

## A Tutorial On the Basics

In this tutorial I will cover a few of the basics in Constructor, I will not cover everything.

First start up Constructor, create a new scene from the menu bar.



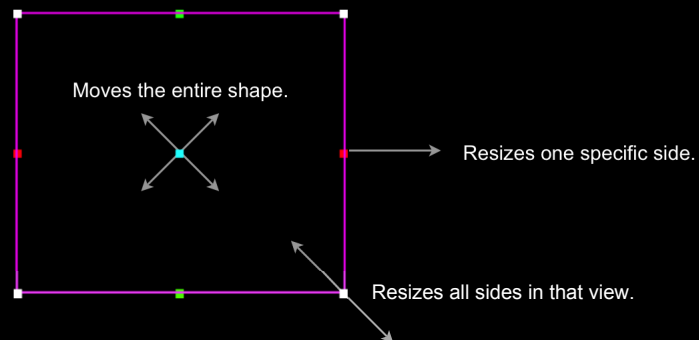
To start of make some shapes. In the upper left hand corner is your tools panel, this is where you create primitives or basic shapes from which you can create more complex shapes. Create a square first (Build cube).



Build Cube

Once you have selected that, your mouse should turn into a cross hair. Move your mouse into one of the Windows, click then drag outward.

A purple box will appear with 4 white corners, this is your resize box. Pull the white corners to resize it. The blue center is for moving it. The green and red edges are for moving specific sides. Use the other views to make it the size you want. After your satisfied press ENTER.



## Basic Texturing

Start with a new document, or one with what you want to texture. If your starting a new file create a cube with the size and shape u would like. Now, in the bottom there is the Selection Modes panel. In it you can change what you select.

Go down to it and click on Faces.



Faces

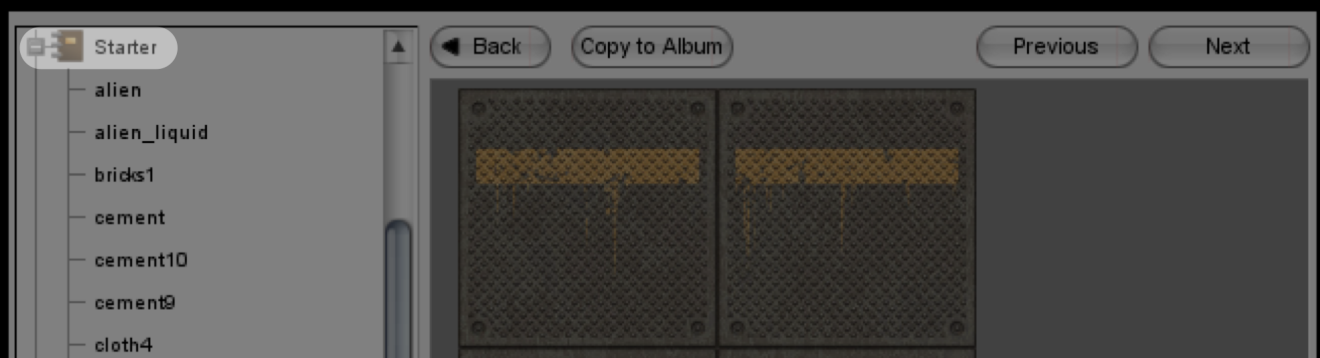
Now Select one of the faces on

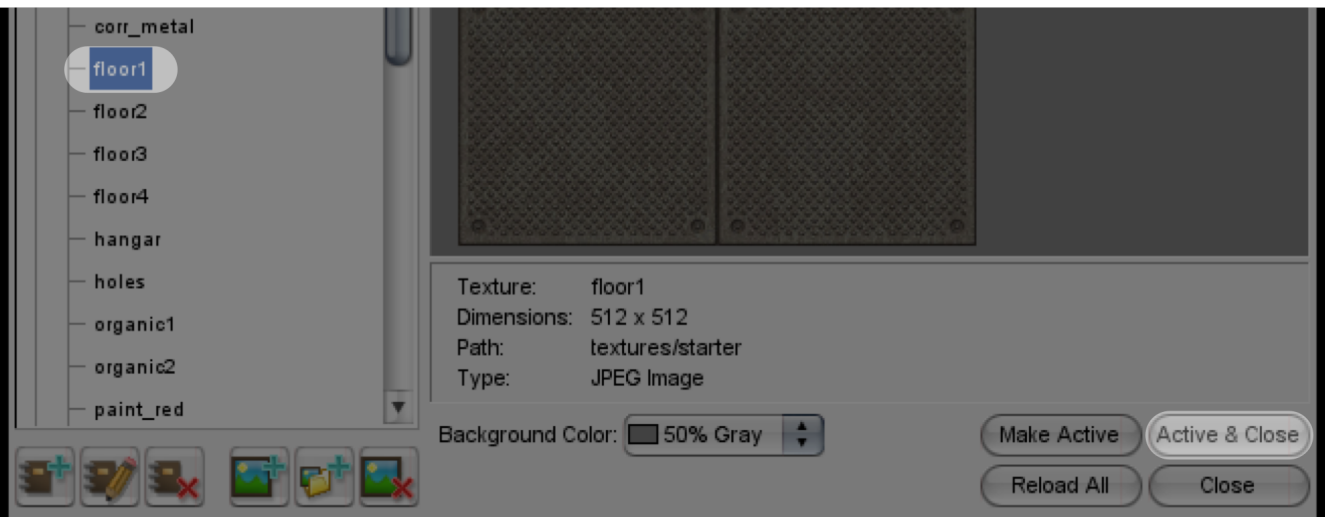
the cube by clicking on it. To texture this object we


need a texture. Go to the materials panel on the right hand side of the screen. Click Browse.

Browse

This will open up a window for browsing textures. You can add and delete textures from here. Constructor comes with a set of free textures. These are under Starter, click on it and click on floor1. After you have selected the texture click Active & close in the bottom right of the window. This will close the materials browser as well as making the texture active.





Then in the materials panel, with the face still selected press Apply. 

Depending on your objects size and shape the texture might be to big or to small.

## Texture Editing

Once you have the texture applied to the brush (object) you can resize it to fit better. With the face still selected:

**Alignment-** In order to center a texture press the **Center within face** button under the Properties panel.



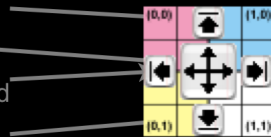
You can also “Justify” a texture to a certain side of a face by pressing the

**Justify Top,**

**Justify Right,**

**Justify Left,** and

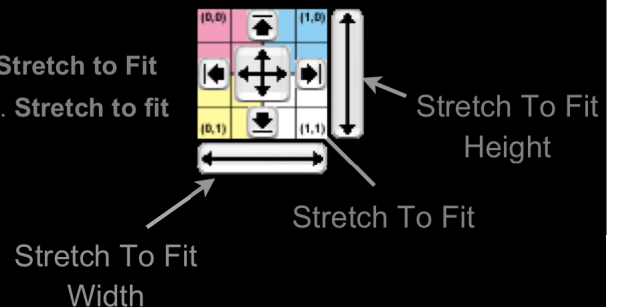
**Justify Bottom,**



**Resizing-** The texture can be sized in two different ways. First you could use the **X** and **Y Scale** in the Properties panel to change the textures X and Y size.



Second you could use the **Stretch to Fit**, **Stretch to Fit Width**, and **Stretch to Fit Height**. The **Stretch to Fit** will stretch the texture to fit inside the face. **Stretch to fit width** and **height** will do the same but for only one direction.



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