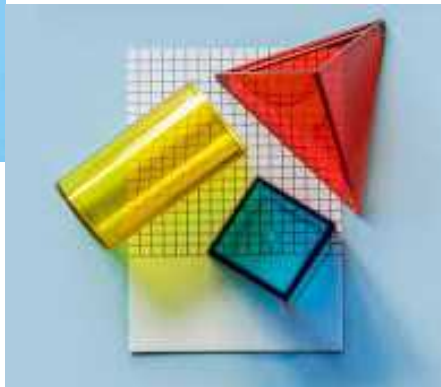




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Erasmus+ Call: 2019 - KA2 -



Erasmus+

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3D printing technology aims students understanding maths and recycling procedure

*Curricula 2: Digital Sketching  
“Modeling a Simple Object - Part 1”*

Output 3 (O3) - 3D Printing and Maths

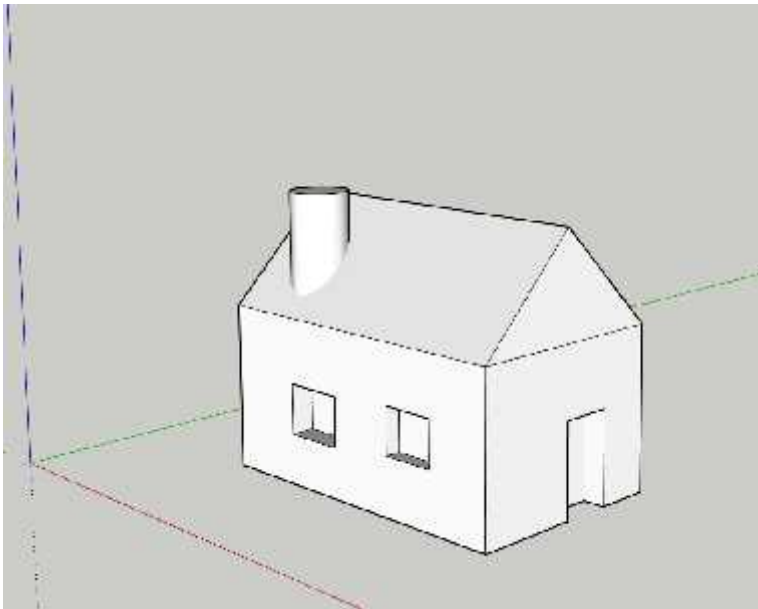


## Description

In this lesson we learn how to model a simple 3D object and customize it to our liking. We model a simple house by drawing a 2D layout and turning it into 3D with the Push/Pull Tool. We then use the same tool to add a door and windows.

# Introduction

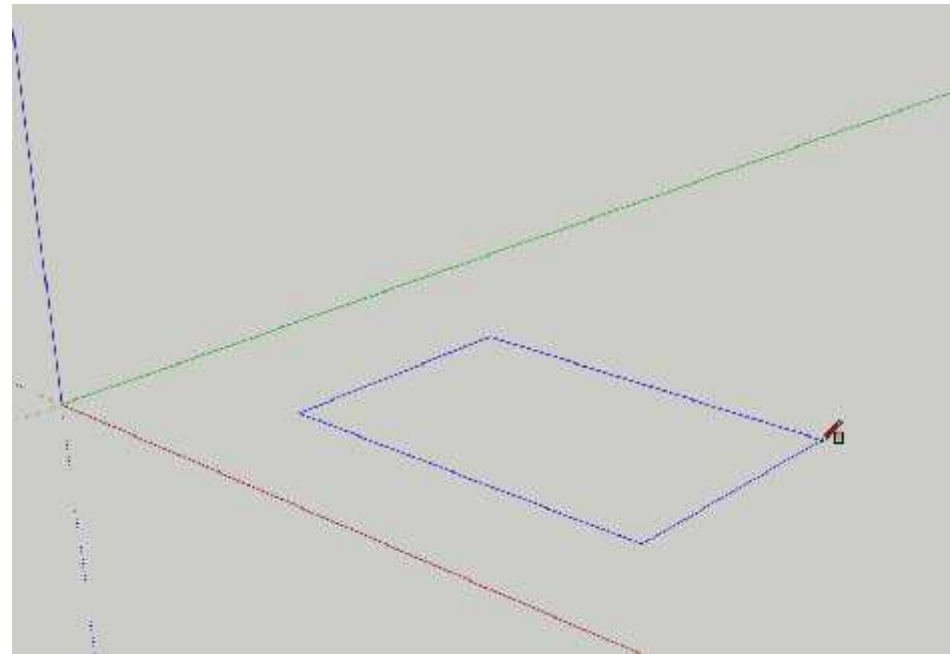
- Using the tools we learned in the previous lessons, we will make a simple 3D house.
- For the first part we will model the bottom part, consisting of the main walls, the windows and a door.



# Modelling a Simple Object - Part 1 (1/9)



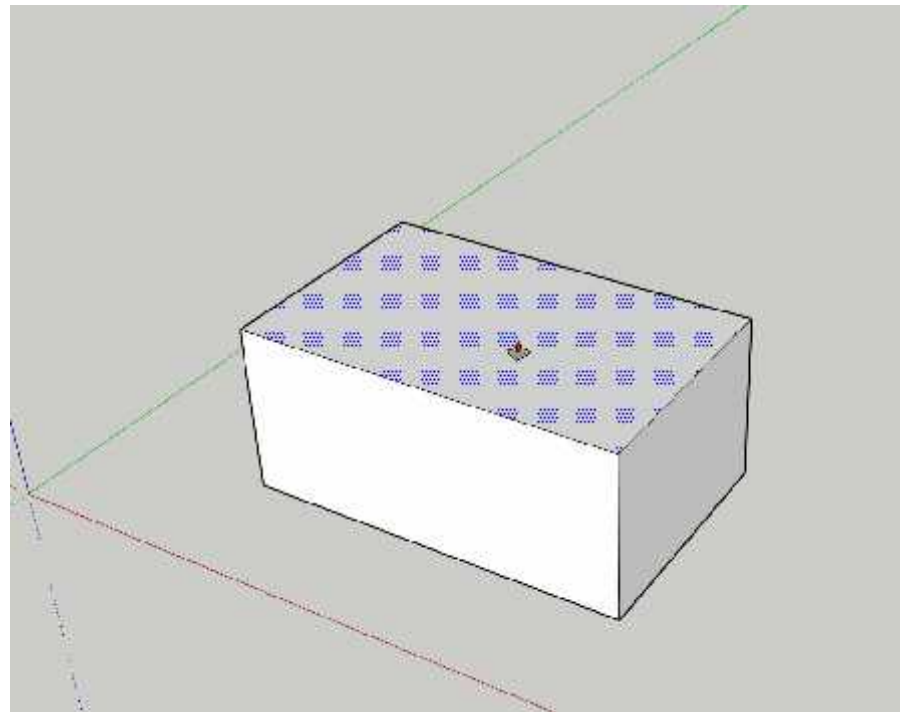
- Let's start by making the base of our house.
- Pick the **Rectangle** tool and draw a simple 2D rectangle.



# Modelling a Simple Object - Part 1 (2/9)



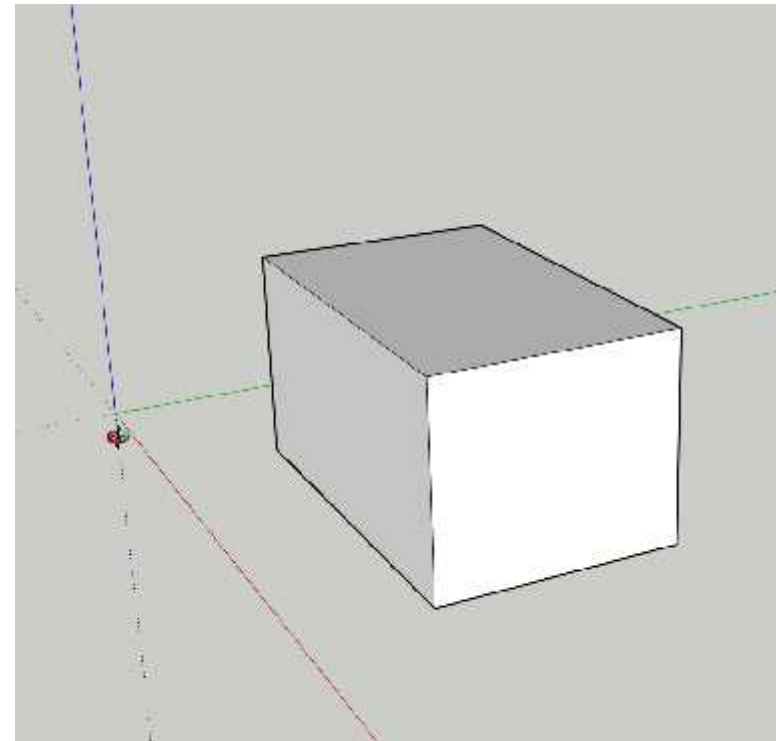
- Select the **Push/Pull** tool and drag the rectangle shape upwards, to create the walls of our house.



# Modelling a Simple Object - Part 1 (3/9)



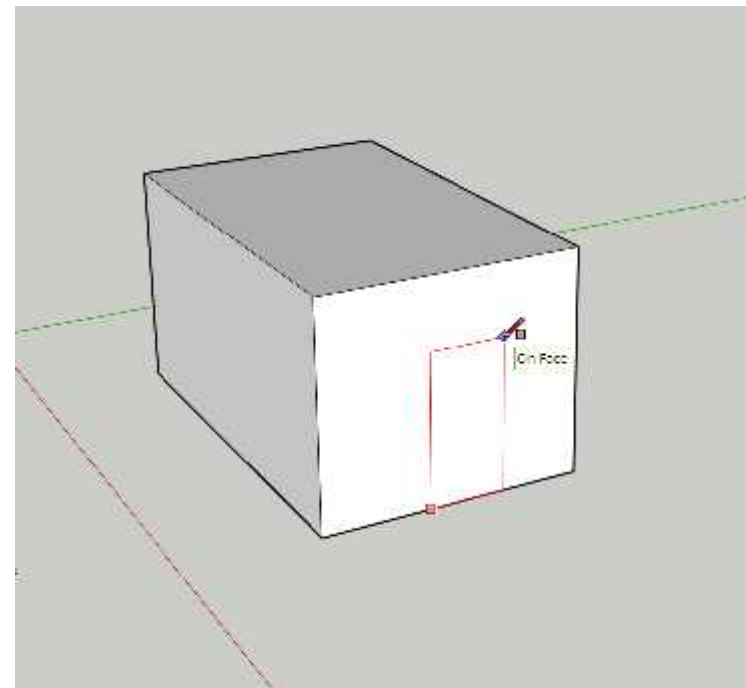
- Now let's make a door.
- Use the **Orbit** tool to move the view so we can see the front side of our house better.



# Modelling a Simple Object - Part 1 (4/9)



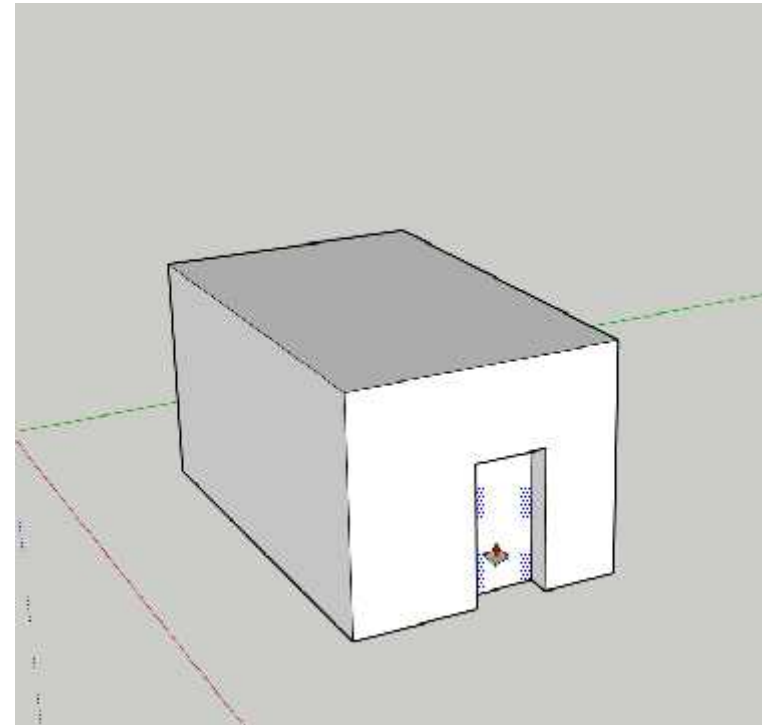
- Use the **Rectangle** tool to draw a door outline to the front side of the house.



# Modelling a Simple Object - Part 1 (5/9)



- Use the **Push/Pull** tool to cut a hole where the door is, by pushing the door inwards.

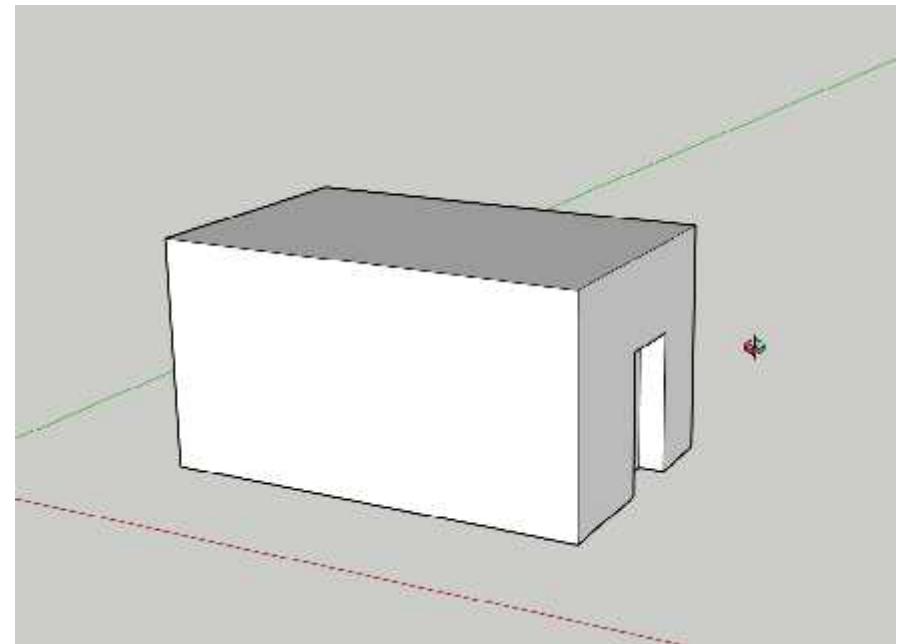




# Modelling a Simple Object - Part 1 (6/9)



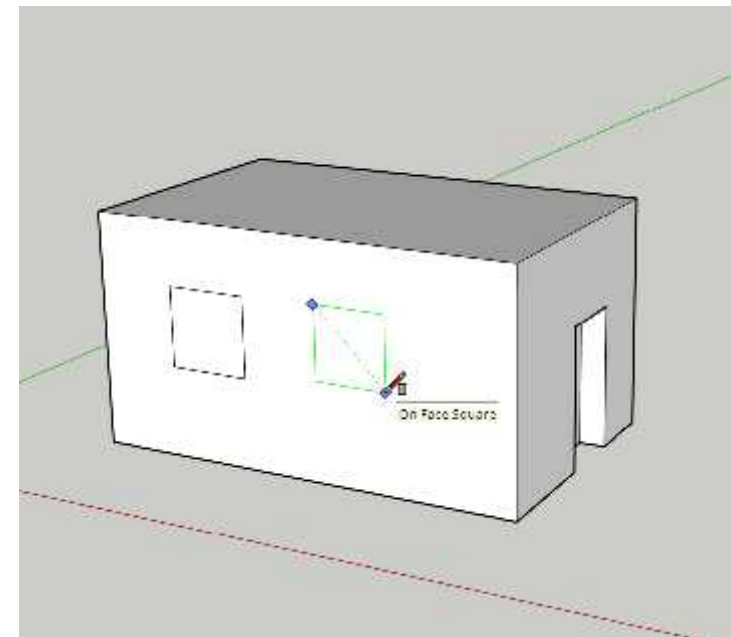
- Now let's make some windows.
- Use the **Orbit** tool again to move the view to the side.



# Modelling a Simple Object - Part 1 (7/9)



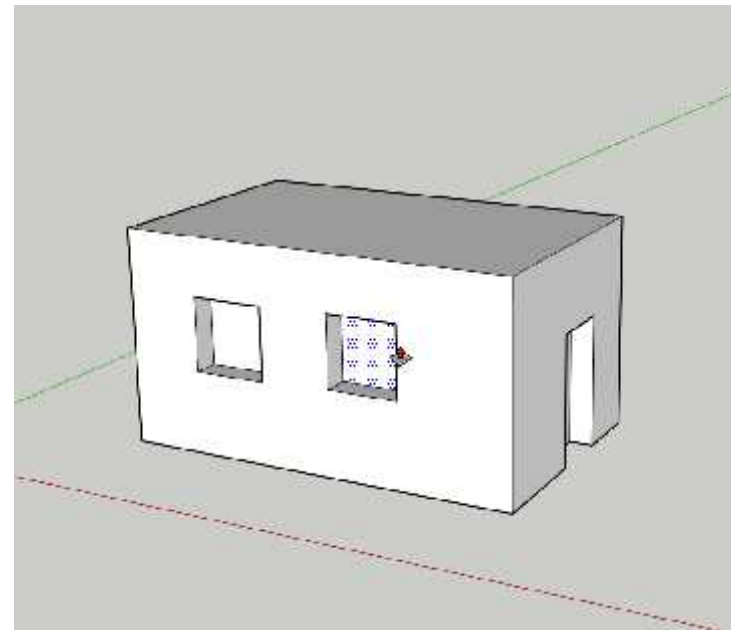
- Use the **Rectangle** tool to draw multiple window outlines.



# Modelling a Simple Object - Part 1 (8/9)



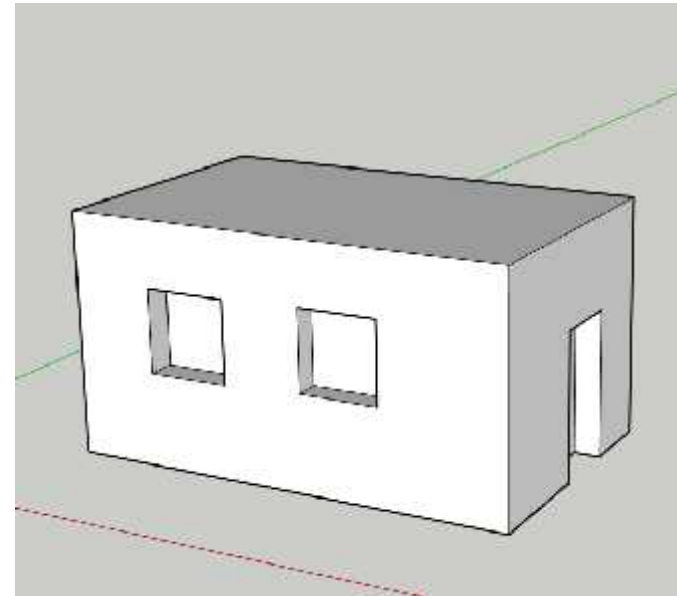
- Use the **Push/Pull** tool to push the window outlines inwards, to create the window holes.



# Modelling a Simple Object - Part 1 (9/9)



- Now **Save** your file.
- We will continue modelling the house in the next lesson.





Thank you!!

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