

HOUSE

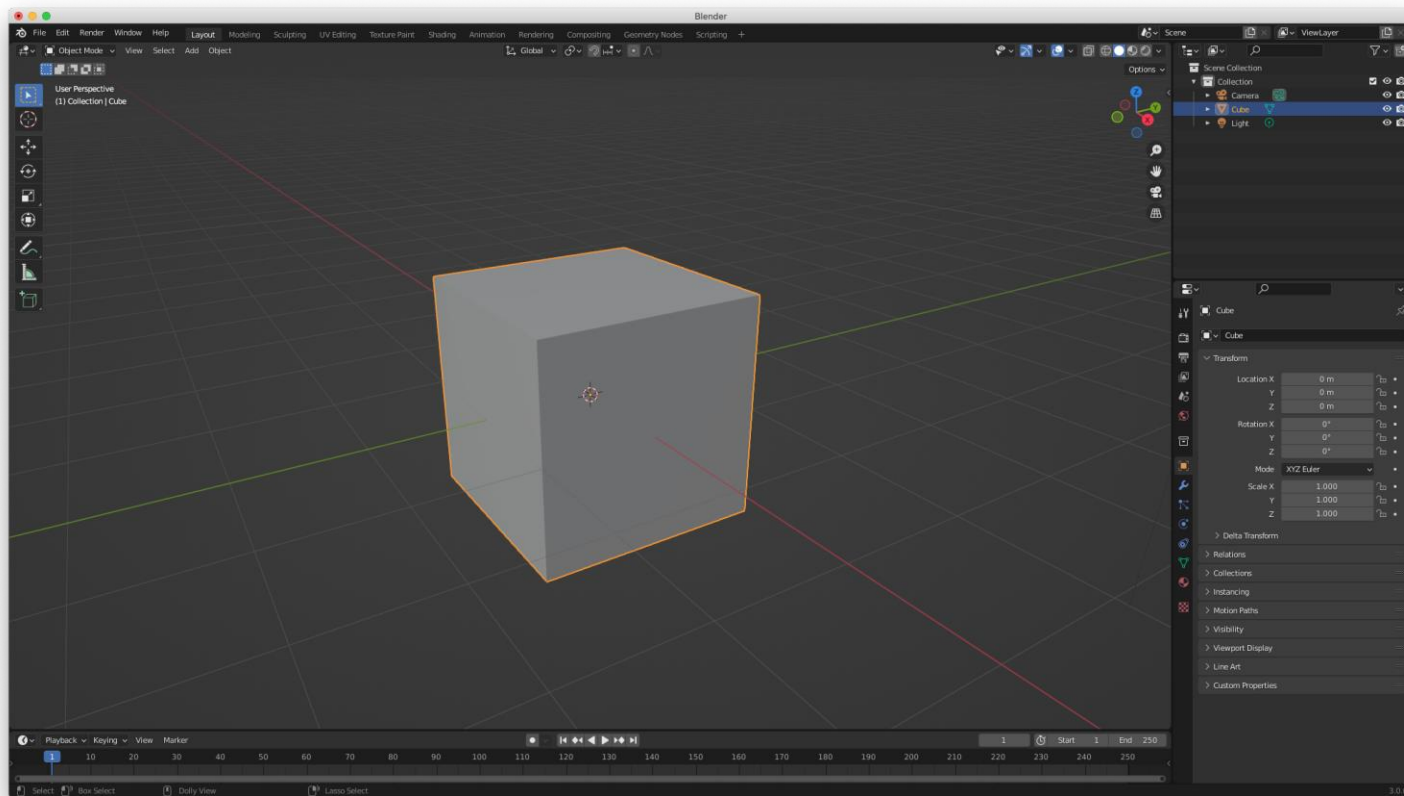


**Co-funded by
the European Union**



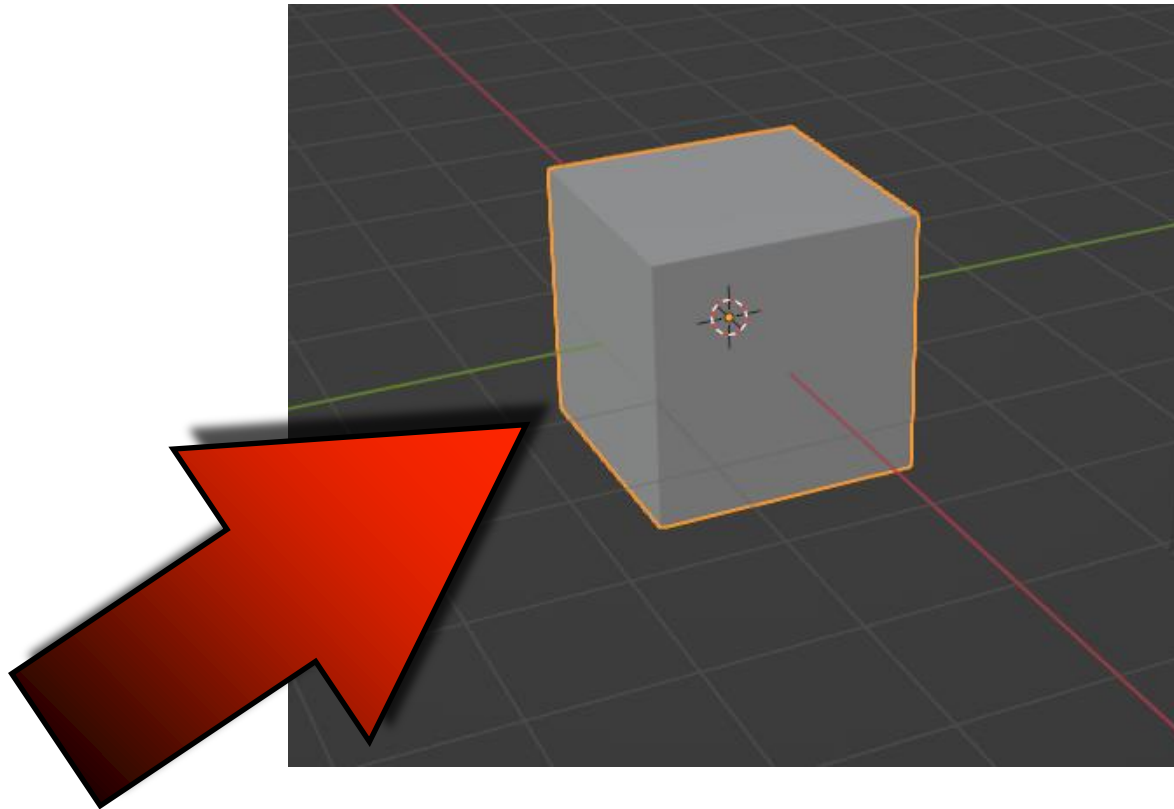
2024-1-PL01-KA220-VET-000243150

START THE BLENDER PROGRAM



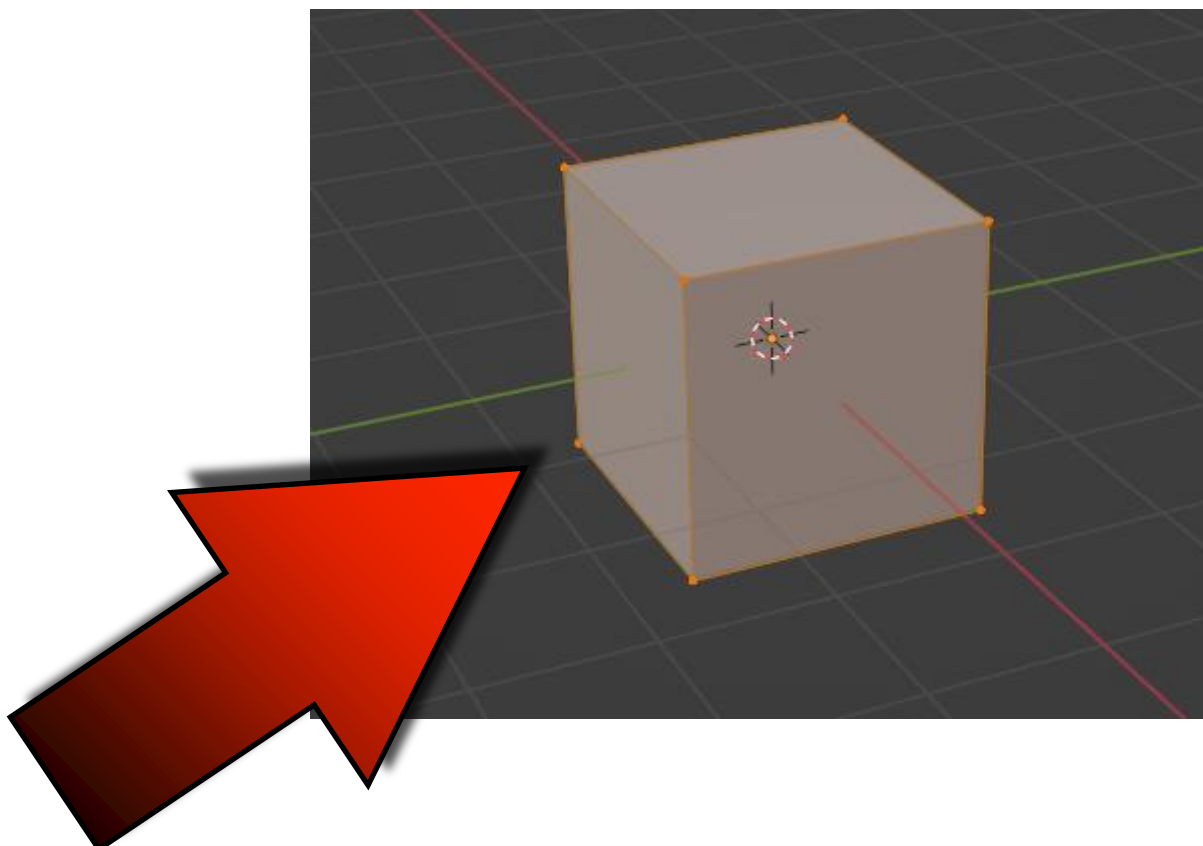
HOUSE

MARK CUBE



HOUSE

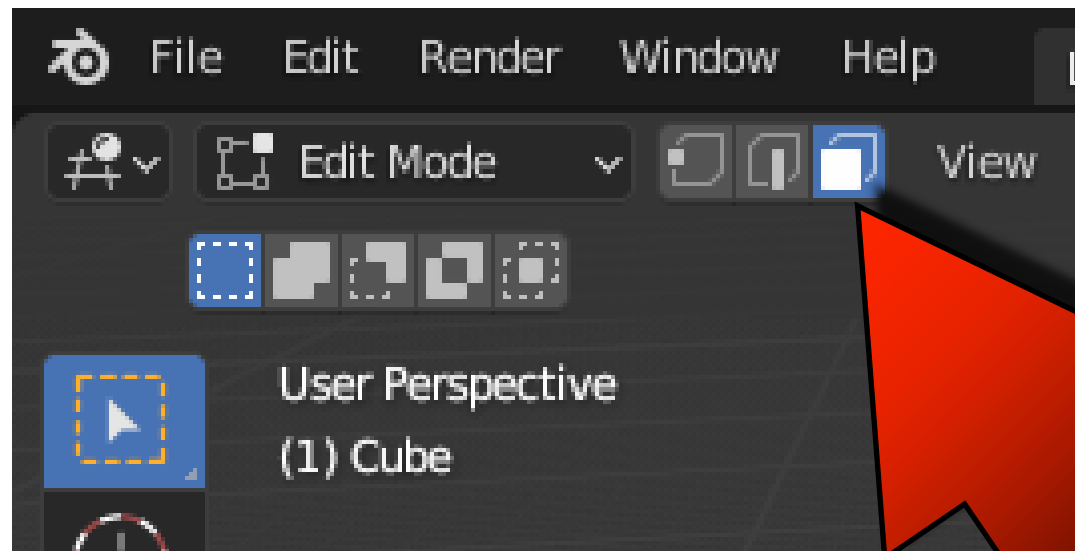
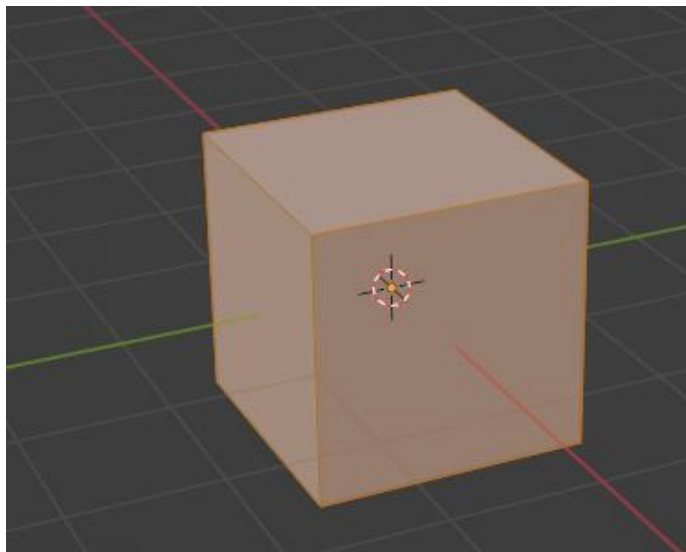
GO TO EDIT MODE BUTTON TAB KEY



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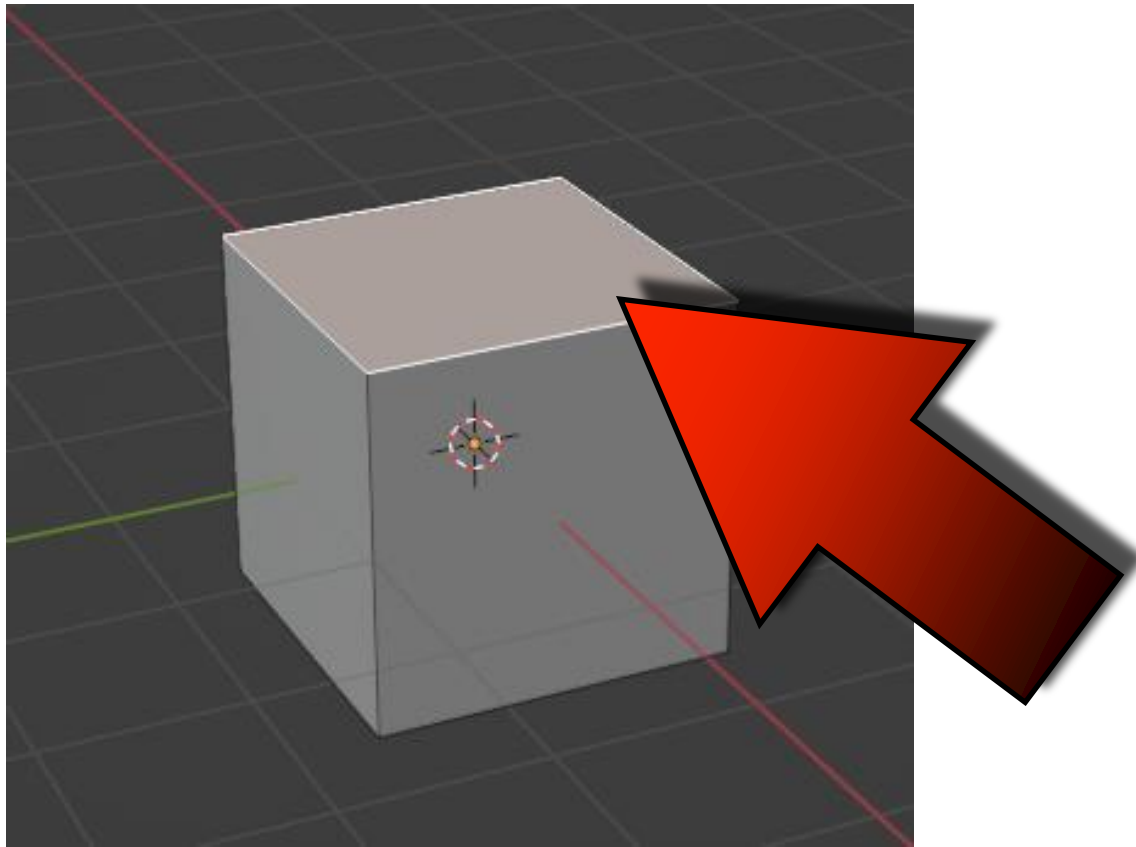
GO TO MARKING WALLS

OR PRESS 3 KEY FROM ALPHANUMERIC KEYPAD



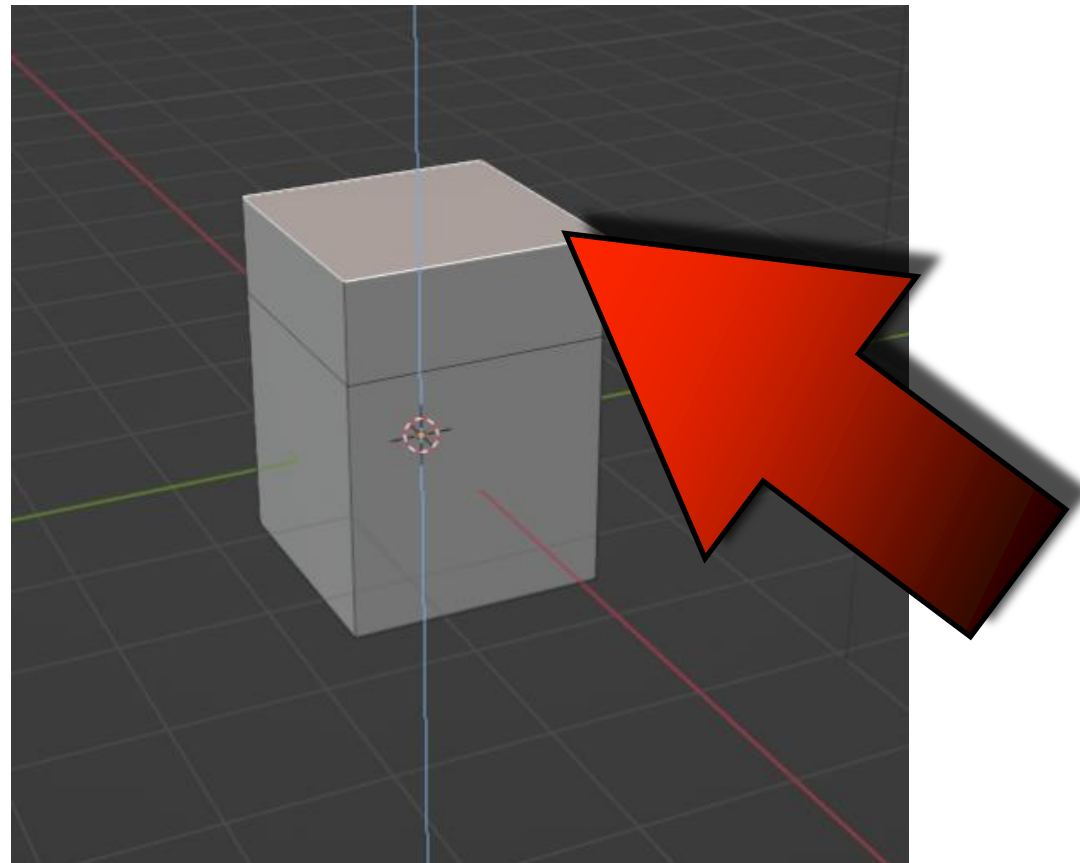
HOUSE

SELECT THE TOP WALL



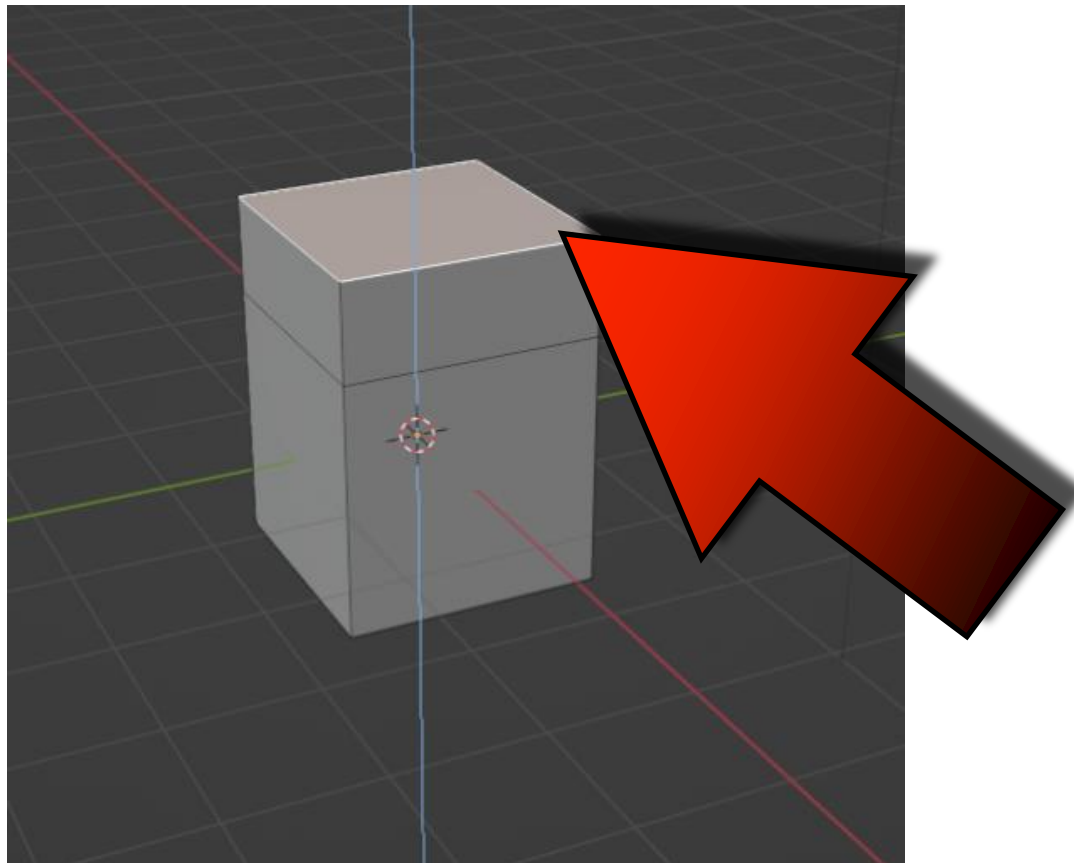
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PRESS **THE E KEY** AND **MOVE MOUSE UP**



HOUSE

DO NOT PRESS THE MOUSE KEY

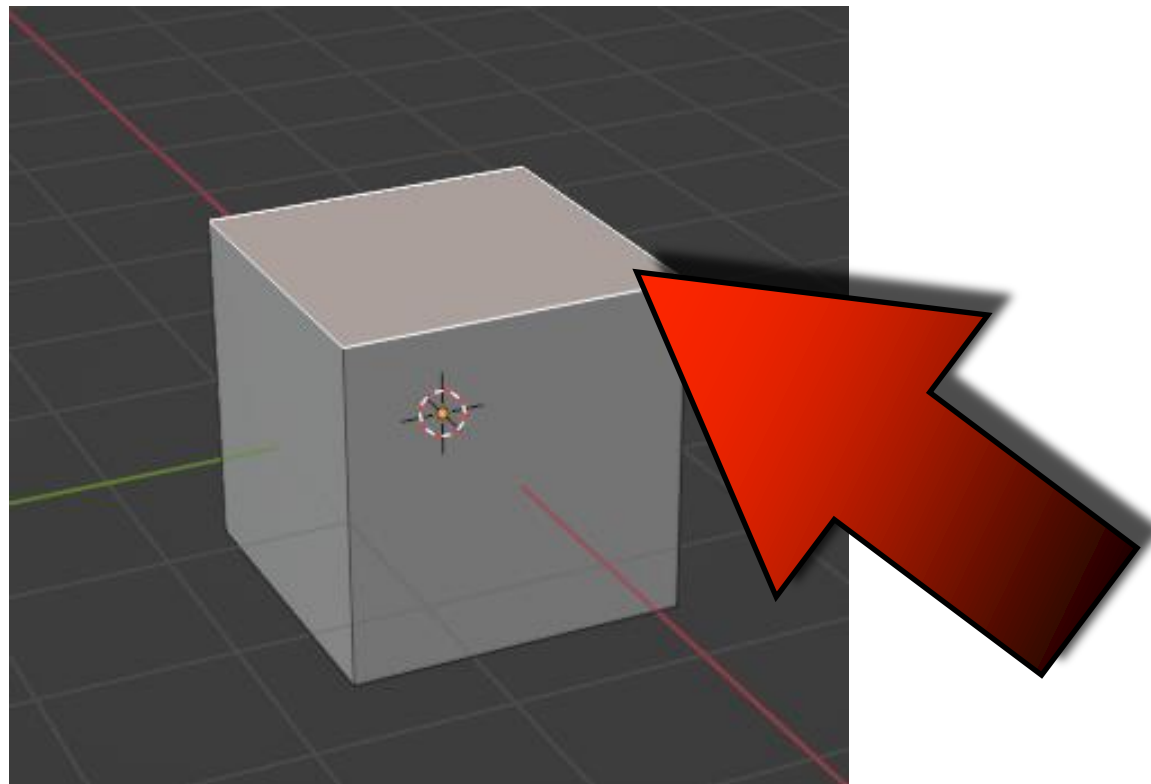


HOUSE

PRESS

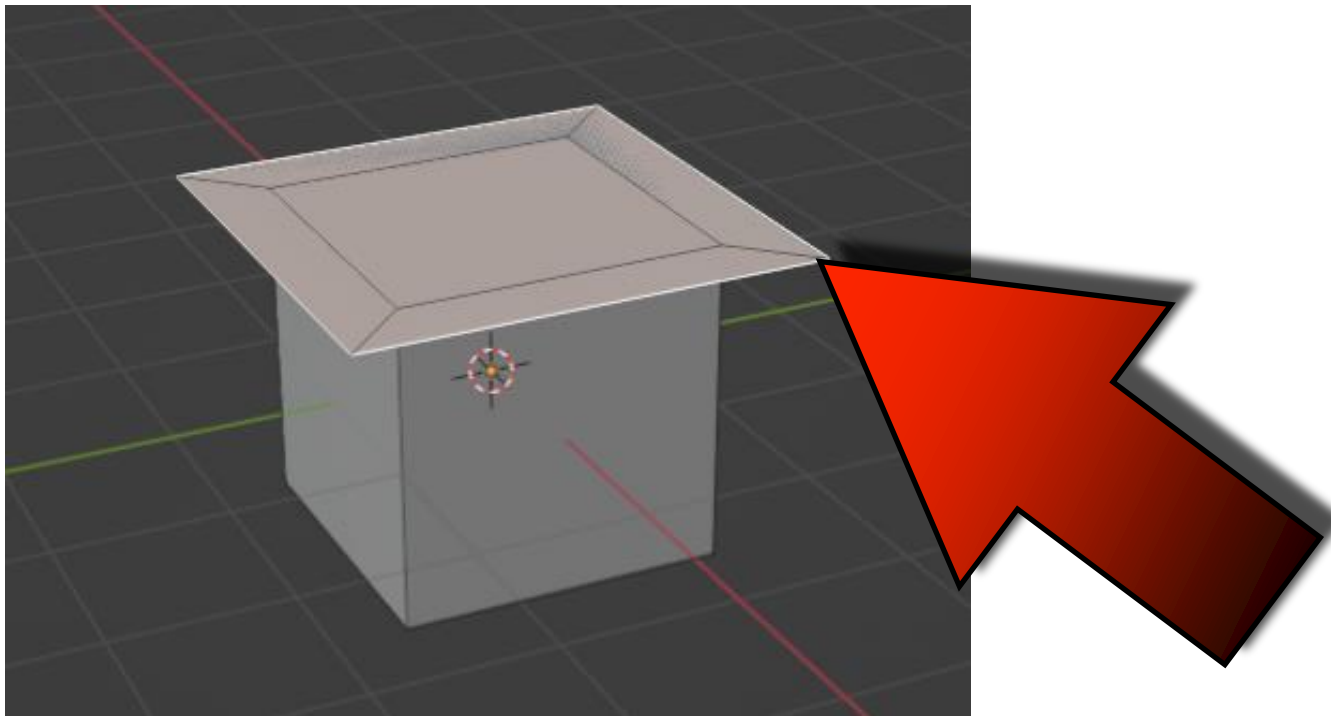
THE ESC KEY

THE TWO WALLS WILL OVERPLACE



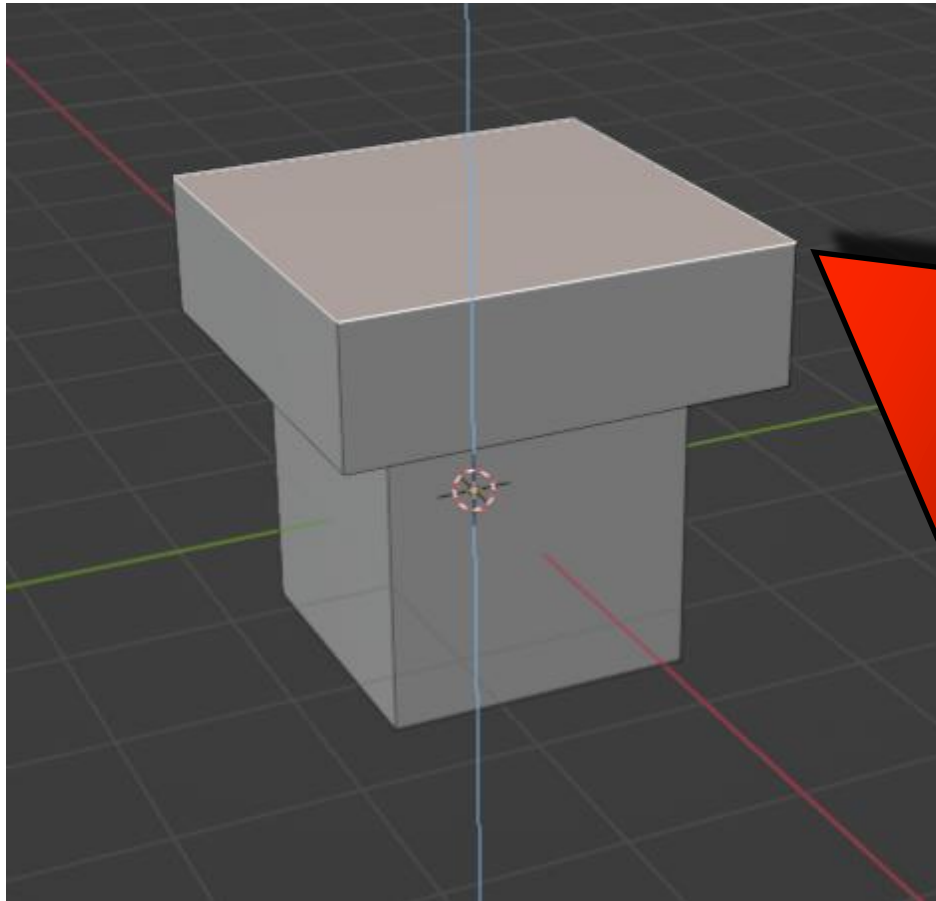
HOUSE

**PRESS THE S KEY AND
ENLARGE THE TOP WALL**



HOUSE

THEN **EXTRUDE UP** WITH THE **E** KEY

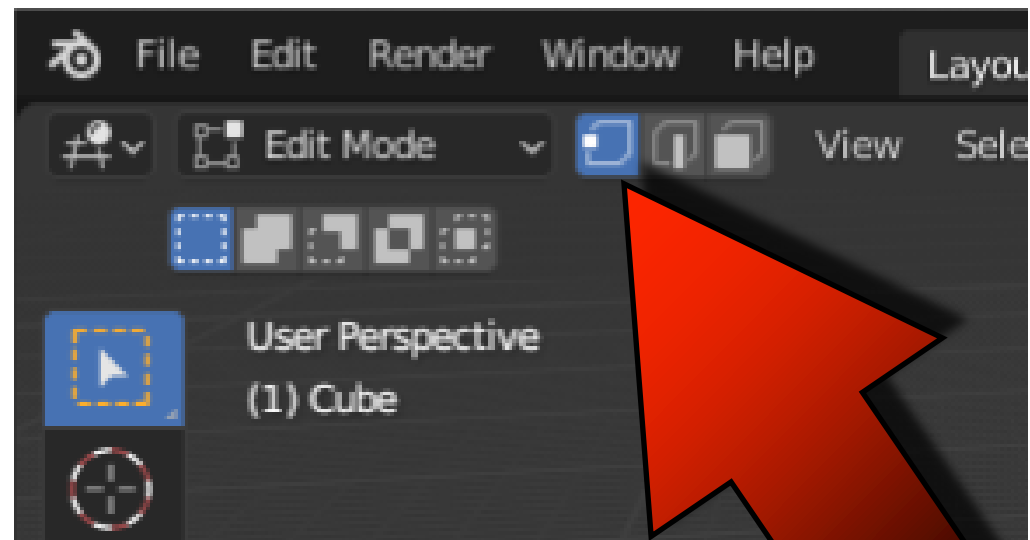
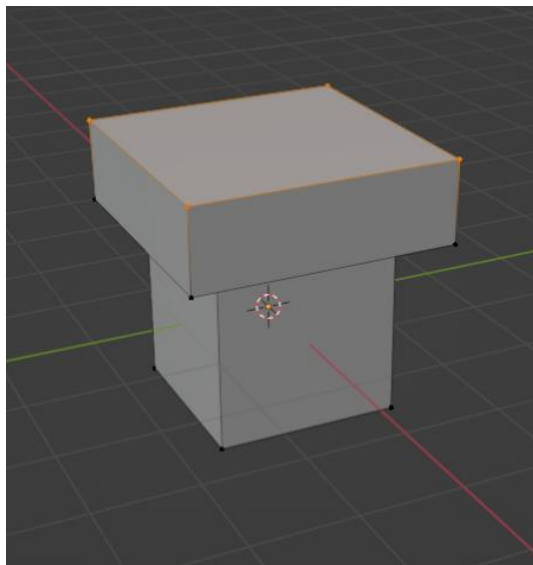


HOUSE

GO TO

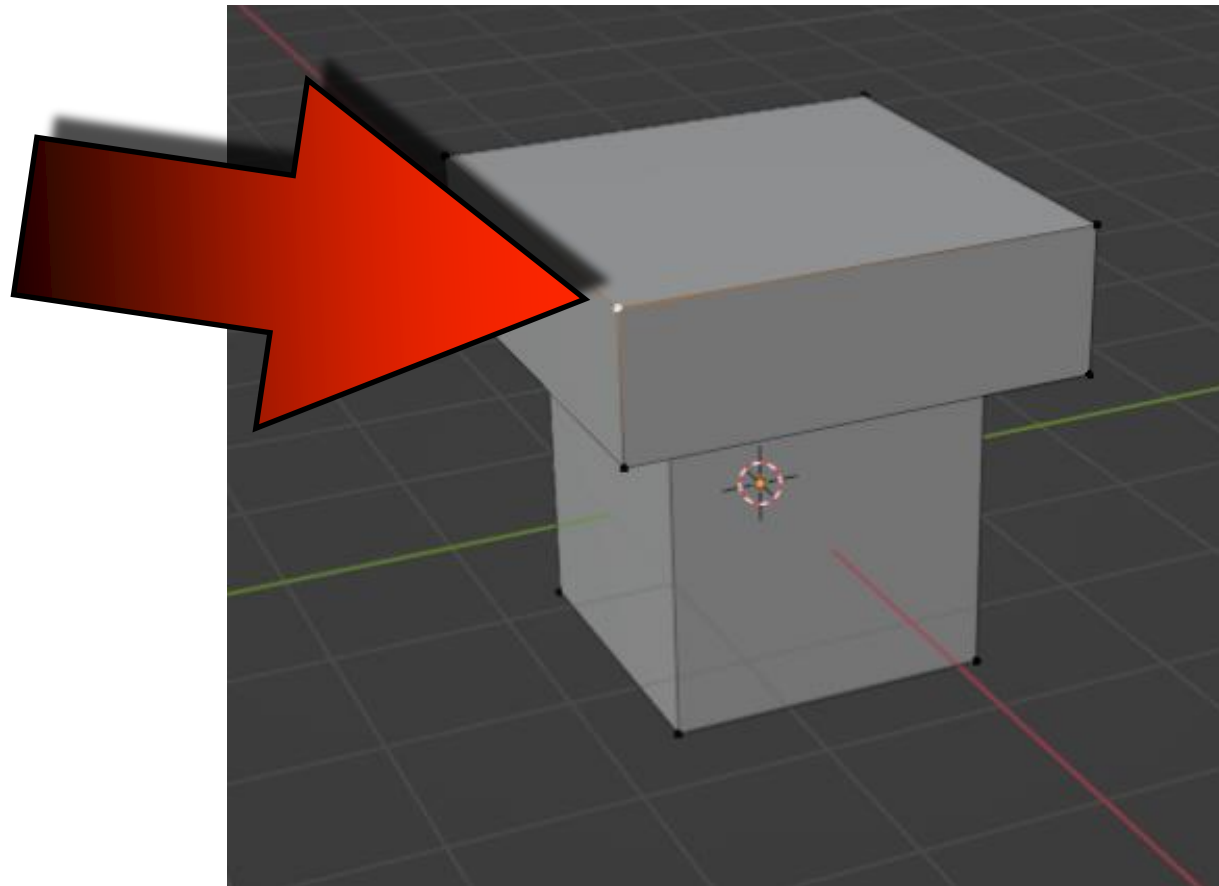
MARKING VERTEX

OR PRESS 1 KEY FROM ALPHANUMERIC KEYPAD



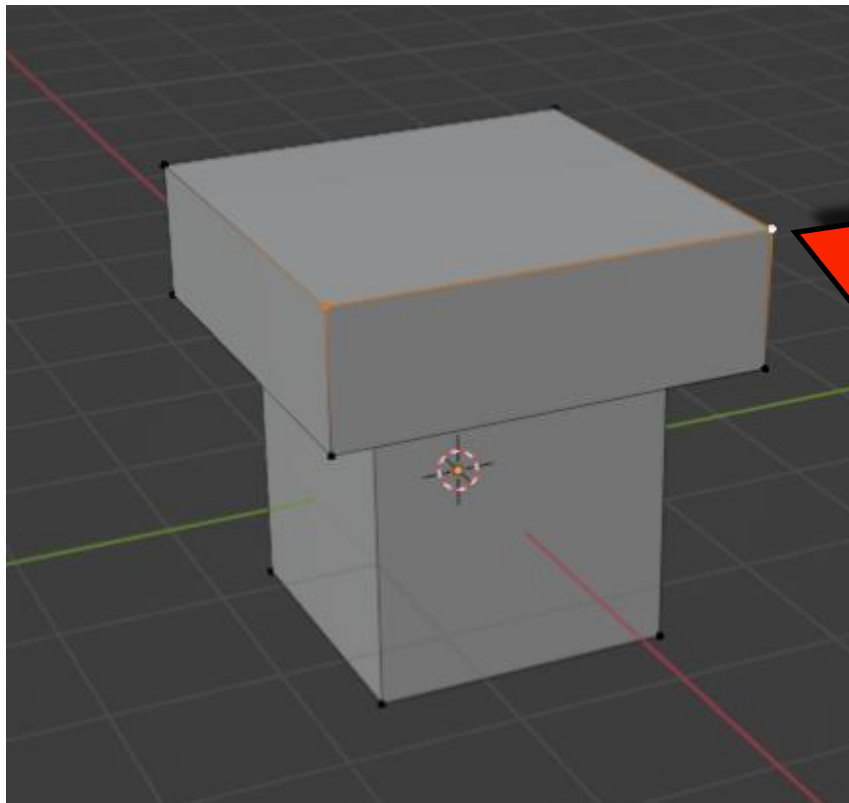
HOUSE

CLICK TO SELECT ONE VERTEX



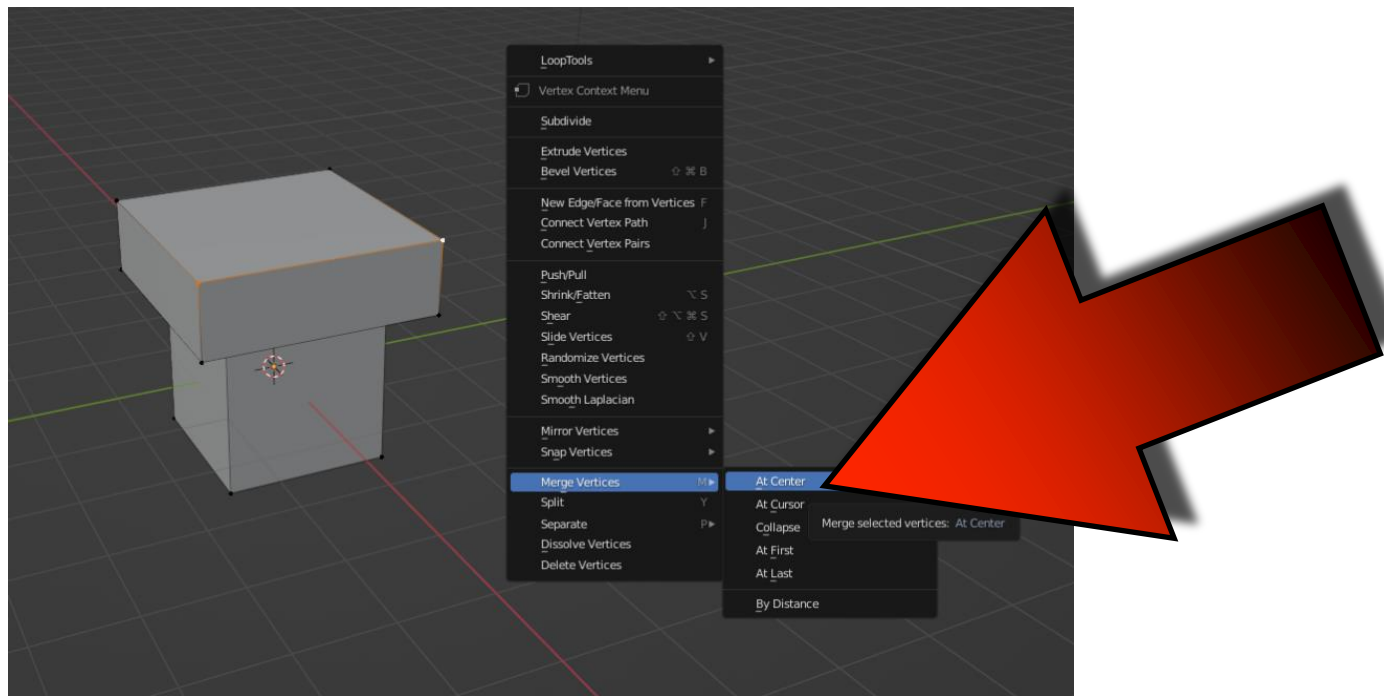
HOUSE

**HOLD THE SHIFT KEY
AND CLICK
A SECOND VERTEX**



HOUSE

CLICK RIGHT MOUSE KEY AND CHOOSE MERGE VERTICLES / AT CENTER



HOUSE

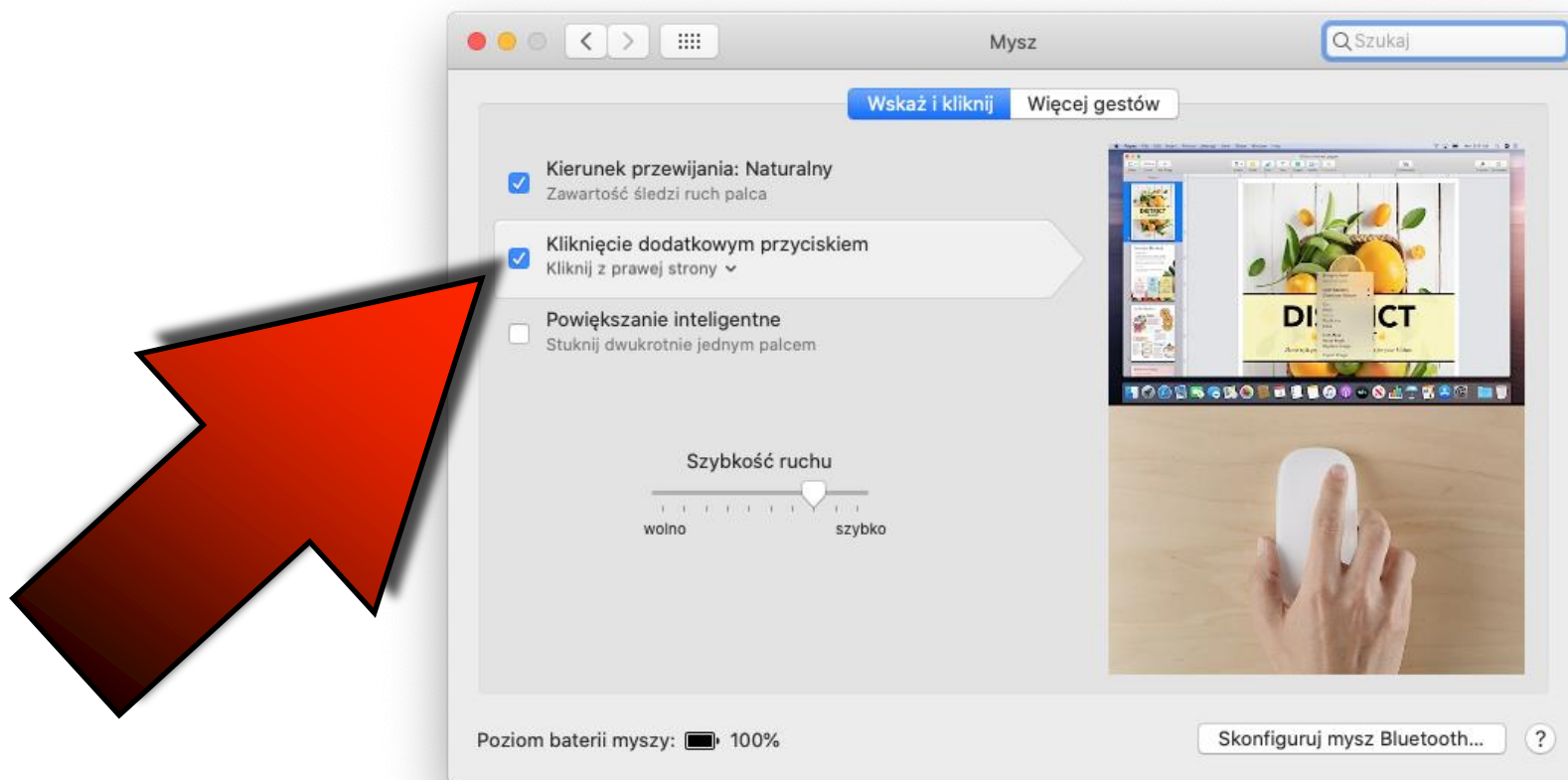
POWER OF AR AND VR

FOR APPLE TO WORK

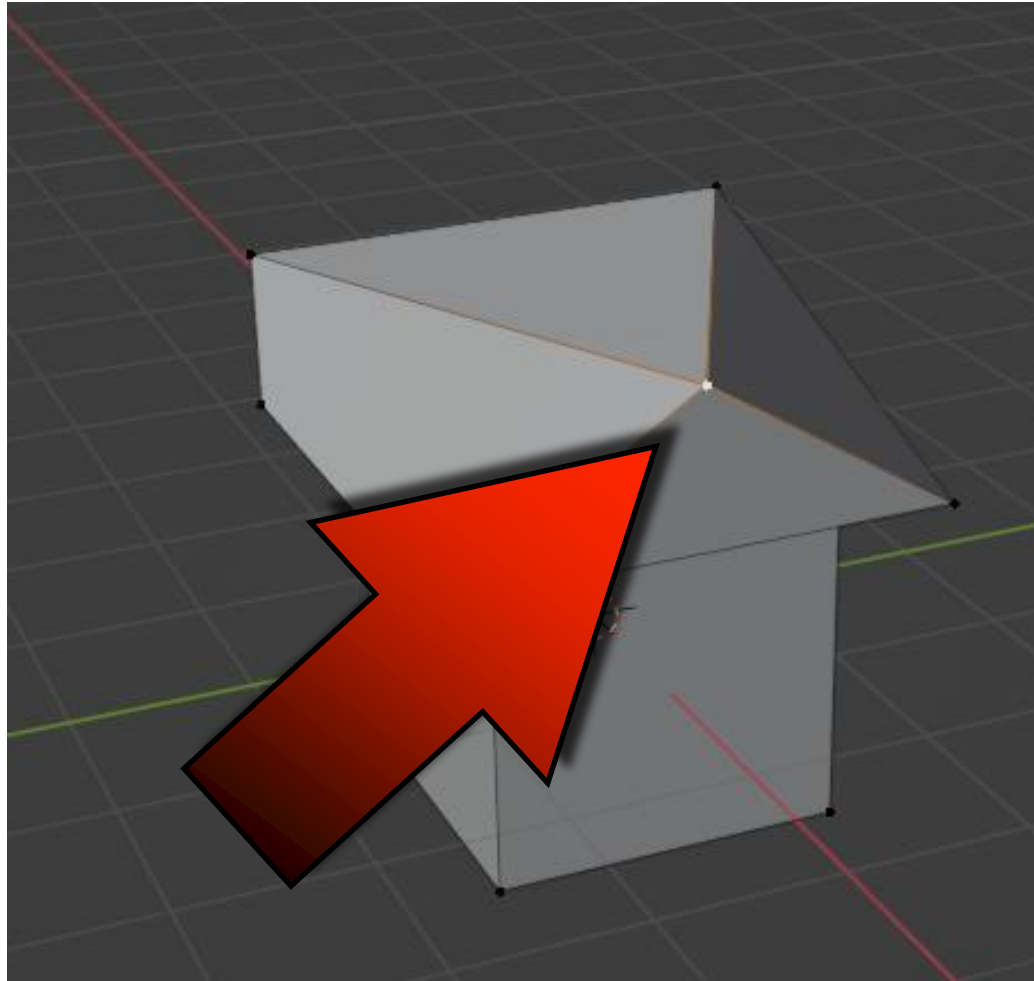
THE RIGHT MOUSE KEY

SET IN SYSTEM PREFERENCE

POINT & CLICK / SECONDARY CLICK



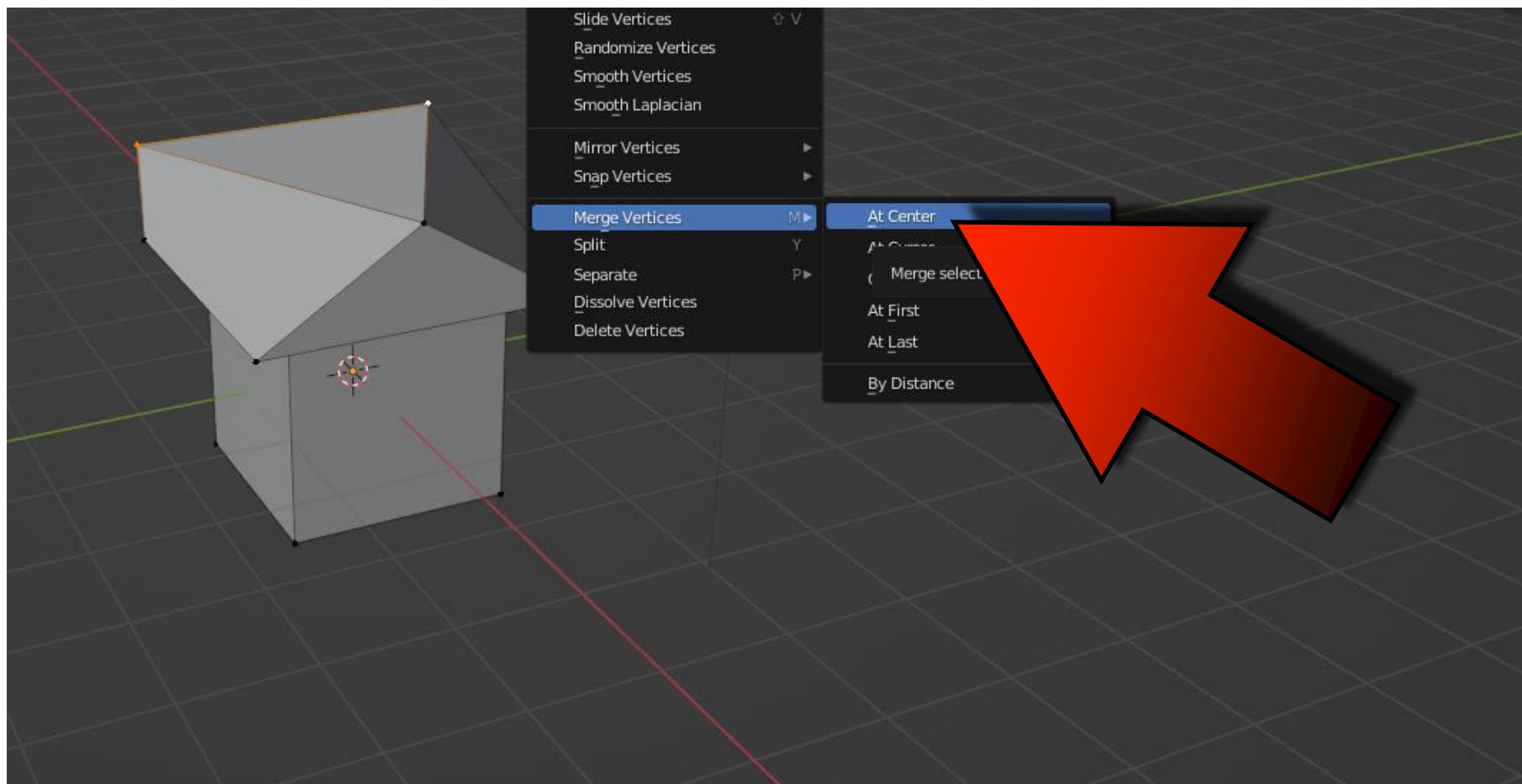
THIS WAY WE WILL CONNECT THE VERTEX



HOUSE

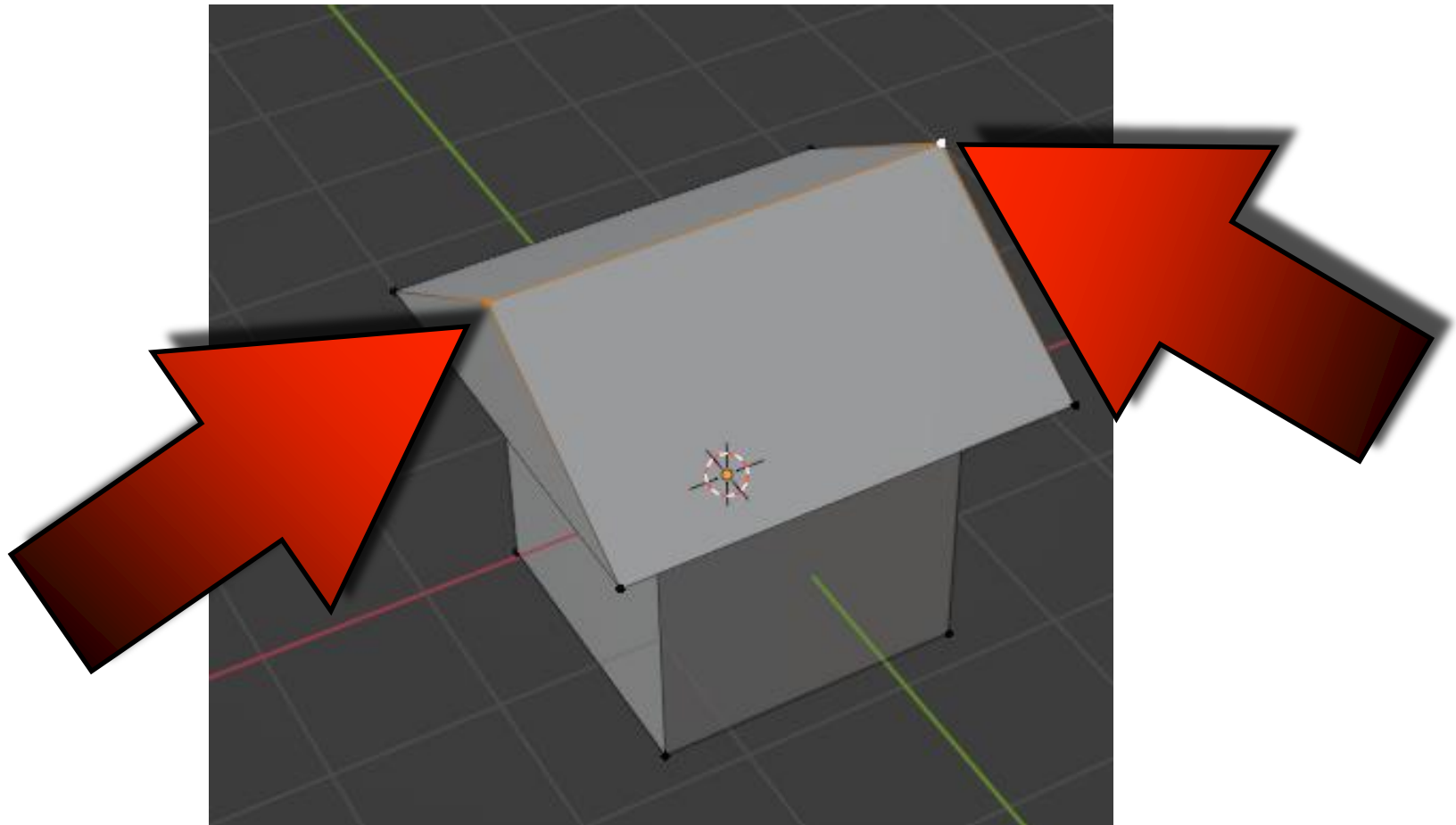
POWER OF AR AND VR

DO YOURSELF ON THE OTHER SIDE



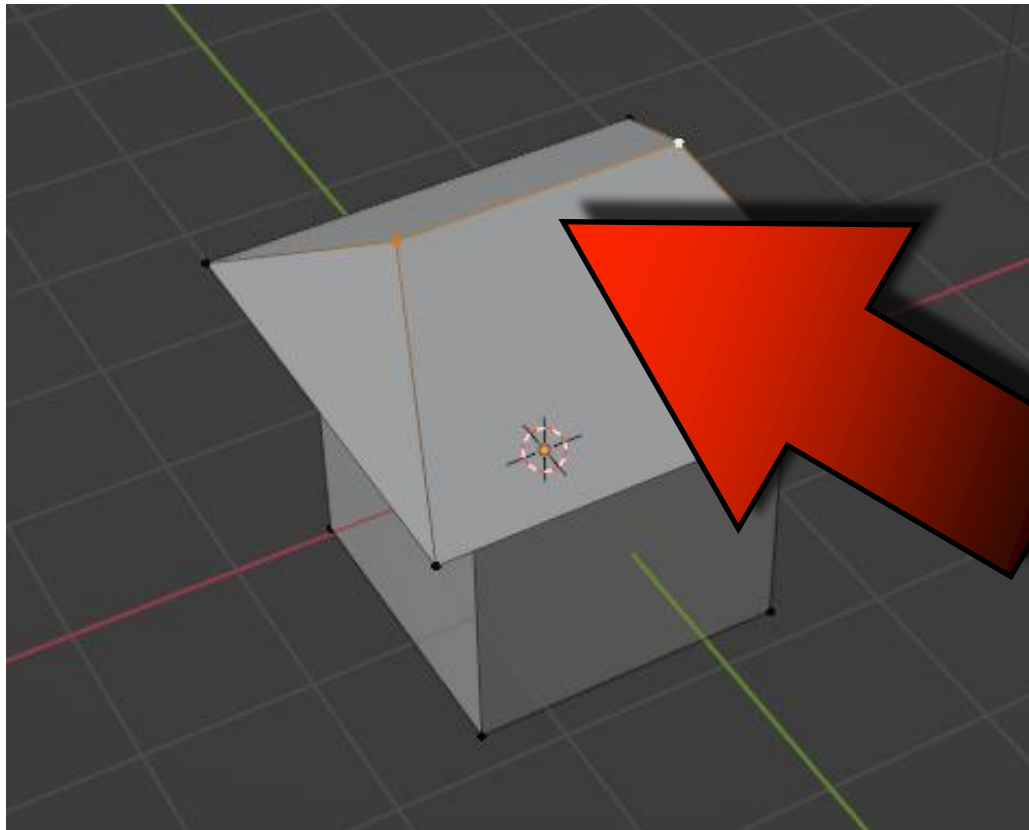
HOUSE

SELECT **TWO** ARISING **VERTEX**



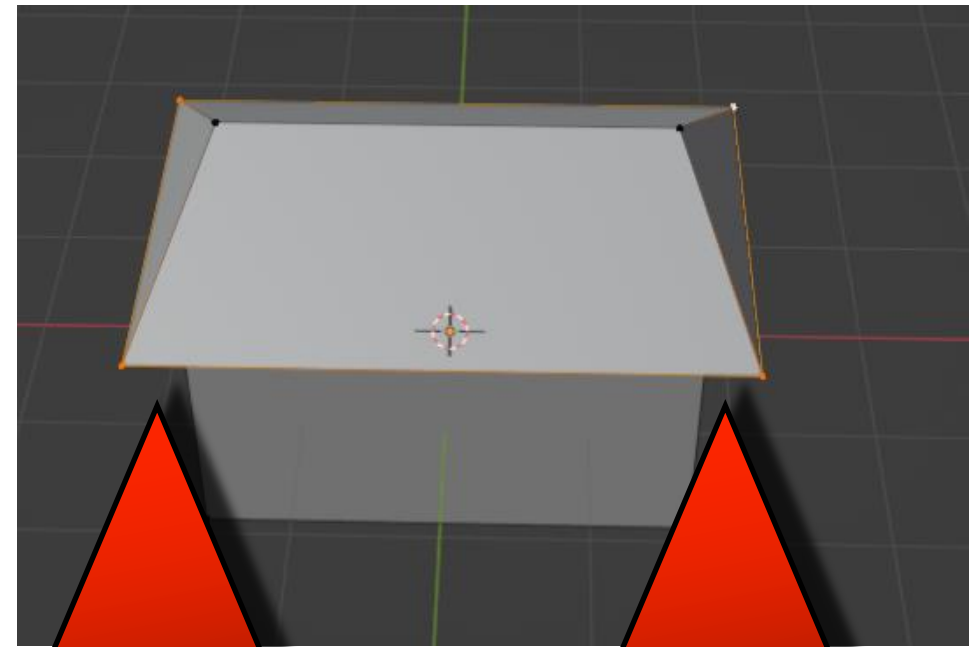
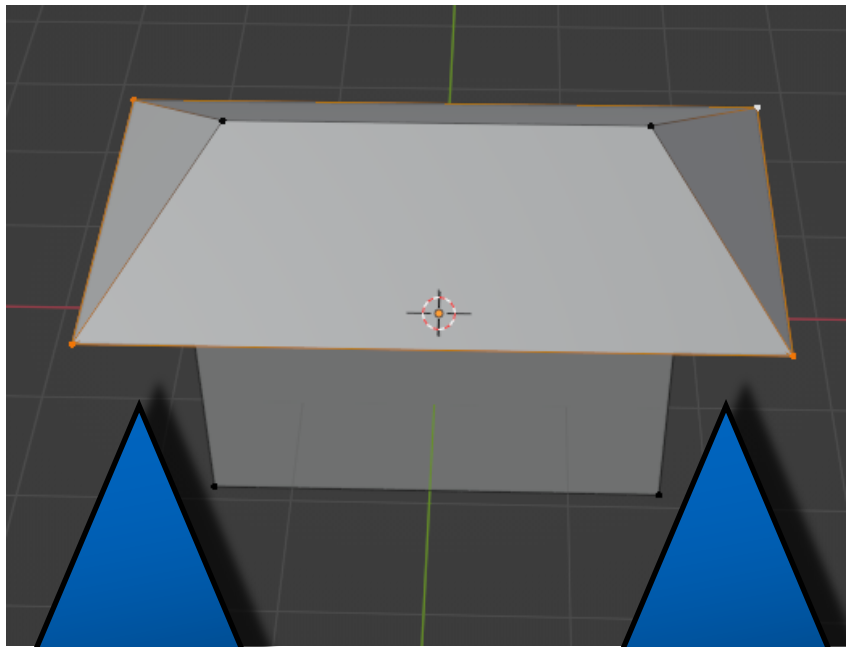
HOUSE

USE THE S AND X KEYS SCALE ON THE X-AXIS



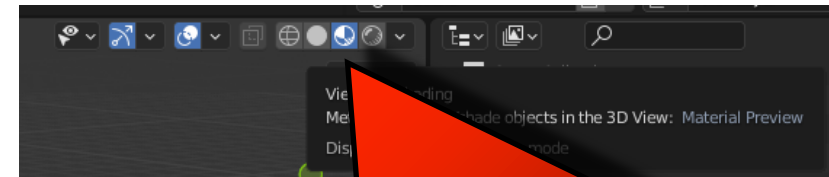
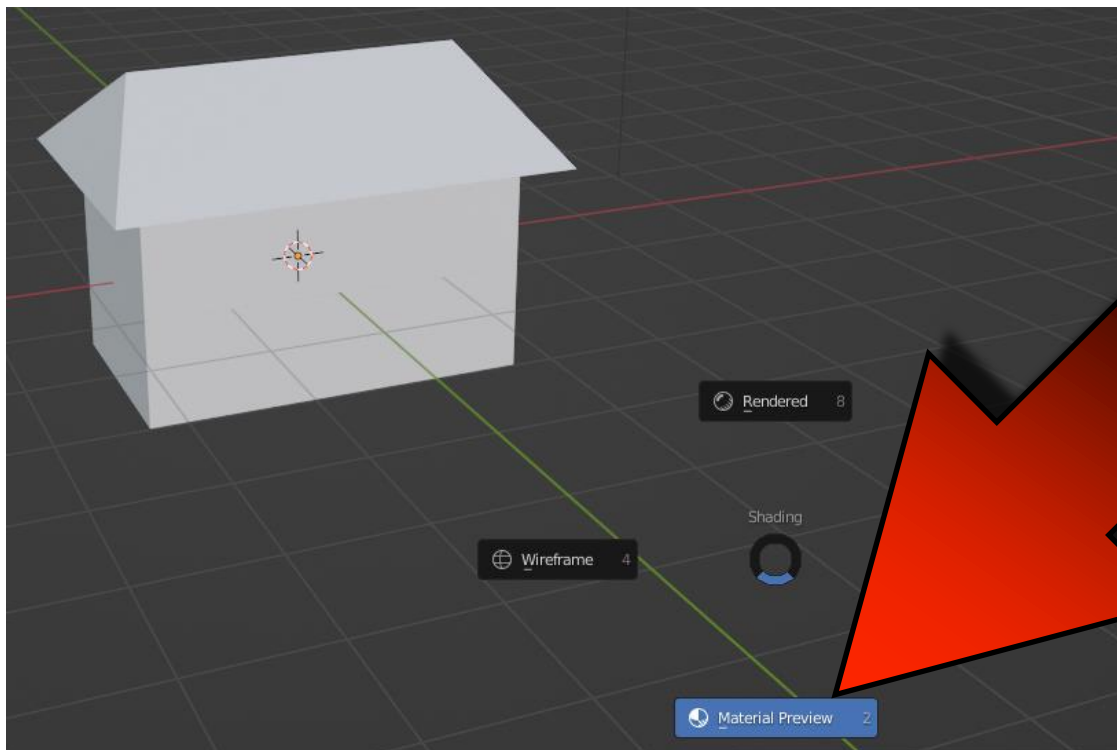
HOUSE

**TO KEEP THE PROPORTIONS BY YOURSELF,
REDUCE THE WIDER SIDES OF THE ROOF**



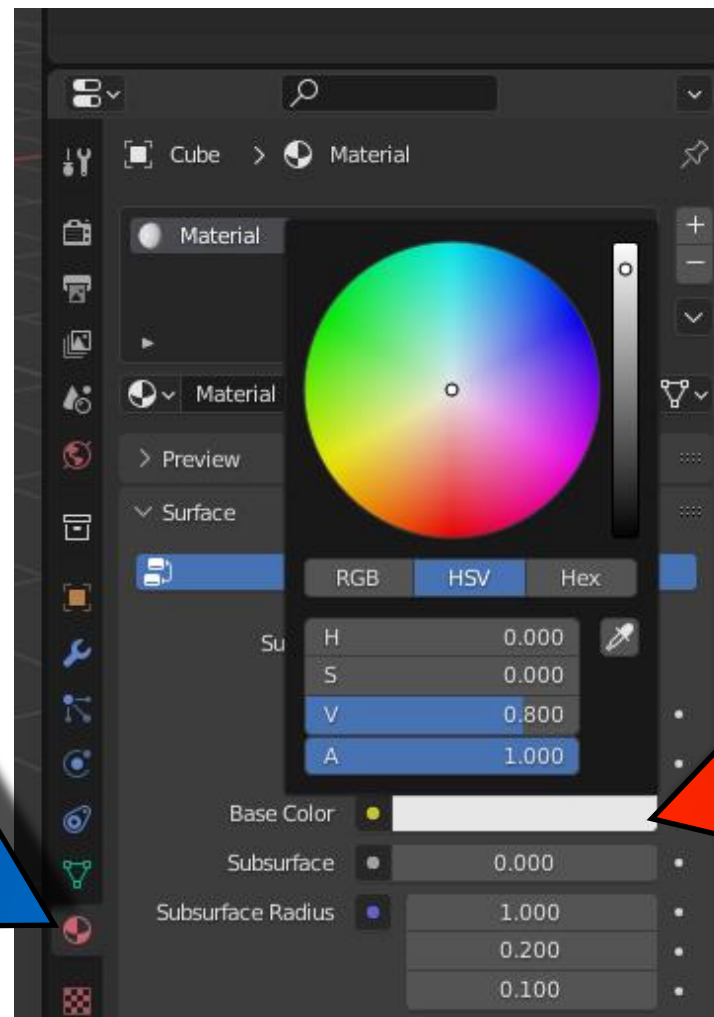
HOUSE

IN OBJECT MODE CHANGE THE VIEW TO MATERIAL PREVIEW - Z KEY



HOUSE

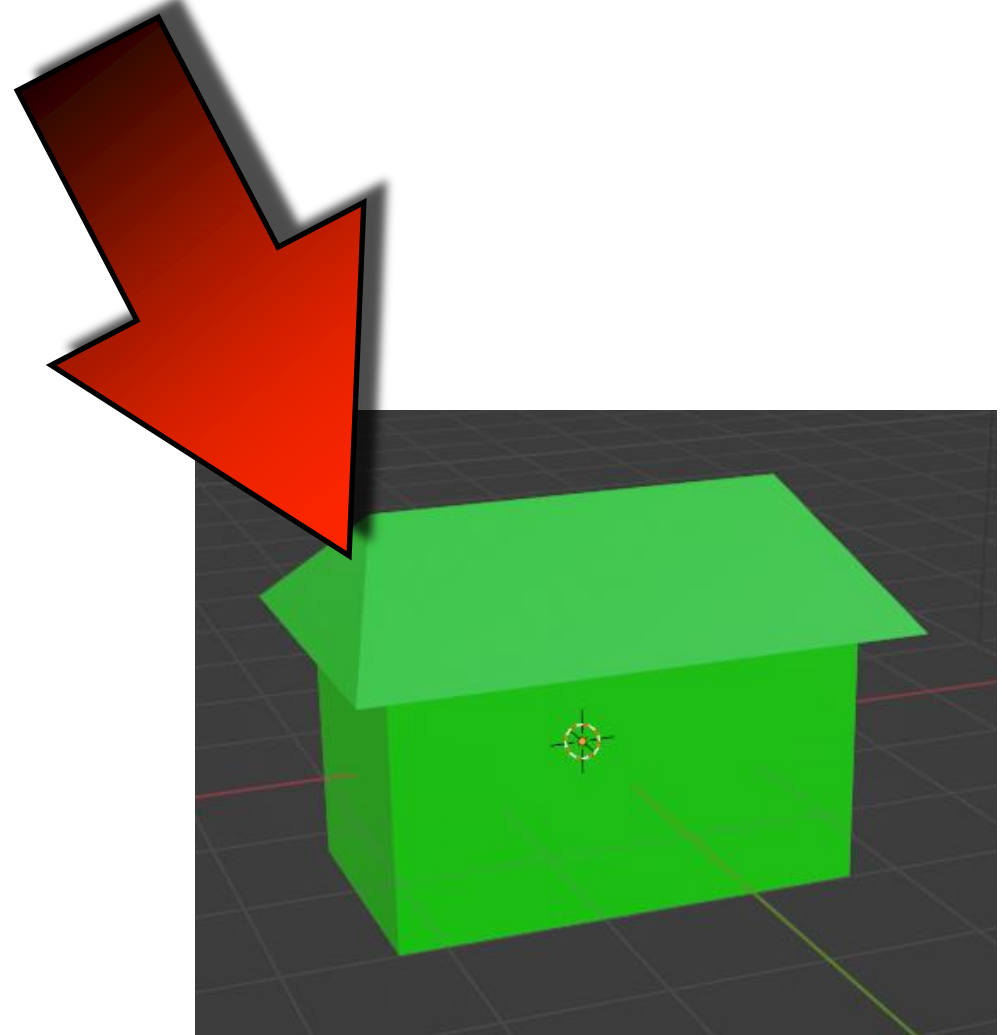
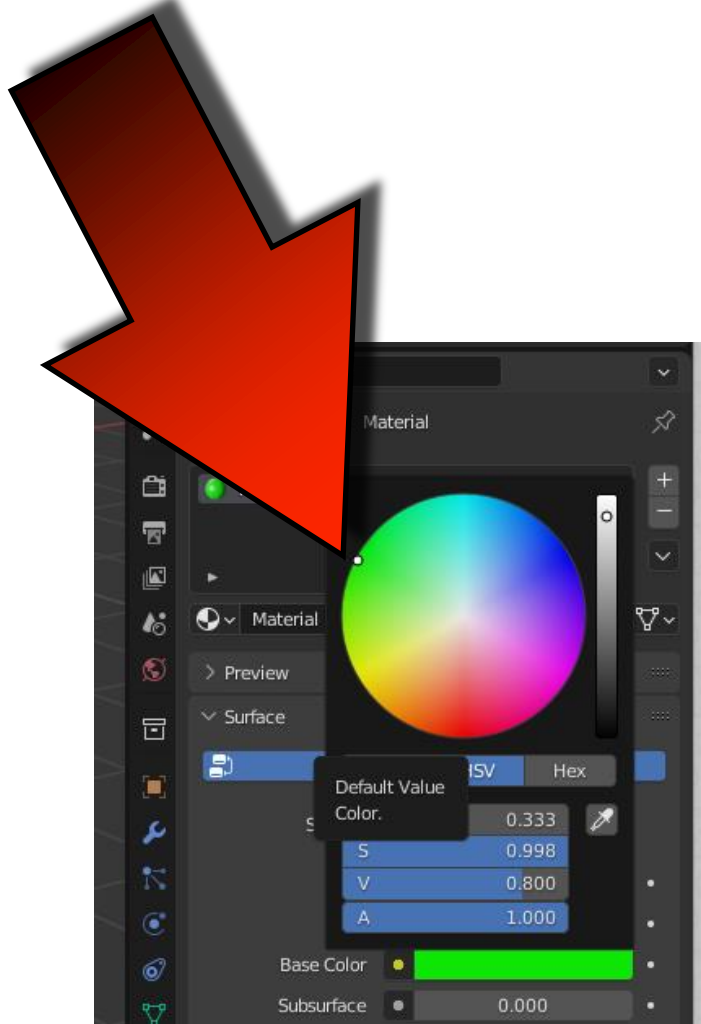
GO TO MATERIAL PREFERENCES AND **BASE COLOR**



HOUSE

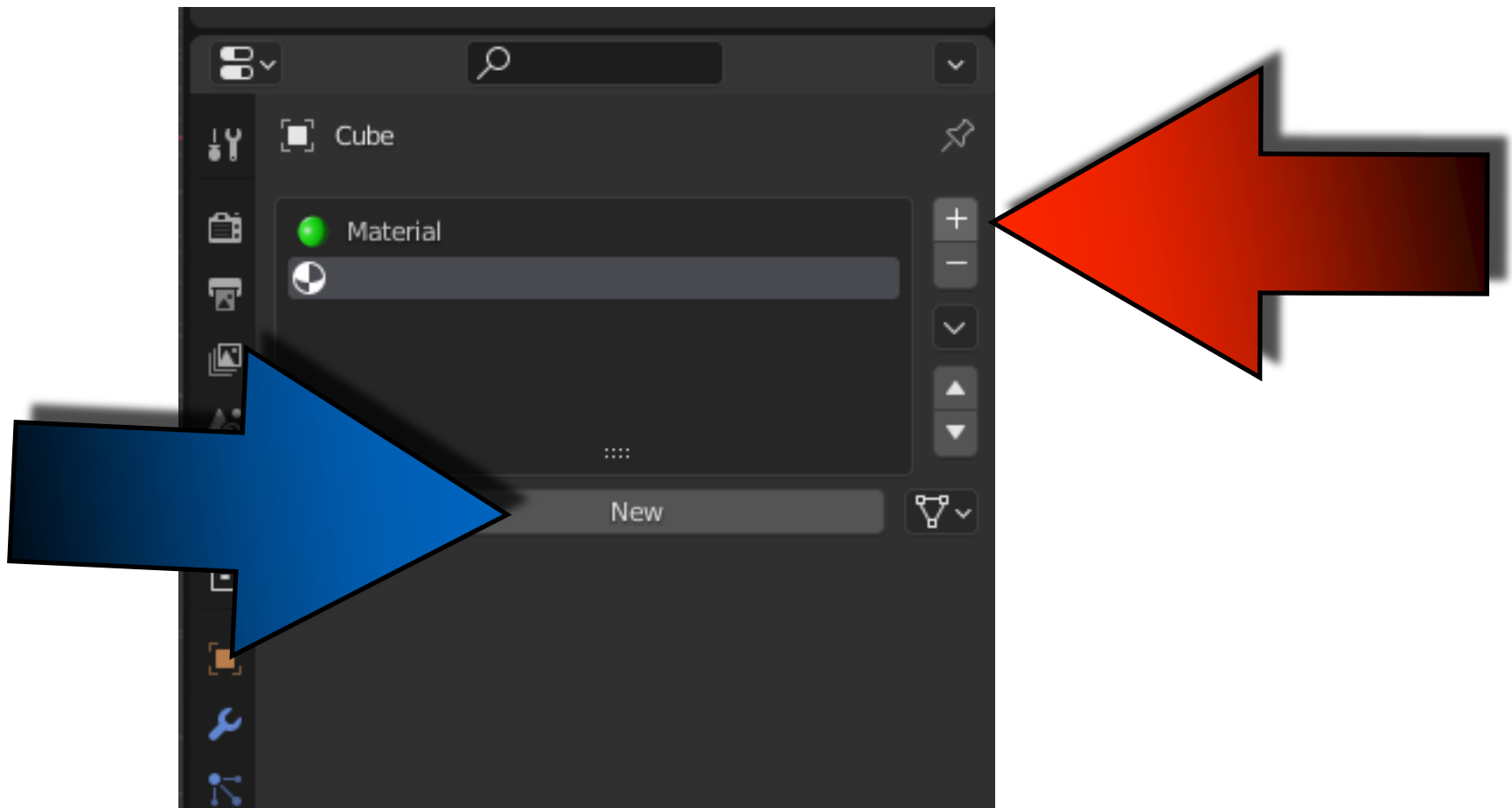
POWER OF AR AND VR

CHANGE THE COLOR FOR THE WHOLE HOUSE

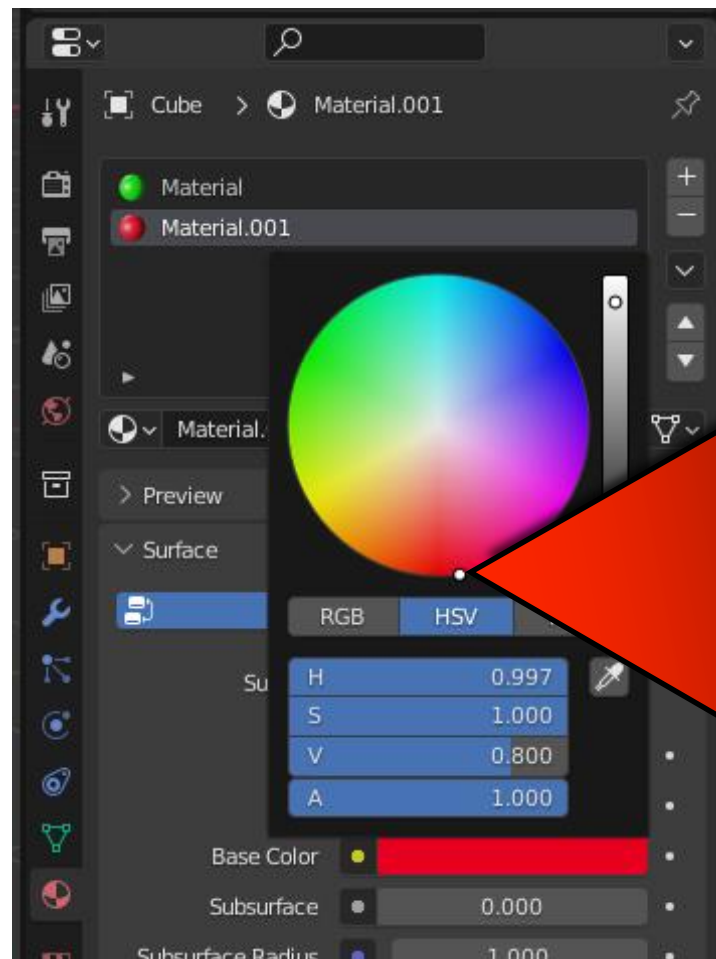


HOUSE

**TO ADD A NEW MATERIAL,
CLICK ON + AND THEN ON NEW**



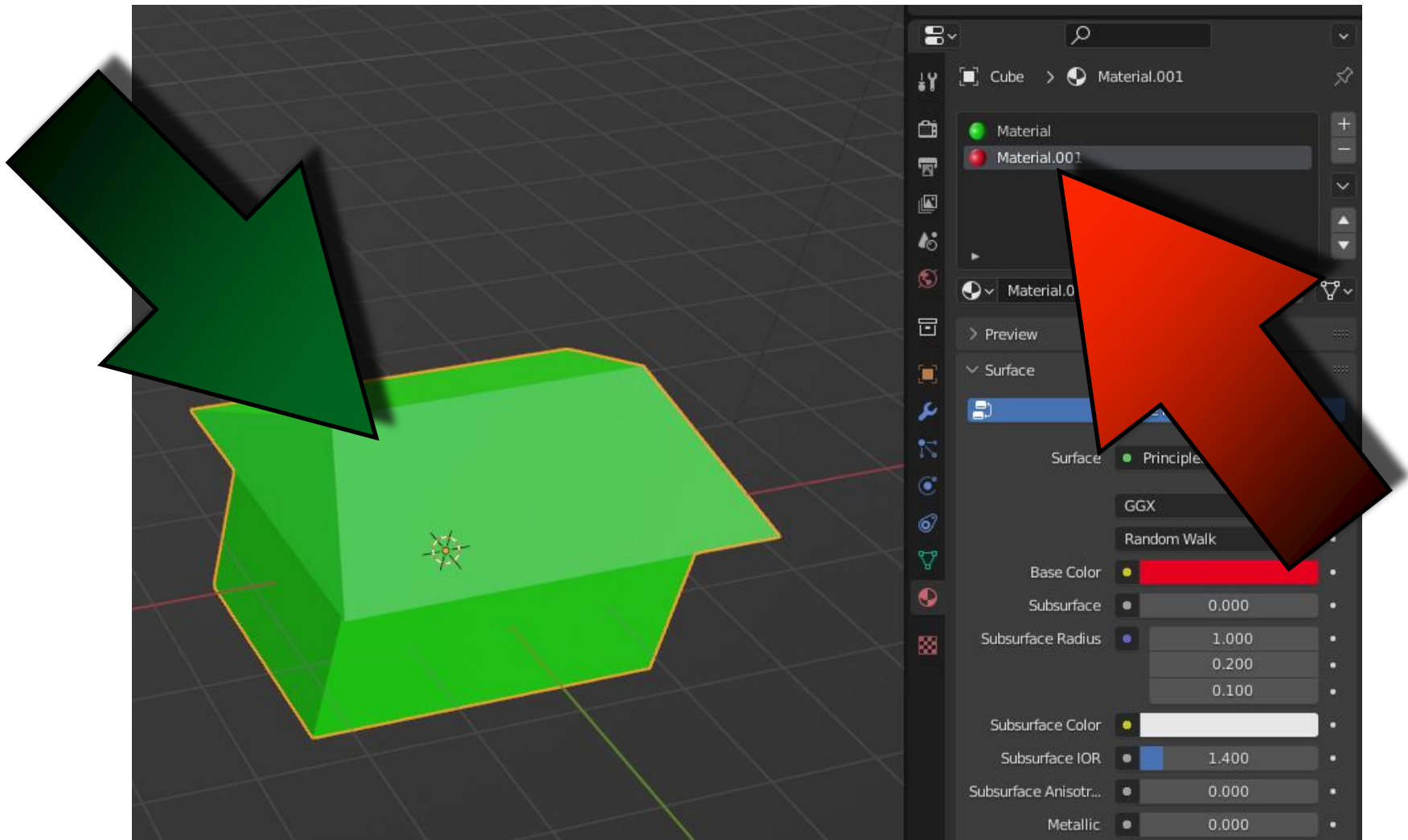
CHANGE TO **RED** COLOR



HOUSE

POWER OF AR AND VR

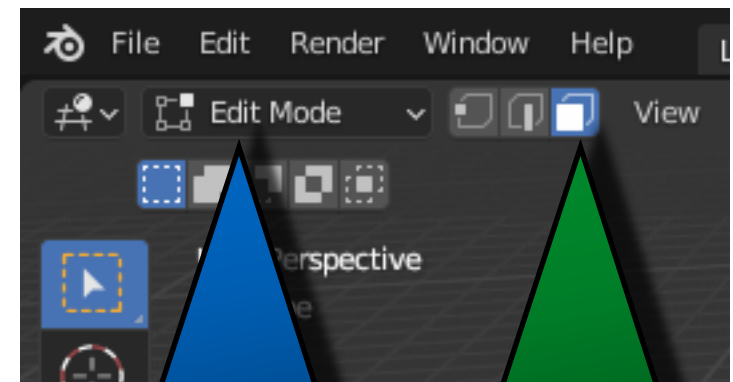
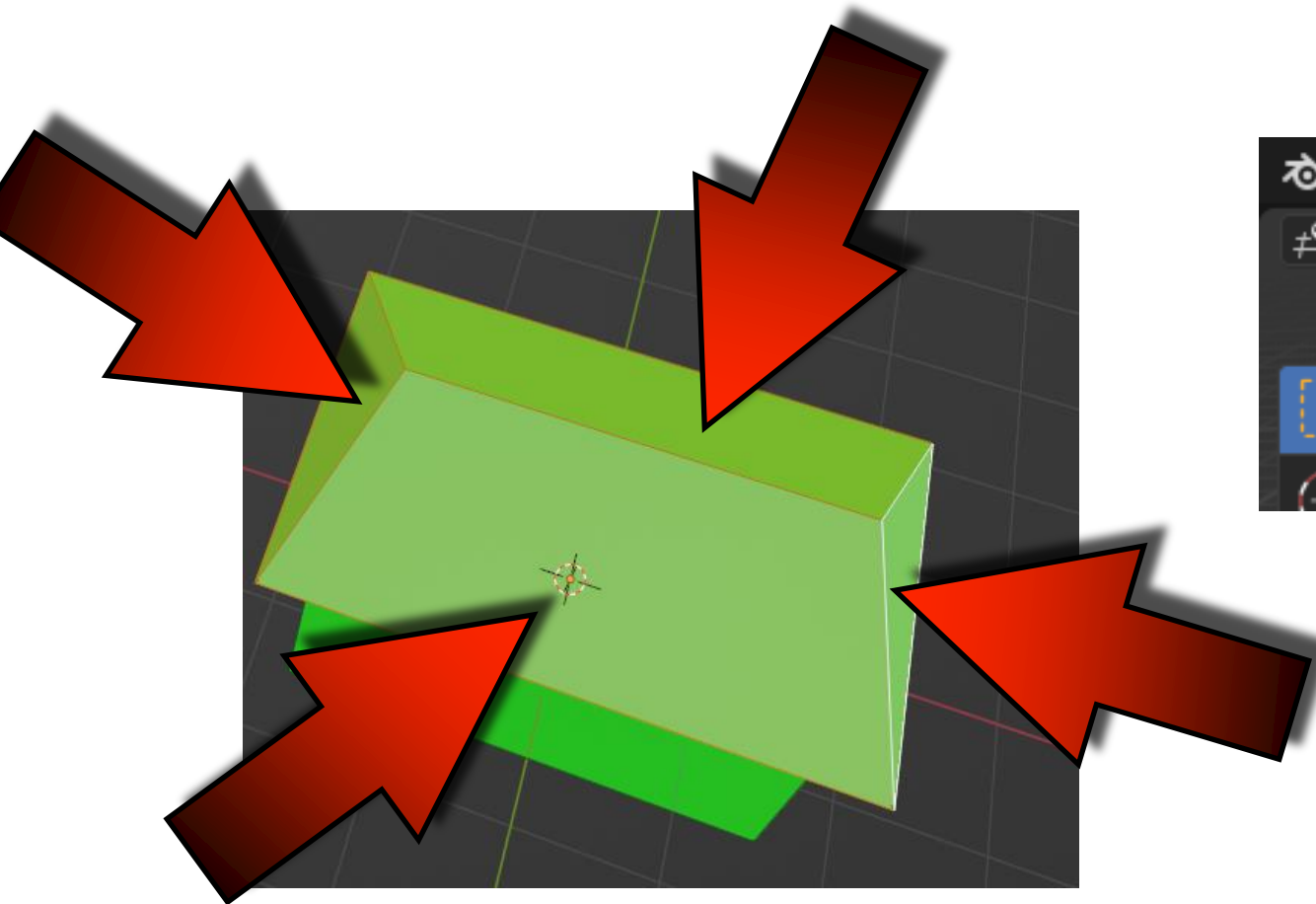
SELECT THE HOUSE AND THE NEW MATERIAL



HOUSE

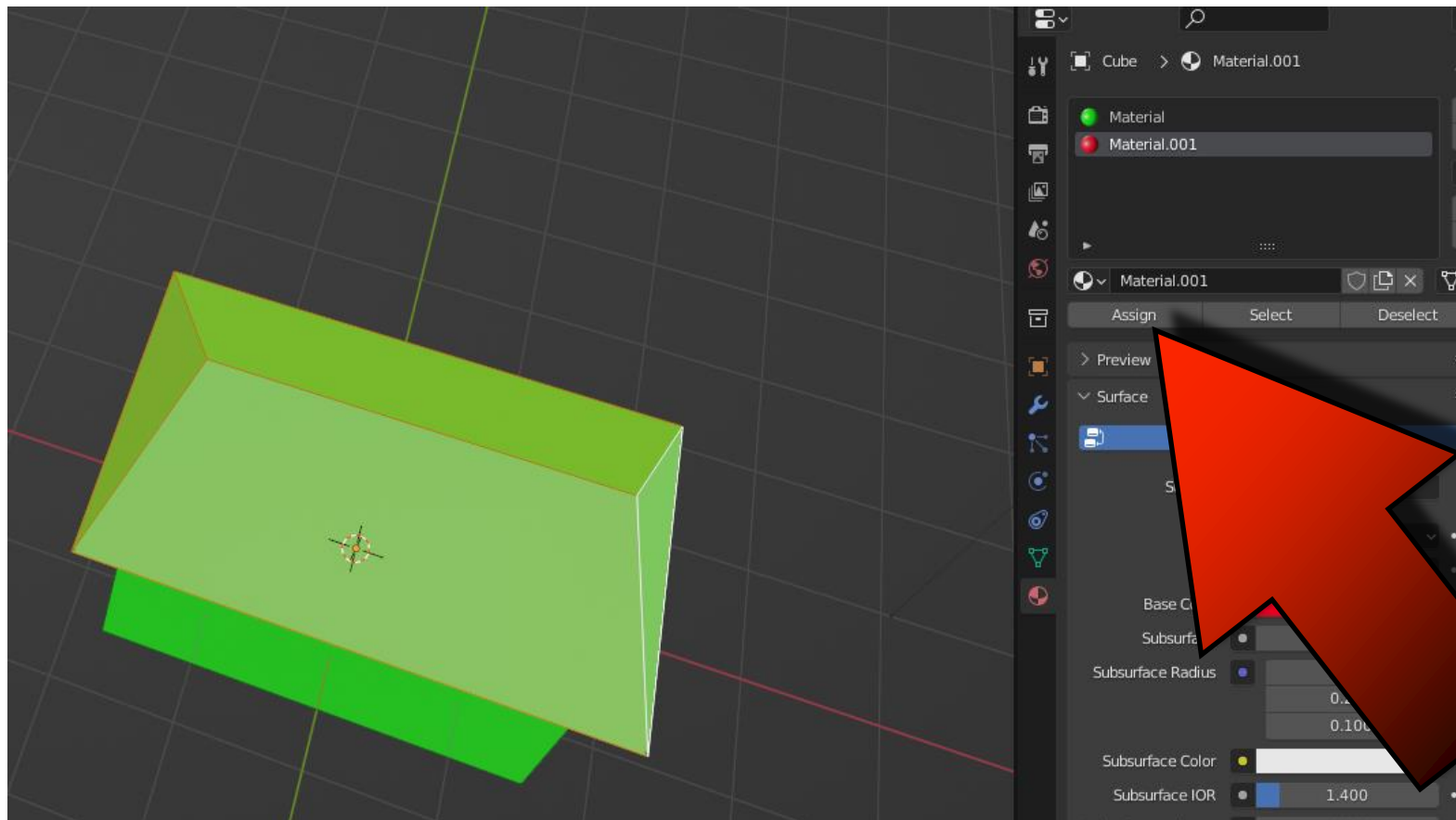
POWER OF AR AND VR

GO TO EDIT MODE,
SELECT WALL MARKING
AND MARKING ROOF



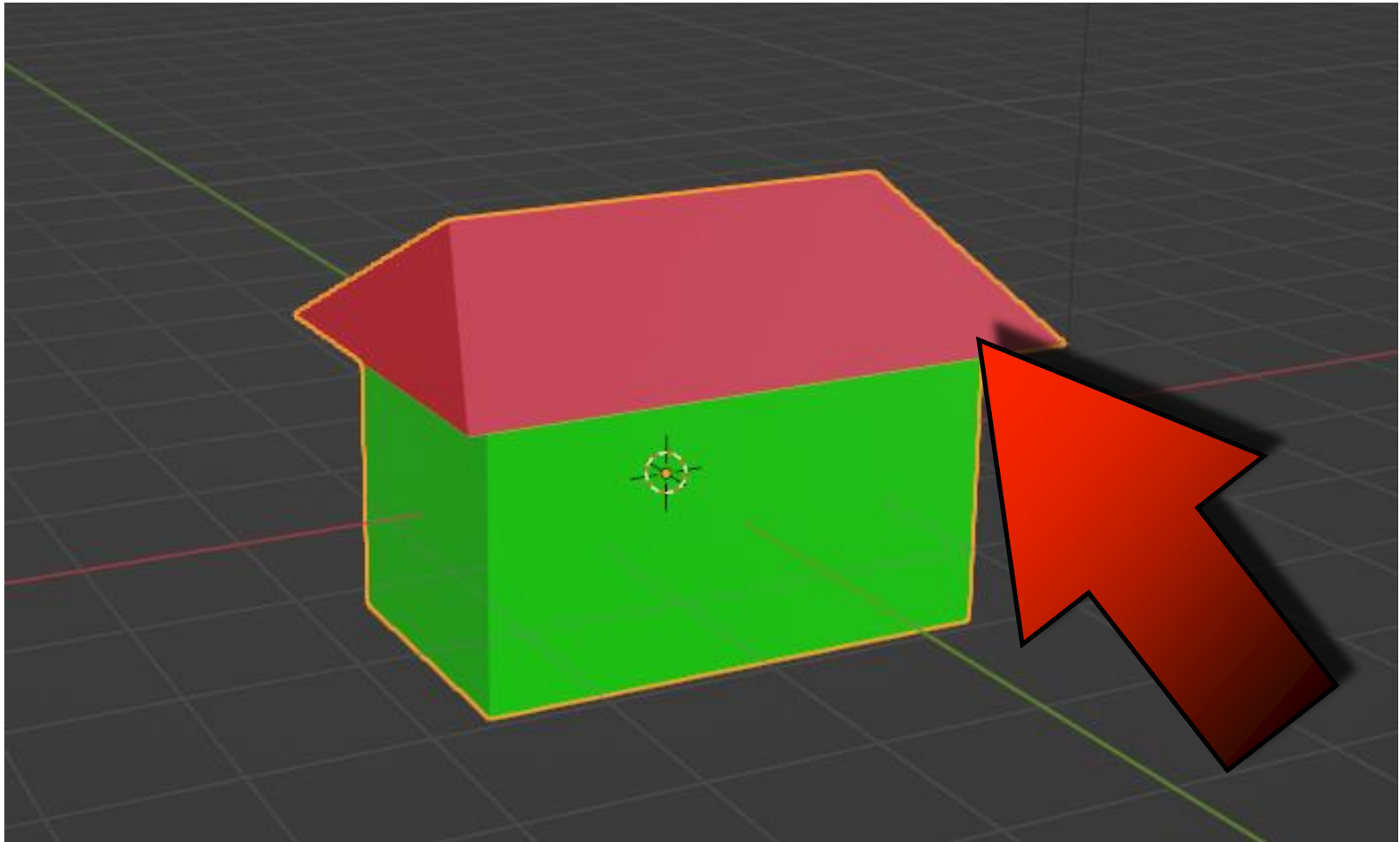
HOUSE

THEN CLICK ON THE ASSIGN BUTTON



HOUSE

THE ROOF WILL CHANGE ITS **COLOR**



HOUSE

POWER OF AR AND VR

THANK YOU FOR YOUR ATTENTION



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JACEK KAWAŁEK