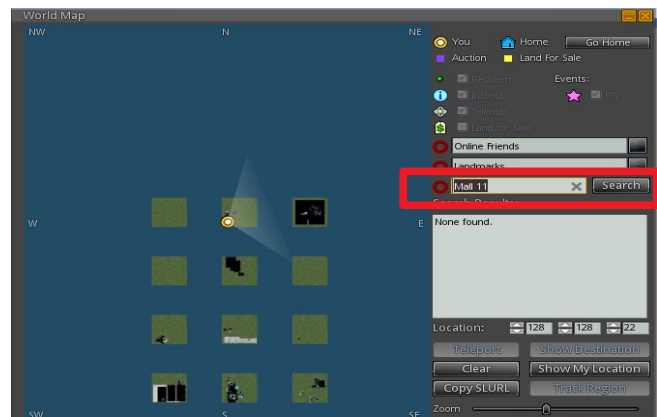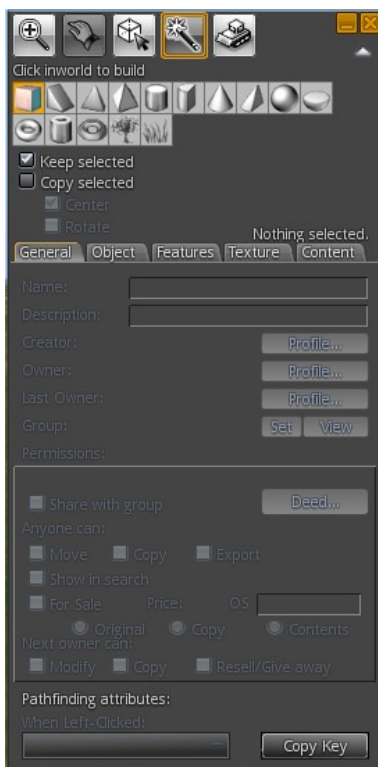## Lab1_ Building in 4D

Click on Map.

Write mall 11 in the box. Make sure you have the space in the text and hit Enter and then Teleport.

You will end up in Sandbox used for beginners training.

## Build

Click Build at the bottom menu

1. Click the wand and make sure an object (the box for starters) is marked. Click on the ground to make rez a prim.

*Editing mode*
2. Mark the Editing tool. The object will get red (x), green (y) and blue (z) arrows. Drag them to move the prim.

3. Hold down shift+Ctrl and drag the x, y, z as well as the white markers to see what happens.

4. Hold down (only) Ctrl to rotate the object.

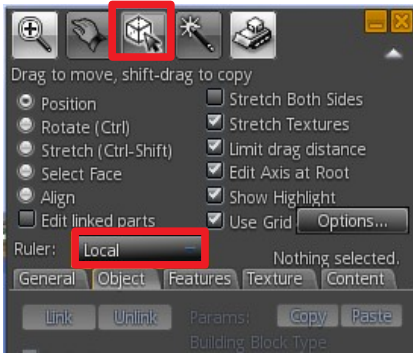The other 3 options are seldom or never to be used

places you in camera mode. Short key Alt.

can be used to move the object.

is never to be used.

5. In editing mode set ruler to local and try dragging and rotating the prim to see the difference from when its set          to world.
*Remember to do this every time you log in to model- it will simplify adjusting and copying prims.*

*Object Tab*
Mark your prim and have a look at the Object tab.
Size is given in meters and you may write the numbers directly in the box as well as rotate your object by changing the numbers under Rotation (degrees)
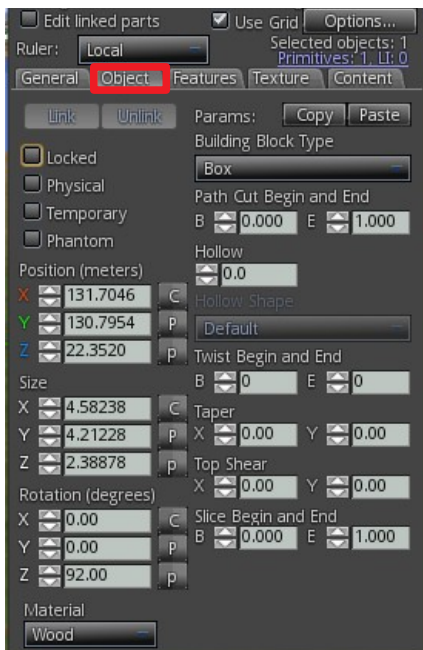
6. Set the prim size to 2x2x2 meters and rotation to x0 y0 z90.

7. Mark your prim and try changing the numbers for   Path Cut Begin and End, Hollow, Twist Begin and End, Taper, Top Shear and Slice Begin and End. Make sure   you go back to default numbers before trying the next one.
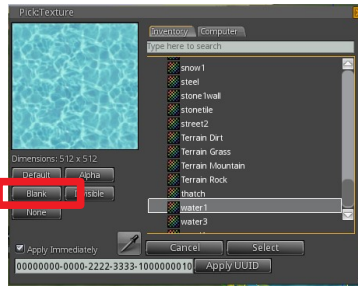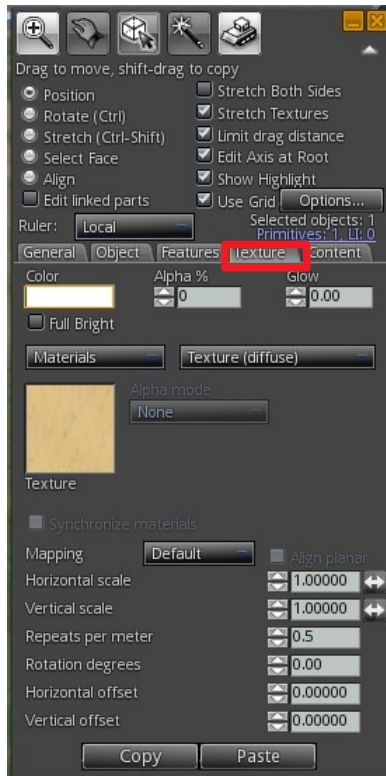
8. Edit your prim to the shape below:
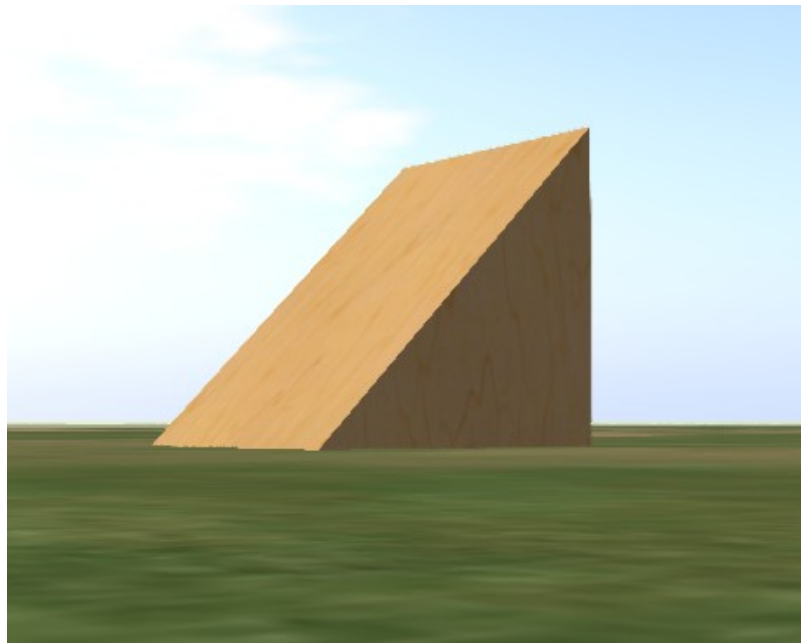
9. Take a Snapshot and save to your computer.

*Texture Tab*

10. Create a prim. Go to editing mode. Click Texture Tab.
Click in the texture box and the texture window pops up.

*The Open Sim Gallery is free to use. There's also an option of gathering textures in the 4D i inventory or uploading your own but more on that later!*

Click the given choice blank and select.

11. Make sure your prim is still marked an click the texture box.
Click in the palette to choose a color or write hex code in the box.
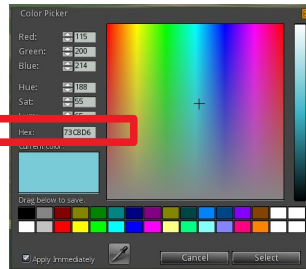
12. Change texture to bricks and adjust the mapping to see what happens. Adjust alpha to 50 and glow to 0.10.

13. Check Select face and mark one of the surfaces (unmark by clicking on something else or by holding down shift and clicking on surfaces). Choose texture and change to steel in the Open Sim Library.
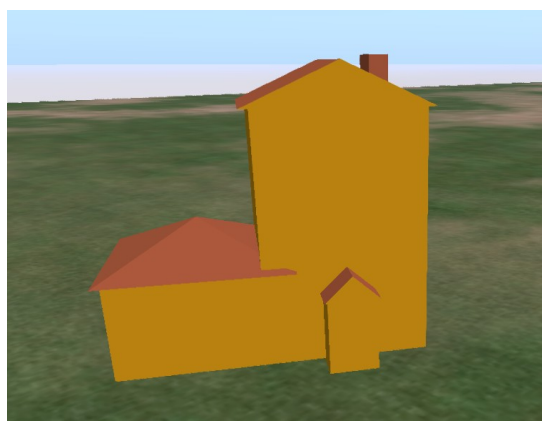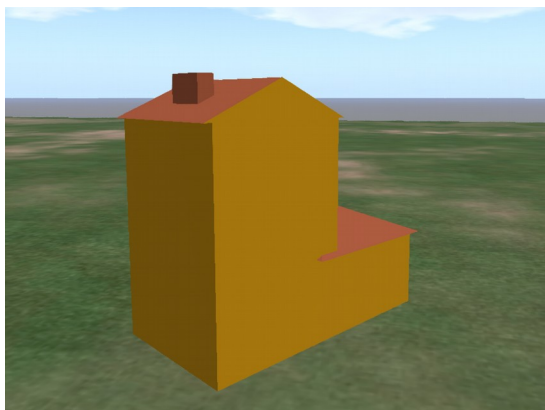
14. Check position and all surfaces editable again.
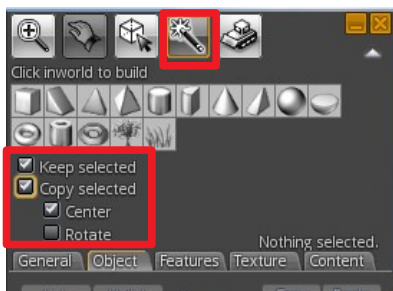
*Copy item-2 options*

15. Mark your prim, go to create mode (the wand) and check copy selected as well as center. Click (with the wand) on your prim to copy it

or

16. In editing mode- mark your prim. Hold down shift and drag an arrow to copy the prim.

17. Use the instructions given and create a house like the one below.



*Please note that if surfaces end up to close to each other the might flicker. Zoom out and pan around your building to make sure it doesn't flicker. This is important in the movies created from the model.*