Project 1

Creating an Indoor Scene

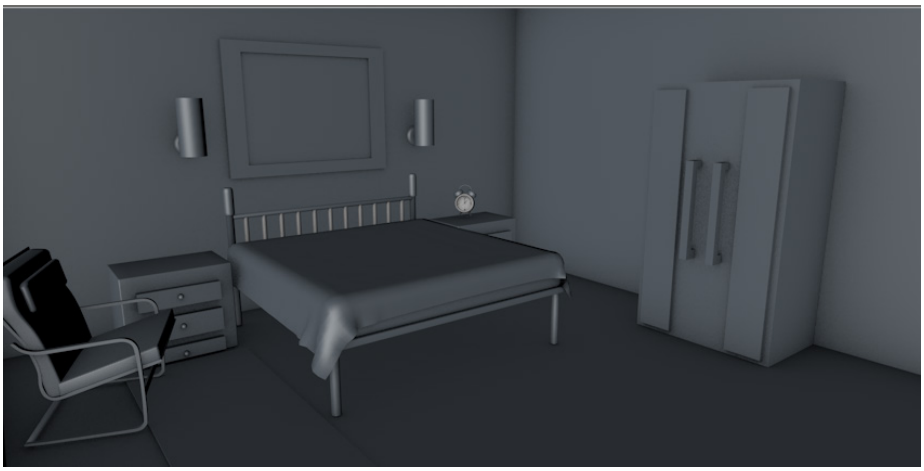

Figure P1-1 *The final output*

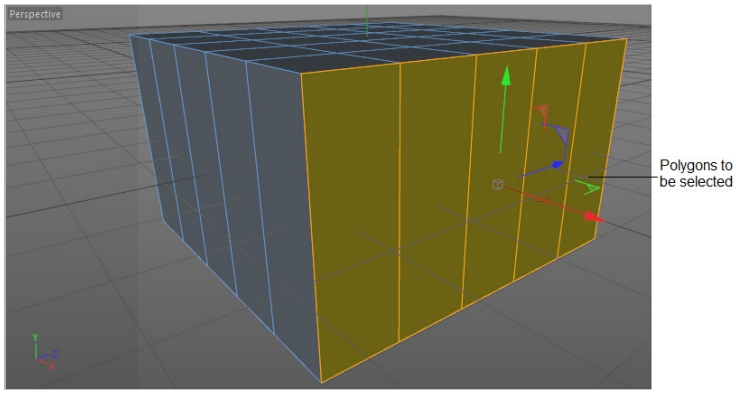

Figure P1-2 *The selected polygons displayed*

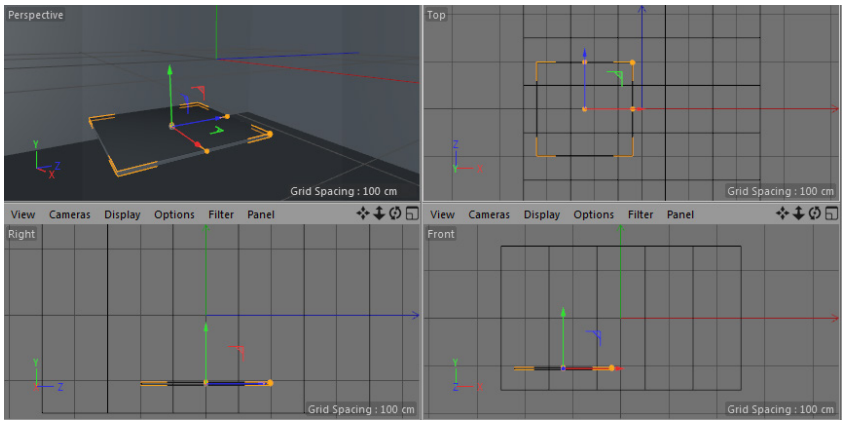

Figure P1-3 *The Base displayed in all viewports*

s.

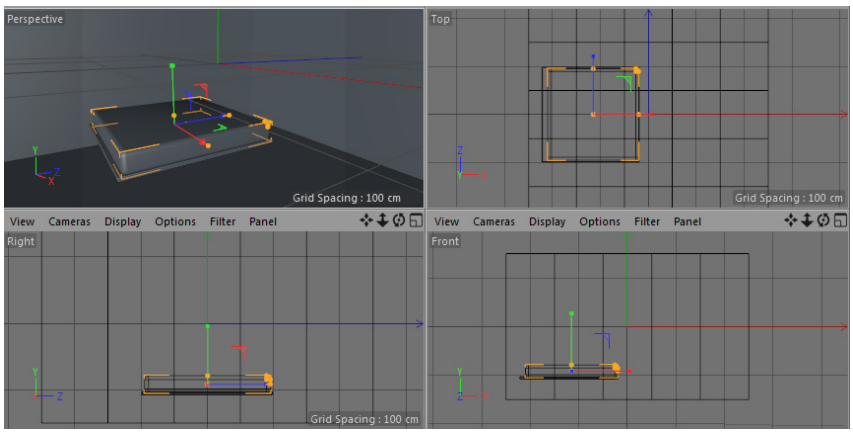

Figure P1-4 *Mattress aligned in all viewports*

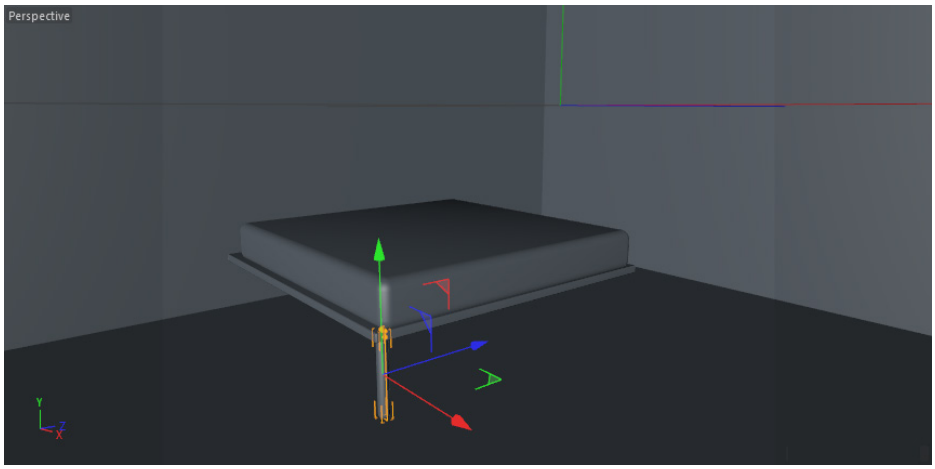

Figure P1-5 *The Leg1 displayed in the Perspective viewport*

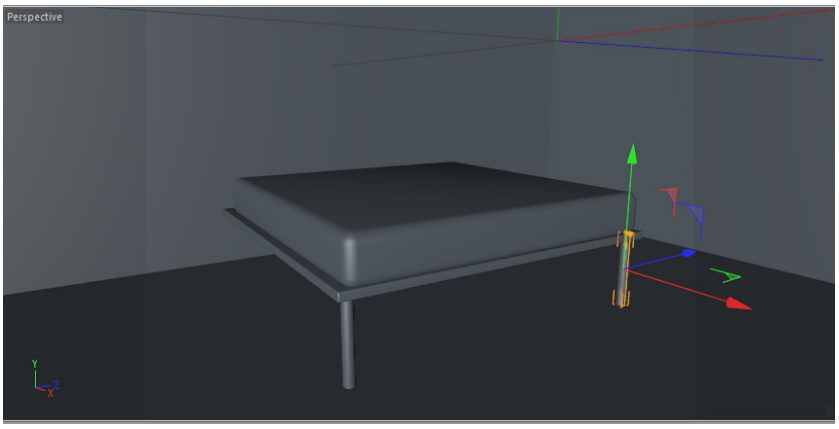

Figure P1-6 *Two legs displayed in the Perspective viewport*

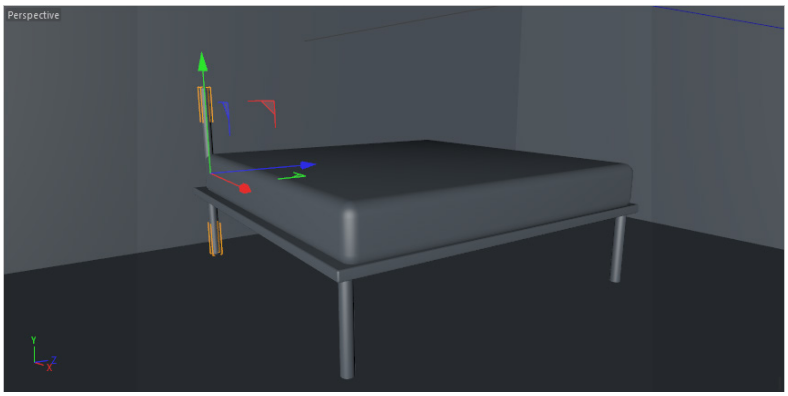

Figure P1-7 *The Leg1.2 displayed in the Perspective viewport*

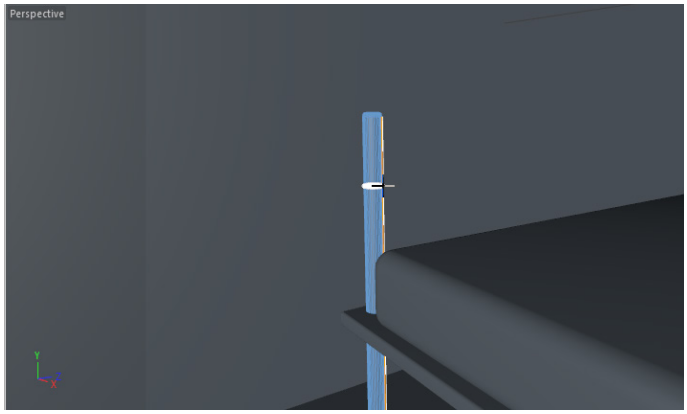

Figure P1-8 *Clicking on an edge*

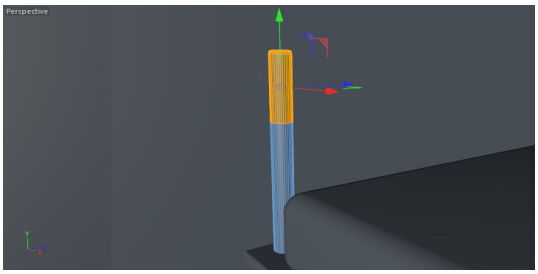

Figure P1-9 *The selected polygons*

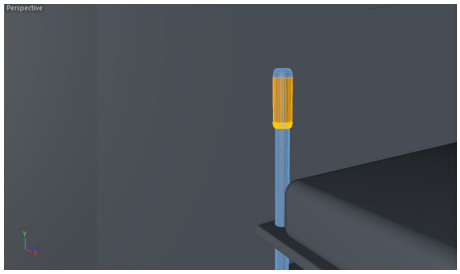

Figure P1-10 *The selected polygons bevelled*

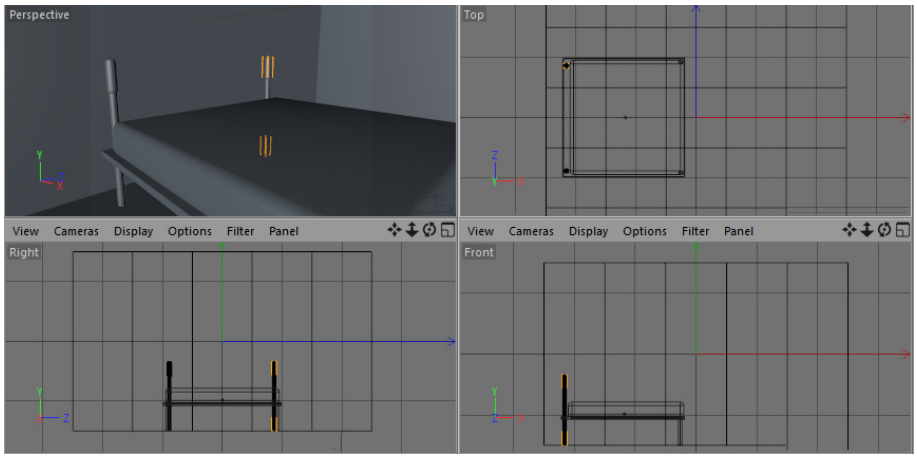

Figure P1-11 *The Leg1.3 aligned in all viewports*

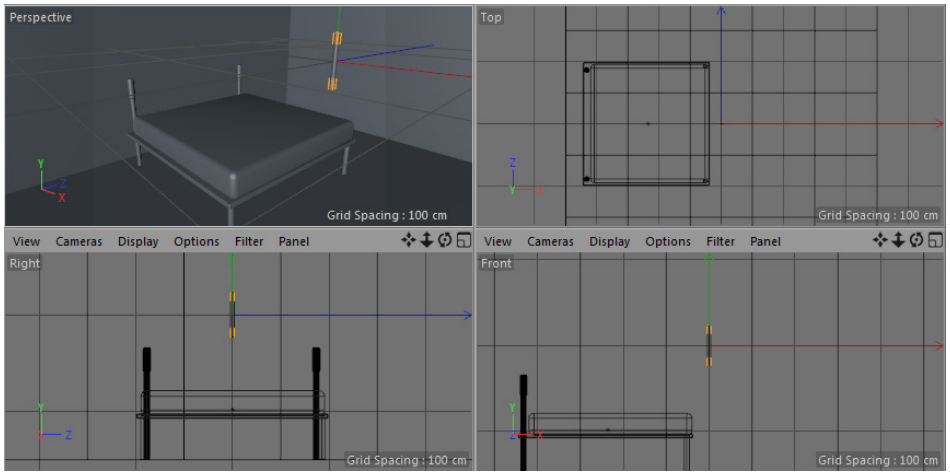

Figure P1-12 *The Support1 aligned in all viewports*

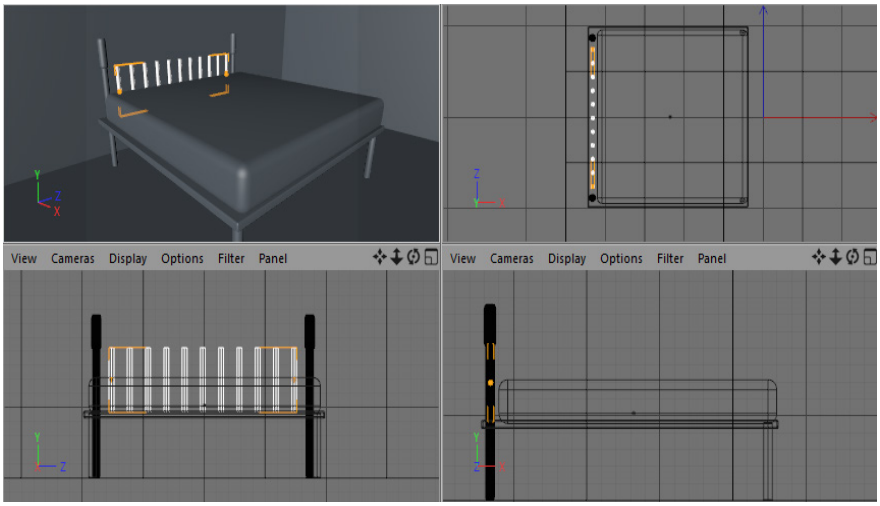

Figure P1-13 *The Support cloner displayed in all viewports*

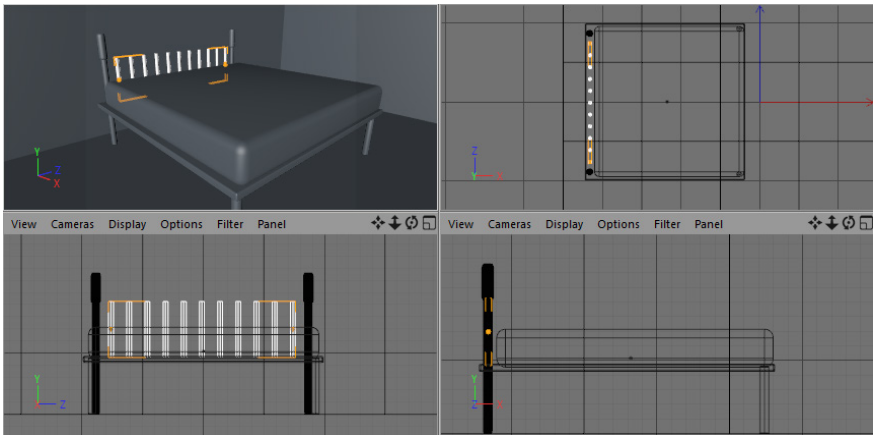

Figure P1-14 *The Rod aligned in all viewports*

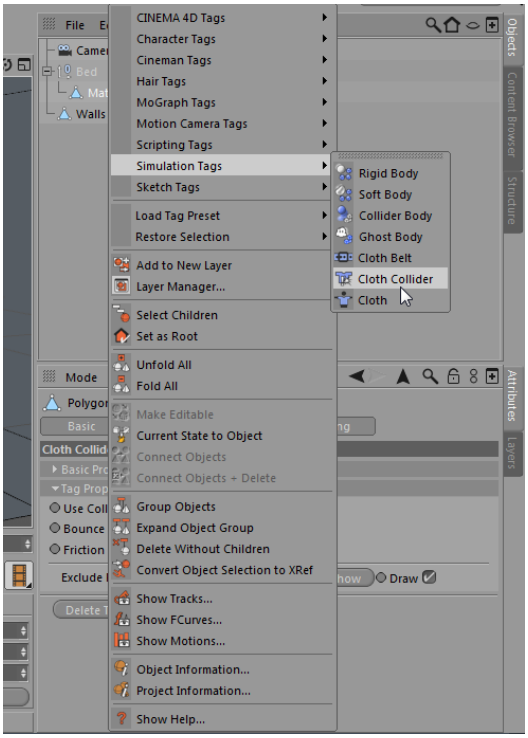

Figure P1-15 *Choosing* ***Cloth Collider*** *from the shortcut menu*

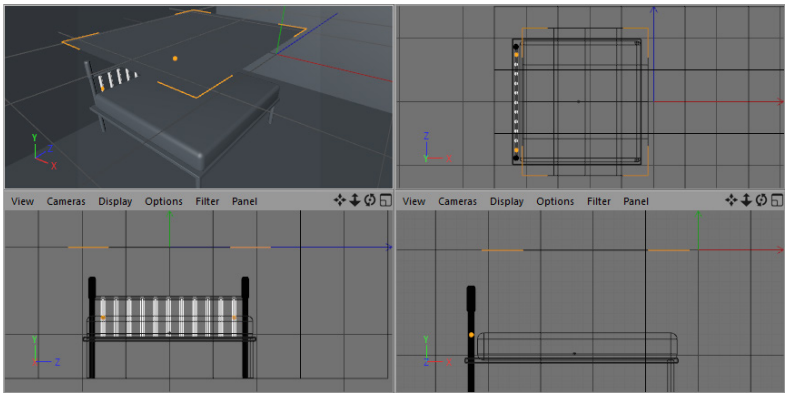

Figure P1-16 *Bedsheet aligned in all viewports*

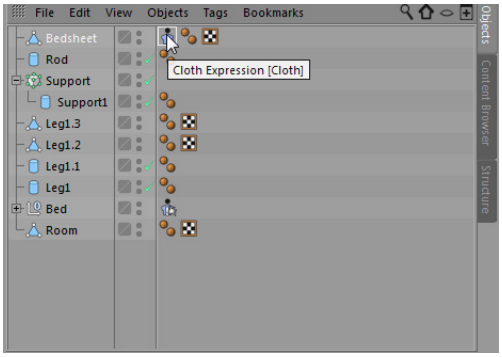

Figure P1-17 *The* ***Cloth Expression [Cloth]*** *tag added to the Object Manager*

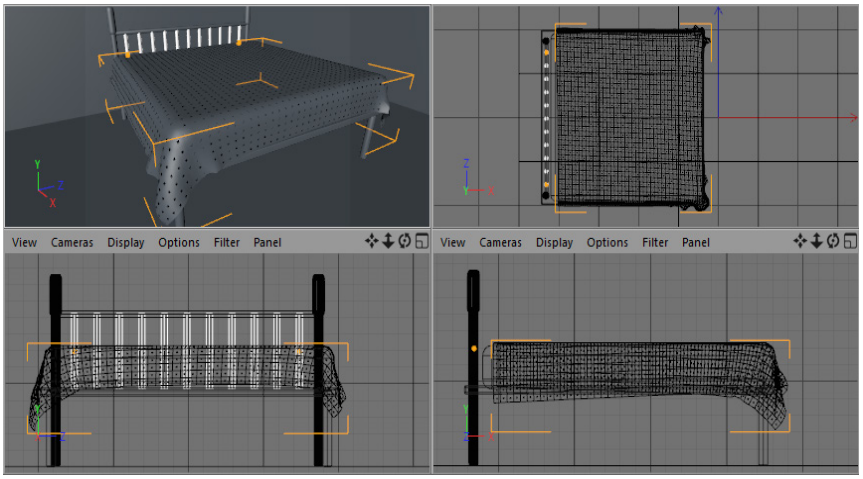

Figure P1-18 *The bedsheet aligned on Mattress*

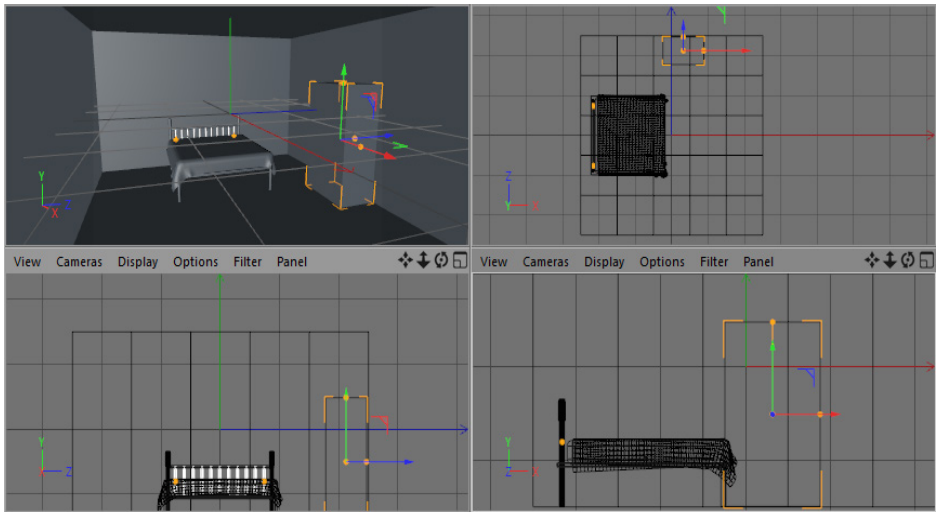

Figure P1-19 *The Wardrobe aligned in all viewports*

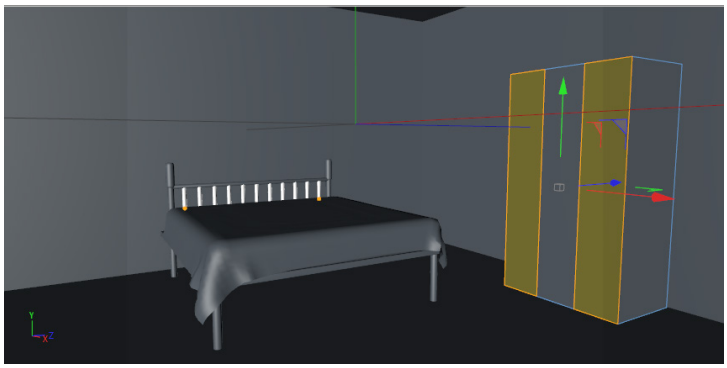

Figure P1-20 *The selected polygons displayed*

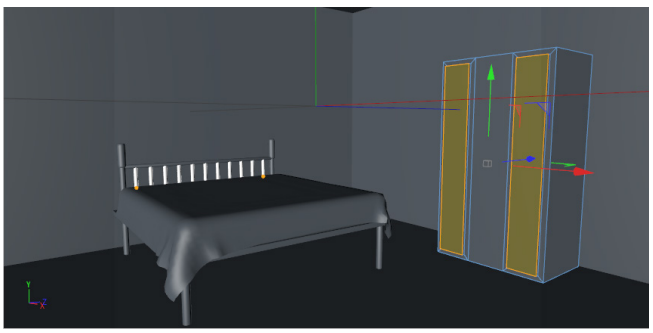

Figure P1-21 *The selected polygons extruded*

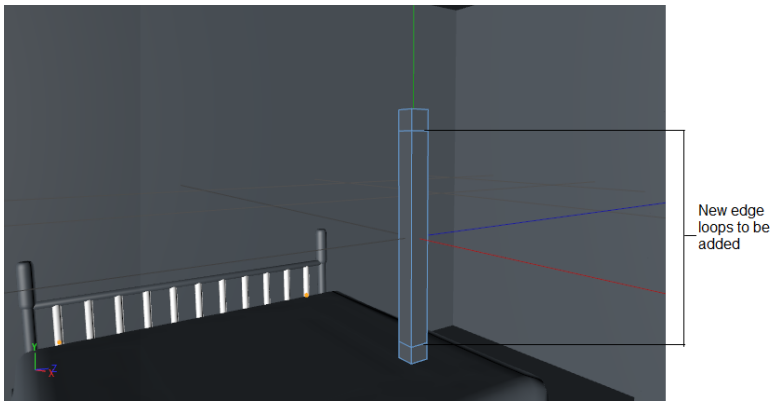

Figure P1-22 *The newly added edges displayed*

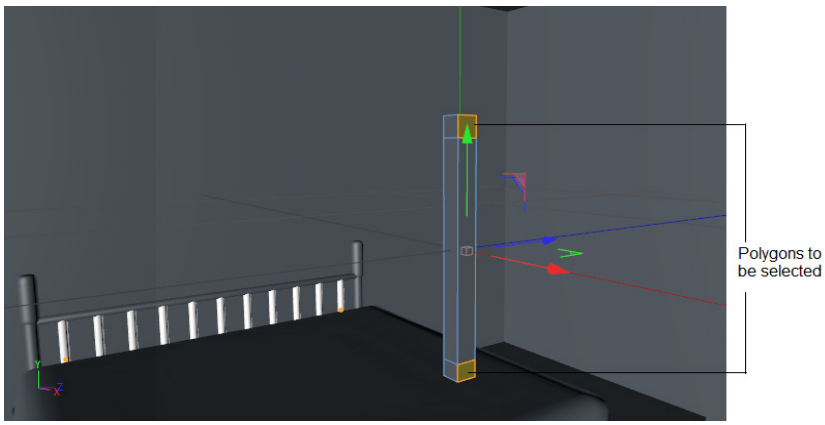

Figure P1-23 *The selected polygons*

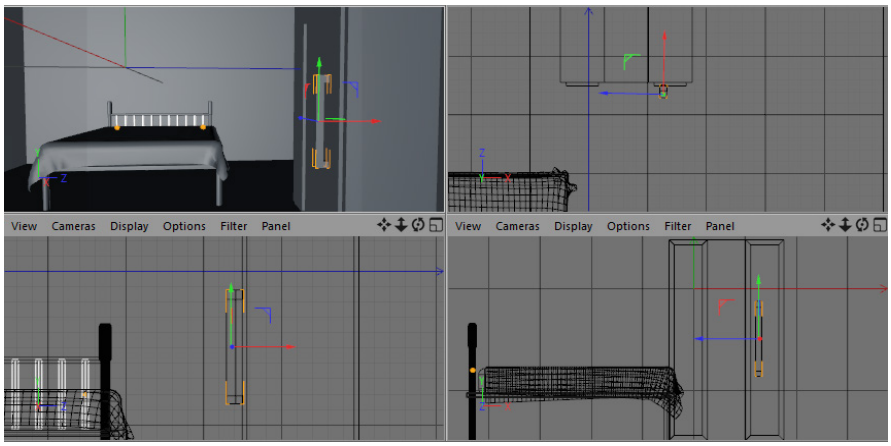

Figure P1-24 *The Handle aligned in all viewports*

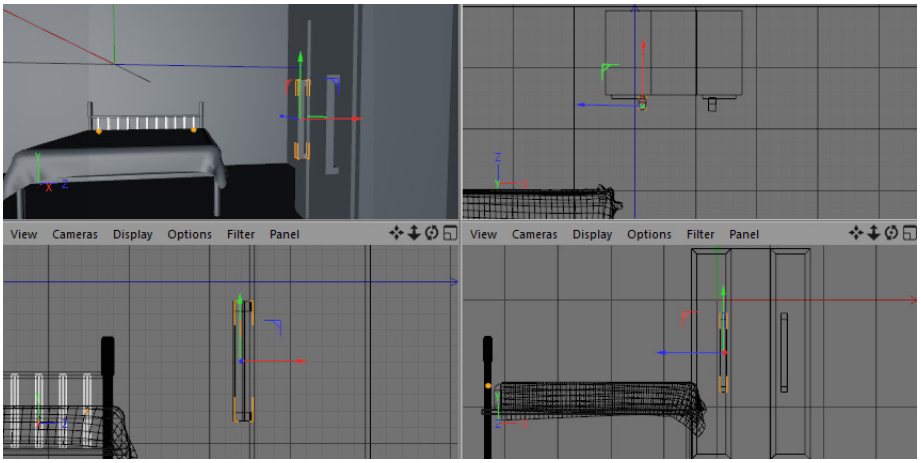

Figure P1-25 *The Handle.1 aligned in all viewports*

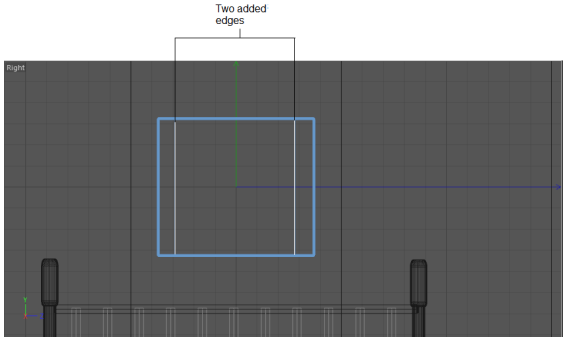

Figure P1-26 *Two vertical edge loops added*

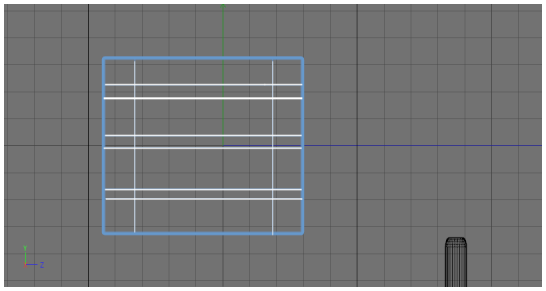

Figure P1-27 *Six horizontal edge loops added*

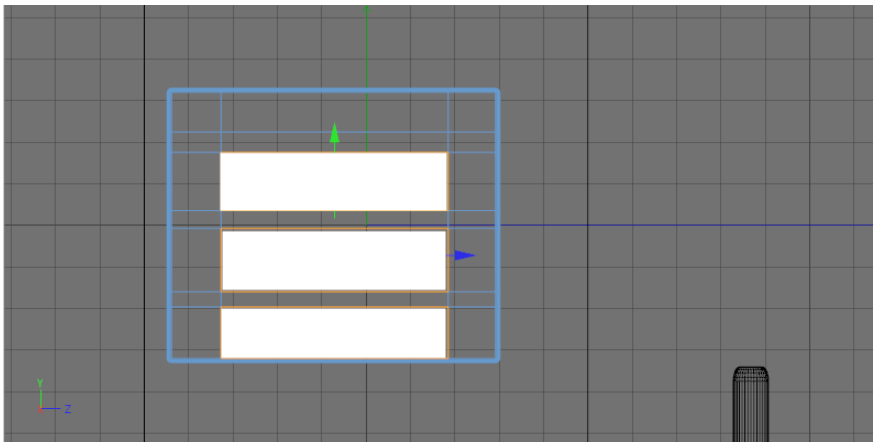

Figure P1-28 *The selected polygons*

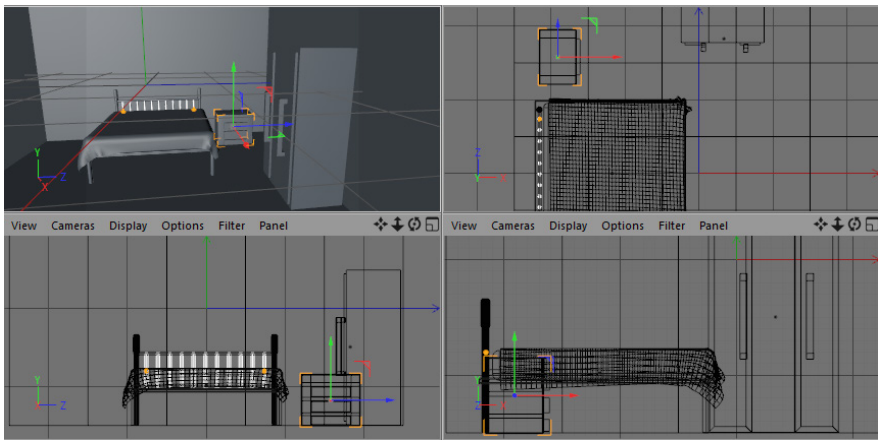

Figure P1-29 *Drawer 1 aligned in all viewports*

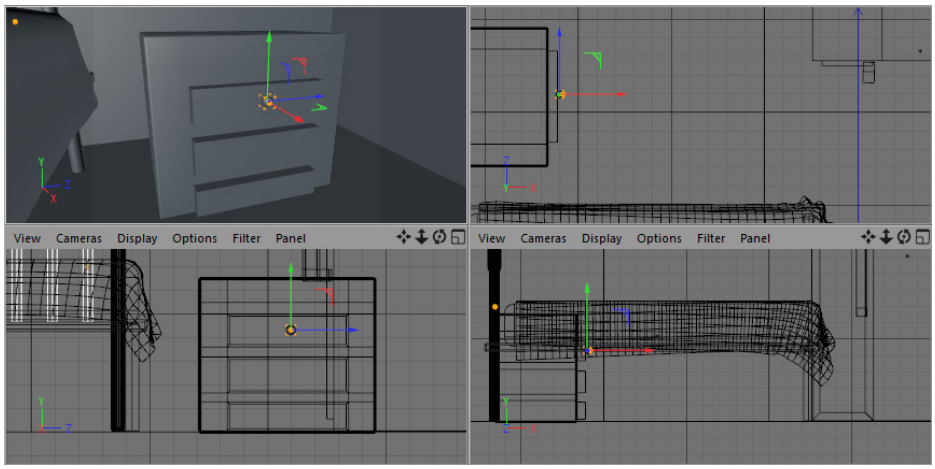

Figure P1-30 *Knob 1 positioned in all viewports*

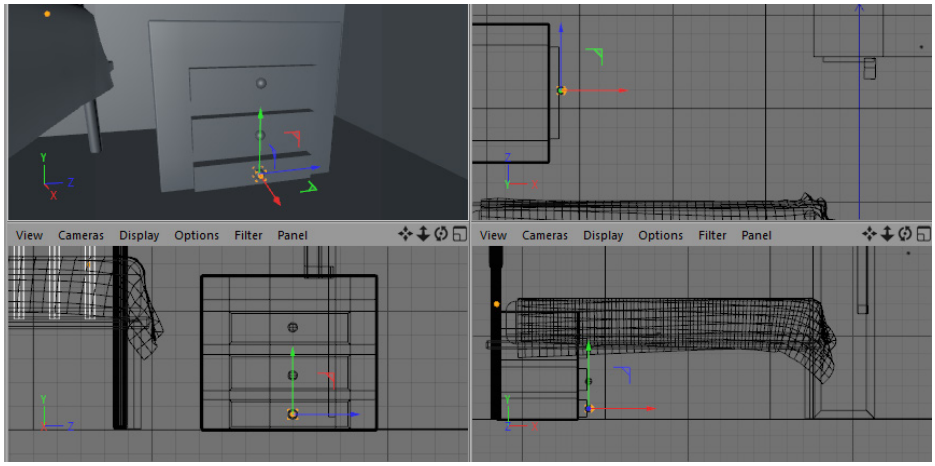

Figure P1-31 *The Knob 1, Knob 1.1, and Knob 1.2 displayed*

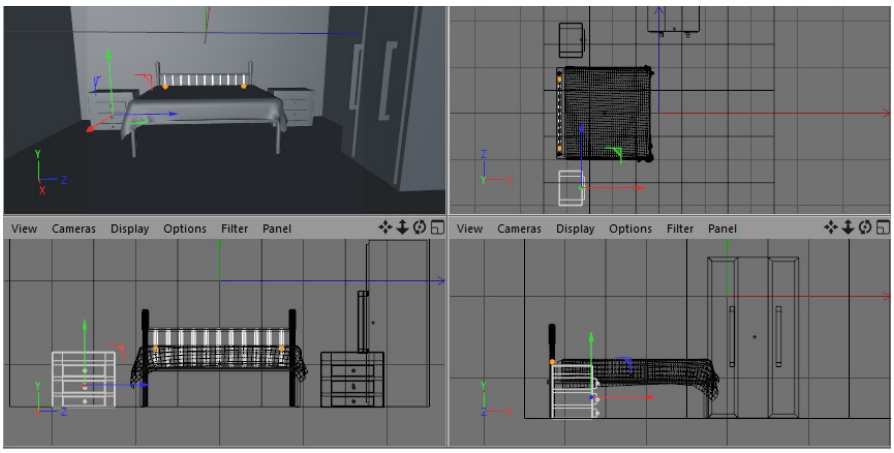

Figure P1-32 *The Drawers.1 aligned in all viewports*

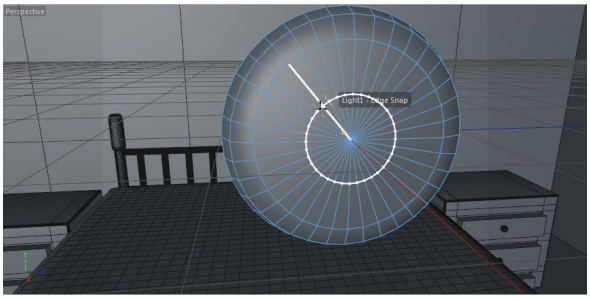

Figure P1-33 *The added edges displayed*

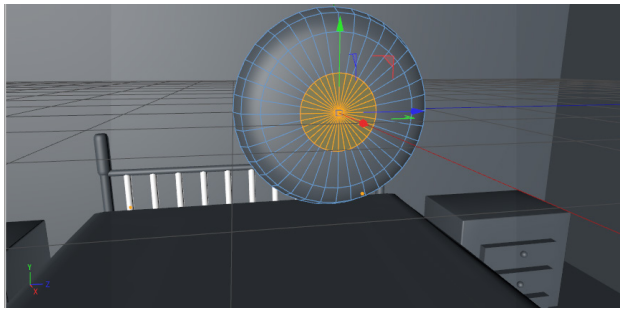

Figure P1-34 *The polygons selected*

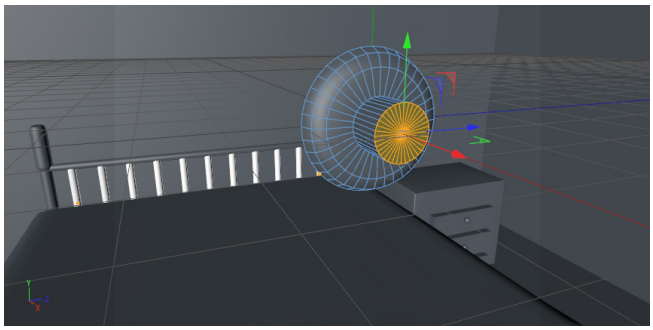

Figure P1-35 *The selected polygons extruded*

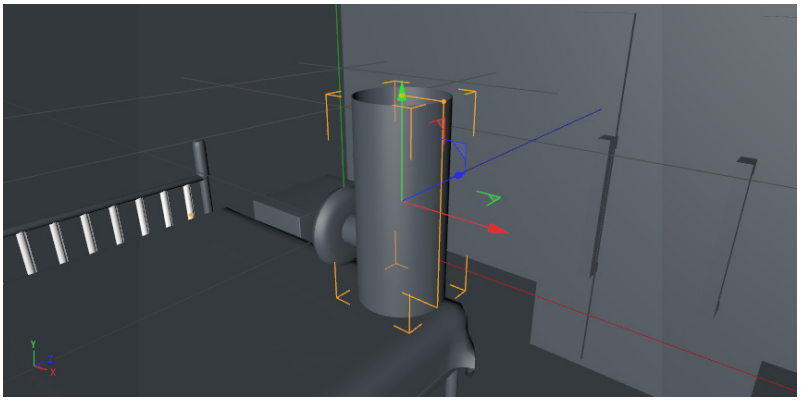

Figure P1-36 *Cover1 displayed in the Perspective viewport*

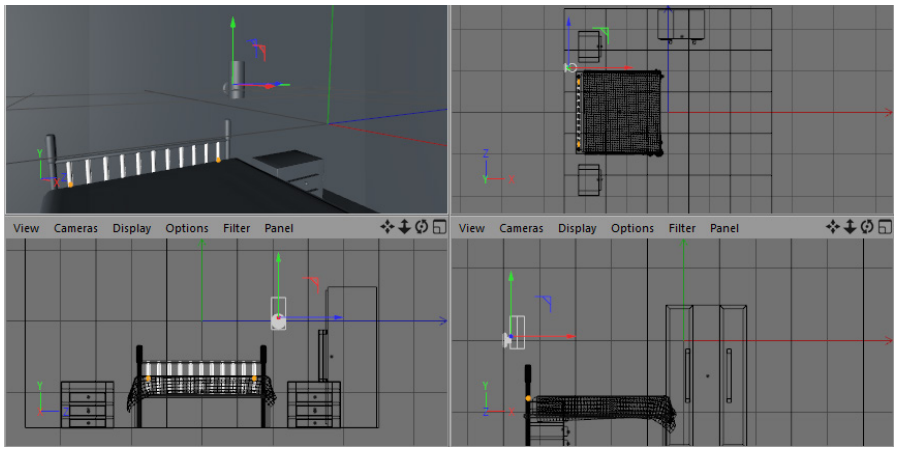

Figure P1-37 *The Lights displayed in all viewports*

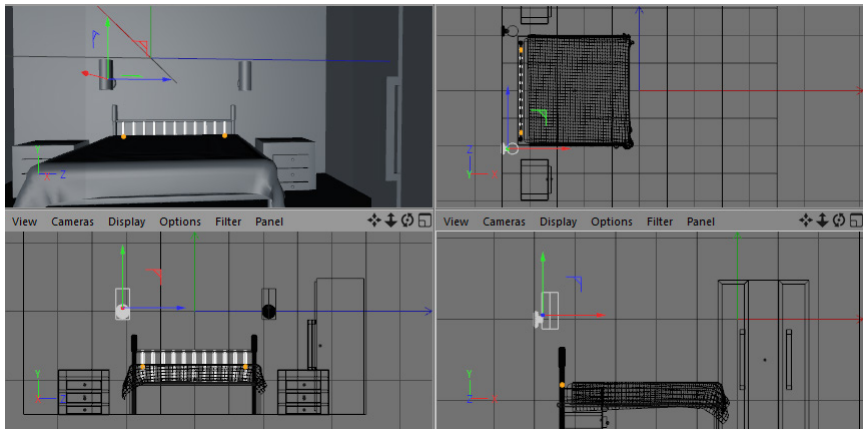

Figure P1-38 *The Lights.1 aligned in all viewports*

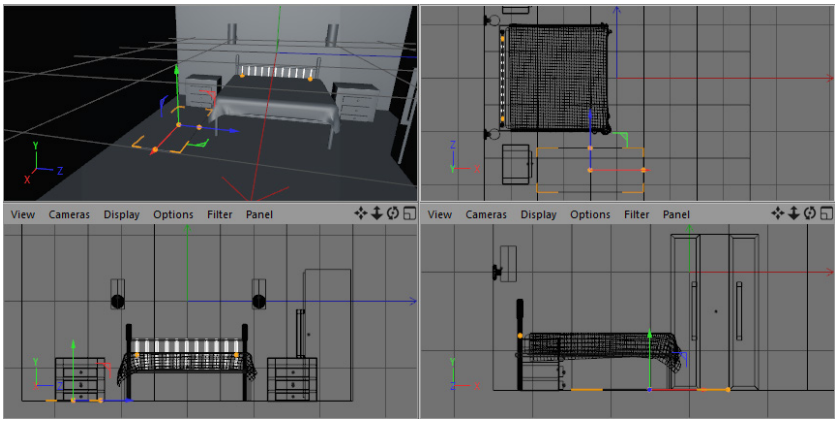

Figure P1-39 *The Mat aligned in all viewports*

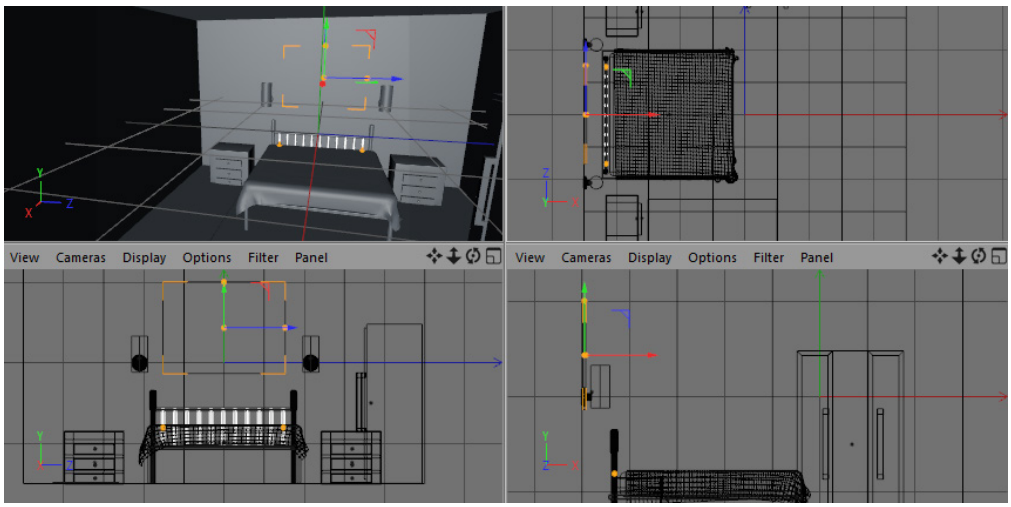

Figure P1-40 *The Wooden Frame aligned in all viewports*

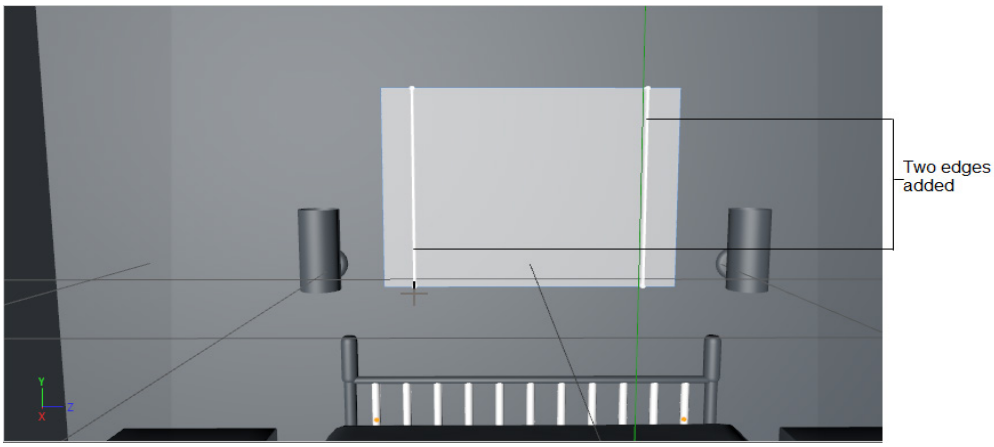

Figure P1-41 *The vertical added edges displayed*

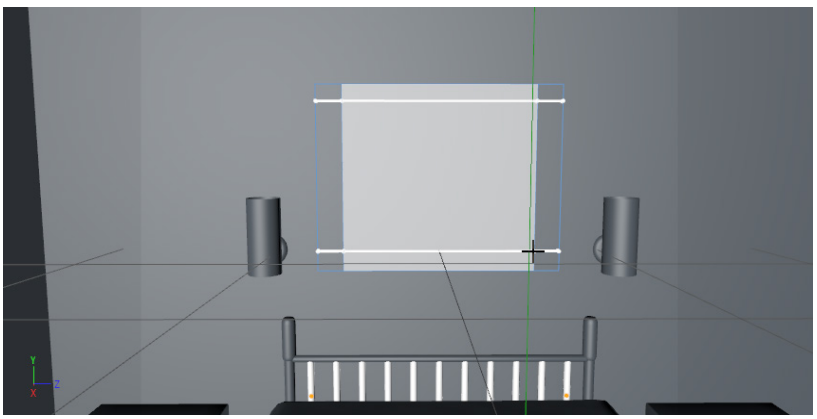

Figure P1-42 *The horizontal added edges displayed*

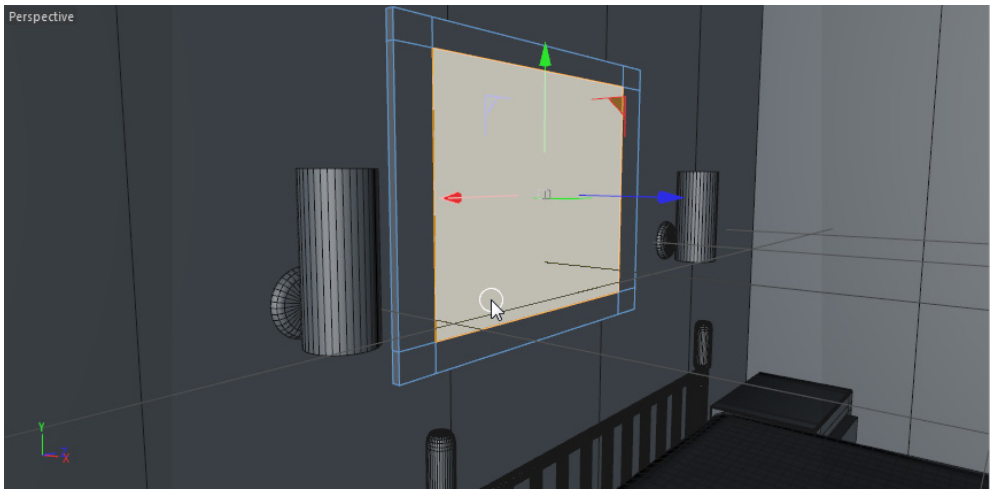

Figure P1-43 *The polygon selected*

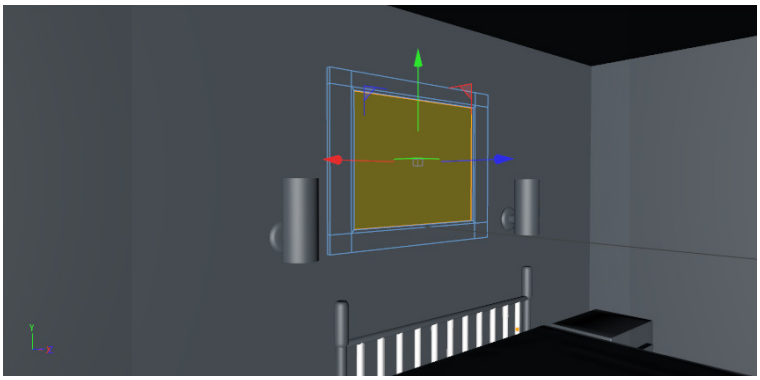

Figure P1-44 *The Wooden Frame extruded in the Perspective viewport*

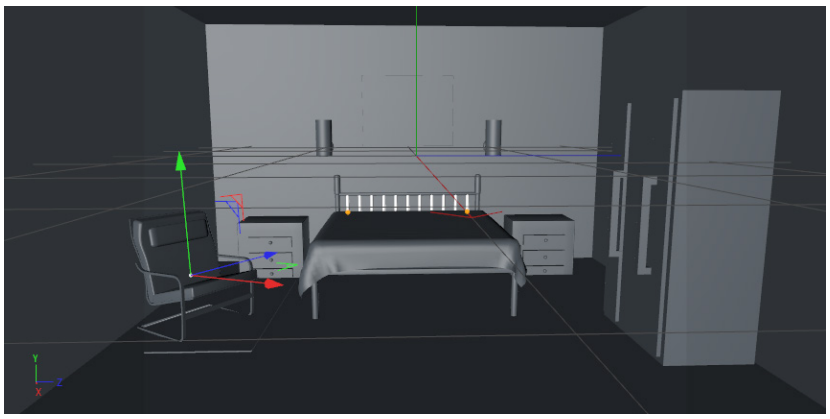

Figure P1-45 *Displaying the Chair positioned in the Perspective viewport*

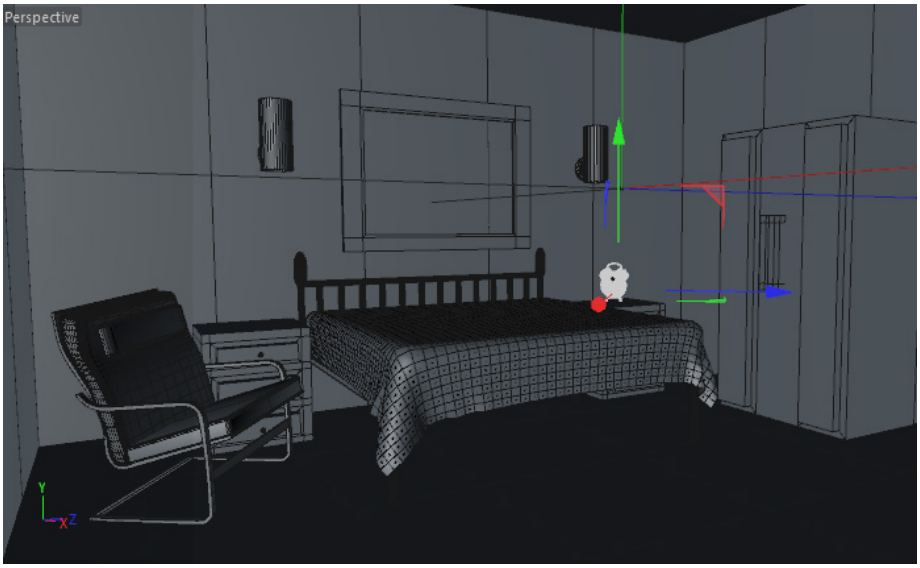

Figure P1-46 *The Clock positioned in the Perspective viewport*