I'm not robot

Create Your Own 3D Building Model In This Lesson! If you've mastered previous lessons in this level, it's time to take on a bigger challenge: building a full-fledged 3D model of a house from scratch. Don't worry if it seems daunting; the process is straightforward and can be applied to more complex buildings as well. Start by following my usual approach - designing a floor plan, constructing walls, adding doors and windows, and finally topping it off with a roof. It's just common sense! Below you'll see an image of what your finished building should look like (rendering and lighting are covered in the next lesson). Before we begin, make sure to set your units to architectural (sorry, metric fans!). Now, create new layers for each type of object you'll draw - windows, doors, walls, roof, etc. Then, draw the bases of your walls using the dimensions provided. If needed, use the POLYSOLID command. Next, turn these wall lines into regions. Command: REG REGION Select objects: Specify opposite corner: 7 found Select objects: 3 loops extracted. 3 Regions created. Now you should have 3 regions. If not, it means your lines didn't meet. After that, you're going to EXTRUDE the walls up 9' high. Command: EXT EXTRUDE Current wire frame density: ISOLINES=4 Select objects: Specify opposite corner: 3 found Select objects: Specify height of extrusion or [Path]: 9' Specify angle of taper for extrusion : Don't worry if nothing seems to happen at first; you'll need to switch to the SW Isometric view and use the HIDE Command. Then, use the Subtract Command to eliminate two smaller regions from the larger one. This will give your walls a nice, finished look. Your next task is adding a door or two. For the outside door, draw a rectangle on the bottom left wall, centered at @6,36. Extrude this up 6'8" and subtract it from the wall. Create another door (and opening) parallel to the first one on the inside wall that's 32" wide. Now add some windows using the same process - creating openings and then adding the window itself. Remember to create new layers for each type of object you draw! If you haven't saved your drawing yet, now would be a good time to do so. Make sure your drawing is at the correct scale. Extrude the window 36 inches up. Move it 3'8" in the Z axis. Mirror the bottom left box to the opposite wall and the upper box to the inside wall so that all four boxes are lined up. Subtract the four window openings from the walls by switching to SW Isometric view and using the hide command. Insert the window panes by creating a new layer for windows. Make the window 1" deep, starting with a rectangle at the base of each opening, extruding it to the height of the opening and moving it into place. Copy this to the other openings. Switch to SHADE mode with the G option to see your building take shape. Next, you'll add to the walls to create the right pitch for the roof. First, change your UCS by selecting the 3Point option and specifying points at the bottom left, top middle, and top right of the drawing area. This will align the cursor with the side of the building. Draw a line from the middle of the top outside of the wall up 6', then draw a polyline from one corner to the next and close it using the C option. Extrude this triangular shape -6" and copy it to the other side of the building. Erase the vertical line you drew. To finish the wall, perform a UNION between the triangular sections and the bottom wall. Now, draw the roof by changing your UCS to align with its slant. Draw a rectangle from the top left corner of one triangular shape to the bottom of the opposite corner. Extrude this 6" and copy it 12" down in the Y axis and then up 12" in the Y axis. Union these sections together. Mirror the roof object to the other side, checking that it looks correct by viewing the model from the left and front sides. Finally, trim the excess pieces off the top of the roof where the two slabs intersect using the SLICE command. Given text: Paraphrased text: The tutorial explains how to create a simple building model using a specific software. The process involves creating two roof sections, unioning them, and then adding a lawn around the house. The tutorial also provides instructions on how to render the final image with detailed materials, including textures and rendering techniques. For extra practice, users can build a cabin model from a previous lesson and add more details such as door knobs and window panes. The tutorial mentions Roblox's image editor software, which is being developed by a team of developers and provides advanced features such as parallel processing and multi-threading for improved performance. currently in beta, Ro-Photoshop is the fastest editable image library that exists or will exist, regardless of future advancements. The module can handle 1024x1024 canvas full drawing with minimal FPS drop on low-end devices, making it suitable for projects requiring image editing capabilities. This project has been developed over thousands of hours of studying LuauVM, CPUs, and Roblox & EditableImage, ensuring optimal performance. It fully utilizes Roblox & LuauVM, CPU, and GPU capabilities, making it the most efficient drawing module available. The module offers a wide range of 30+ blending modes for advanced image manipulation, including standard, darkening, lightening, contrast, and HSL modes. Additionally, it features multiple brush types for various artistic styles, as well as a variety of editing tools, such as selection, drawing, painting, and utility tools. The module also includes an image tool with text support for all Roblox fonts, as well as a color picker with built-in color picker, sliders, layer system, and settings. Users can create layers, merge them, duplicate or delete them, modify opacity, hide or show them, and rename them. Other features include the ability to zoom in, out, and move around the canvas while keeping the cursor on the same pixel, as well as save, load, edit, or delete image editor templates. The module also comes with a multi-player image editor feature that allows multiple users to draw onto the same image with party system capabilities. Using this powerful tool, developers can easily render their image or canvas onto 3D models with lightning speed. The SurfaceUI in ViewportFrame provides a feature to project the canvas onto any side of the surface, also at high speed. Additionally, the Dynamic Device Optimizer can be enabled to optimize the drawing module and image editor for each device, providing a better performance boost. This tool offers tons of functions for developers, including pixel manipulation, mass pixel manipulation, image editing, and more. Performance tests have been done in the Roblox client, as the Roblox studio performance does not accurately represent player performance. The CanvasDraw blending mode provides average FPS values ranging from 3 to 231, depending on the drawing method and OSGL blending mode. It's worth noting that while CanvasDraw and OSGL performance are similar, OSGL sacrifices total time taken to draw for more FPS. However, with pixel manipulation, CanvasDraw performs better than both OSGL and Image Editor when using its features effectively. The module offers better performance compared to other image libraries, but may require more effort to use than CanvasDraw or OSGL. Its primary purpose is designed for image editors, although it can be used in games and other applications, where its performance benefits might not be substantial. However, for image editing and drawing games, it guarantees a 100 times faster rendering speed compared to Roblox's fastest alternatives. This doesn't diminish the capabilities of CanvasDraw or OSGL; both are useful tools. A test place is available for the image editor module, allowing users to try its performance with specific settings. The project is still in development, but feedback and suggestions are welcome.

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