

Session 02

Youth Create: Creating 3D Worlds (02)

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The Learning Space



Agenda

Practise - House Project & Blender Skills

- Add Door & Windows
- Add a Prop e.g., Cabinet
- Use Archimesh addon

Project - New Topics

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

About this Class/Club Philosophy

01 

Learn,
encourage &
improve
together

02 

Practice,
practice,
practice

03 

Utilize the vast
learning
resources out
there

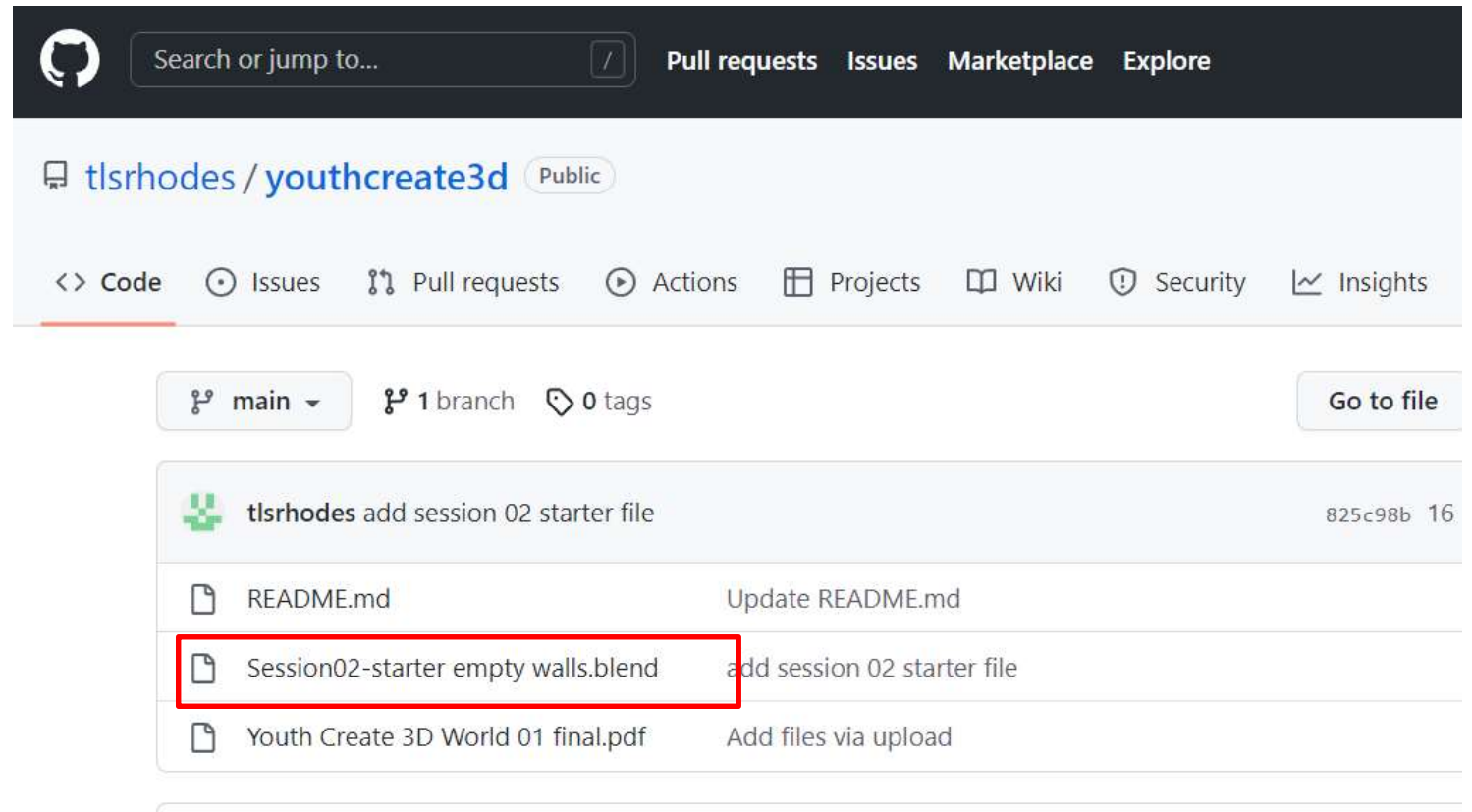
This Session's Result: an Example Output Image



Use a same
starting point

Please
Download and
Open the
Practice File

Easier to follow and
easier to help each other

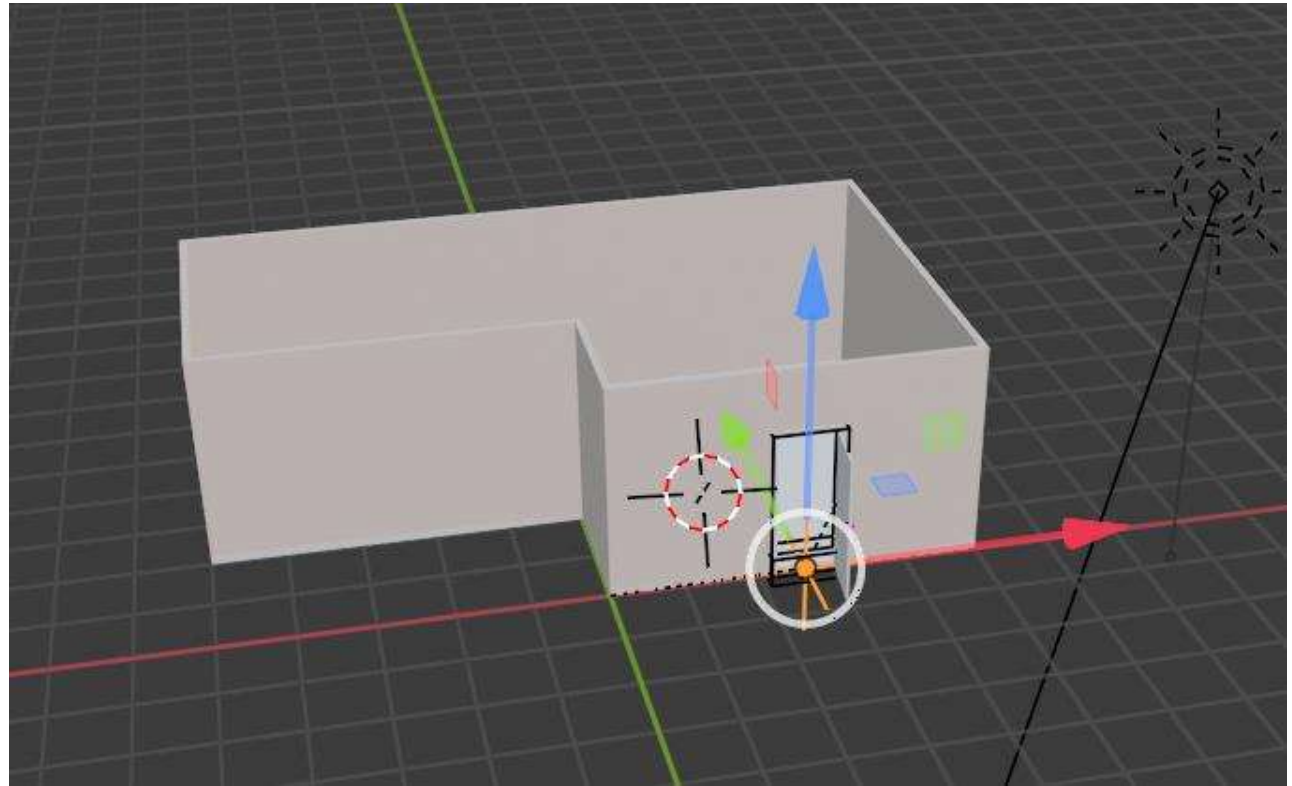


<https://github.com/tlsrhodes/youthcreate3d>

Exercise

Add a Door

- Archimesh addon
- Move a 3D object
- Use 3D cursor for initial position



Lighting

4 x Types of Displays

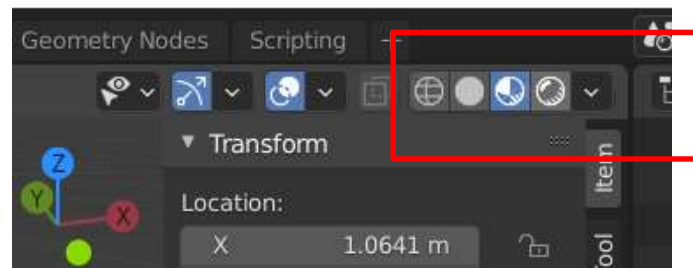
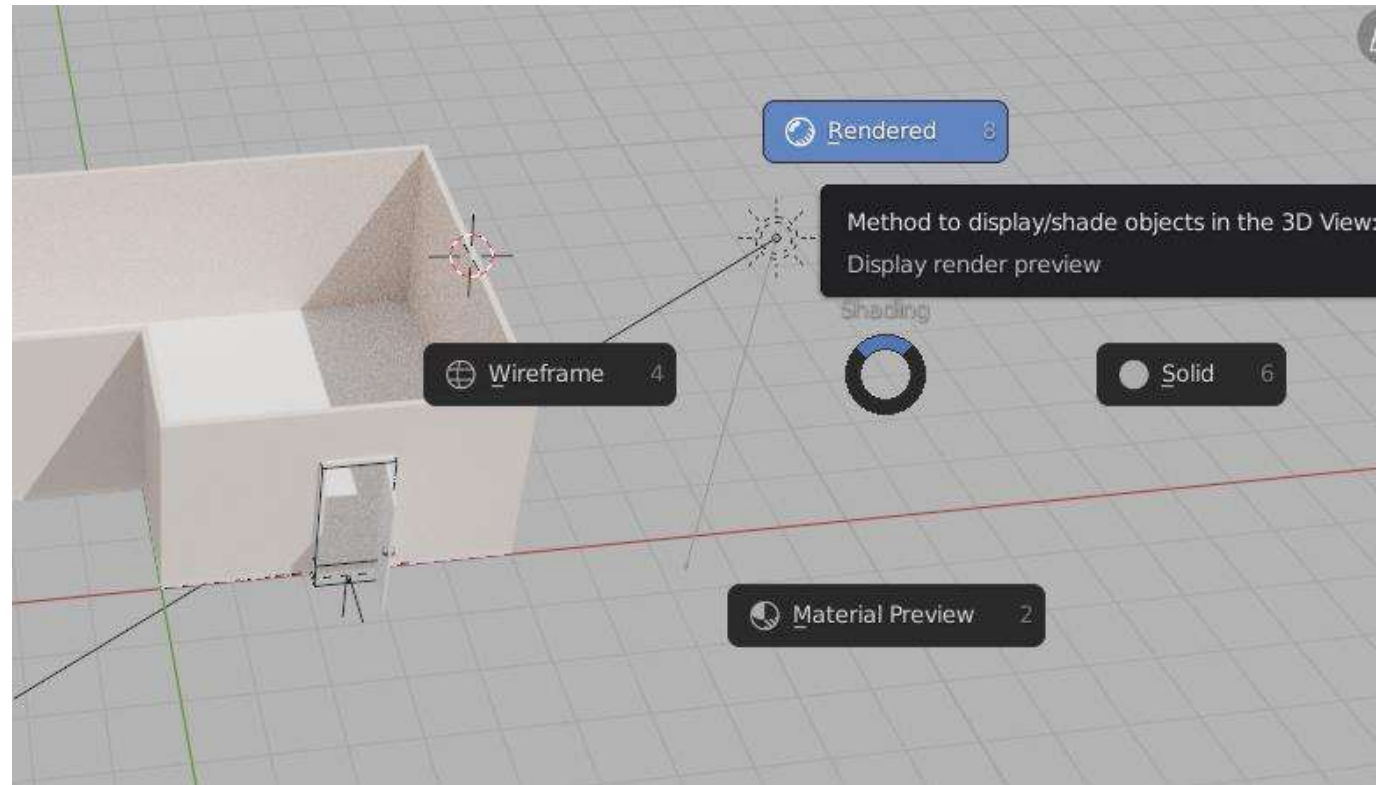
2 x Rendering Engines

4 x Types of Lights

4 x Displays

Work with **Rendered View**

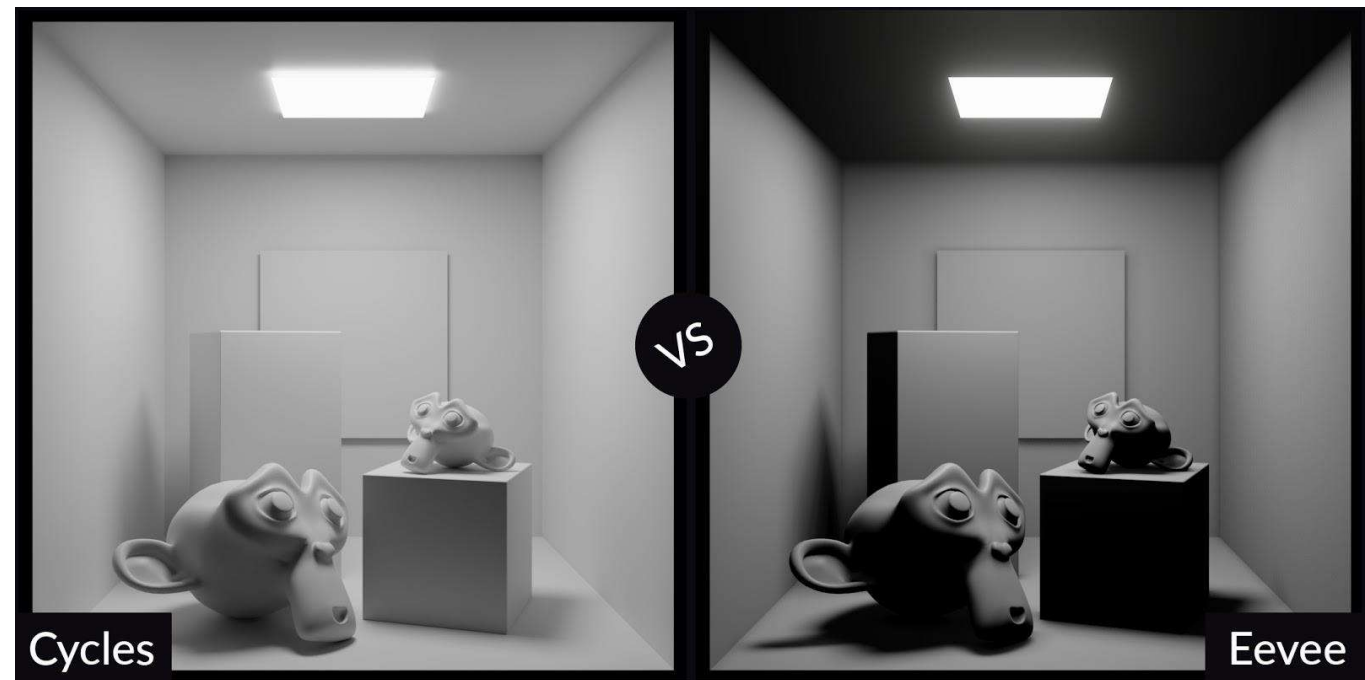
- Material
- Solid
- Wireframe



Or press key 'Z'

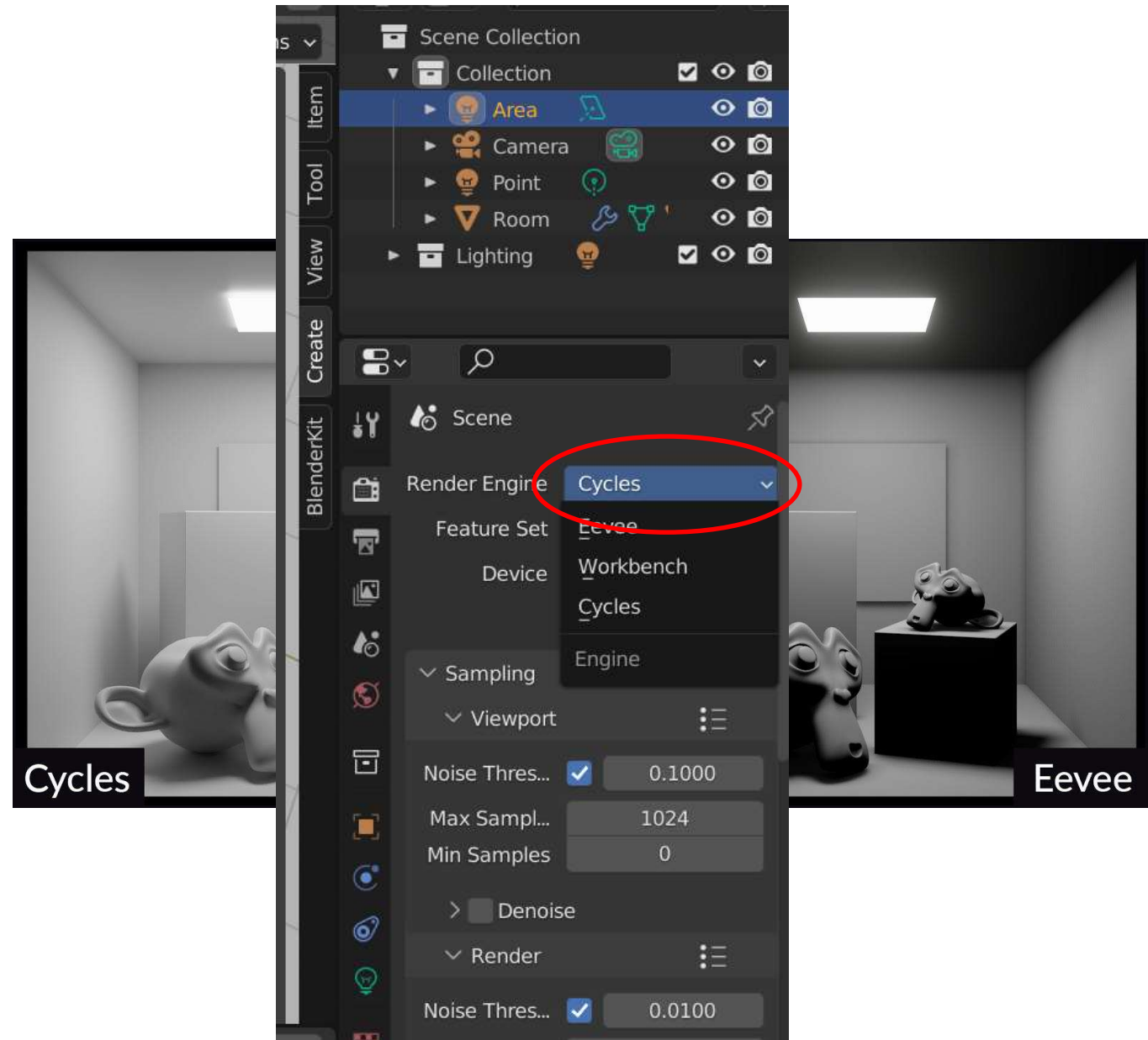
2 x Light /
Render
Engines

Use Cycles
when possible

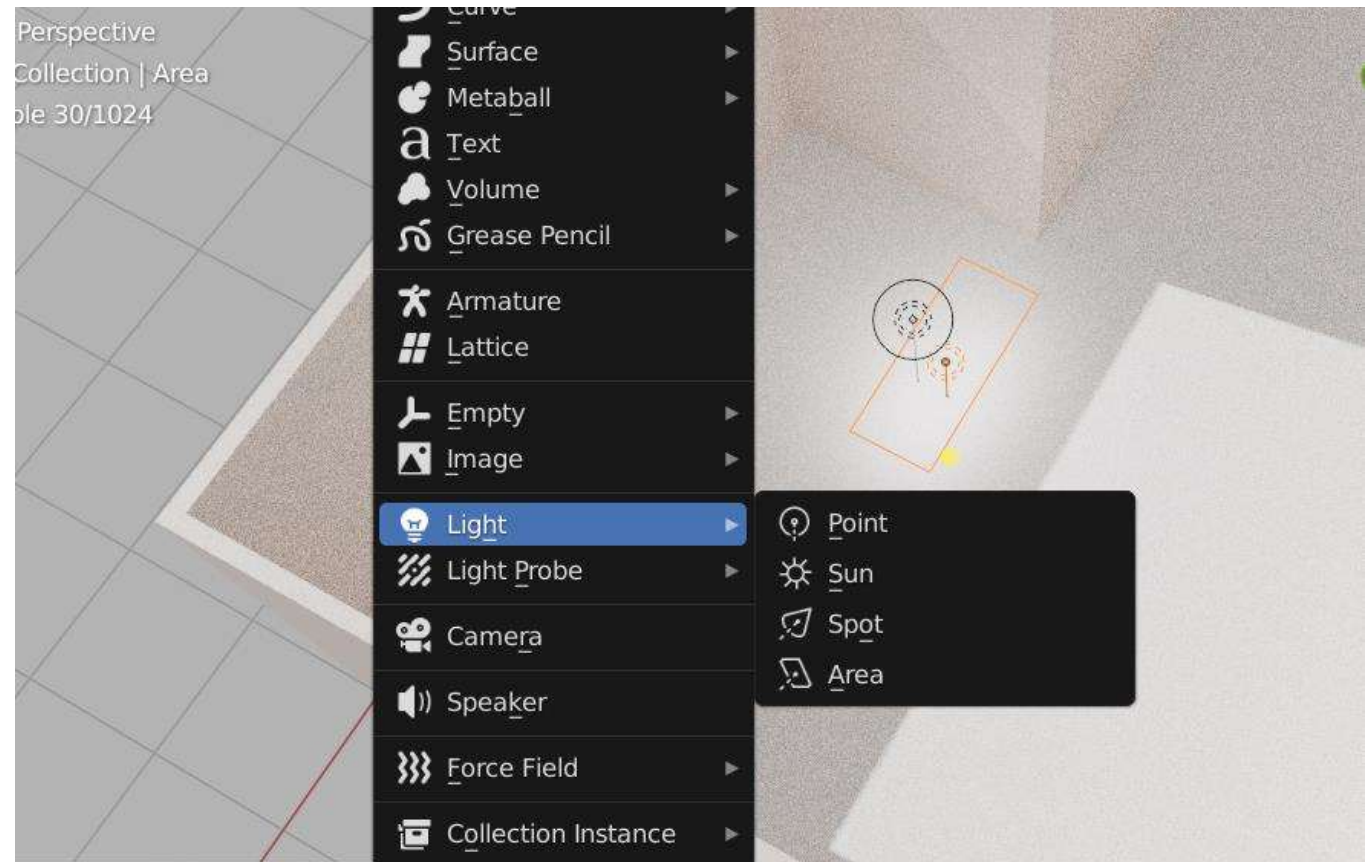


2 x Light /
Render
Engines

Use Cycles
when possible



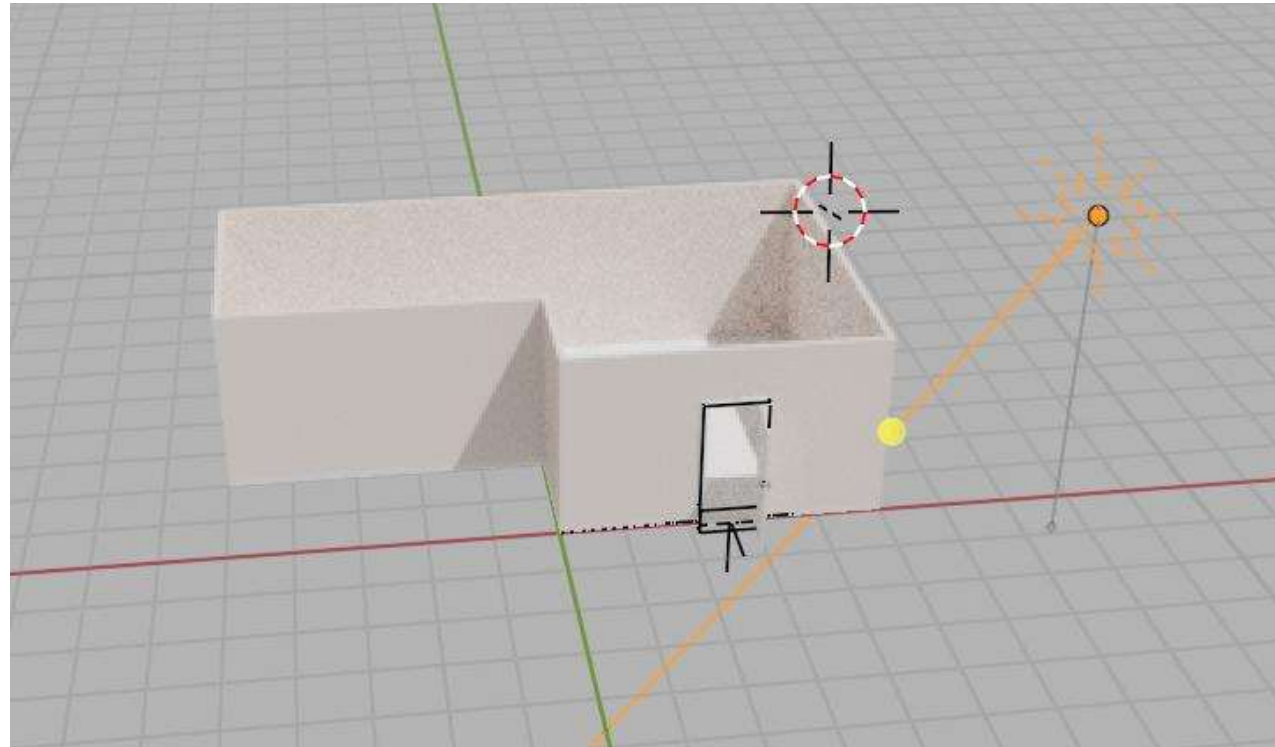
4 x Types of Lights



Sunlight

Play with

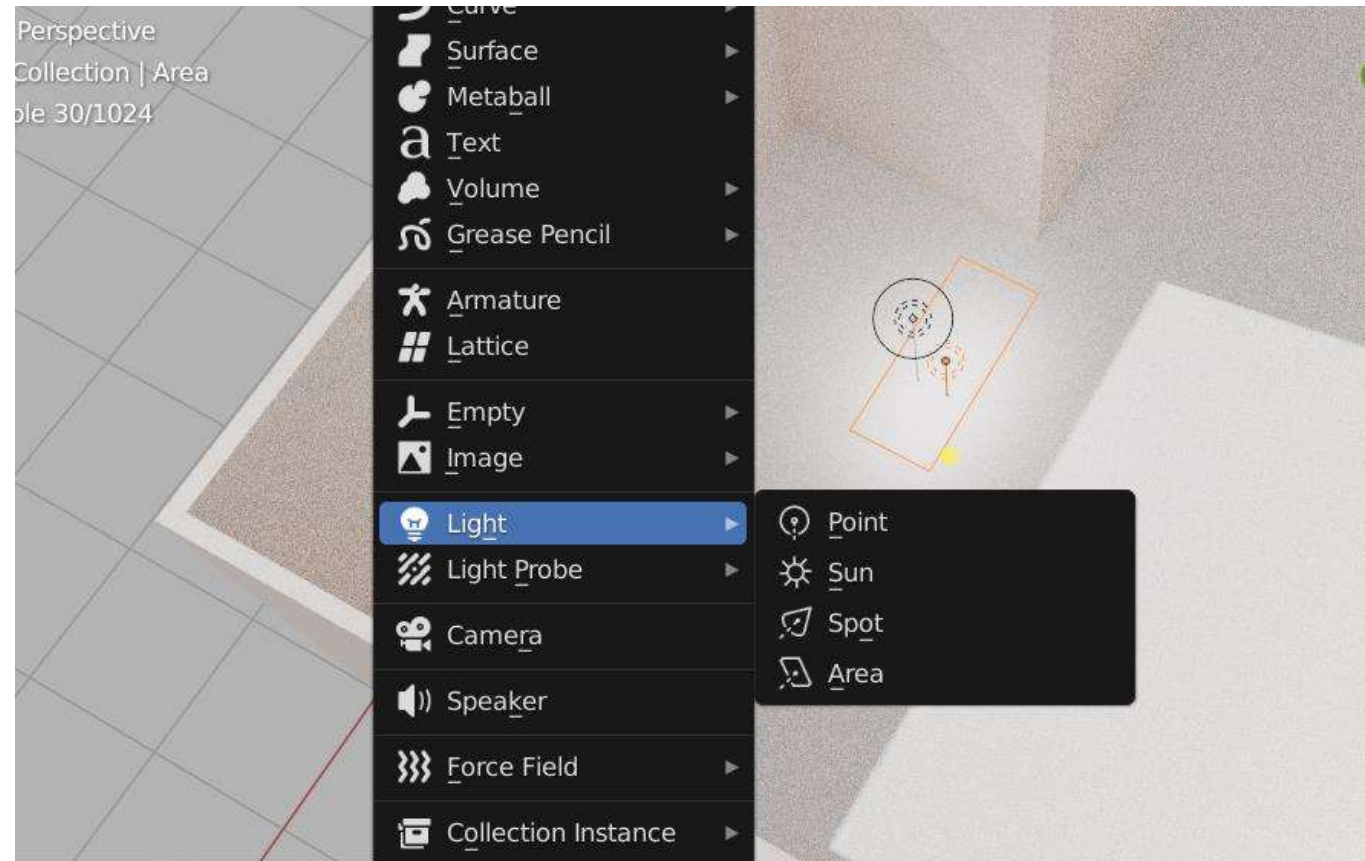
- Angle
- Strength
- Color



Rotate the Light, change the strength, colour

Exercise

Try other light types in the room



2D Render

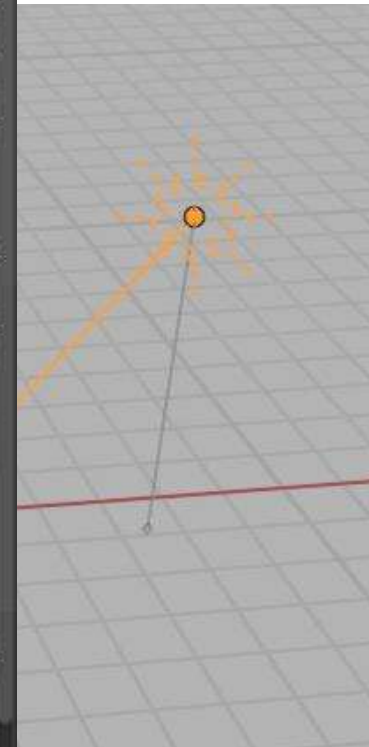
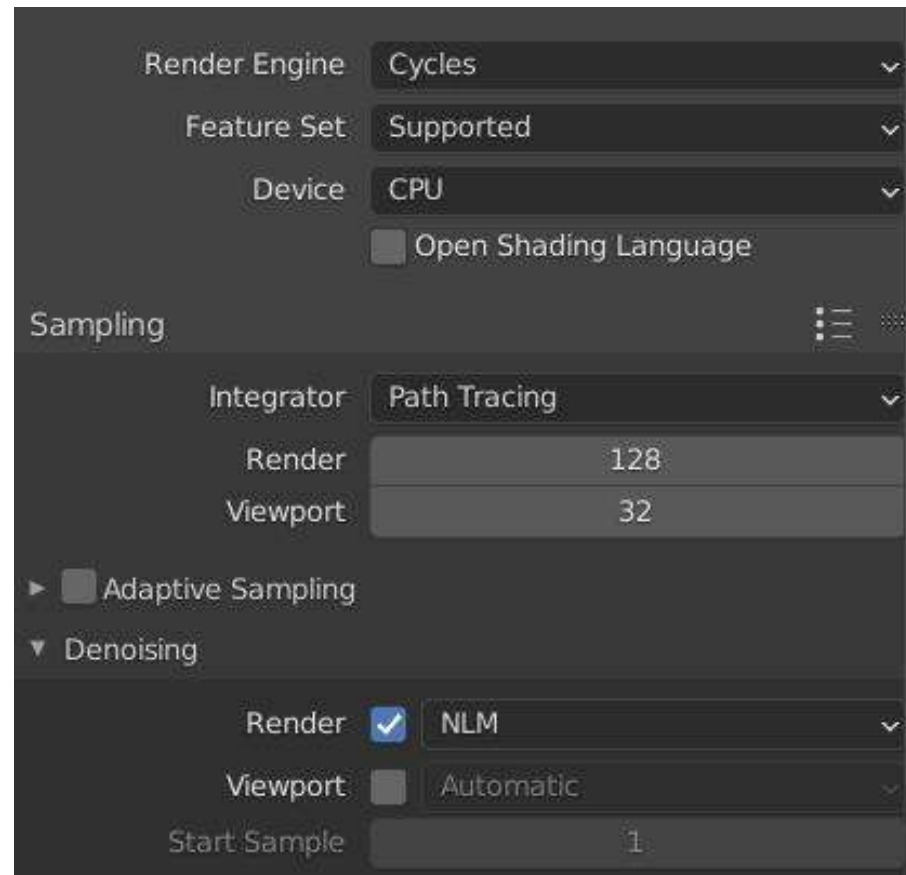
- 1.Choose Render Engine**
- 2.Setup Lighting**
- 3.Set up Active Camera**
- 4.Render a 2D Image**

Render a 2D image

01 Setup

Render Engine

- Cycles & path tracing
- CPU / GPU
- Sampling

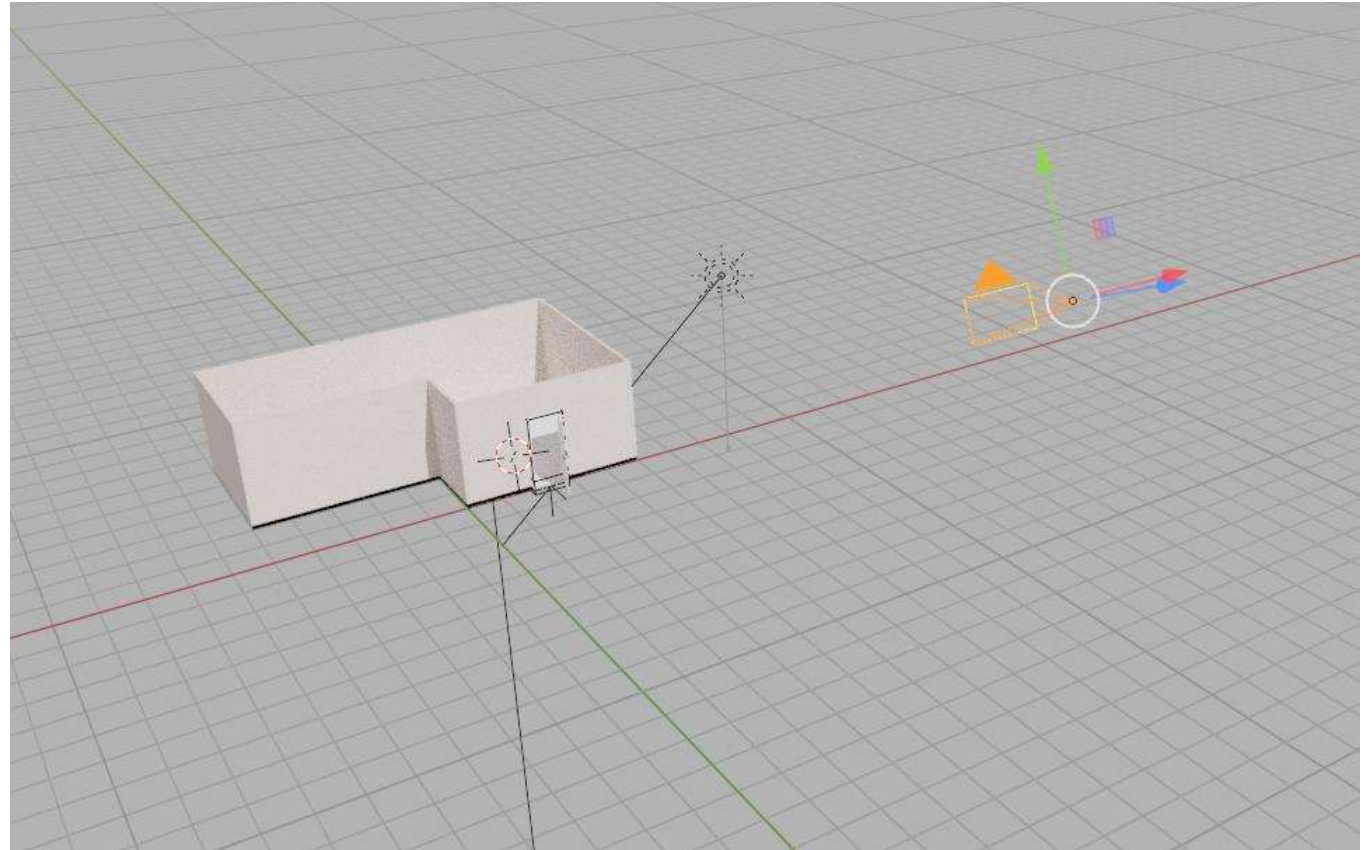


Cycles > CPU / GPU

Sampling > Render > 128

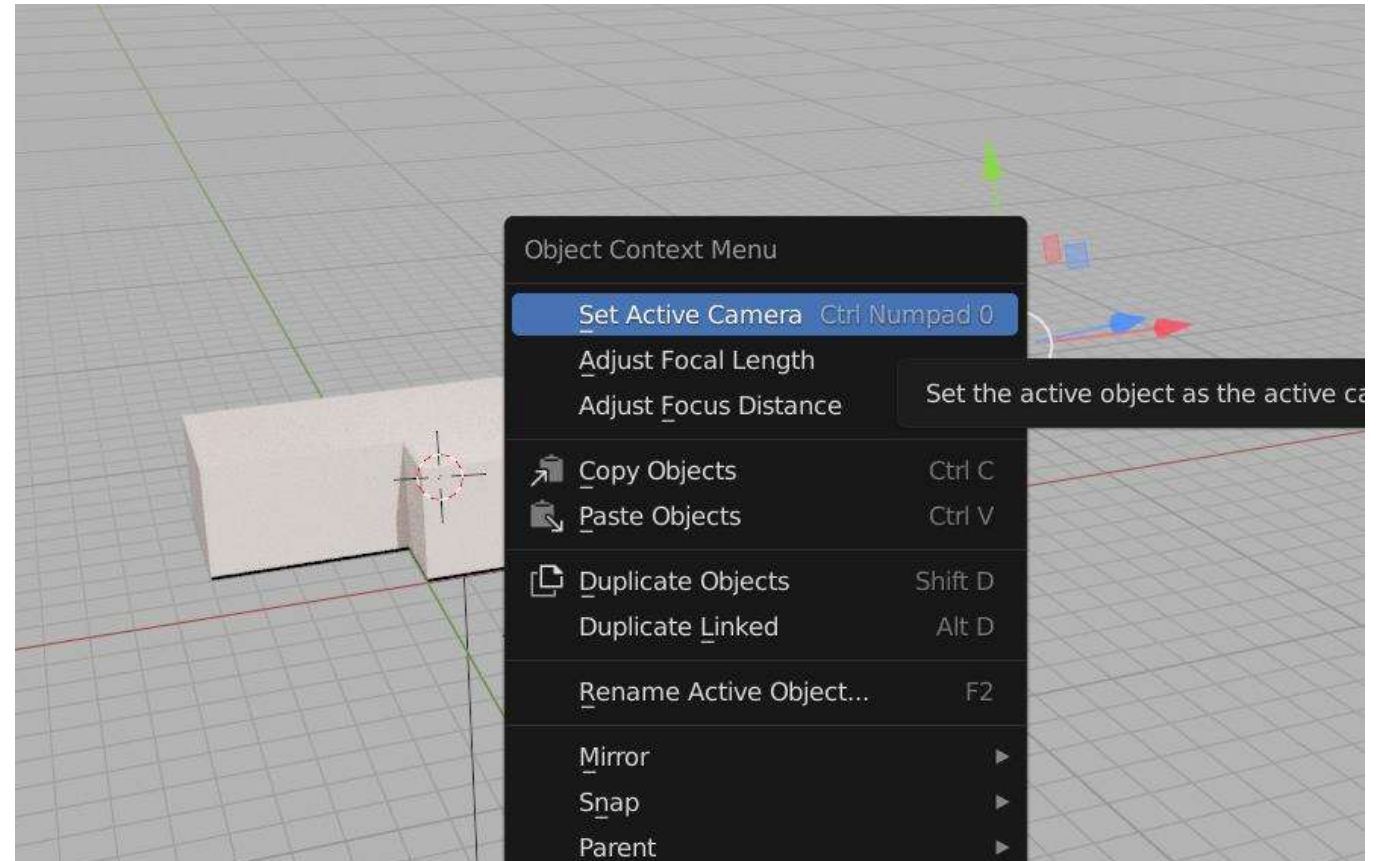
Render a 2D image

03 Setup
Camera active
view



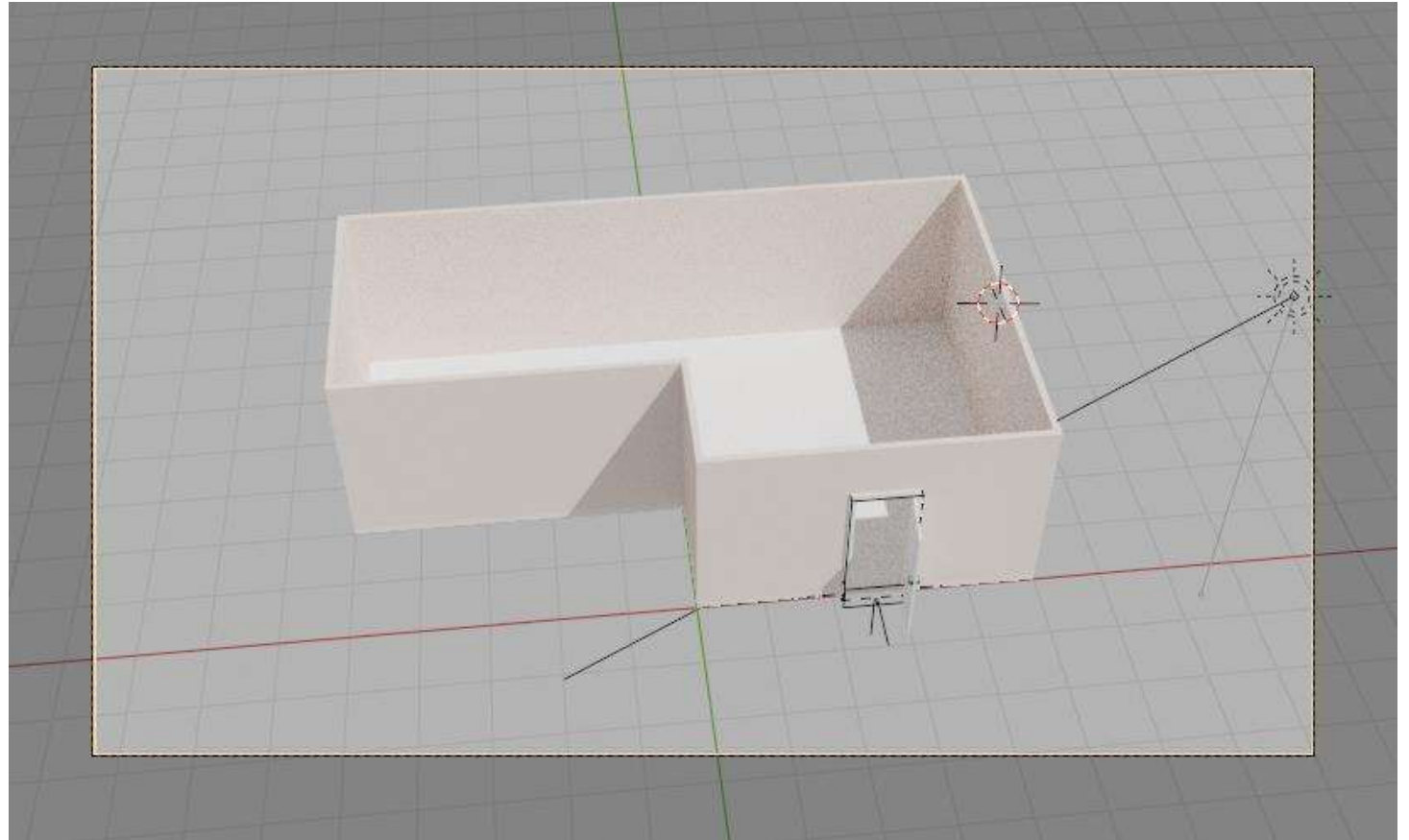
Render a 2D image

03 Setup Camera active view



Render a 2D image

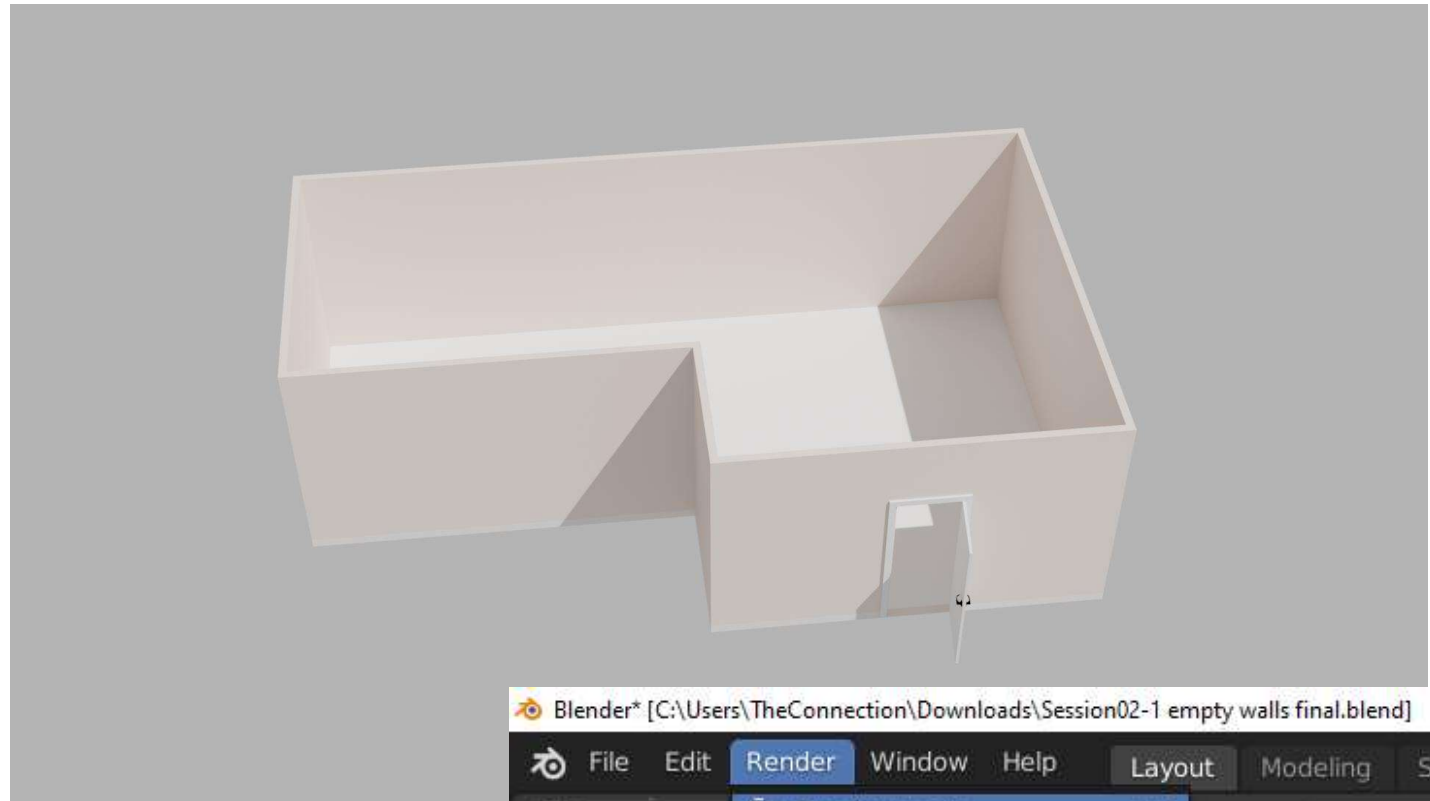
03 Setup
Camera active
view



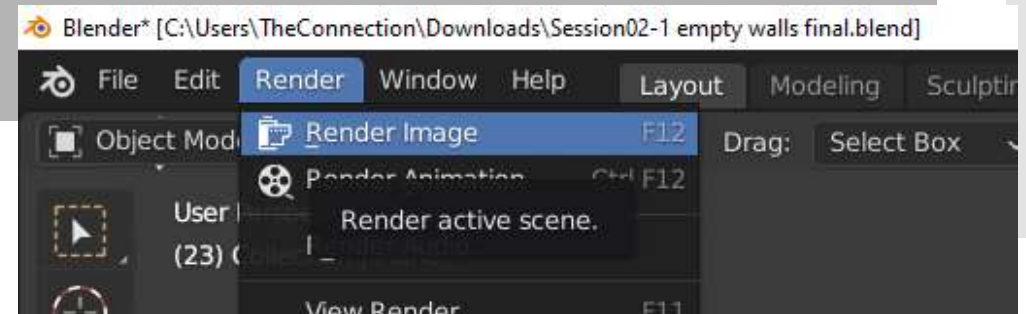
Camera View Set Active

Render a 2D image

04 Render -
Create an
image (F12)



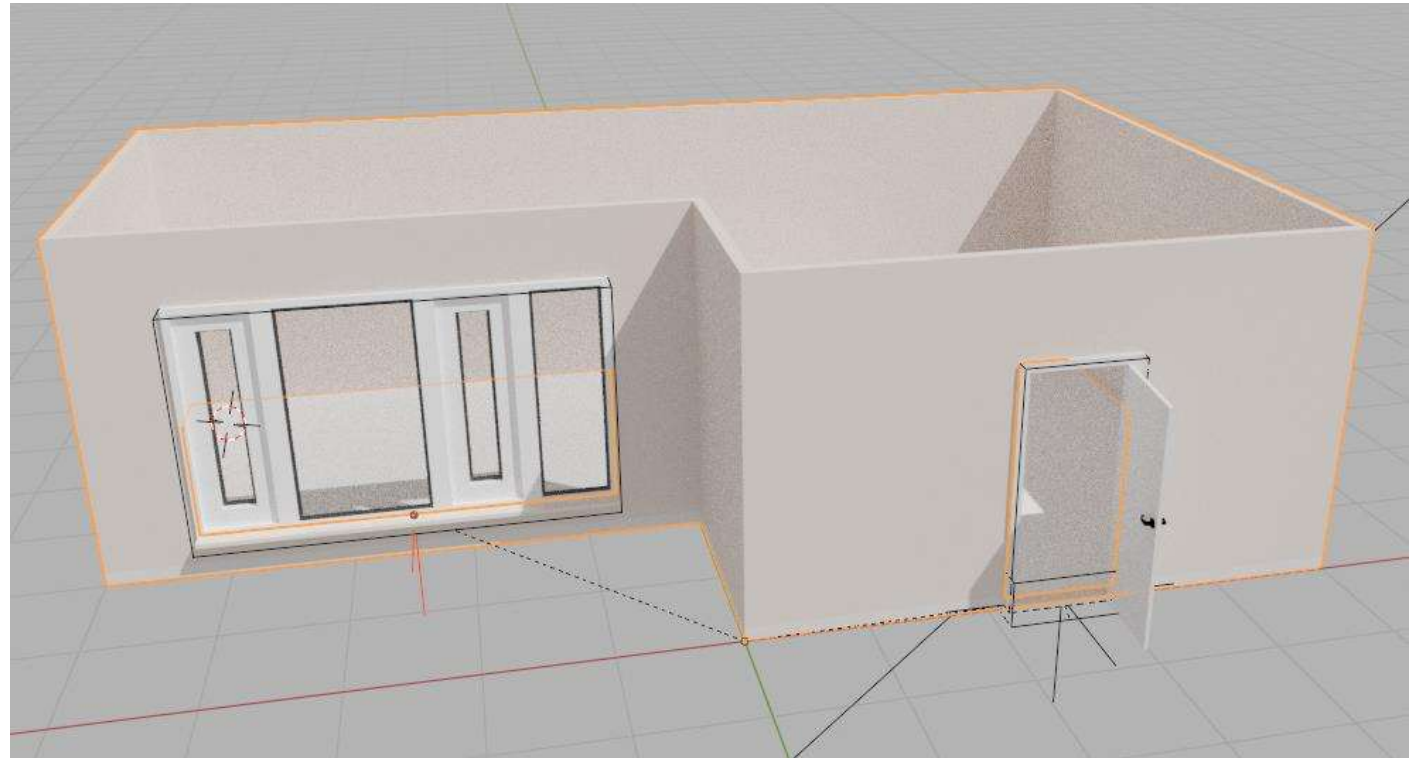
Wait and see
the result



Exercise

Now add some
windows &
practice

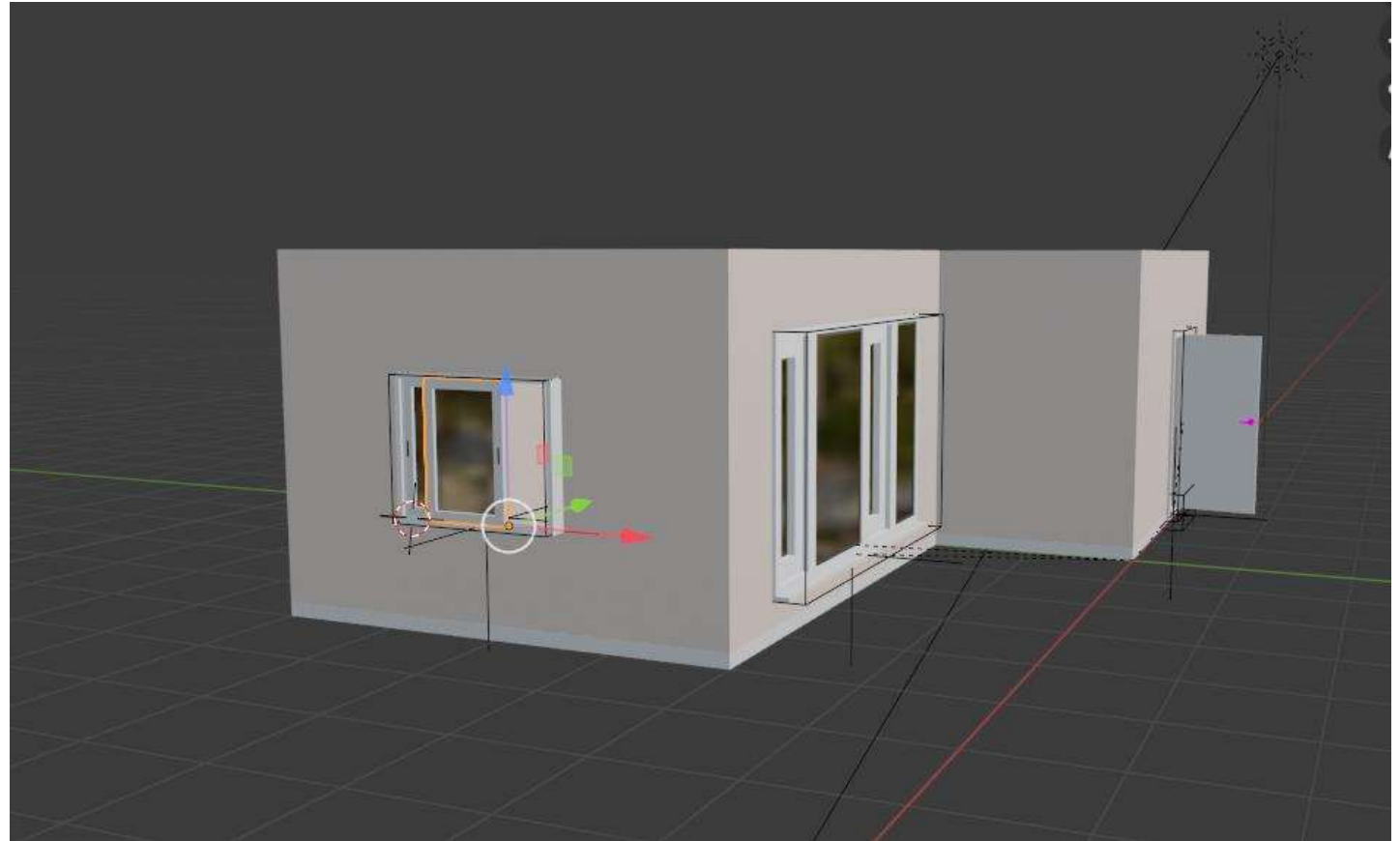
- Use Archimesh
- 3D cursor
- Move 3D object
- Auto Hole



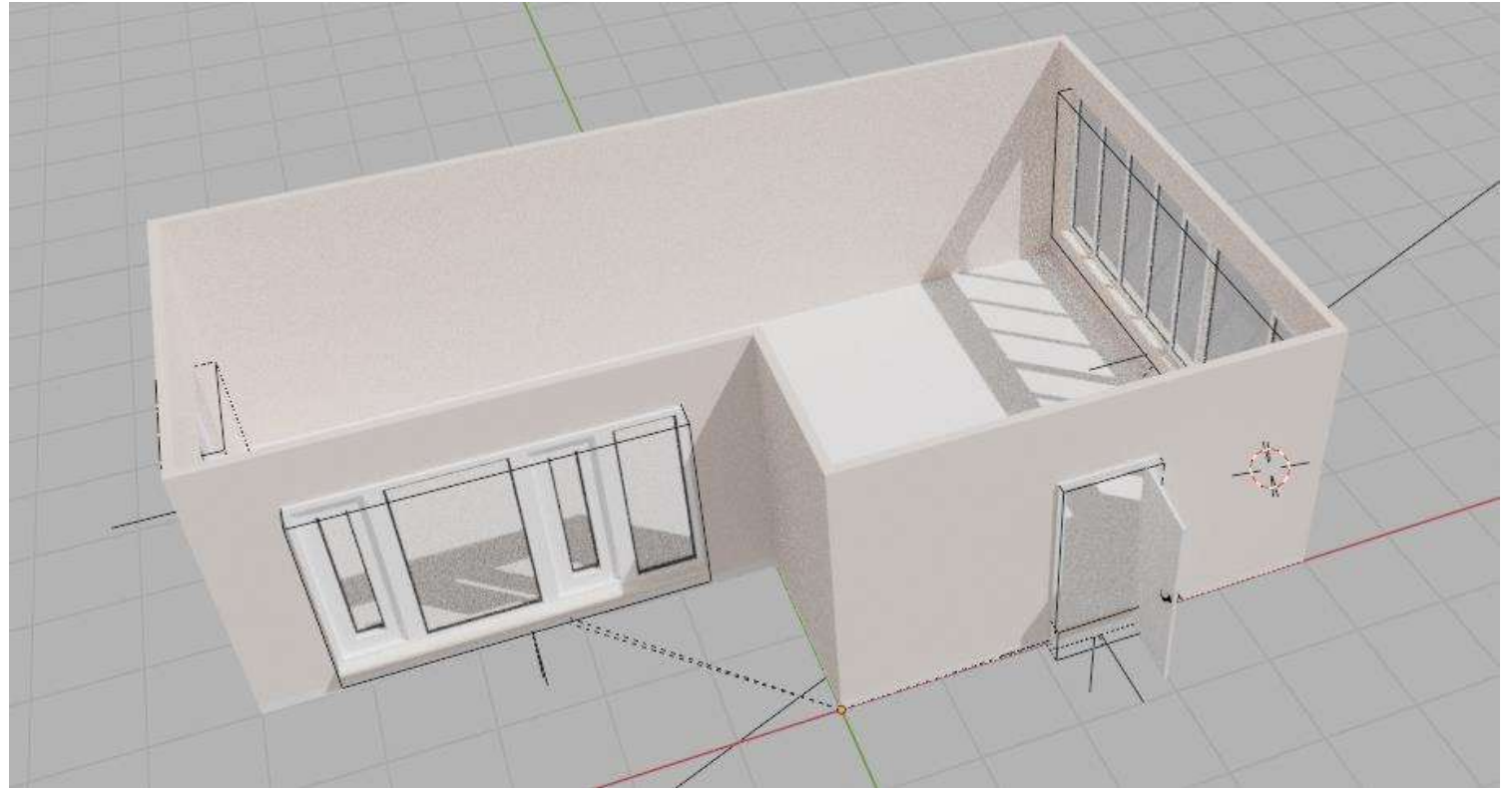
Exercise

Now add some windows & practice

- Use Archimesh
- 3D cursor
- Move 3D object
- Auto Hole



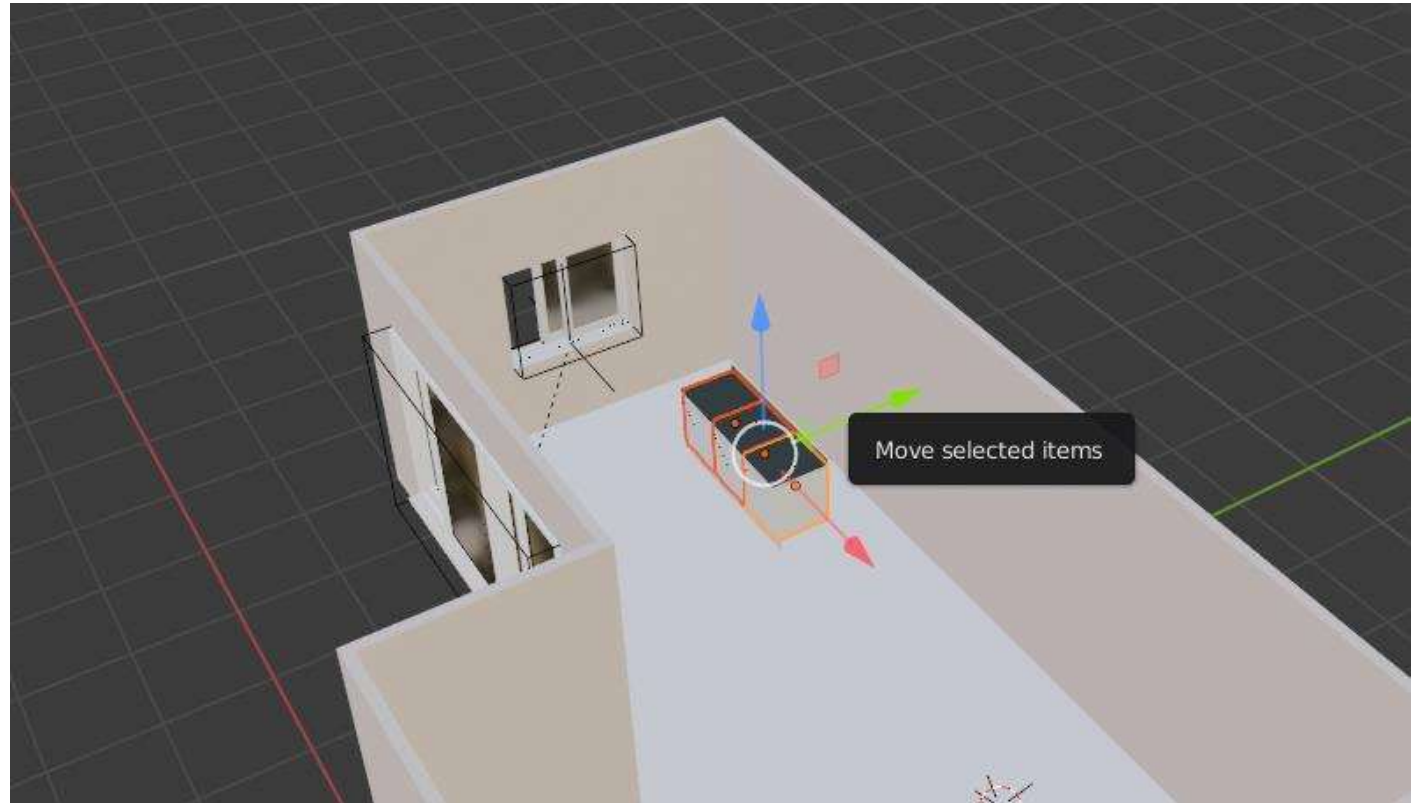
Rendered View - the lighting and shadows



Exercise (Optional)

Adding a
Cabinet

- customize the shape
- move it to the position you like



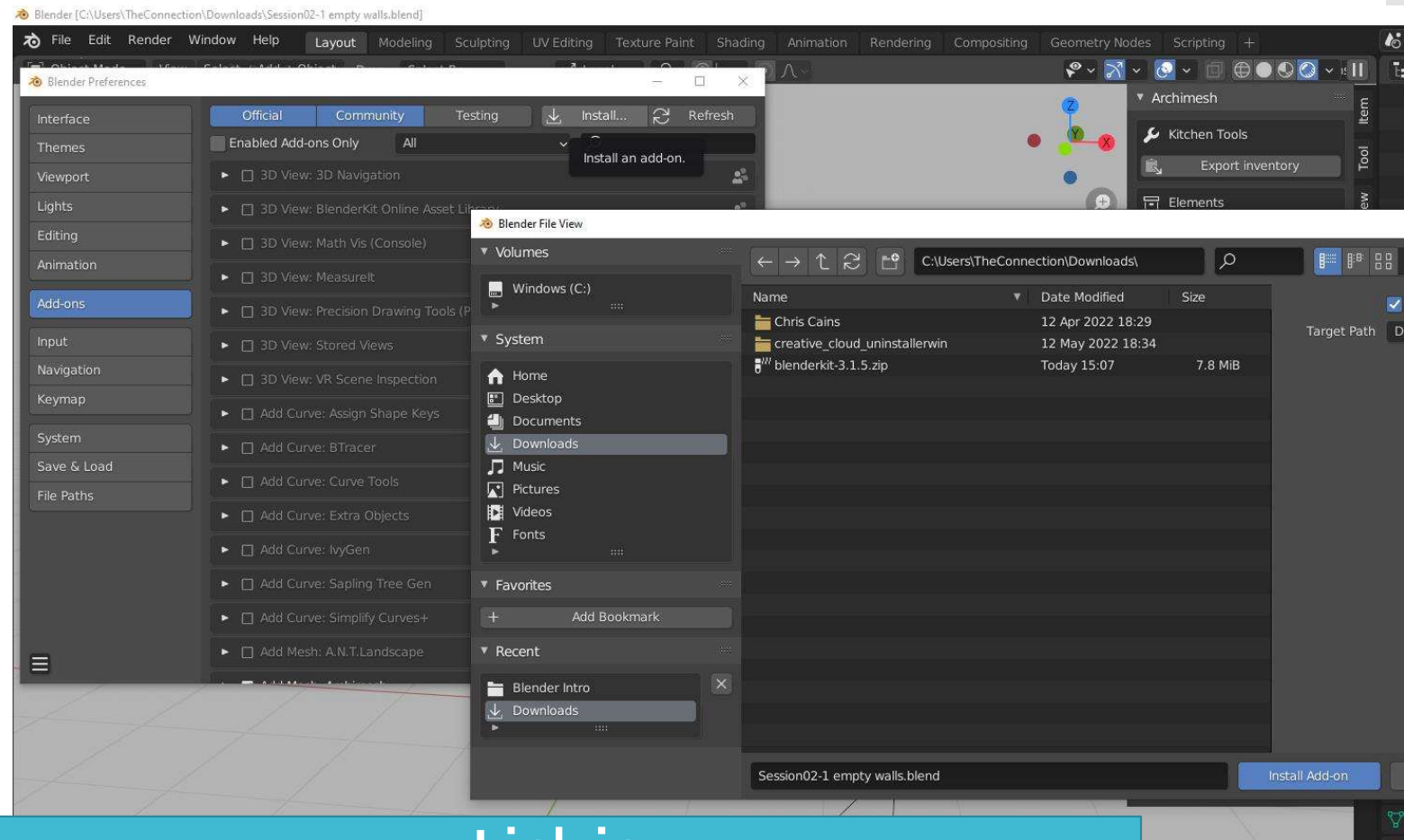
BlenderKitAddon

- 1. Set up the addon**
- 2. Add a floor texture**
- 3. Add and position furniture**

Floor material &
more furniture

Install a Useful Addon - BlenderKit

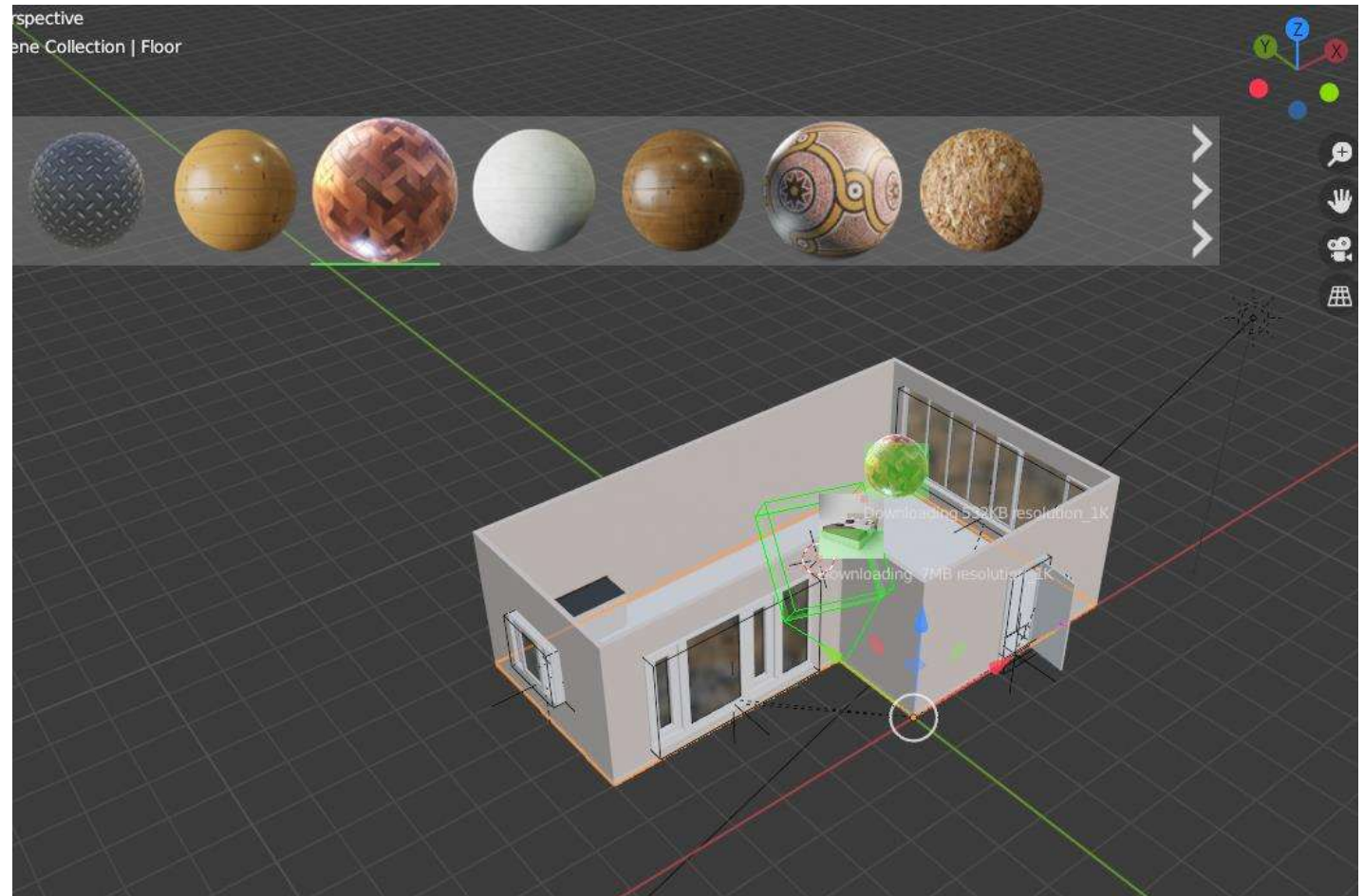
> 3.0 version



Link in
<https://github.com/tlsrhodes/blenderintro>

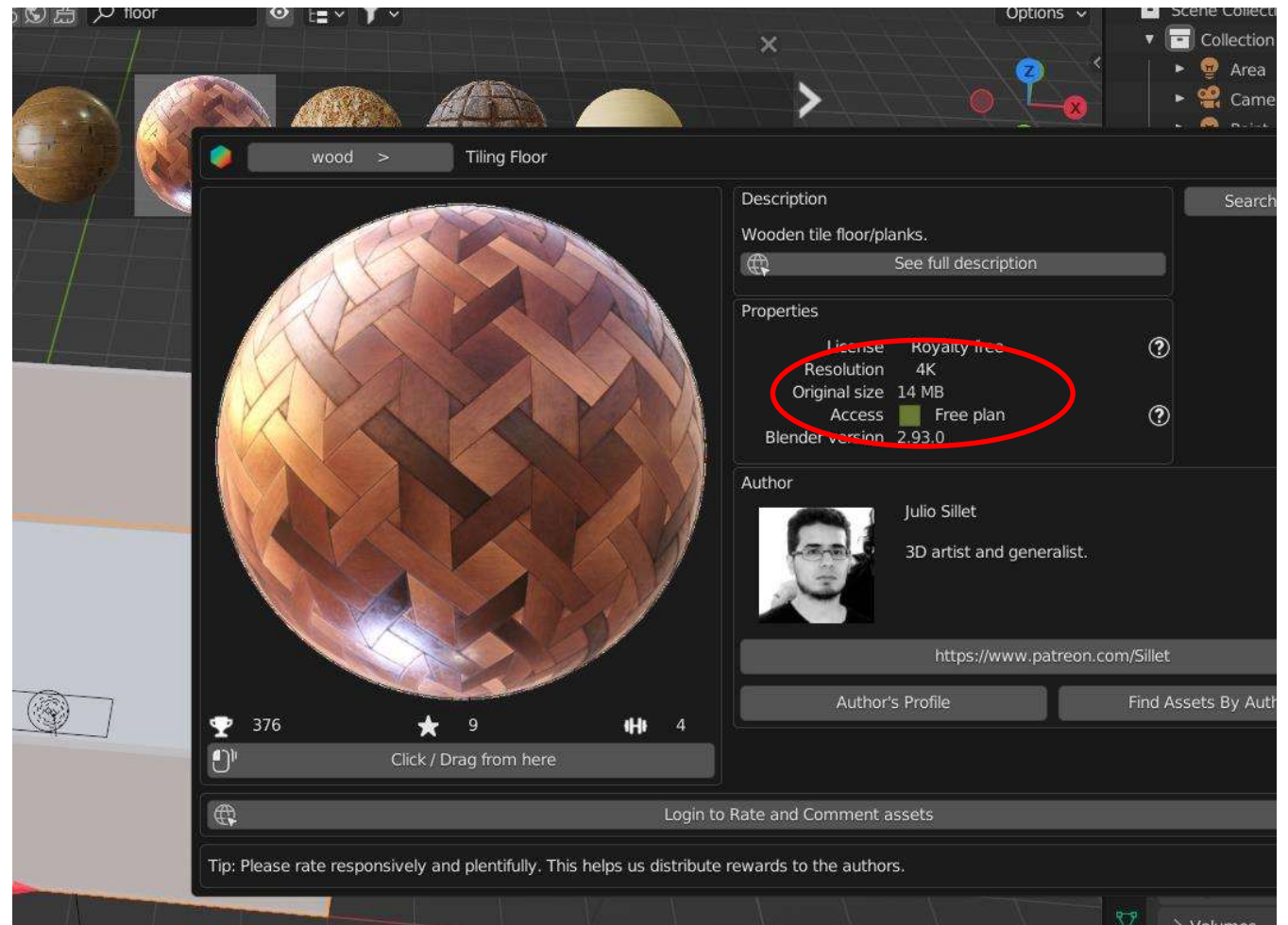
Apply a
Material to the
Floor

Watch out the Size
of the File ! Choose
small ones



Apply a Material to the Floor

Right click, e.g., <
20 MB is ok



Apply a Material to the Floor

- select the floor object
- search floor material
- drag & drop

Keep it small



Add furniture

- choose Models
- search keyword like 'sofa'
- drag & drop

Pick a small one!



Move and place
the new furniture
in the position



Play time:

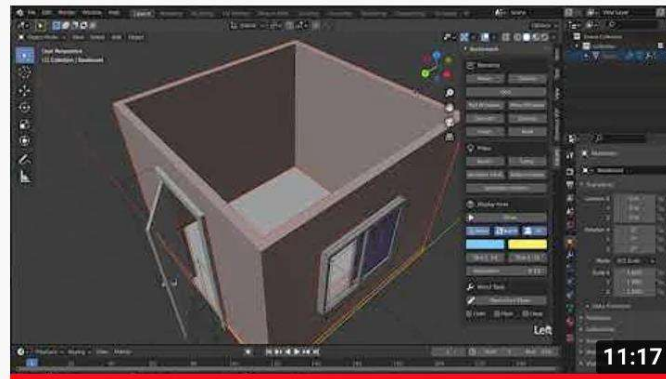
- add furniture
- change materials
- add or change lighting
- render new images
- work on your own house



An Example Output Image



Some Good Learning Resource



Blender 2.9 3D Architecture 1- Build a Simple House

82K views • 1 year ago

 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/nloXOpIUvAw>

Thank you 😊

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Feedback
Welcome!