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| Workflow in Blender | |
| Implementation of the semantic components using named groups (‘Collections’ in Blender) that structured using the suggested hierarchy. The objects are then placed inside the innermost collections. |  |
| The ground plane was created using a cube mesh, which was then enlarged to 25x25x3m by typing in those dimensions into its attributes. | Ein Bild, das Text, Elektronik, computer, Computer enthält.  Automatisch generierte Beschreibung |
| Some of the sources were added to the scene (here: floor plans) by simply importing them and scaling them to the correct size. The walls were modelled by extruding a cube mesh along the walls of the floor plan. |  |
| The foundation was added by copying the bottom plane of the wall mesh and then extruding t to the correct depth. The openings were cut out from the wall mesh by using a Boolean modifier, which made them non-destructive and easily modifiable at this stage. | Ein Bild, das Text, drinnen, Elektronik, Computer enthält.  Automatisch generierte Beschreibung |
| The largest roof was modelled using a cube mesh and merging its top edges to create a triangular prism.  The smaller roof was created using a cube mesh for one side of the roof and then using a mirror modifier to mirror it onto the other side. | Ein Bild, das Text, drinnen, Elektronik, Computer enthält.  Automatisch generierte Beschreibung |
| The windows were created by tracing their outline using vertices from one of the provided sources. A cylinder mesh was later added to the mesh to create the column in the major windows. | Ein Bild, das Text, drinnen, Computer, Elektronik enthält.  Automatisch generierte Beschreibung |
| The doorway was created the same way as the windows – by tracing them from the sources. The columns, their bases and capitals were added using the Archimesh-Addon, which is already included in Blender. It les you import a set of architectural elements and then lets you change them by changing their attributes in a drop-down menu. | Ein Bild, das Text, drinnen, Computer, Elektronik enthält.  Automatisch generierte Beschreibung |
| The beams were added by using a cube mesh, which was modelled into a single beam and then copying it using the array modifier. This lets you specify how often you want an element repeated and what the distance between them should be. | Ein Bild, das Text, drinnen, Computer, Elektronik enthält.  Automatisch generierte Beschreibung |
| Parts of the Aaron Hakodesh was also modelled using the Archimesh-Addon (Columns, Arch, Capitals, Bases). The gable was created using the Arch-mesh from the addon and then extruding and moving some vertices. The stairs were made using a simple cube mesh. | Ein Bild, das Text, Elektronik, Computer, Anzeige enthält.  Automatisch generierte Beschreibung |
| The wall was separated by using a boolean modifier. The hole was then filled by adding a new mesh that fit the missing space perfectly. | Ein Bild, das Text, drinnen, Elektronik, Computer enthält.  Automatisch generierte Beschreibung |
| The texture tiles were added to the unwrapped UVs of the objects. They were then scaled and rotated. | Ein Bild, das Wand enthält.  Automatisch generierte Beschreibung |
| The uncertainty scale was implemented by including the level in the object name. The name also includes the ID from the semantic elements described in the handout. |  |