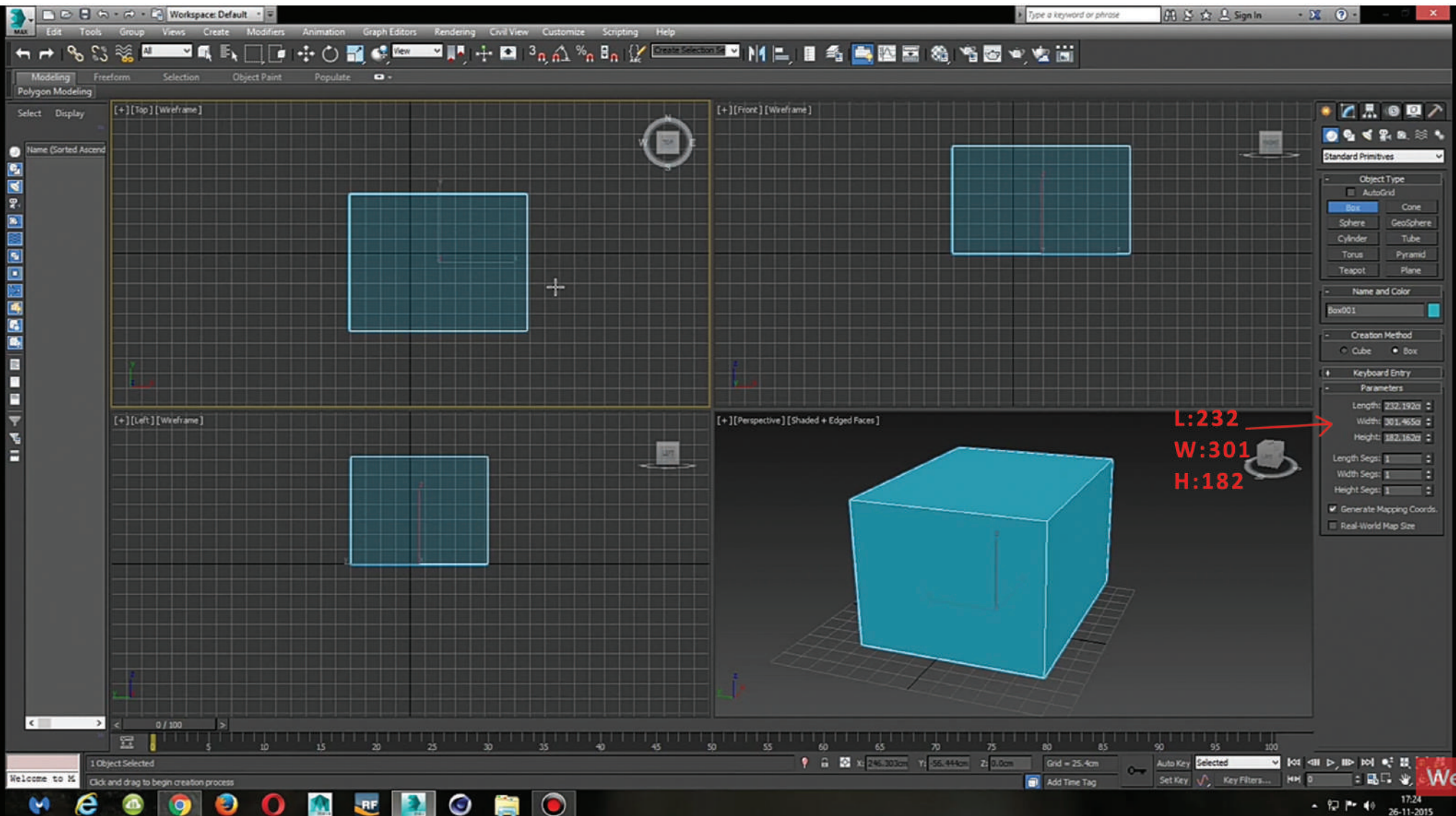


**Subject: Drafting-II**  
**Subject Code: BDR-1114**  
**Teacher: Bakhtawar**

# House Design- 3D MAX



1:47

The image shows the Blender 2.79 software interface. The main workspace is divided into four viewports: Top, Front, Left, and Perspective. A cyan cube is visible in all views. The Perspective view shows the cube with a red arrow pointing to its bottom-right corner. A dialog box titled "Move Transform Type-In" is open, showing coordinate fields for Absolute:World and Offset:Screen. The Y-axis value in the Absolute:World section is highlighted with a red box. The status bar at the bottom shows "1 Object Selected" and "Click and drag to select and move objects". The system tray at the bottom right shows the time as 17:24 on 26-11-2015.

Workspace: Default

Type a keyword or phrase

Tools Group Views Create Modifiers Animation Graph Editors Rendering CivilView Customize Scripting Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

Name (Sorted Ascend)

[+] [Top] [Wireframe]

[+] [Front] [Wireframe]

[+] [Left] [Wireframe]

[+] [Perspective] [Shaded + Edged Faces]

Move Transform Type-In

Absolute:World		Offset:Screen	
X:	0.00m	X:	0.00m
Y:	0.00m	Y:	0.00m
Z:	0.00m	Z:	0.00m

Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

Box001

1 Object Selected

Welcome to M

Click and drag to select and move objects

X: 0.00m Y: 0.00m Z: 0.00m

Grid = 25.4cm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

17:24 26-11-2015

Wetsoil

1:48

The screenshot shows the Autodesk Maya software interface. The main viewport displays a 3D box object. A context menu is open over the box, listing various operations. The 'Convert To' option is highlighted, and its sub-menu is visible, showing 'Convert to Editable Poly' as the selected option. A red text overlay on the right side of the viewport reads 'Box: Convert into editable poly'. The interface includes a top toolbar with various tools, a left-hand panel with a 'Name (Sorted Ascend)' list, and a right-hand panel with 'Standard Primitives' and 'Name and Color' settings. The bottom status bar shows '1 Object Selected' and 'Click and drag to select and move objects'. The Windows taskbar at the bottom includes icons for various applications and the system clock showing 17:24 on 26-11-2015.

Workspace: Default

Tools Group Views Create Modifiers Animation Graph Editors Rendering CivilView Customize Scripting Help

Modelling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

[+] [Perspective] [Shaded + Edged Faces]

Name (Sorted Ascend)

Standard Primitives

Object Type

Box Cone

Sphere GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

Name and Color

Box001

Viewport Lighting and Shadows

Isolate Selection

Hide Isolate

Unfreeze All

Freeze Selection

Unhide by Name

Unhide All

Hide Unselected

Hide Selection

State Sets

Manage State Sets...

display transform

Move

Rotate

Scale

Placement

Select

Select Similar

Clone

Object Properties...

Curve Editor...

Dope Sheet...

Wire Parameters...

Convert To

Convert to Editable Mesh

Convert to Editable Poly

Convert to Deformable Poly

Convert to Editable Patch

Convert to NURBS

Box: Convert into editable poly

0 / 100

1 Object Selected

Welcome to M

Click and drag to select and move objects

Auto Key Selected

Set Key Key Filters...

Add Time Tag

Wetsoil

17:24

26-11-2015

1:48

Workspace: Default

Group Views Create Modifiers Animation Graph Editors Rendering CivilView Customize Scripting Help

Modelling Freeform Selection Object Paint Populate

Polygon Modeling Modify Selection Edit Geometry (All) Polygons Loops Tri Subdivision Visibility Align Properties

Select Display

Name (Sorted Ascend)

1 Object Selected

Click or click-and-drag to select objects

107.339cm Y: 62.902cm Z: 0.0cm Grid = 25.4cm

Auto Key Selected Set Key Key Filters...

17:24 26-11-2015

Wetsoil

1. select polygon from the top

2. then click on insert option

Box001

Modifier List

Editable Poly

Selection

By Vertex

Ignore Backfacing

By Angles: 0.10

Shrink Grow

Ring Loop

Preview Selection

OFF SubObj Multi

Polygon 2 Selected

Soft Selection

Edit Polygons

Insert Vertex

Extrude Outline

Bevel **Insert**

Bridge Flip

Hinge From Edge

Extrude Along Spline

Edit Triangulation

Retriangulate Turn

Edit Geometry

Repeat Last

Constraints

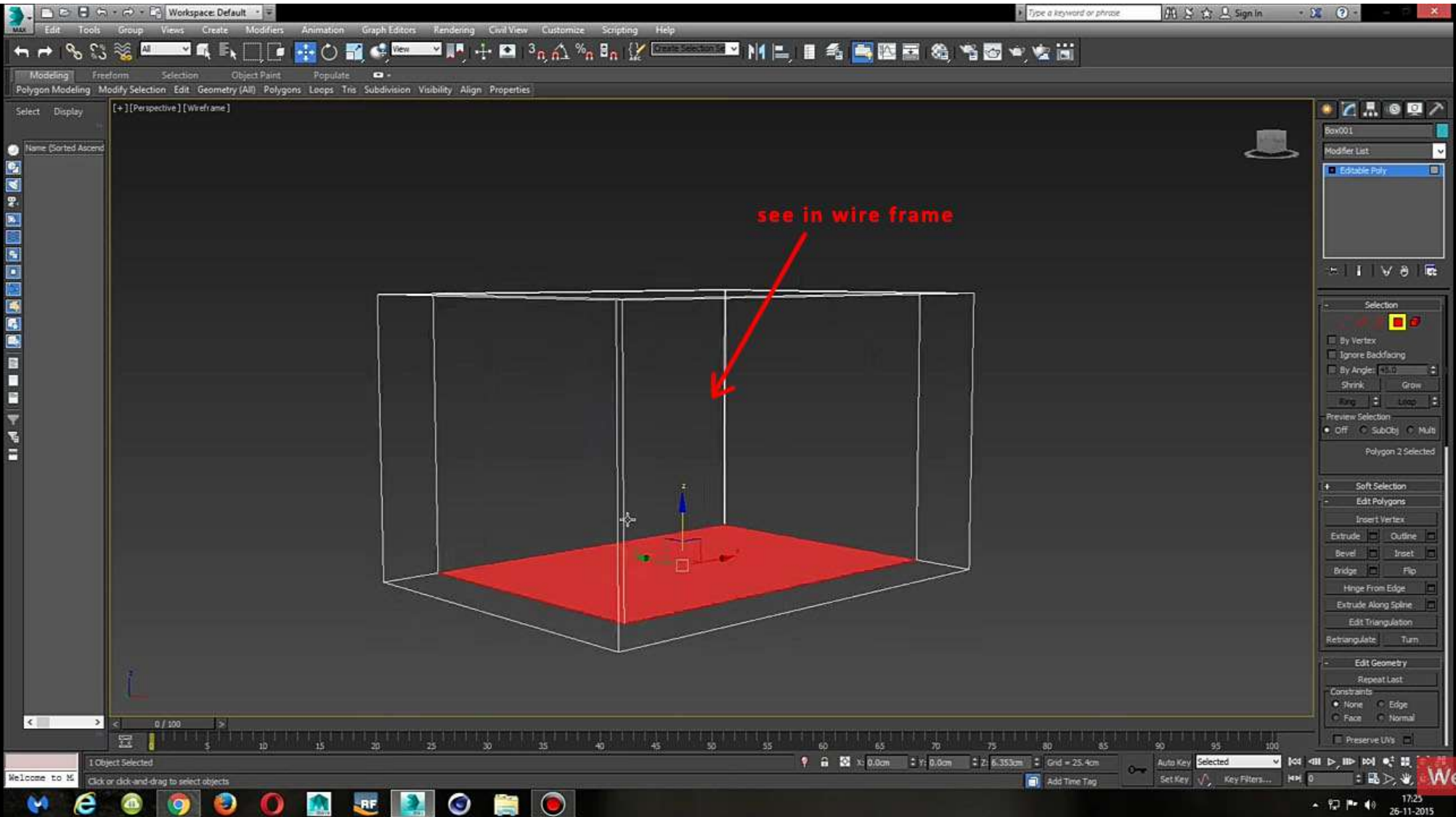
None Edge

Face Normal

Preserve UVs

1:50

The image shows a screenshot of the Autodesk Maya software interface. The main viewport displays a 3D model of a teal-colored rectangular box. A red arrow points from the text "Extrude the polygon" to the bottom face of the box. The interface includes a top menu bar with options like "Group", "Views", "Create", "Modifiers", "Animation", "Graph Editors", "Rendering", "CivilView", "Customize", and "Scripting". Below the menu is a toolbar with various icons. On the left, there is a "Select" and "Display" panel with a "Name (Sorted Ascend)" list. On the right, there is a "Modifier List" showing "Editable Poly" and a "Selection" panel with options like "By Vertex", "Ignore Backfacing", and "By Angle". At the bottom, there is a status bar with "1 Object Selected" and a coordinate system showing X: -103.319C, Y: -160.872C, Z: 0.00C. The bottom right corner features a "Wetsoil" logo and the date "17:24 26-11-2015".



2:25

Workspace: Default

Tools Group Views Create Modifiers Animation Graph Editors Rendering CivilView Customize Scripting Help

Modelling Freeform Selection Object Paint Populate

Polygon Modeling Modify Selection Edit Geometry (All) Polygons Loops Tria Subdivision Visibility Align Properties

Select Display [+][Perspective][Shaded + Edged Faces]

Name (Sorted Ascend)

Extrude Polygons  
Height  
20.0cm

select the polygon  
extrude: 25.0cm

Selection

- By Vertex
- Ignore Backfacing
- By Angle: 0.10
- Shrink Grow
- Ring Loop

Preview Selection

- Off SubObj Mult
- Polygon 1 Selected

Soft Selection

- Edit Polygons
- Insert Vertex
- Extrude Outline
- Bevel Inset
- Bridge Flip
- Hinge From Edge
- Extrude Along Spline
- Edit Triangulation
- Retriangulate Turn

Edit Geometry

- Repeat Last
- Constraints
- None Edge Face Normal
- Preserve UVs

1 Object Selected

Welcome to M Click or click-and-drag to select objects

Grid = 25.4cm

Auto Key Selected

Set Key Key Filters...

Wetsoil

17:25  
26-11-2015



2:25

The screenshot shows a 3D modeling software interface with a teal box on a red base. A context menu is open over the top face of the box, showing options: Group, Local Normal, and By Polygon. A red arrow points from the text '2. Local normal' to the 'Local Normal' option in the menu. Another red arrow points from the text '1. select 4 corners of box then apply extrude option' to the top face of the box. The software interface includes a top toolbar, a left sidebar with a 'Name (Sorted Ascend)' list, and a right sidebar with a 'Modifier List' and 'Selection' panel. The bottom status bar shows '1 Object Selected' and various tool icons.

1. select 4 corners of box then apply extrude option

2. Local normal

2:27

The image shows a 3D modeling software interface. The main viewport displays a 3D model of a rectangular object with a cyan top face and a red bottom face. A red arrow points from the text "select polygon" to a specific polygon on the red bottom face. The interface includes a top menu bar with options like "Tools", "Group", "Views", "Create", "Modifiers", "Animation", "Graph Editors", "Rendering", "CivilView", "Customize", and "Scripting". Below the menu bar is a toolbar with various icons. On the left side, there is a "Name (Sorted Ascend)" list. On the right side, there is a "Modifier List" showing "Editable Poly" and a "Selection" panel with options like "By Vertex", "Ignore Backfacing", "By Angle", "Shrink", "Grow", "Ring", and "Loop". The bottom status bar shows "1 Object Selected" and "Click or click-and-drag to select objects". The system tray at the bottom right shows the time "17:26" and date "26-11-2015", along with a "Wetsoil" logo.

2:28

The image shows a 3D modeling software interface. The main viewport displays a wireframe box with a 'Connect Edges' tool overlay. The tool has three buttons: a top button with a red circle around it, a middle button with a green circle, and a bottom button with a blue circle. A red arrow points from the 'Connect Edges' tool to the 'Connect' button in the right-hand property panel. The property panel includes sections for 'Selection', 'Soft Selection', 'Edit Edges', 'Edge Properties', and 'Edit Geometry'. The 'Connect' button is located in the 'Edit Edges' section. The interface also features a top menu bar, a left-hand toolbar, and a bottom status bar.

2:29

1. drag left to right and select all upper edges

2. then click on CONNECT option

Connect Edges

2

72

0

OK + X

Box001

Modifier List

Editable Poly

Selection

By Vertex

Ignore Backfacing

By Angle: 45.0

Shrink Grow

Ring Loop

Preview Selection

Off SubObj Mult

16 Edges Selected

Soft Selection

Edit Edges

Insert Vertex

Remove Split

Extrude Weld

Chamfer Taper Weld

Bridge Connect

Create Shape From Selection

Edge Properties

Weight: 1.0

Crease: 0.0

Hard Smooth

Display Hard Edges

Edit Tri Turn

Edit Geometry

1 Object Selected

Welcome to M

Click or click-and-drag to select objects

Auto Key Selected

Set Key Key Filters...

Wetsoil

17:29

26-11-2015

2:31

The image shows a screenshot of the Autodesk Maya software interface. The main viewport displays a 3D model of a rectangular box with a smaller rectangular cutout on its right side. The model is rendered in a teal color. A red arrow points from the text "select polygon and delete" to the inner vertical edge of the cutout. The interface includes a top menu bar with options like "Tools", "Group", "Views", "Create", "Modifiers", "Animation", "Graph Editors", "Rendering", "CivilView", "Customize", and "Scripting". Below the menu bar is a toolbar with various icons. On the left side, there is a "Select" and "Display" panel with a "Name (Sorted Ascend)" list. On the right side, there is a "Modifier List" showing "Editable Poly" and a "Selection" panel with various selection options. At the bottom, there is a status bar showing "1 Object Selected" and a coordinate system with values for X, Y, and Z. The Windows taskbar is visible at the very bottom of the screen.

select polygon and delete

Wetsoil

2:31

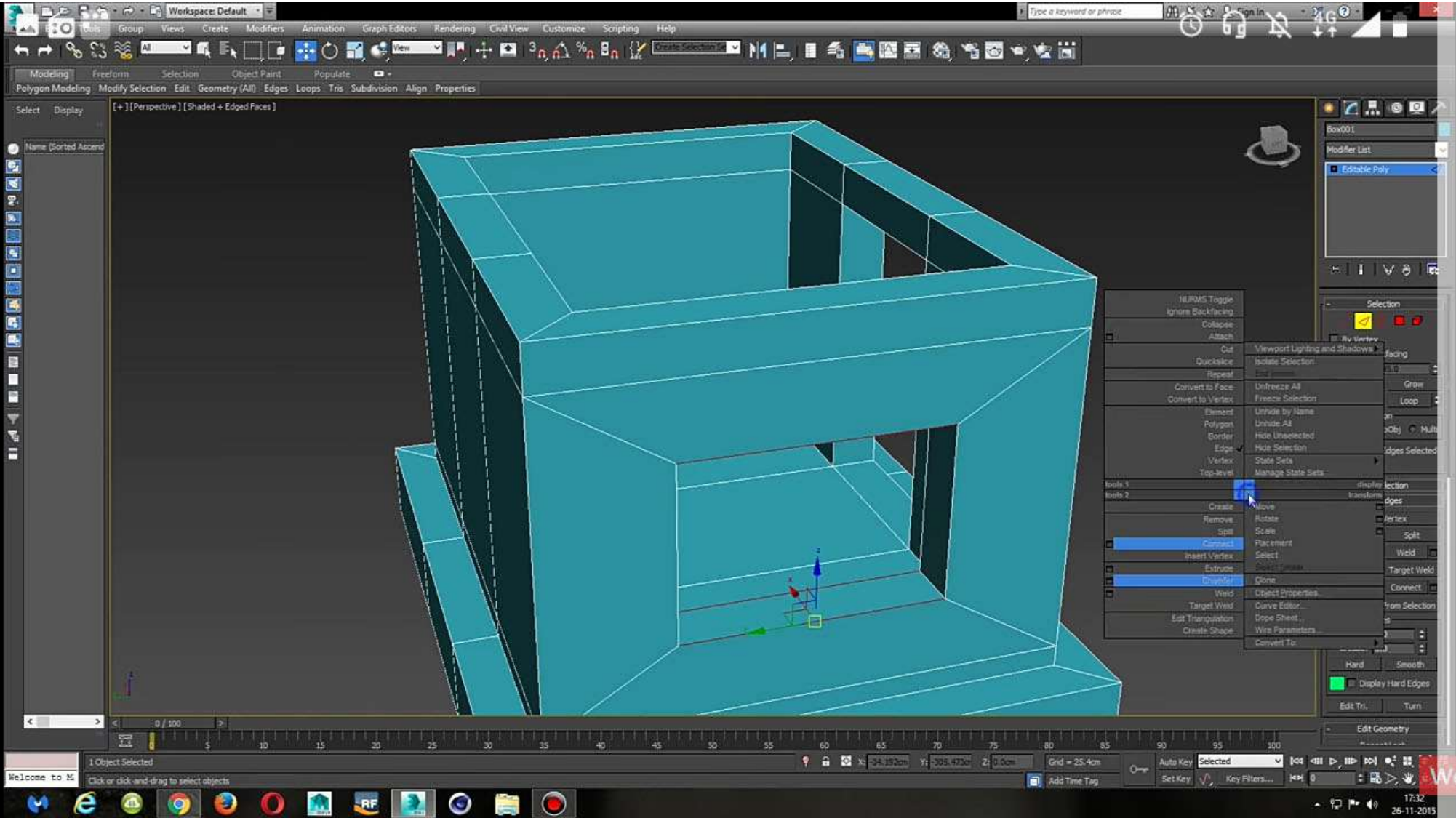
The image shows a screenshot of the Autodesk Maya software interface. The main viewport displays a wireframe model of a rectangular box. A red arrow points from the text annotation "drag mouse left to right and select vertex" to a vertex on the bottom edge of the box. The interface includes a top menu bar with options like "Tools", "Group", "Views", "Create", "Modifiers", "Animation", "Graph Editor", "Rendering", "CivilView", "Customize", "Scripting", and "Help". Below the menu bar is a toolbar with various icons. On the left side, there is a "Select" panel with a "Name (Sorted Ascend)" list. On the right side, there is a "Properties" panel for the selected object, showing "Editable Poly" and various selection and edit options. The bottom status bar shows "1 Object Selected" and "Click or click-and-drag to select objects". The system tray at the bottom right shows the time "17:30" and date "26-11-2015".

drag mouse left to right and select vertex

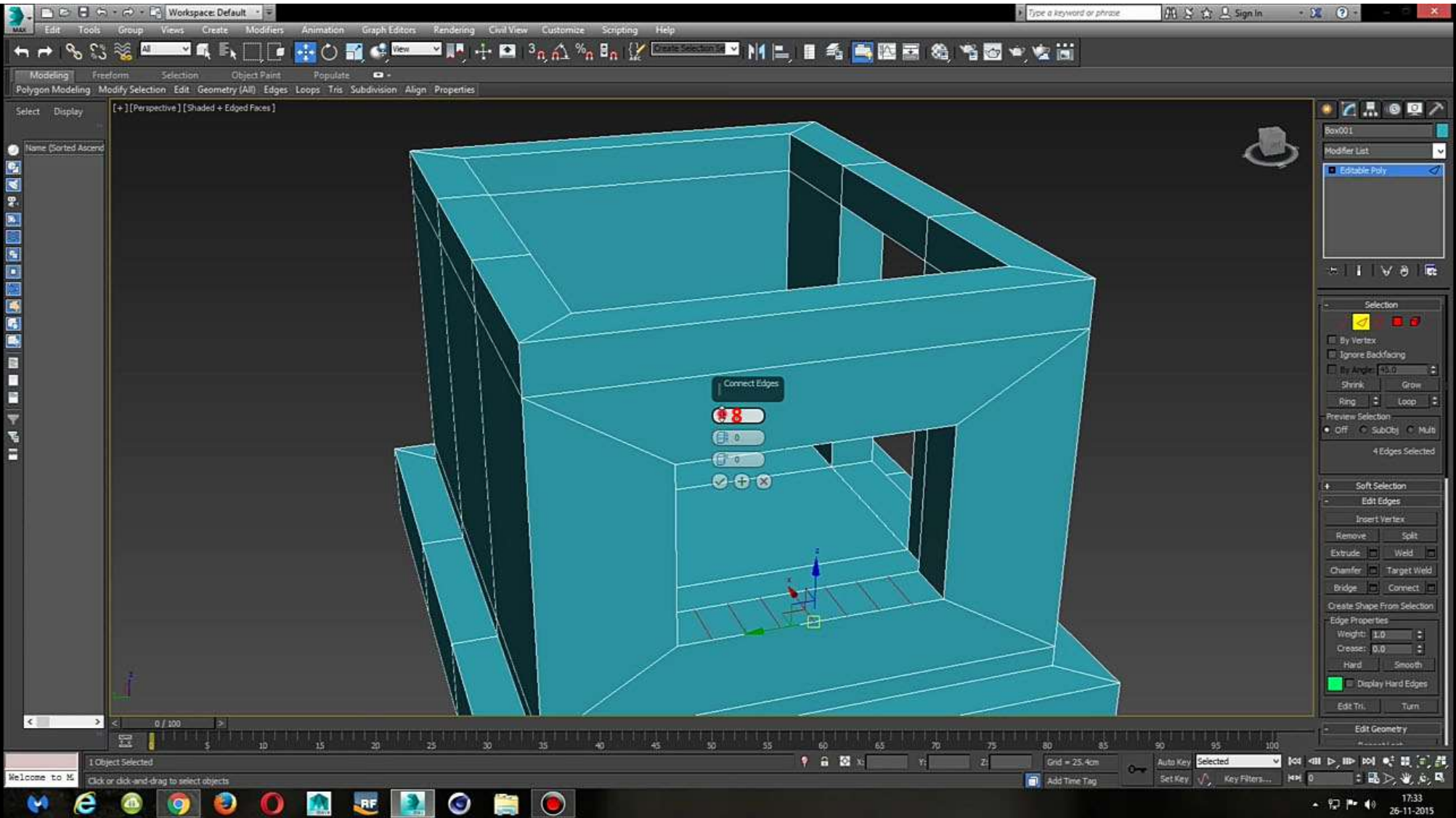
2:32

The image shows a 3D modeling software interface, likely Autodesk Maya, with a teal-colored box model. A red rectangular inset is applied to the front face of the box. A red arrow points to this inset with the handwritten text "DOOR PART". The software interface includes a top menu bar with options like "Tools", "Group", "Views", "Create", "Modifiers", "Animation", "Graph Editors", "Rendering", "CivilView", "Customize", "Scripting", and "Help". Below the menu is a toolbar with various icons. On the left, there is a "Name (Sorted Ascend)" list. The right-hand panel shows the "Selection" and "Edit Polygons" toolsets. The bottom status bar indicates "1 Object Selected" and provides coordinate information: X: -150.7326, Y: 0.0cm, Z: 85.594cm, and a grid size of 25.4cm. A "Wetsoil" logo is visible in the bottom right corner.

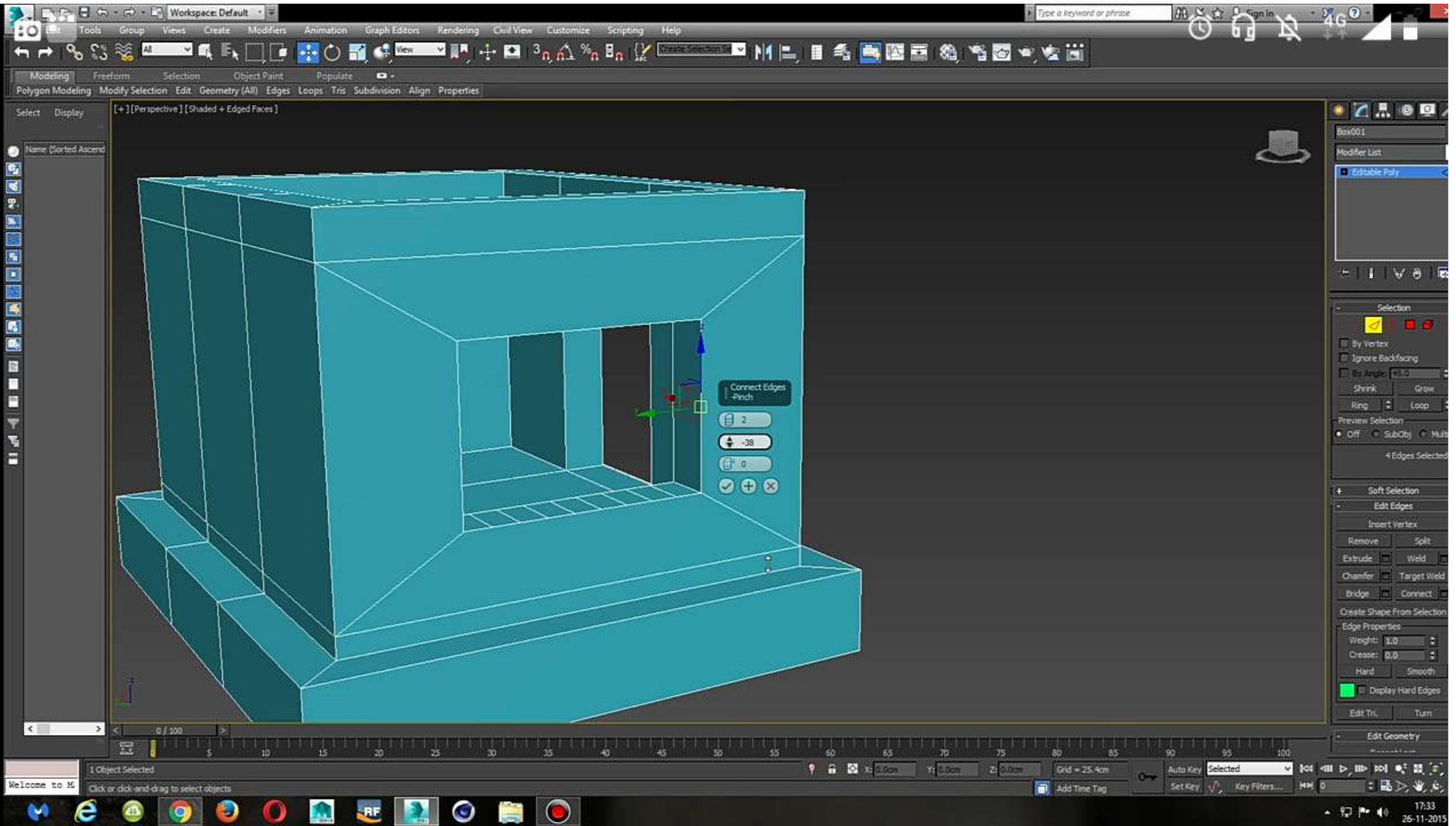
2:33



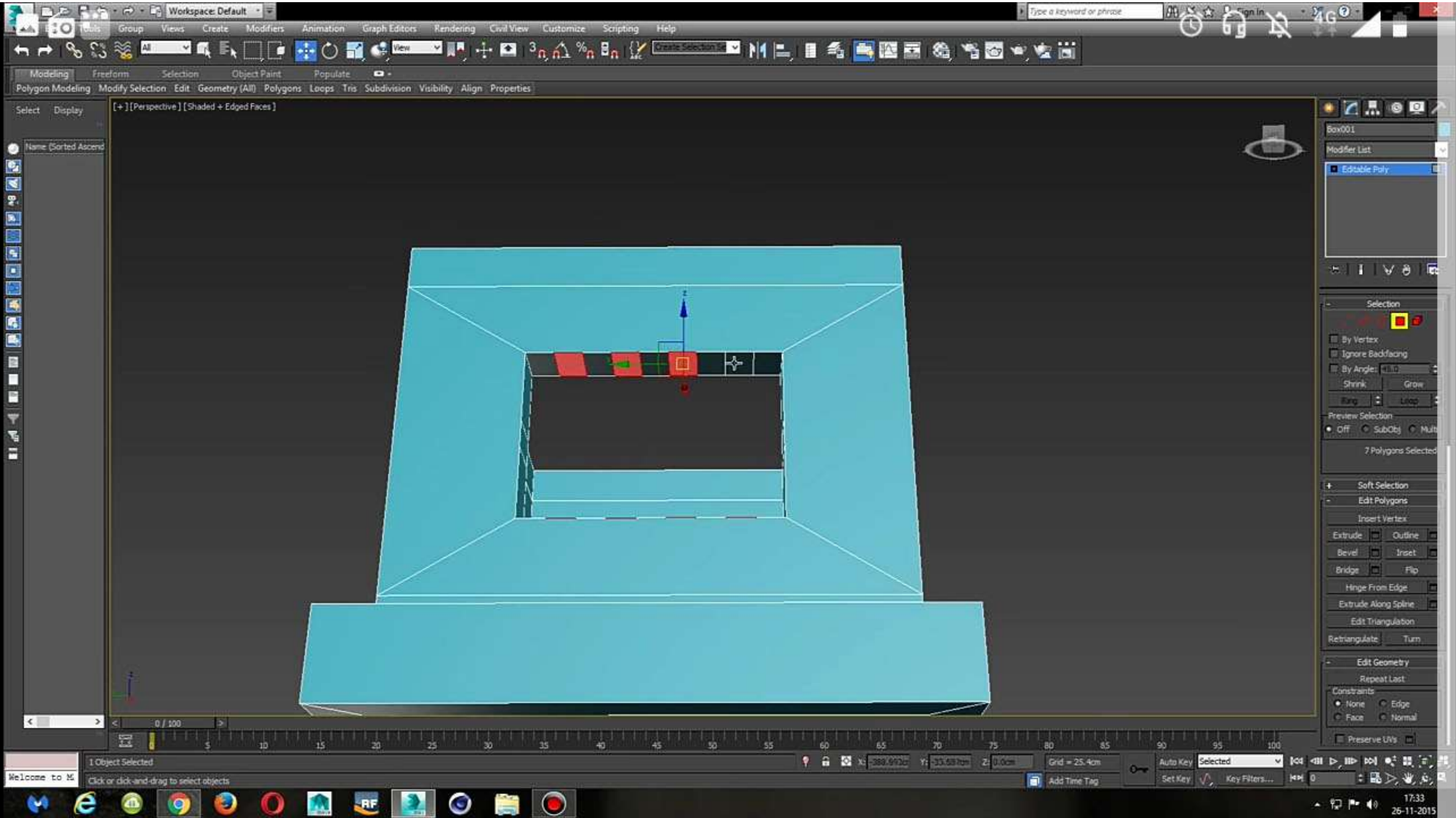




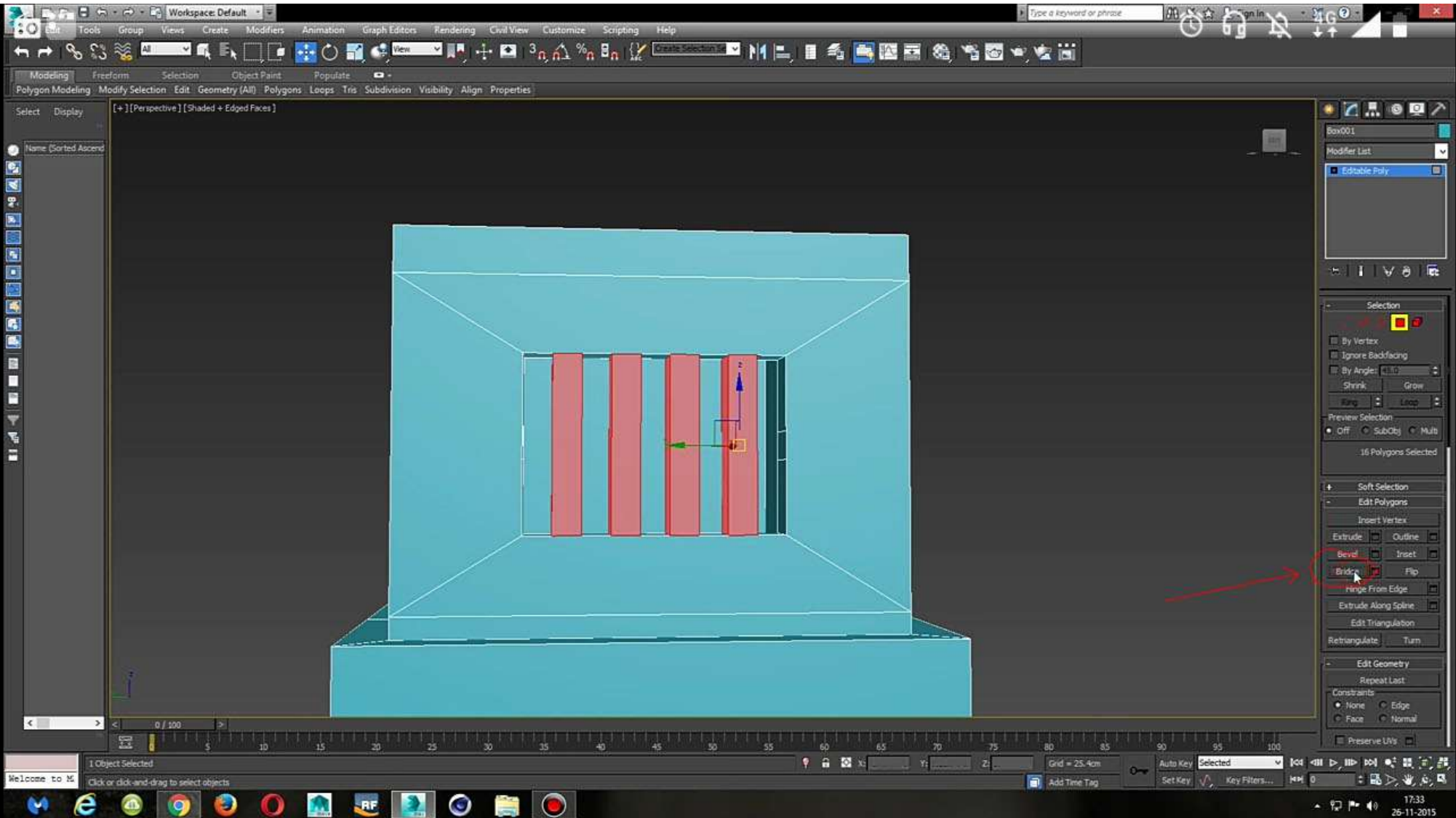
2:47



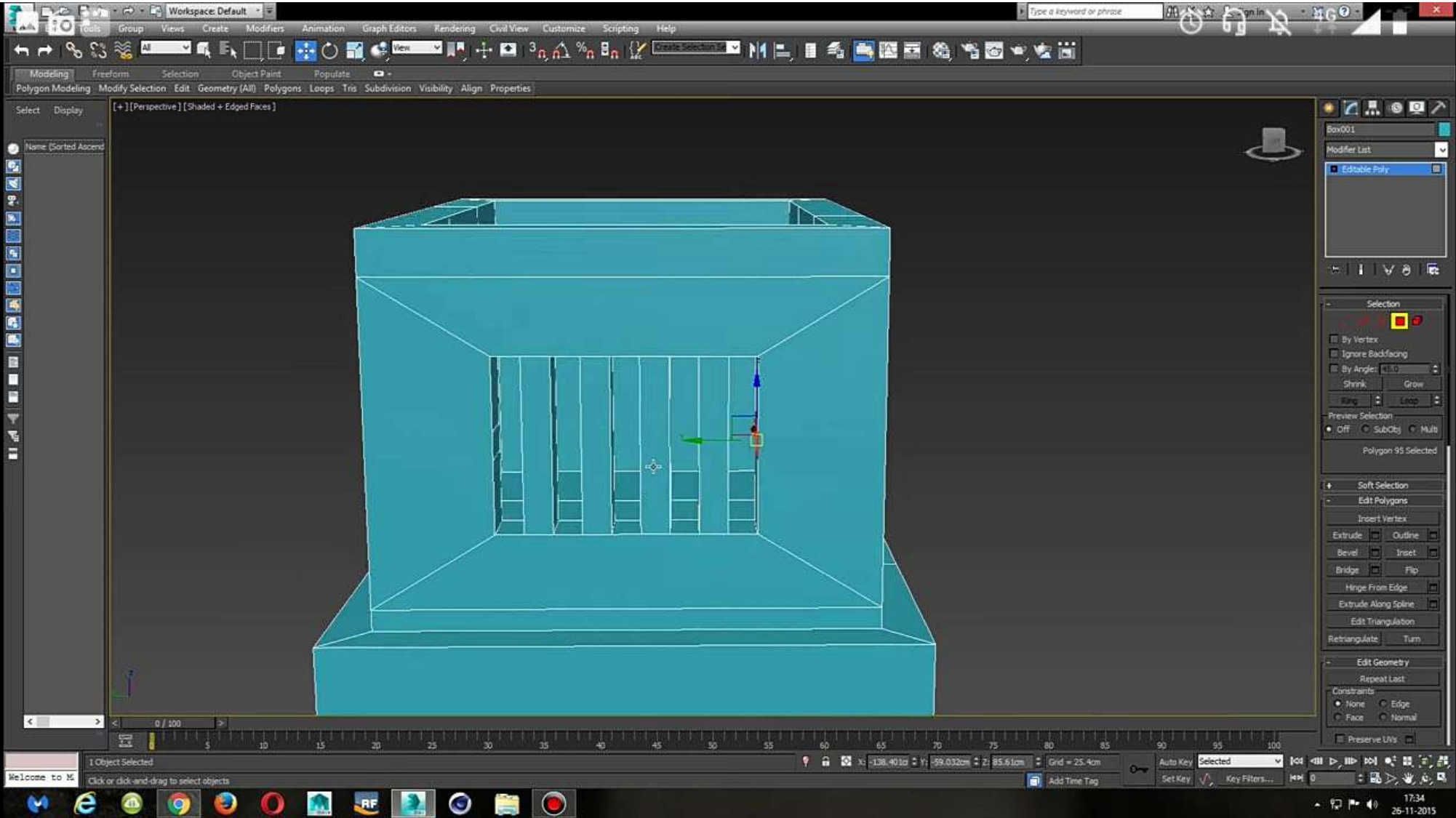
2:47



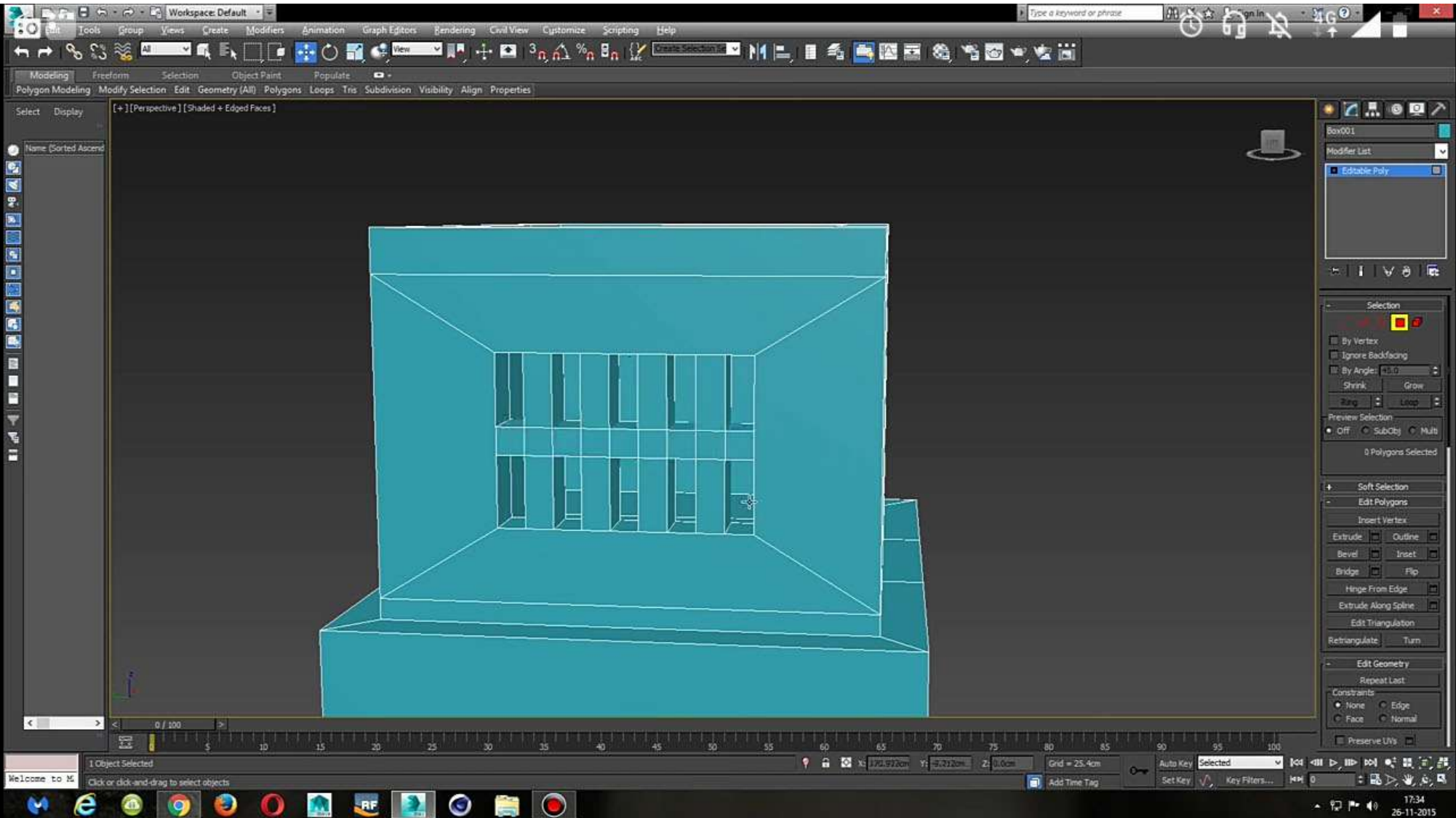
2:48



2:48



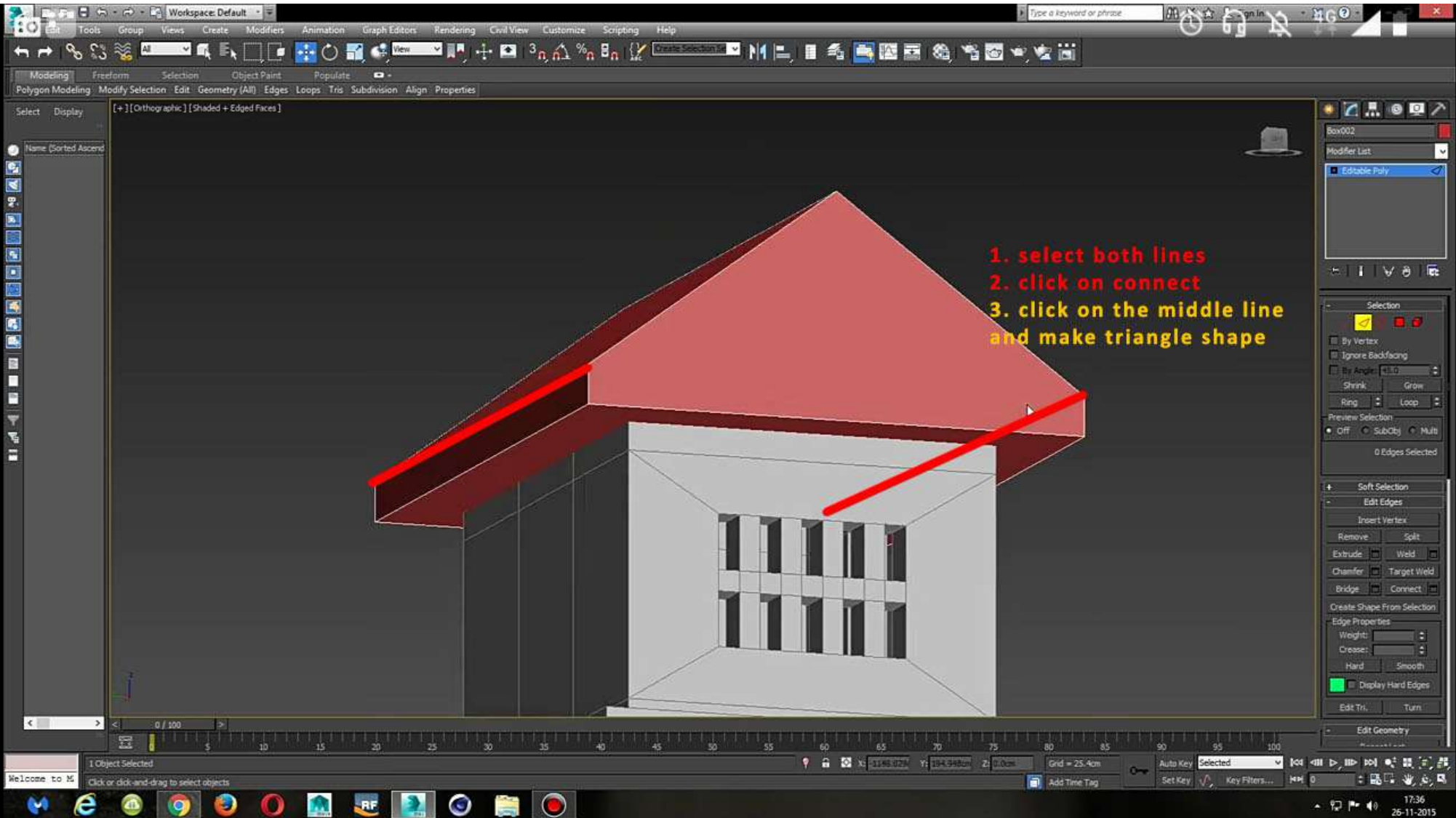
2:48



2:49

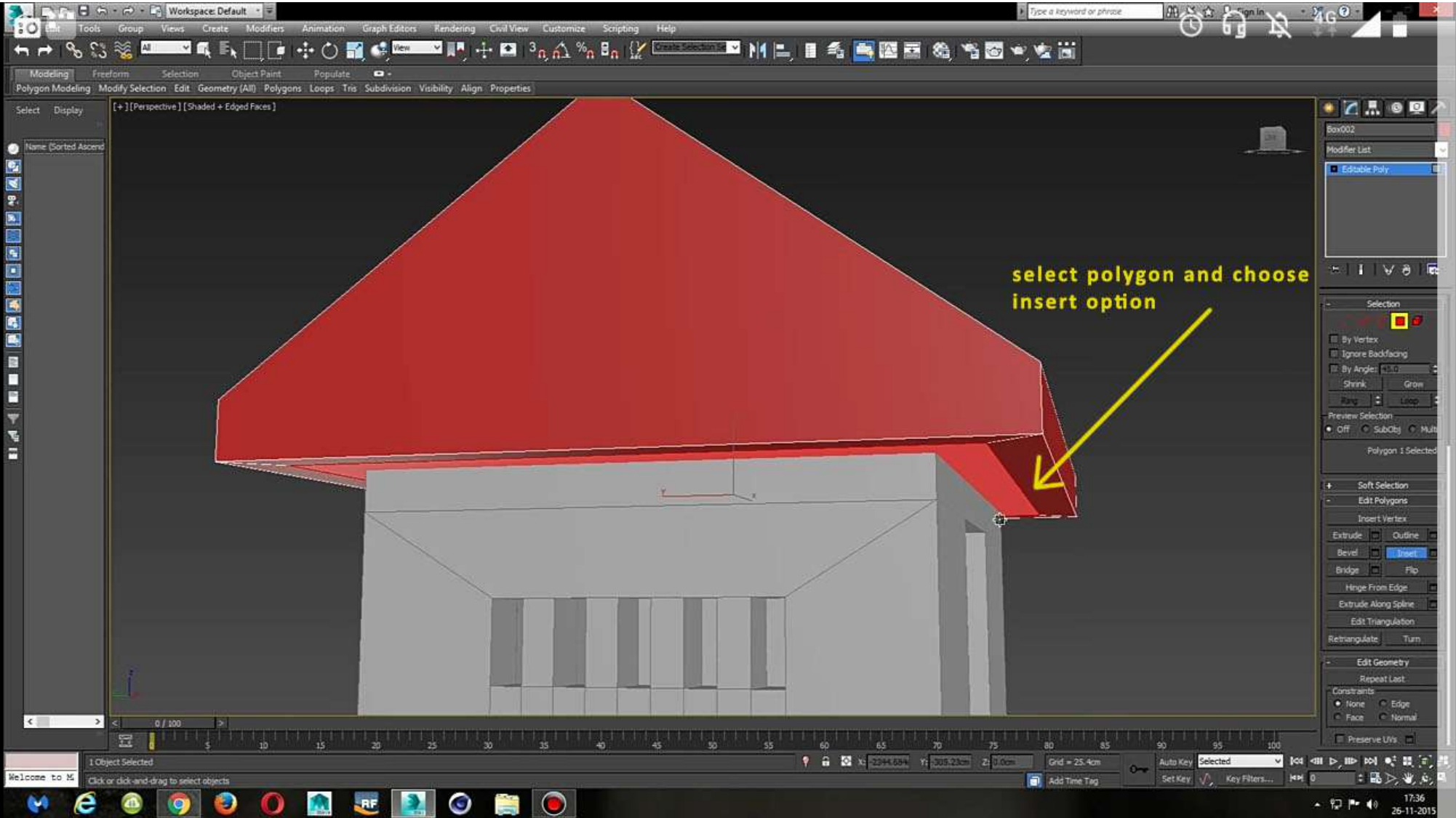
The image shows a screenshot of the Autodesk Maya software interface. The main viewport displays a 3D model of a classical building with a purple roof and teal walls. An 'Object Color' dialog box is open in the foreground, showing a color palette with 'Basic Colors' and 'Custom Colors' sections. The 'Basic Colors' section is set to '3ds Max palette'. The 'Custom Colors' section has a 'By Object' button and an 'Assign Random Colors' checkbox. The 'Current Color' is shown as purple. The interface includes a top menu bar with options like 'Tools', 'Group', 'Views', 'Create', 'Modifiers', 'Animation', 'Graph Editors', 'Rendering', 'CivilView', 'Customize', and 'Scripting'. A toolbar is visible below the menu bar. On the right side, there is a 'Standard Primitives' panel with a list of object types: Box, Cone, Sphere, GeoSphere, Cylinder, Tube, Torus, Pyramid, Teapot, and Plane. The 'Name and Color' section shows 'Box002'. The bottom status bar indicates '1 Object Selected' and provides coordinates: X: 1.595cm, Y: 3.829cm, Z: 170.917cm, and Grid = 25.4cm. The system tray at the bottom shows the date and time: 17:35, 26-11-2015.

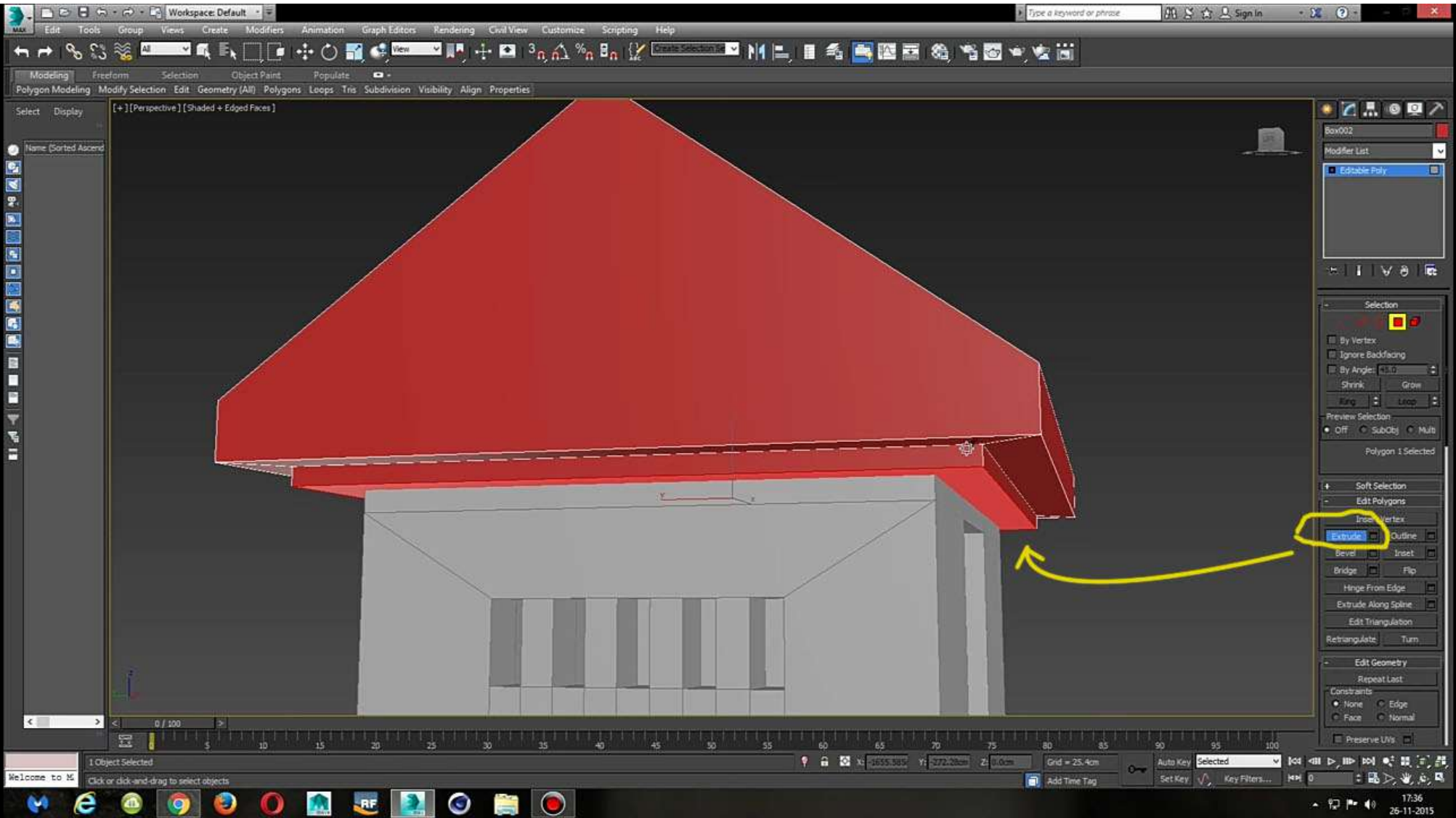
2:51





2:51





3:02

select polygon and choose insert option

1 Object Selected  
Click or click-and-drag to select objects

17:37  
26-11-2015

3:02

The image shows a screenshot of the Autodesk Maya software interface. The central 3D viewport displays a 3D model of a house with a red roof. A yellow arrow points to a selected polygon on the roof, with the text "select polygon and extrude" written in yellow above it. The interface includes a top menu bar with options like "File", "Edit", "Tools", "Windows", "Help", and "Scripting". Below the menu bar is a toolbar with various icons for modeling and editing. On the left side, there is a panel with a "Name (Sorted Ascend)" list. On the right side, there is a panel with "Edit Polygons" and "Edit Geometry" tools. The bottom status bar shows "1 Object Selected" and various coordinate and grid settings.

3:04

The image shows a 3D modeling software interface with a red roof on a grey structure. A yellow arrow points to the roof with the text "select polygon and chamfer". The interface includes a top menu bar, a toolbar, a left sidebar, a central 3D view, and a right sidebar with various tool panels.

**Top Menu Bar:** Workspace: Default, Type a keyword or phrase, Sign In, 4G.

**Toolbar:** Modeling, Freform, Selection, Object Paint, Populate, Polygon Modeling, Modify Selection, Edit, Geometry (All), Edges, Loops, Tris, Subdivision, Align, Properties.

**Left Sidebar:** Select, Display, Name (Sorted Ascend).

**Central 3D View:** A red roof is shown on a grey structure. A yellow arrow points to the roof with the text "select polygon and chamfer". A tooltip for "Chamfer - Edge Tension" is visible, showing a value of 4.919cm. A "30.0" value is also visible in the interface.

**Right Sidebar:** Box002, Modifier List, Editable Poly, Selection, Soft Selection, Edit Edges, Insert Vertex, Remove, Split, Extrude, Weld, Chamfer, Target Weld, Bridge, Connect, Create Shape From Selection, Edge Properties, Weight: 1.0, Crease: 0.0, Hard, Smooth, Display Hard Edges, Edit Tri, Turn.

**Bottom Status Bar:** 1 Object Selected, Welcome to M, Click or click-and-drag to select objects, Grid = 25.4cm, Auto Key Selected, Set Key, Key Filters..., 17:39, 26-11-2015.

3:05

Workspace: Default

Group Views Create Modifiers Animation Graph Editors Rendering CivilView Customize Scripting Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

Name (Sorted Ascend)

[+] [Top] [Wireframe]

[+] [Front] [Wireframe]

[+] [Left] [Wireframe]

[+] [Orthographic] [Shaded + Edged Faces]

create clinder

Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

Cylinder001

1 Object Selected

Welcome to M. Click and drag to select and move objects

Auto Key Selected

Set Key Key Filters...

Add Time Tag

17:40 26-11-2015

3:09

Workspace: Default

Tools Group Views Create Modifiers Animation Graph Editors Rendering CivilView Customize Scripting Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

[+] [Perspective] [Shaded + Edged Faces]

Name (Sorted Ascend)

select red part cilnder

select compound object

Compound Objects

Object Type

- Morph
- Scatter
- Conform
- Connect
- BobMesh
- ShapeMerge
- Boolean**
- Trim
- Loft
- Mesh
- ProBoolean
- ProCutter

Name and Color

Box002

Pick Boolean

Pick Operand B

- Reference
- Copy
- Move
- Instance

Parameters

Operands

A: Box002

B:

Name:

Extract Operand

- Instance
- Copy

Operation

- Union
- Intersection
- Subtraction (A-B)
- Subtraction (B-A)
- Cut
- Refine
- Split
- Remove Inside
- Remove Outside

Display/Update

Display:

- Result
- Operands
- Result + Hidden Ops

Updater:

1 Object Selected

Welcome to M

Click or click-and-drag to select objects

Grid = 25.4cm

Auto Key Selected

Set Key Key Filters...

17:40 26-11-2015

3:09

Workspace: Default

Tools Group Views Create Modifiers Animation Graph Editors Rendering CivilView Customize Scripting Help

Modelling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

[+] [Perspective] [Shaded + Edged Faces]

Name (Sorted Ascend)

1. select red part

2. select compound object

3. boolean

4. click operand B

Compound Objects

Object Type

Morph Scatter

Conform Connect

BlobMesh ShapeMerge

Boolean Terrain

Loft Masher

ProBoolean ProCutter

Name and Color

Box002

Pick Boolean

Pick Operand B

Reference Copy

Move Instance

Parameters

Operands

A: Box002

B:

Name:

Extract Operand

Instance Copy

Operation

Union

Intersection

Subtraction (A-B)

Subtraction (B-A)

Cut Refine

Split

Remove Inside

Remove Outside

Display/Update

Display:

Result Operands

Result + Hidden Ops

Updater:

1 Object Selected

Welcome to M

Click or click-and-drag to select objects

Grid = 25.4cm

Auto Key Selected

Set Key Key Filters...

17:40

26-11-2015



3:10

The image shows a screenshot of the Autodesk Maya software interface. In the center, a 3D model of a house is displayed in a perspective view. The house has a red gabled roof, a grey main body, and a green base. A window with a white frame and grid pattern is highlighted in red. A yellow arrow points from the text "select polygon and click insert" to the window frame. The software interface includes a top menu bar with options like "File", "Edit", "Tools", "Windows", "Help", and a toolbar with various modeling tools. On the left, there is a "Name" list showing "Sky001". On the right, the "Edit Polygons" tool palette is open, with the "Insert" button highlighted. The bottom status bar shows "1 Object Selected" and "Click or click-and-drag to select objects". The system tray at the very bottom shows the time "17:52" and date "26-11-2015".

3:11

The image shows a 3D modeling software interface with a house model. The house has a red roof and a window frame highlighted in red. A yellow arrow points to the window frame with the text "select all window polygons and extrude". The interface includes a top toolbar, a left sidebar with a "Name" list, a right sidebar with a "Modifier List" and "Selection" options, and a bottom status bar with coordinates and a grid size of 25.4cm.

Workspace: Default

Modifying: Freeform Selection Object Paint Populate

Polygon Modeling Modify Selection Edit Geometry (All) Polygons Loops Triangulation Visibility Align Properties

Select Display [+][Perspective][Shaded + Edged Faces]

Name (Sorted Ascend)

- Sky001

Box001

Modifier List

- Editable Poly

Selection

- By Vertex
- Ignore Backfacing
- By Angle: 45.0
- Shrink
- Grow
- Ring
- Loop

Preview Selection

- Off
- SubObj
- Multi

24 Polygons Selected

Soft Selection

Edit Polygons

- Insert Vertex
- Extrude
- Outline
- Bevel
- Inset
- Bridge
- Flip
- Hinge From Edge
- Extrude Along Spline
- Edit Triangulation
- Retriangulate
- Turn

Edit Geometry

- Repeat Last
- Constraints
- None
- Edge
- Face
- Normal
- Preserve UVs

1 Object Selected

Welcome to M

Click or click-and-drag to select objects

Auto Key Selected

Set Key Key Filters...

Add Time Tag

Grid = 25.4cm

Coordinates: X: -158.7336 Y: 0.002cm Z: 85.994cm

17:52 26-11-2015