

Youth Create: Creating 3D Worlds (01)

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The Learning Space



Agenda

Introduce Yourself

About this ~~Class~~ Club

Project 01 - Steps

o1 Introduce Yourself

1. Short Intro e.g., name & interests (e.g., fav game/film)

2. Previous experience with Blender and 3D Modeling/Animation?

3. Anything else e.g., what most interest you about this program?

Lailei

Like



02 About this Class/Club

- Beginner-level, assume no prior knowledge of Blender & 3D modeling
 - E.g., Button & Menu > Shortcut Key
- We use project-based learning, starting with 'Create a Simple House Scene'

02 About this Class/Club Philosophy

01 

Learn,
encourage &
improve
together

02 

Practice,
practice,
practice

03 

Utilize the vast
learning
resources out
there



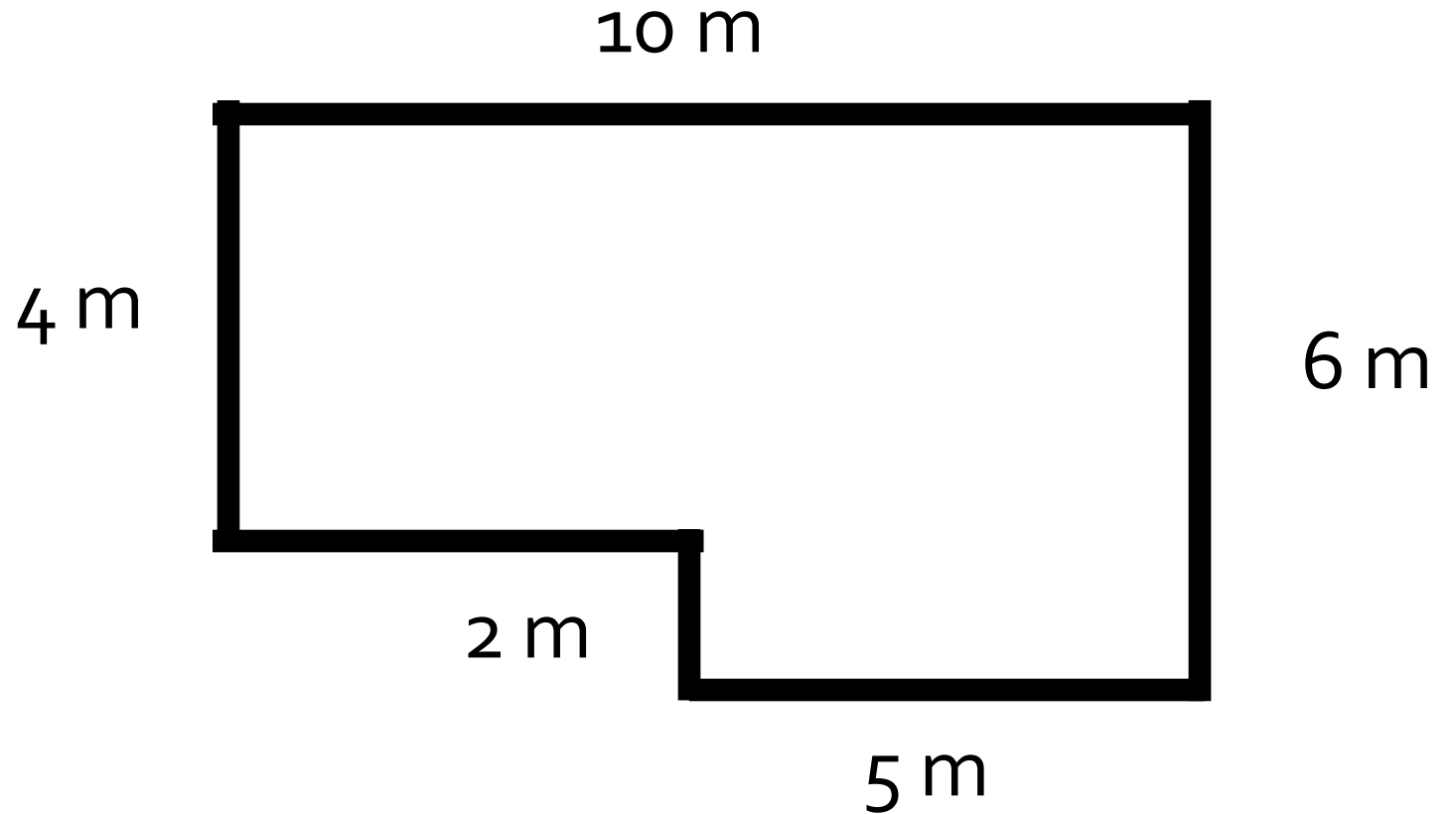
02 About this Class/Club

Today's plan

Session	Project Steps	Blender Foundation
Session1	01 Design your house outline	01 How to add & use an addon
	02 Implement your design in Blender	02 Blender interface & basic operations
	03 Add Door and Windows	03 How to navigate in 3D space
	Bonus	04 Move a 3D object precisely

Project - Step 1

Design an
outline of
your house

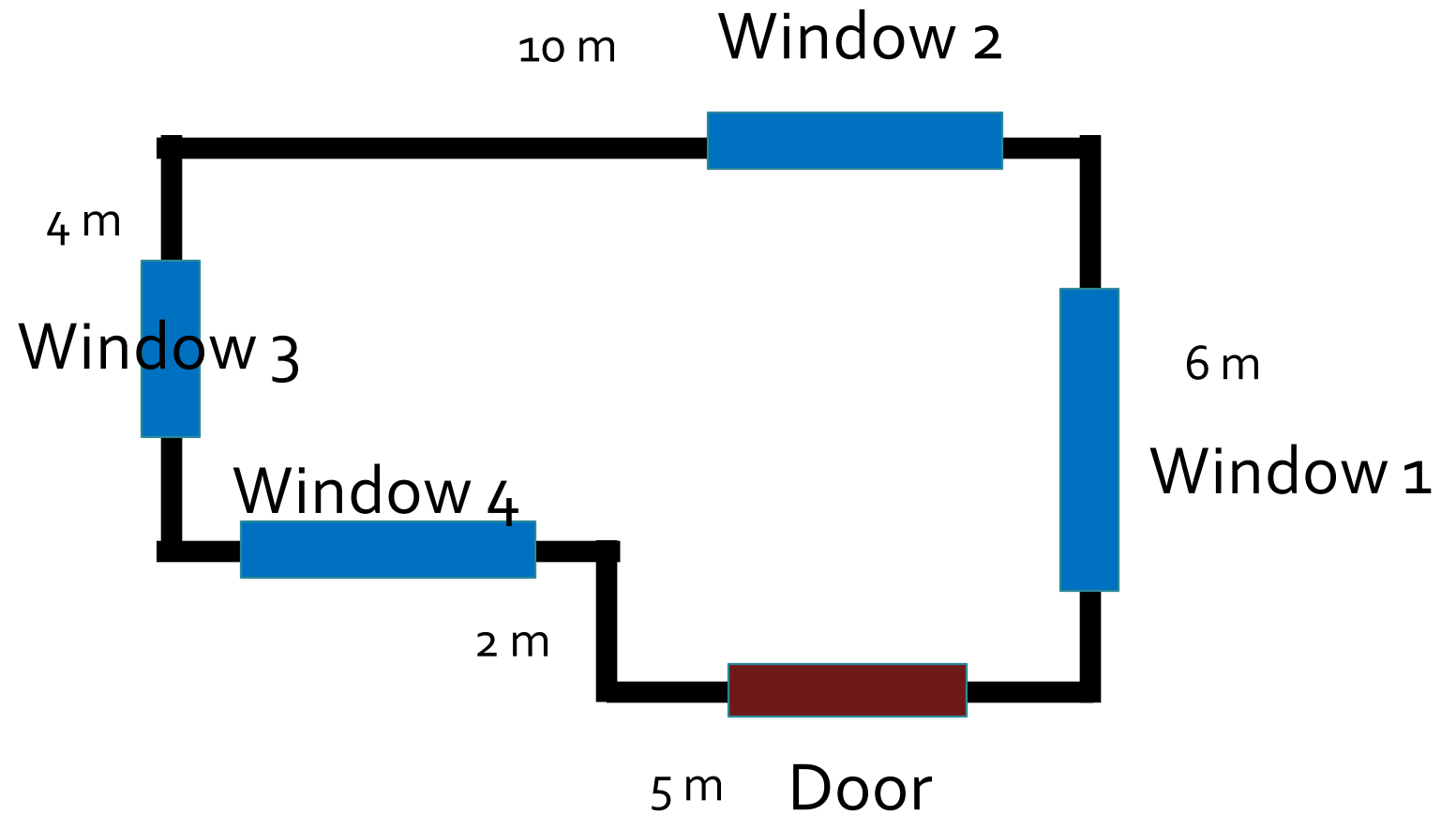


Keep it simple for now:

- No more than 8 walls
- 90 degrees

Project - Step 1

Design an
outline of
your house



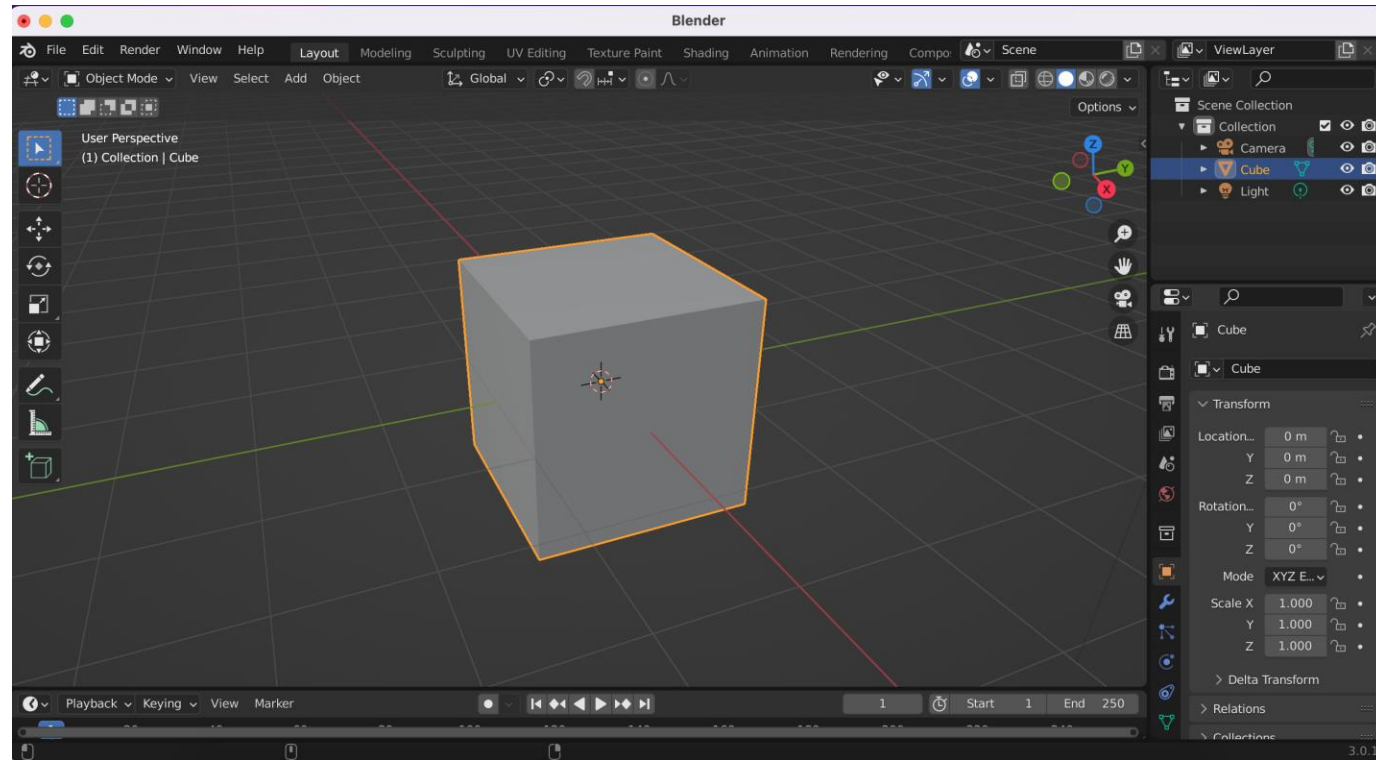
02 - Implement your design with a Blender Addon



- Archimesh by Antonio Vazquez

2.1

Basics - Interface & Operations



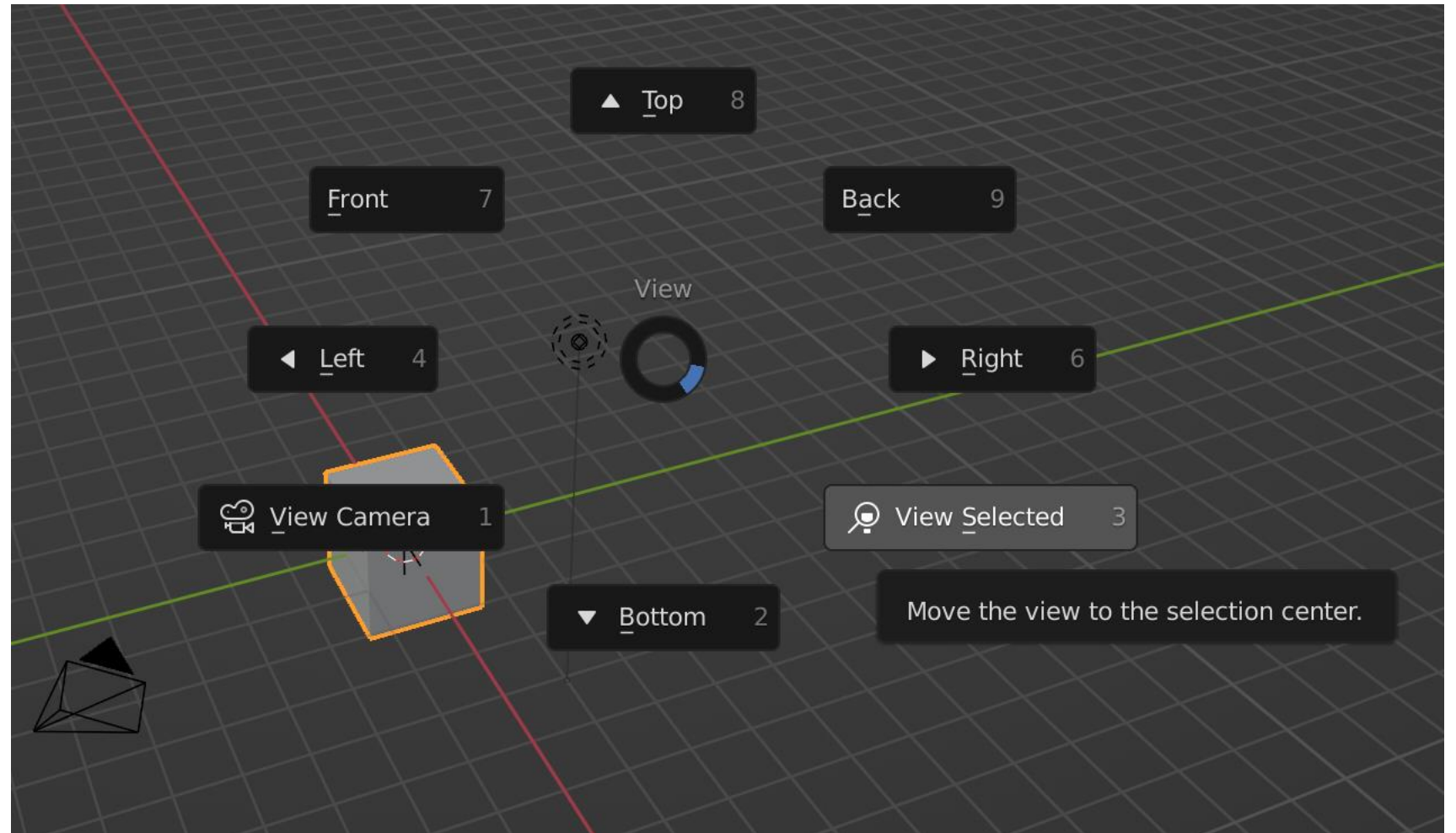
- 1> Create and save a new File
- 2> Select, Delete - Mouse clicks
- 3> Undo, Redo
- 3> Move around the 3D Space - Pan, Rotate, Zoom

2.1

Useful Tip:

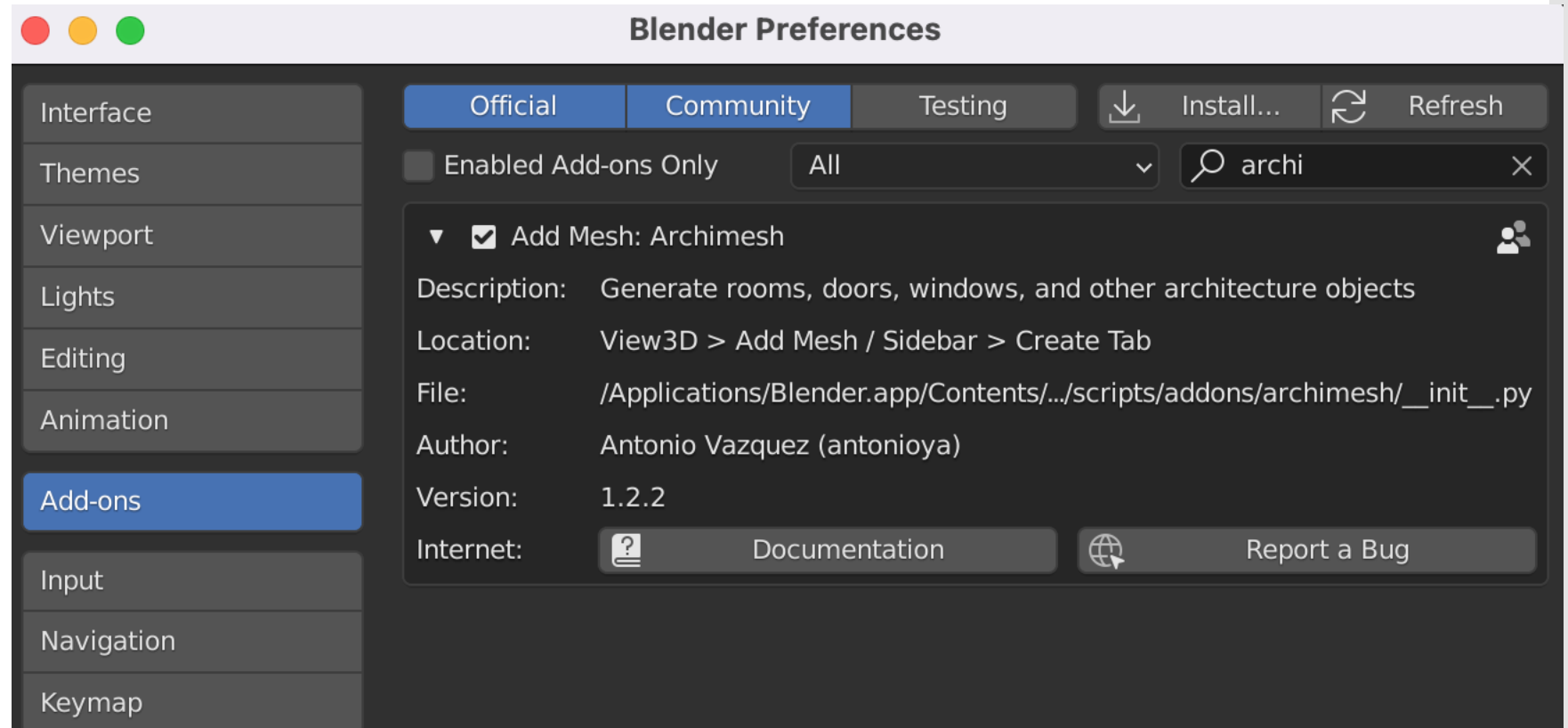
~ +

View Selected



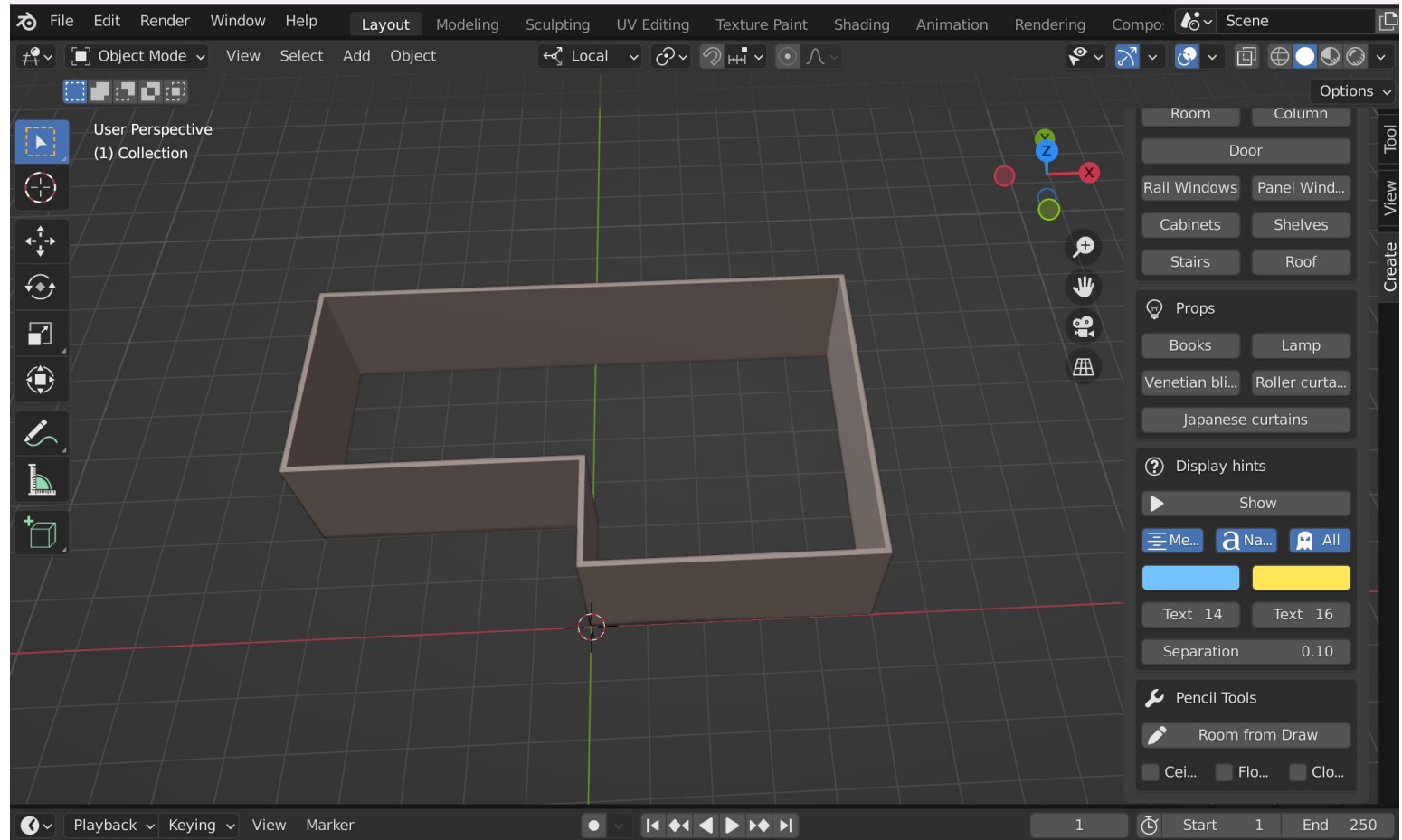
2.2

Enable Archimesh in Blender

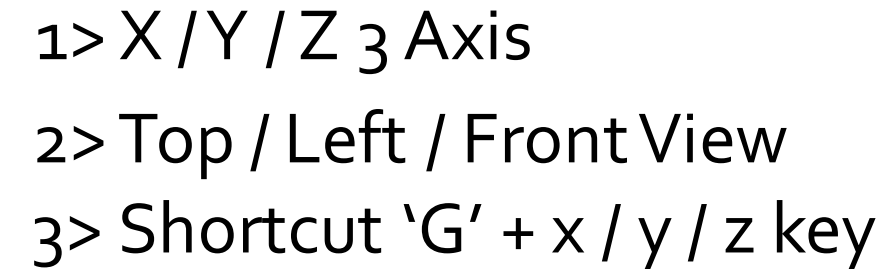


2.3

Create the walls



Basics - Move a 3D object in 3D space

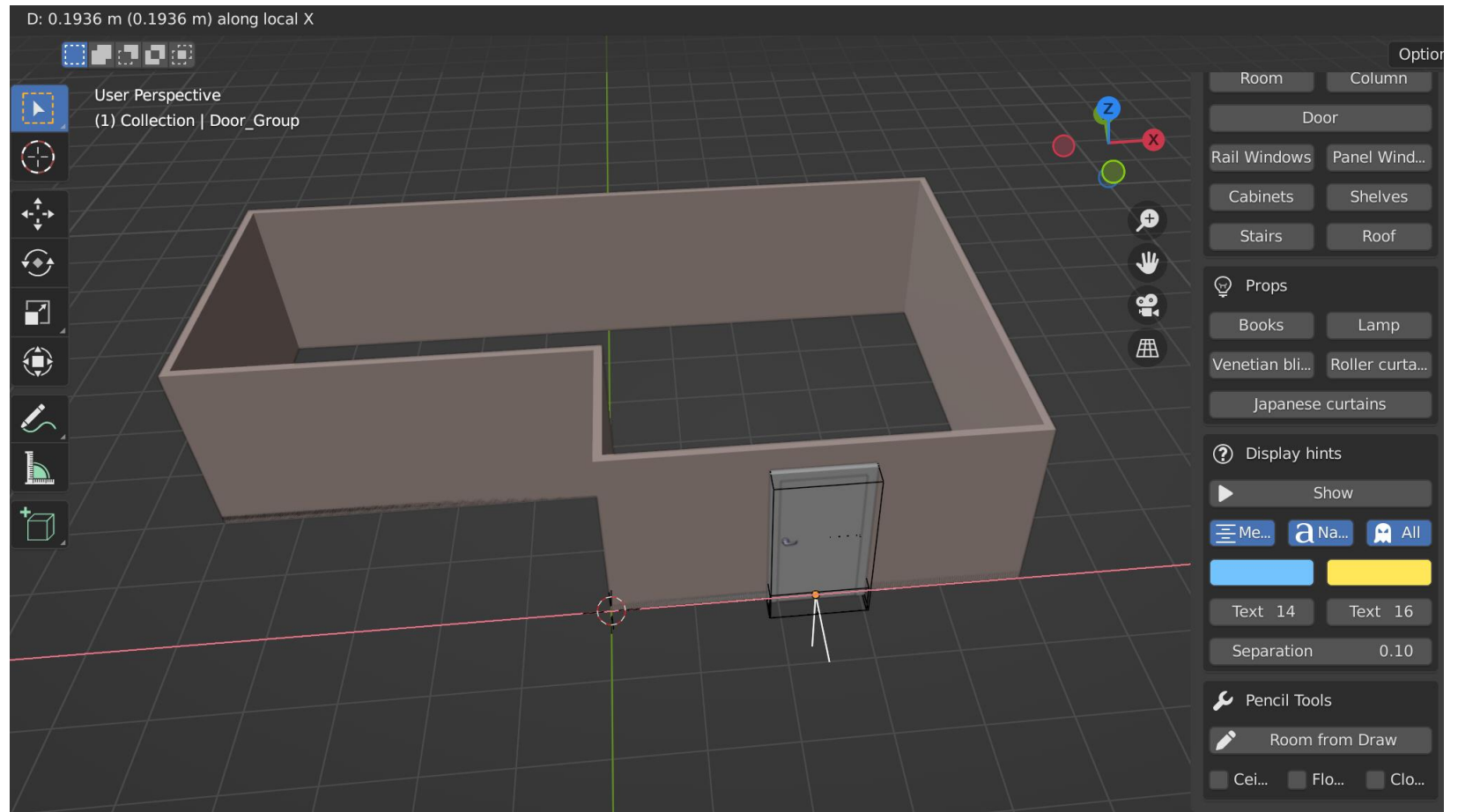


2> Top / Left / Front View

3> Shortcut 'G' + x / y / z key

Project - Step 3.1

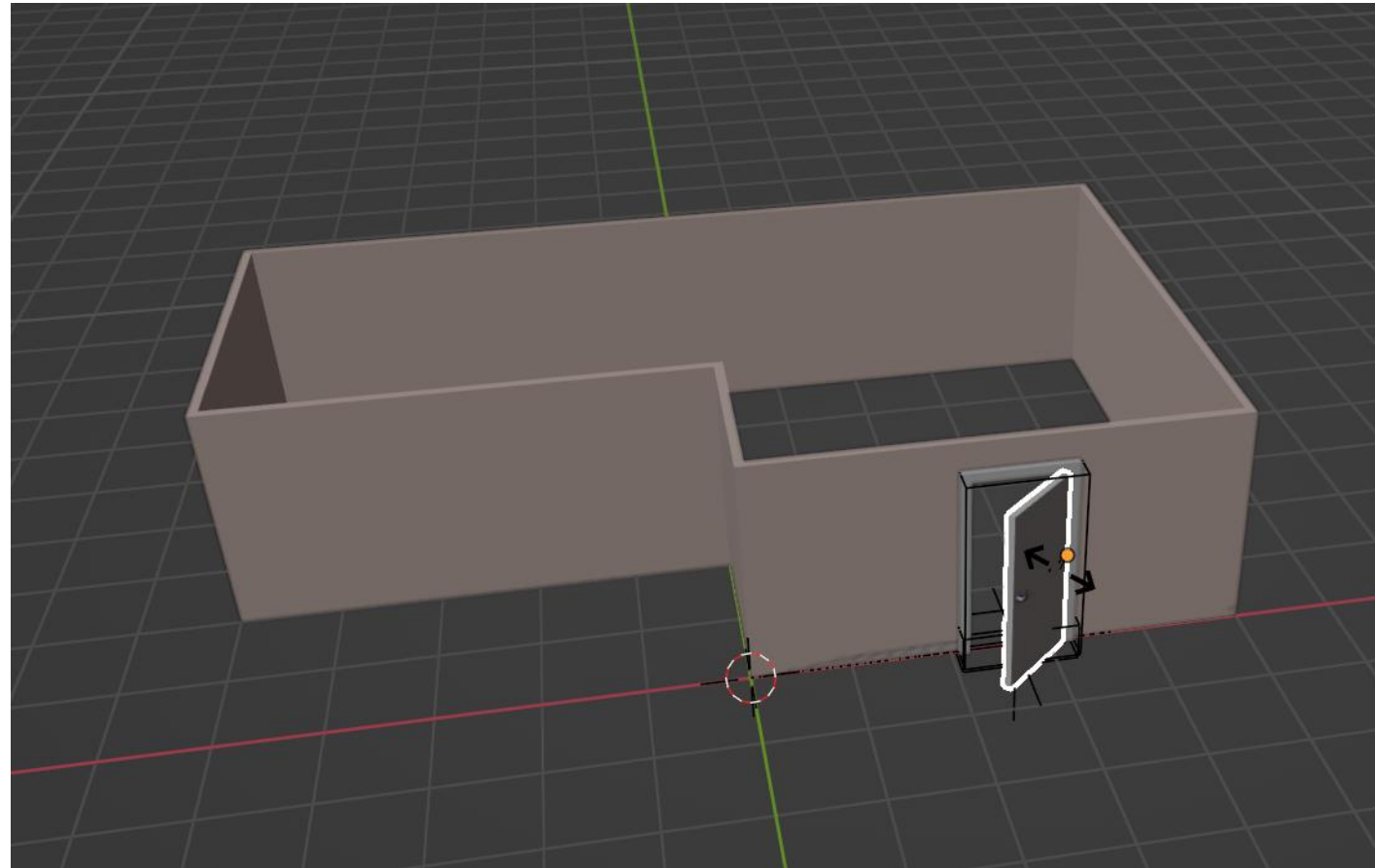
Add a Door



Move the door along an axis (X in this case)

3.2

Basics - Rotate an object & Use 3D Cursor



1> X / Y / Z 3 Axis

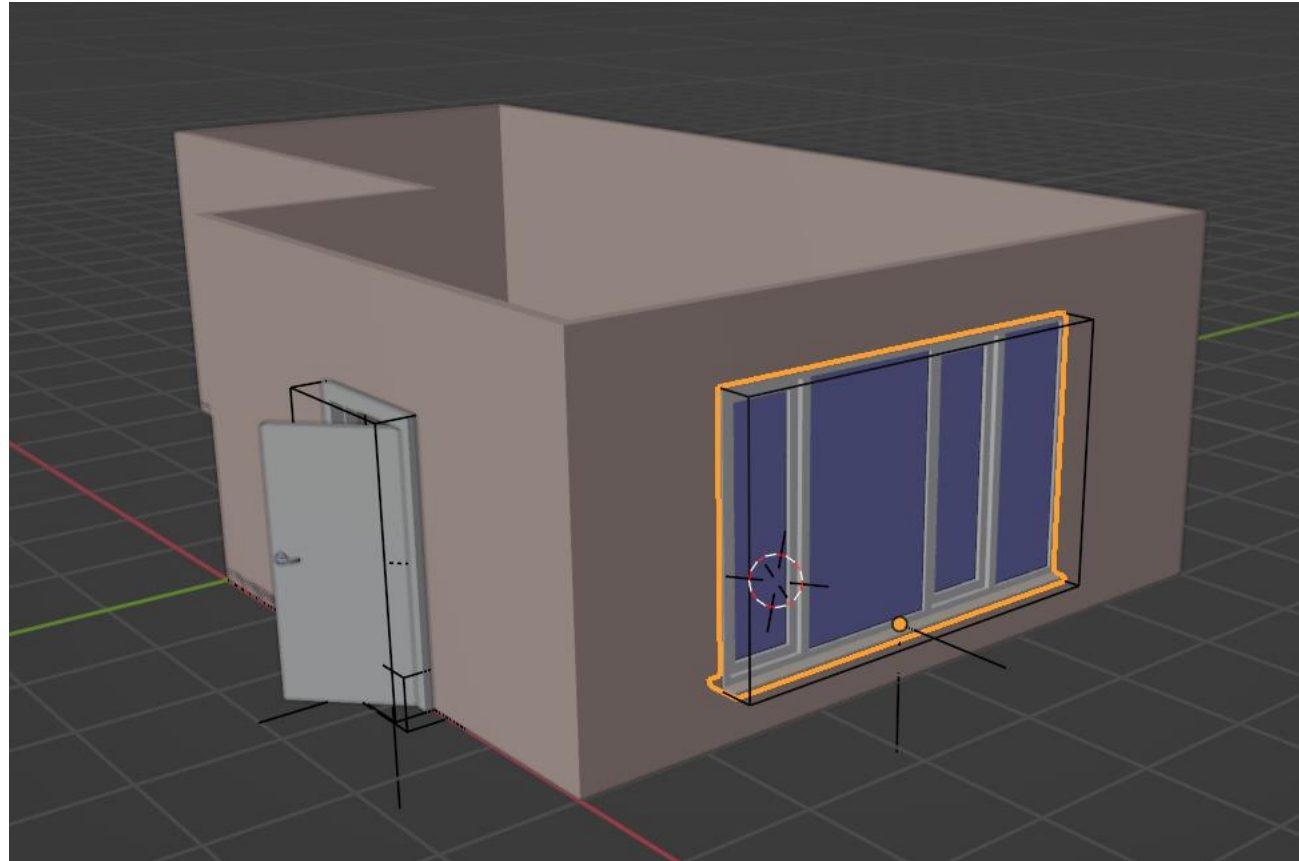
4> 3D Cursor

2> Top / Left / Front View

3> Shortcut 'R' + x / y / z key

3-3

(d) Add Windows



Use 3D cursor, Rotate along Z axis

Play time

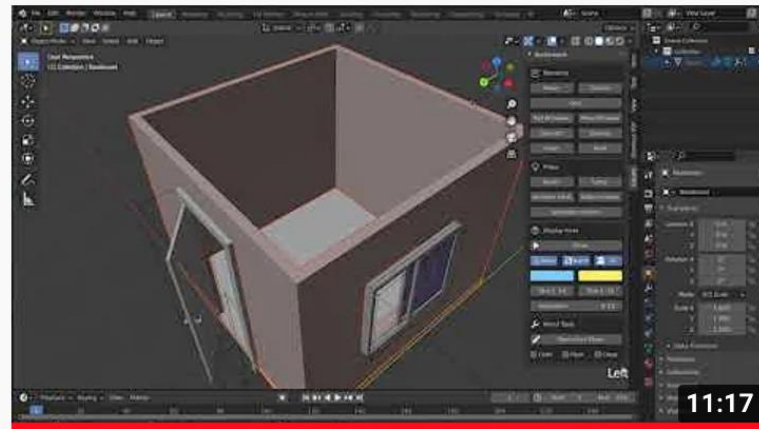


It's not that different from Lego 😊

Content Share

[https://github.com](https://github.com/tlsrhodes/youthcreate3d)
[/tlsrhodes/youthcr](https://github.com/tlsrhodes/youthcreate3d)
[eate3d](https://github.com/tlsrhodes/youthcreate3d)

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

<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/nIoXOpIUvAw>

Thank you 😊

Feedback
Welcome!