

3D Modelling with Online Voxel Editor - BlockBench.net

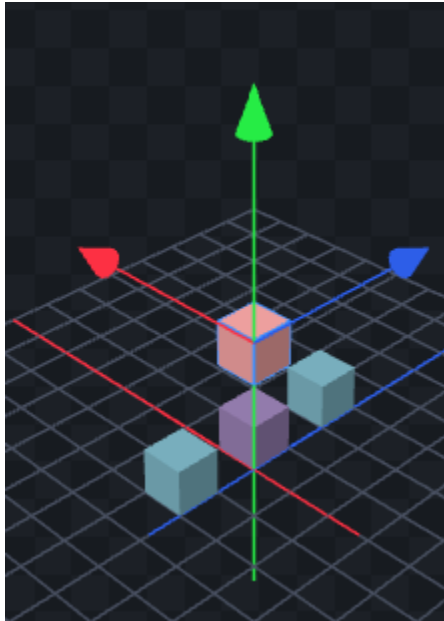
Online App which you can download

<https://web.blockbench.net/>

Tutorial 1

https://youtu.be/XqzxL_-XjA0

Add Cubes



Edit - +Add Cube (Ctrl+N)

Add enough cubes for head, body, arms / legs (tail?) etc. of your cat / dog, moa or taniwha.



MOVE -

Use arrows to move

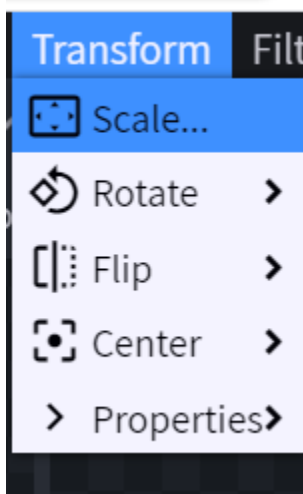
Hold SHIFT, CTRL you can move smaller amounts

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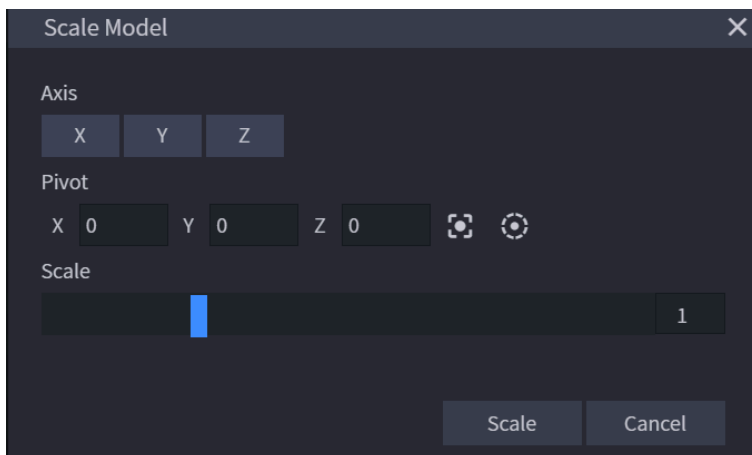
RESIZE



TRANSFORM - Scale, Rotate, Flip etc

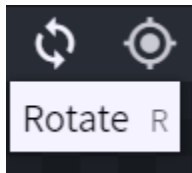


Remember to use whole numbers and NOT decimals



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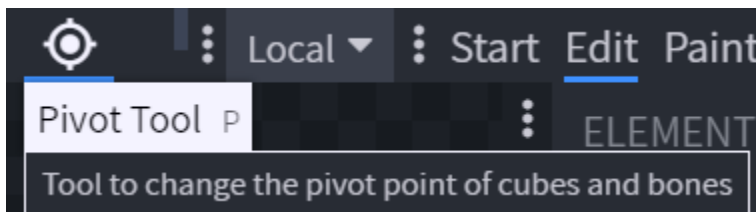
Rotate Tool



Use it only on folders & sub-folders / Groups / bones - can be rotated together.

See: https://youtu.be/XqzXL_-XjA0?t=575

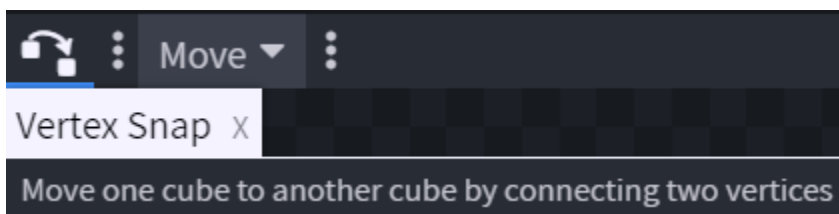
Pivot Tool



Pivot around points, change the origin of where it turns from. Important for animation.

See: https://youtu.be/XqzXL_-XjA0?t=639

Align shapes



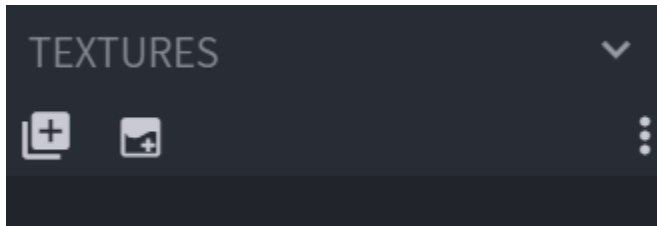
Use **Vertex Snap** to align two shapes

See: https://youtu.be/XqzXL_-XjA0?t=666

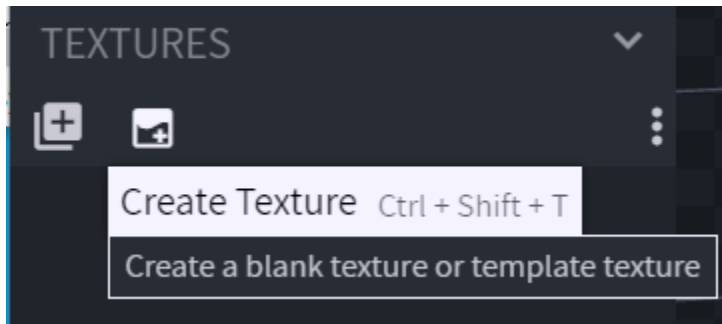
Textures

You start with no textures

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+Create your own Textures



Create Texture

Name:

dog leg

Color:

 ▼

Resolution:

16

Template:

☒

Rearrange UV:

☒

Power-of-2 Size:

☒

Box UV:

☐

Padding:

☐

Confirm

Cancel

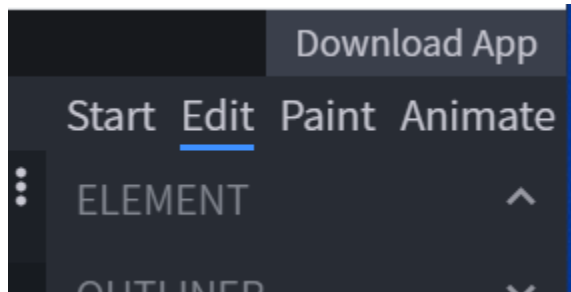
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Select Template



& Confirm

Go into Paint Mode (Next to Edit - top right)



3 pages of options

