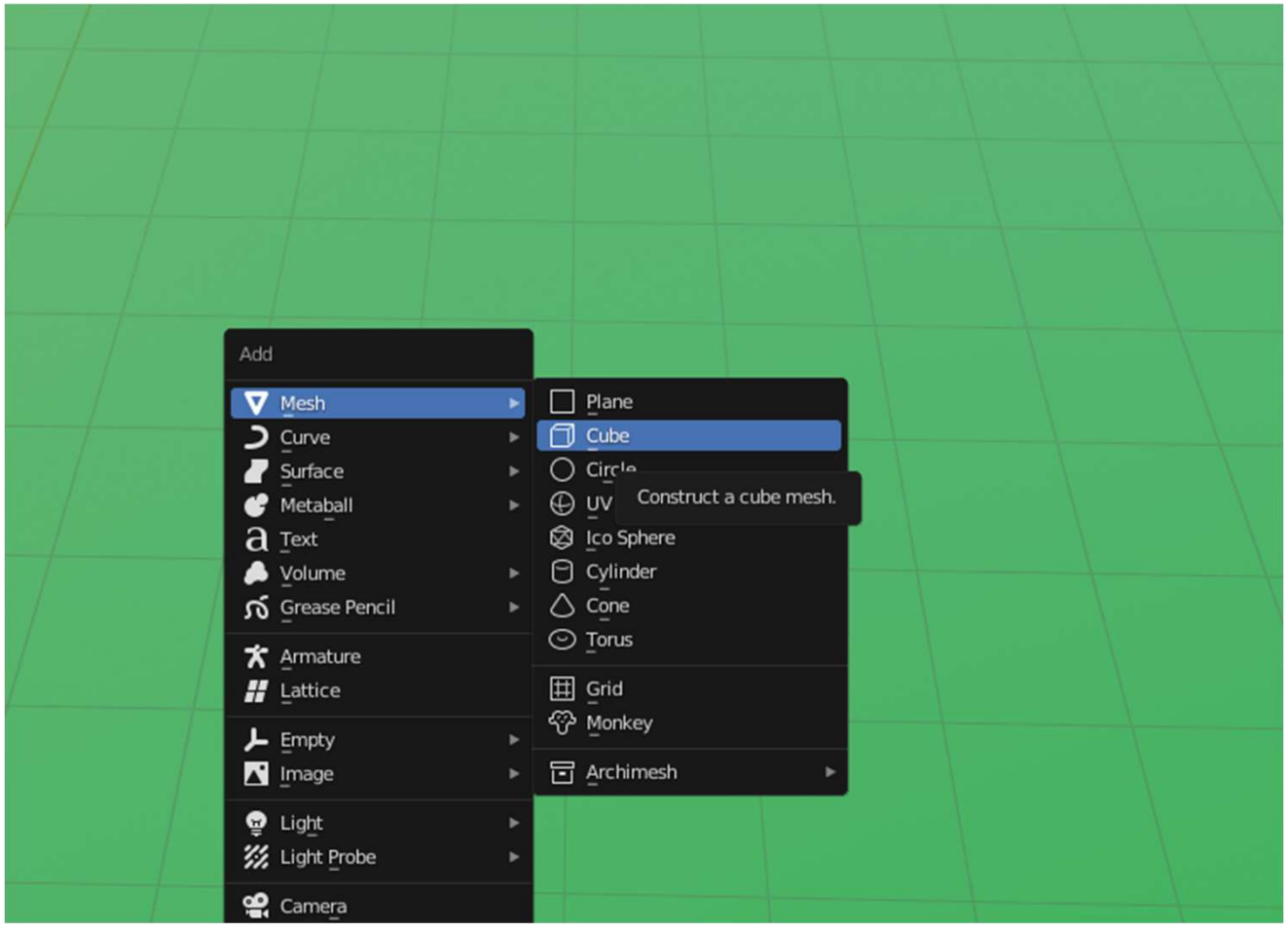
Check in-store stock

Step 1

Something like this

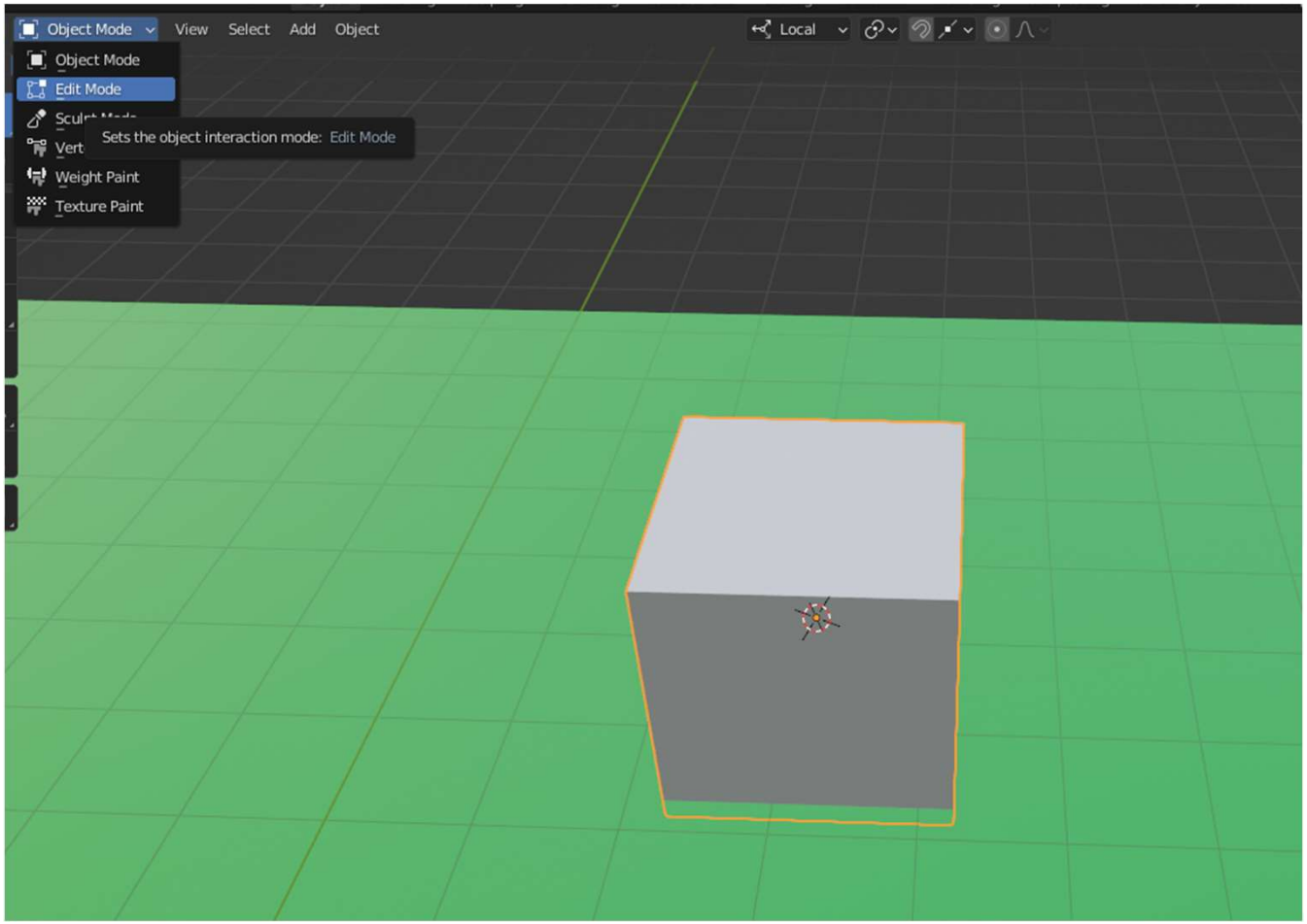
Step 1

Add a cube



Step 1

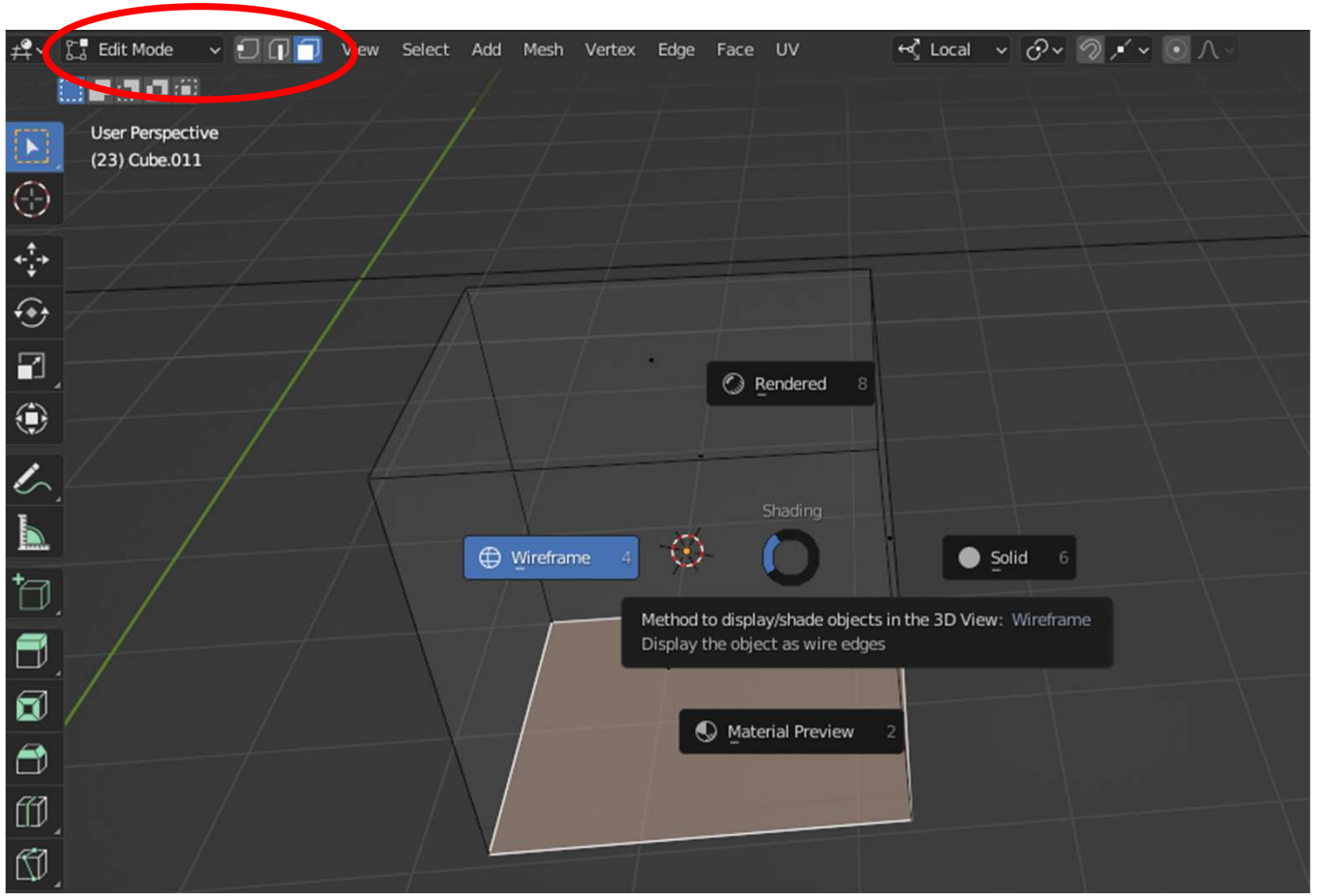
Switch to Edit Mode (to edit vertices, edges and faces of a 3D object)



Step 1

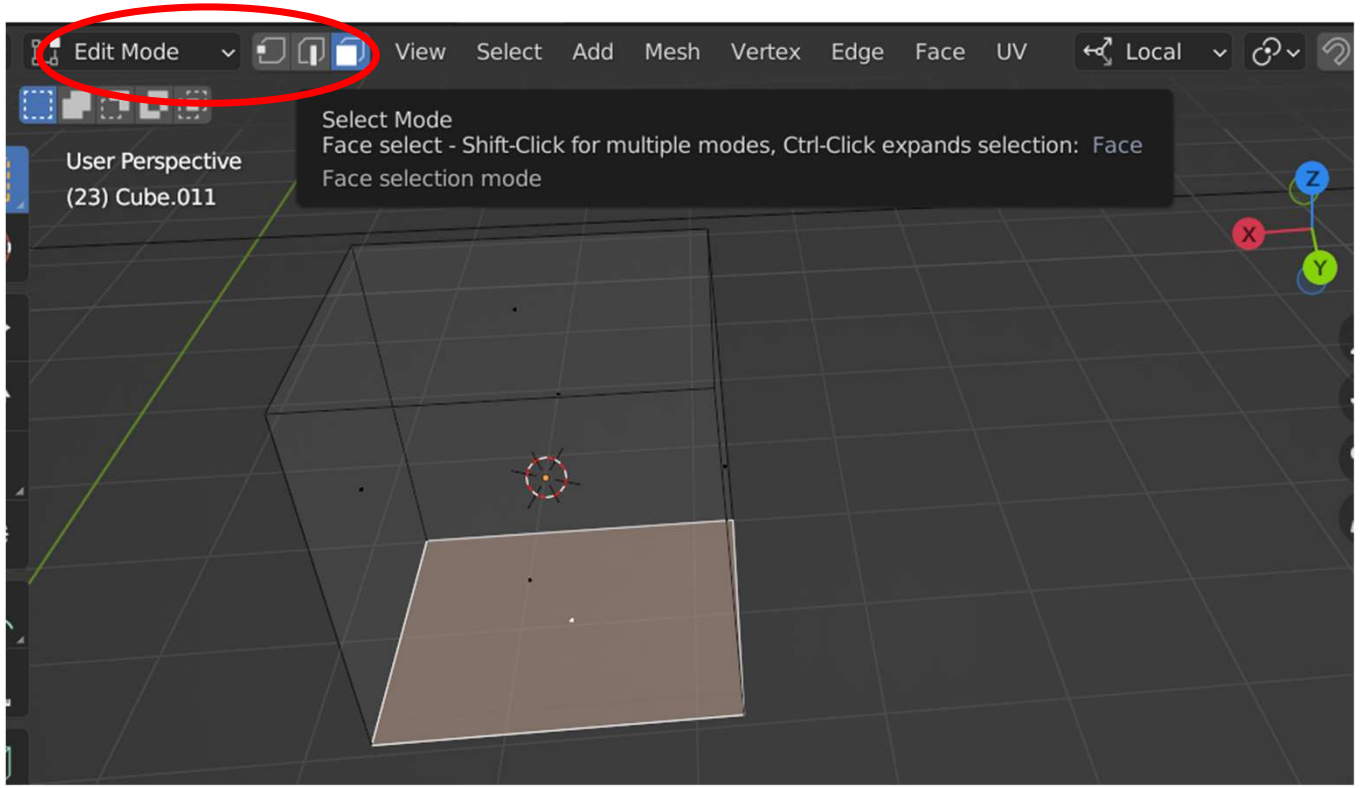
Switch to Wireframe Mode to see all the faces

Shortcut ‘Z’ key



Step 1

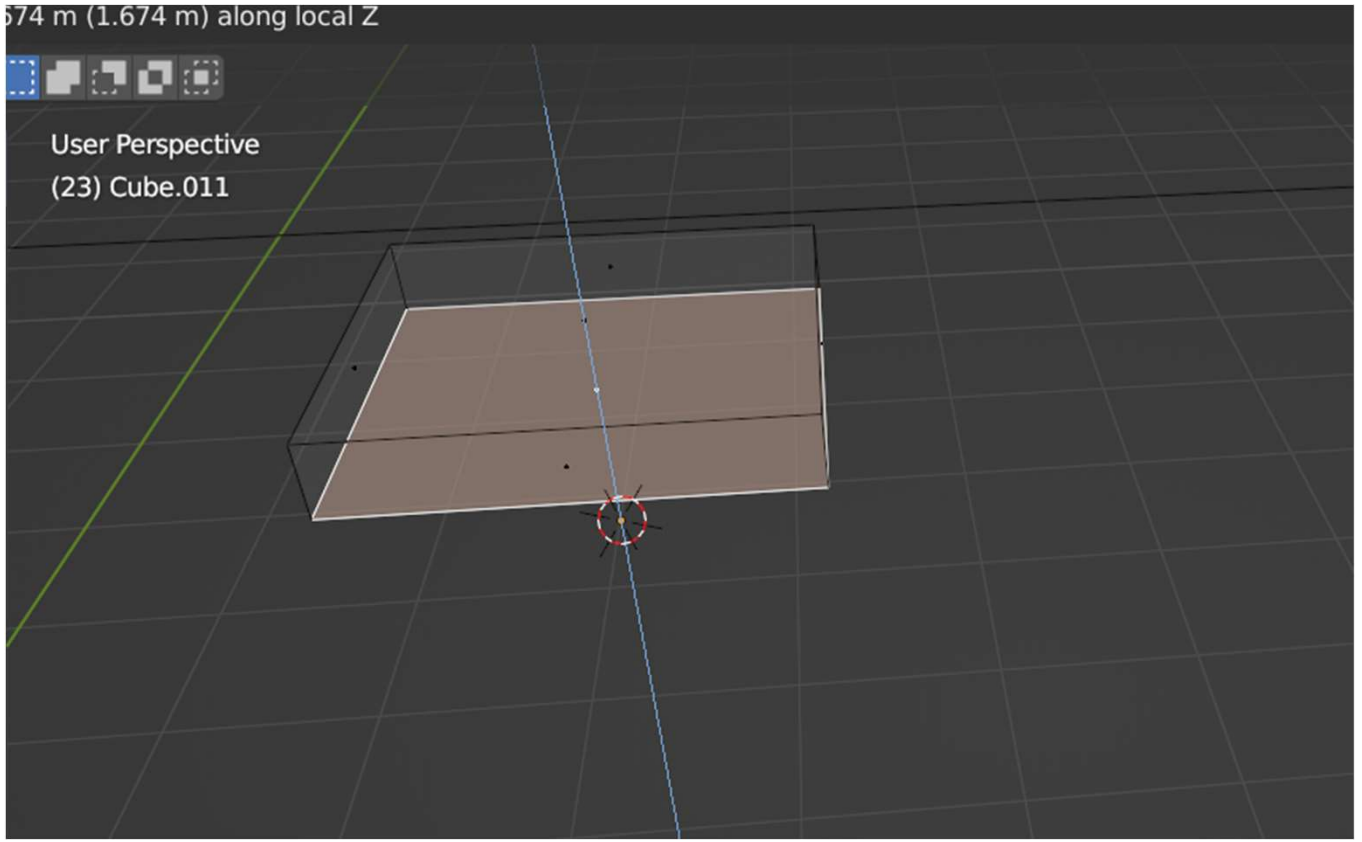
Choose different selection mode: Vertex | Edge | Face



Step 1

Move the face up (change the size)

Shortcut ‘G’ + ‘Z’ key

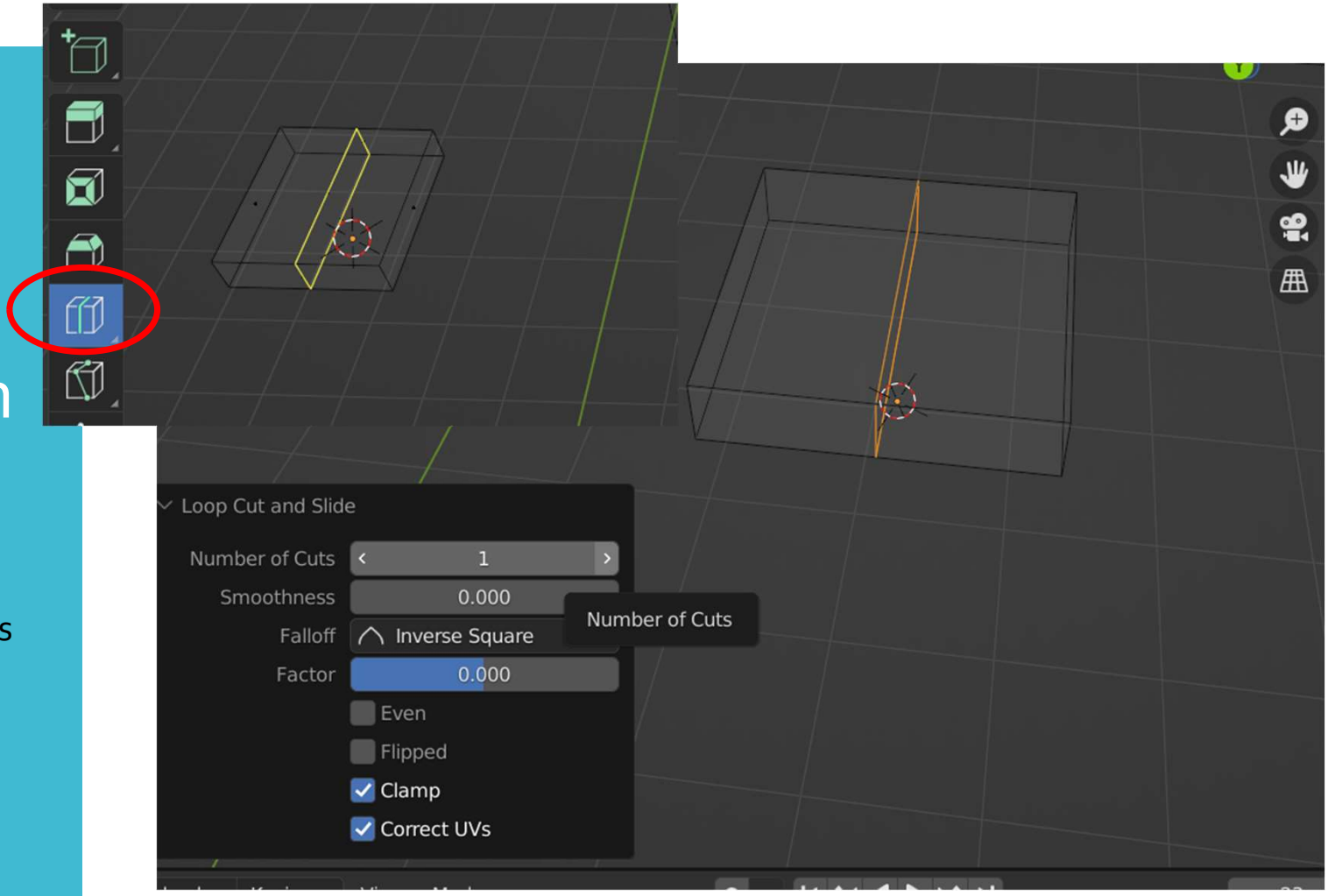


Step 1

Add faces with **Loop Cut** Operation

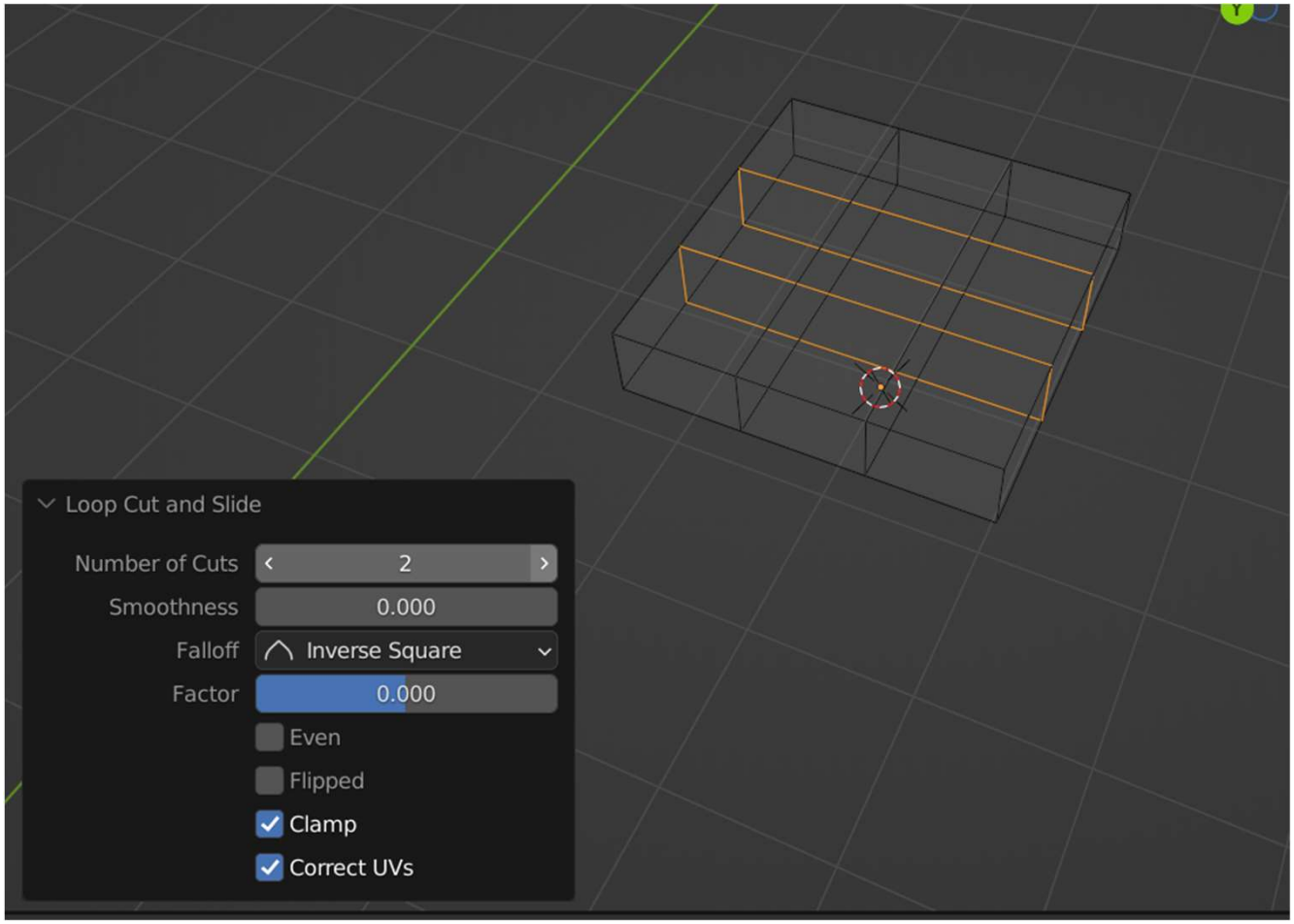
- Change Number of Cuts to 2

- Shortcut ‘Ctrl + R’



Step 1

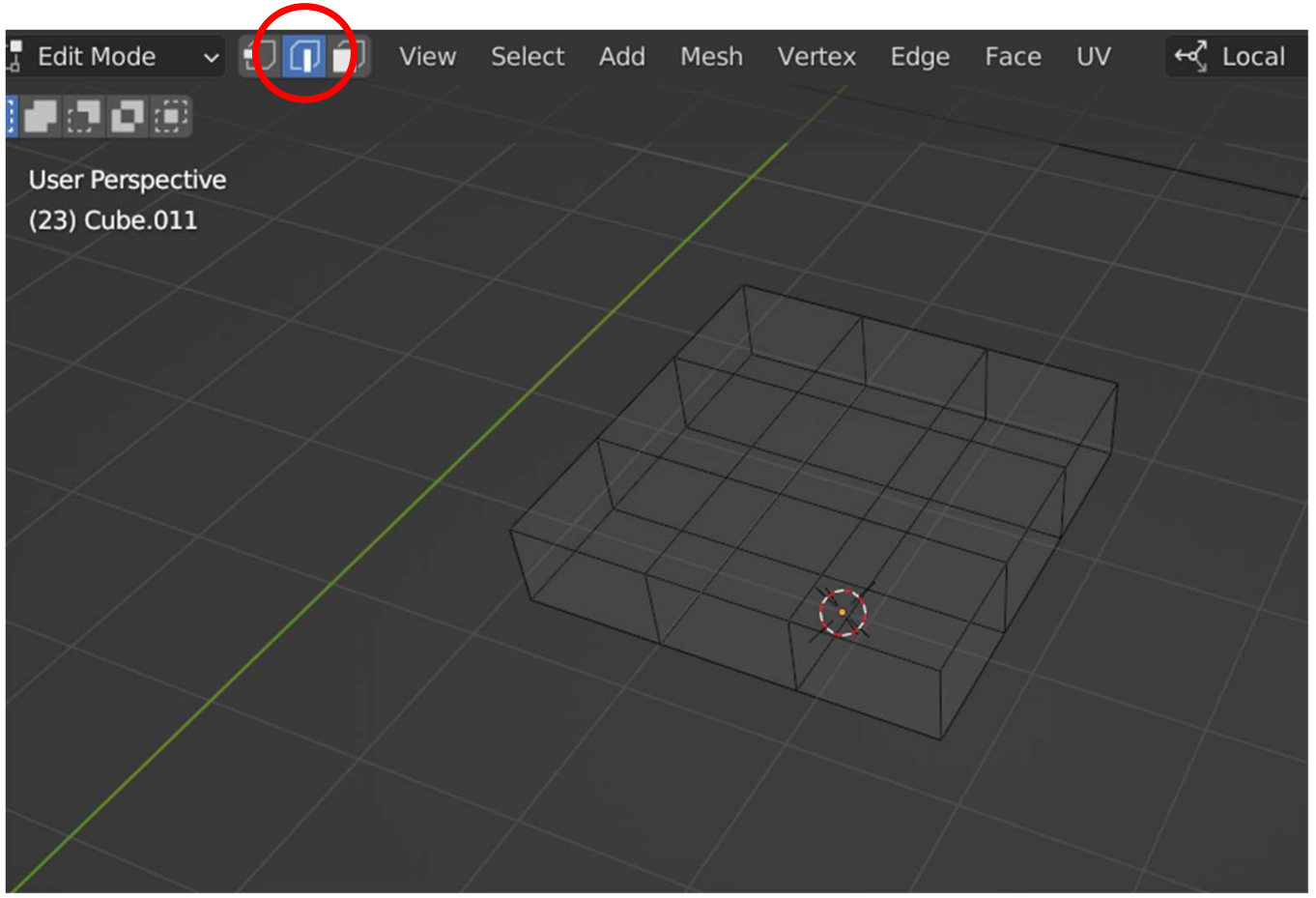
Add 2 cut on the other side



Step 1

Now change the Edges' Positions

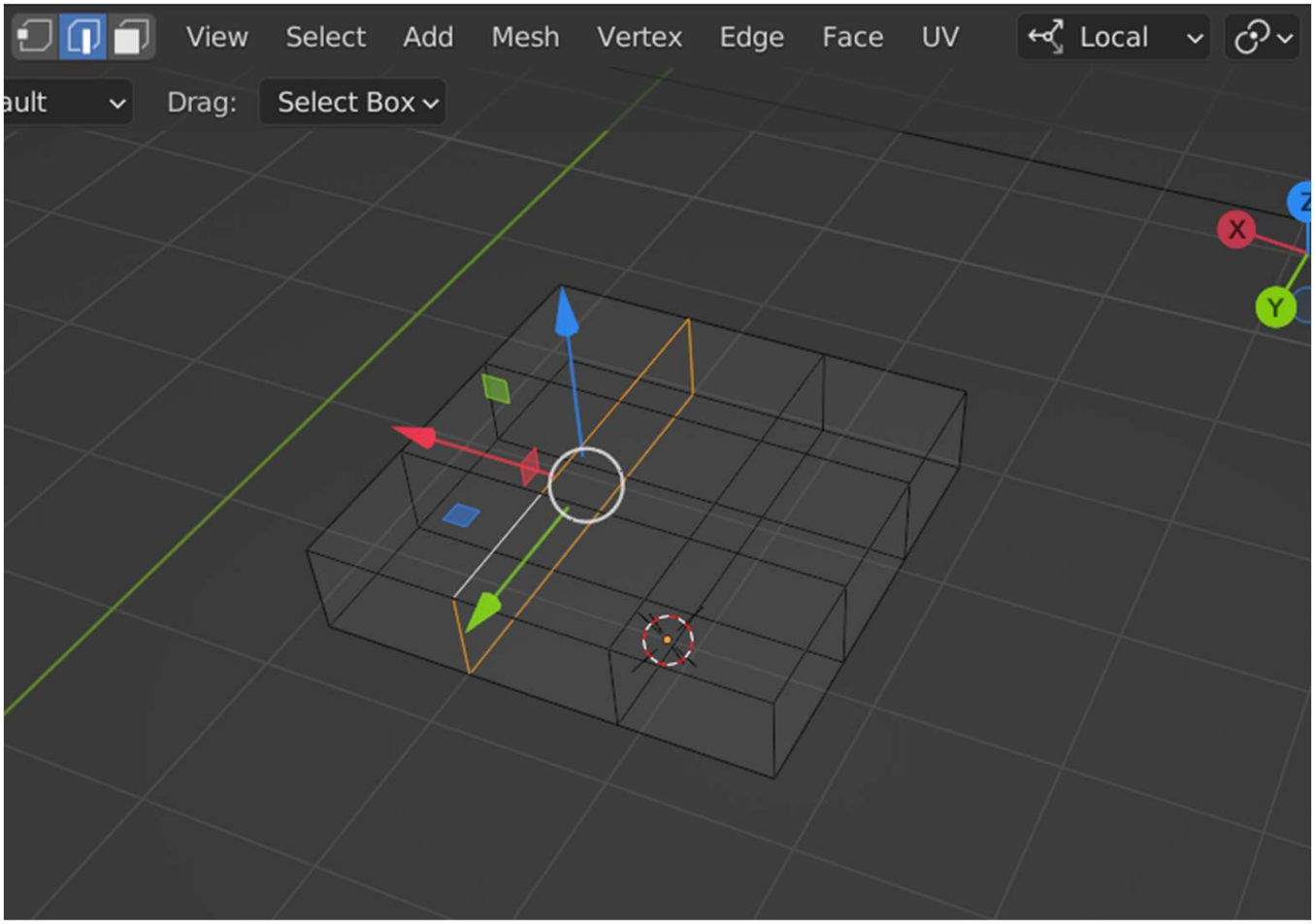
- Use Edge Mode



Step 1

Now Select and Move One Edge Loop to the Left

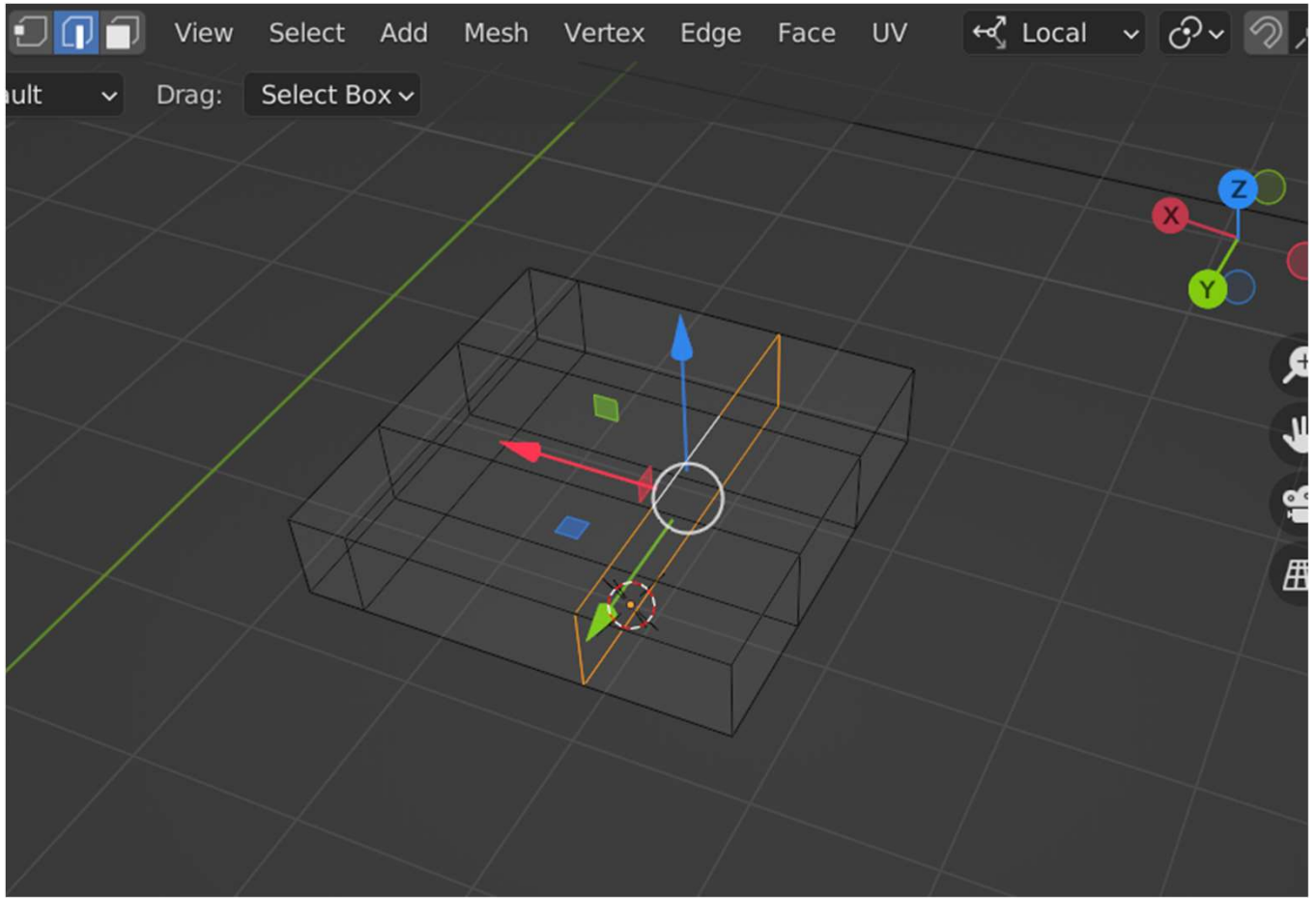
Alt + click the edge to select the loop



Step 1

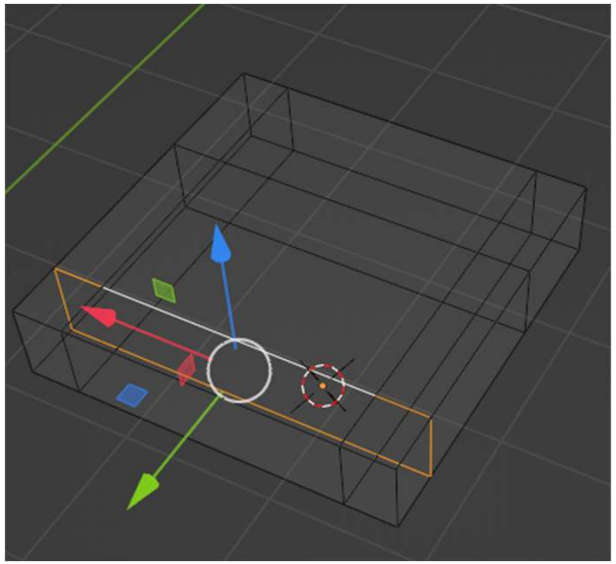
Repeat to Move another Edge Loop to the Right

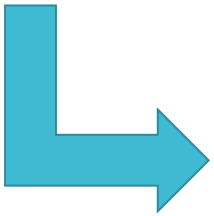
Alt + click the edge to select the loop

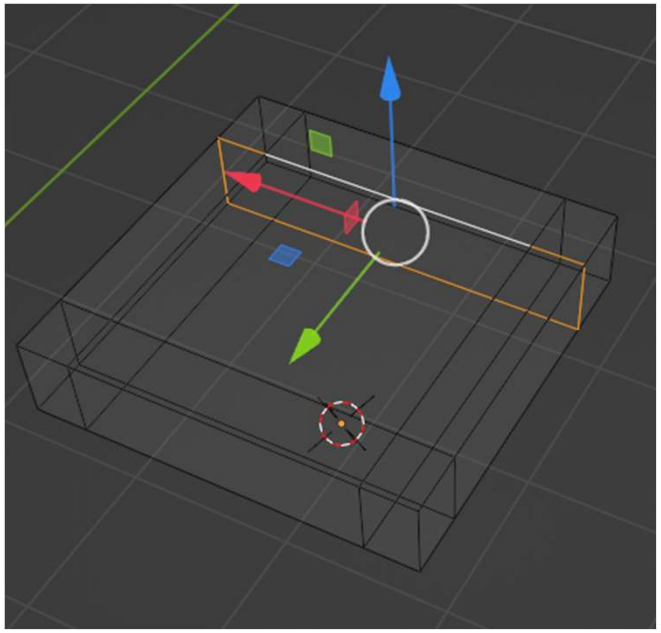


Step 1

Move the Rest Two Edge Loops

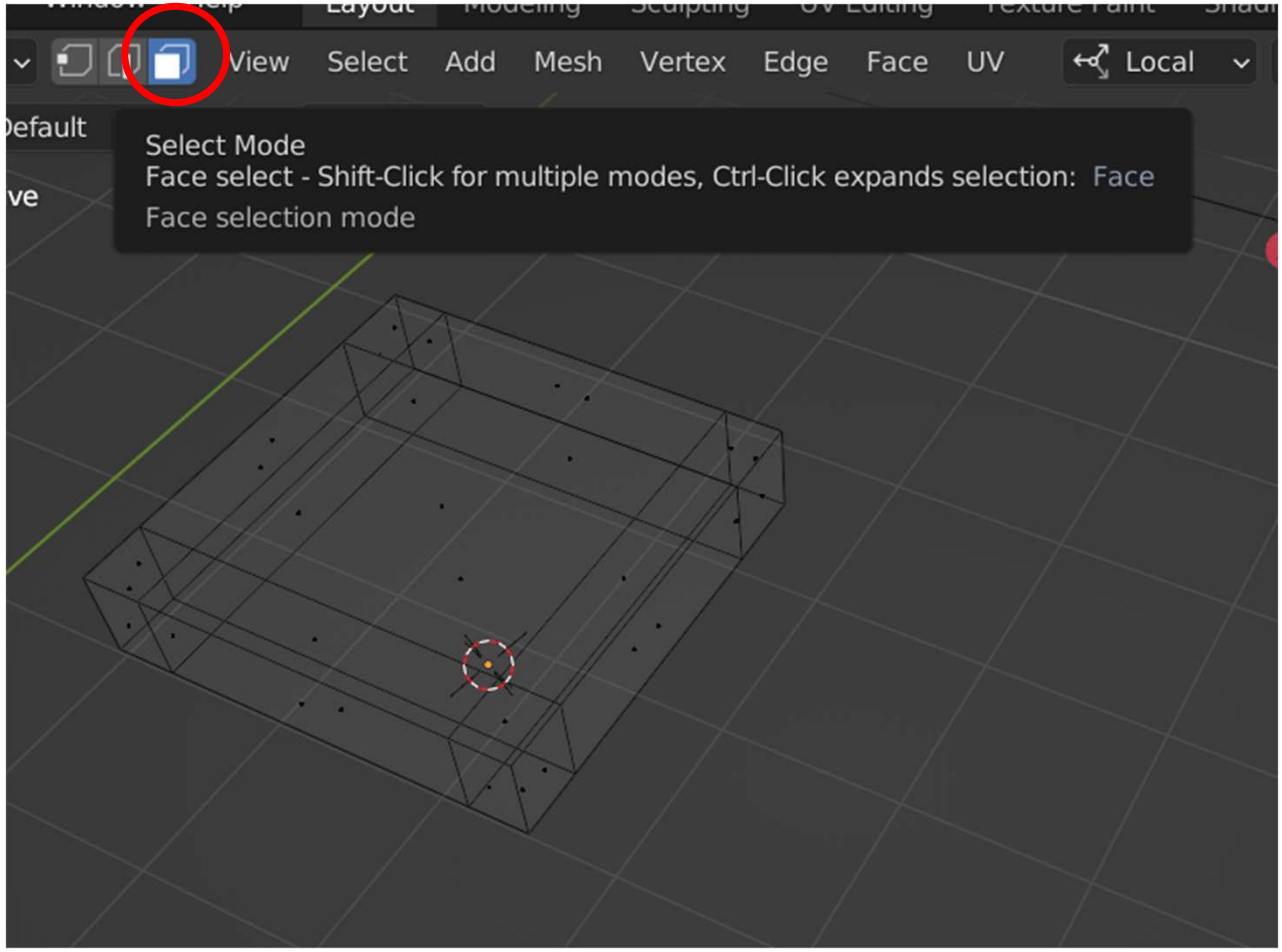






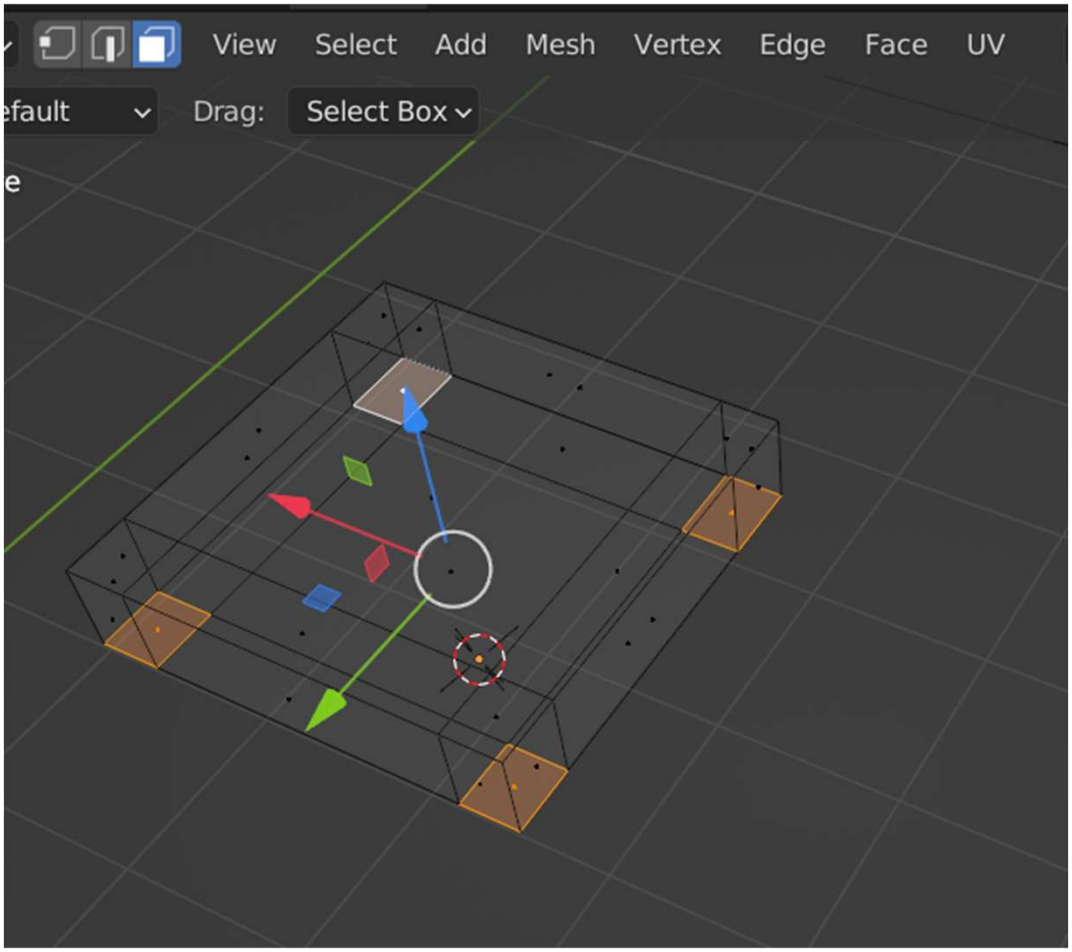
Step 1

Now Switch to Face Mode



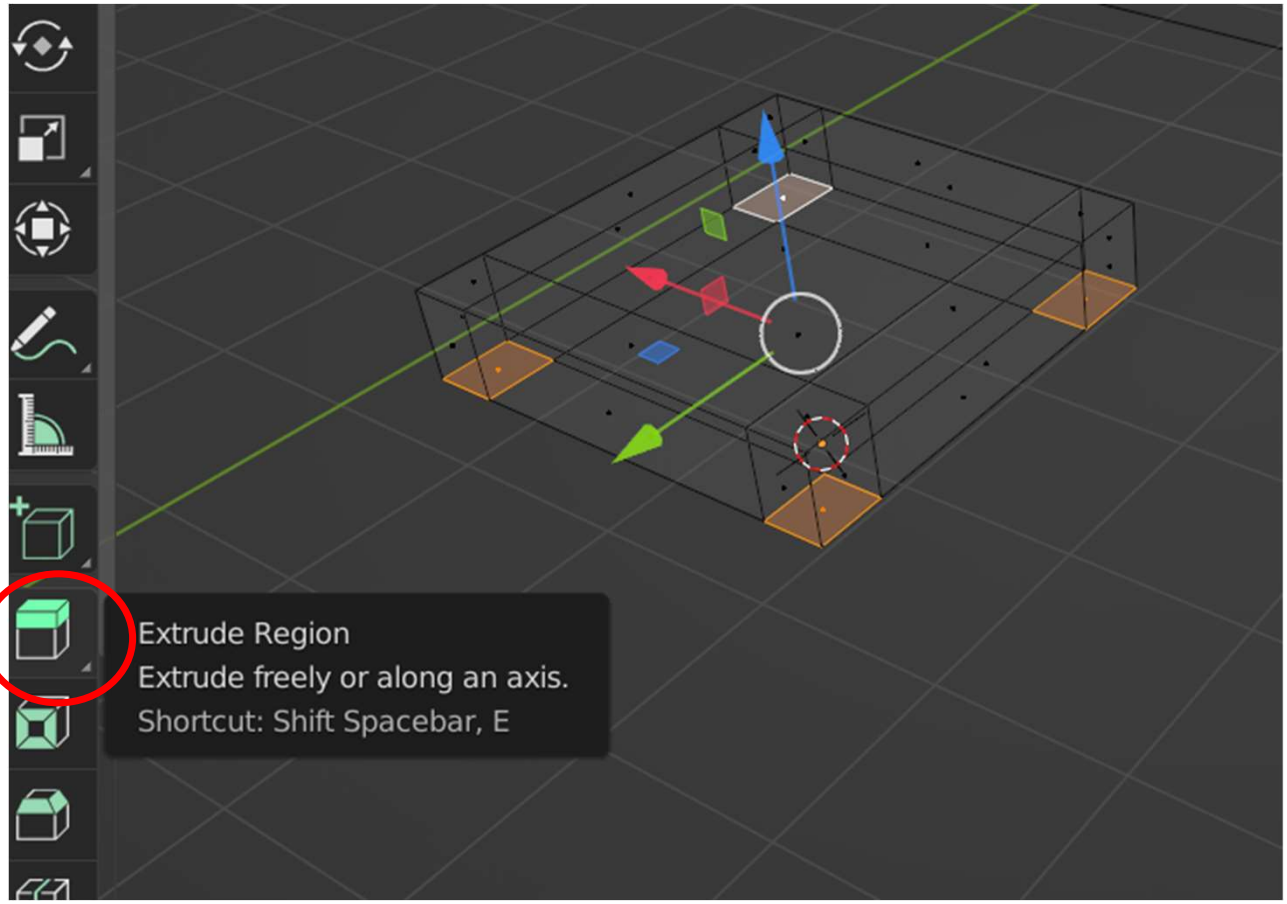
Step 1

Shift select all four bottom corner faces



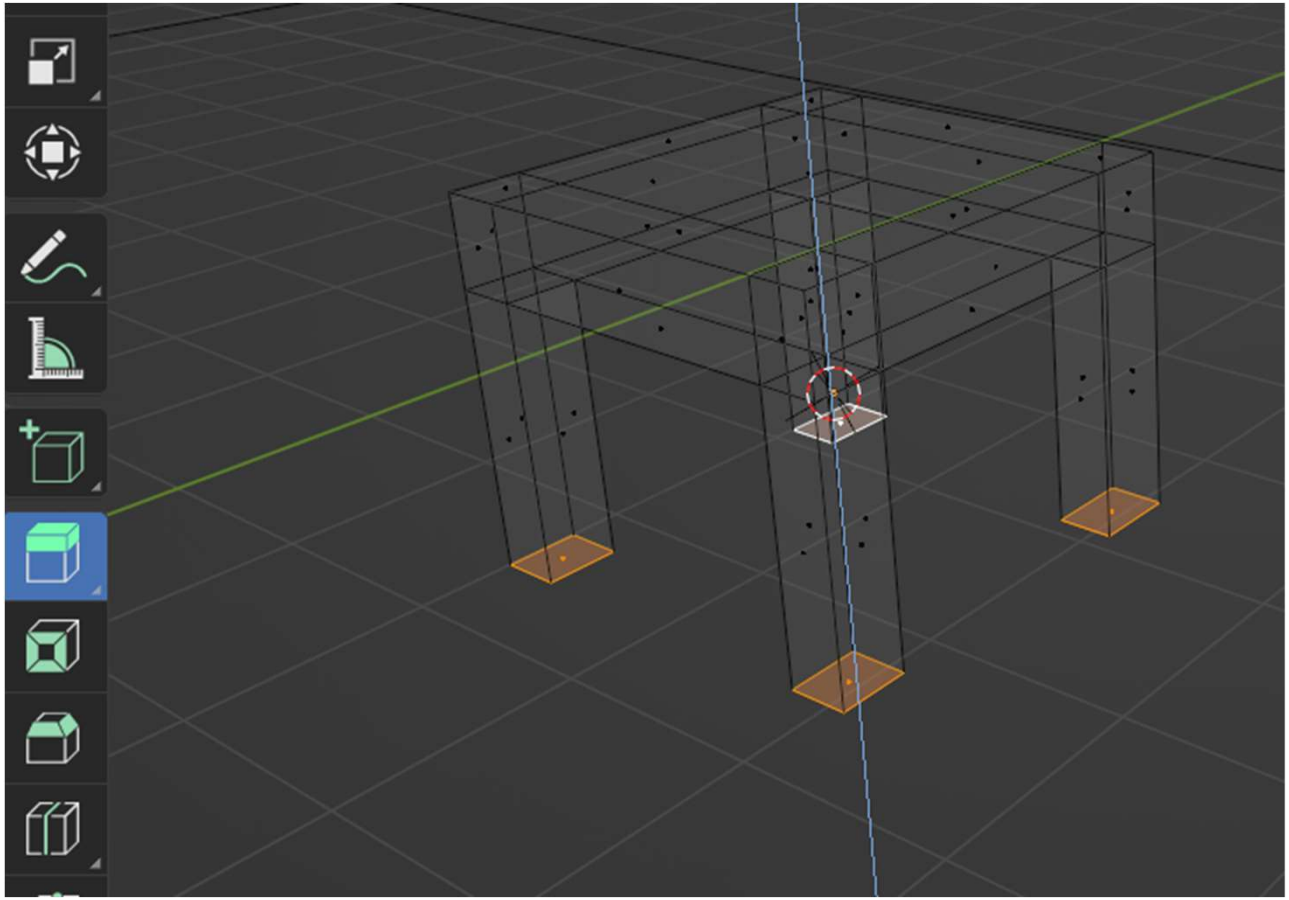
Step 1

Use Extrude (Shortcut ‘e key’)



Step 1

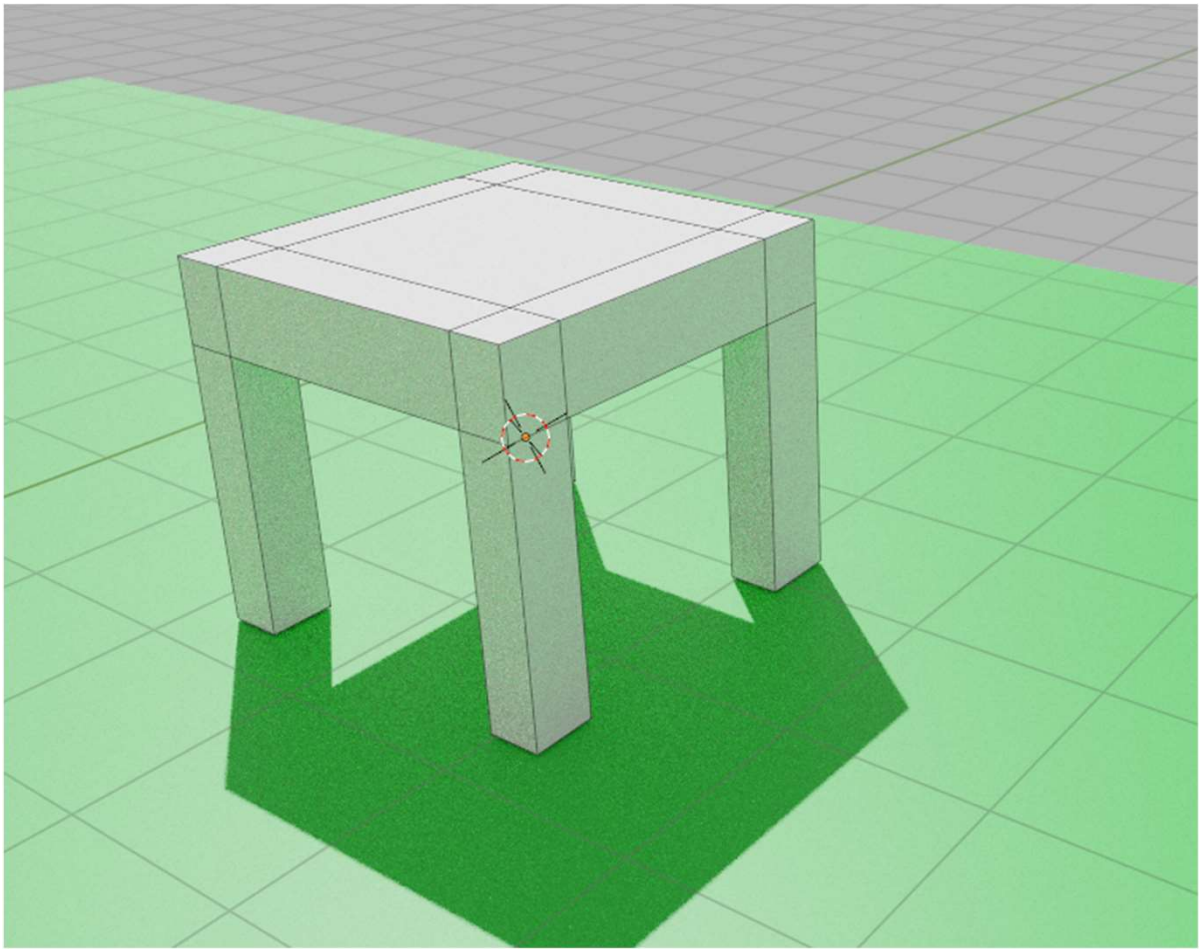
Use ‘G’ to Move, press ‘Z’ to move along Z axis



Step 1

Switch to Render / Material view

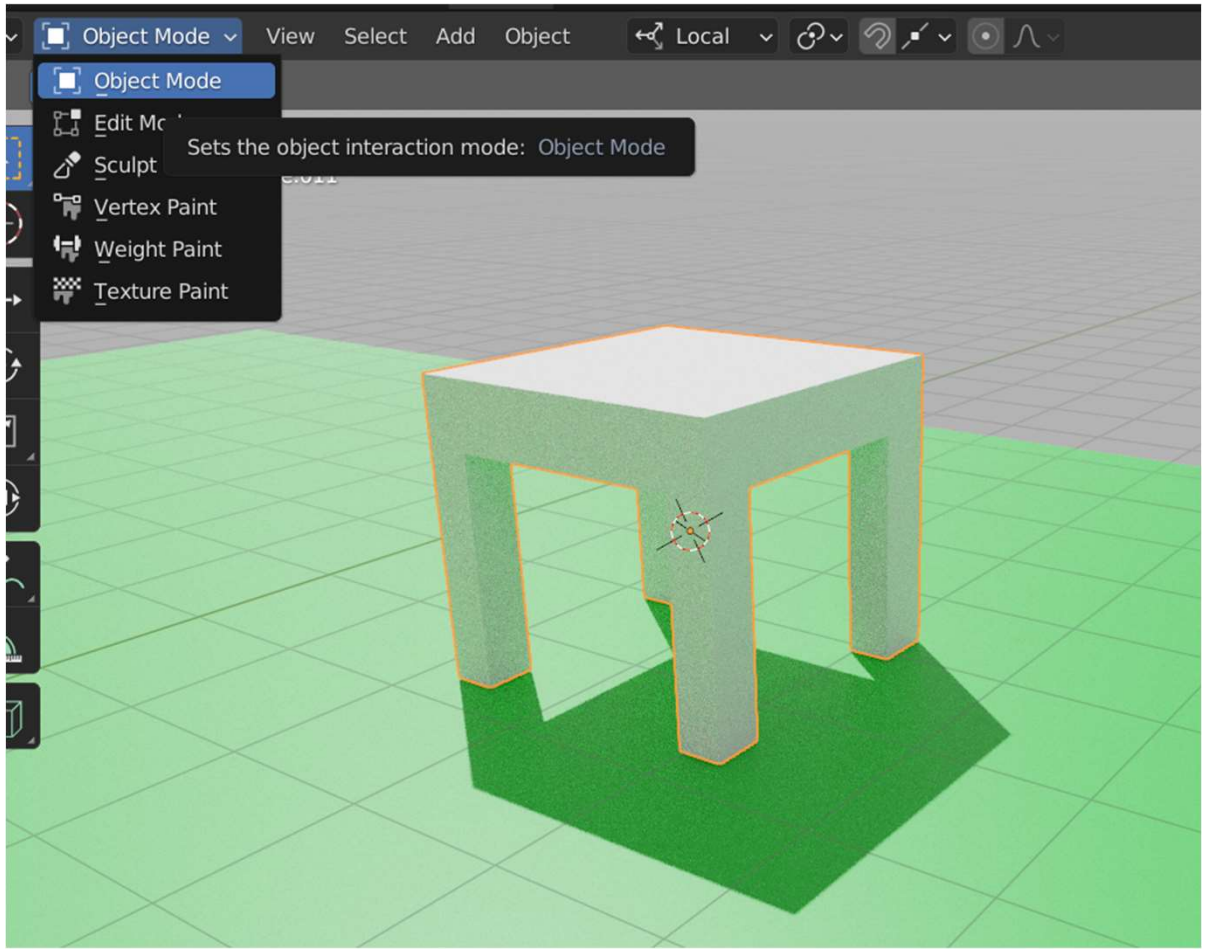
Now ready for add a Material



Step 1

Switch Back to Object Mode

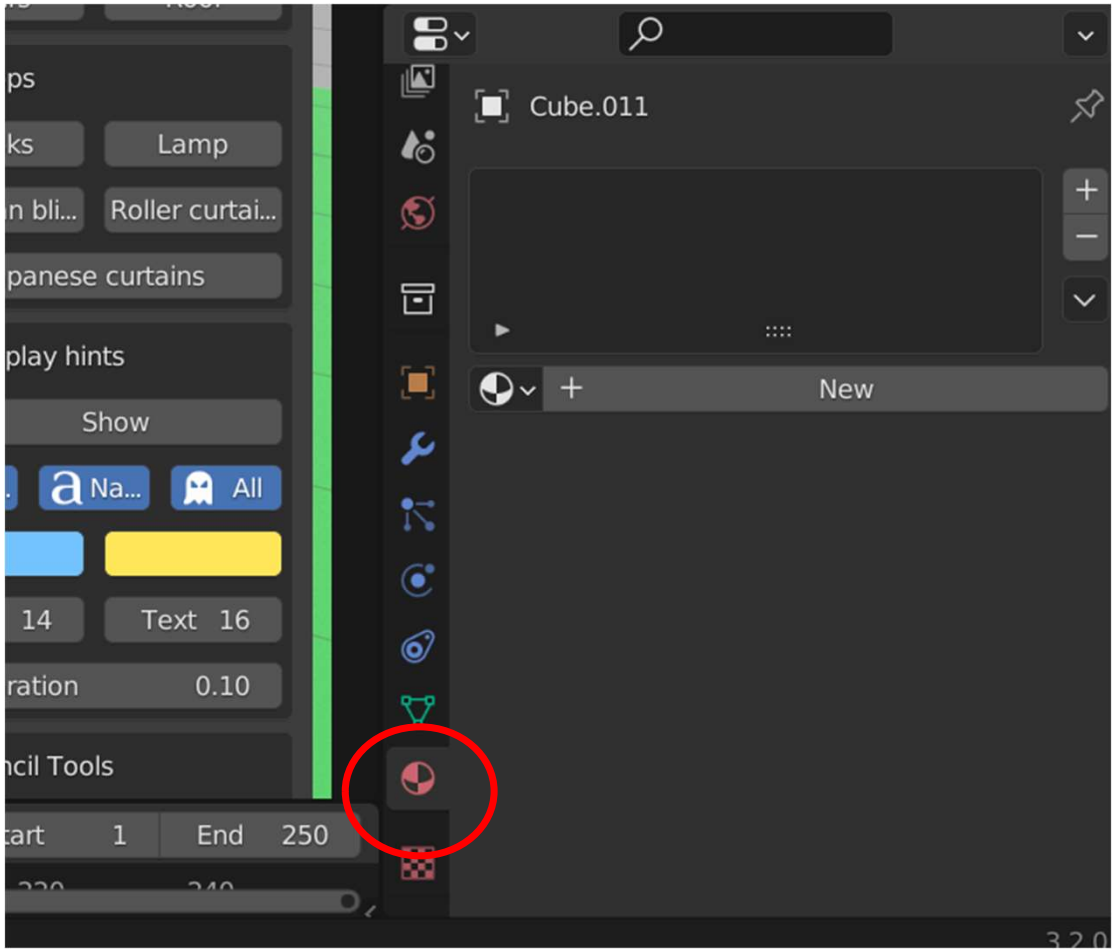
Add color to the whole object



Step 1

Open the Material Side Panel

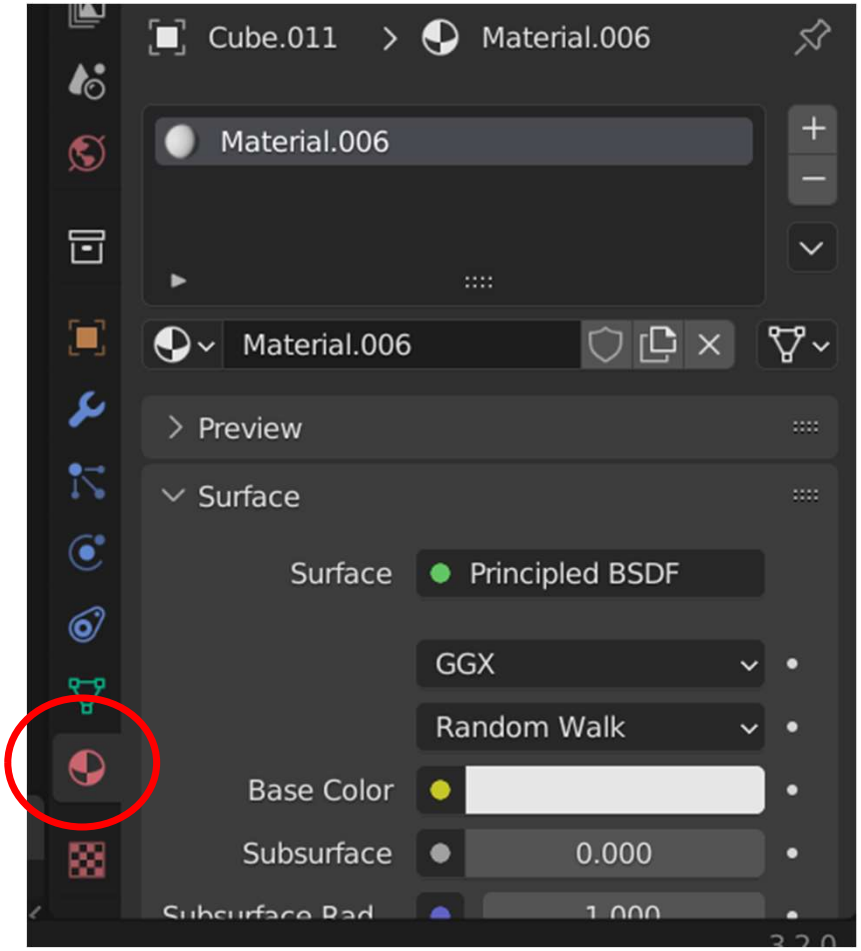
Click 'New'

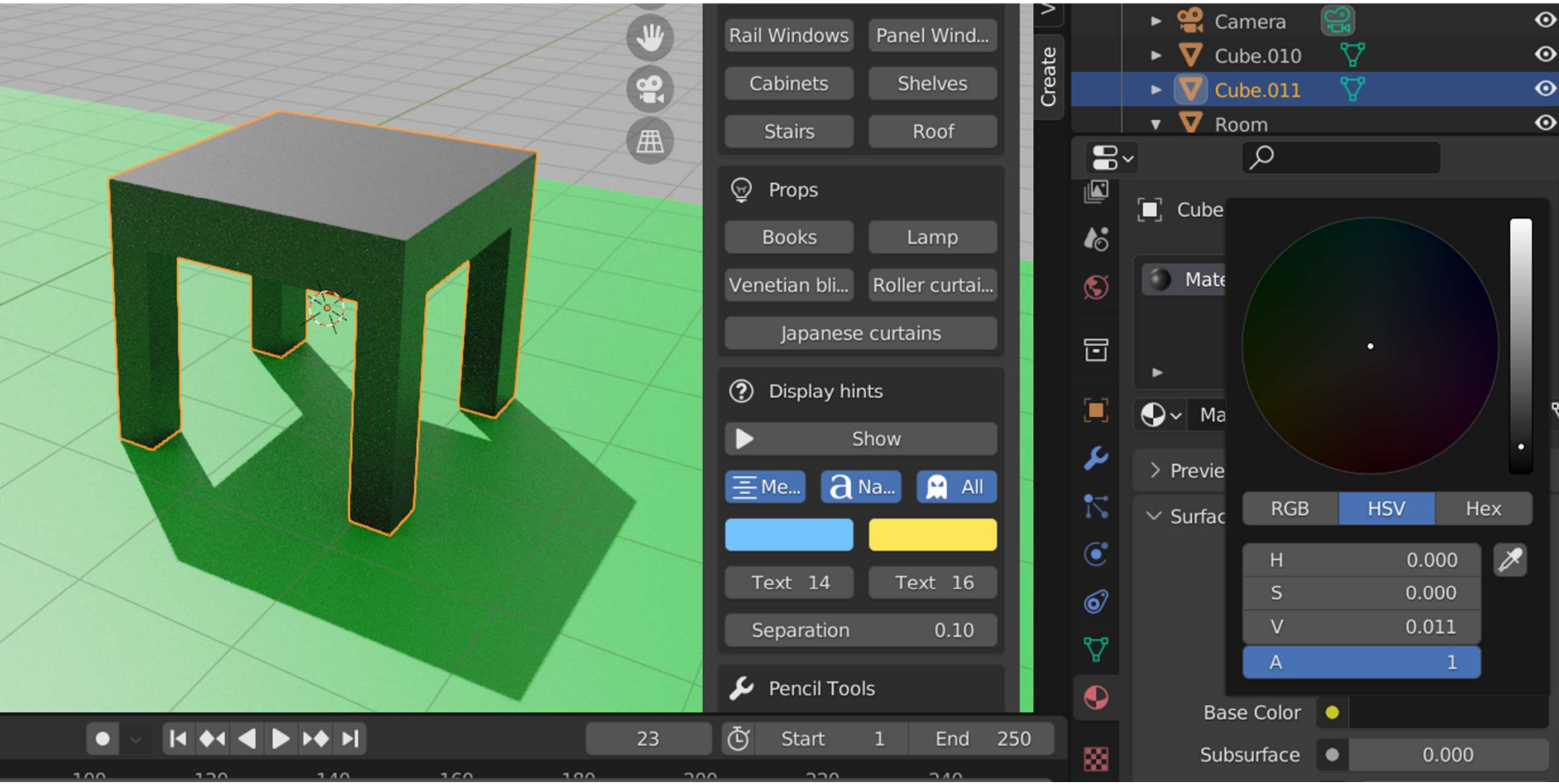


Step 1

Change Base Color

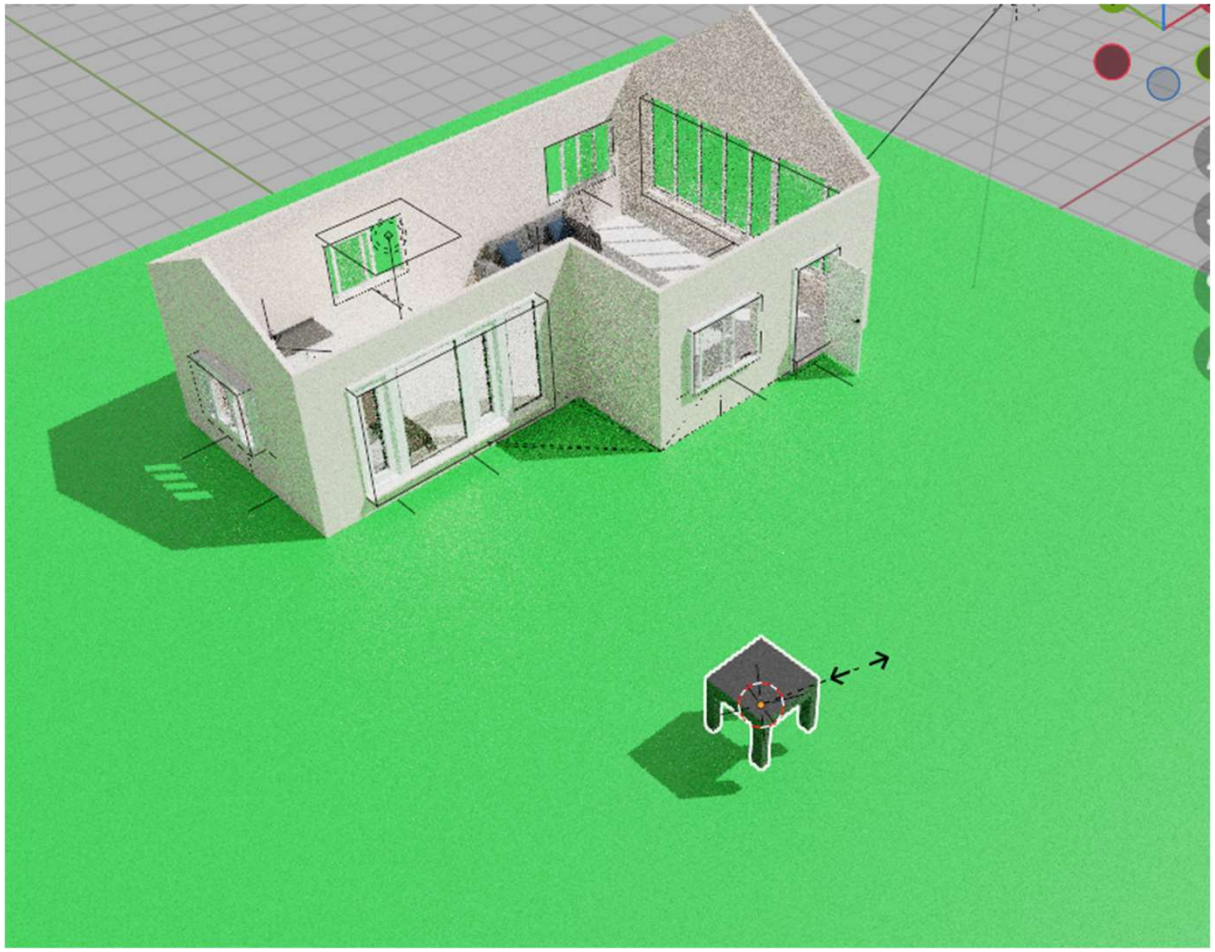
Click “Base Color”




Rail Windows
Panel Wind...
Cabinets
Shelves
Stairs
Roof
Props
Books
Lamp
Venetian bli...
Roller curtai...
Japanese curtains
Display hints
Show
Me...
Na...
All
Text 14
Text 16
Separation 0.10
Pencil Tools
Create
Camera
Cube.010
Cube.011
Room
RGB
HSV
Hex
H 0.000
S 0.000
V 0.011
A 1
Base Color
Subsurface 0.000
23
Start 1
End 250

Step 1

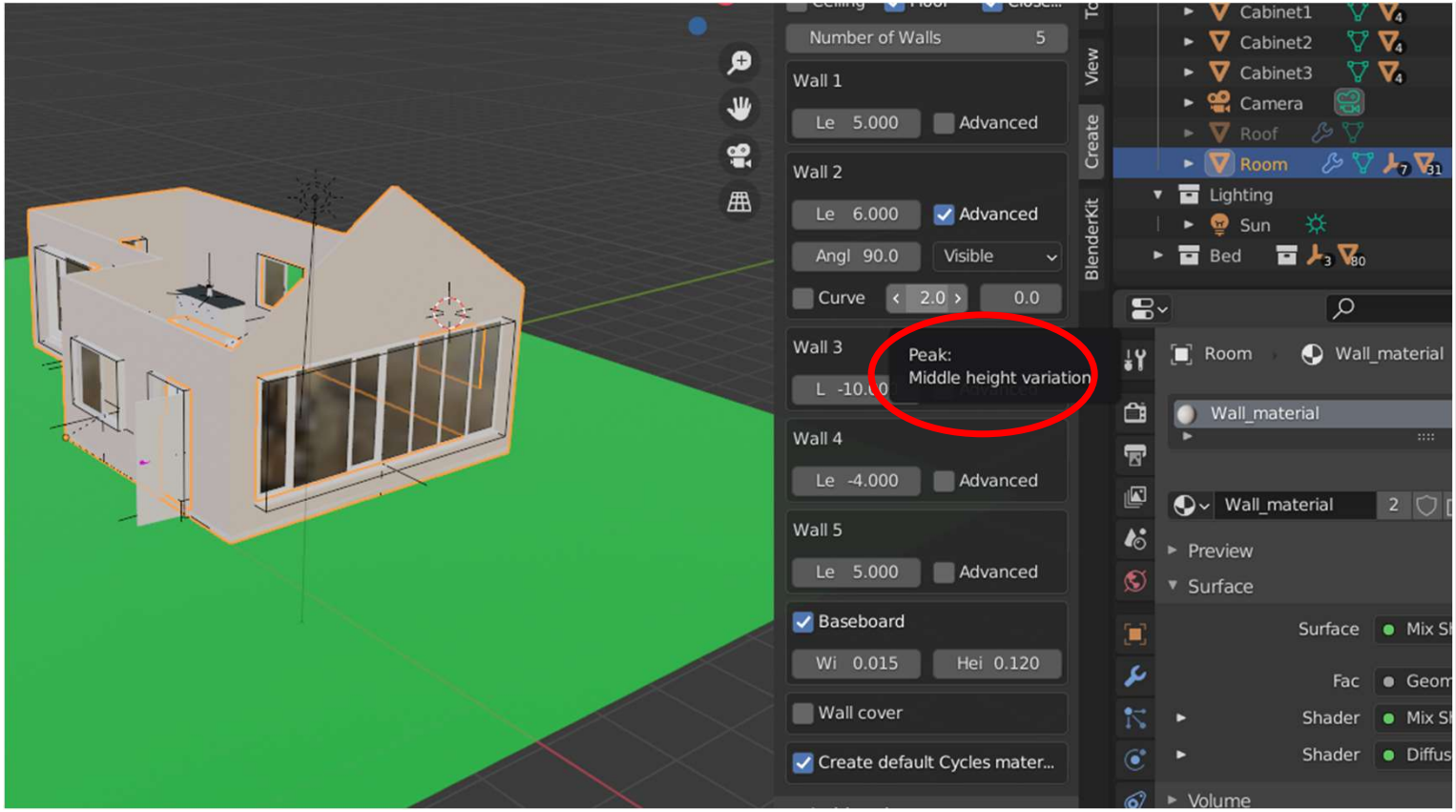
Scale the Table Down and Put it in the Room



Step 2

Prepare walls for adding roof panels

- Wall 2

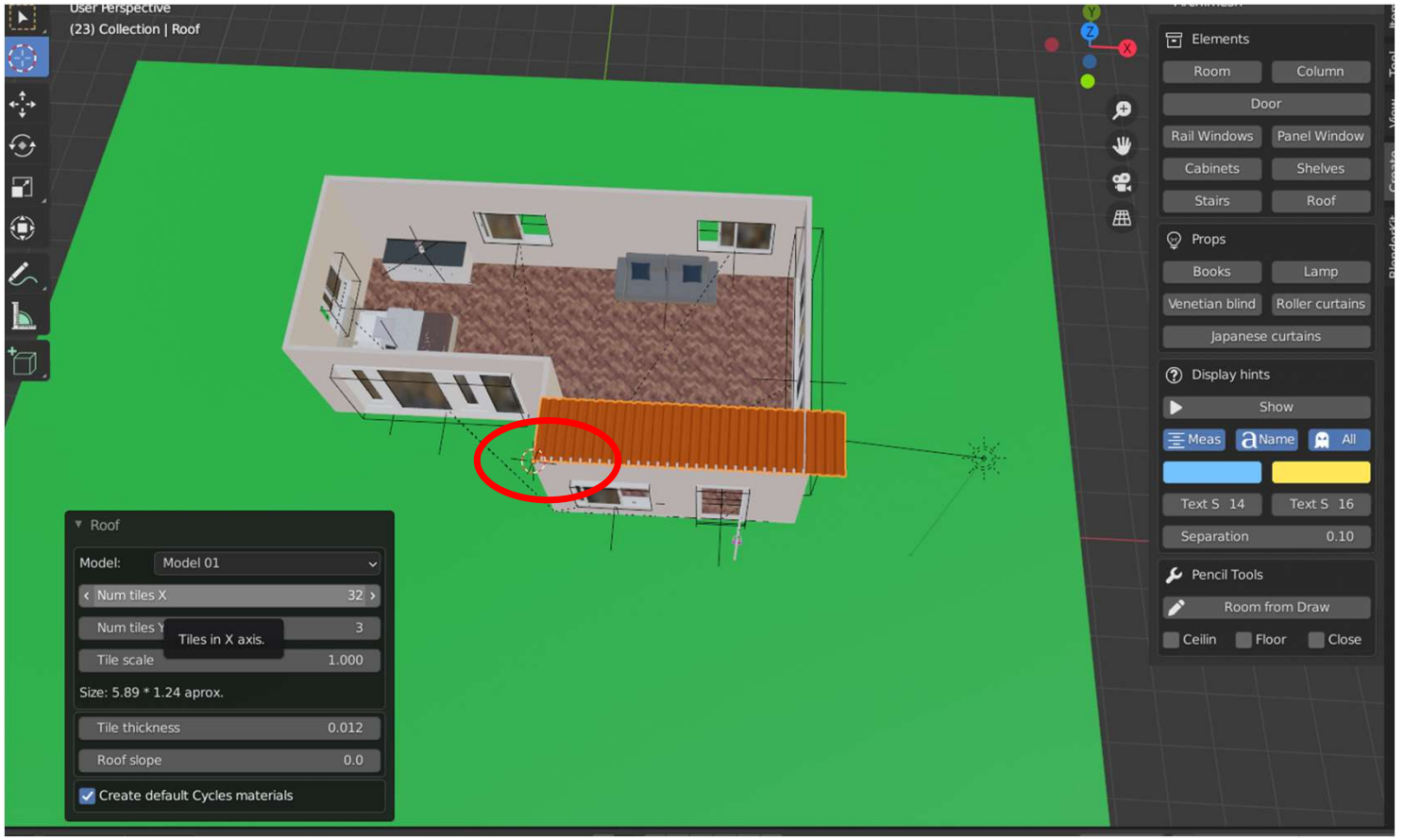


Selected Room => Wall 2 => Tick Advanced => Adjust Peak

Step 2

Add Roof Panels

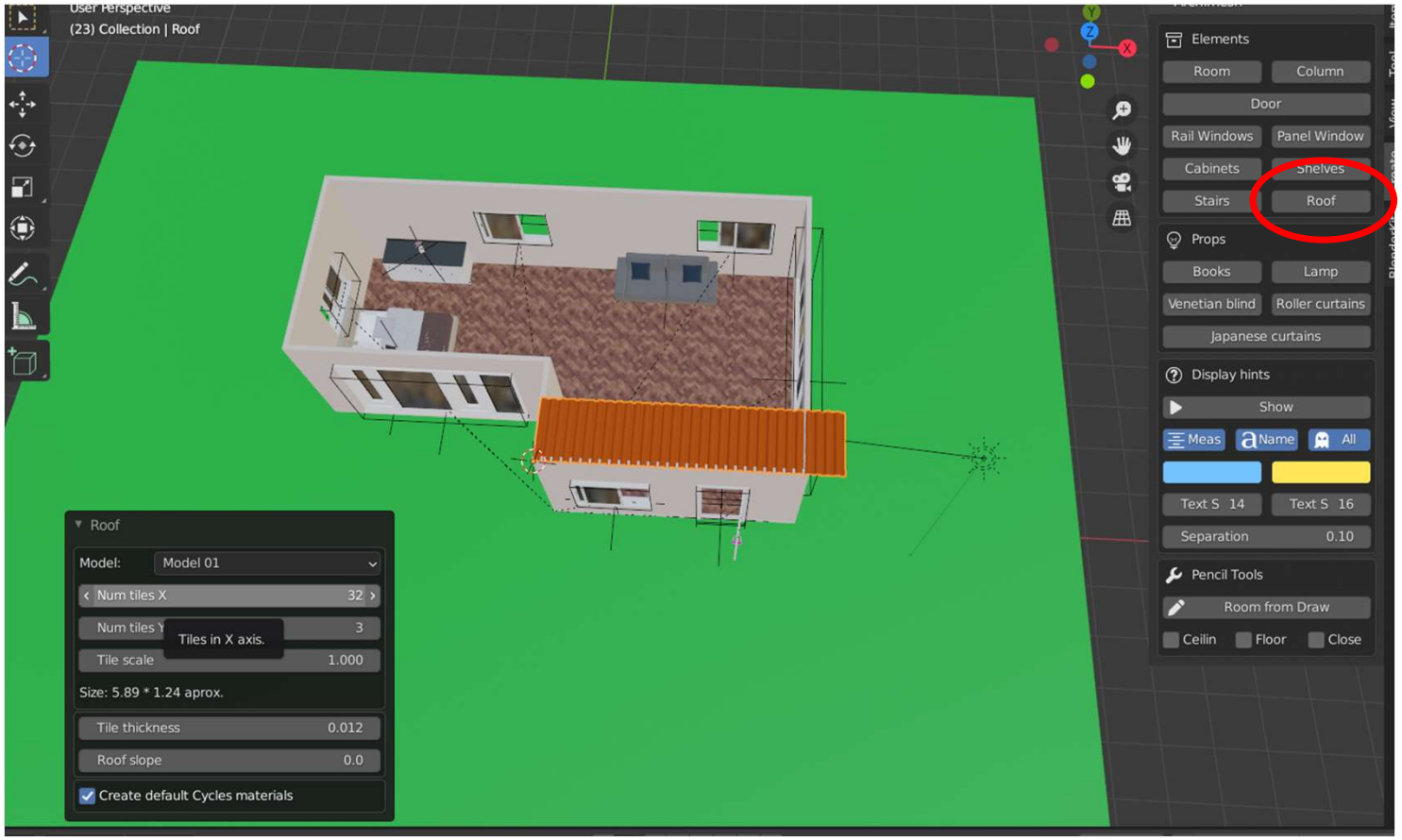
- Use 3D Cursor for initial position



Step 2

Add Roof Panels

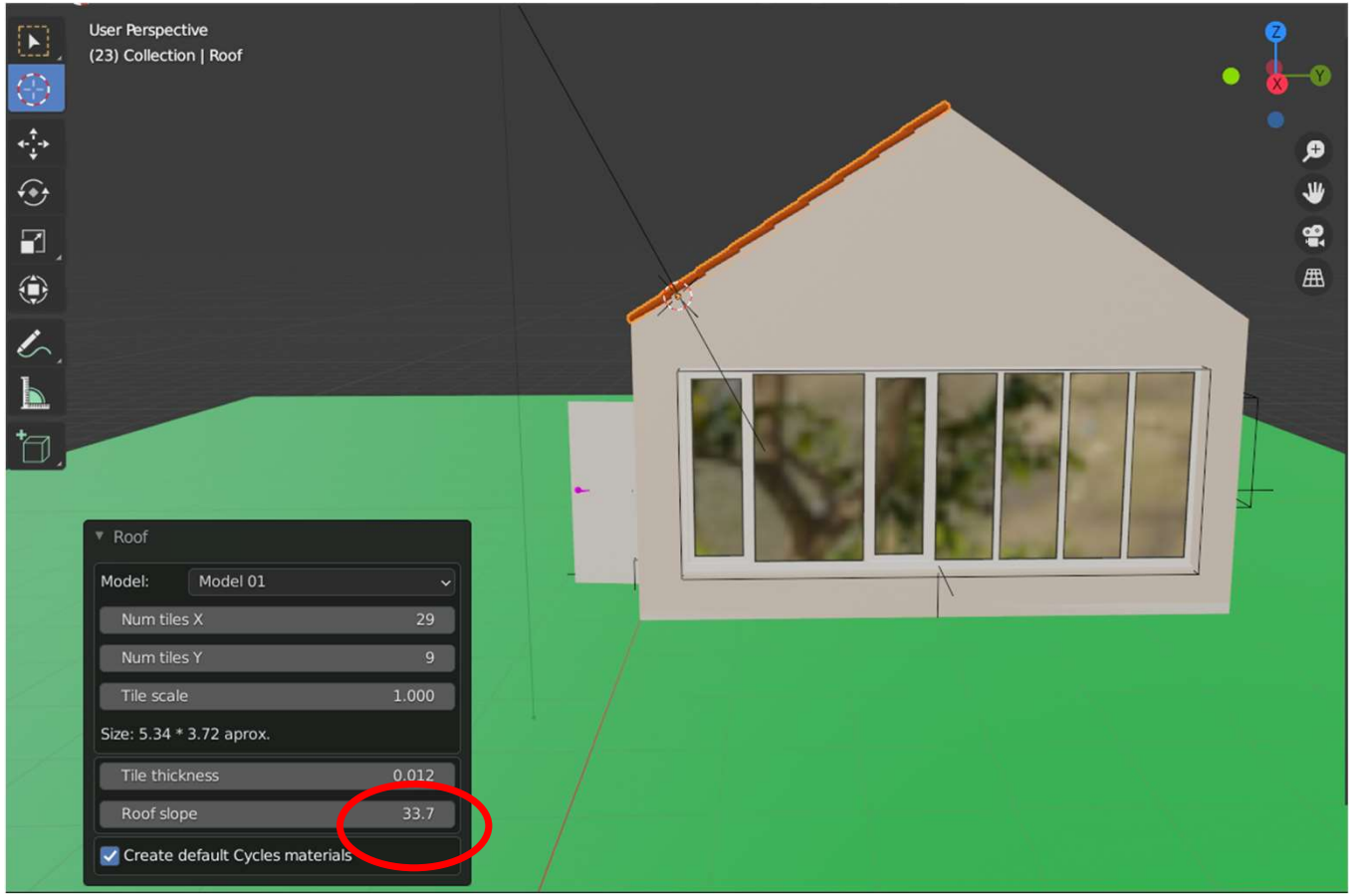
- Add one panel with Archimesh Create
- Change Num tiles X, Num tiles Y



Step 2

Add Roof Panels

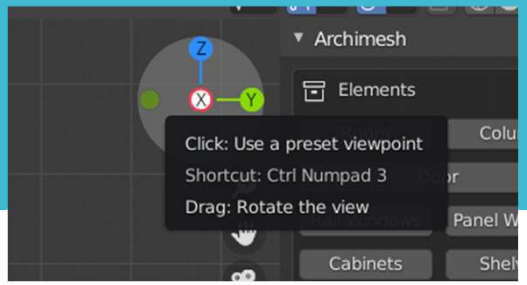
- Change Roof slope to make it fit the wall

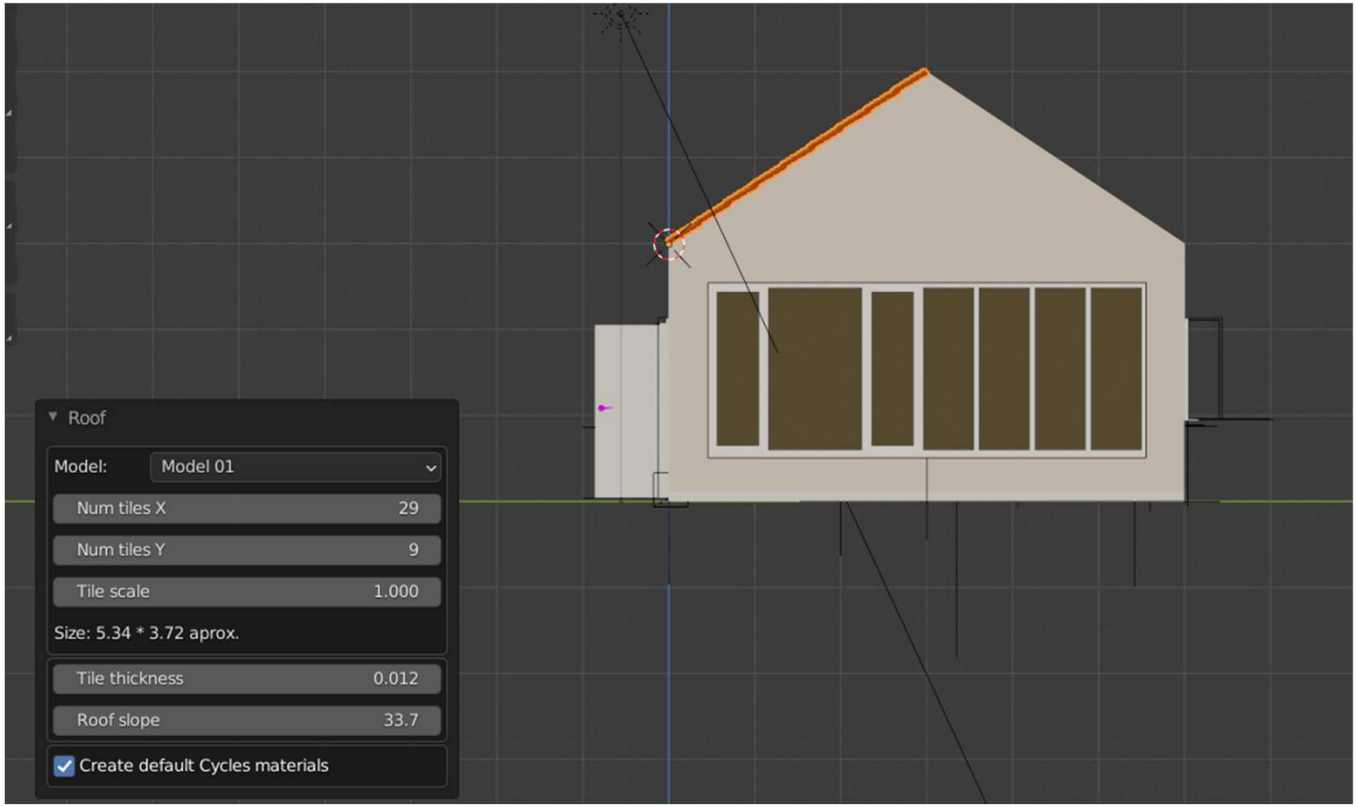


Step 2

Add Roof Panels

- Use X Right View to adjust

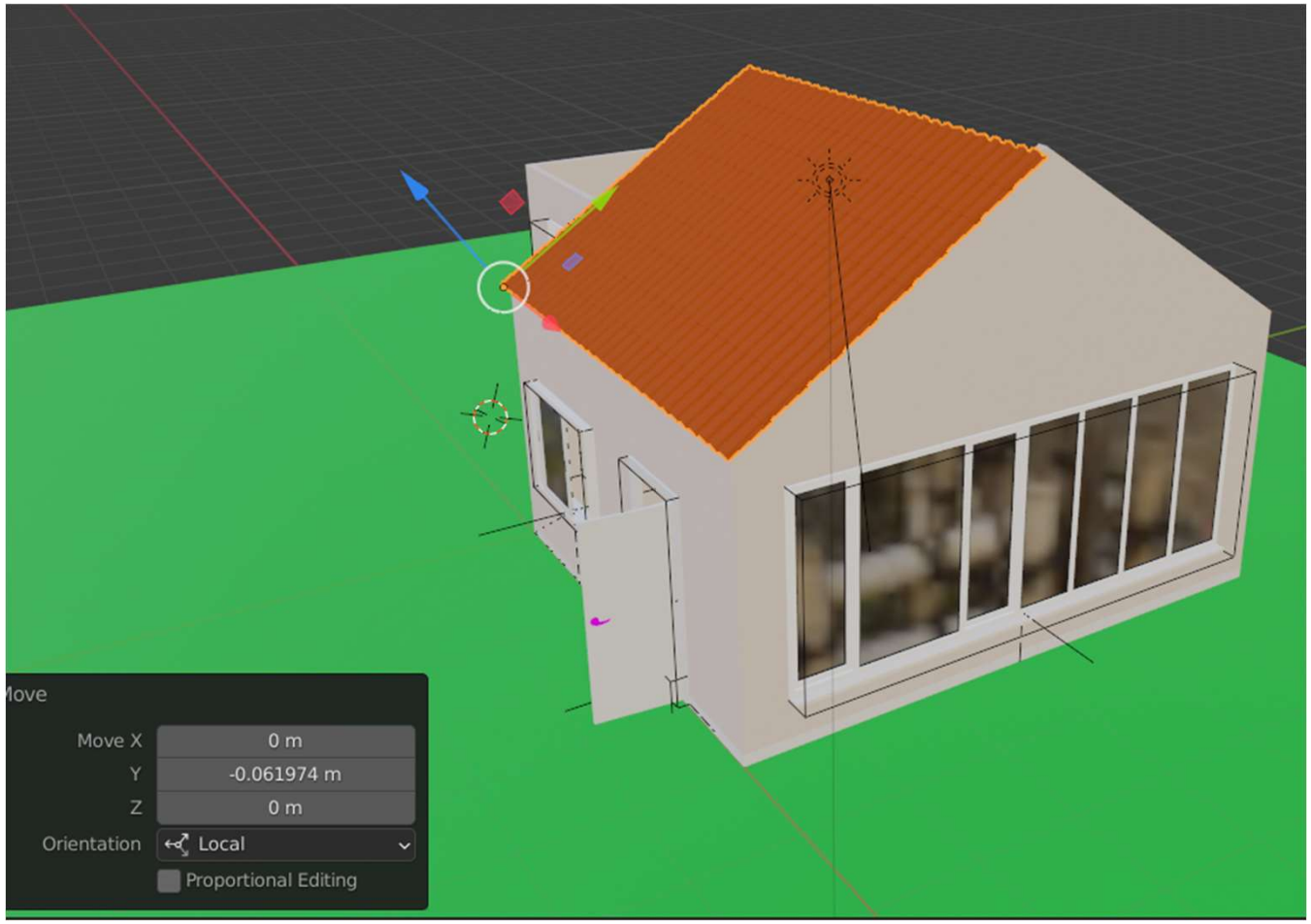




Step 2

Add Roof Panels

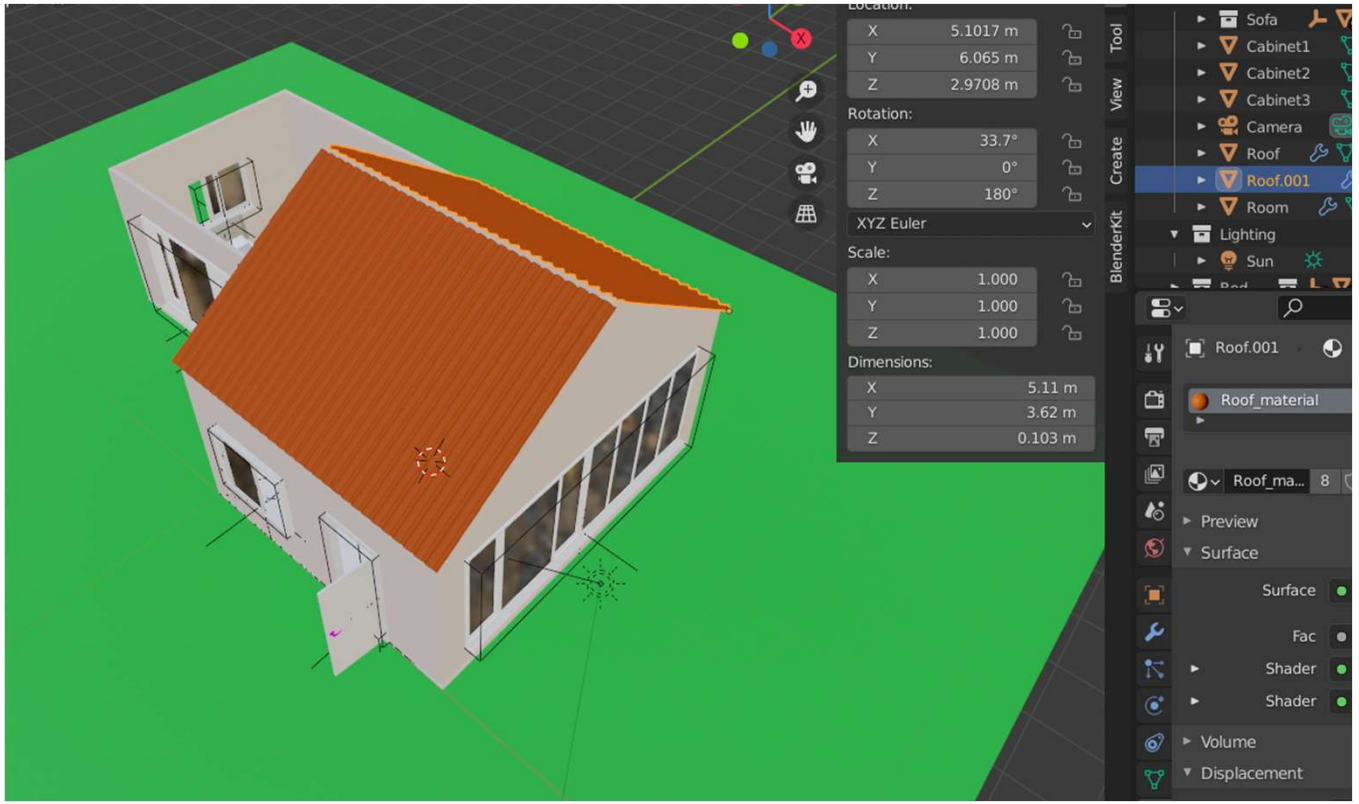
- Move the panel

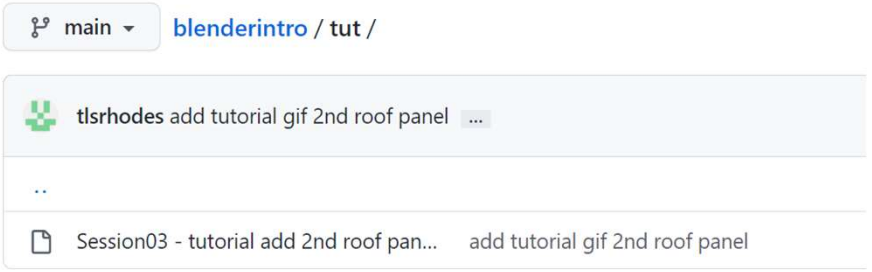


Step 2

Add Roof Panels

- Duplicate the Panel



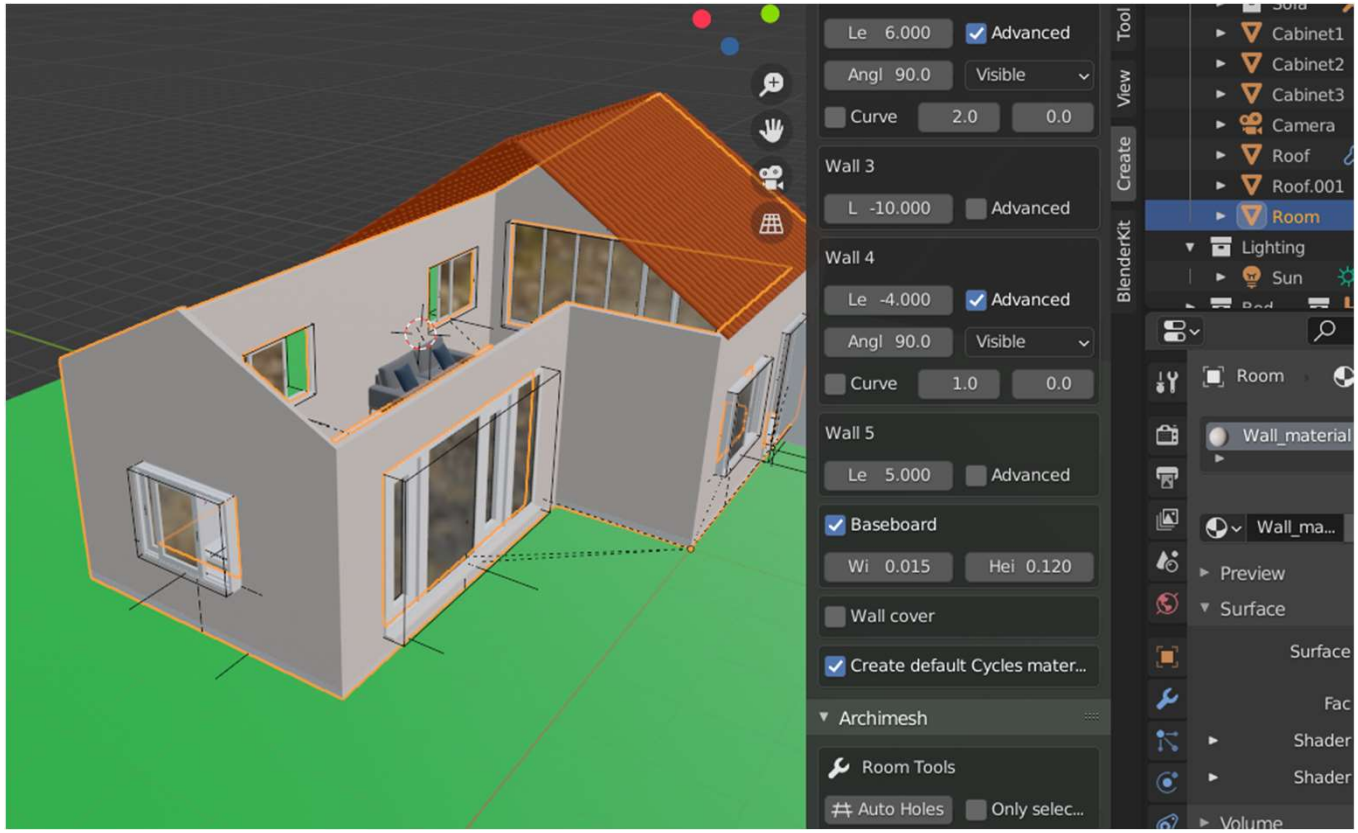


Your can check the steps here

Step 2

Add Roof Panels

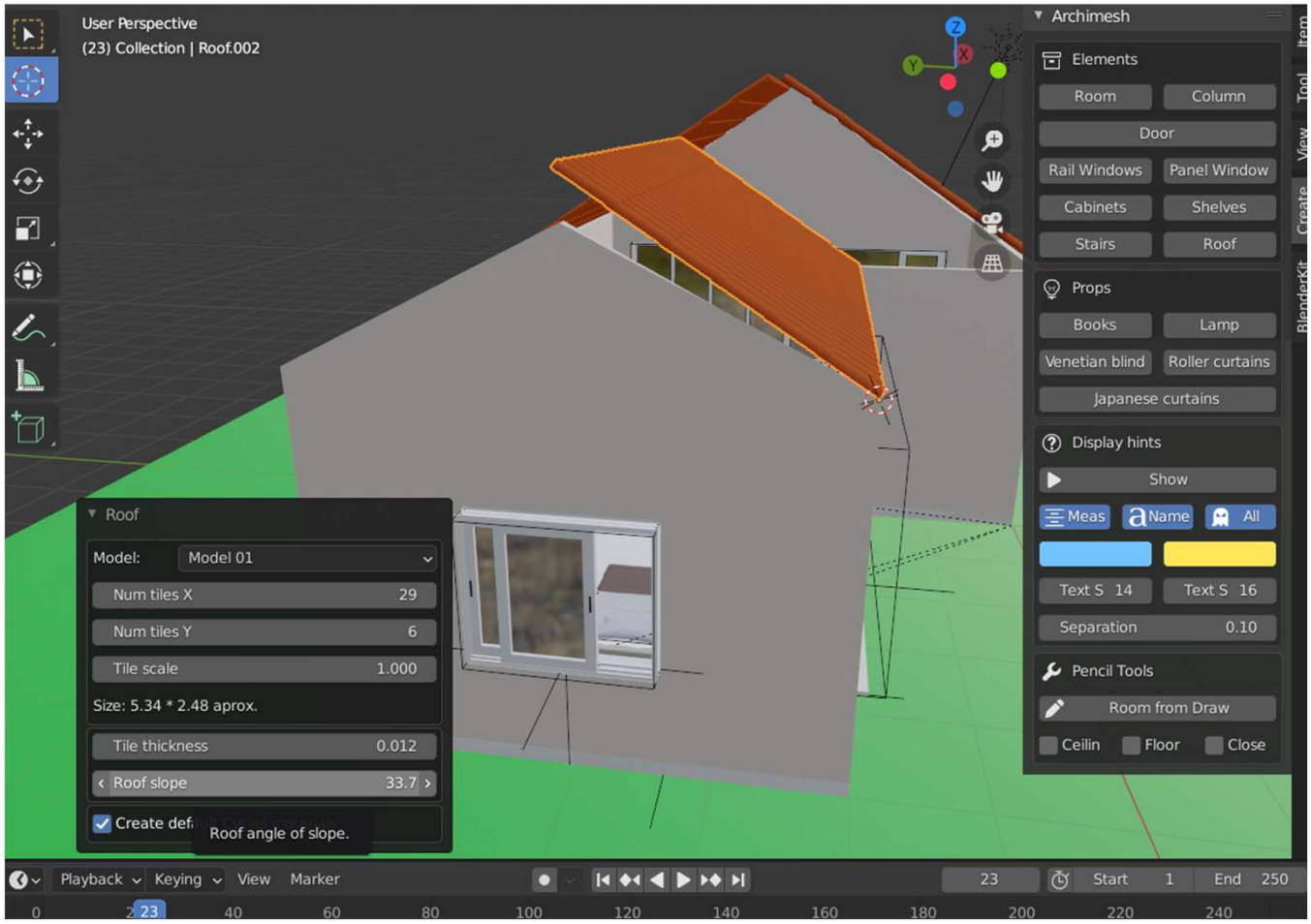
- Repeat the previous steps for the other side
- Wall 4



Step 2

Add Roof Panels

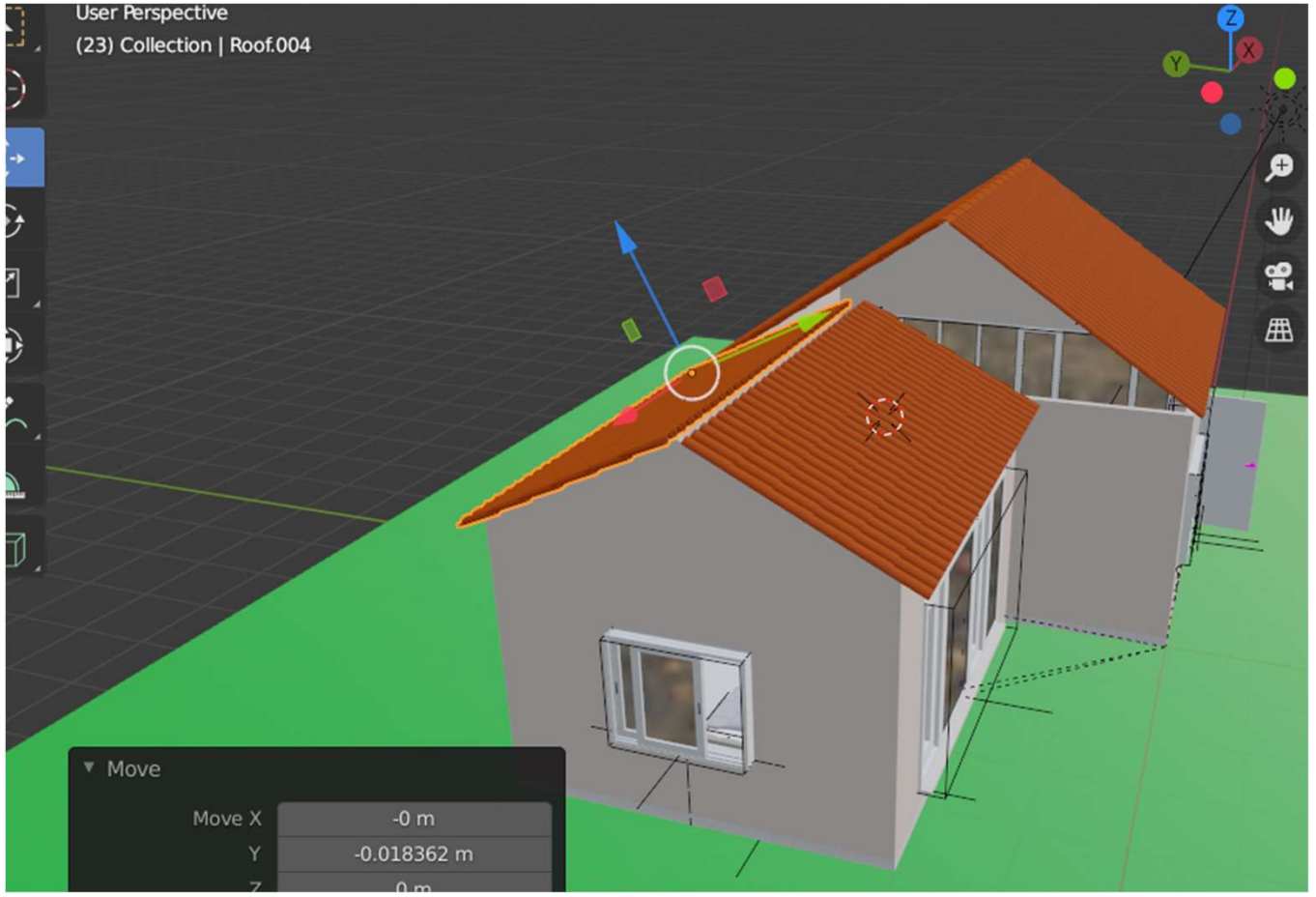
- Adjust Num tiles Y
-Adjust Roof Slope



Step 2

Add Roof Panels

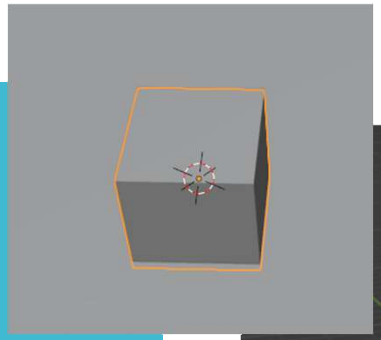
- Repeat the previous steps for the other side

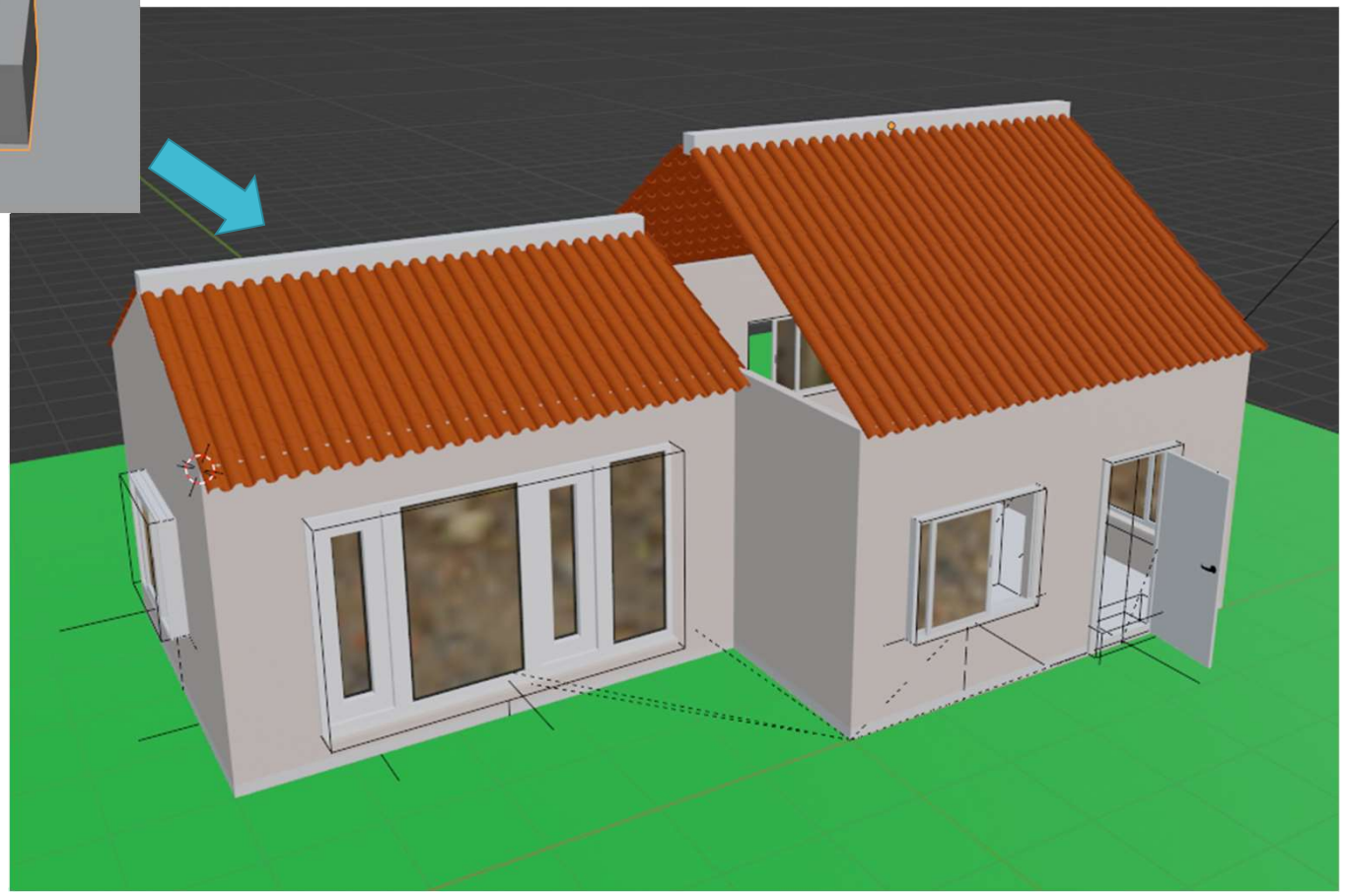


Step 2

Add the middle beam (with a cube)

- Scale the cube to fill the gap

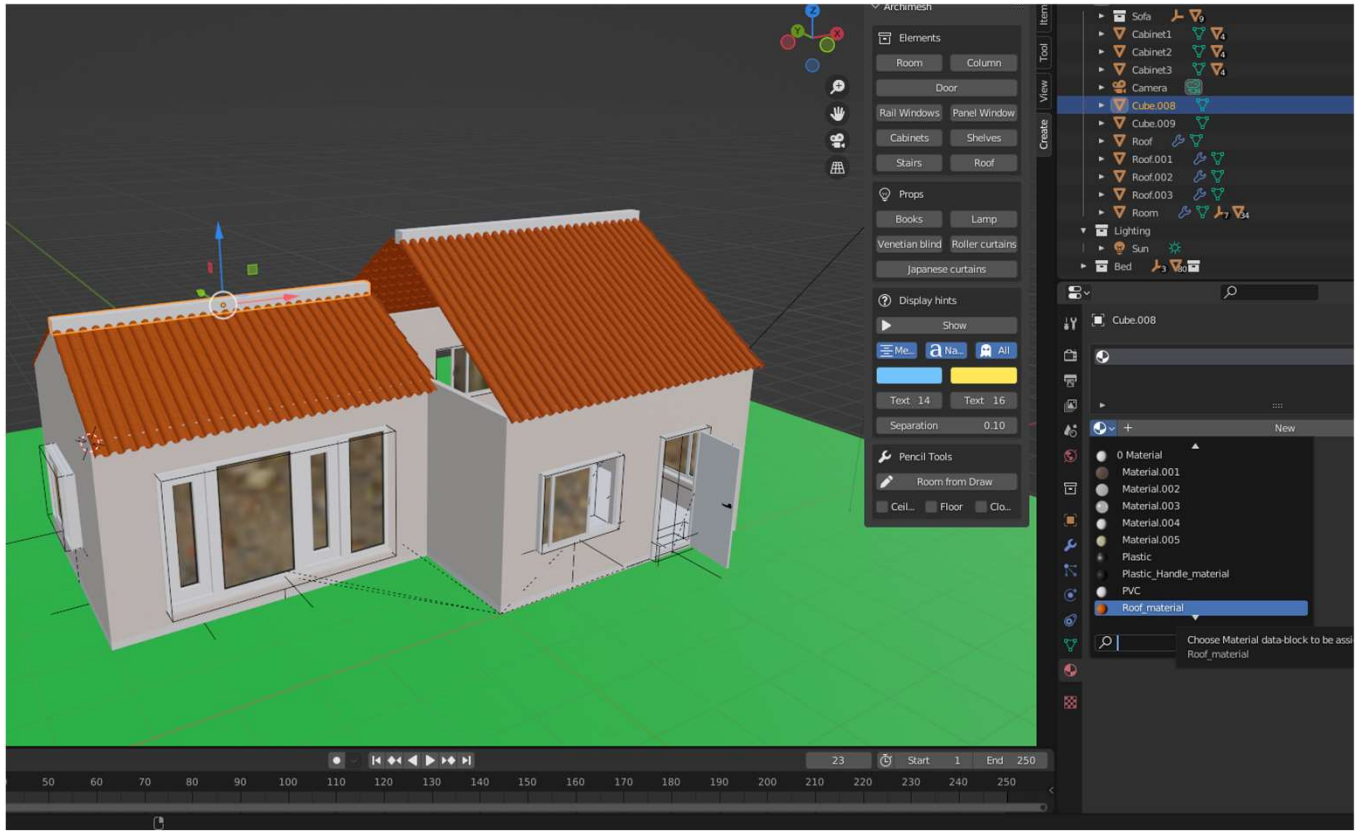




Step 2

Add the middle beam (with a cube)

- Apply the roof material

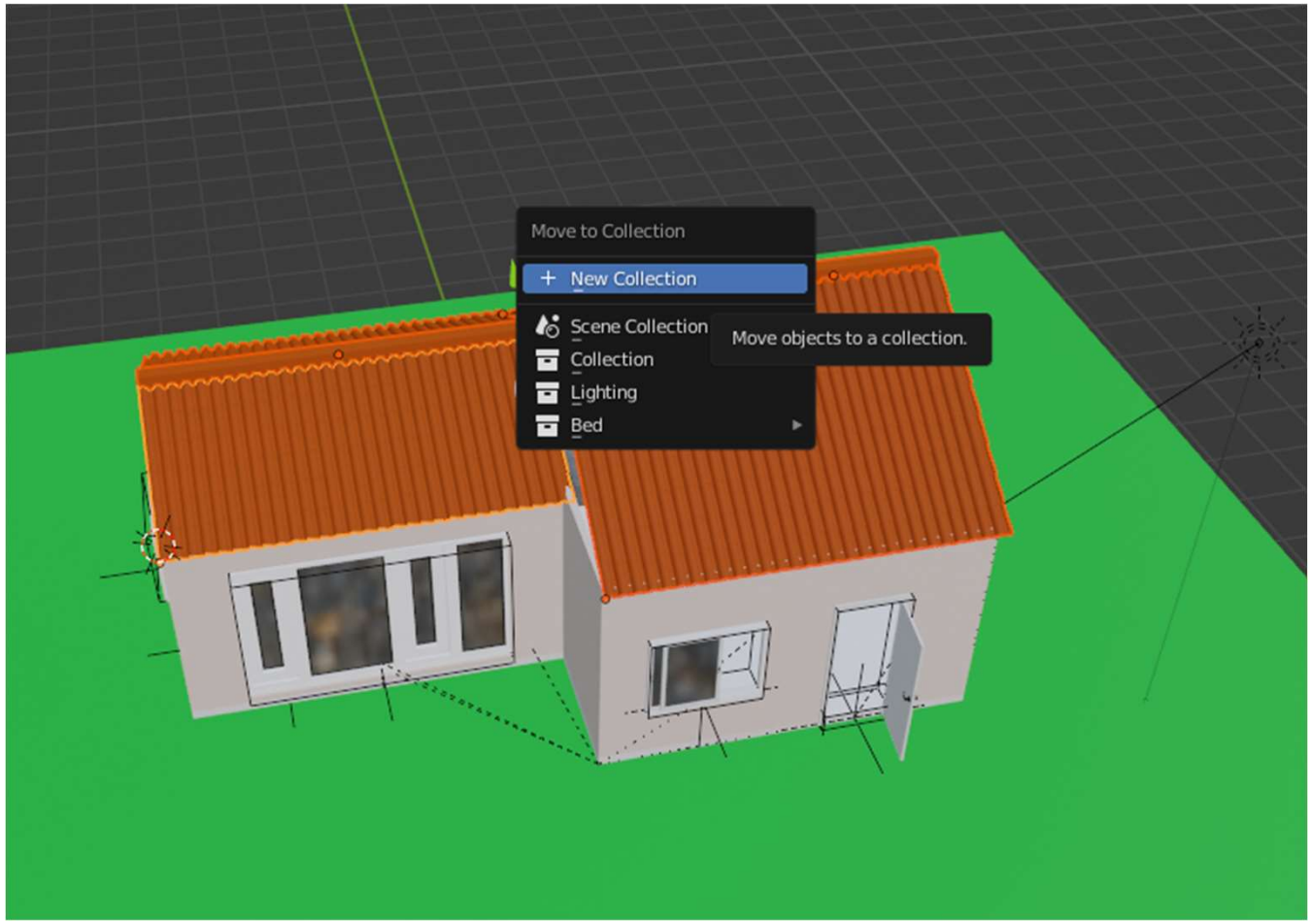


Find the Roof Material

Step 3

Add Lights in the room

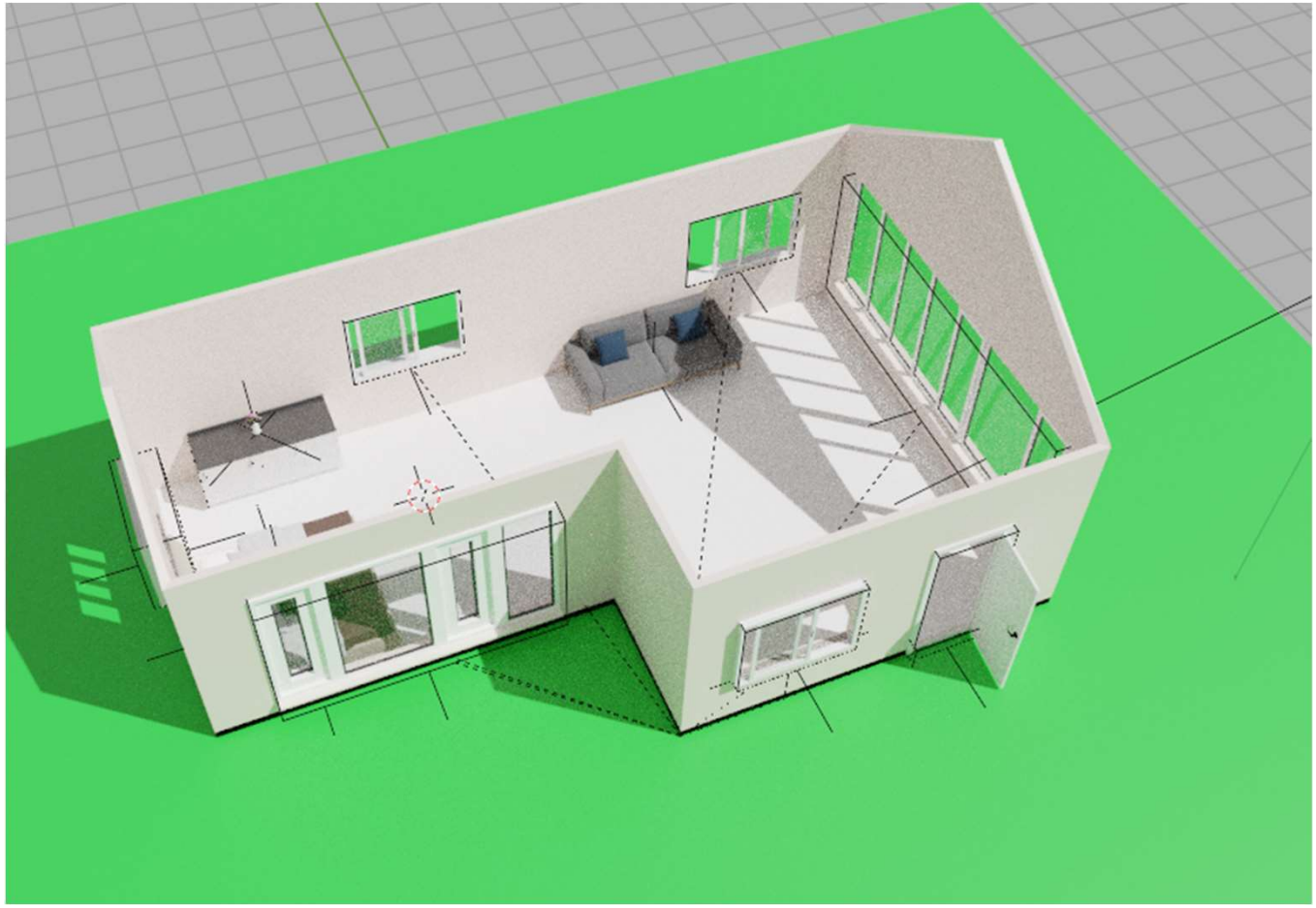
- Put roof panels in a single collection (M key)
- Then hide this new group in the hierarchy



Step 3

Add Lights in

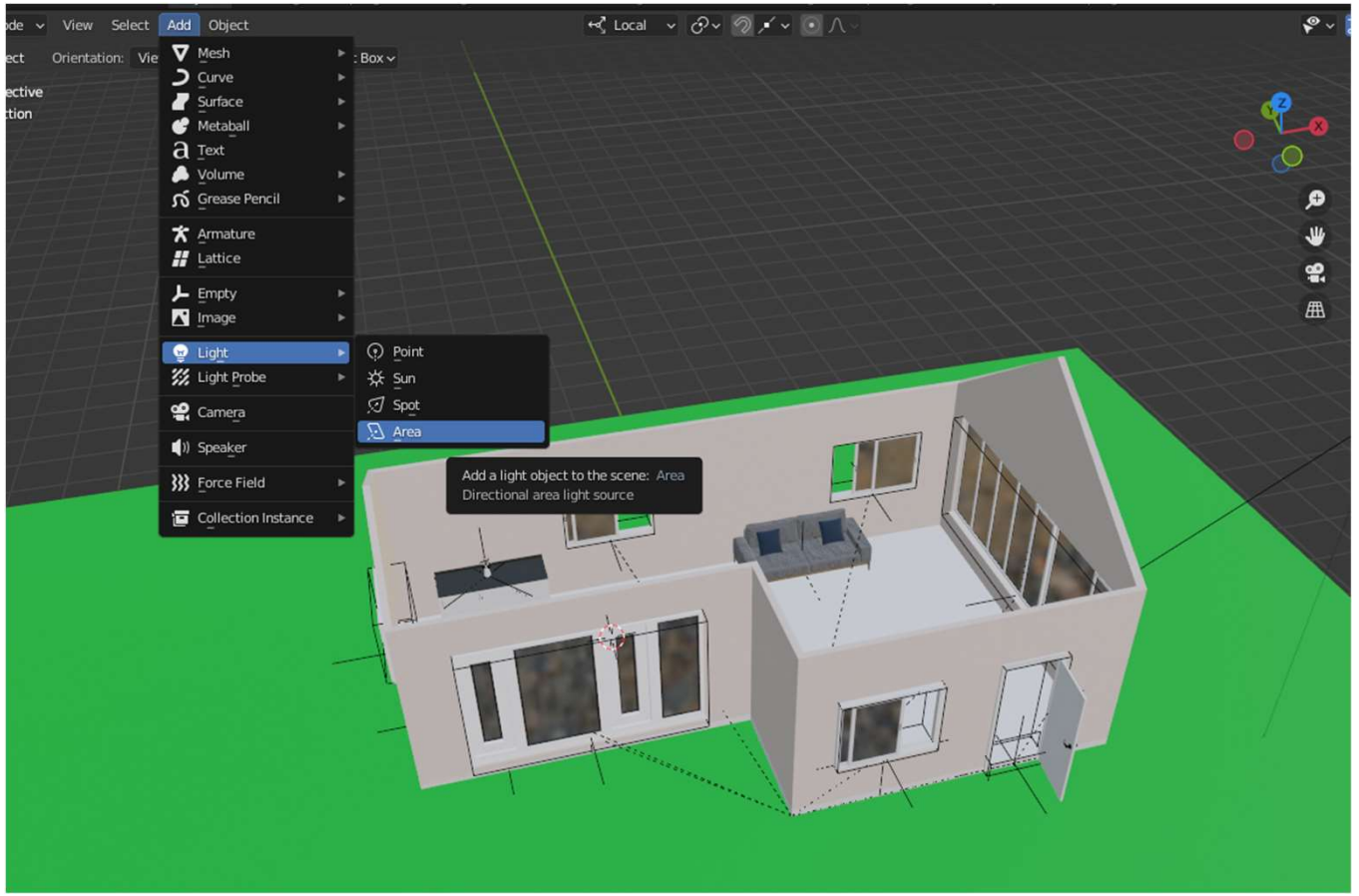
- Use 3D cursor on the floor
- Move up along Z later



Step 3

Use Area Light

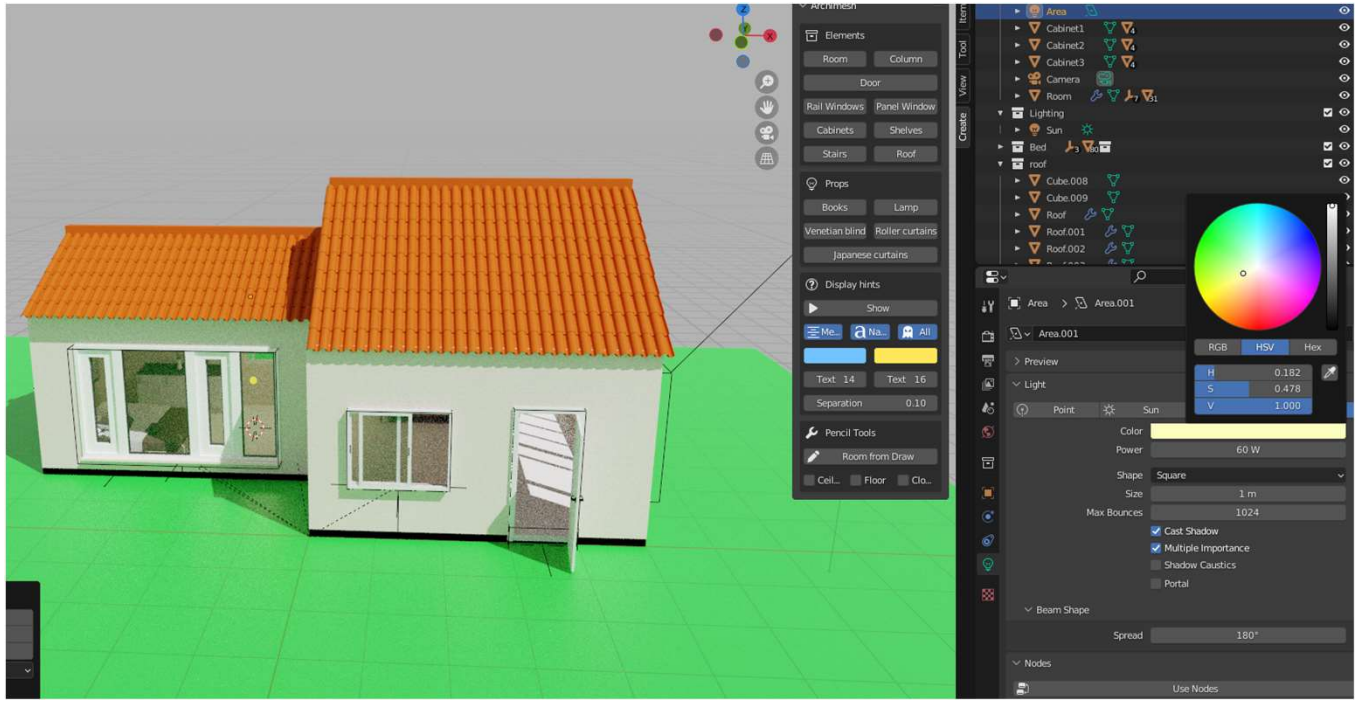
- Use 3D cursor on the floor
- Move up along Z later



Step 3

Change Light Setup

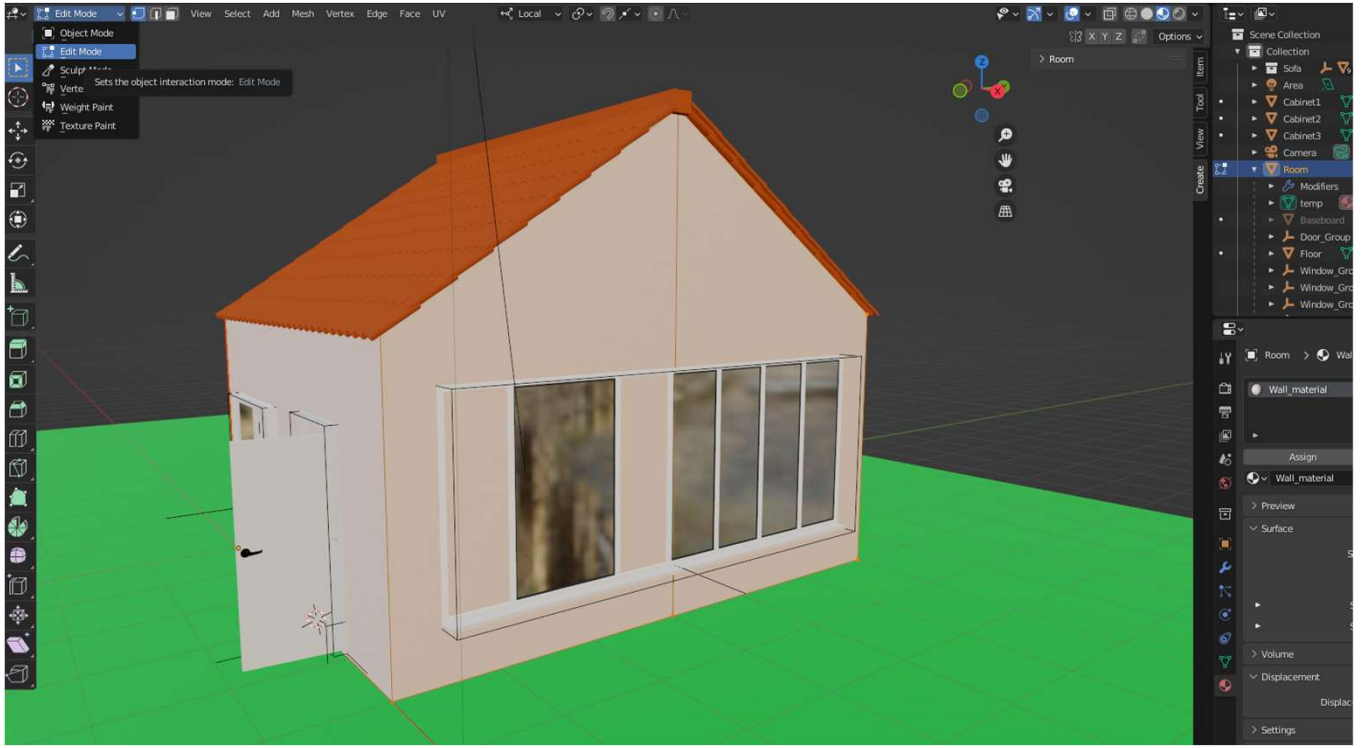
- Try different colors
- Increase the Power



Homework

Can you use a cube to fill the Gap?

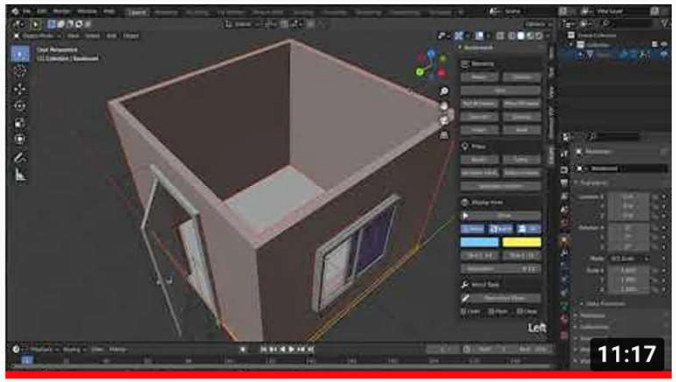
- Edit Mode



Play time:

- add furniture
- change materials
- add or change lighting
- render new images
- work on your own house

Some Good Learning Resource



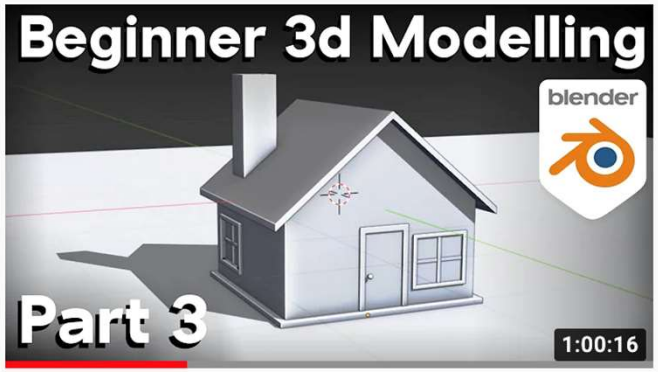
Blender 2.9 3D Architecture 1- Build a Simple House

82K views • 1 year ago

Applied Adaptive Learning

We built a simple **house** model using the Archimesh package in **blender**, which al

https://youtu.be/LaUVDQ8eFSY



Part 3-Blender Beginner Tutorial (Modelling the House)

21K views • 1 year ago

Ryan King Art

Welcome to part 3 of my Complete **Blender** Beginner **Tutorial** Series. In this part, we wi

A: Select All Objects | X: Delete Selected Objects | Shift + A: Add Menu | Sc

https://youtu.be/gyPHCDPvkoI

Blender 3.0 Beginner Donut Tutorial

Blender Guru

Blender 3.0 Beginner Tutorial - Part 1 • 16:43

Blender 3.0 Beginner Object Editing Tutorial (Donut part 2) • 21:17

VIEW FULL PLAYLIST

https://youtu.be/nIoXOplUvAw

Thank you ☺

lailei.huang@canadabay.nsw.gov.au

Feedback Welcome!