Youth Create:
Creating 3D Worlds (01)

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The Learning Space

CITY OF CANADA BAY LIBRARIES

Agenda

- Introduce Yourself
- About this ~~Class~~ Club
- Project 01 - Steps

01 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

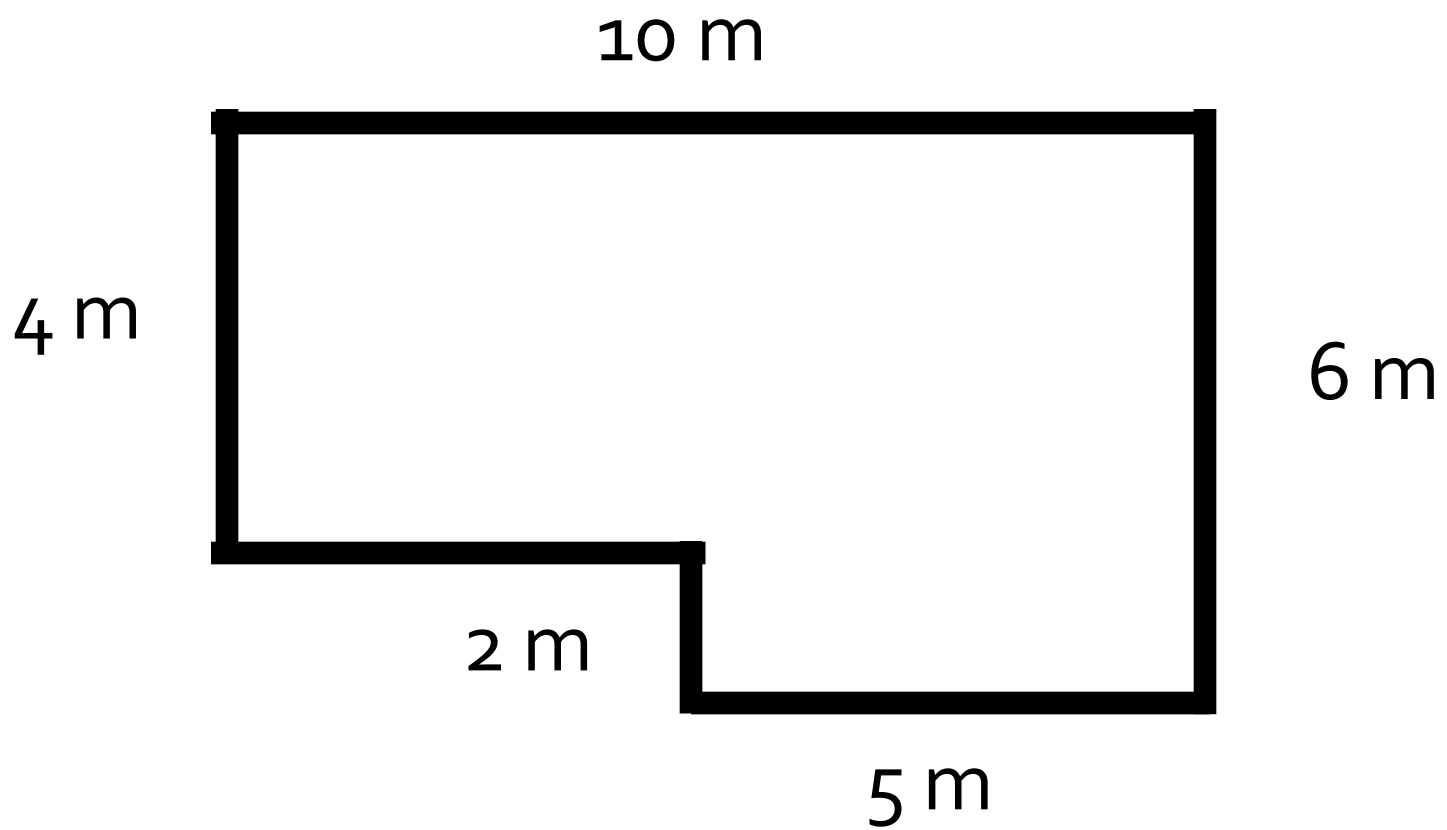
02 About this Class/Club

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

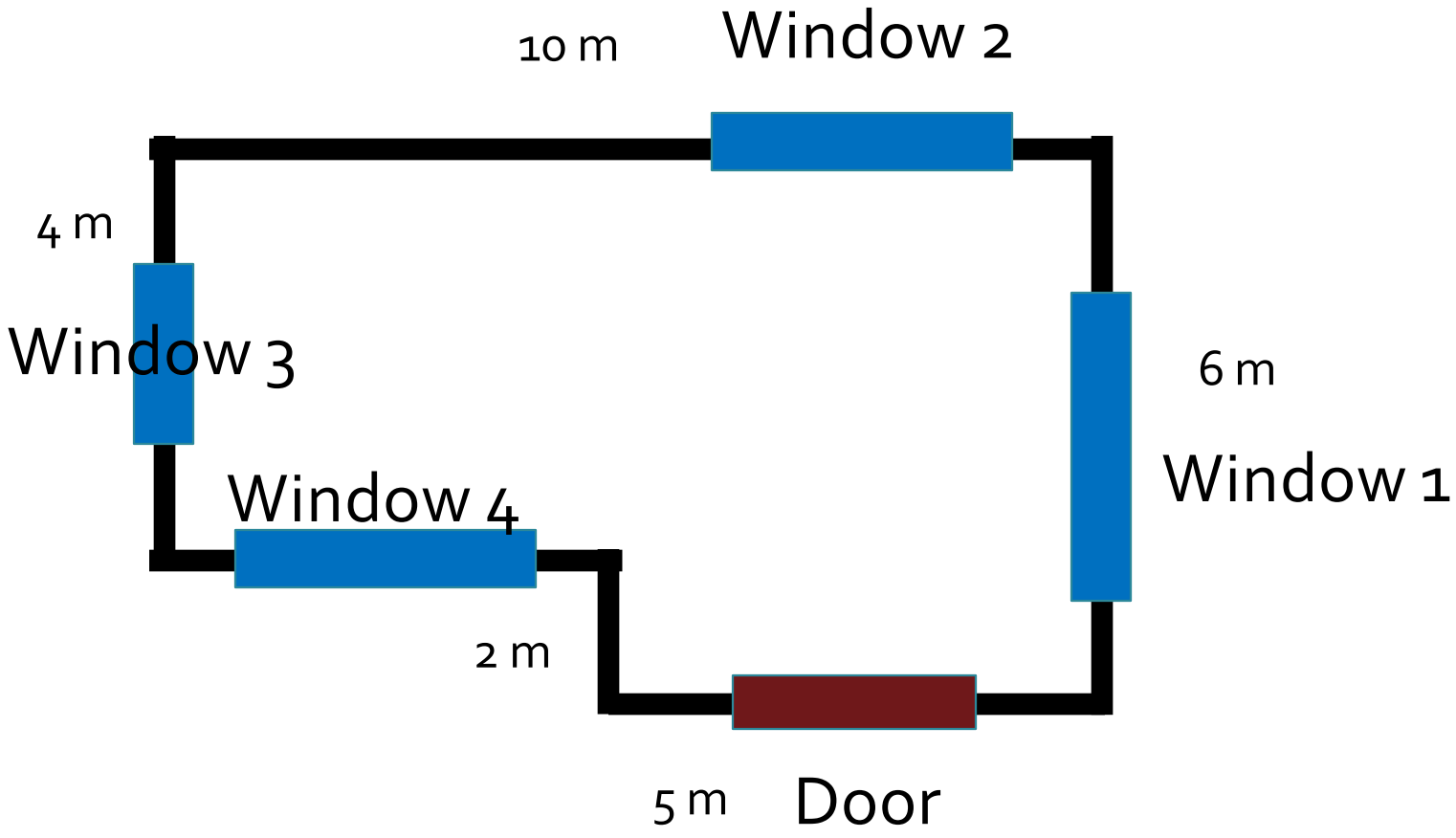


Keep it simple for now:

- No more than 8 walls
- 90 degrees

Project - Step 1

Design an outline of your house



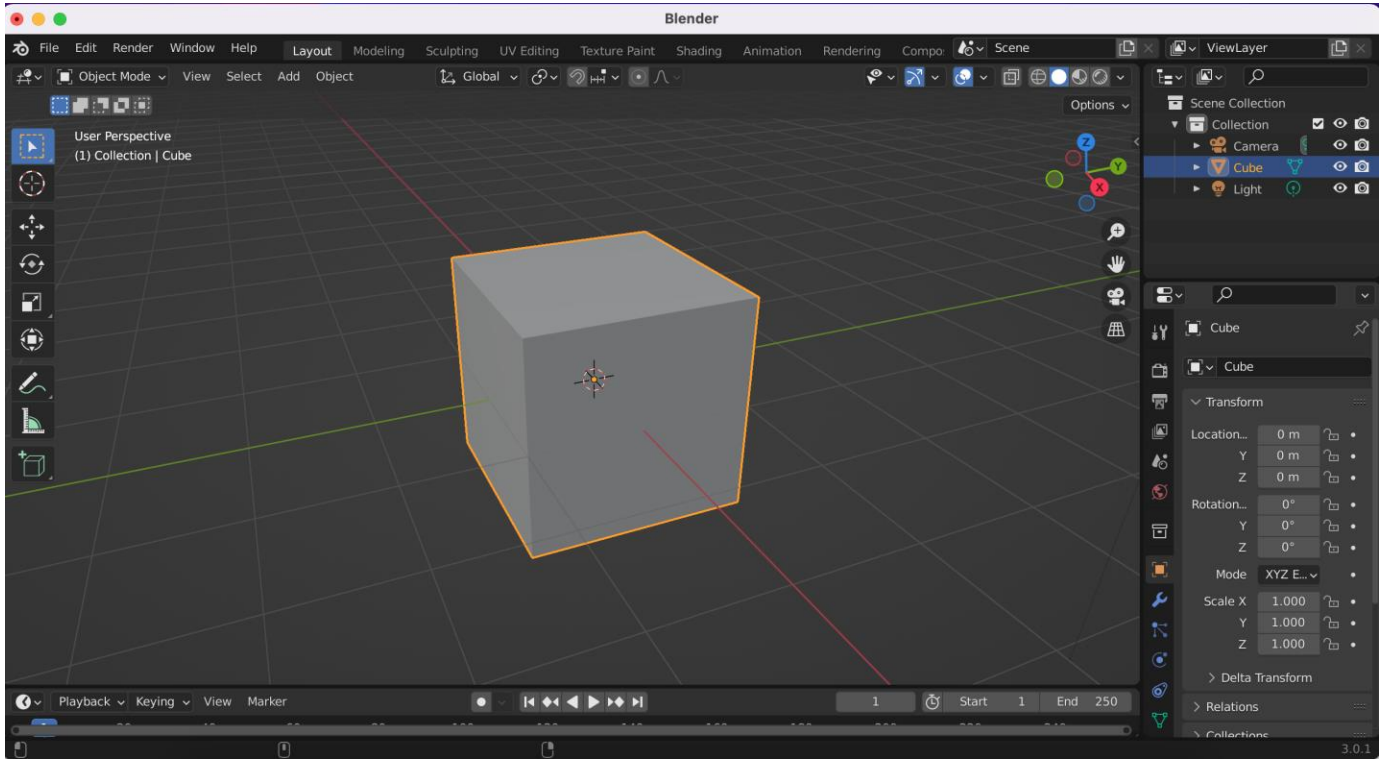
Project - Step 2

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

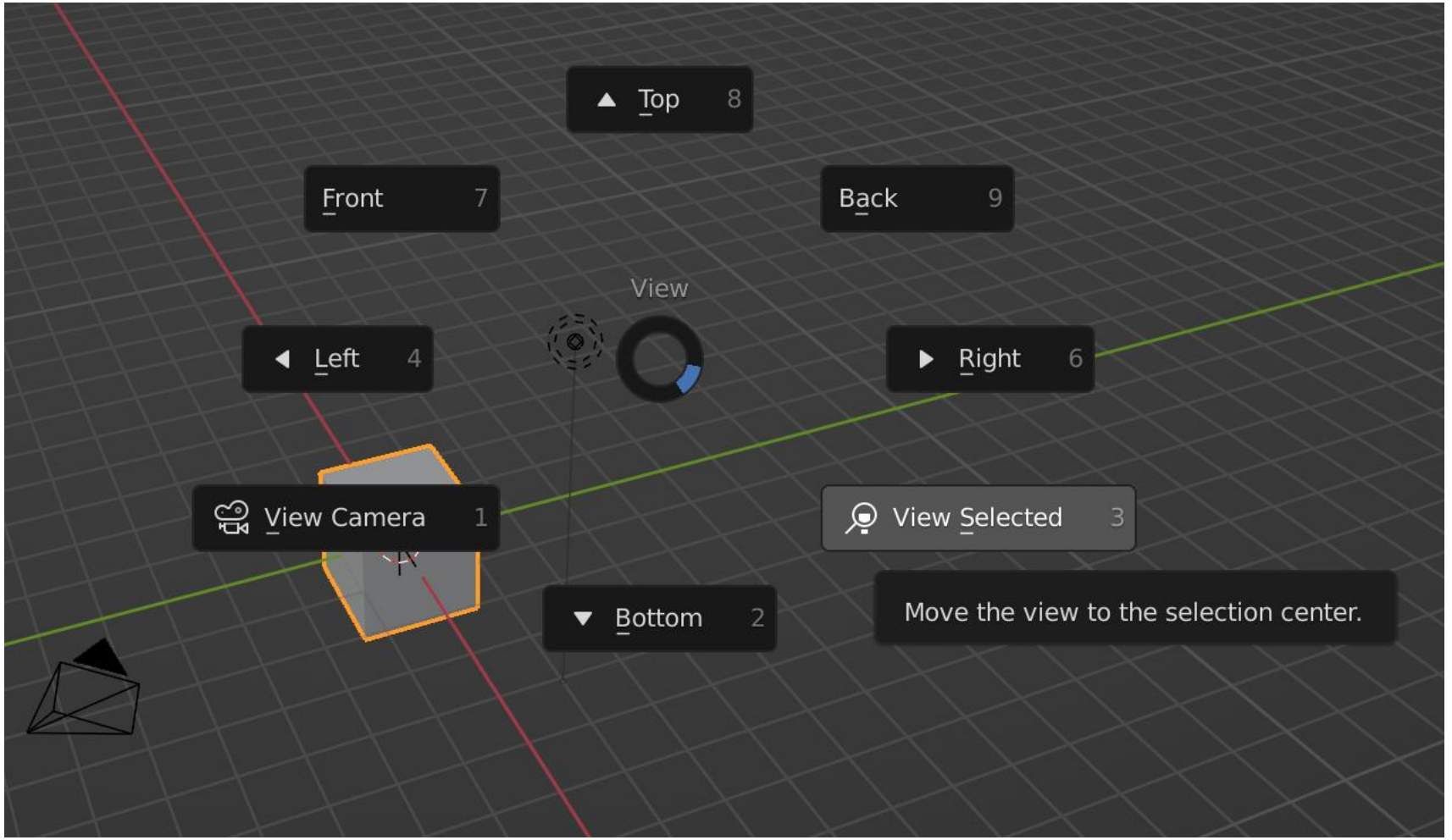
3> Move around the 3D Space - Pan, Rotate, Zoom

2.1

Useful Tip:

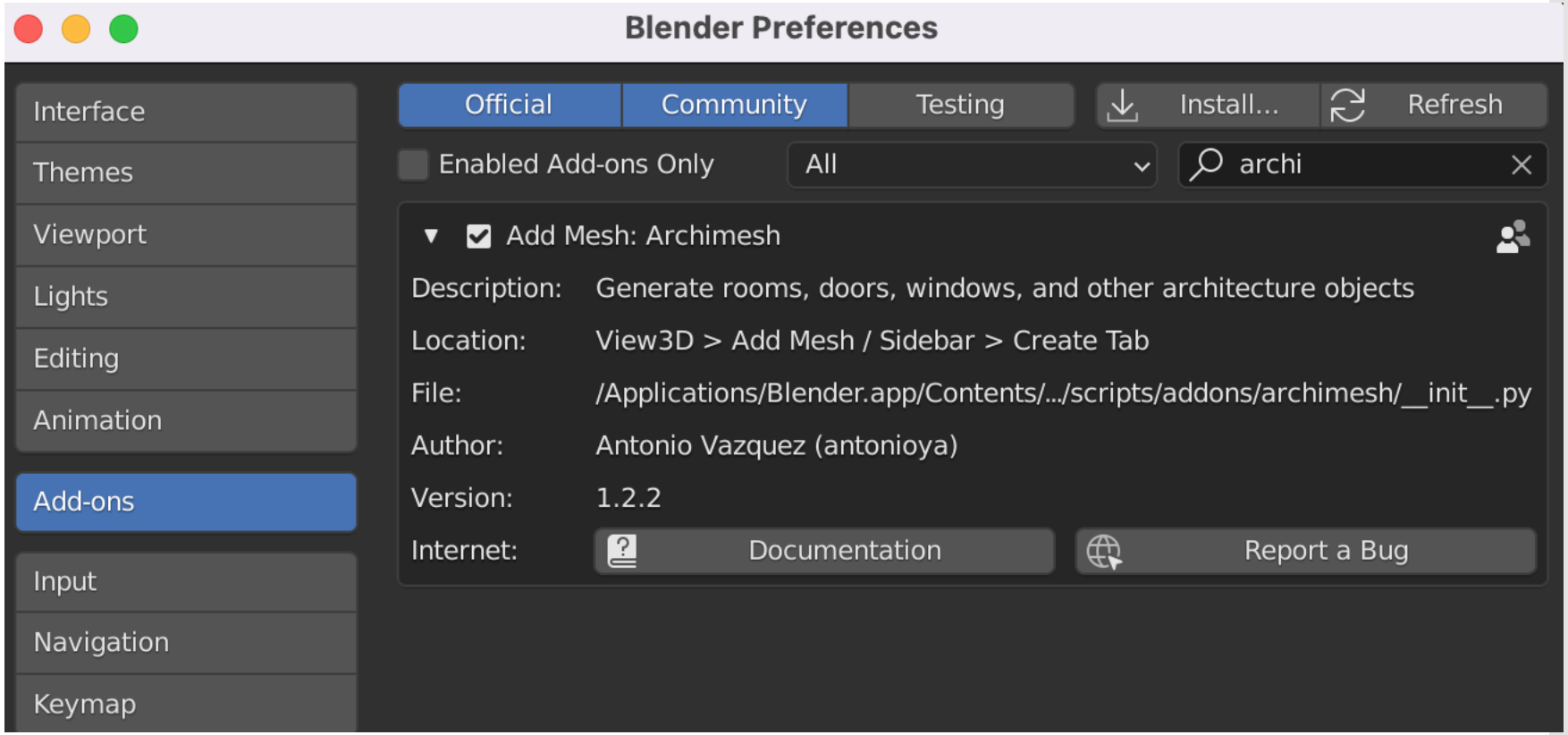
~ +

View Selected



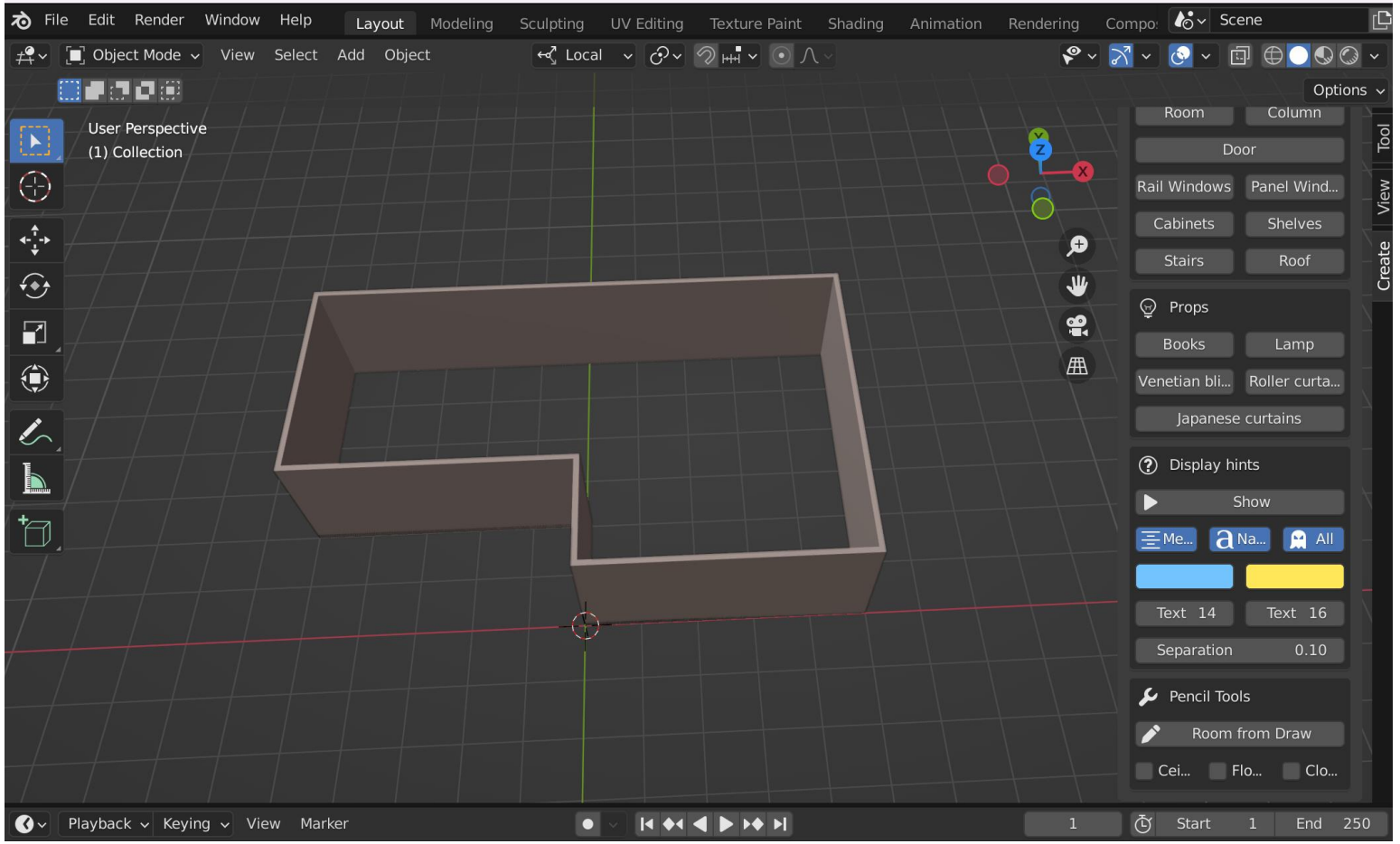
2.2

Enable Archimesh in Blender



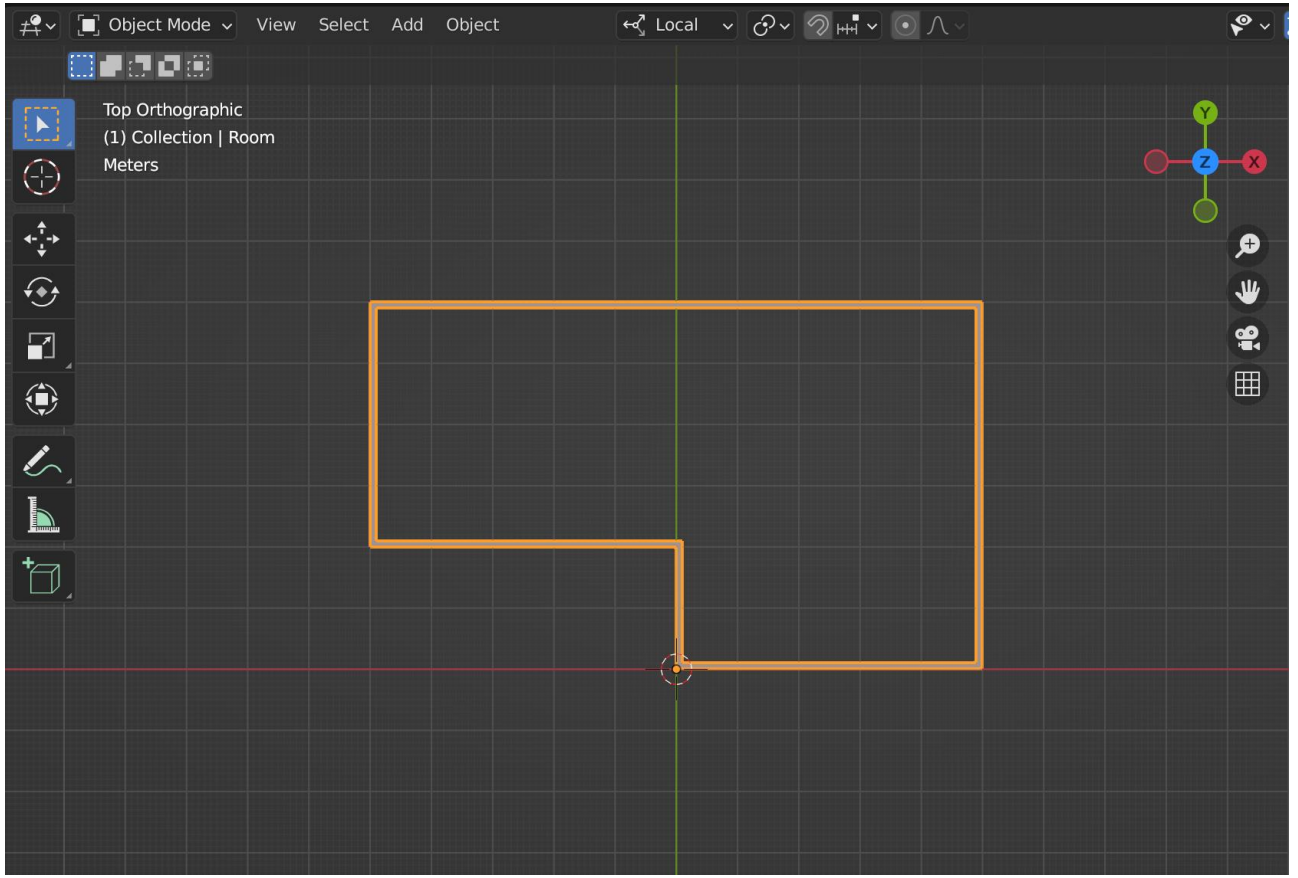
2.3

Create the walls



2.3

Basics - Move a 3D object in 3D space



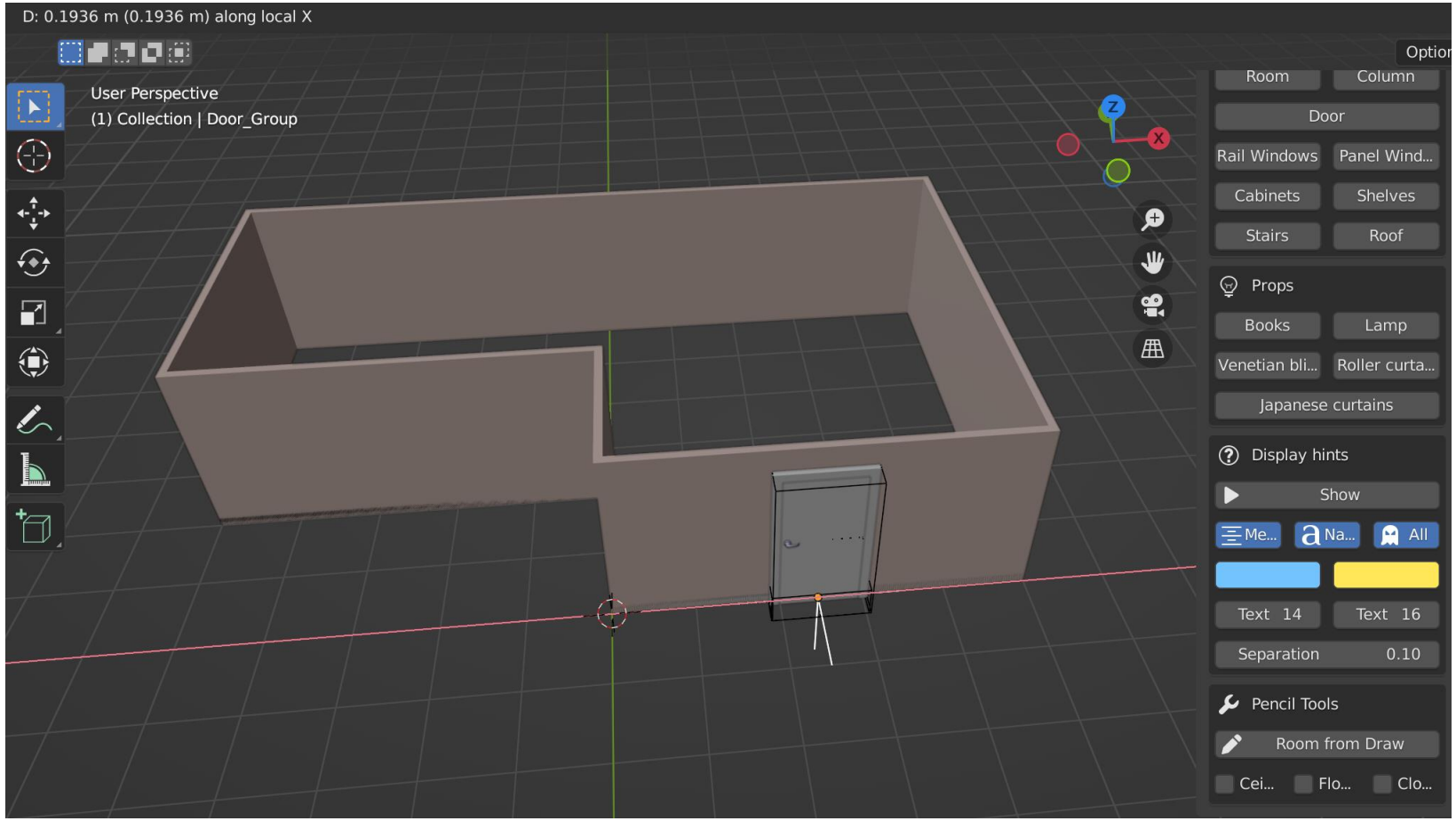
1> X / Y / Z 3 Axis

2> Top / Left / Front View

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

Project - Step 3.1

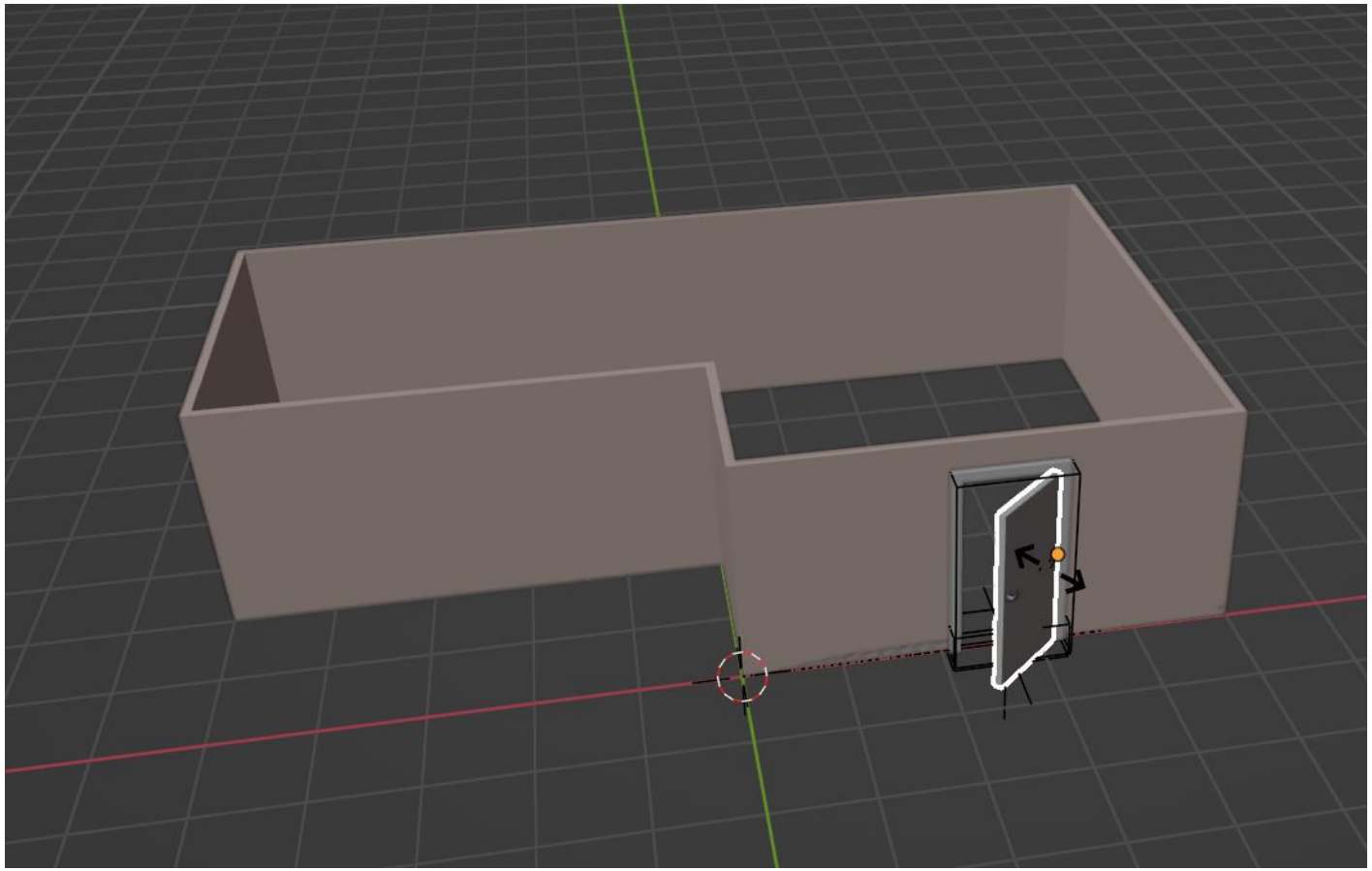
Add a Door



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

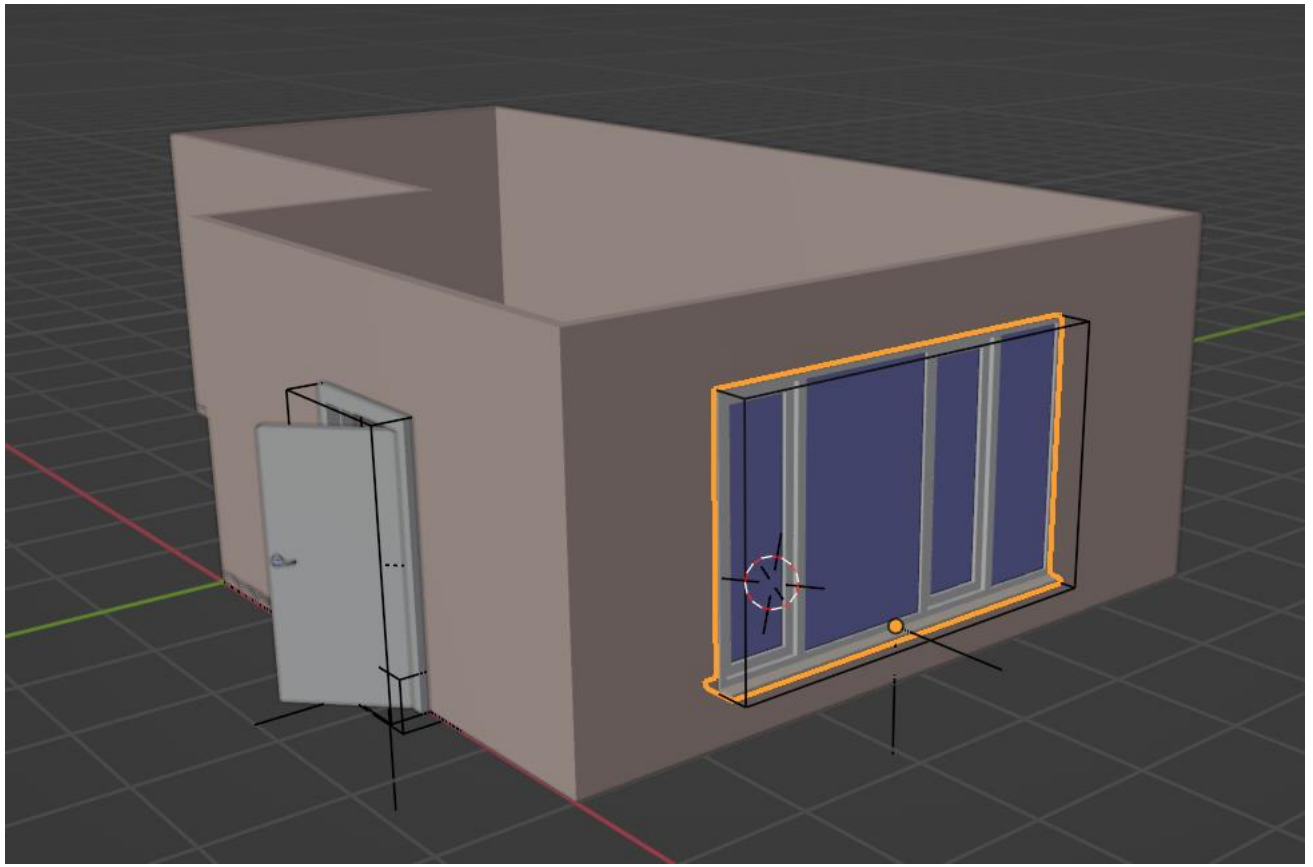
2> Top / Left / Front View

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

4> 3D Cursor

3-3

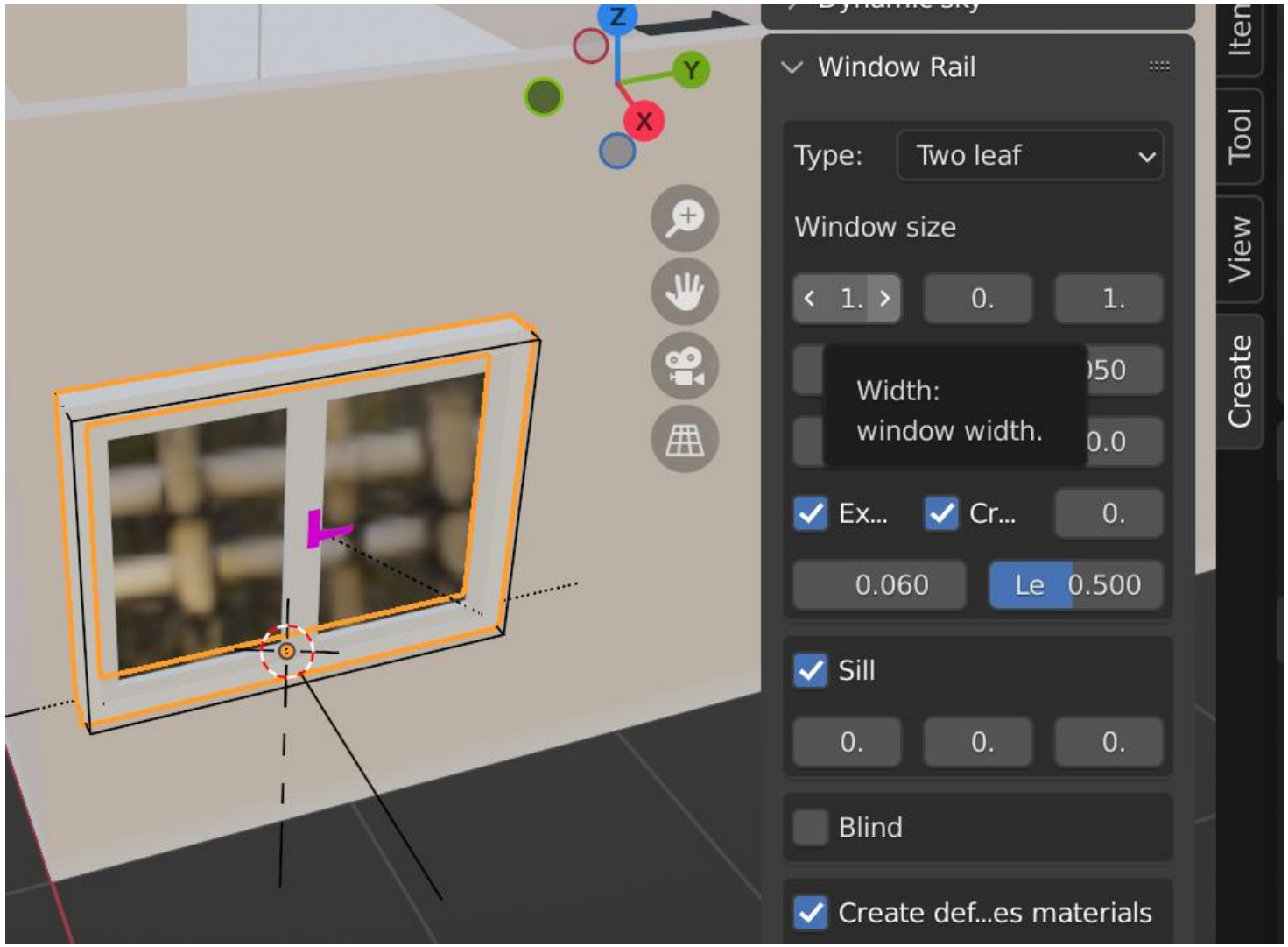
(d) Add Windows



Use 3D cursor, Rotate along Z axis

3-3

Adjust Rotation, Size and other parameters



Play time e.g.,

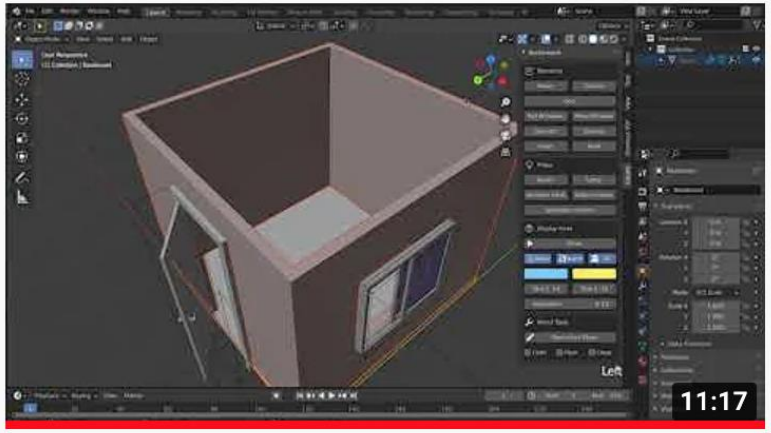
- Try different window styles
- Add other Props
- Try another house layout design

It’s not that different from Lego ☺

Content Share

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

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 ☺

Feedback Welcome!