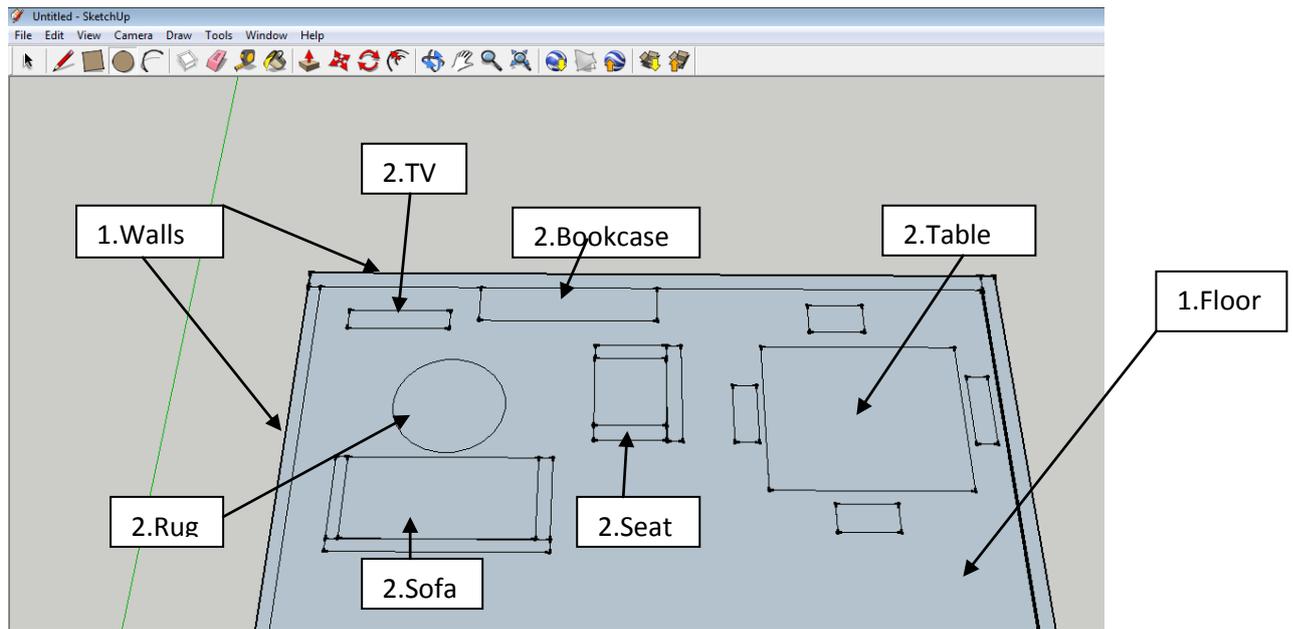
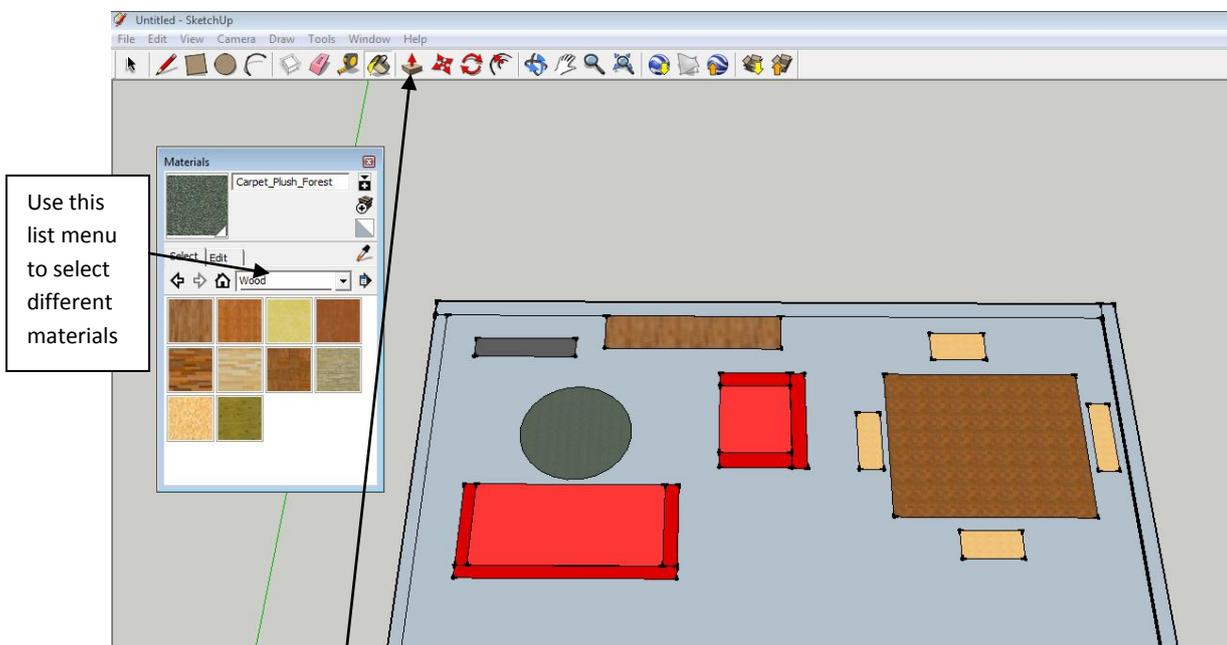


Creating a Building

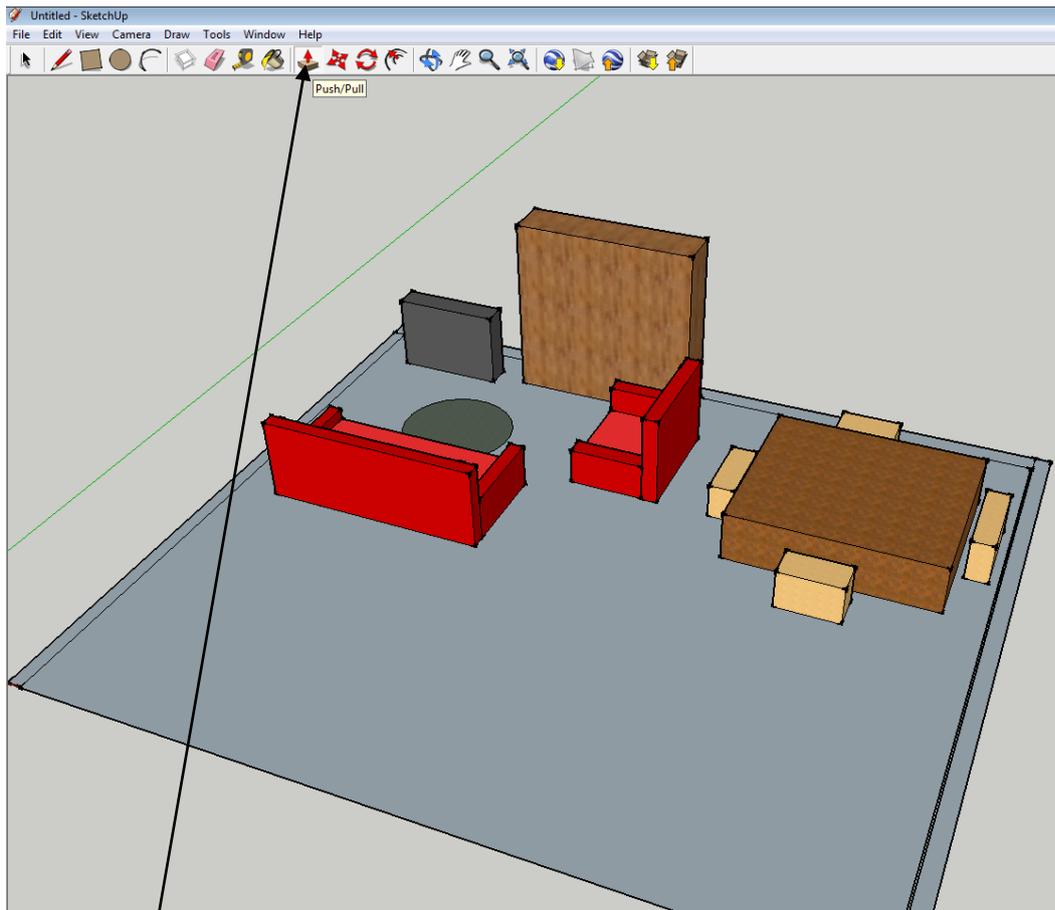


Firstly lay down the floor and walls of your building as 2D rectangles. Then add furniture as 2D shapes.

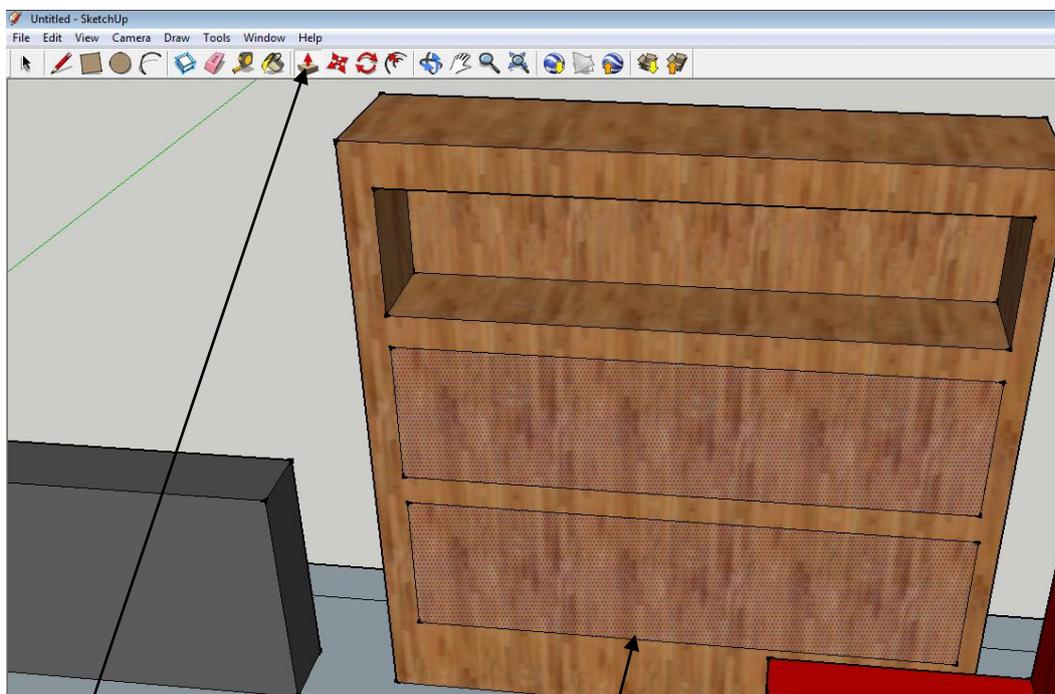
Note: An item like a sofa might need more than one rectangle so that it has arms and an back



Using the fill bucket colour each of your pieces of furniture, on the fill colour menu there is a drop down list where you can chose materials like carpets, wood, vegetation, brick.



Use the Push/Pull tool to make your furniture 3D



To add detail to objects or to hollow them out draw a shape on the object then use the fill colour or push/pull tool to make them hollow. This can be done on the TV, Chairs, Bookshelf