Introduction to Blender

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The Learning Space

Agenda

Review - House Project & Blender Skills

- Add Door & Windows
- Add a Cabinet
- Use Archimesh addon

Project - New Topics

- Lighting & Sunlight
- Render a 2D image
- Floor material & more furniture
- Use BlenderKit addon

An Example Output Image

Use a same starting point

Please Download and Open this File
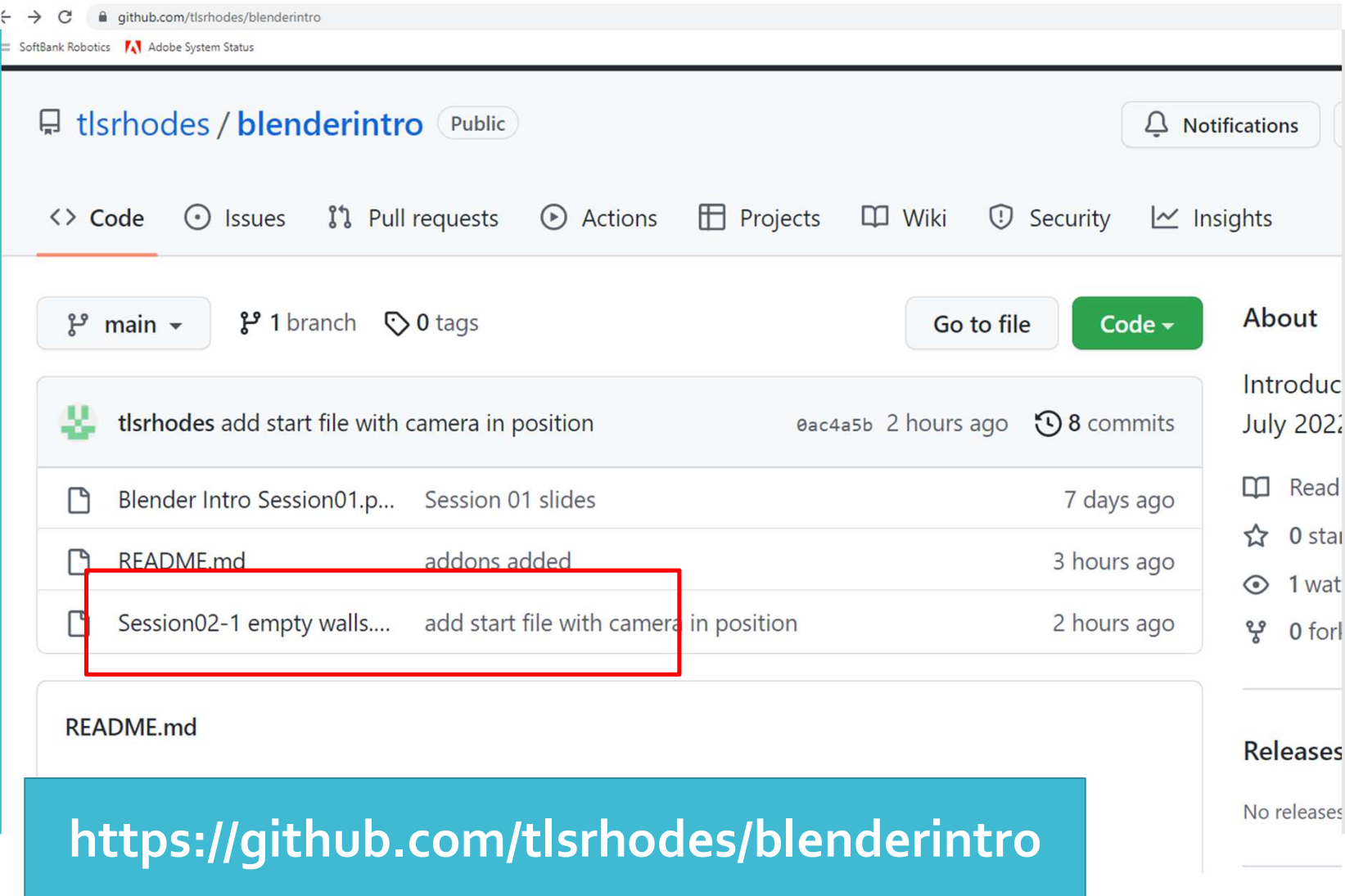
Easier to follow and easier to help each other

https://github.com/tlsrhodes/blenderintro
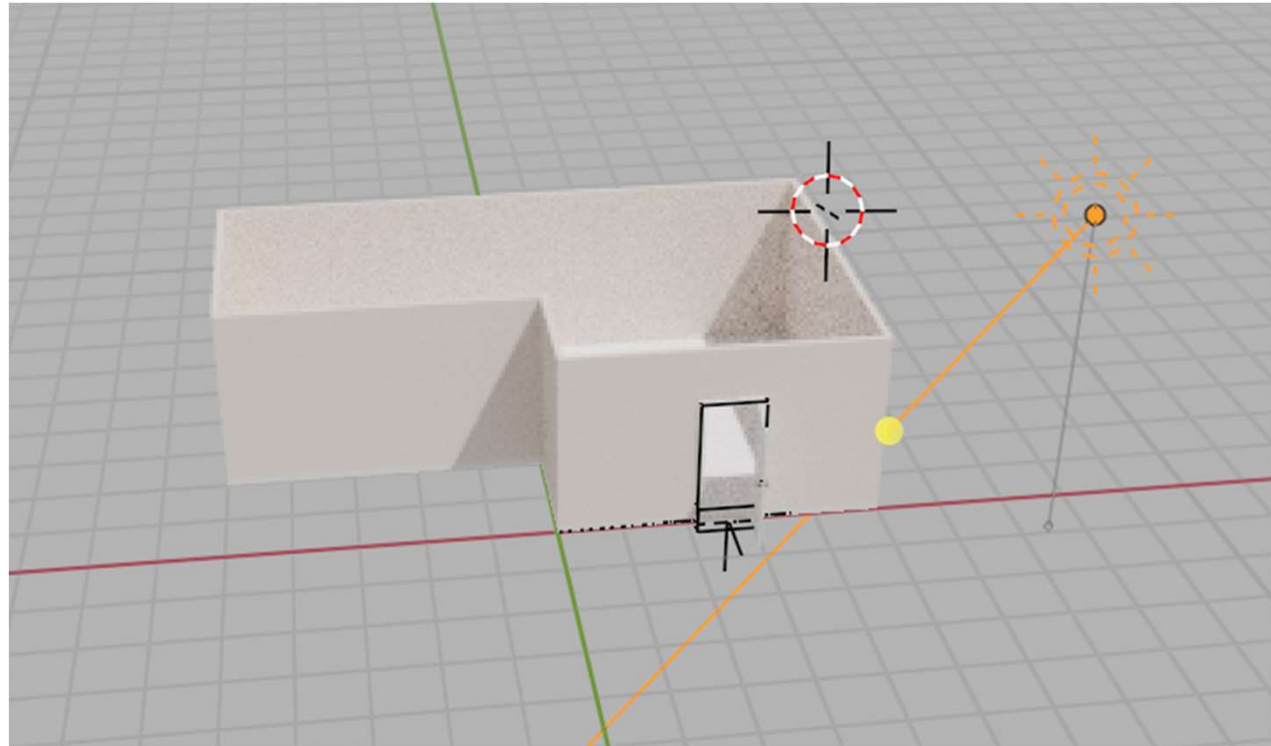
Review exercise

Add a Door
- **Archimesh addon**
- **Move a 3D object**
- **Use 3D cursor for initial position**
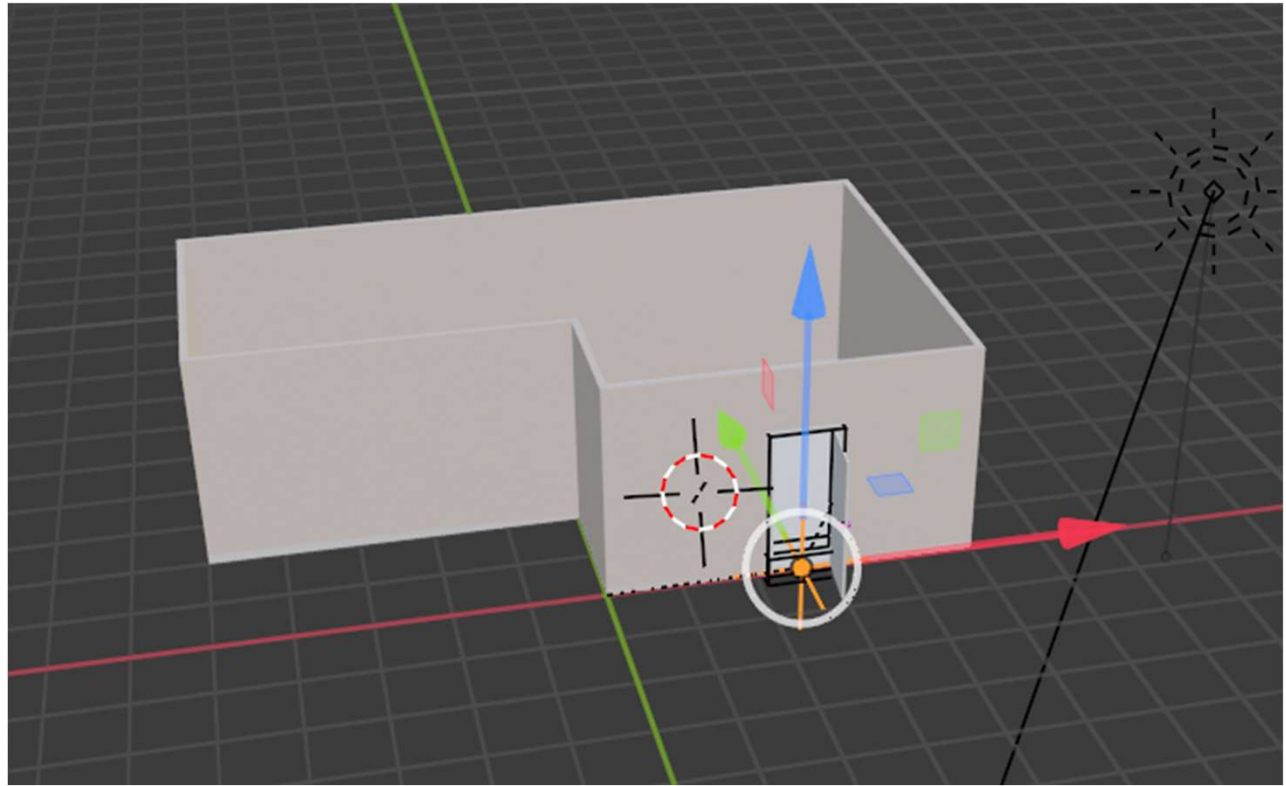
Lighting & Sunlight
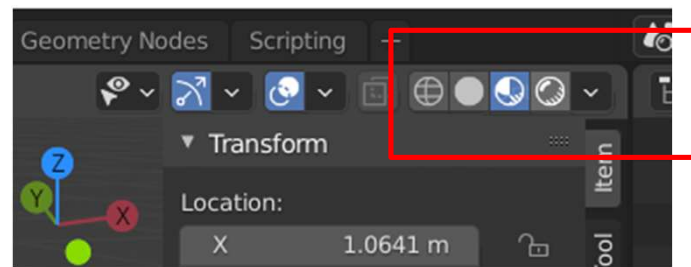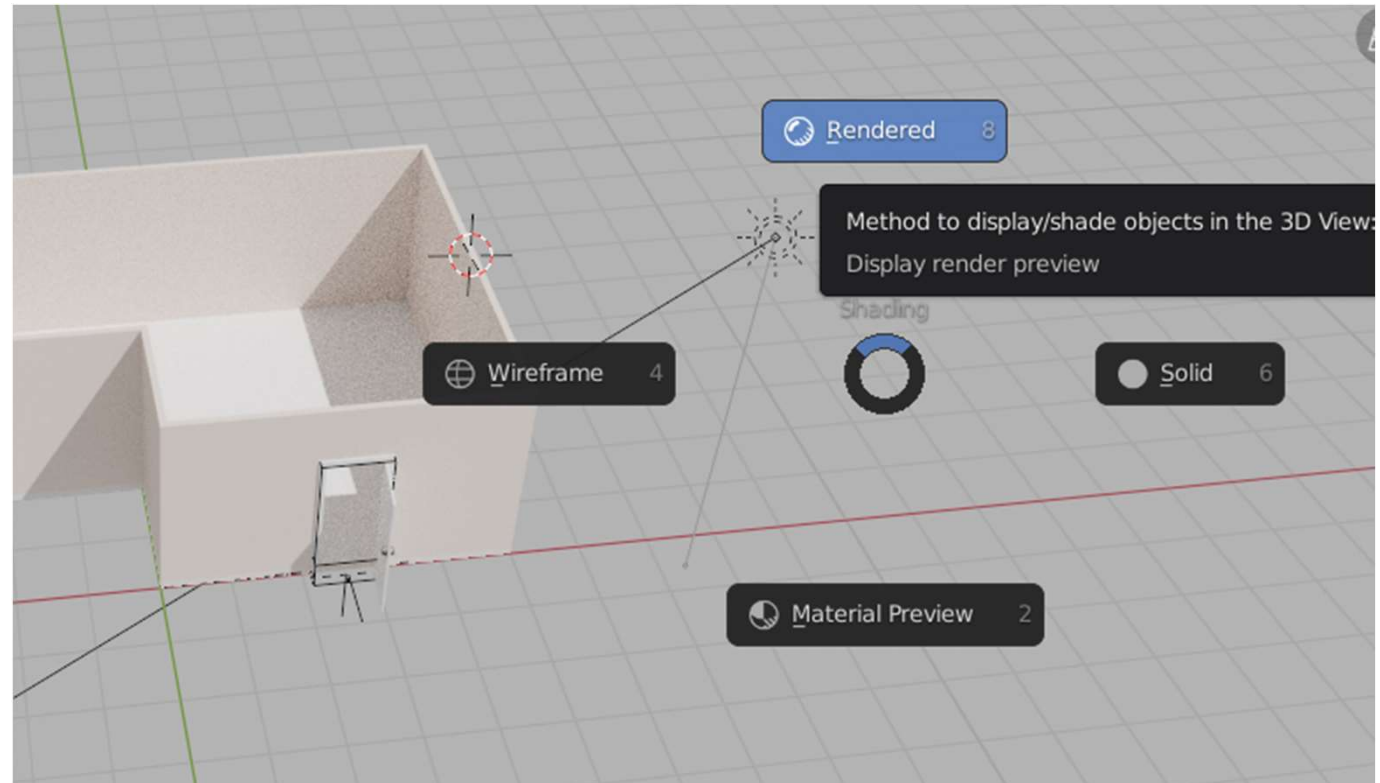
Play with
- Angle
- Strength
- Color

Rotate the Light, change the strength, colour

Lighting & Sunlight

Work with
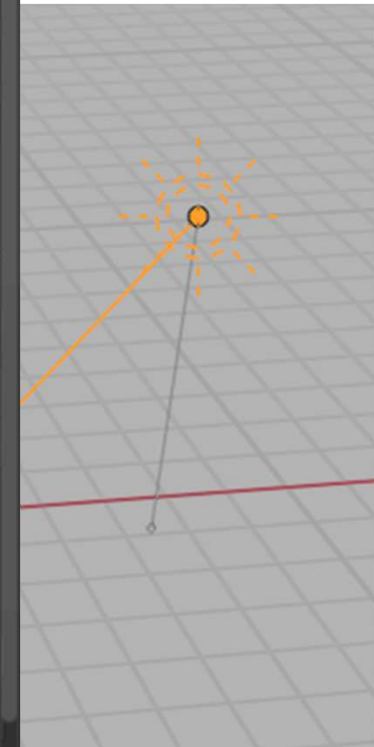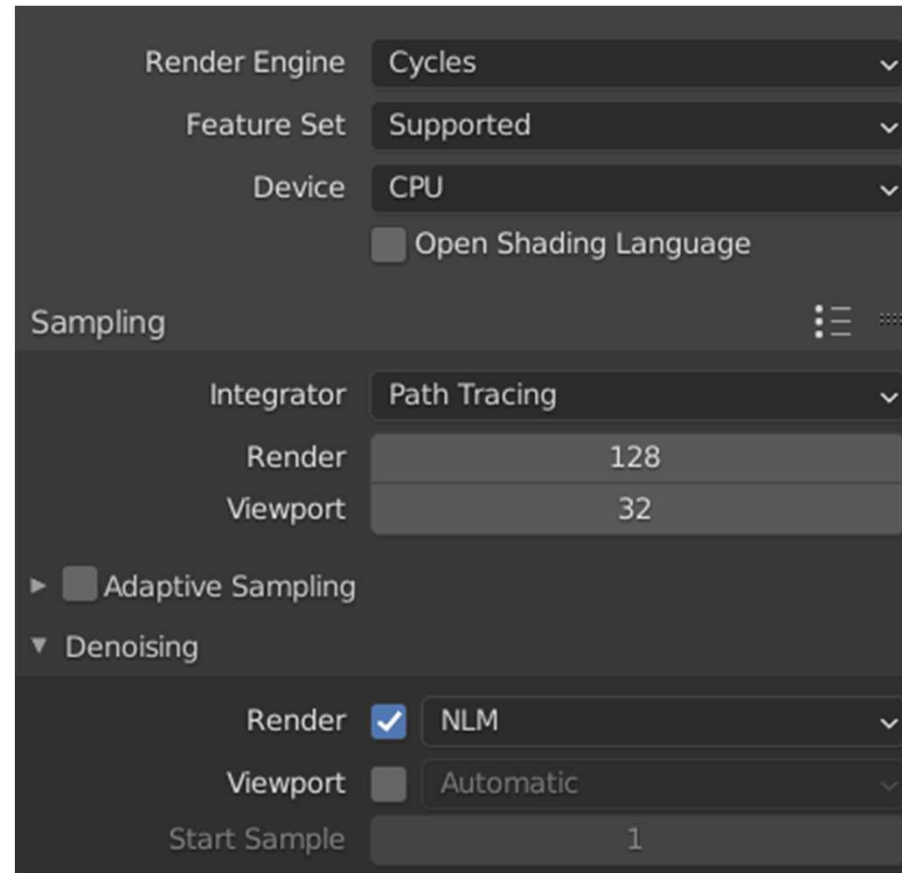Rendered View
- Material
- Solid
- Wireframe

Or press key 'Z'

Render a 2D image

01 Setup Rendering
- **Cycles & path tracing**
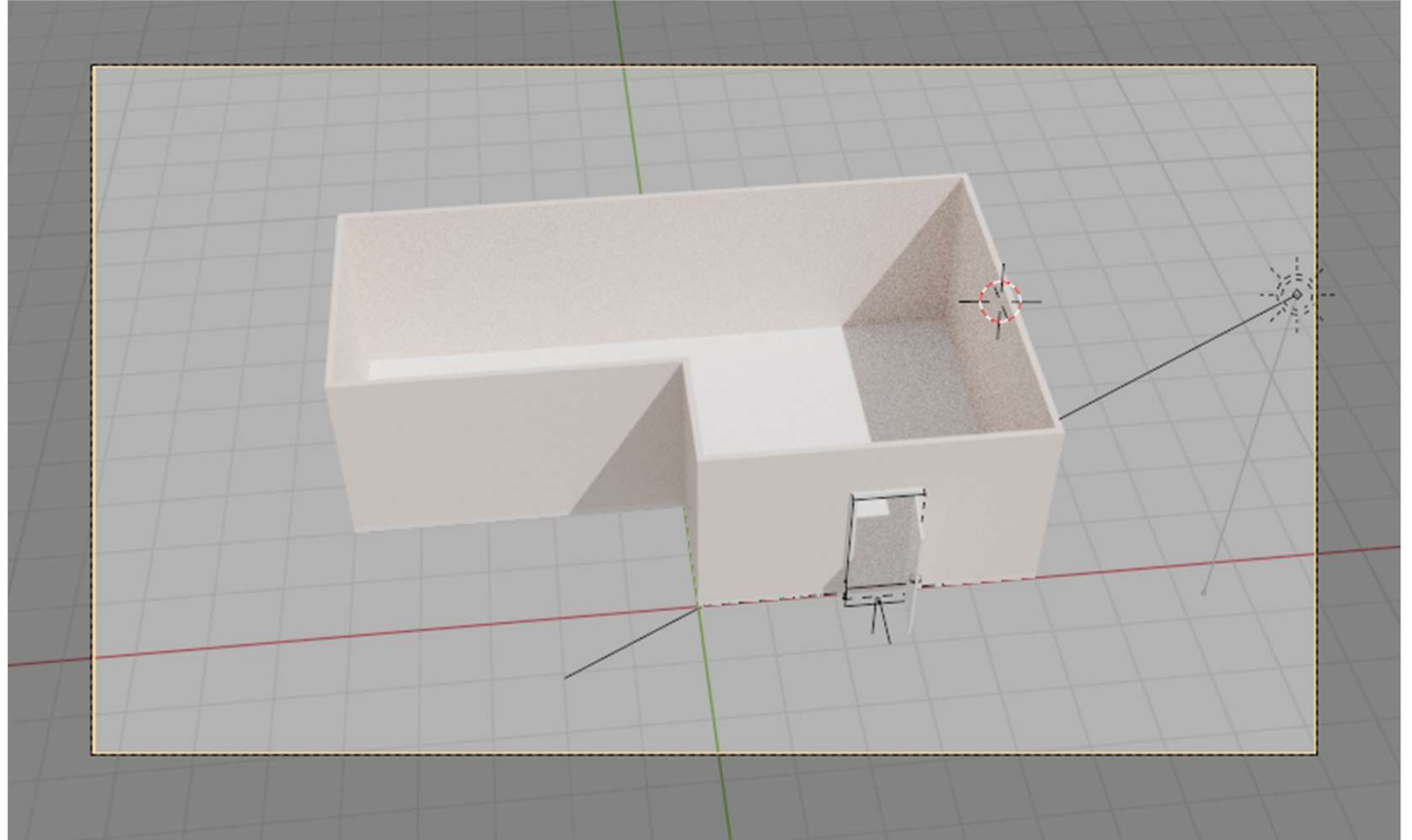- **CPU / GPU**
- **Sampling**
- **Denoise**

Cycles > CPU / GPU
Sampling > Render > 128
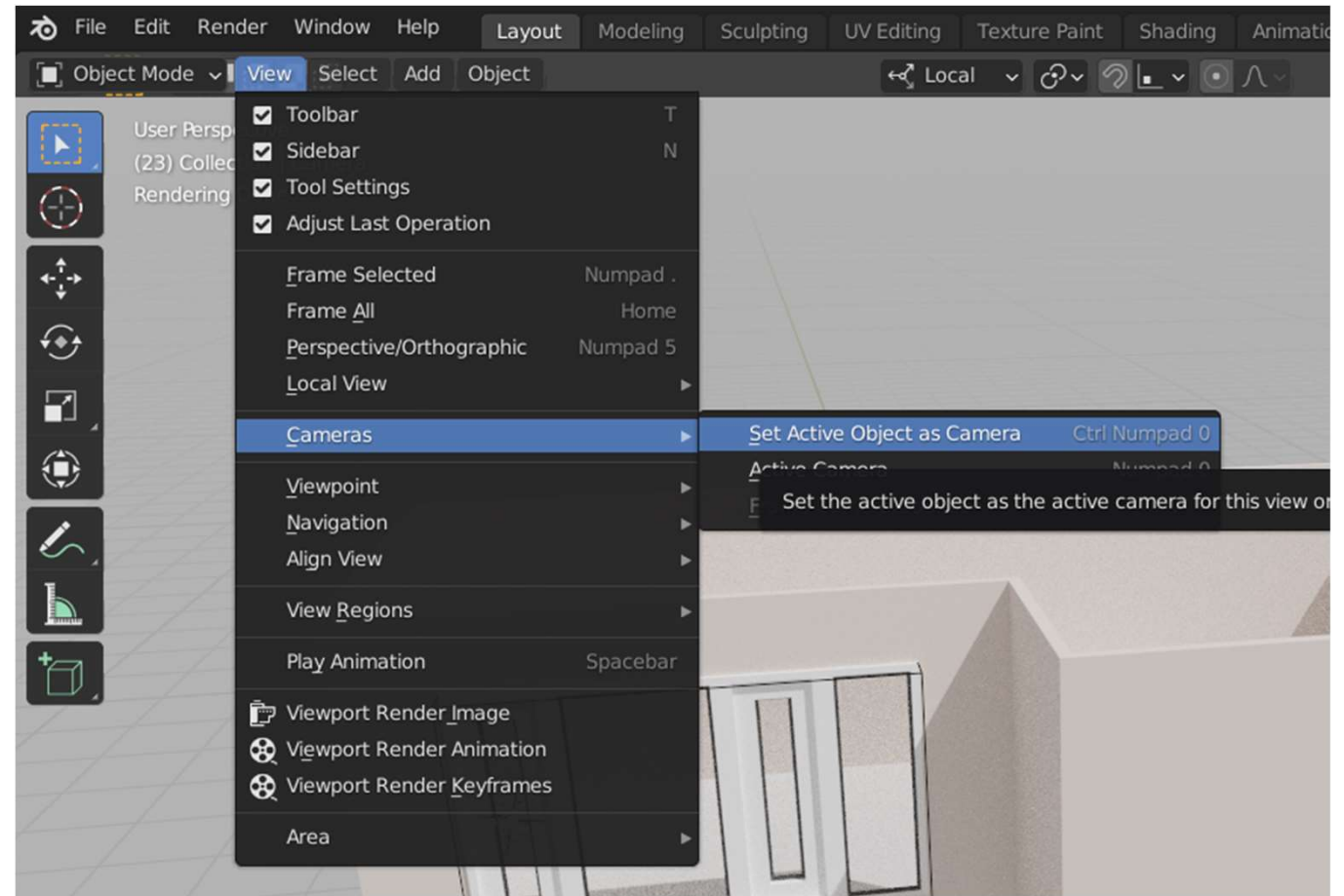Denoising > Render NLM

Render a 2D image
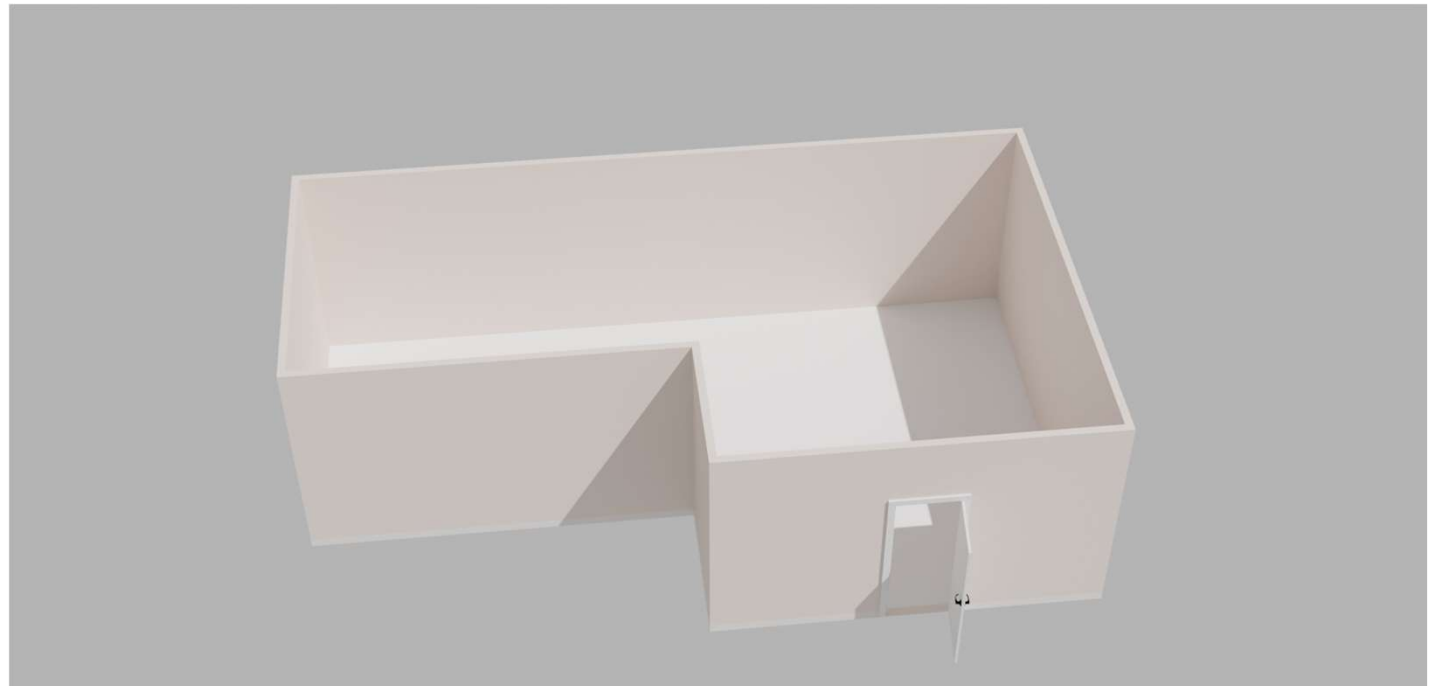
02 Setup Camera active view

Camera View Set Active

Render a 2D image
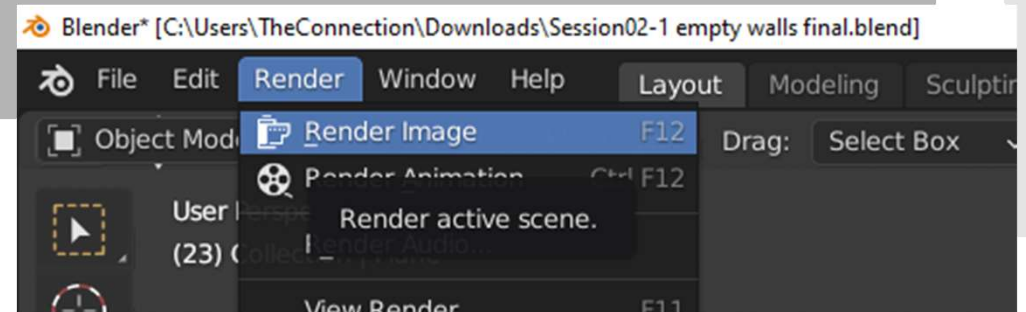
02 Setup Camera active view

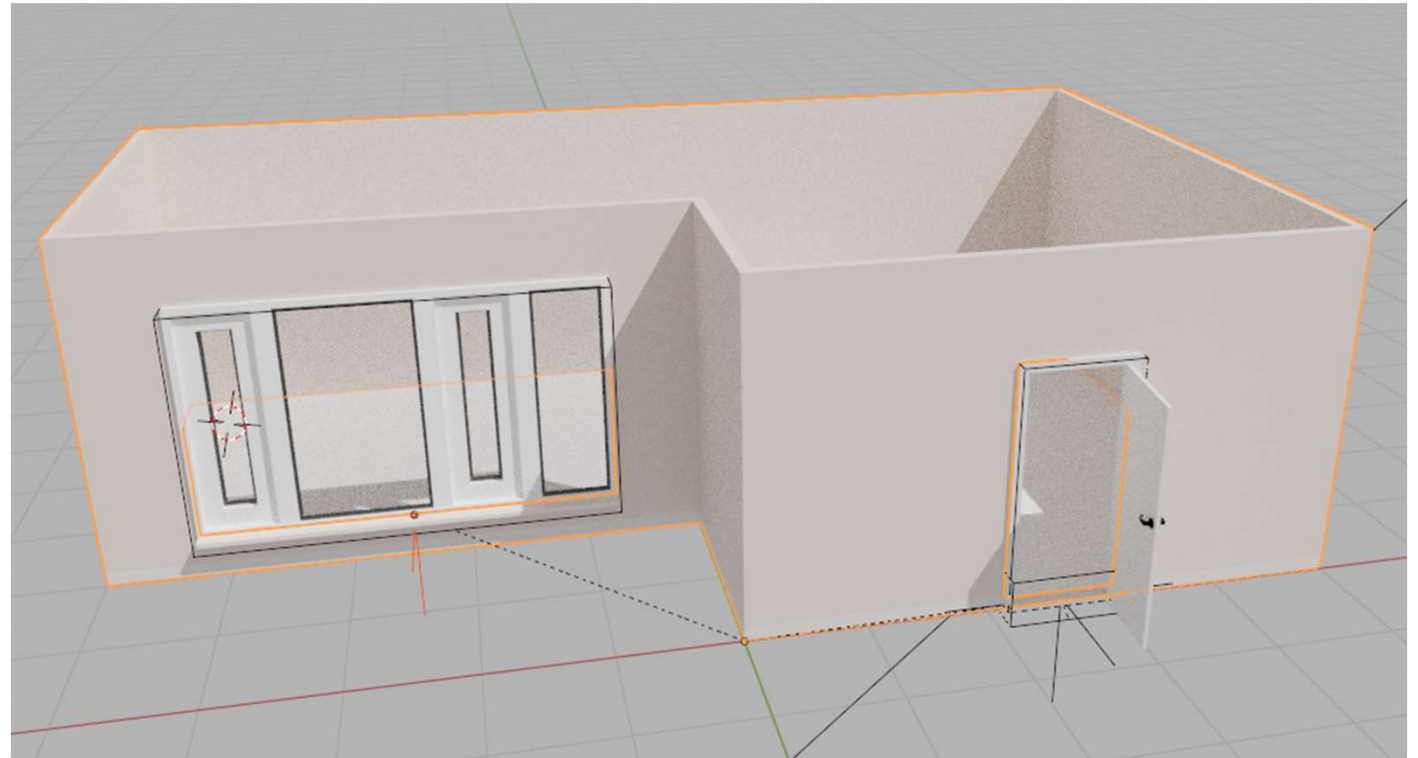**Render a 2D image**

03 Render - Create an image (F12)

Wait and see the result
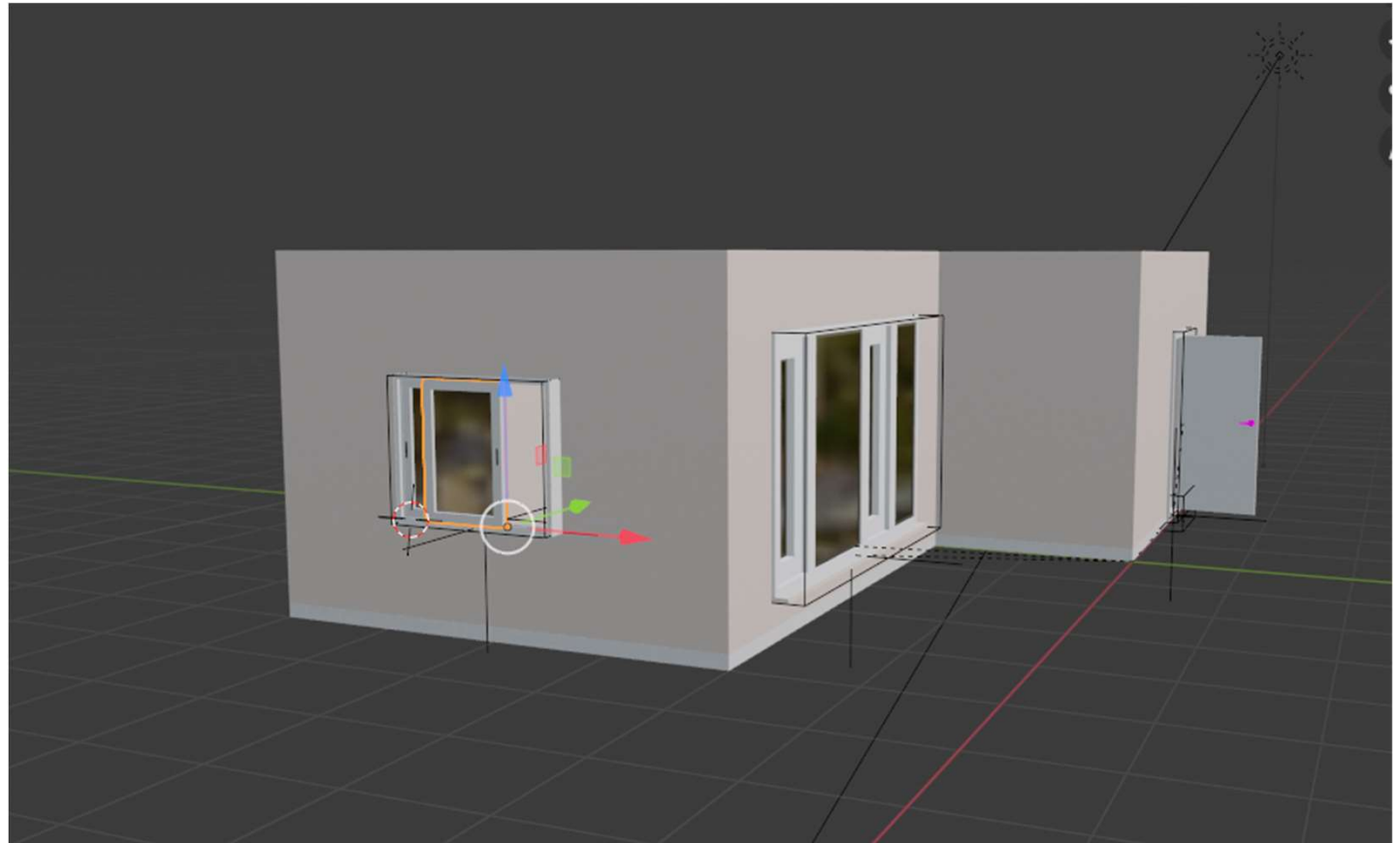
Review exercise

Add all the windows
- **Use Archimesh**
- **3D cursor**
- **Move 3D object**
- **Auto Hole**

Review exercise

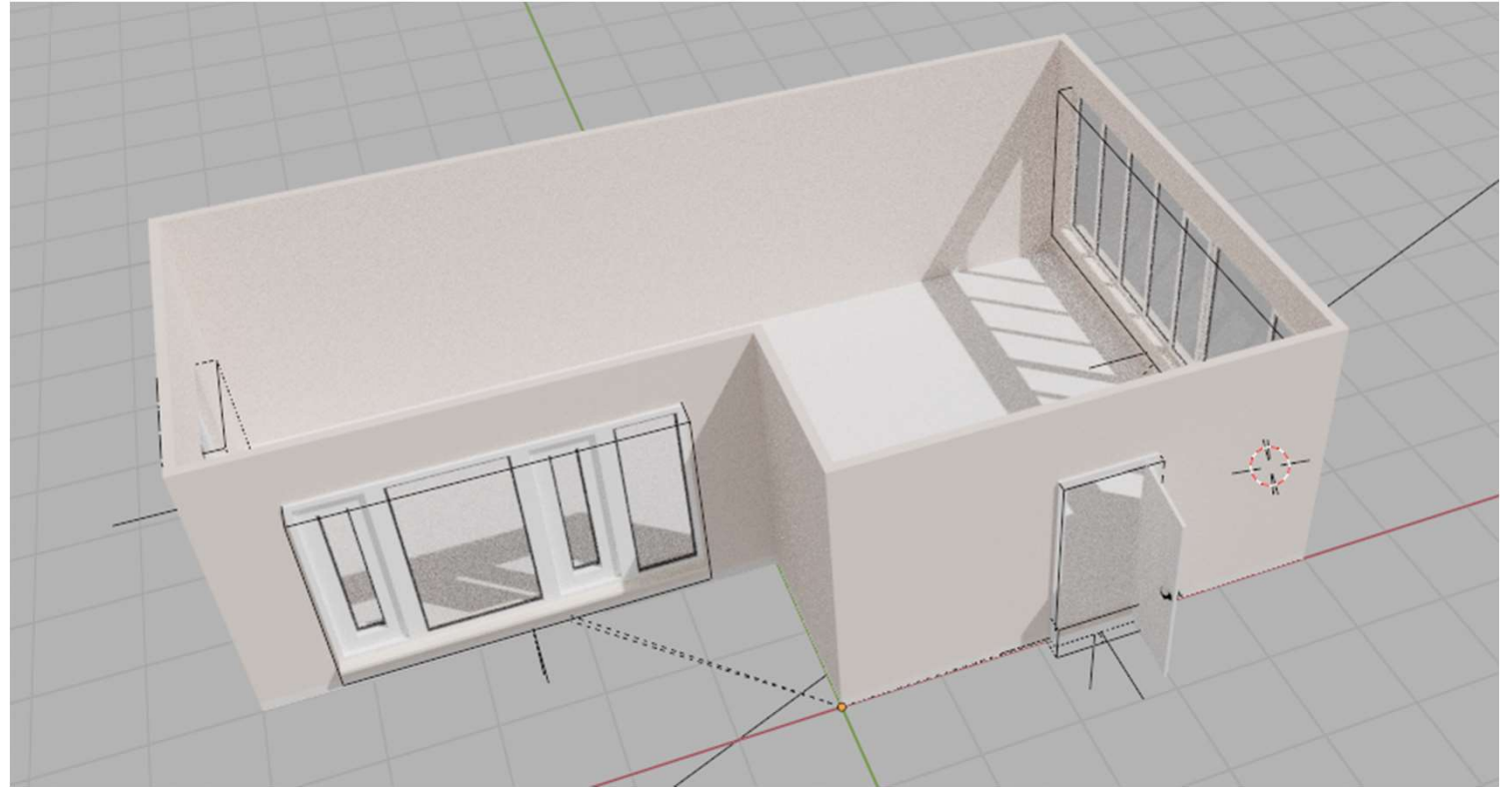Add more windows - sliding window

Rendered View - the lighting and shadows

Review exercise

Adding a
Cabinet
- **customize the
shape**
- **move it to the
position you like**
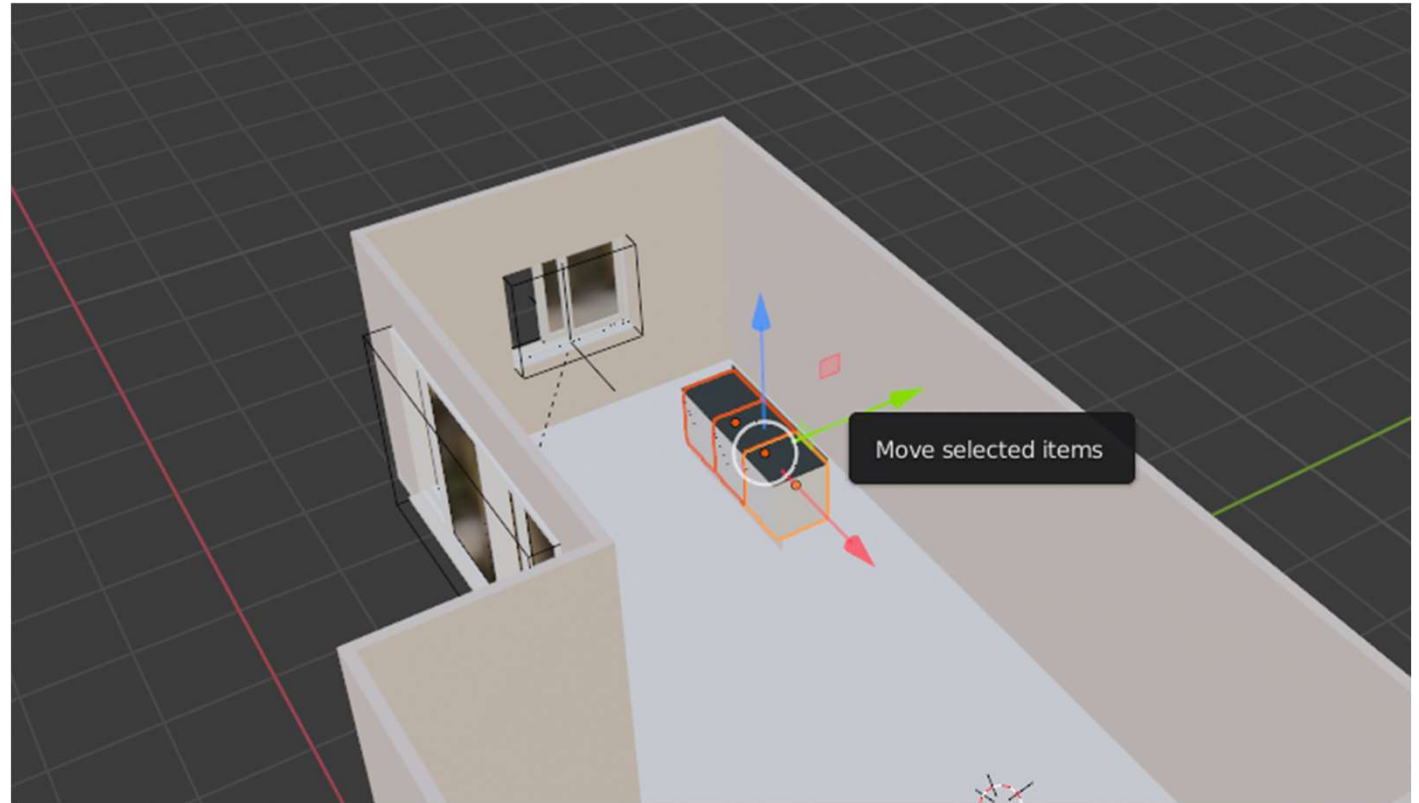
**Floor material &
more furniture**

Install a Useful
Addon -
BlenderKit

> 3.0 version

Link in
https://github.com/tlsrhodes/blenderintro
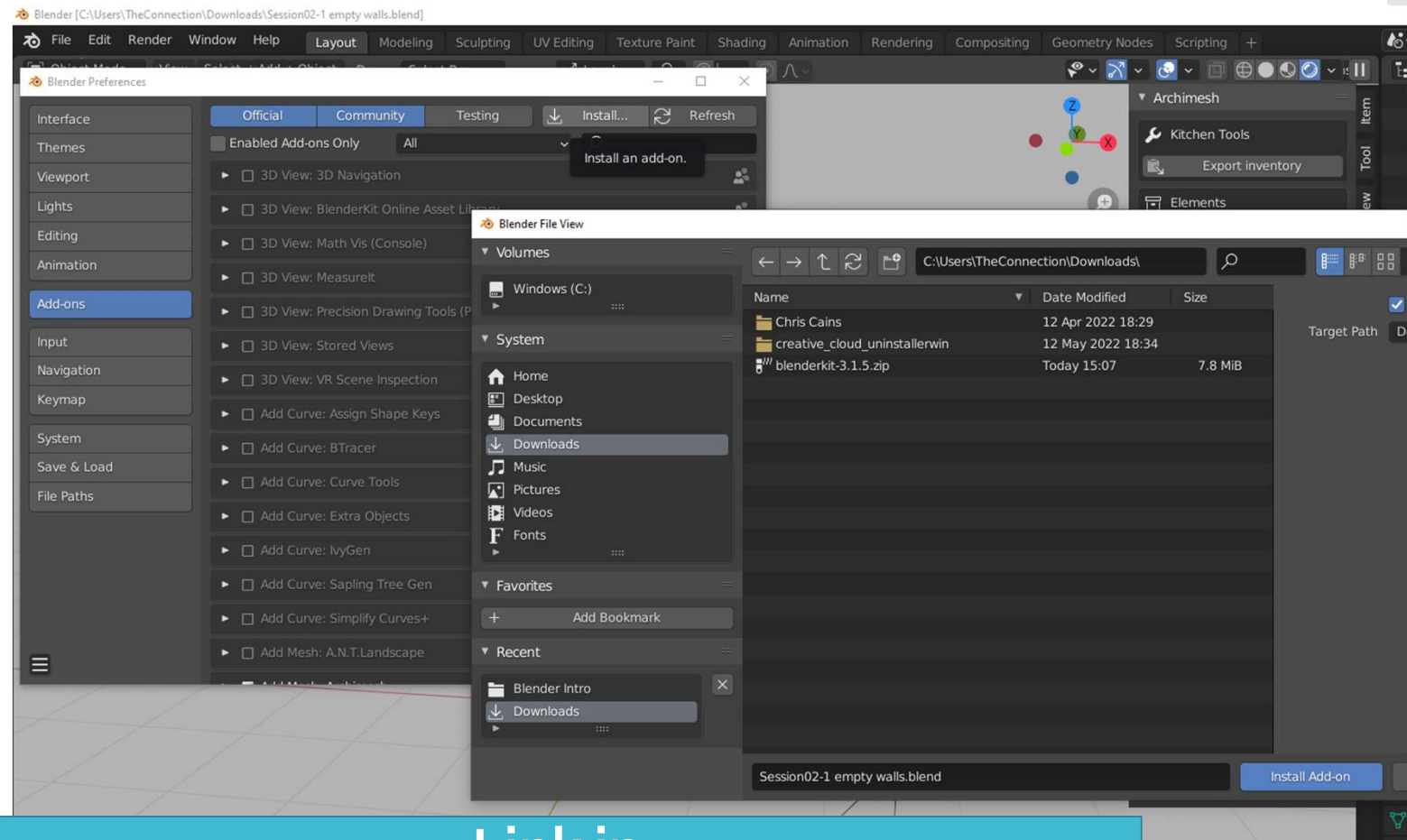
Apply a Material to the Floor

Watch out the Size of the File ! Keep it small
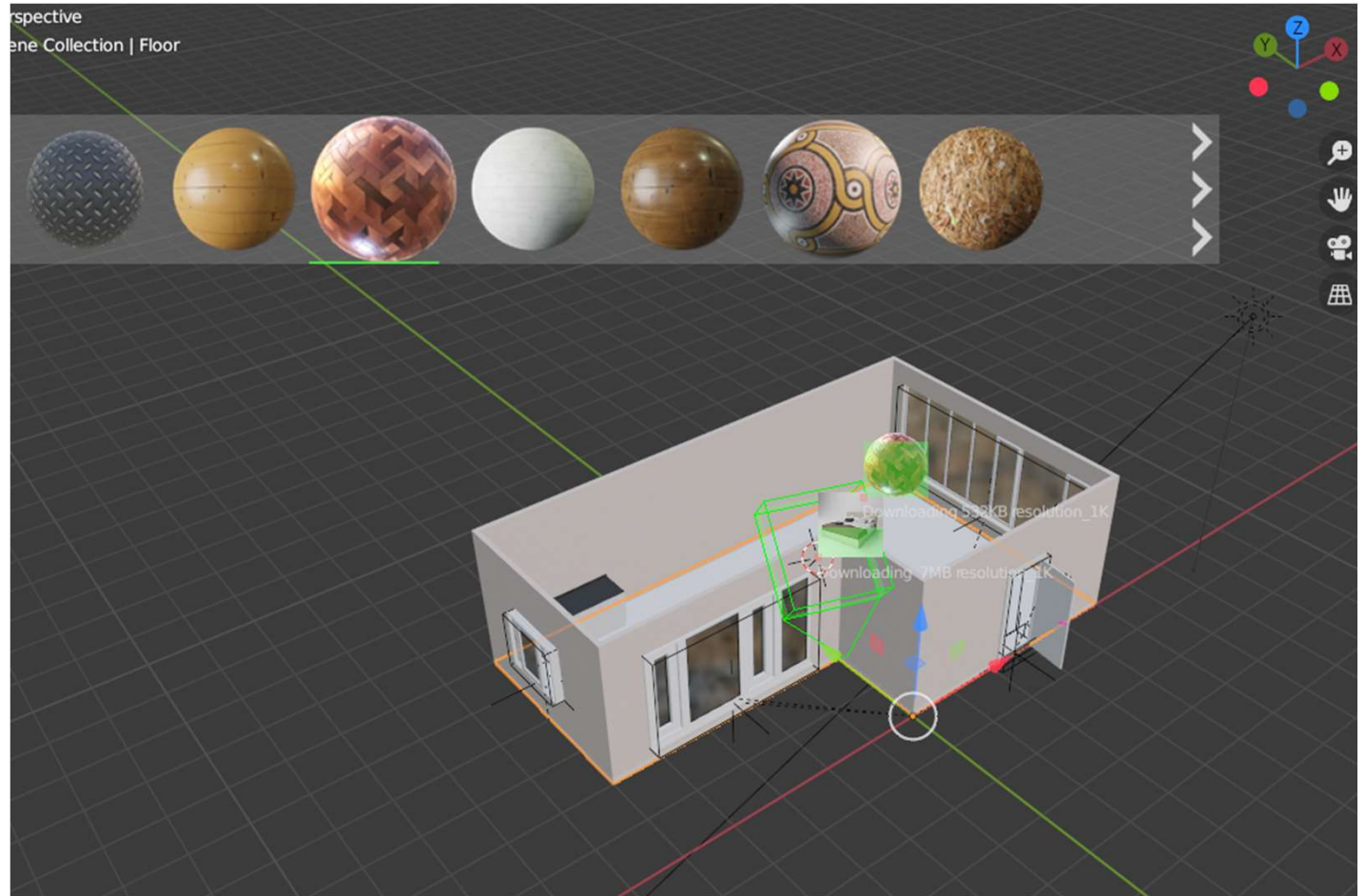
Apply a Material to the Floor
- select the floor object
- search floor material
- drag & drop

Keep it small

Add more furniture
- **choose Models**
- **search keyword like 'sofa'**
- **drag & drop**

Pick a small one!

Add more furniture
- **choose Models**
- **search keyword**
- **drag & drop**

Move and place the new furniture in the position

Add a Ground Plane (Mesh)

Apply a Material to it
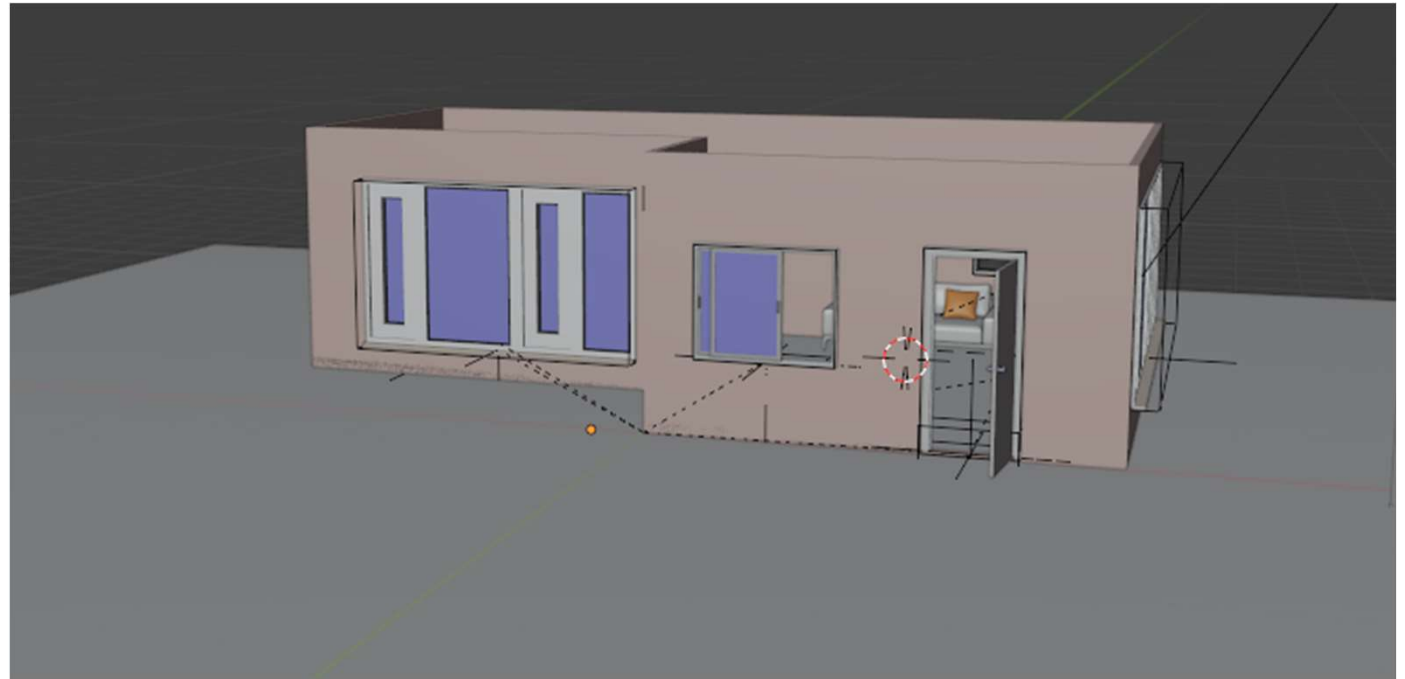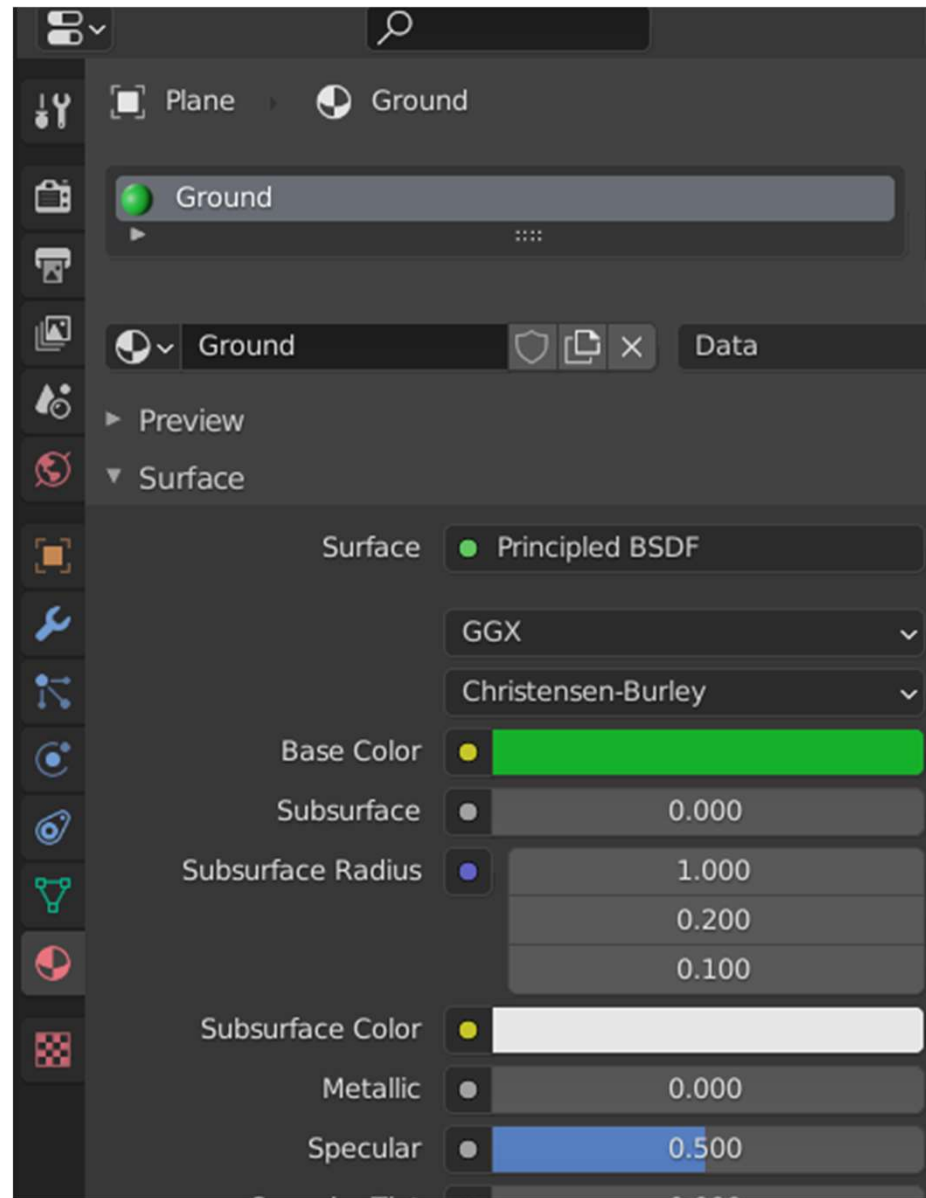

Try different colours

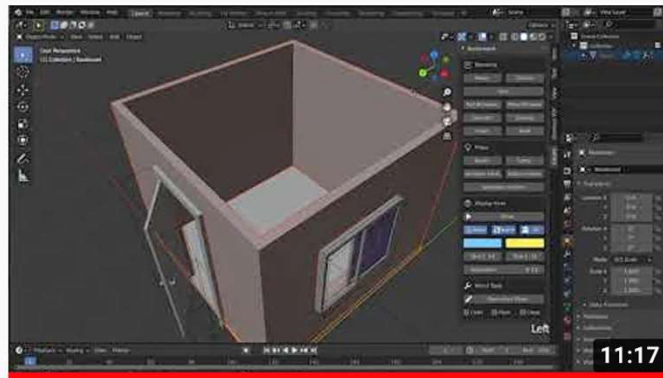Try different colours

Play time:

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

An Example Output Image

Some Good Learning Resource

Blender 2.9 3D Architecture 1- Build a Simple House

82K views • 1 year ago

A Applied Adaptive Learning

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

11:17

https://youtu.be/LaUVDQ8eFSY

Beginner 3d Modelling

blender

Part 3

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

1:00:16

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

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https://youtu.be/nIoXOplUvAw

Thank you ☺

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Feedback Welcome!