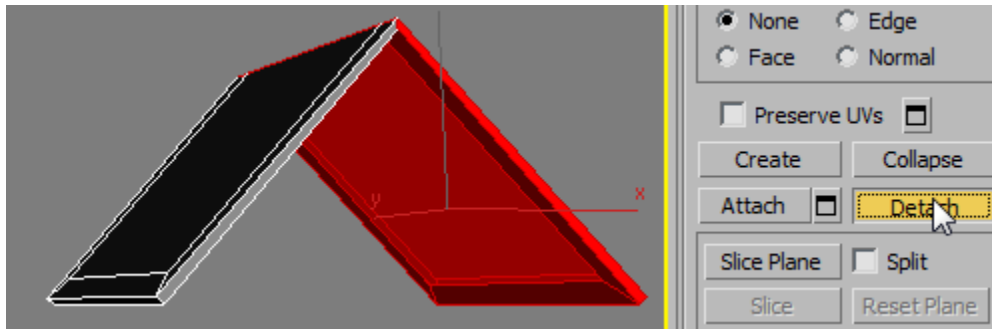


## Very Simple House Part 2

Open your very simple house file.

Save as the name you have and add part 2.

Select one half of the polygons on the roof (half the roof, as in, on side of the roof, right or left) and name it roof2.



Add materials with UVW maps to each part of the house.

Work to rotate the shingles (or whatever) you put on the 2 sides of the roof so they point in the right direction.

Scale materials using UVW appropriately.

Add a large ground plane (the plane primitive) and add a grass or stone material.

Add AEC objects: Window and a door. Position and size to the openings in your model.

Note – there will be a demo on adding the appropriate material to the window so it has glass.

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.

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.

Open in Photoshop, add you name, print.