**Drafting and Design 9/10 Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Drawing Assignment**

**Bedroom 3D Model**

**TASK:**

Using your 2D bedroom floor plan as a sketch:

* Create a 3D model of your bedroom.
* Use architectural tools (wall, door, window, plug ins tools)
* Texture components of your room.
* Remove one (or two) walls in order to highlight the features of your model
* Hand in colour-rendering with 2D floor plan attached.

**PROCEDURE:**

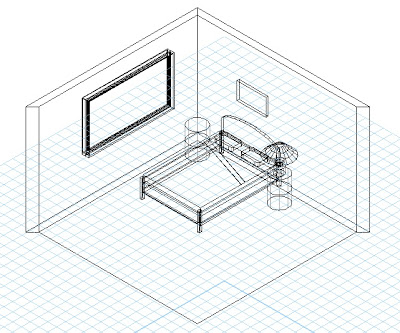
1. Open 2D bedroom floor plan file. Create “3D Model” layer
2. Draw walls in Top/Plan view (trace on top of your 2D plan using show/snap)
3. Add doors and windows as necessary.
4. Draw furniture models or use plug ins from resource browser. Make as accurate as possible.
5. Place your 3d Lamp and Flashlight on a surface of your 3D model (desk or nightstand)
6. Texture your bedroom with as much accuracy as possible.

**Presentation**

Your will need to hand in the following final copies all on **title block templates**:

1. 2D floorplan (with dimensions)
2. 3D model in colour from best angle (final quality, 300 DPI)

**Evaluation**

Your 2D and 3D drawings will be marked on:

-Accuracy of scaling and dimensioning.

-Cleanliness of lines in all drawings.

-Effectiveness of texture, light applications.

-Inclusion of lamp and flashlight

-Choice of angles for final rendering and printing.