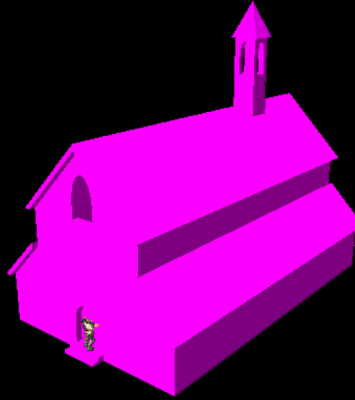
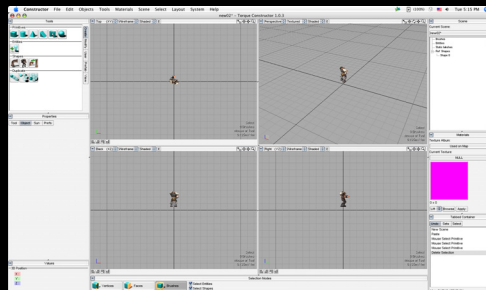


How to make a Medieval Church.

Texturing covered next tutorial.

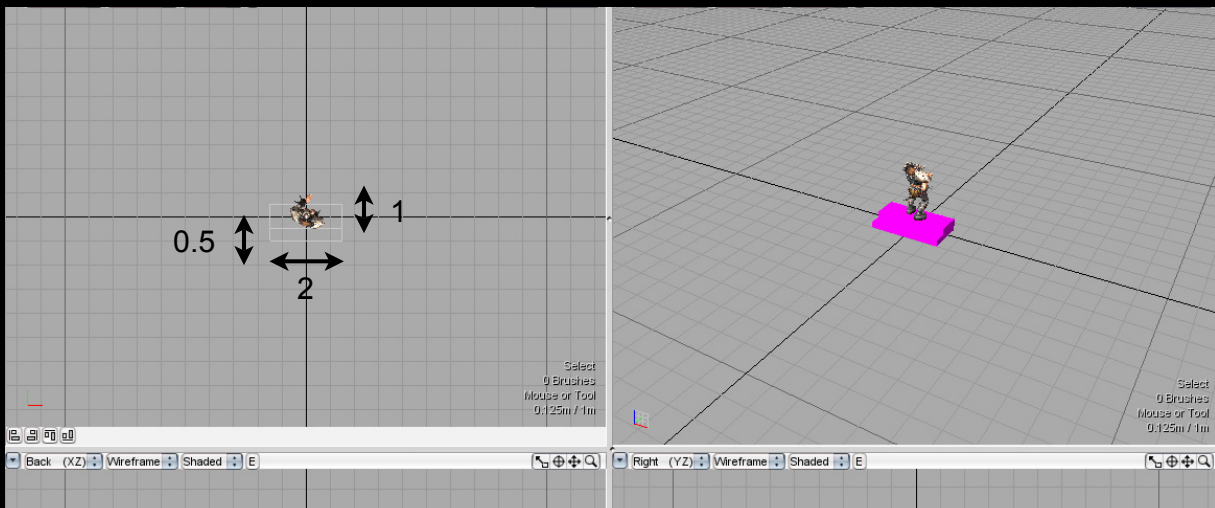


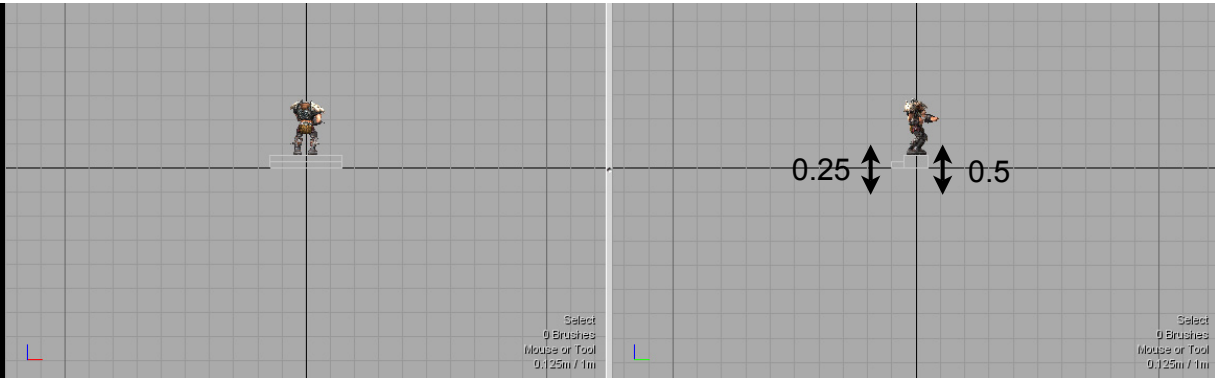
Start of with the null texture active in the materials panel. Make sure you are using a reference shape. I am using the one that comes with Constructor.



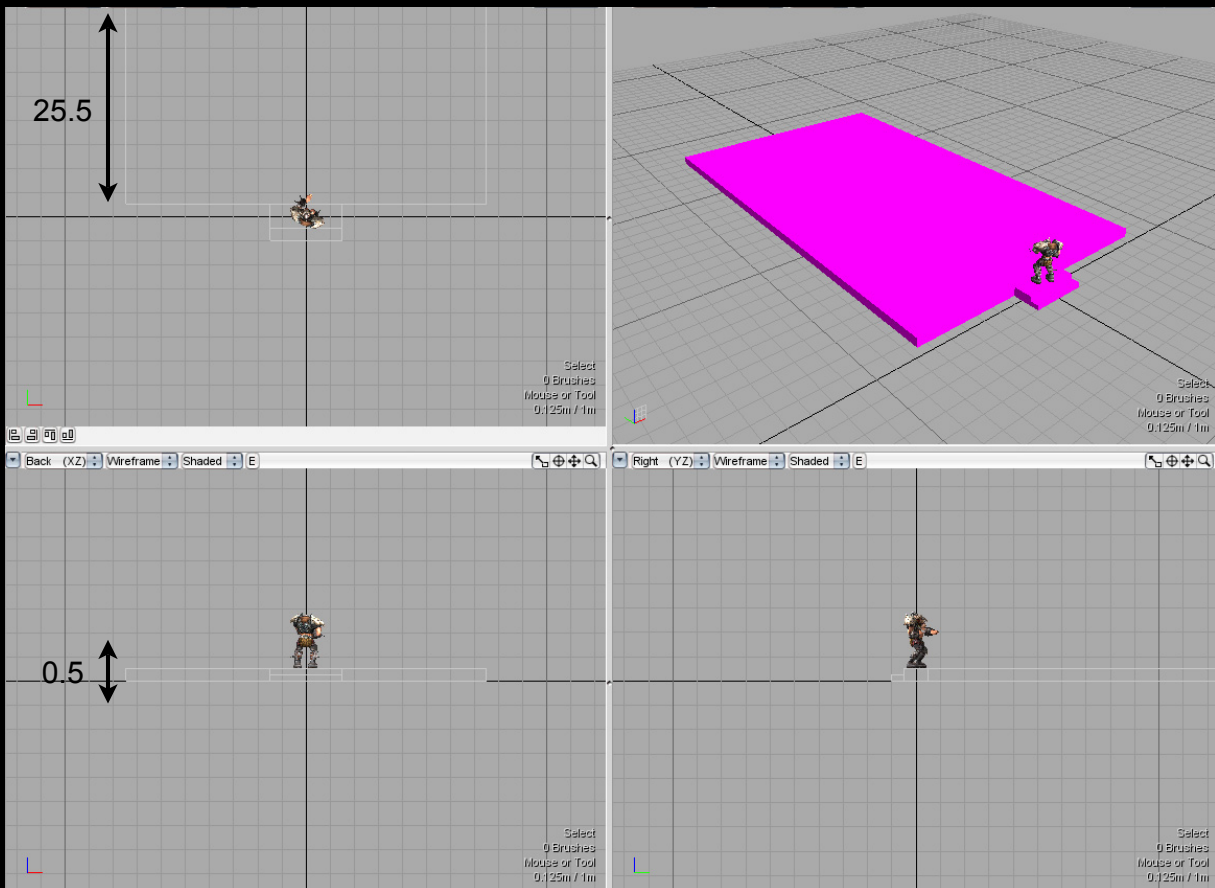
To start of add some stairs using the Build Cube tool.

I made two steps. The second make twice the length of the first.

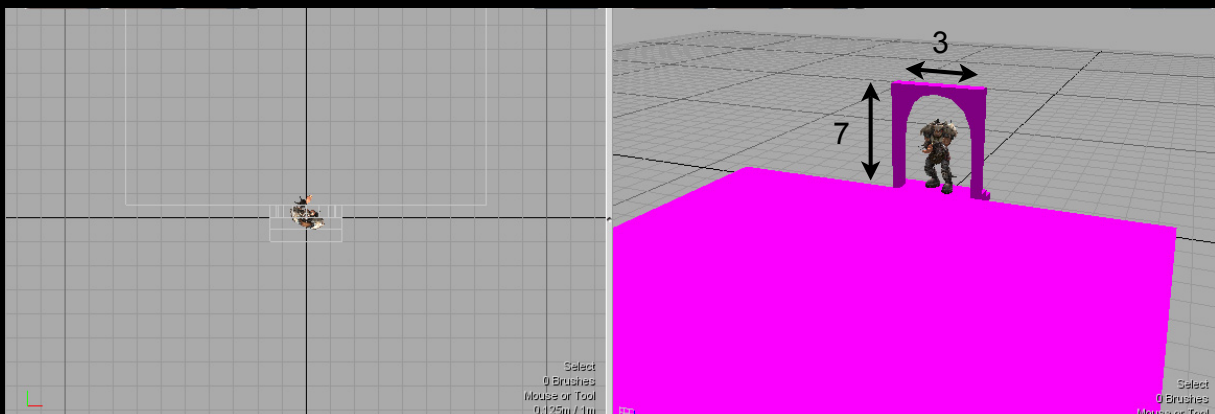


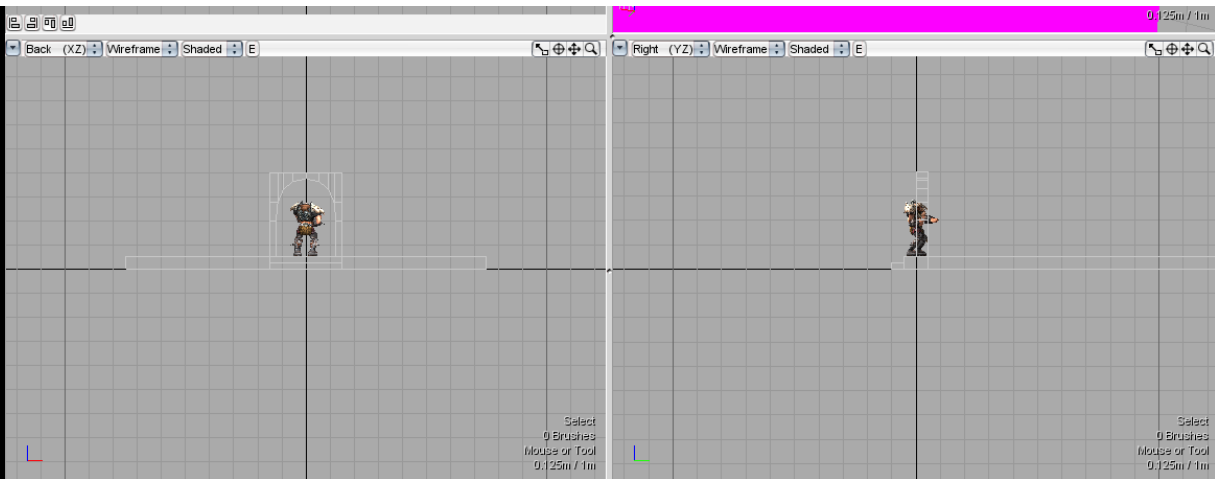


Next add the base of the Church. It should be about twice the length of the width.

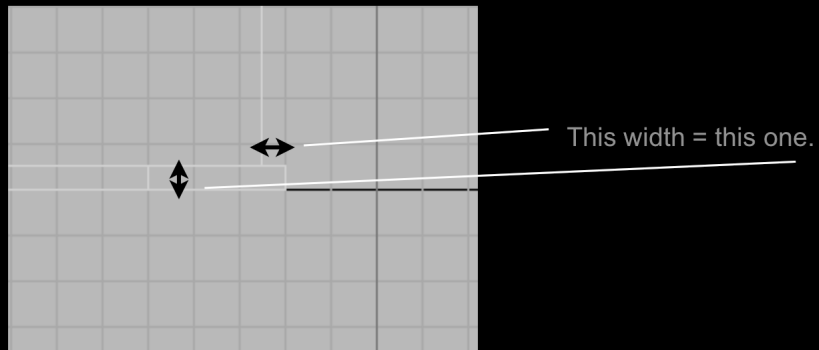


To begin adding the walls first make the doorway. Use the Build Bazier Arch tool.





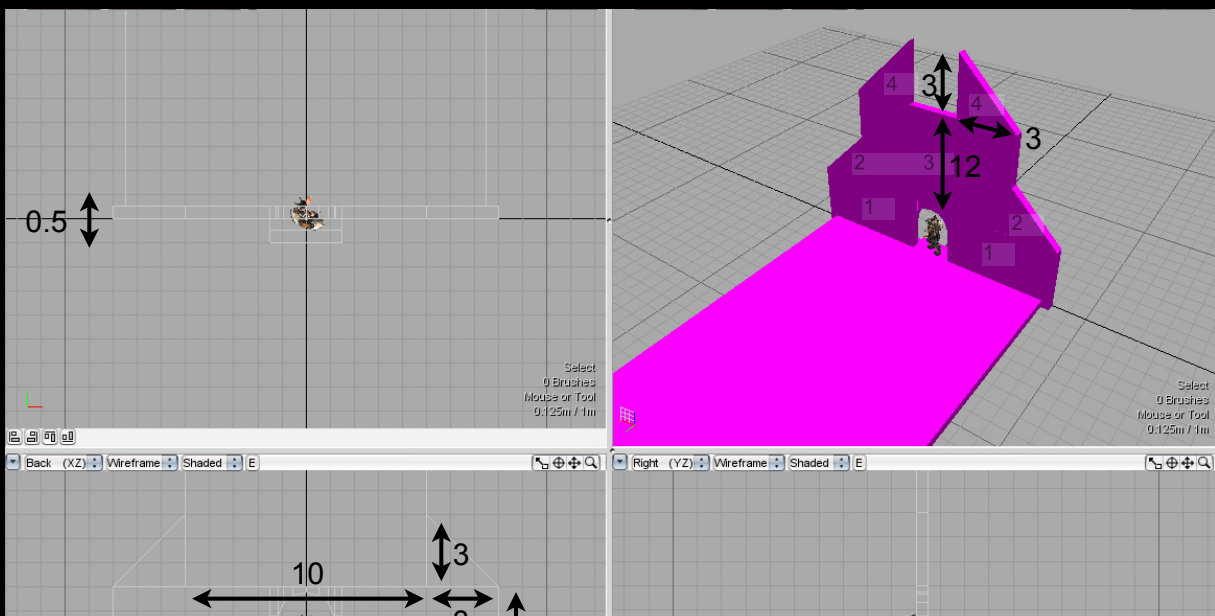
1- Now start adding the walls around it. It is comprised of 3 cubes and 4 triangles (ramps). Place 2 cubes beside the doorway, off of the base, extend them to just beyond the base so you have a width between where the base ends and where the wall ends equal to that of the width of the wall you just made.

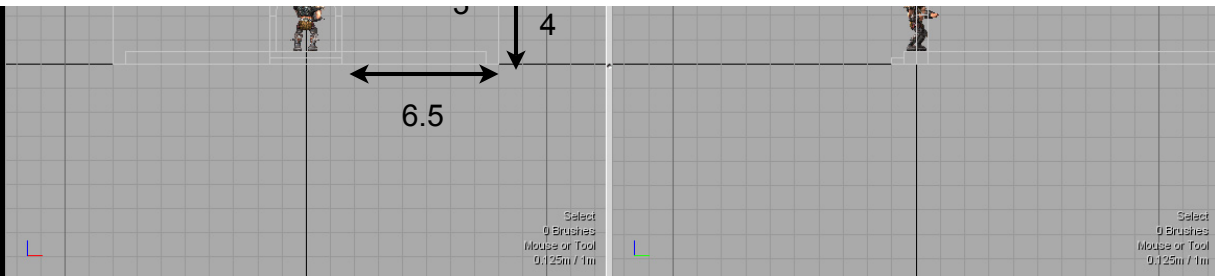


2- Add 2 triangles (ramps) on-top of that. The hypotenuse or the sloped side of the triangle is going to be the angle that the roof slopes. A good angle to use is a 45 degree angle.

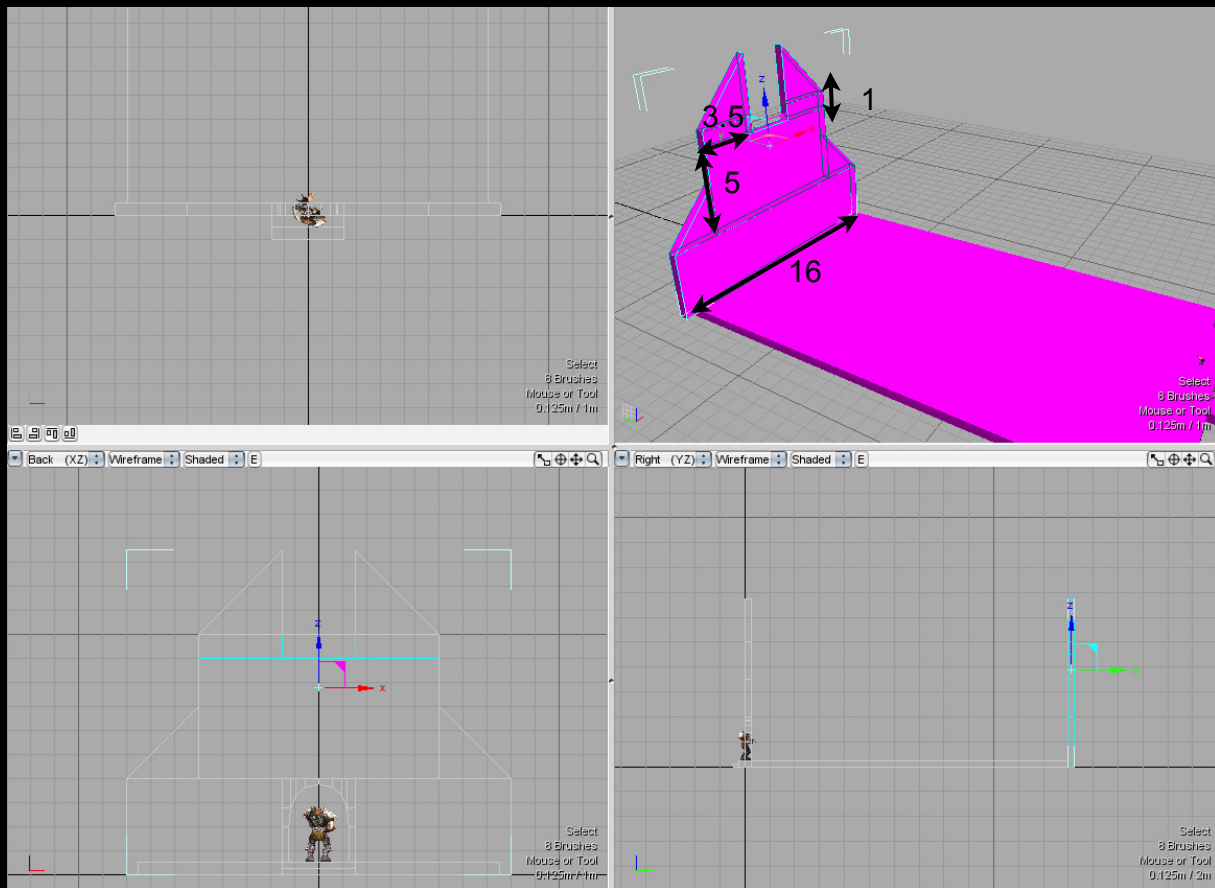
3- Next add a cube in-between the two triangles and extending about them. There is not specific height to use but use my numbers as an estimate.

4- Add 2 more triangles on-top of the cube you just created. Make sure to leave space between them, this is where the window will eventually go. Again a 45 degree angle is good.

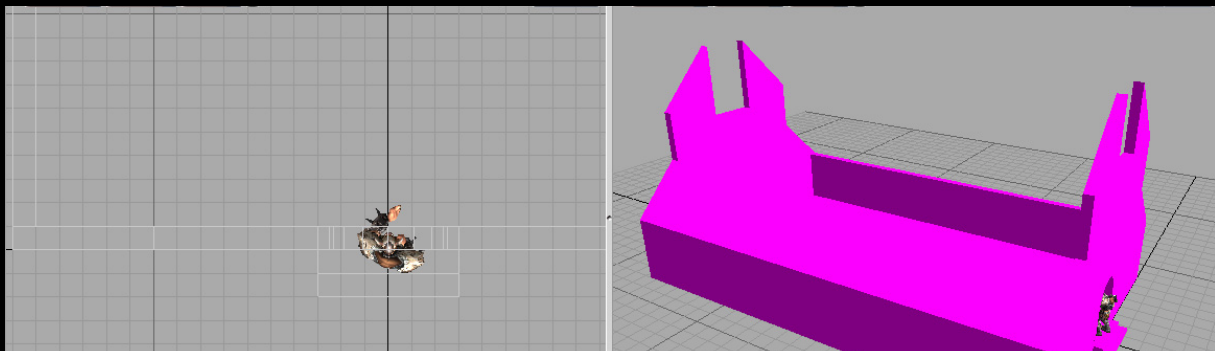


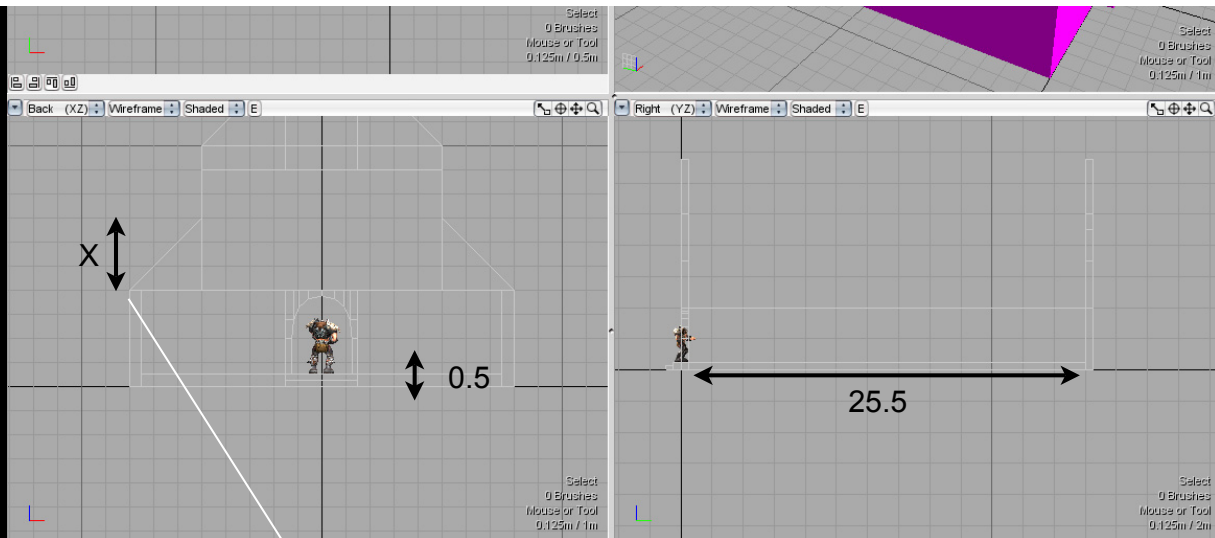


Select all of the objects created in #2 and #4, don't select the 2 cubes on the bottom created in step 1, or the cube in step 3. Copy these and move them to the other end of the base. Then create another bottom wall. This time we just want a wall and no door so just use one cube. Also add another cube between the two triangles in step 2. This one should be shorter than the first one that was made in step 3. Add 2 cubes on-top of the cube you just made to make up for the difference in height from the original in step 3. Make sure that there is room left for a window.

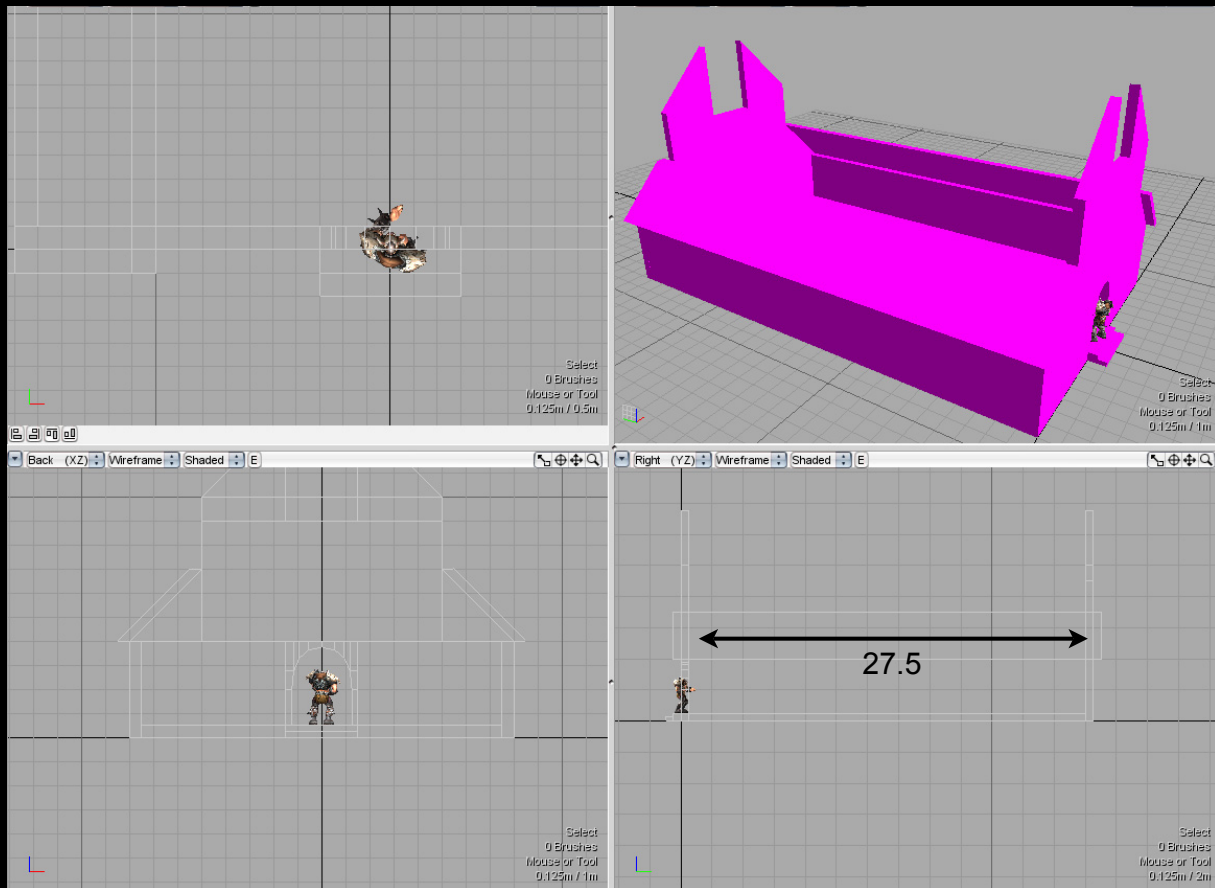


Now add the walls along side. Make sure to use a size proportional to that of the other walls you made.



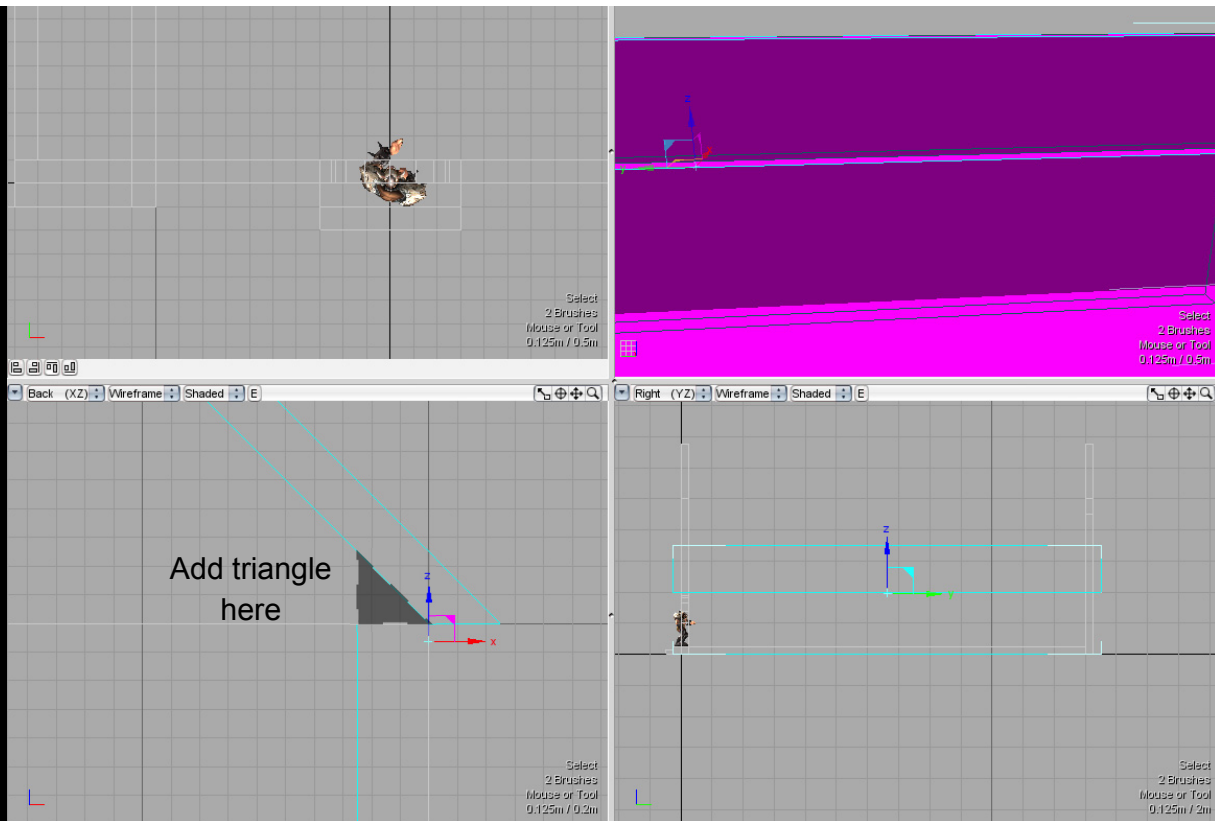


Create a cube with a height of (x) and a width equal to the others you have been using. Create it longer than the length of the walls so that some of it hangs off on both ends, equally. Press Enter then under selection modes select faces. Select the top face of the cube and drag it till it is against the wall, at a 45 degree angle, and on-top of the triangle. This is part of the roof. Select the piece just made and duplicate it using the Radial Clone.

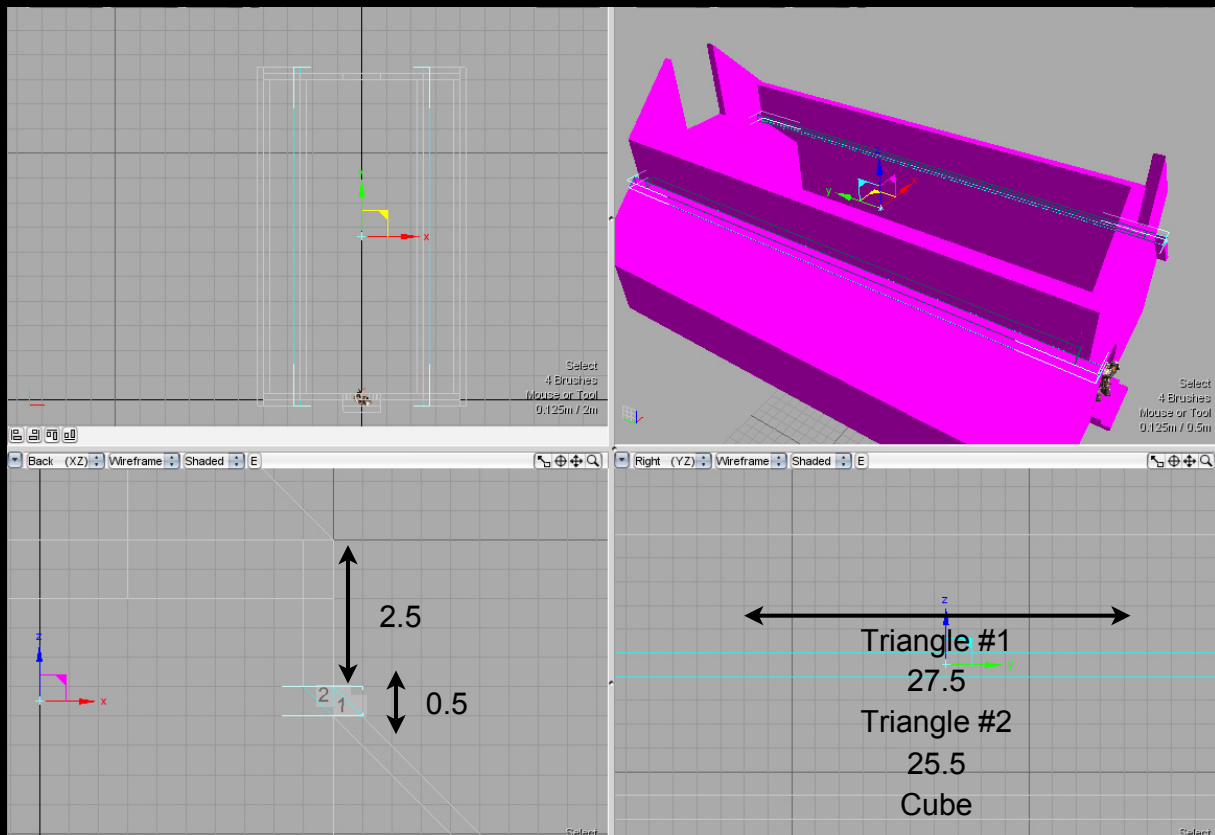


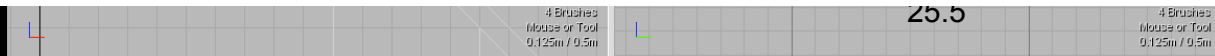
If you notice in the interior where the wall is supposed to meet with the roof there is a strange gap. Add a triangle to fill the gap.



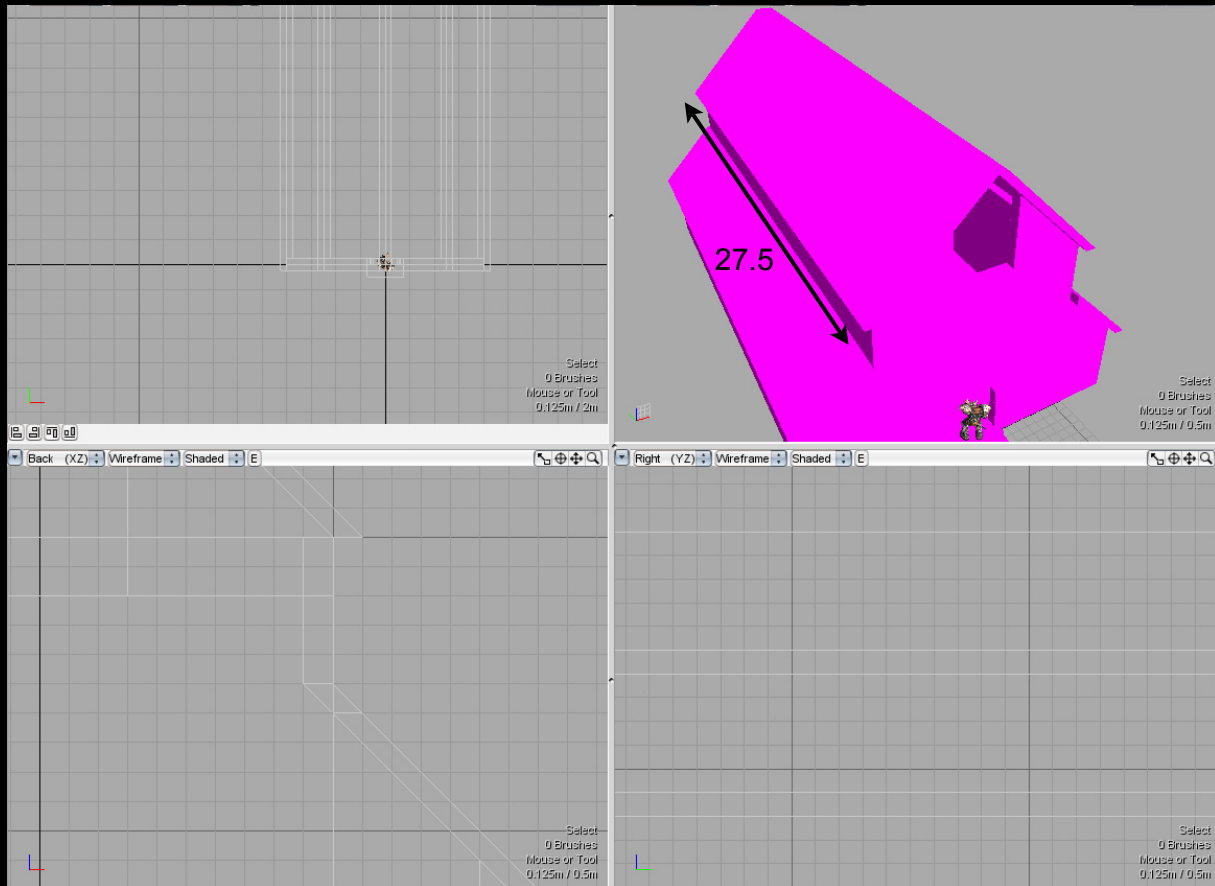


Now add another cube on-top of the roof piece just made, make sure it is inside the two end pieces. Make it slightly higher than the roof piece, in my case 0.5. This space is where you will add 2 triangles to even everything out. The outer triangle make the length of the first roof piece. The second triangle make the length of the cube just made. Triangle one goes on the outside on-top of the roof piece. Triangle two goes underneath the cube just made.

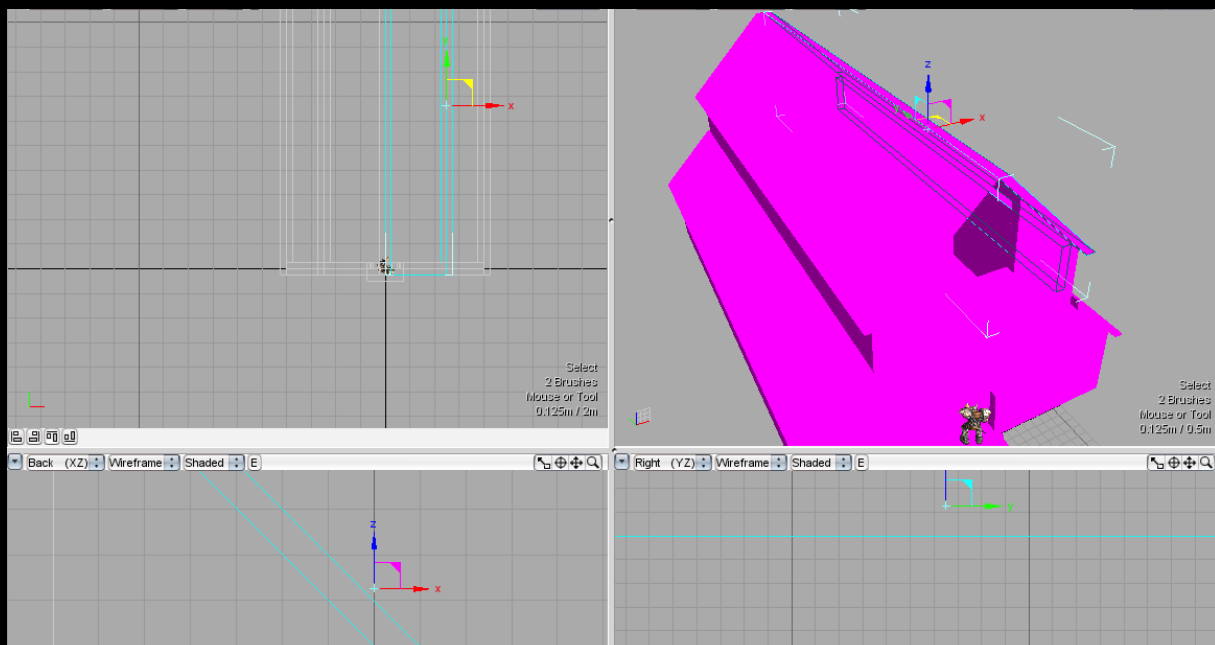


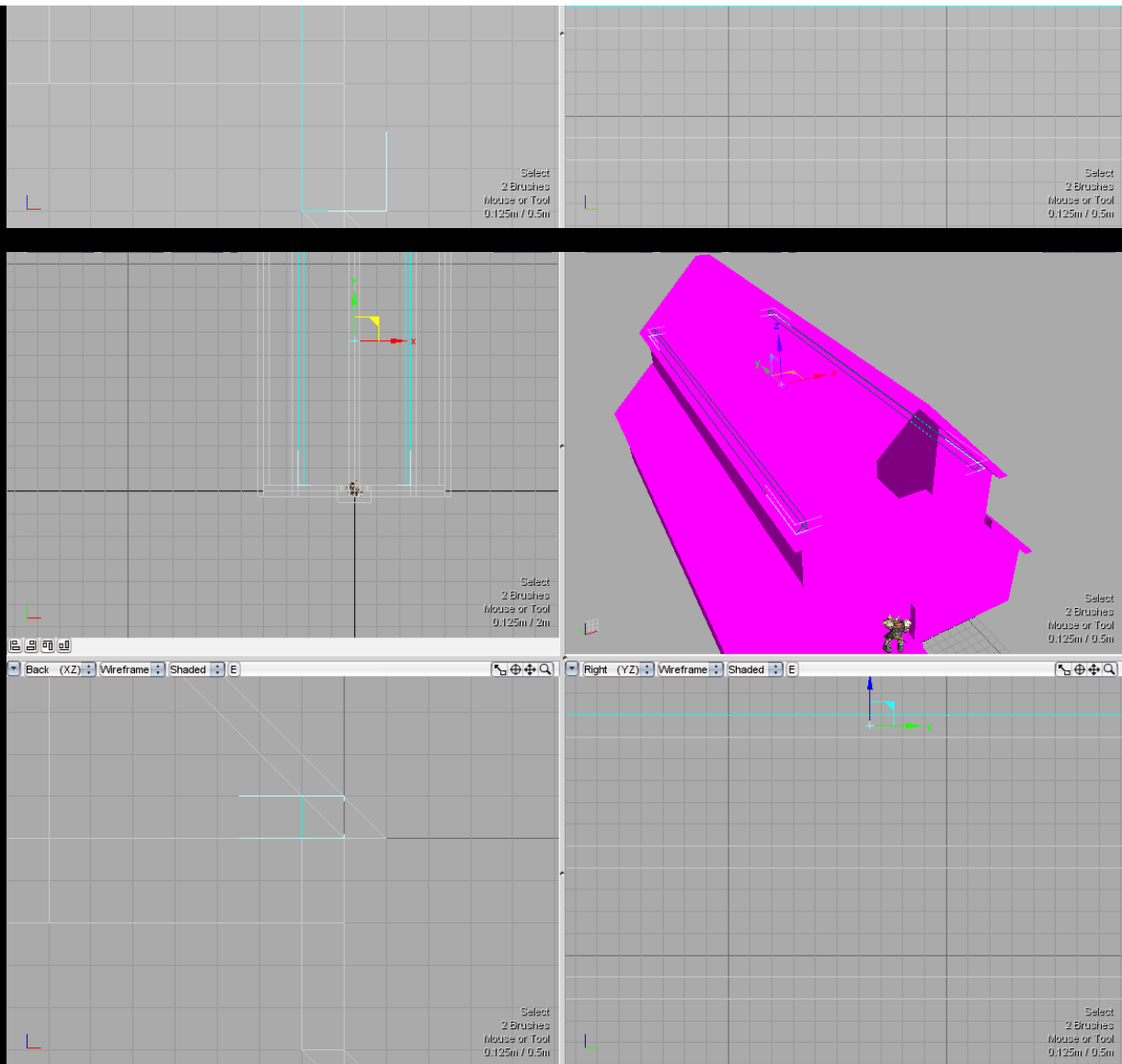


Next add another roof. Again make sure that there is a piece on each end hanging off. Create a cube, select the top face by changing the selection type, drag it to the center. The bottom of the roof should be on-top of the triangles on both ends. Radial clone it so that there is a mirror image of it on the other side.

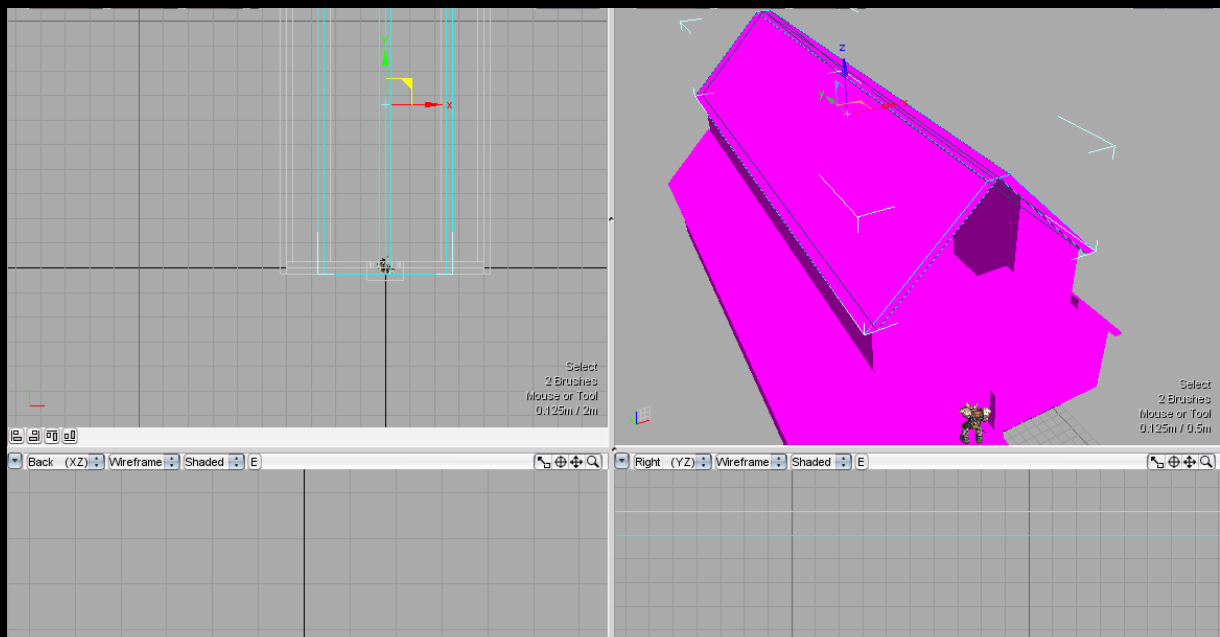


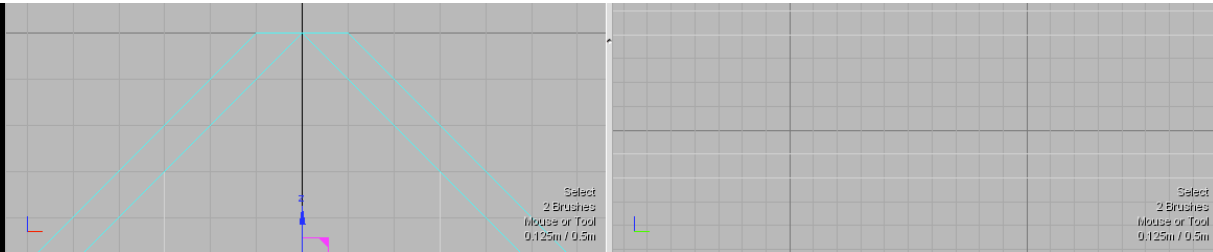
Again there is a missing area between the roof and the wall. Create a triangle to fill in the gap.



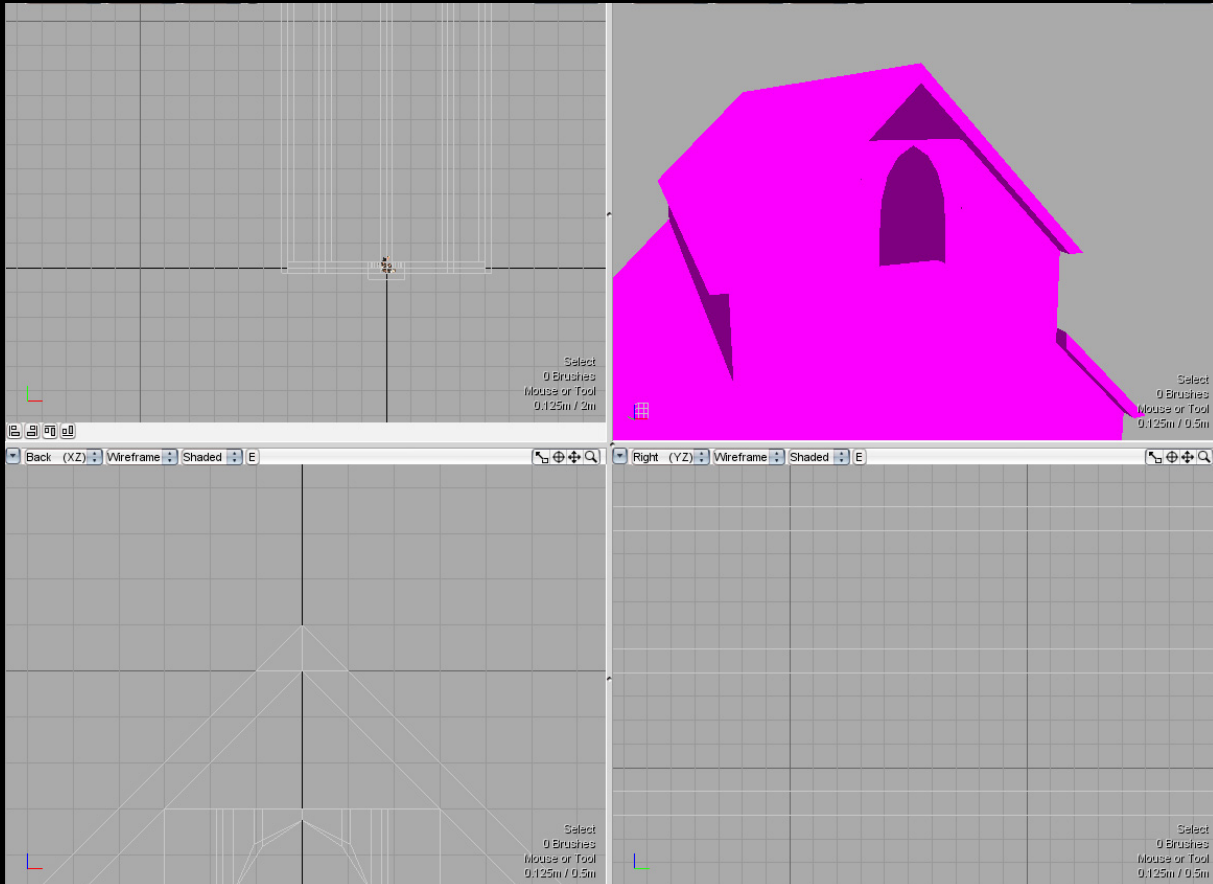


The roof doesn't look right because it doesn't come to a peak.

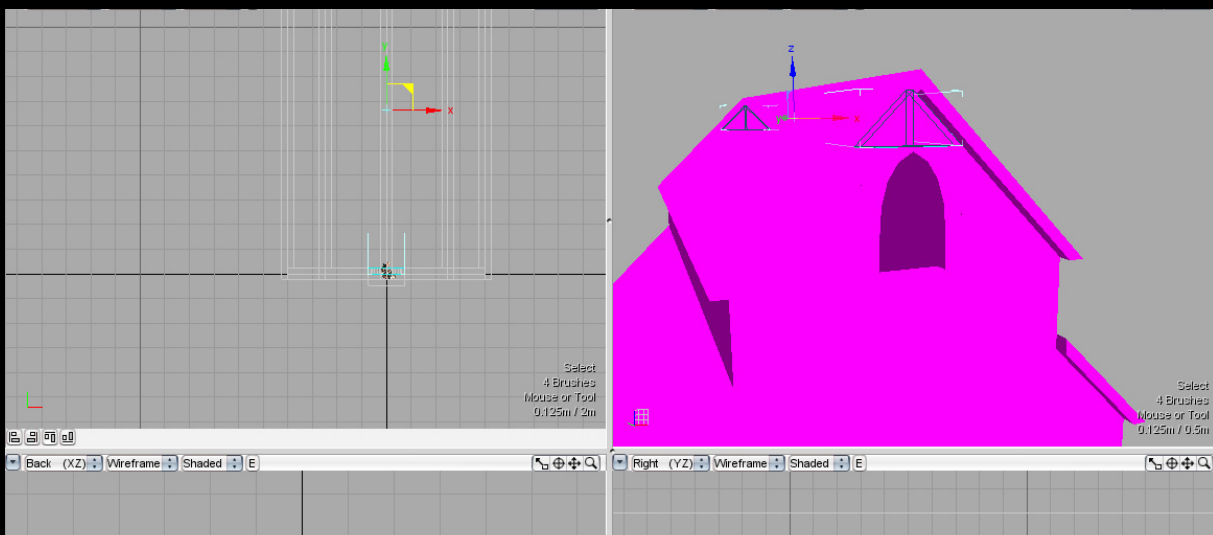


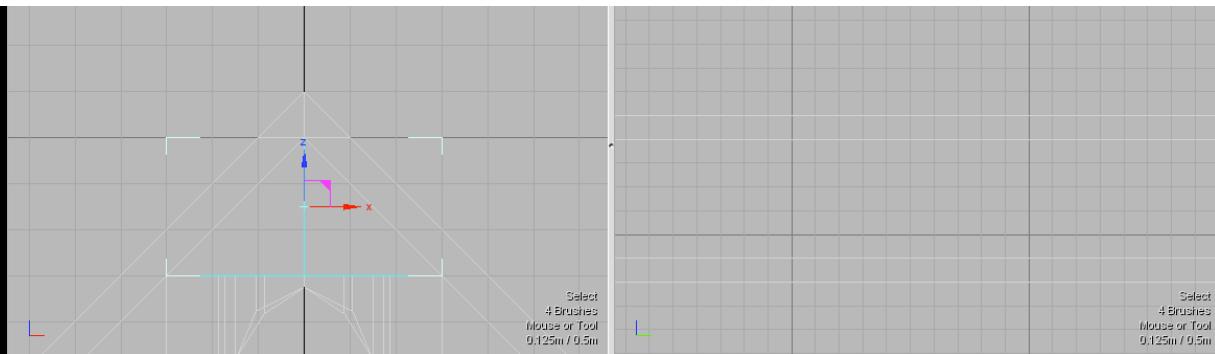


Add two triangles to fix this. Also add two windows in the missing box area. The back one should be larger than the front.

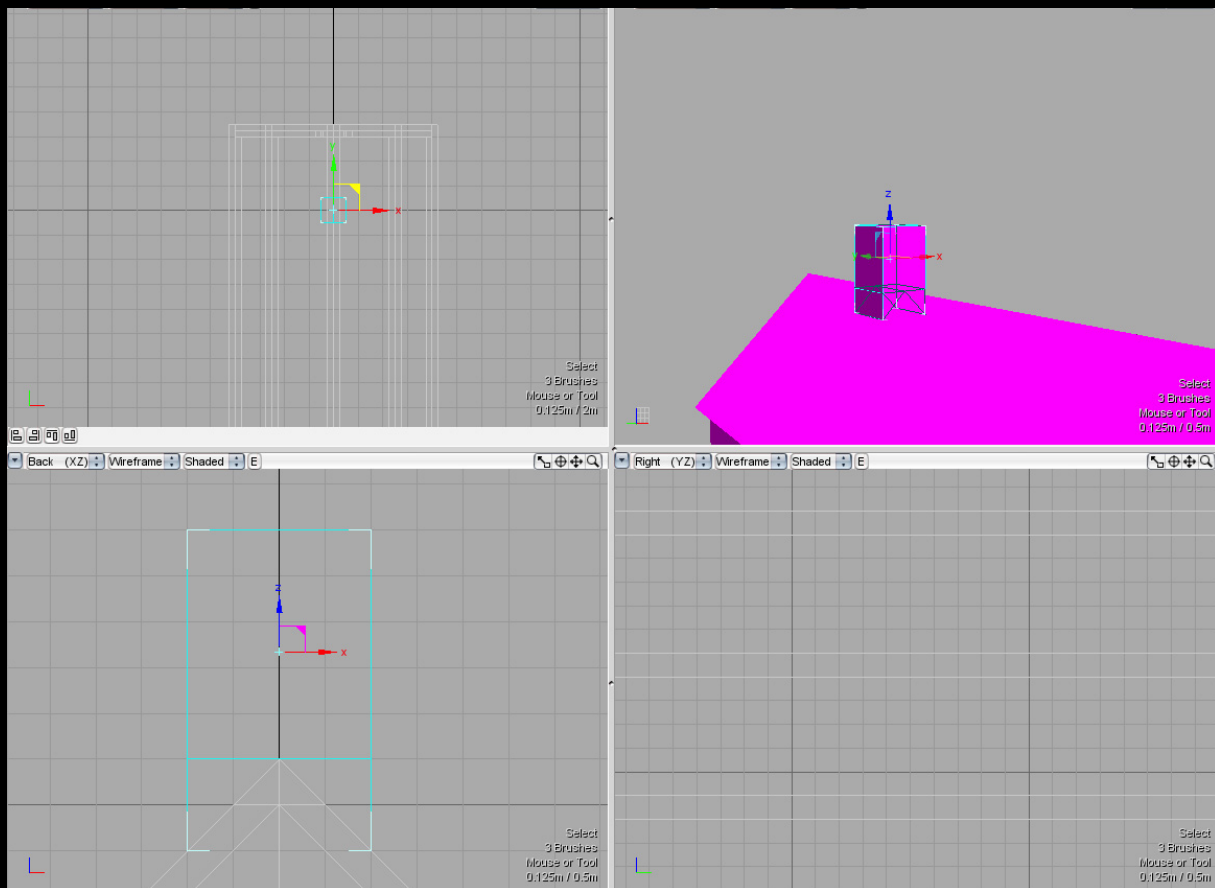


Now add two more triangles to both sides to fill in the gap between the roof and the wall.



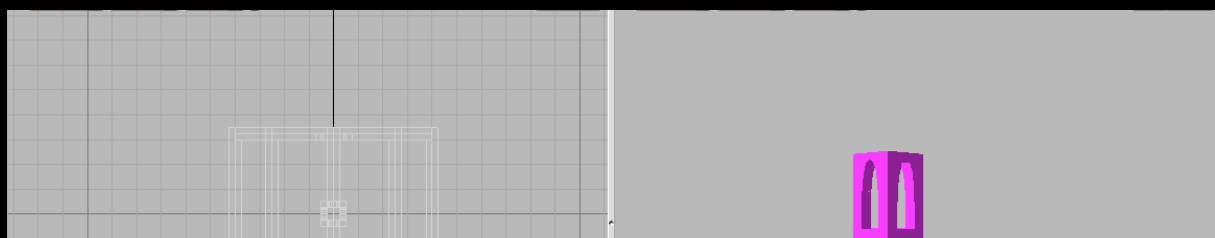


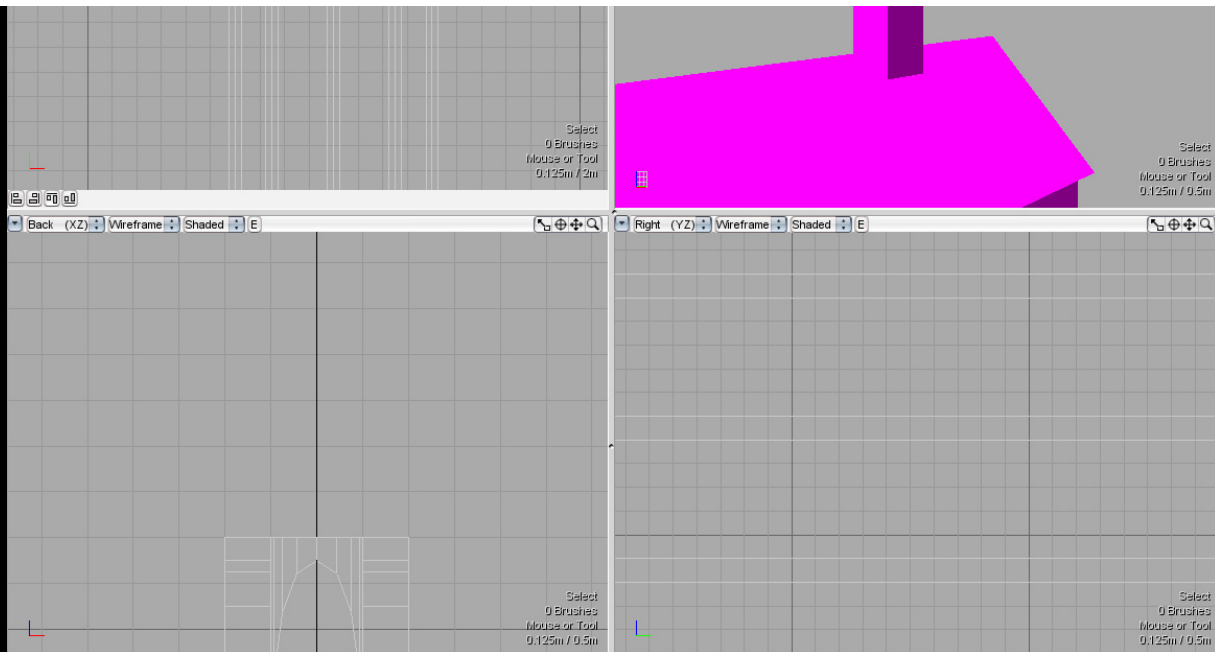
It isn't a Church without a steeple. Somewhere near the back create two triangles on-top of the roof and forming a square. Then on-top of them add a cube. This is the base of the steeple.



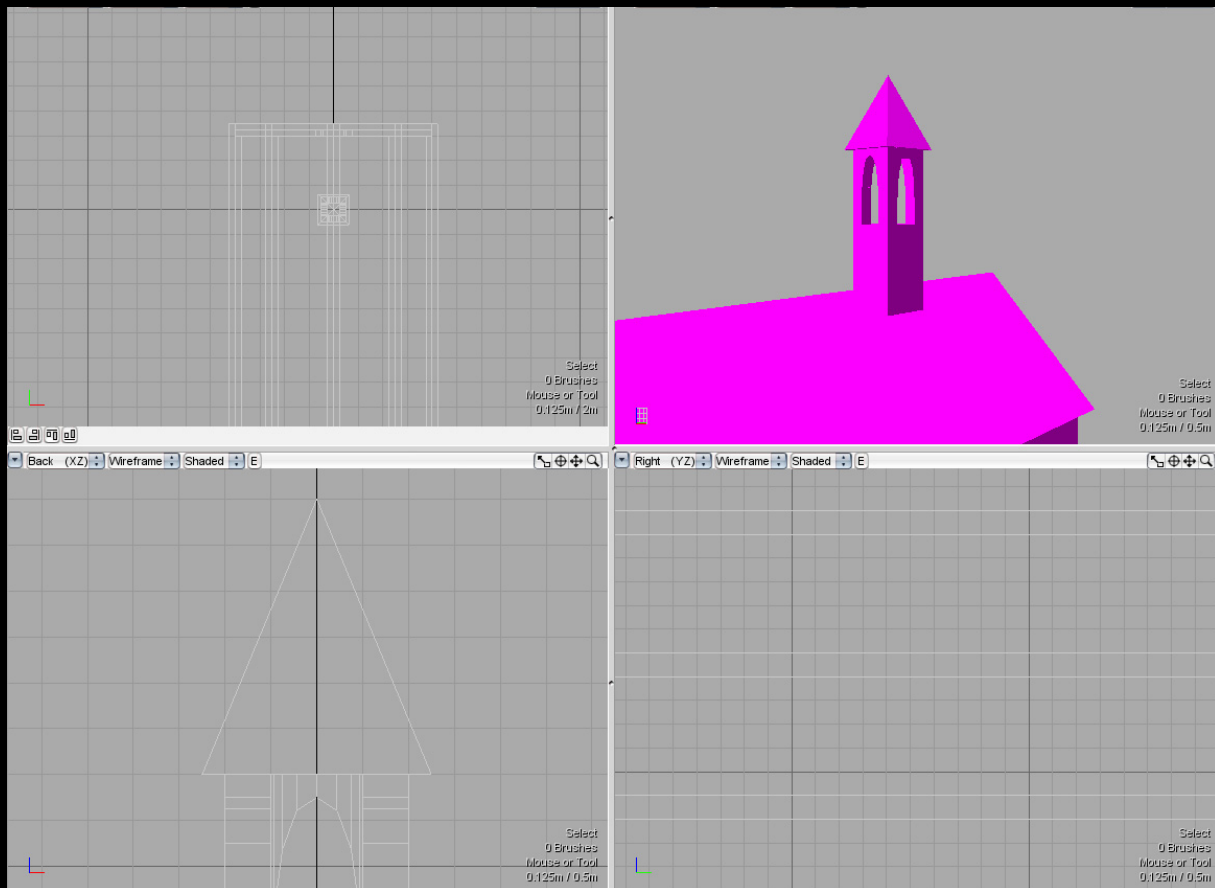
Now add 4 arches. The first make the width of the base, of the steeple and create a duplicate of this one to put on the other side. The second create in-between these two, with the width of the arch being that of the distance between the first two.

Arch Tutorial

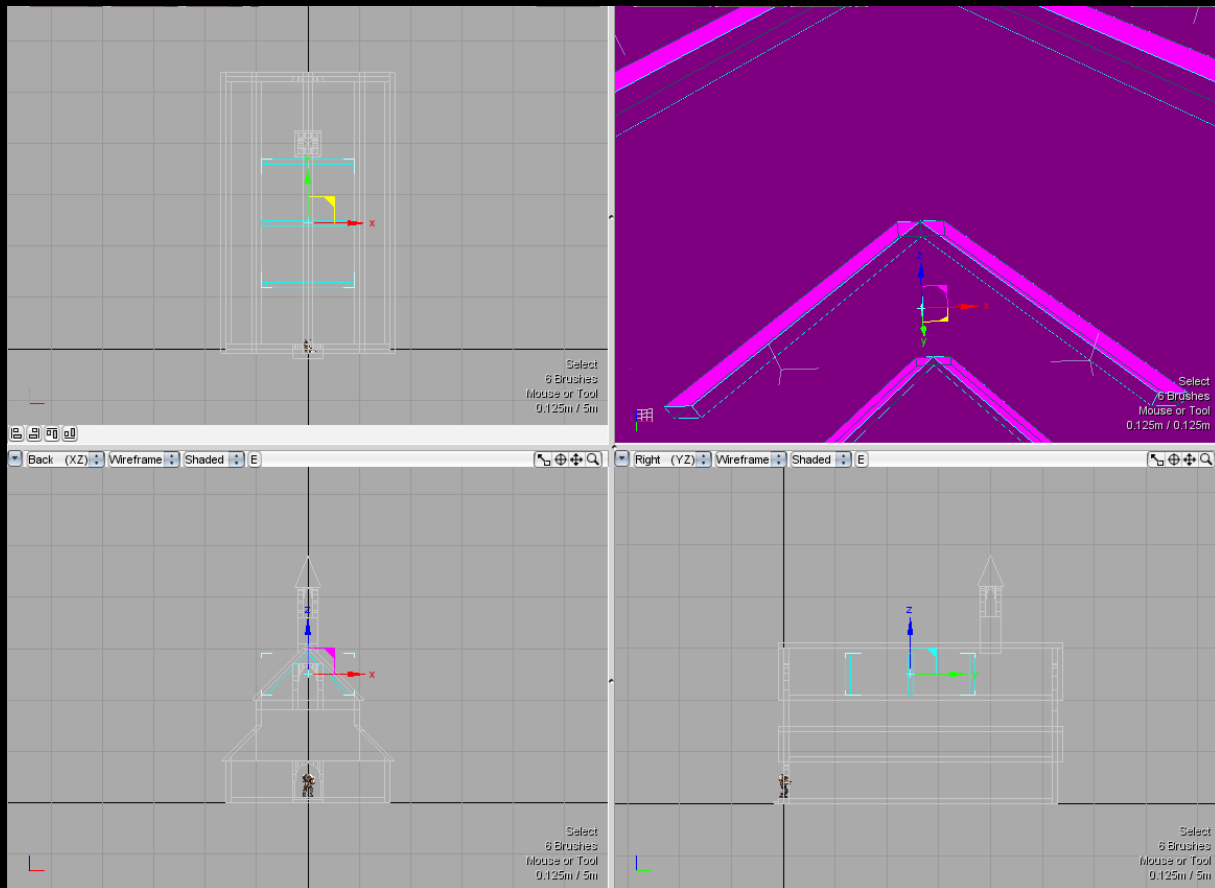




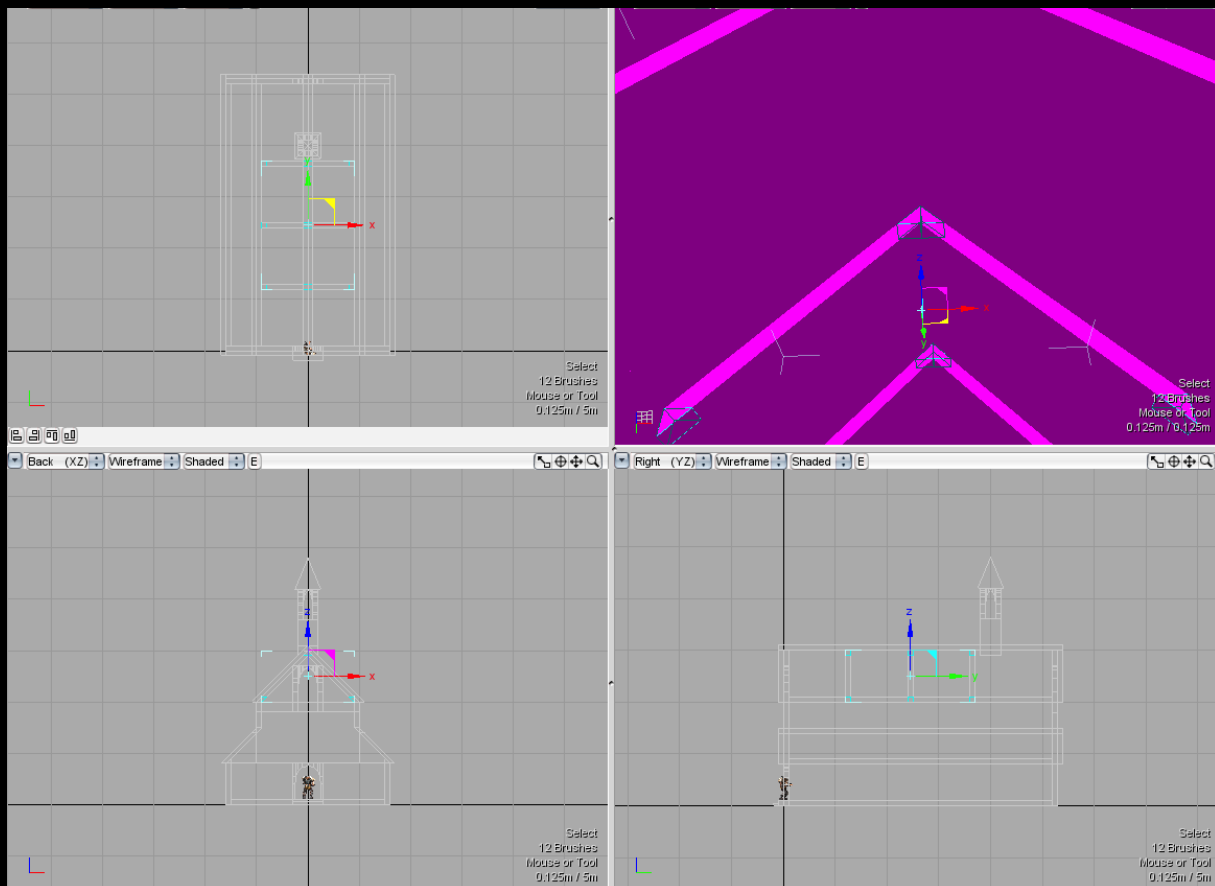
“Build Cone” and add it to the top of the steeple. Make sure its 4 sided. It will be created at a 45 degree angle so rotate it 45 degrees to make it fit.



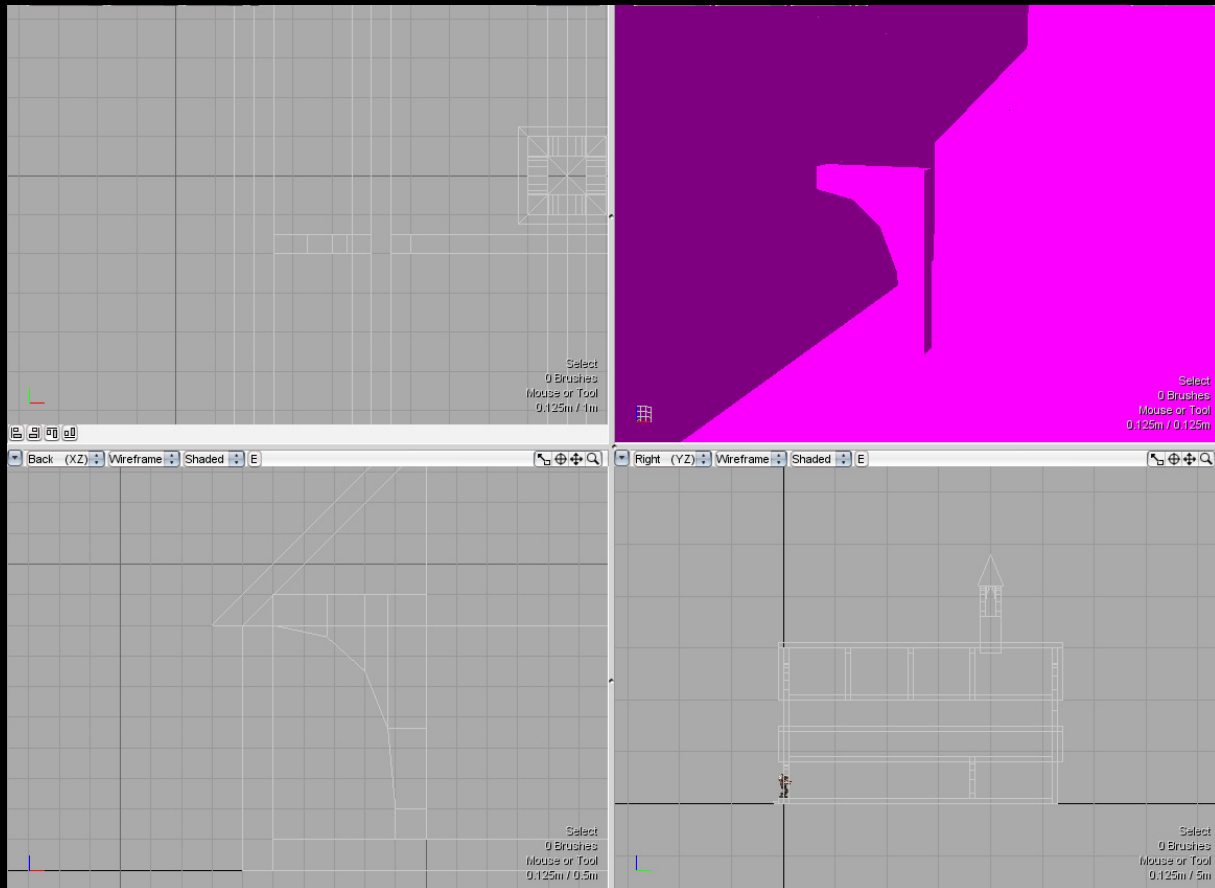
Now for the interior. Add a cube and stretch it to fit inside the roof. It will be used as a beam to hold up the roof. Select the end face, like we did with the roof, and pull it to the center of the roof so that it is at a 45 degree angle and inside the roof. Create three on each side. (do more if you want)



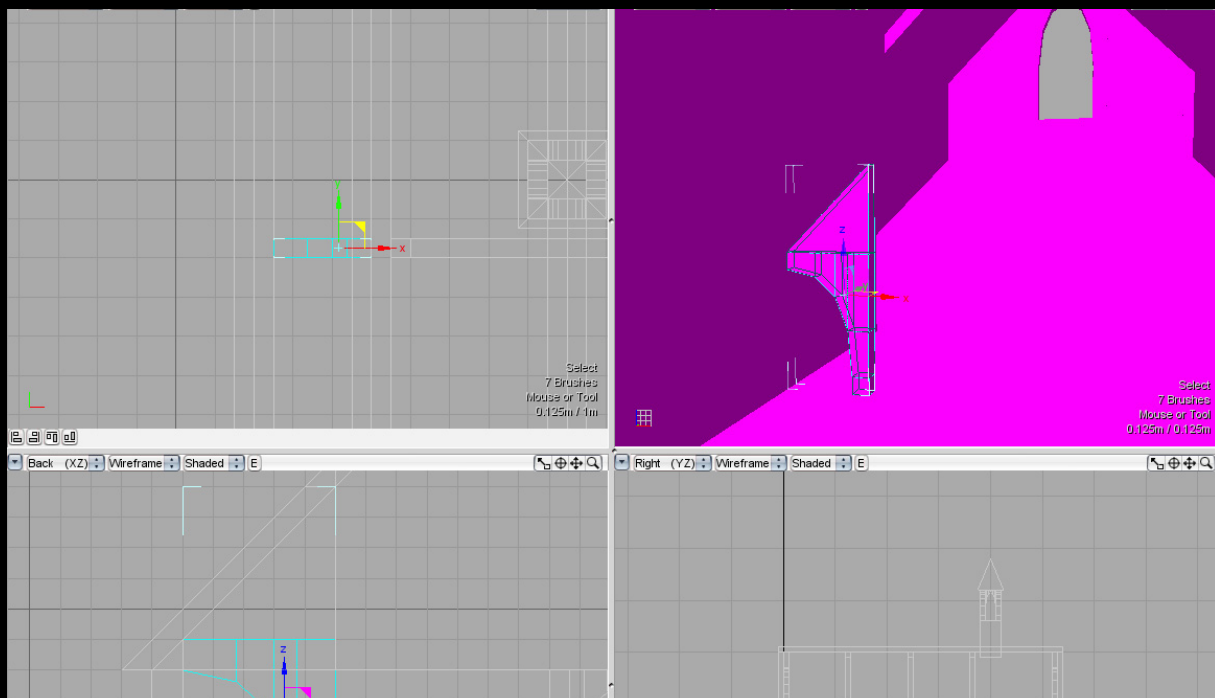
Again like we did with the roof add a triangle to the top and bottoms so that it fits into the roof nicely.

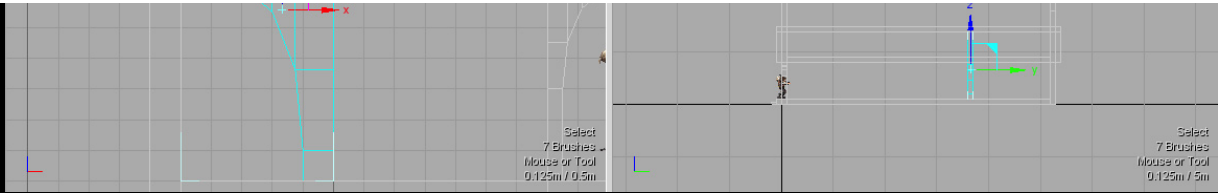


For the next step you can do this one of two ways. What needs to be done is adding 3 arches to the bottom floor. I made the arches come out. However you can also make them go the opposite direction if you think it looks better. Create an arch on the bottom floor with twice the width of the first roof. Then select the extra half and delete it so u now only have one half of an arch.



Add a triangle to the top so that it fits up against the roof.





Now just copy this to the other sides (3 on each) and you're done!

Texturing will be covered in the next tutorial.