

Session 05

# Youth Create: Creating 3D Worlds (05)

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The Learning Space



# Agenda

## Review - House Project & Blender Skills

- Add Roof panels
- Add more lights
- Create a customised wall\*

## Project - Review Topics

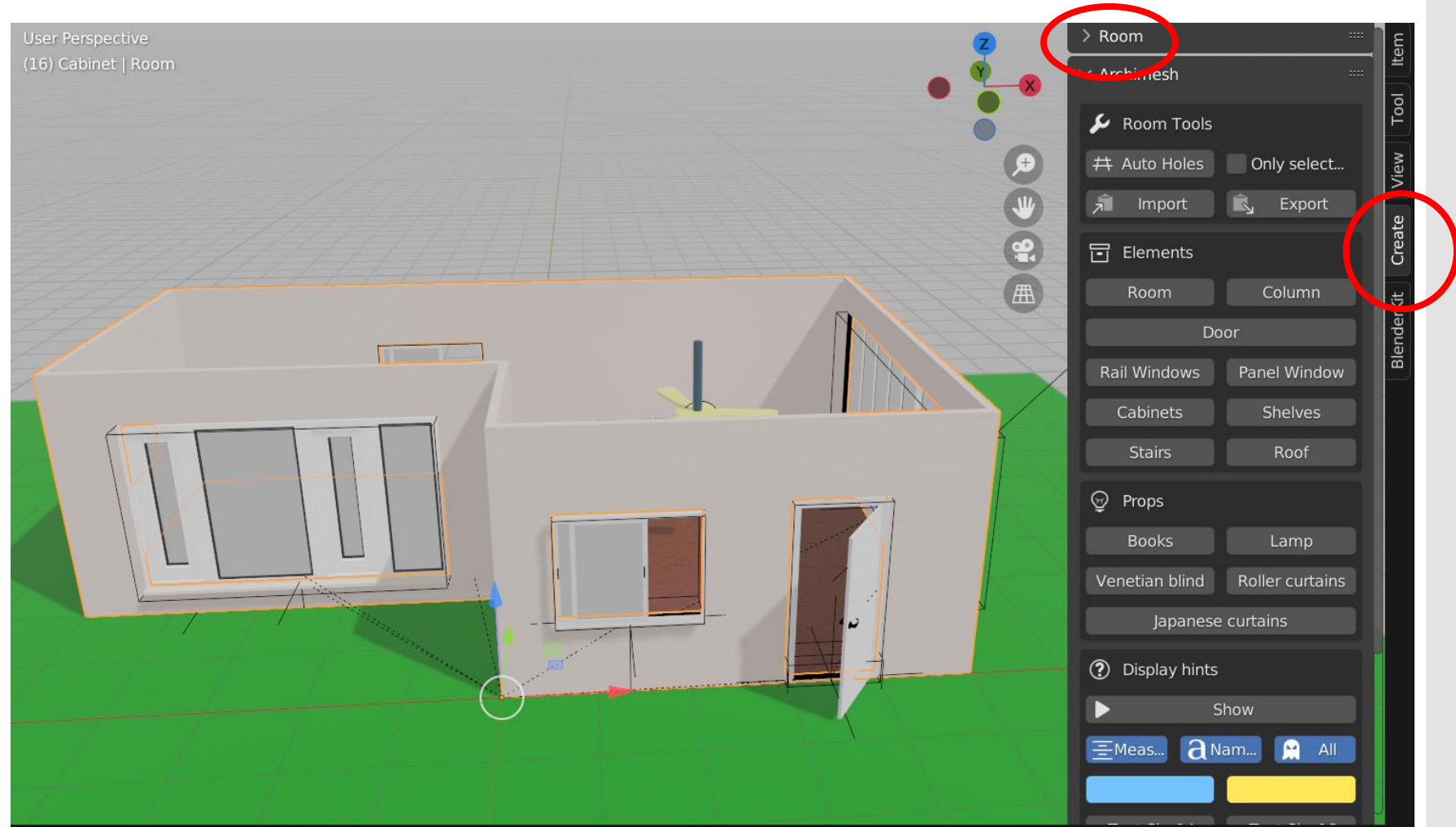
- 3D Modelling skills we've learnt
- Render result images for communication

Complete the House - Roof

# An Example Output

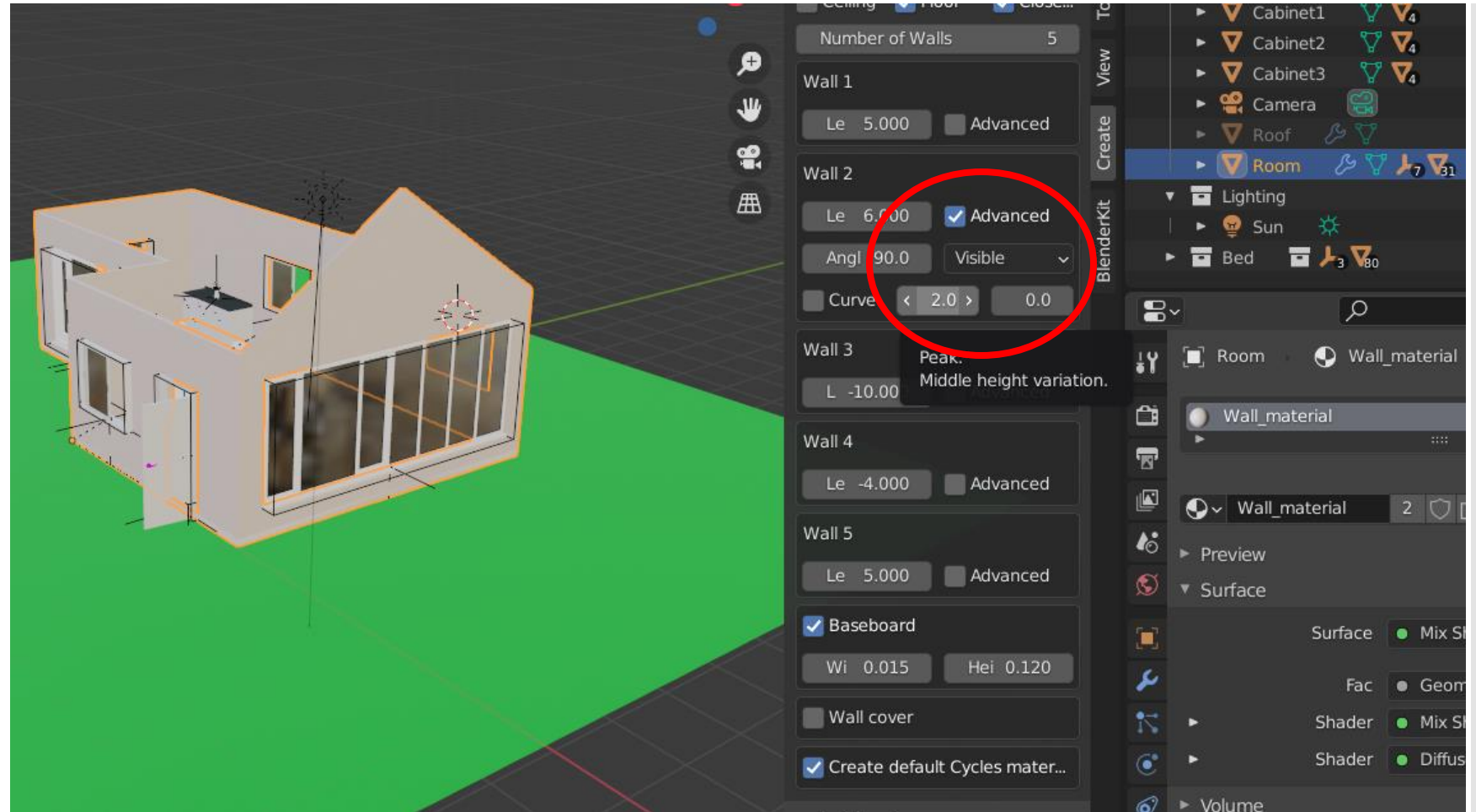


Select the  
house and  
open  
Archimesh  
Room Tab



# Prepare walls for adding roof panels

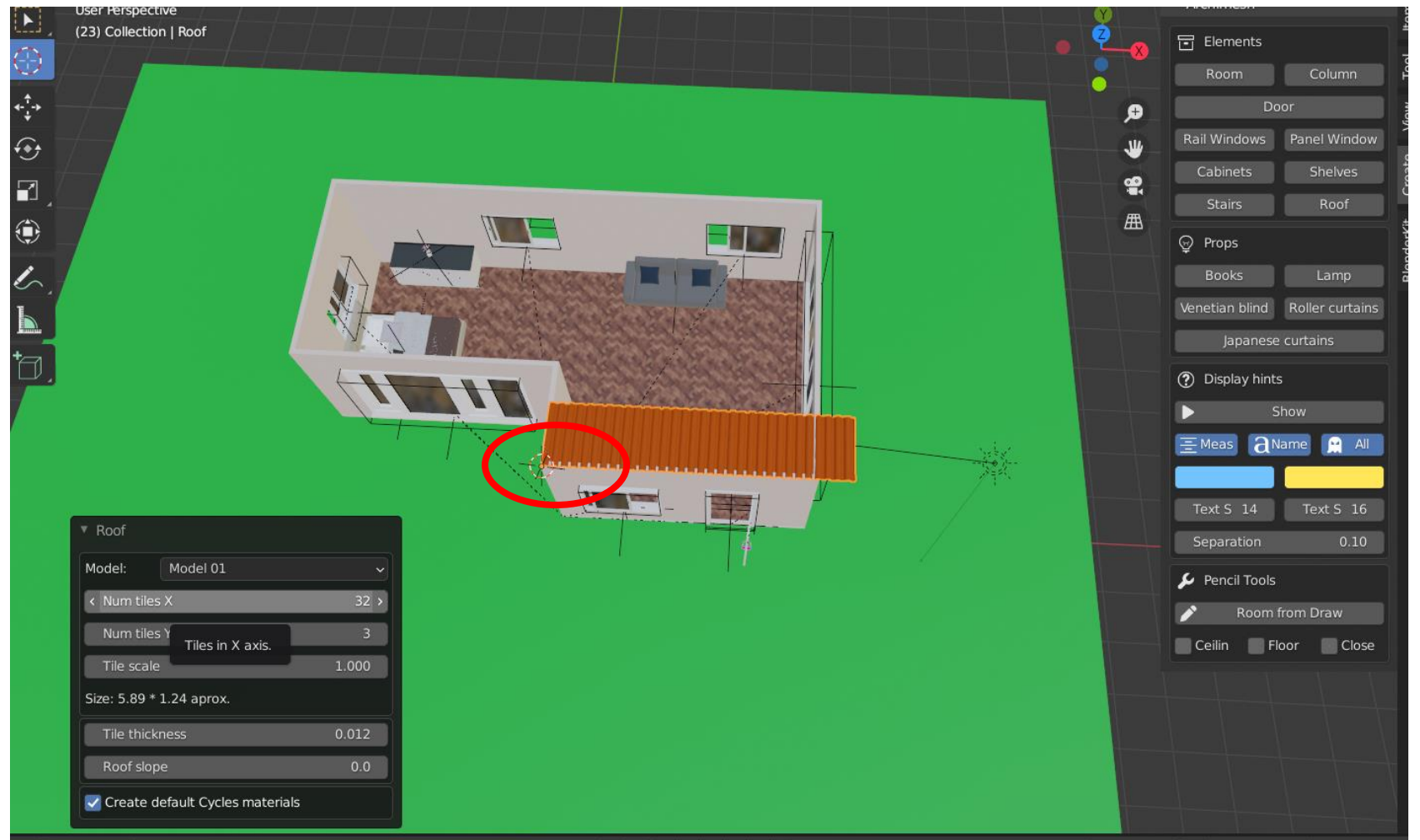
- Wall 2



Selected Room => Wall 2 => Tick **Advanced** => Adjust Peak (2.0)

# Add Roof Panels

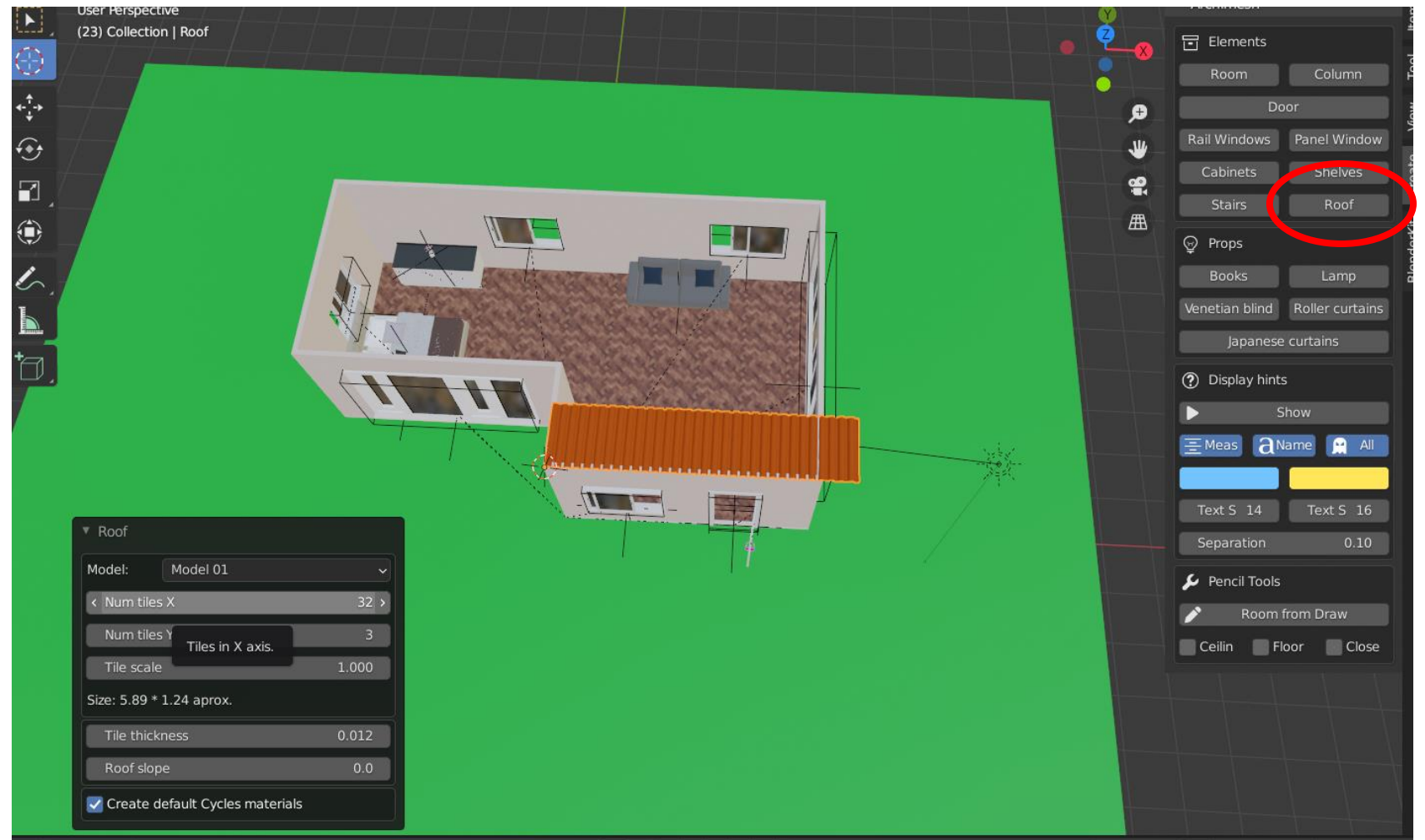
- Use **3D Cursor** for initial position





# Add Roof Panels

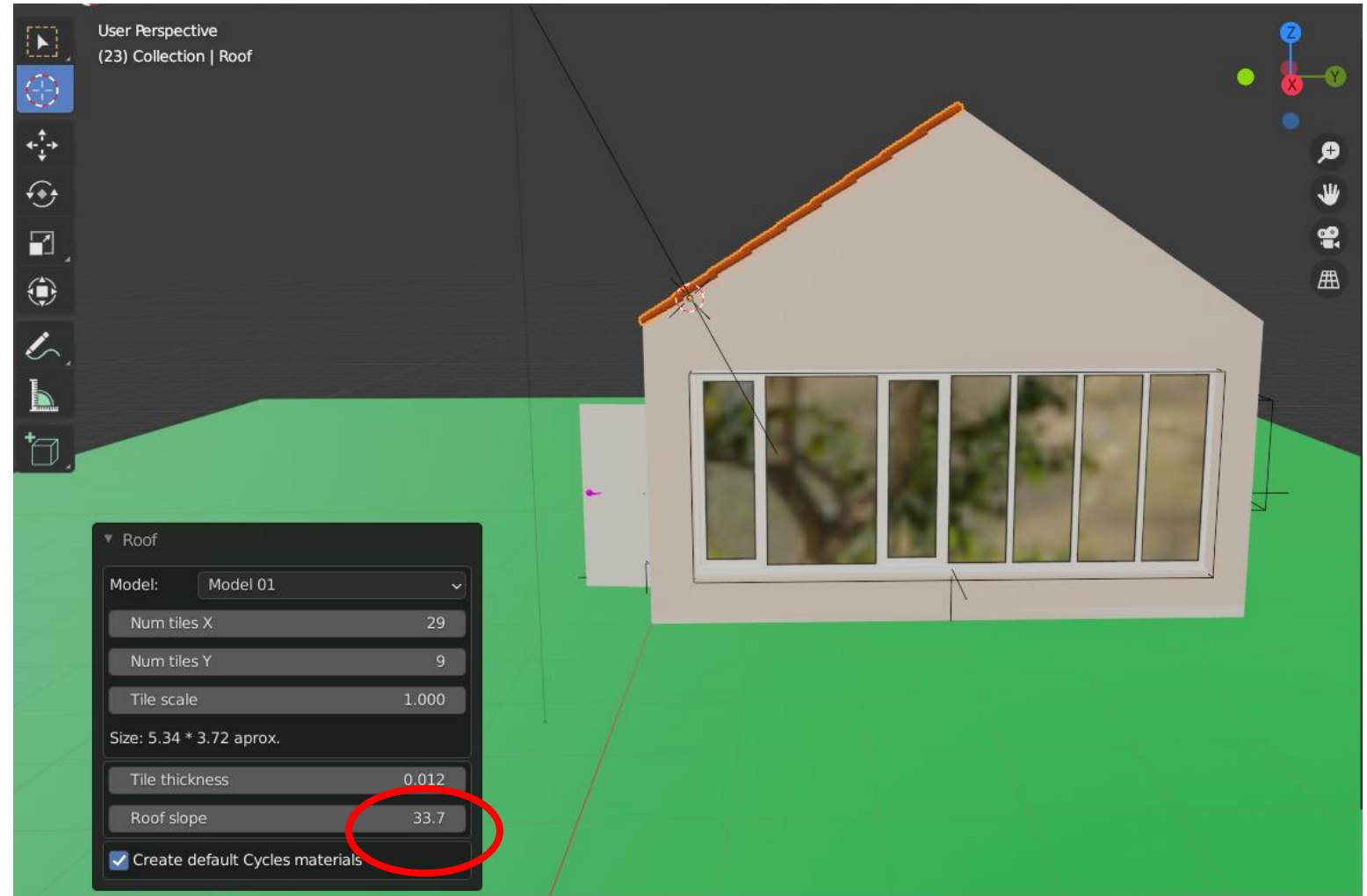
- Add one panel with Archimesh Create
- Change Num tiles X, Num tiles Y





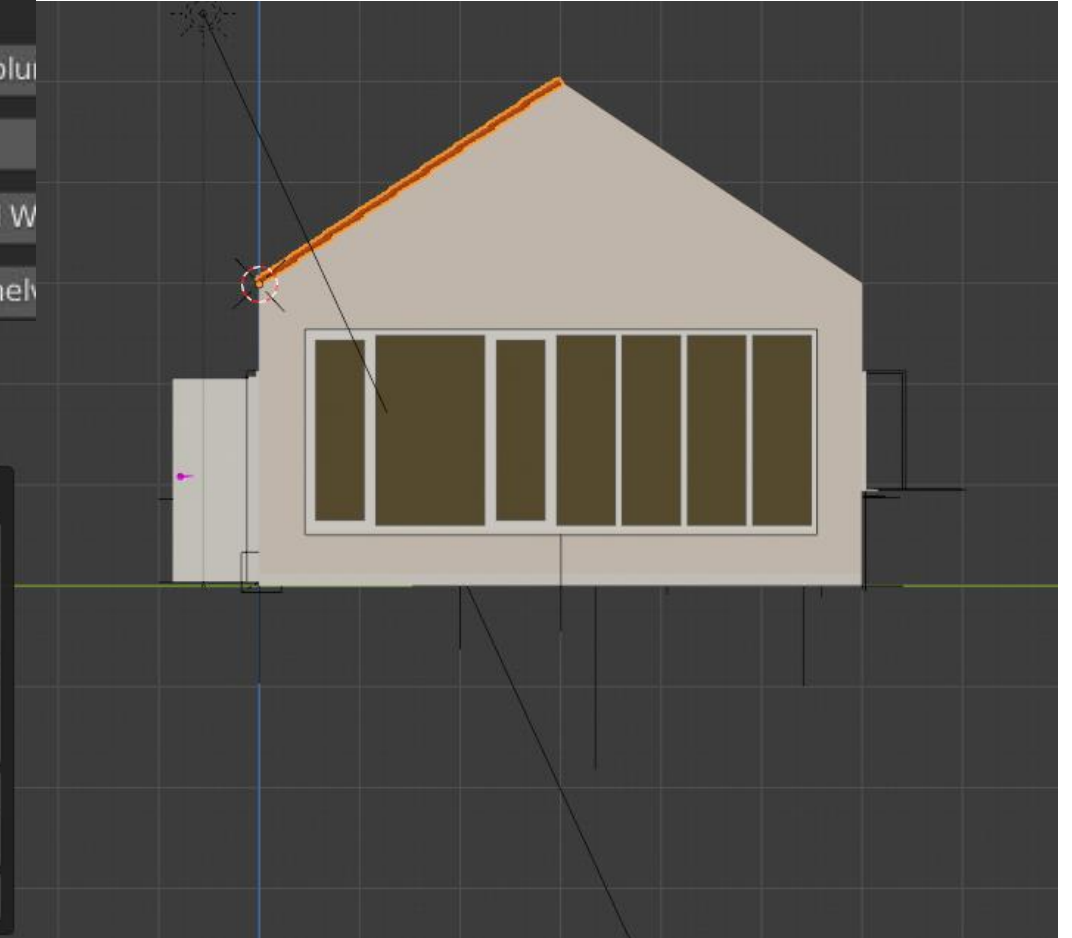
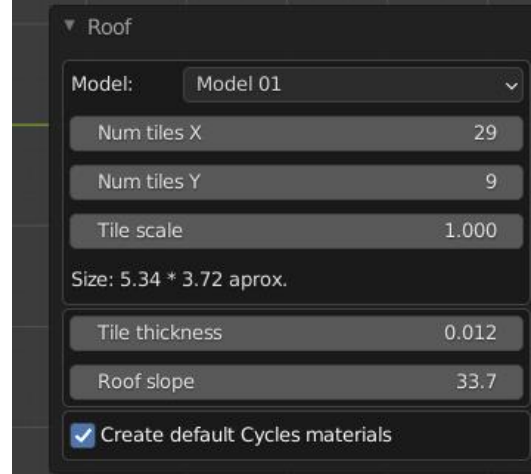
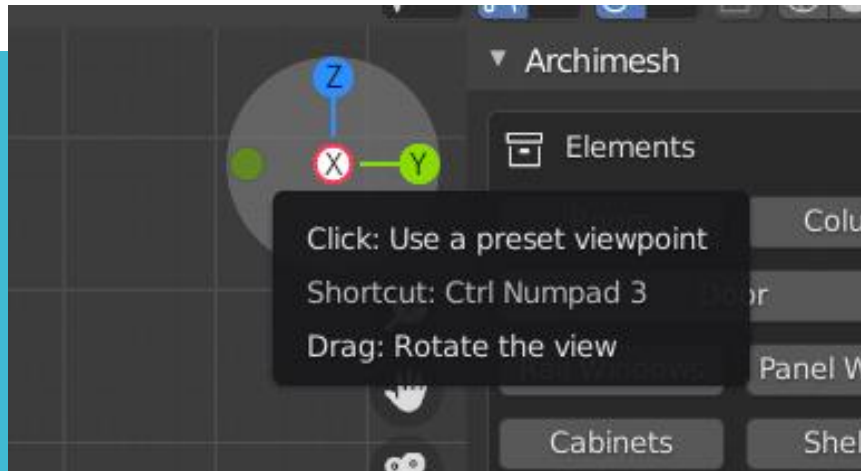
# Add Roof Panels

- Change **Roof slope** to make it fit the wall

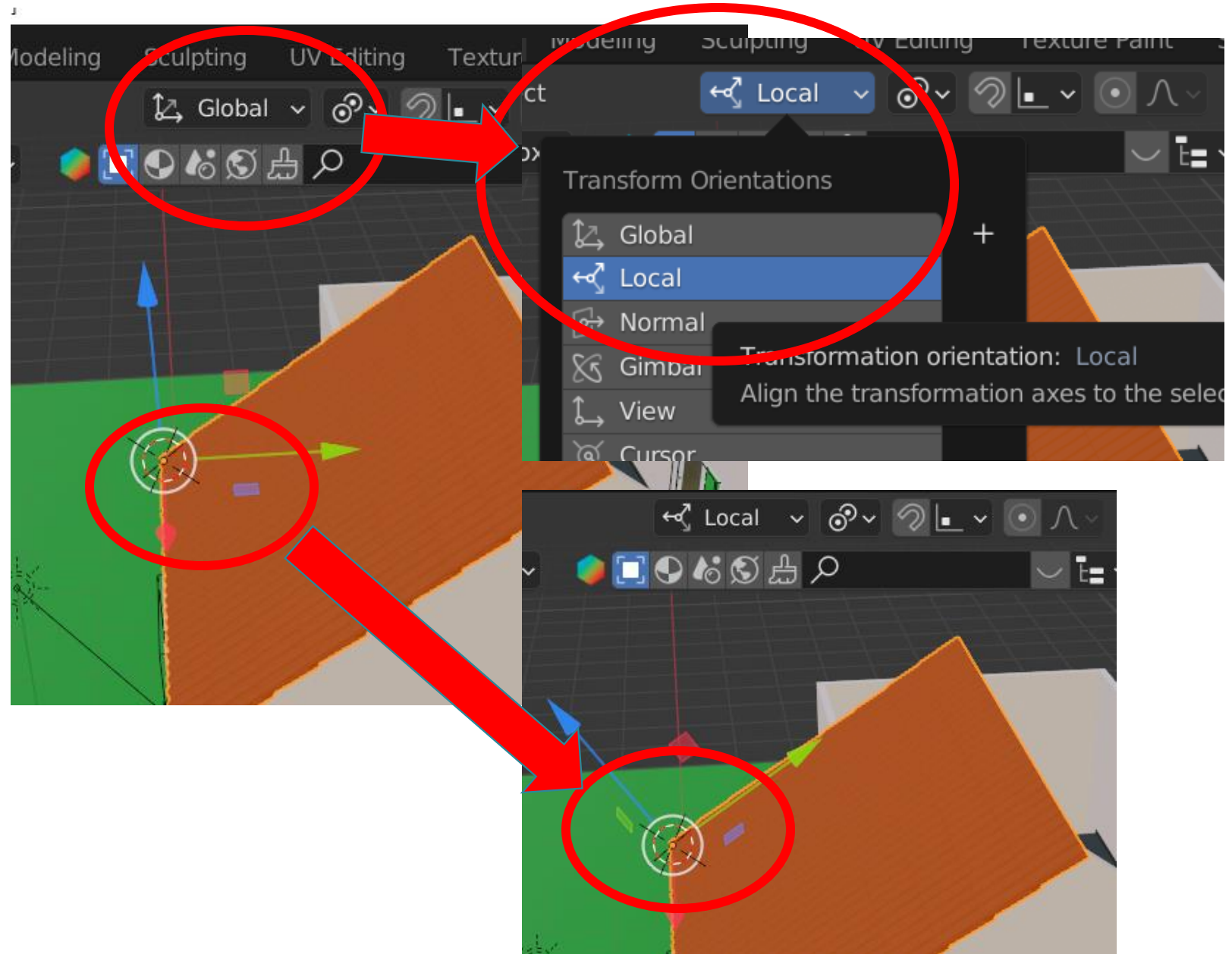


# Add Roof Panels

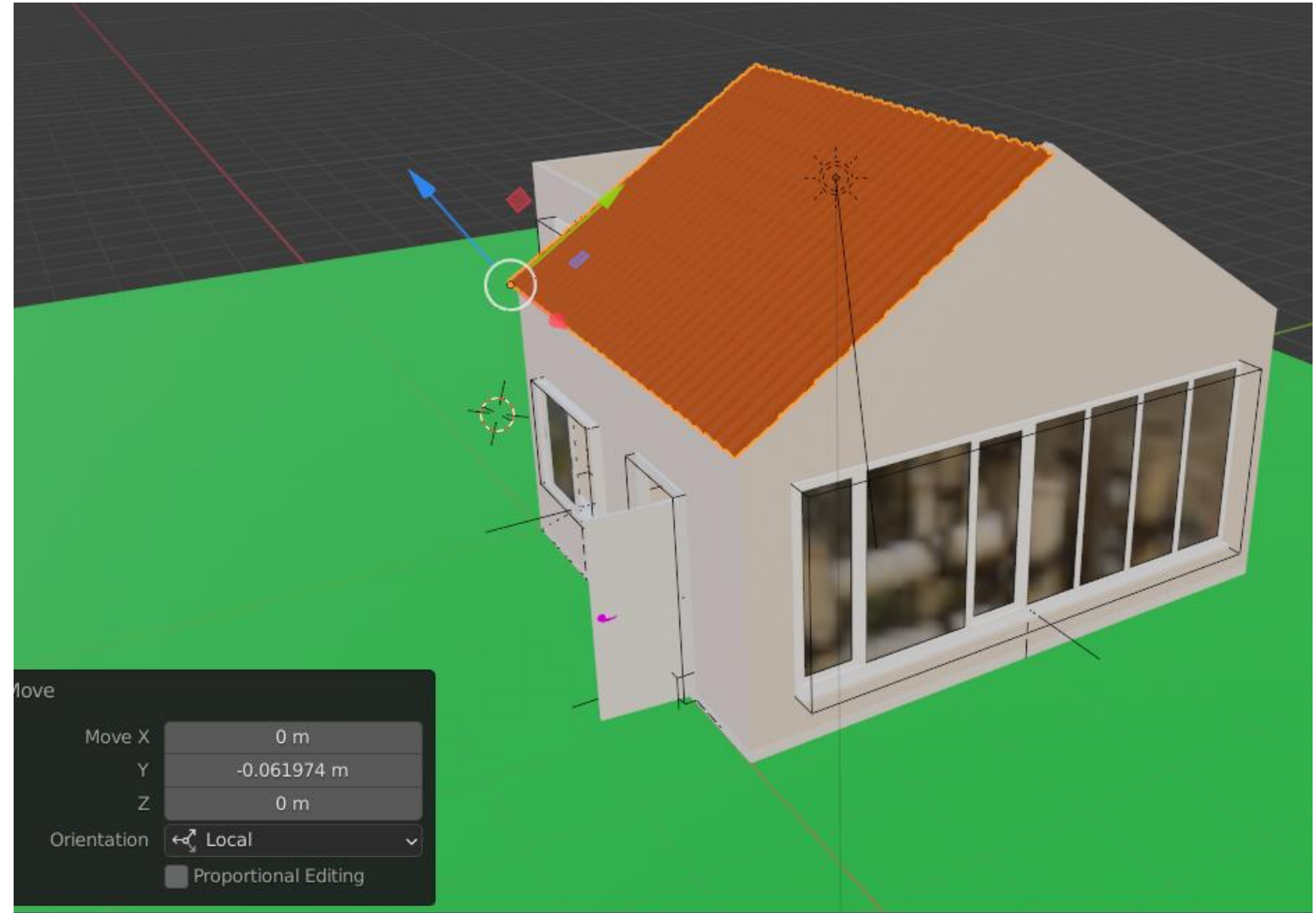
- Use **X Right View** to adjust



Move the  
panel in Local  
Transform  
Orientation

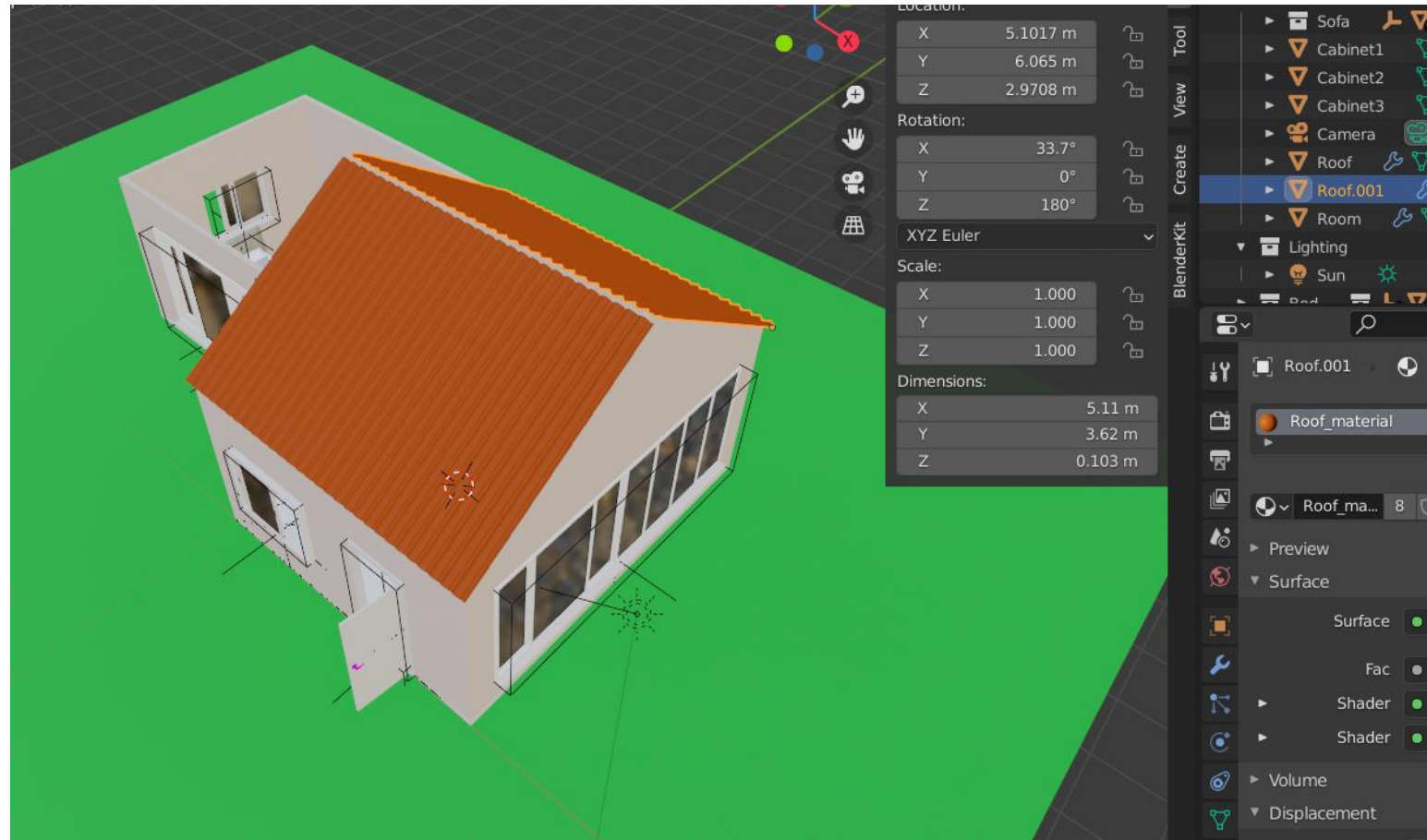


Now it's Easier  
to Move Roof  
Panels along  
the slope



# Add Roof Panels

- Duplicate the Panel



github.com/tlsrhodes/youthcreate3d



Session03-Starter Project File.blend

Add files via upload



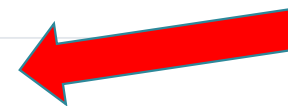
Tutorial 1-add a 2nd roof panel.gif

Add files via upload



Youth Create 3D World 01 final.pdf

Add files via upload

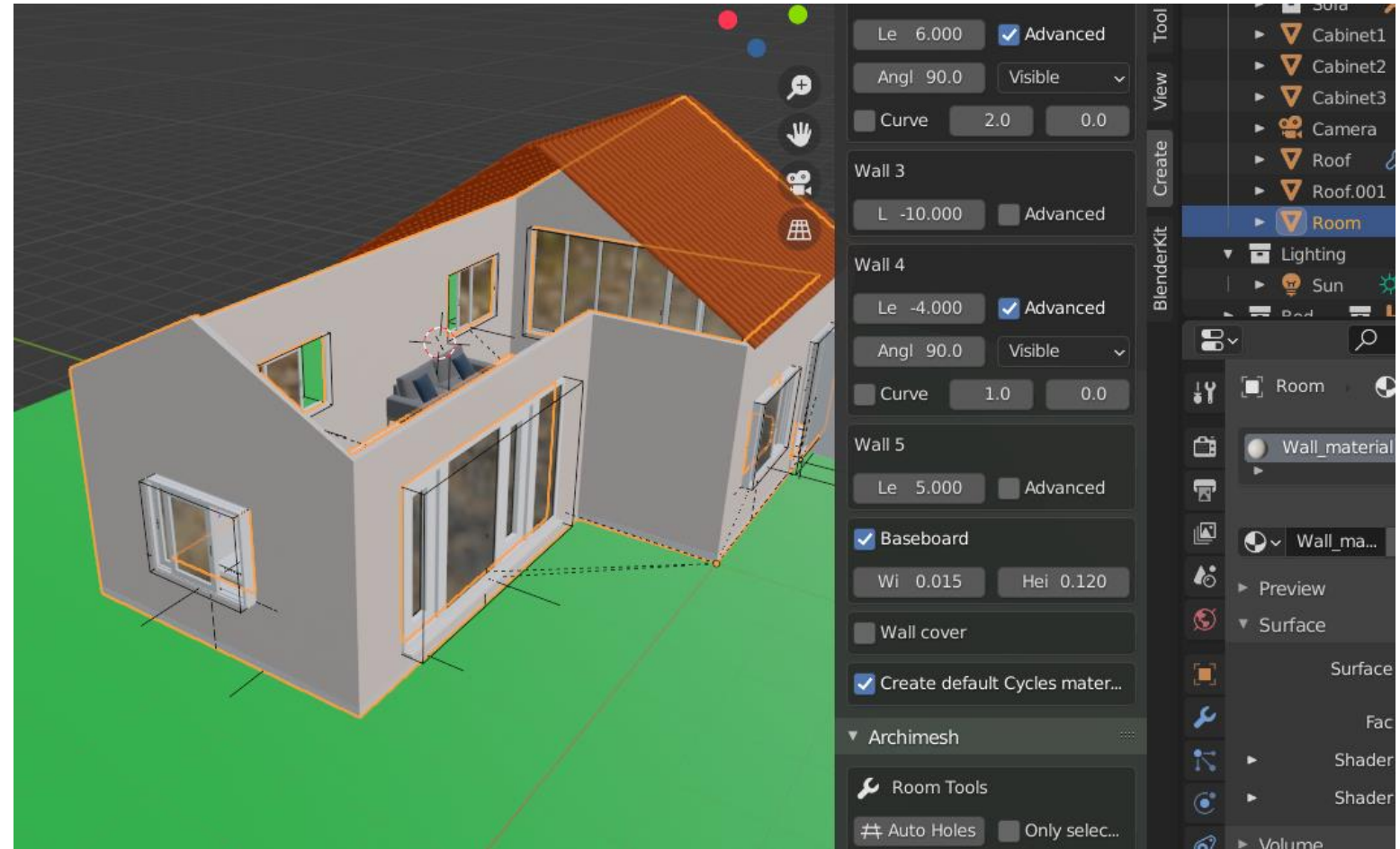


You can check one approach here



# Add Roof Panels

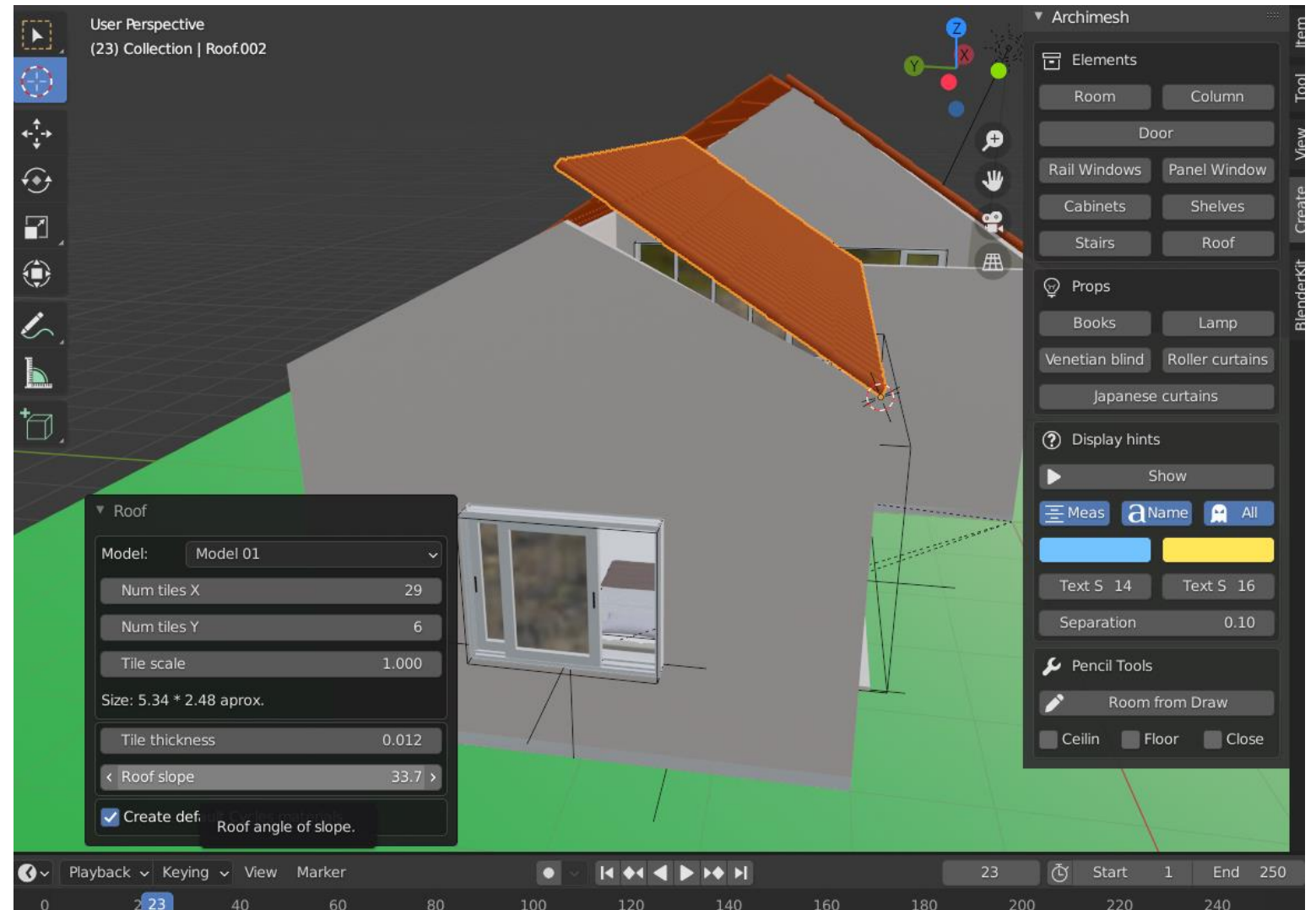
- Repeat the previous steps for the other side
- Wall 4





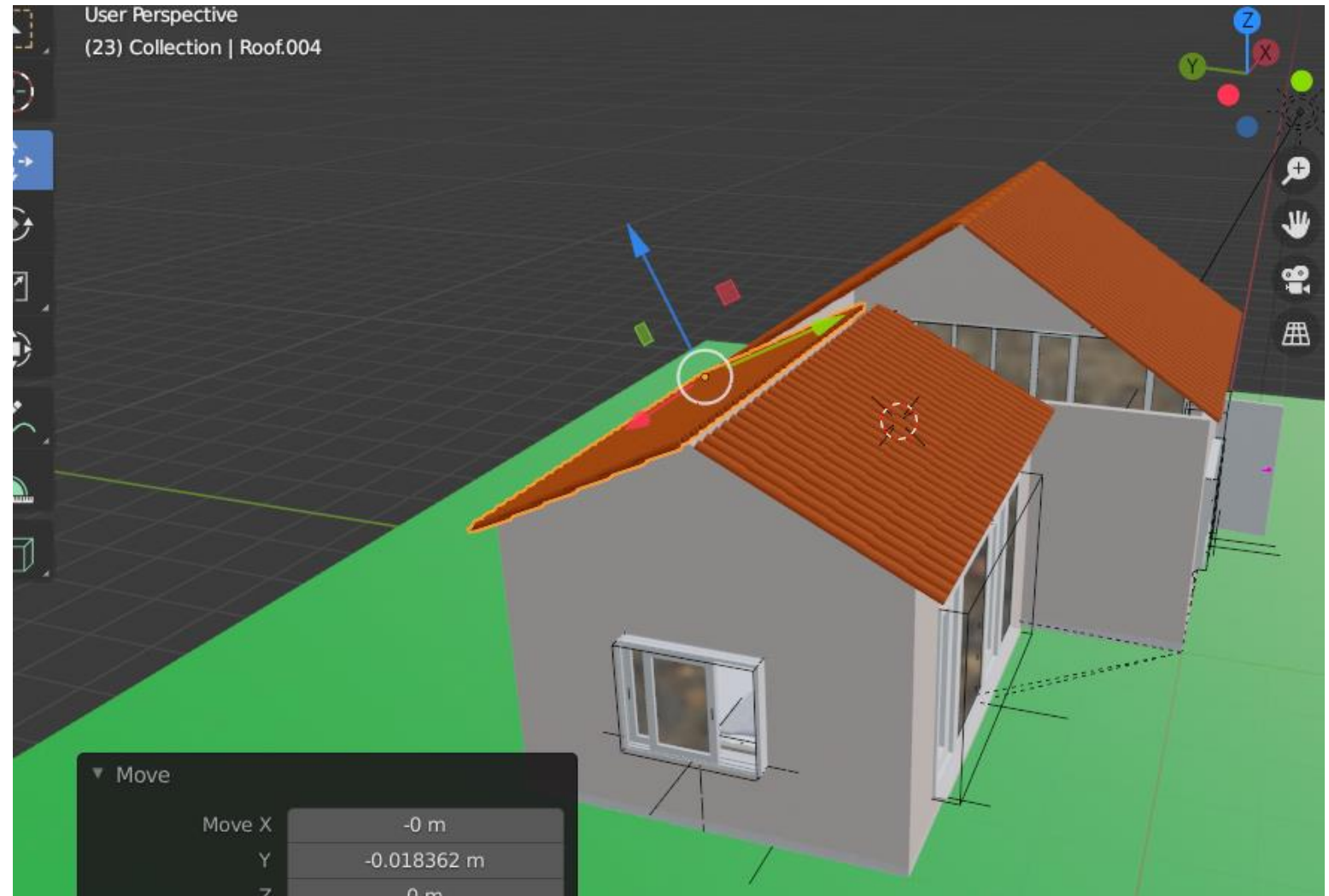
# Add Roof Panels

- Adjust Num tiles Y
- Adjust Roof Slope



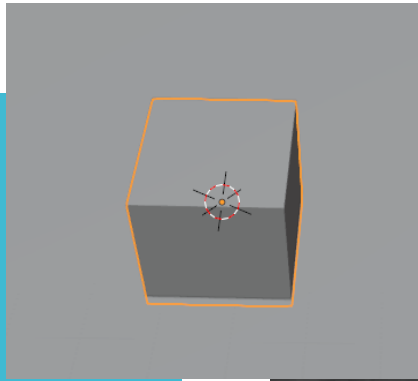
# Add Roof Panels

- Repeat the previous steps for the other side



# Add the middle beam (with a cube)

- Scale the cube to fill the gap



# Add the middle beam (with a cube)

- Apply the roof material

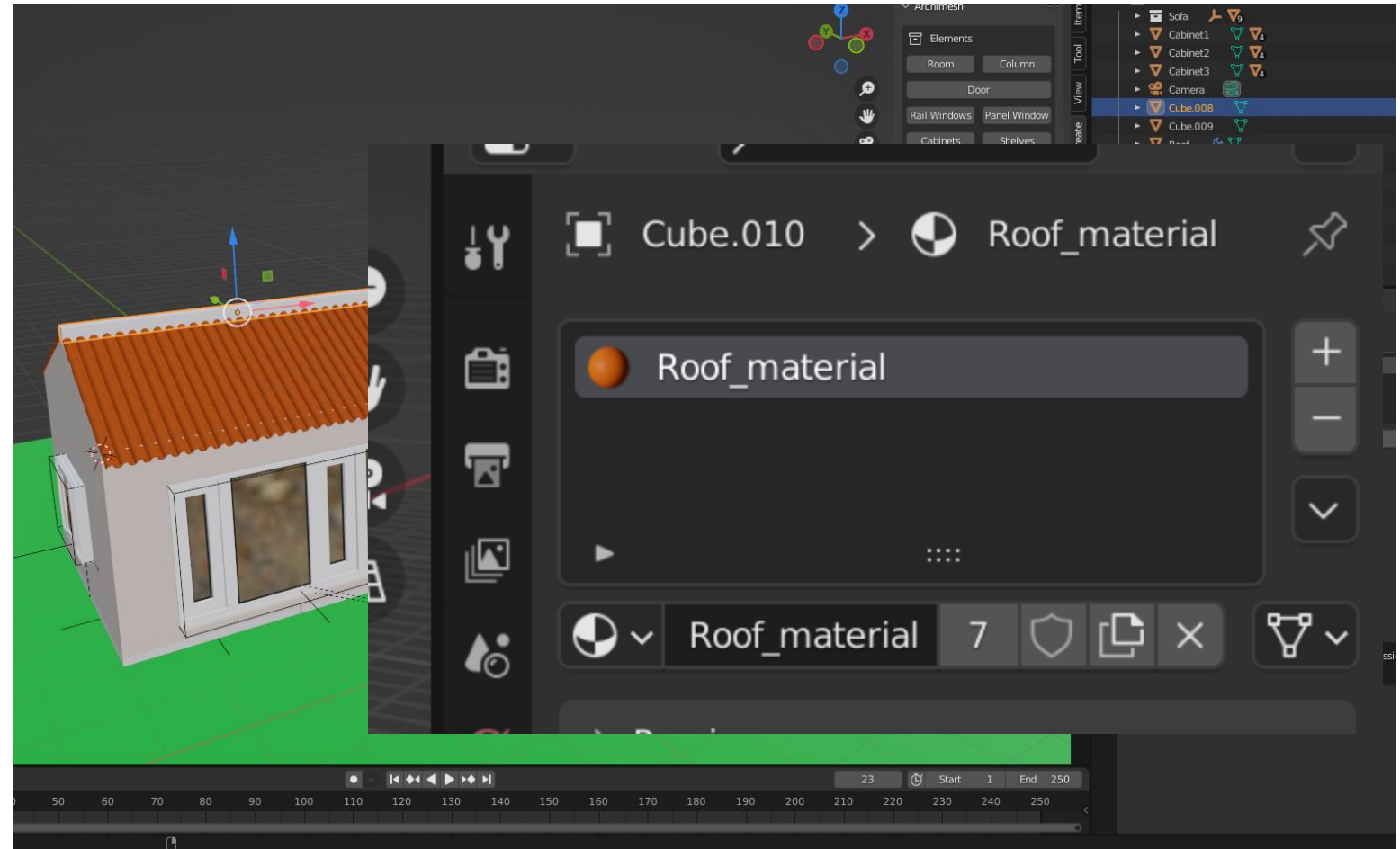


## Find the Roof Material



Add the  
middle beam  
(with a cube)

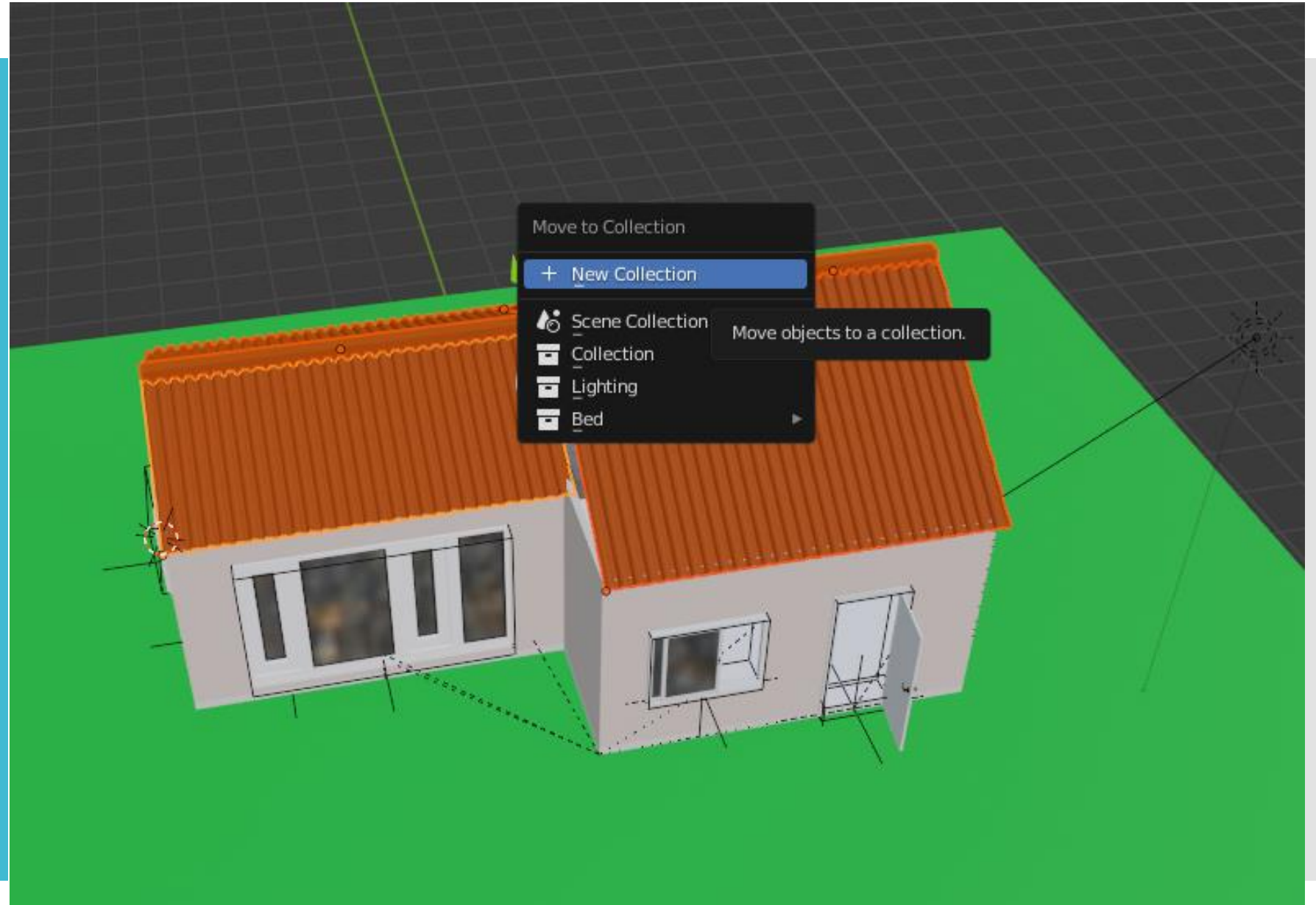
- Apply the roof  
material



Apply the 'Roof\_material'

# Add Lights in the room

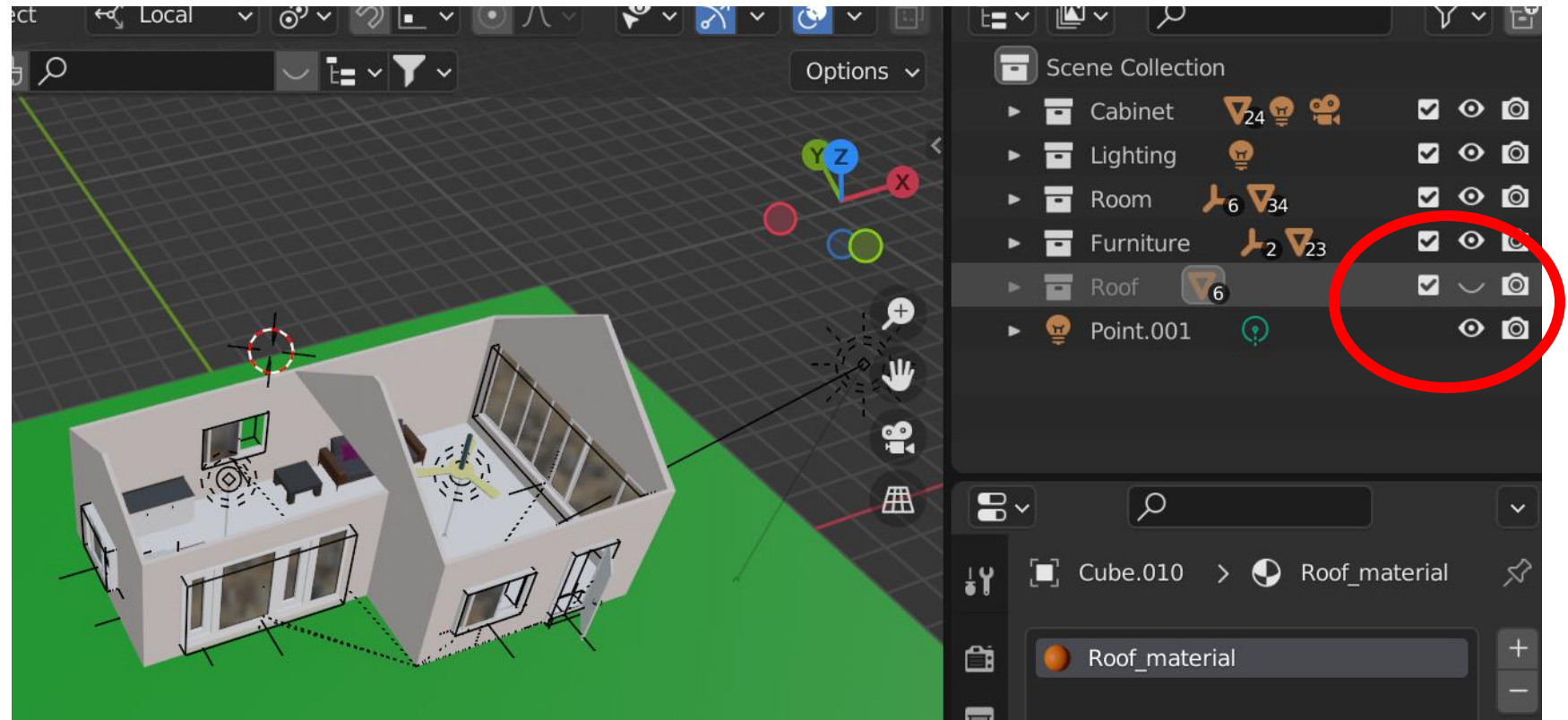
- Put roof panels in a single collection (M key)
- Then hide this new group in the hierarchy





# Hide the Roof Collection

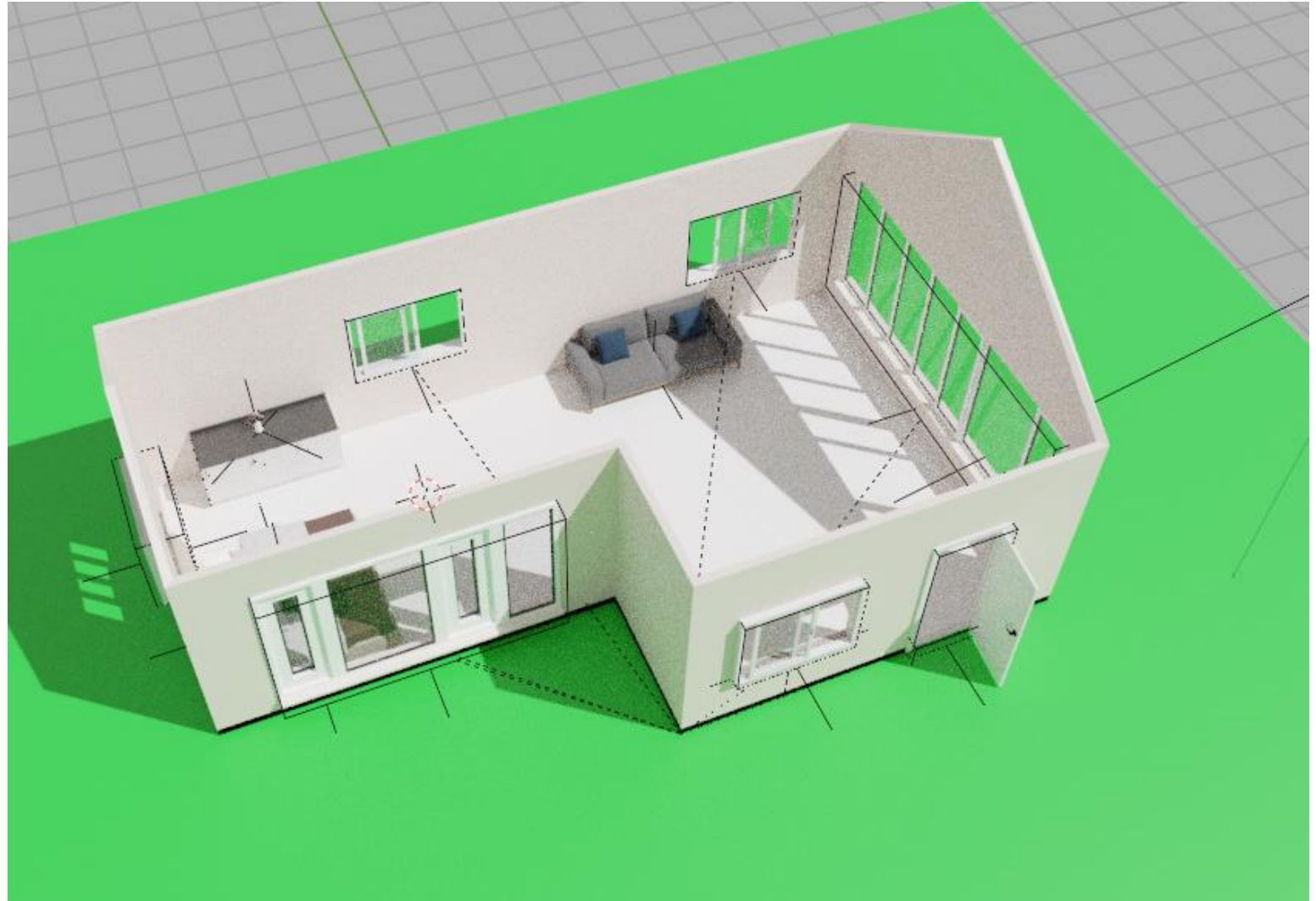
- Press the 'eye' icon to hide the roof



Add More Lights

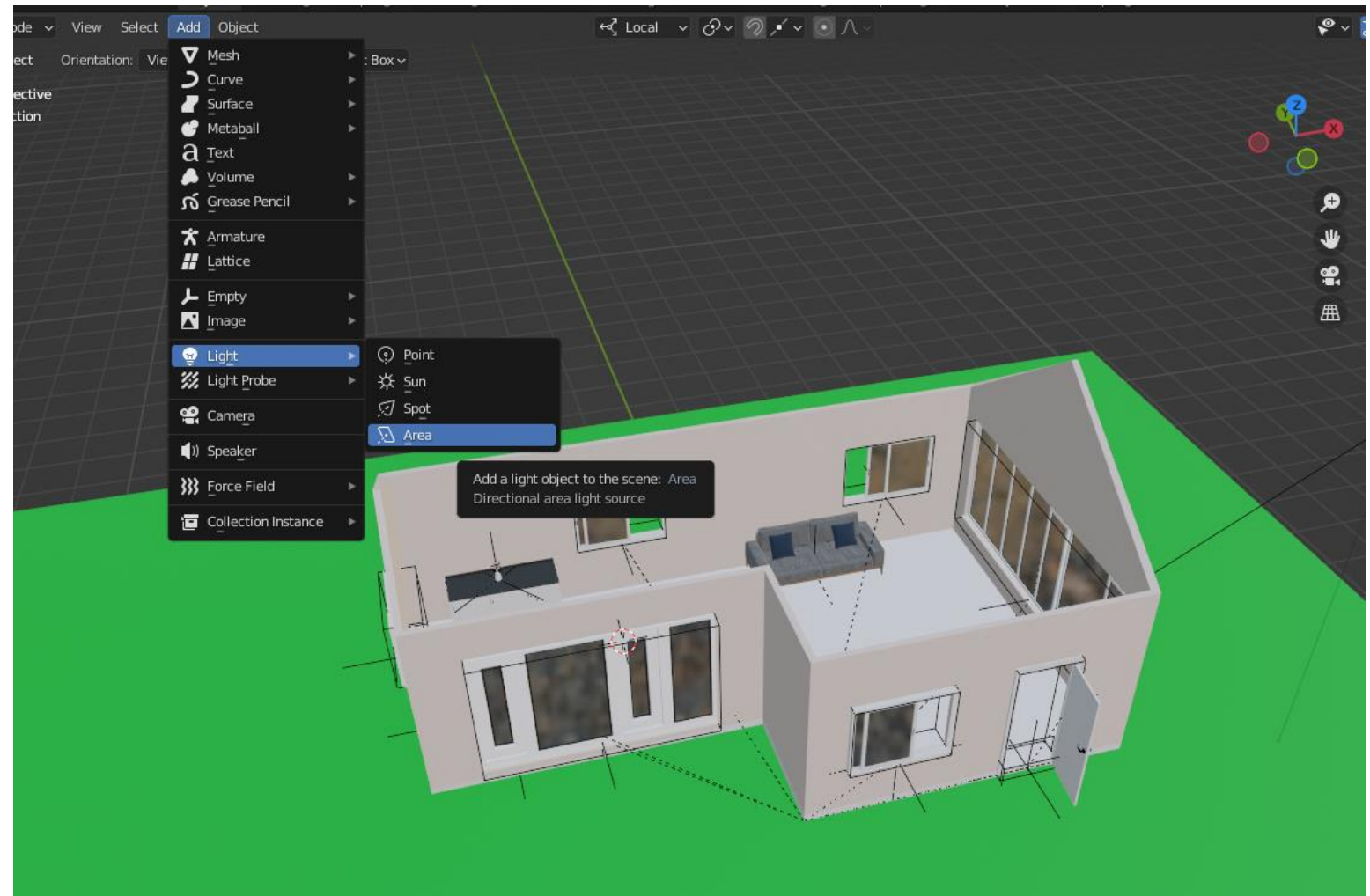
# Add Lights in

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



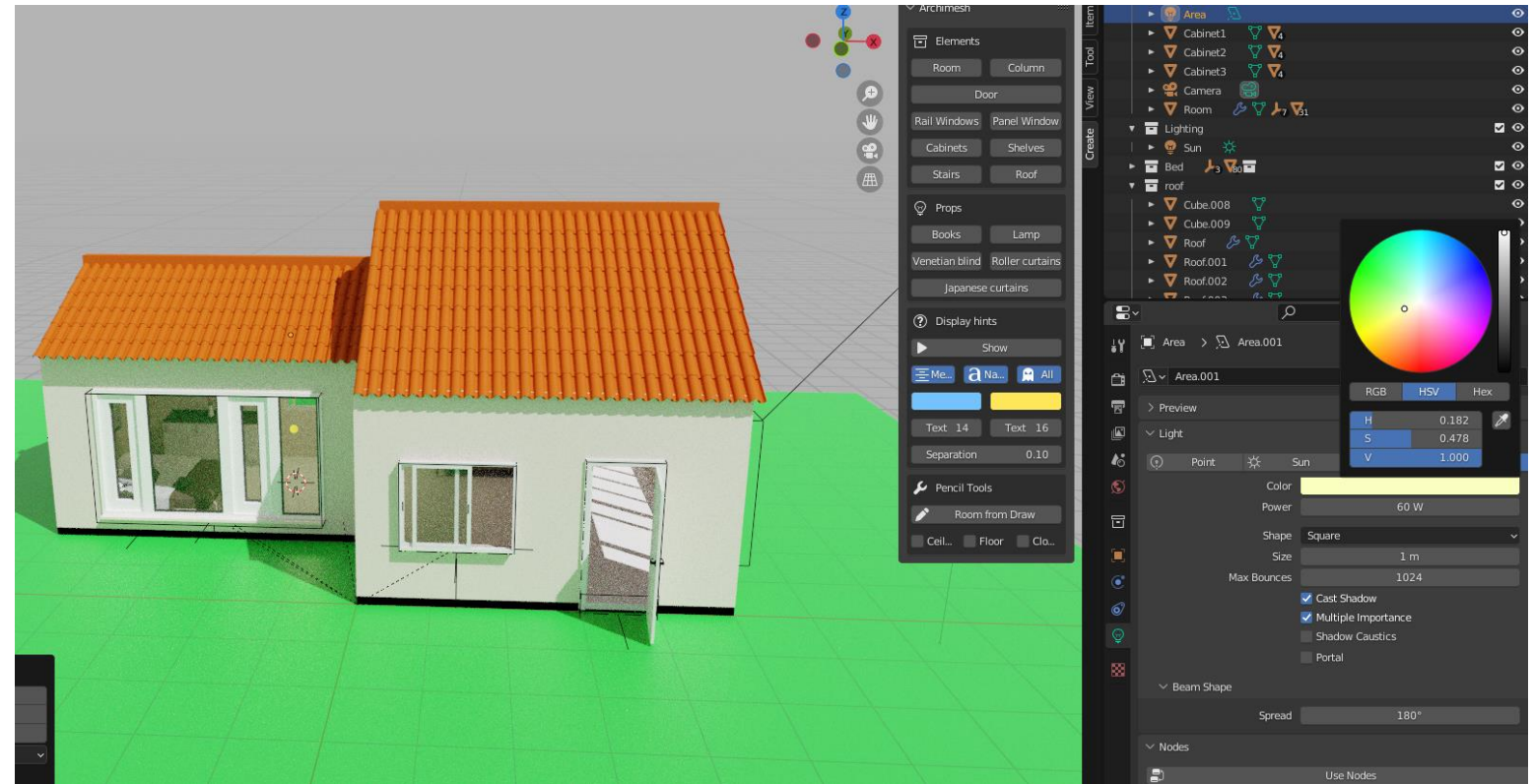
# Try Area Light

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



# Change Light Setup

- Try different colors
- Increase the Power



# Render the Result Images

## **Review:**

Youth Create 3D World  
02 – Slide 14 to 22



Example



Example



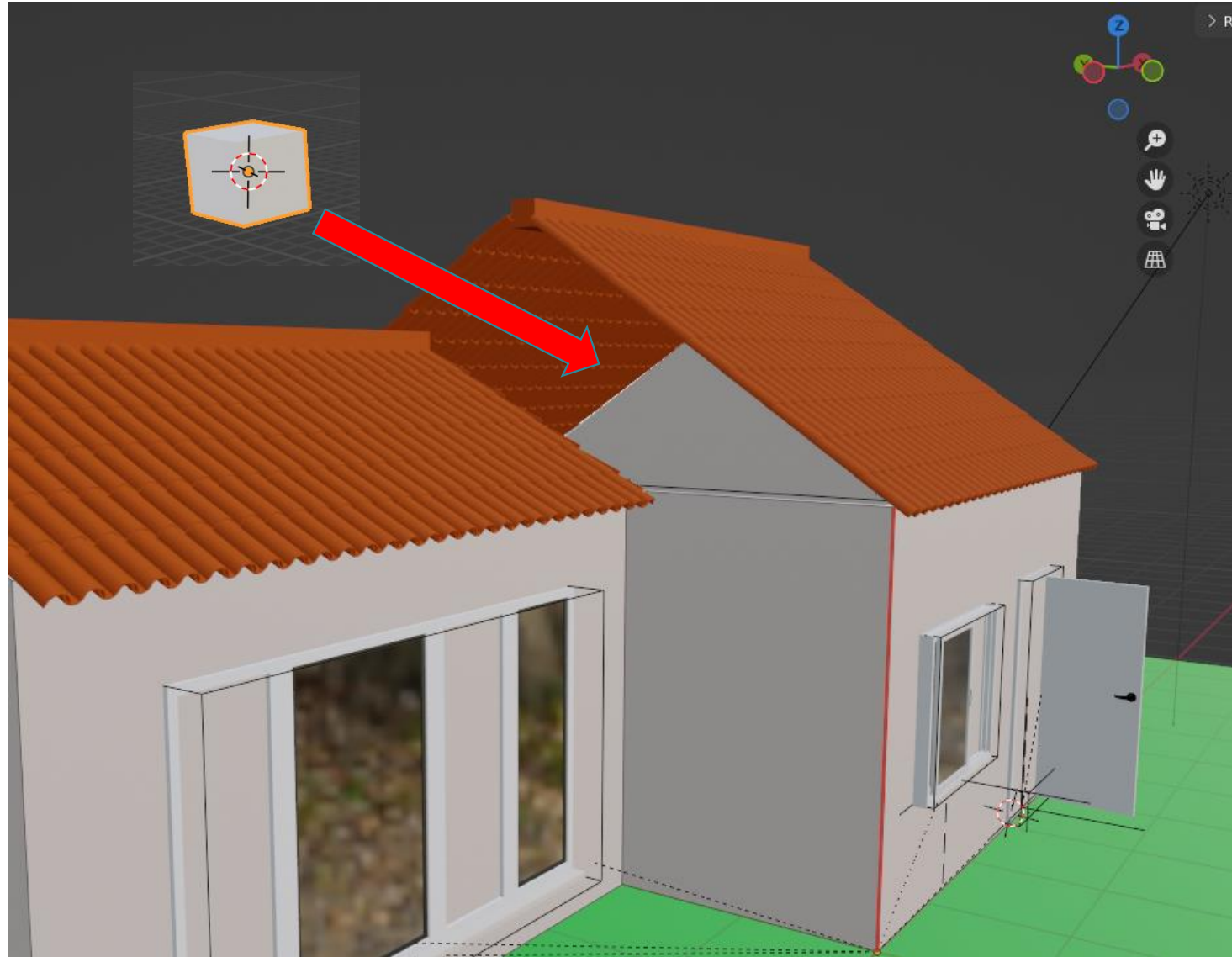
Example



# Homework

Can you use a cube to fill the Gap?

Hint: Edit Mode, move edges ...



## Hint 01

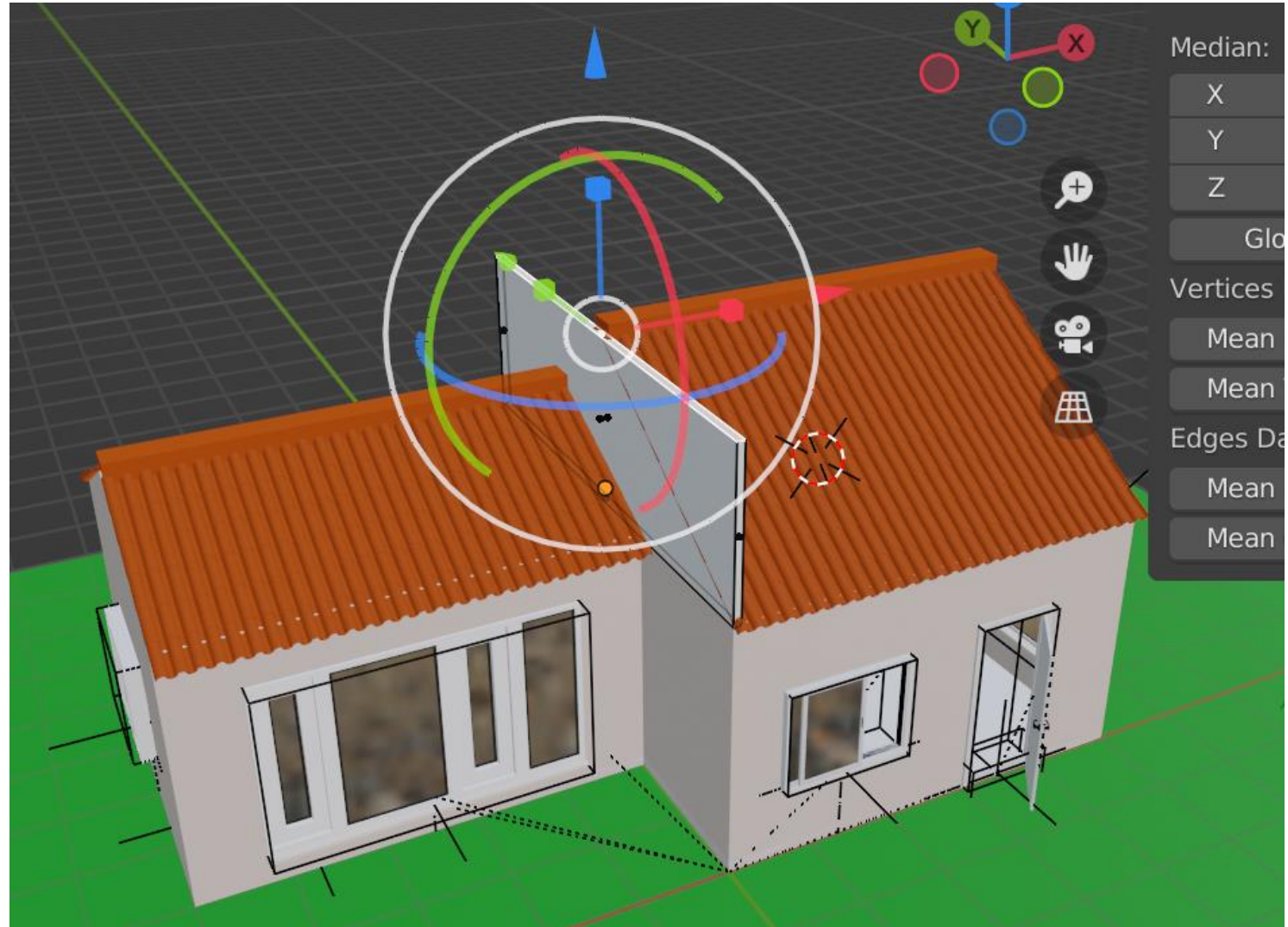
Create a beam  
from a cube...



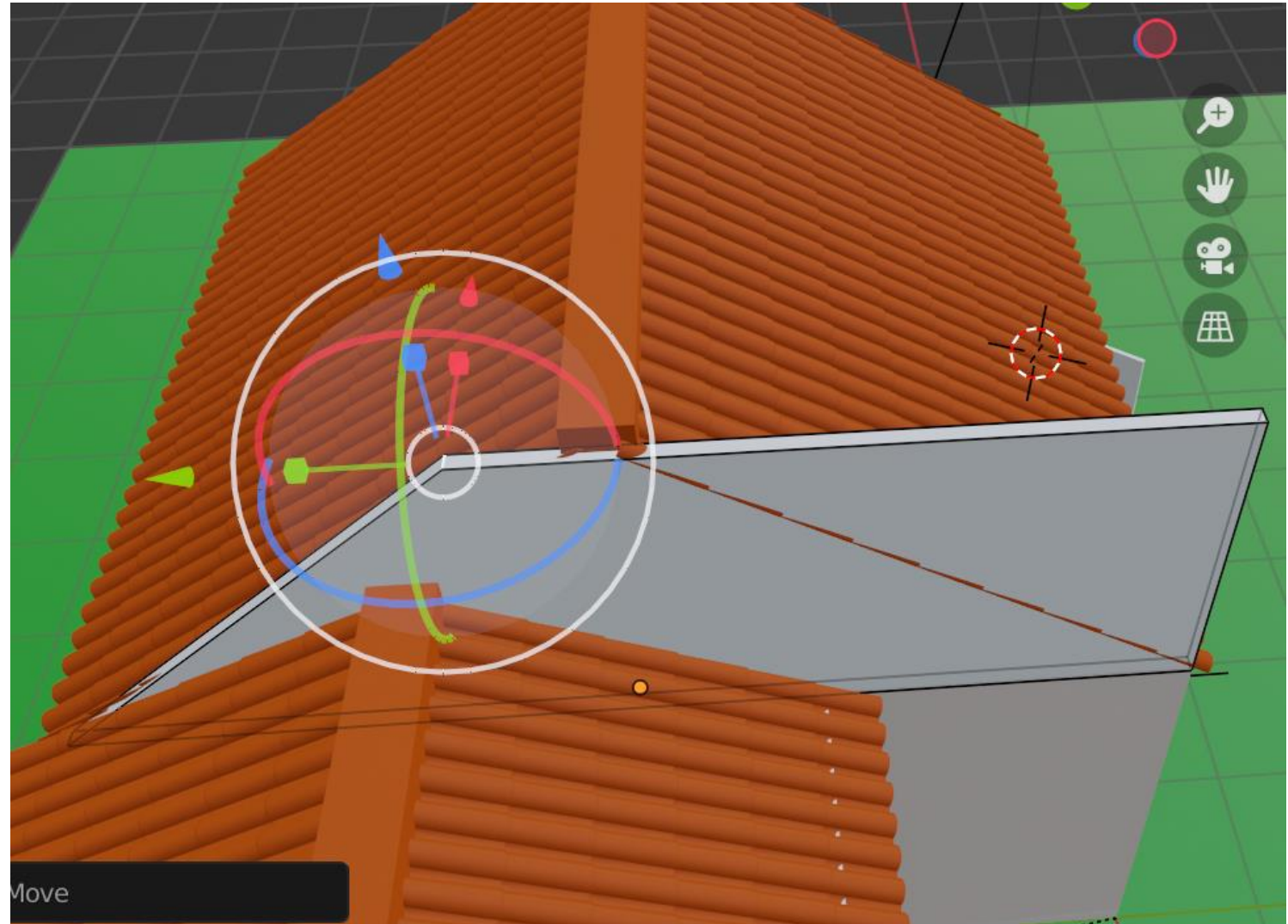


## Hint 02

Edit the top face &  
edges of this cube



Hint 03



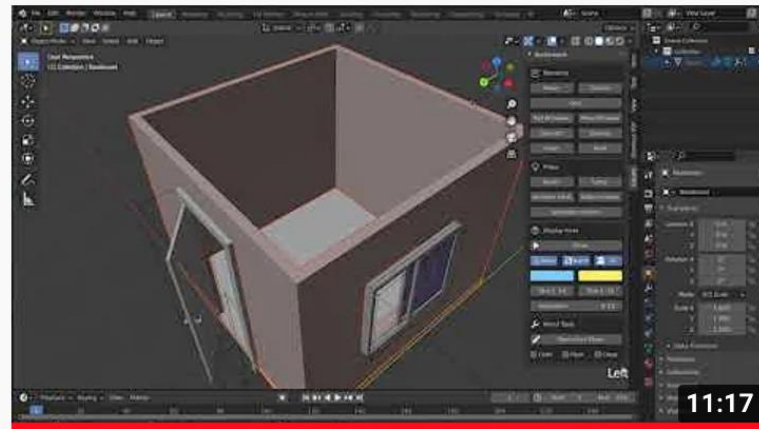


## Play time:

- 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

**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 😊

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Feedback  
Welcome!