

Tutorial 14a: Basic polygonal modeling



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Part 1 : Polygonal Modeling

In this tutorial we will make a simple house using the polygonal modeling tools.

Steps:

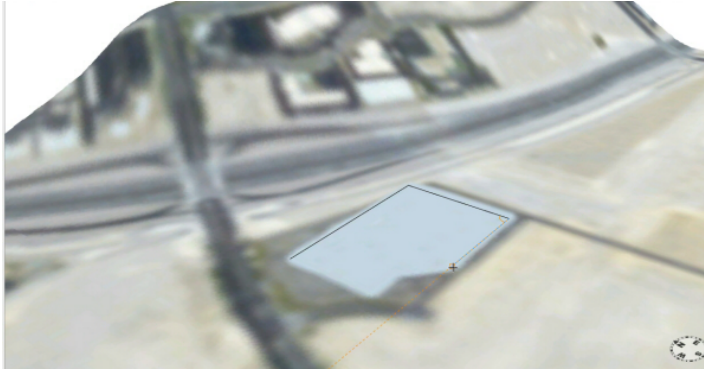
1. In the **navigtator**, double click on **14A_Basic_1.cej** from the tutorial folder to open the initial project.
2. Select the **polygonal shape creation** tool.



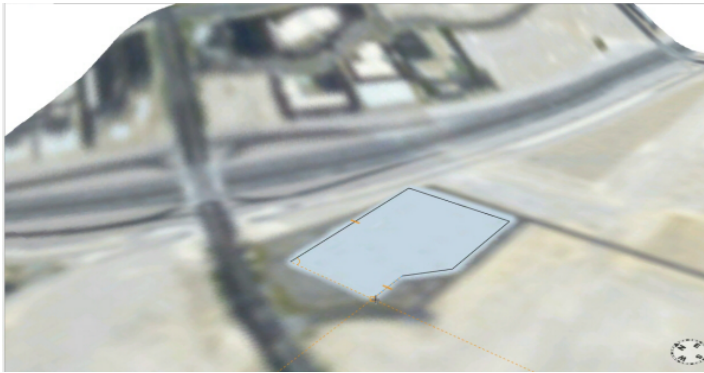
3. Click in the viewport to set the first point on the bottom left corner of the white outline.
4. Move the mouse to preview the line.
Dashed orange lines appear when snapped.
5. Find the snapping line to the top, and click on the top left point of the outline.



6. Move the mouse, and find the 90 degree snapping line.
A small arc appears between the current and the previous line for this snap.
7. Click to set the third point.
8. Do the same for the fourth point.



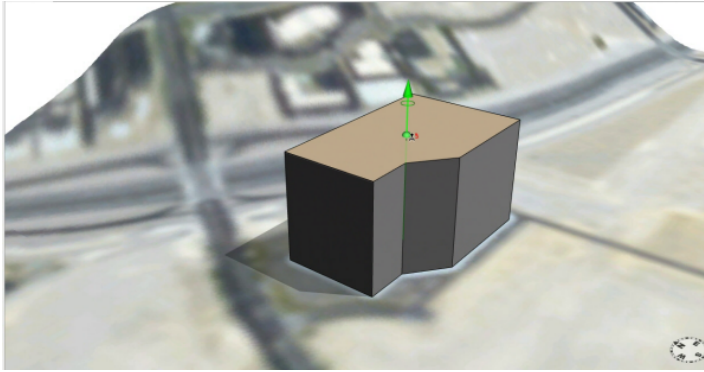
9. Follow the shape outline, and click to set the fifth point.
10. For the last point, find the intersection between the parallel snapping line (shown with small parallel signs) and the 90 degree snapping line from the first point.



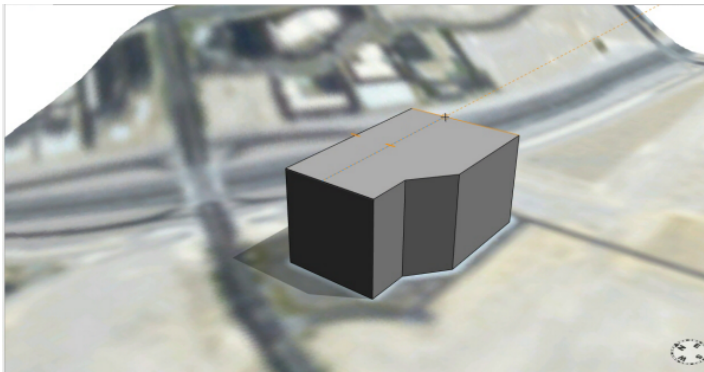
11. Click on the first point again to finish the shape.
12. To create a 3d house, hover over the polygon.



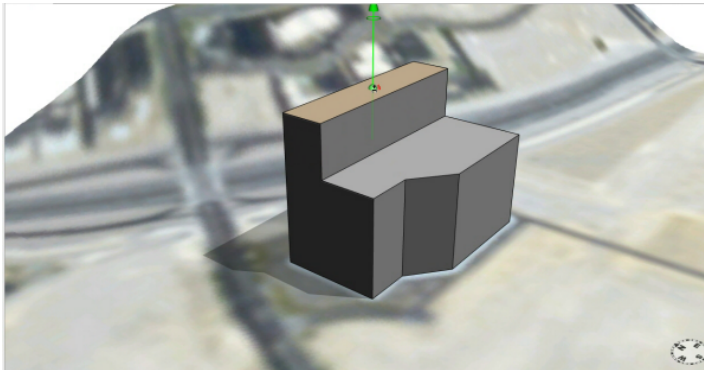
13. Click the orange handle and hold the mouse. Drag up the orange handle.



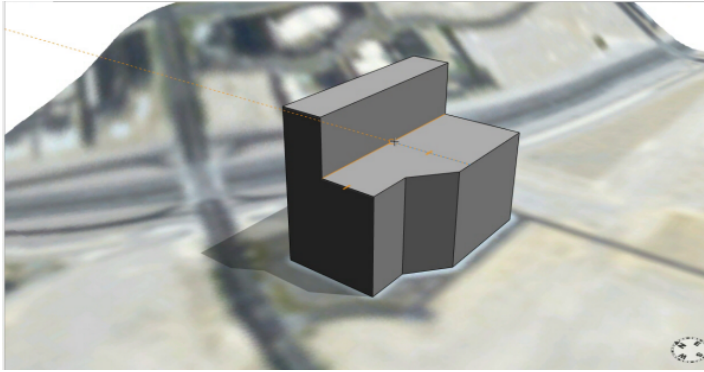
14. Split of the back section: hover over the edge, click, go for the parallel snap combined with the edge snap, and click again.



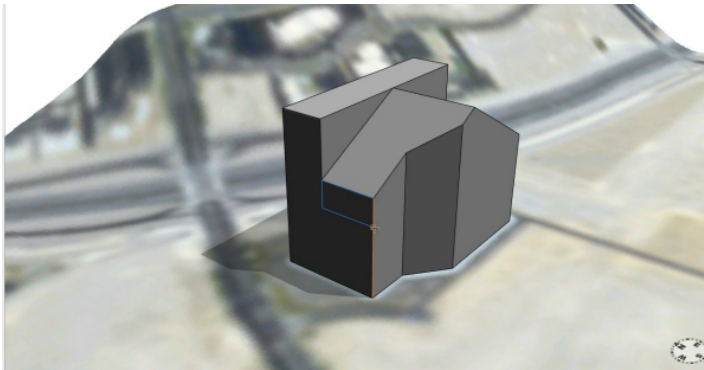
15. Hover over the polygon, and drag it up.



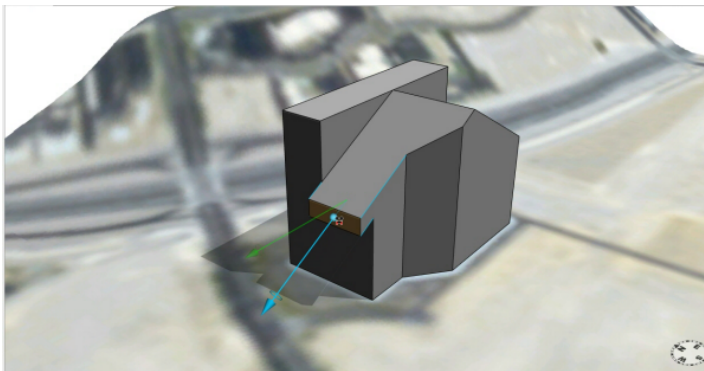
16. To create the roof, split the front polygon (polygon) like the last one. Then, hover over the edge. An orange handle appears. Drag it up, until you snap to the polygon.



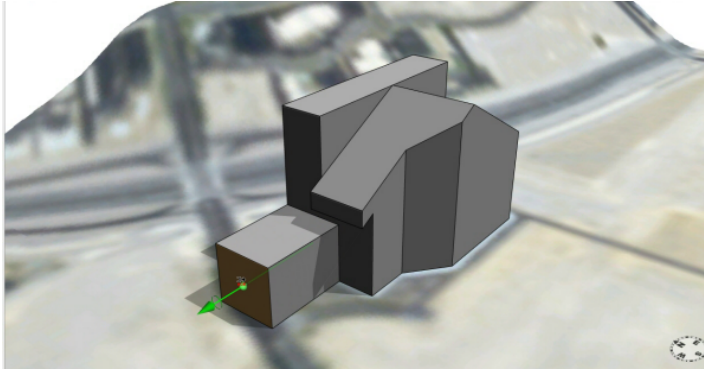
17. To pull the roof out, first select the **rectangle tool**. Snap to the corner, click, snap to the edge and click again.



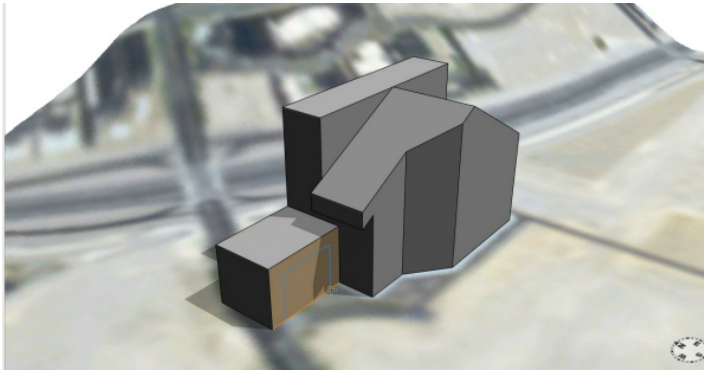
18. Then drag out this polygon. Depending on what roof you want, you can drag along the green or the blue arrow. Use the blue for now.



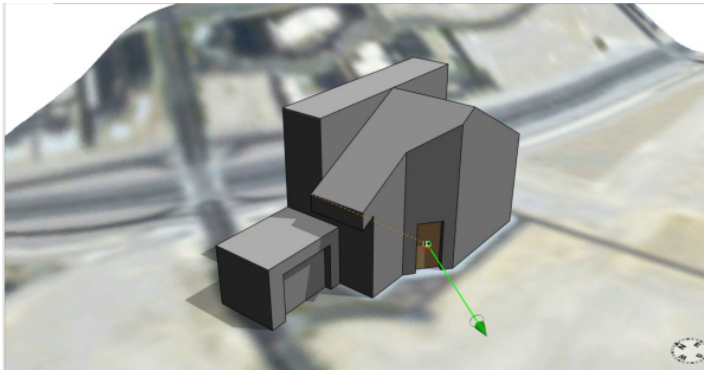
19. To create a garage, first draw a rectangle. Then drag it out.



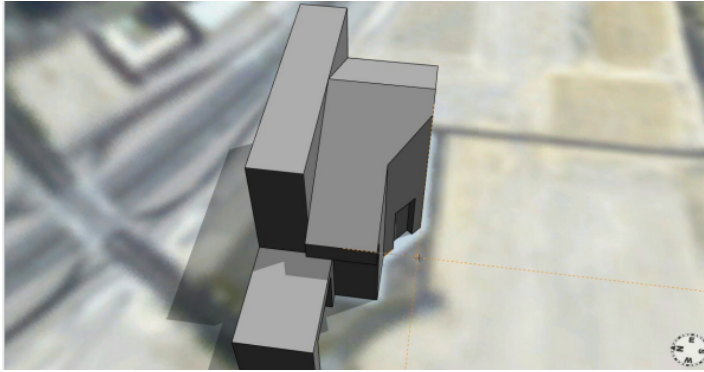
20. Draw another rectangle, drag it inwards a bit.



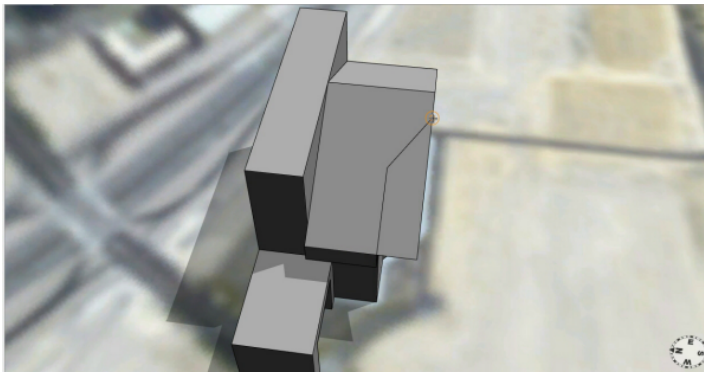
21. Now, create a door: draw a rectangle and drag it in.



22. Rotate the camera to view the house from above. Click on the corner, and follow the snapline until the snapline from the top appears.



23. Click and then click on the other corner to finish the polygon.

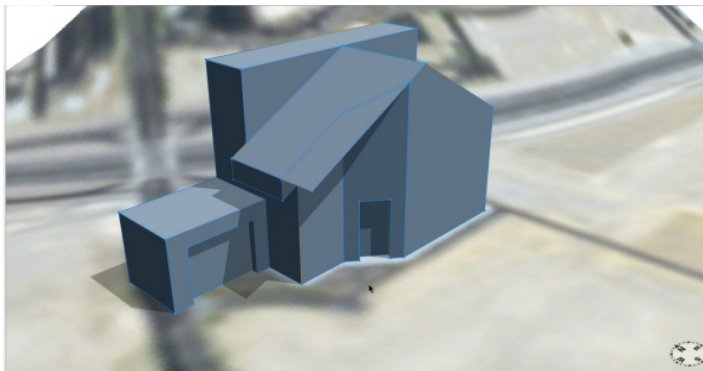


Part 2: Texturing

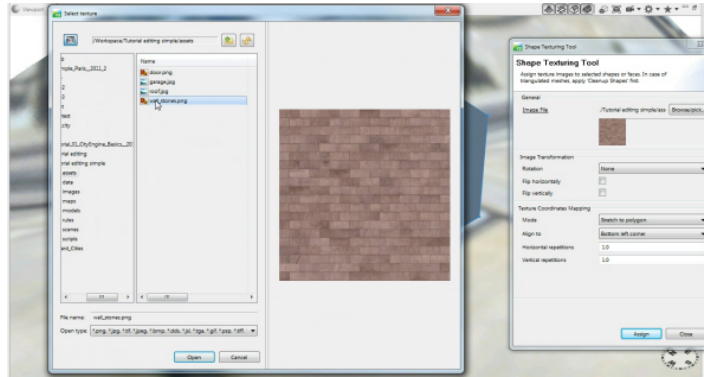
The shape is now finished, let us texture it. You can continue with your scene, or alternatively open the reference **14A_Basic_2.cej**.

Steps:

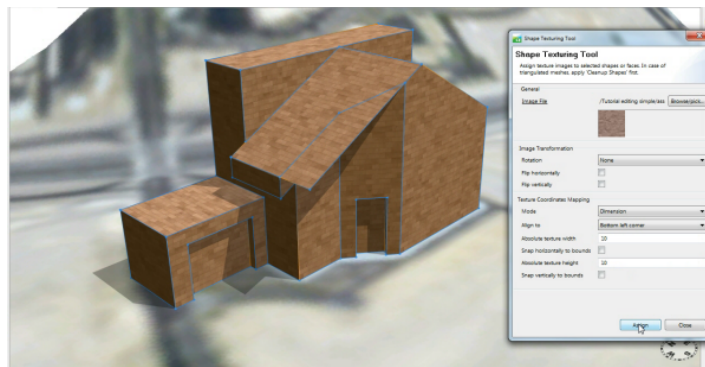
1. Click the selection tool, and then click on the house.



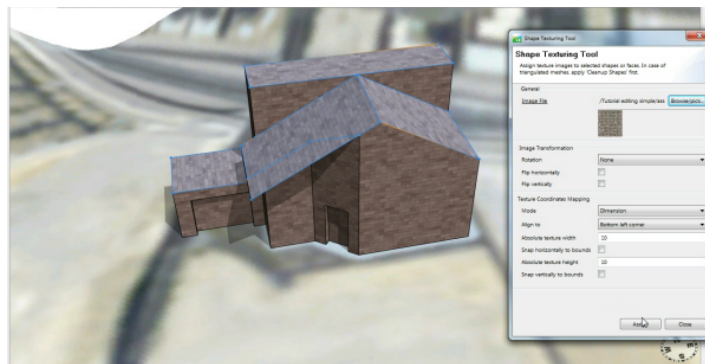
2. Open the texturing tool. Click **browse**, and select the **wall_stones** texture.
You can find it in the asset folder of the tutorial.



3. Double click to open. For a uniform texturing, select **mode-dimensions** and **assign**. To make the bricks smaller, set **width** and **height** to 10.



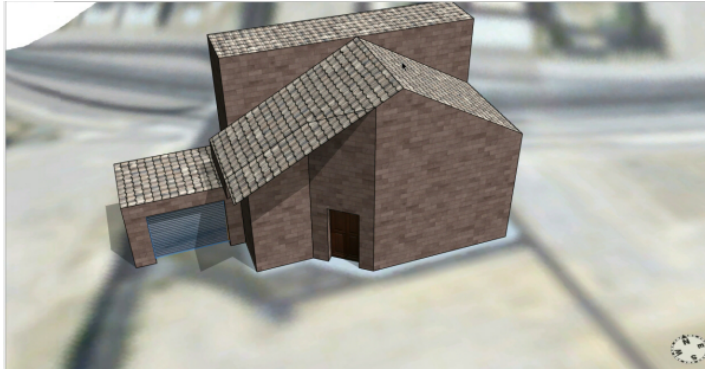
4. Now select all roofs. Double click on the first polygon, then hold control and click on the other ones.




5. Browse for the roof texture and click **assign**.
6. For the door, pick the door texture. Set the mode to **stretch to polygon**, to make the texture fit the door, and click **assign**.



7. Do the same for the garage, with the garage texture. The house is now completely finished.



 **Note:** You can still drag all faces and edges. The texture automatically adapts to new dimensions.