
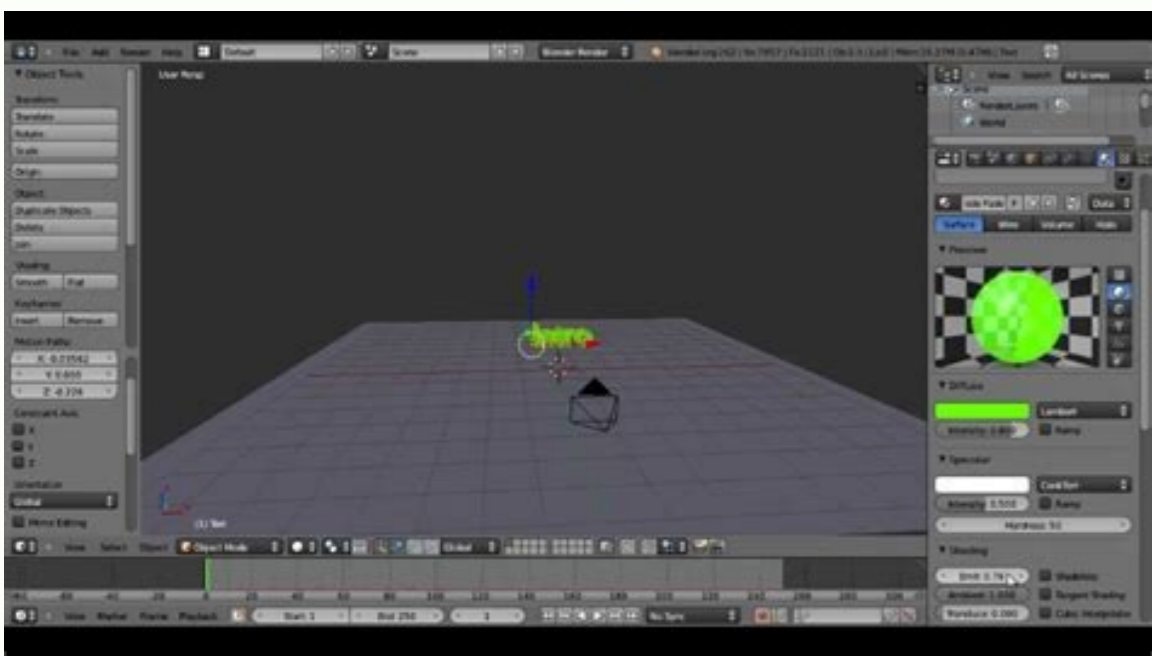
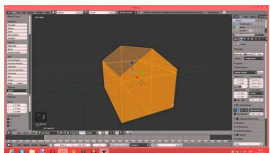
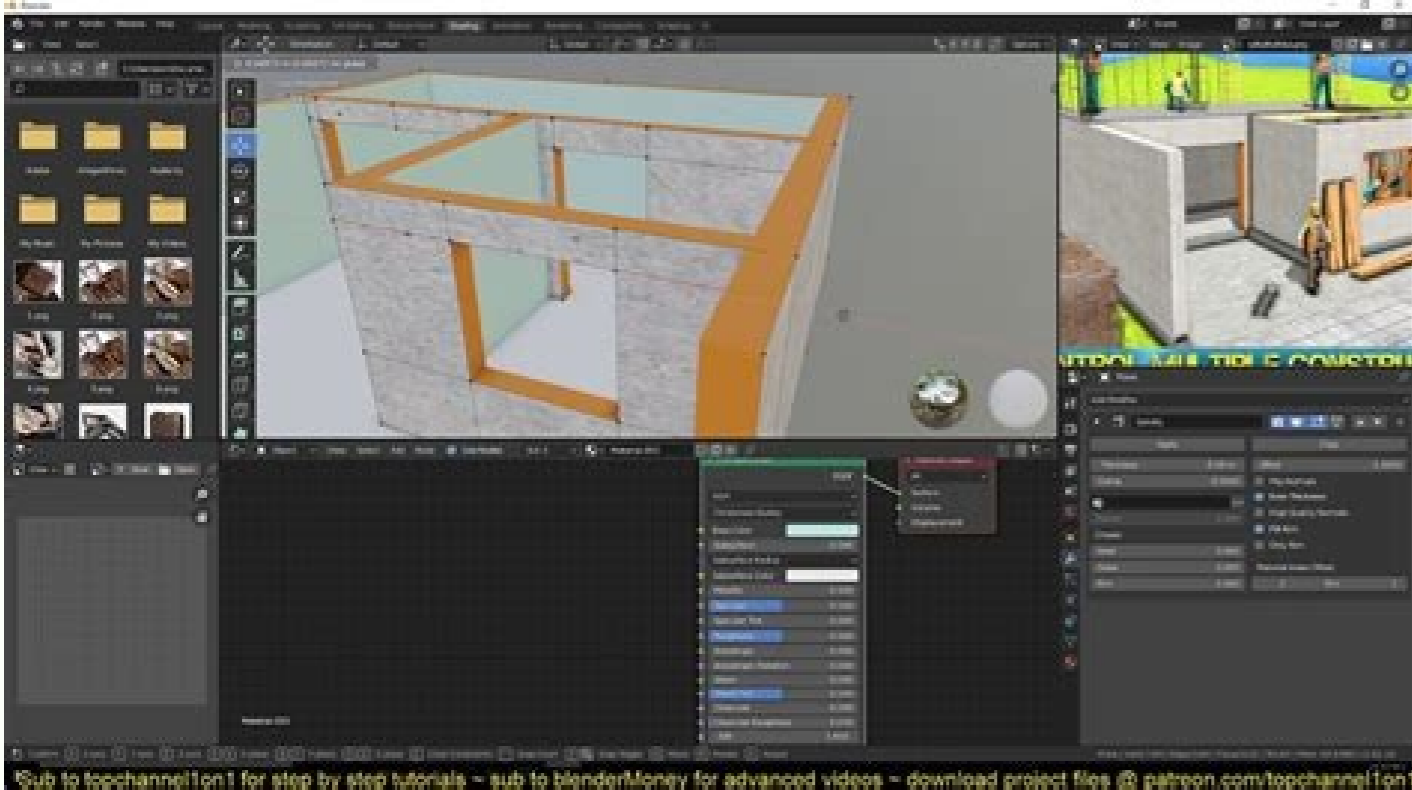
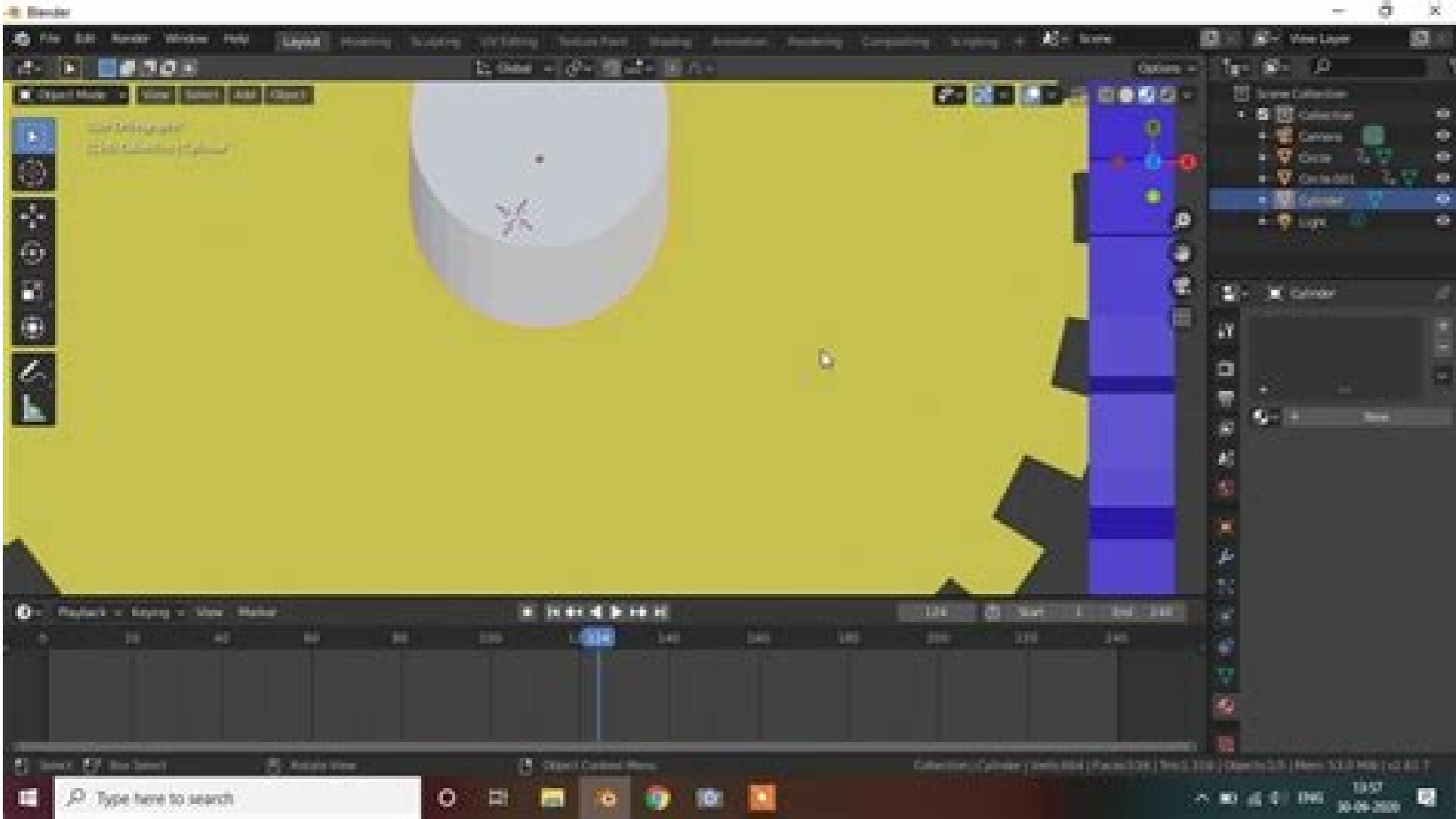


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These are for example: soil strips, windows and doors handles, etc. Switch to the front view and enter the edit mode. With only a fan and editing cubes, I created a wall to the left, part of the handrail and a base from the door under the staircase. The fastest way to do it is to select the entire model by pressing a button, then by pressing W for the Special Menu and choosing Delete Doubles. Just to the magnet icon we can choose both the adjustment elements (CTRL + SHIFT + TAB direct access), as well as the adjustment points. Press the E button and extrude them upwards, blocking the vertical axis by pressing Z. To make sure that the steps of the ladder have similar sizes, try refining them more in the upper view and on the front. If the previous step was not completely clear to you - do not worry (and be happy). At this stage of scene modeling, it is also important to be aware of small details that may not seem important at all, but that they will have a great impact for the final aspect of our interior. Here we are going to focus much more in the ways to edit the geometry in Blender. The choice reality depends on your needs - sometimes it is good to have the ability to adjust the level of roundness of the edge at each modeling stage - this is when a modifier would be a good option. What I personally would do would be picked up some random objects, not complicated around me and trying to recreate them in blender let's look at the camera for a moment and focus on the created faces (press the num point to zoom in to the selected object). Let's start by hiding all the other scene elements. Press the TAB key to enter the edit mode and change to the Mesla view. When moving the mouse, the roundness size of the edge can be adjusted and when moving the mouse wheel is defined the of subdivision of the edge. In this way we exclude the Z-axis from the transformation. However, following the basic principles, I hope you can create everything you need for yourself. This is a bit boring but necessary if you want the beisele tool to work properly. Change the mode from "Increase" to "VERTEX", press the G button to move the selected edges, and reset z to block the vertical axis. Hold the ALT key and right-click on one of the edges to select the opening contour and press F to fill it. To align the height of newly created faces, press SHIFT + TAB to enable the adjustment tool. In basic modeling I will try to explain the fundamental methods for creating interior geometry elements, such as walls, stairs, windows, etc. Beisele can be used as an added modifier in object mode or as a tool in edit mode (you will find it after printing. B under menu of specials). I do not recommend filling the faces automatically by just selecting the openings (click alt + correct) and pressing the F key, as this will often cause some geometry problems. We return to the view of the camera by pressing the NUM 0 key and creating sink opening. Before starting the subdivision modeling, our scene should look like this: a short information summary before closing this part: I think that what should also be added never get discouraged if you don't manage to create the model you want, trying the first time. For example, select any object, press the S button and then y to lock the scale only to the y-axis. The lower steps were created from a mesh of planes, extruded and forward. First we need to remove duplicate vertices at the adjustment points. Instead, spend a few seconds simply selecting the edges and pressing the F key to fill in the spaces between them. I also suggest creating some basic materials and applying them to the scene models (light maroon for wood in our example). This is also a good chance of extrusion and use of the SNAP tool that we learned in the previous part. Then let's get started! With our camera setup and some basic scene elements added, we can now progress to refine the geometry. In this way, we can create simple shapes that represent pieces of furniture, you probably have to build each time you do ne sertneucne euq oledom adac n^Aisicerp noc ribircsed ©Ardop oN .sodatulser serojem sol ad ratidE odom le ne ajabart es odnauc se otse y aArtemoeg us a sellated sonugla ragerga atisecen olos euq sal ne senoicautis yah ,odal orto rop^ sasoc ed n^Aiccurtsnoc al noc sadom^Ac y savitiutni s^Am savleuv es euq ed setna acitc^Arp y aicneirepxe anugla nereieuq^Areneg ne D3 ne soci^Arg sol y odaledom IE .sodalated anicoc ed selbeum o sanatnev ,setmatlaf n^Aiccurtsnoc ed sotnemele ,sohcel ,sederap ,omoc sotejbo raery y raunitnoc a^Areded aroha ,ratneserp ©Alnetni ,olneimiconoc le noC .d^pmeje rop ,odaerc n^Aiccr ,odanimretederp obuc nu omoc sodalifa nat on y selarutan s^Am naev es euq arap soledom sus ed sedrob sol odnaednoder ,^Aise atneimareh al ecab euq oL .otnemele le rarree arap F y etnemlacitrev saveun sarac ortauc^ ruxte arap z + e ,ameuqse le ranocceles arap ochered n^AtoB le noc clic agah + la adaerc n^Aiccr arac al enimile y arutreba al naedor euq edrob ed selcub soveun rida±AA .B + LRtC onoiserp y aArtemoeg al adot enocceles. n^Aicde ed odom le eserni o senoicargifnoc^ setnerofid raborp y omsim datsu lesib ed rodacifidom nu ragerga etnetnl .etnemaen^Allumis seje sod ne sotejbo ramrofsnart edeup n^Aibmat .lanif otcefe neub nu eneit orep .%011 nu ne negami la raerc a revlov on se ovitejbo ortseun :edreuceR .opmeit omsim la seje sod o z ,y ,x ne razilaer edeup es )erraga ,adalacse ,airotarig^ n^Aicamrofsnart adaC .avitcepsrep ed secirtcerid sal somatseceen on ay .sodagera anecse ed soci^Ab sotnemele noc ,rev edeup omoc :negami al ne selisib senolbat sol noc ridicnic y ralacse la adaenila ,sobuc ed allam anu olos se roirepus etrap al .etnaleda s^Am selanoicida sellated raledom arap renetnam arap teeN ,oredagerf led ocifiro le erbos edreuceR .otejbo led sedadeiporP a±Aatsep al ed ojabad elbac >- allatnaP n^Aicpo al rasu edeup n^Aibmat ,allatnap rojem anu araP .odanoiceles otejbo led otepxe odot j^Aratlucio otsE .senoicazilausIV esuom esuom ut eveuM .D3 atsv al ed roirefni satneimarreh ed arrab al ne n^Ami led onoci le ne clic odneicab o TUCTEW BAT + TFIHS odnanoiiserp ratilbah edeup es etsuja IE .elbigeli a^Arevlov es lairutut le odot euq ay ,aicnererefer ed a^Afargotof On the left, the upper corner of the recycled facet, will automatically adjust to the desired height axes and adjust to work with axes and adjustment tool in the blender, it can accelerate its workflow significantly . Now continue and use the same techniques to close the volume of the bottom of our furniture. It would be good to add some additional details, but first we must learn little about other modeling tools, the blender has to offer. Bevel is a great tool to quickly add the subtle finish to the non-subdivision geometry. Before starting to end our table, we need to divide the table from the lower elements first. The modeling issue has been divided into two separate parts. The axes allow you to edit objects in defined spaces that help avoid difficulties in the subsequent stages of work (faces folded, randomly placed, etc.). Let's select our object and isolate SELECTION by pressing / on the numpass (this is another way to hide / reveal objects in your 3D window). We need to fill the empty space under the table. Press G After selecting the object and then Change + Z. I start creating the ladder: Actually, now it is quite simple, since we can simply model the perspective of the image. Use of shortcut Ctrl + R, create new edge loops that match the shape of the table. This is how a finalized table used in our scene: As mentioned at the beginning of this part of the tutorial, my intention was not to describe each model of modeling an element but to focus on the main men and the Nations used when creating a basic interior furniture models. Make sure you do not set the rock rounding radius too large: Use the Bezel tool to create subtle lines that really appear in real. In the Vertex Selection mode, select two top rows of vertices and press the button and to separate them from the unselected geometry. To display, press ALT + H, these shortcuts work in both object modes and edit modes. When When two parts of the table should look more or less like this: When you prepare the geometry correctly, using bezel tools is quite easy and simple. Select the cube that represents the table and press Shift + H. What we're going to do now is A^close^ the volume of geometraAa so that it doesn't have faces A^vacAas.^ The best way to present different modeling tools is to create a left-foot table model. Remove two front faces, not existing, and select three lower edges. edges.

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