

Very Simple House Part 2

Open your Tilt-Up Shed file. Save as the name you have and add part 2.

Materials

Add materials with UVW maps to each part of the shed, the walls, roof, foundation, and door.

On the window, find a texture without much directional grain, and clone to each slot except the glass.

Work to rotate the shingles (or whatever) you put on the roof so they point in the right direction. You can use the UVW map modifier gizmo (drop down the plus sign) with the rotate tool to do this.

Scale materials using the UVW map modifier appropriately.

Ground plane

Add a large ground plane (the plane primitive) to catch shadows, and add a grass or stone material to it. Tile the grass up in the tile setting of the material, so it looks in scale with the shed.

Lights

Add a **spot light** with shadows on as the sun. Turn on overshoot. This is your key light.

Make a **fill light** with shadows off and multiplier set to .33.

Tip – position this light in the top view 90 degrees from the key light.

AEC Tree

Add one! Make it in scale with the Shed.

Pose the model

Pose up the model for a great view. Move lights or whatever you need to show off the model to greatest advantage.

Render to 2000 x 1500 pixels. Set this up in Render/Rendering Setup.

Open in Photoshop, add you name, print.