

### Creating Carpet for Level 0

Lets add some carpets to the Level 0 and Level 1 floors, and we will keep it quite simple. Start by loading up Modeler, then activate the Box Tool and bring up the Numeric Panel, use the following settings:

	LOW		HIGH		Segments
X	-4m	X	4m	X	1
Y	-50mm	Y	5mm	Y	1
Z	-4m	Z	4m	Z	1

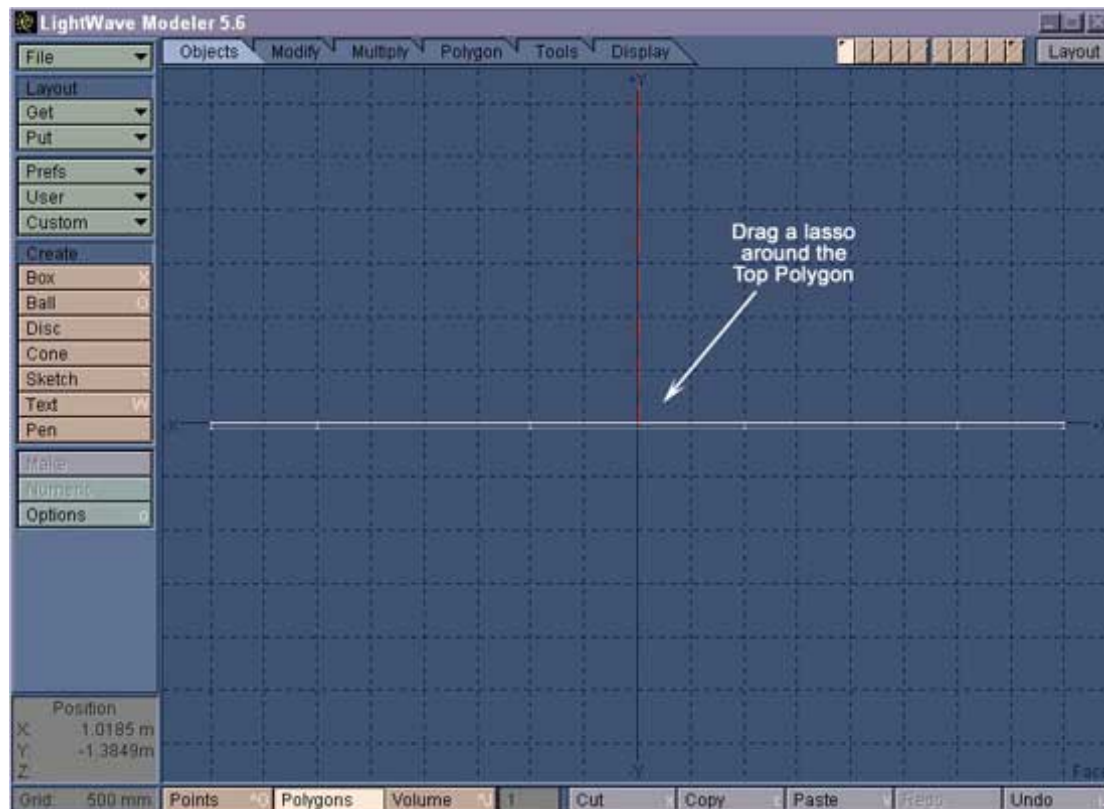
Click OK and hit Enter to create the box. Switch to Layer 2 and activate the Box Tool again, then bring up the Numeric Panel and use the following settings:

	LOW		HIGH		Segments
X	-3m	X	3m	X	3
Y	-500mm	Y	500mm	Y	1
Z	-3m	Z	4,5m	Z	1

Click OK and hit Enter to create this box. Switch to Layer 10 and load the "Stairs.lwo" object we saved earlier, then switch back to Layer 1. Put Layer 2 in the background and activate the Boolean Tool, choose the Subtract Operation and click OK, then Merge the Points. Switch to Layer 2 and delete the box since we don't need it anymore.

Bring up the Surface Panel and apply the Carpet\_Gold surface to this object. Since we loaded the Stairs object, we also loaded the Surfaces that were attached to it, and so we can use them again in our new objects.

Switch to Polygon Mode and size up the Front View, then drag a lasso around the polygon that make up the top part of this object, like in Picture 1.



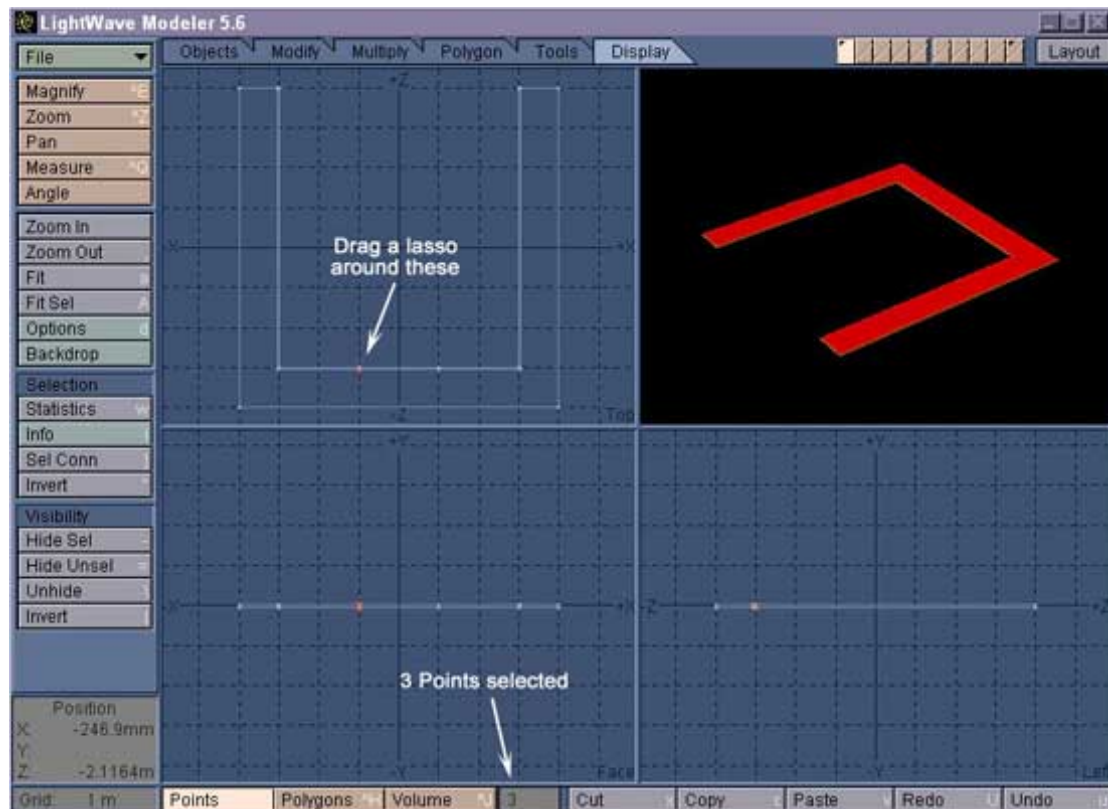
Picture 1: Drag a lasso around the Top Polygon

Keep this Polygon selected and activate the Bevel Tool, then use the following settings.

	Inset	Shift
1	20 mm	3mm

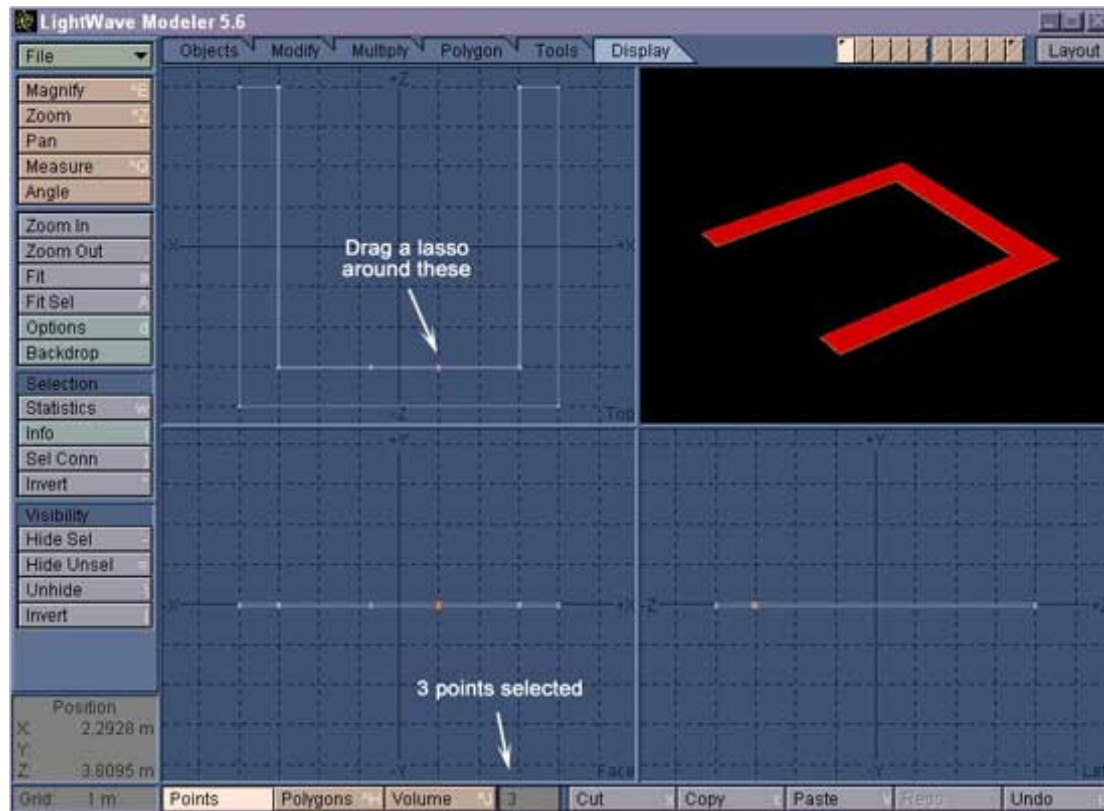
When the polygon has been bevelled, bring up the Surface Panel, select the Carpet\_Red Surface and click Apply.

Switch to Point Mode, then working in Top View, drag a lasso around the points shown in Picture 2.



Picture 2: Drag a lasso round these points

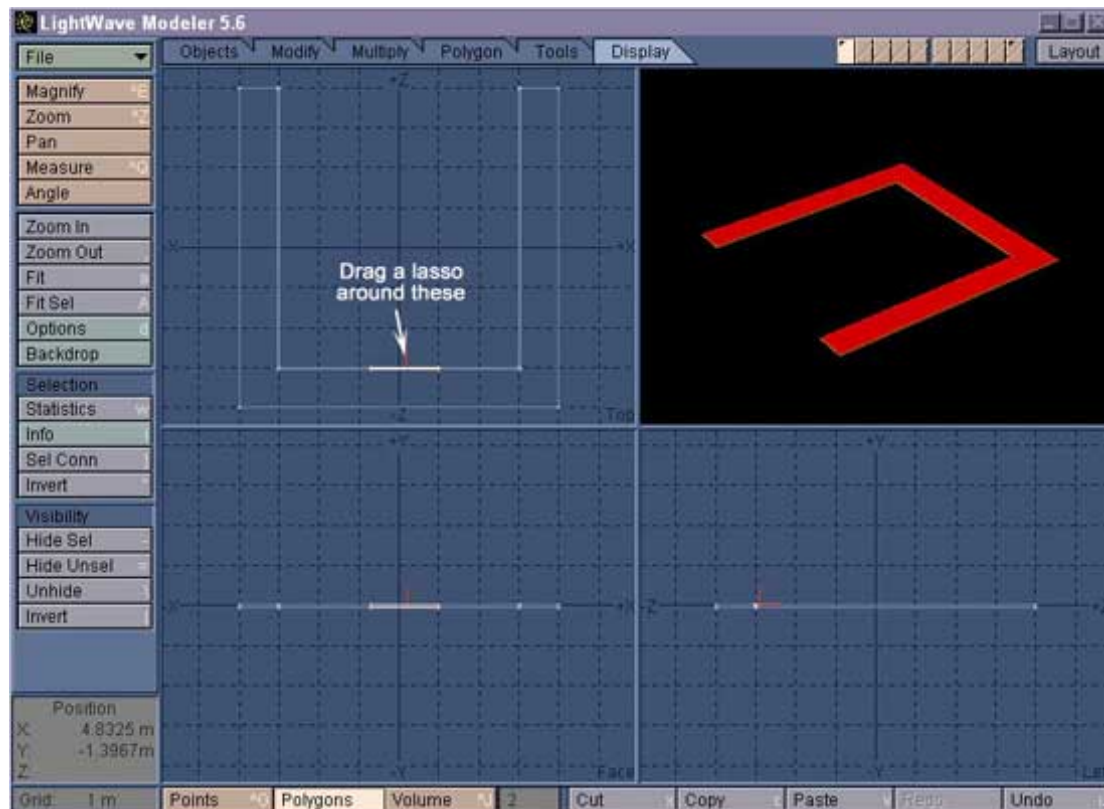
With these points selected, activate the Set Value tool and set the axis to X, then enter a value of -700mm and click OK. Deselect these points and select the 3 points on the right side, like in Picture 3.



Picture 3: Select the points on the right side

Repeat the last procedure with the Set Value tool, but use a value of 700mm this time, then click OK.

Switch to Polygon Mode again and drag a lasso around this middle segment, like in Picture 4.



Picture 4: Drag lasso around middle segment

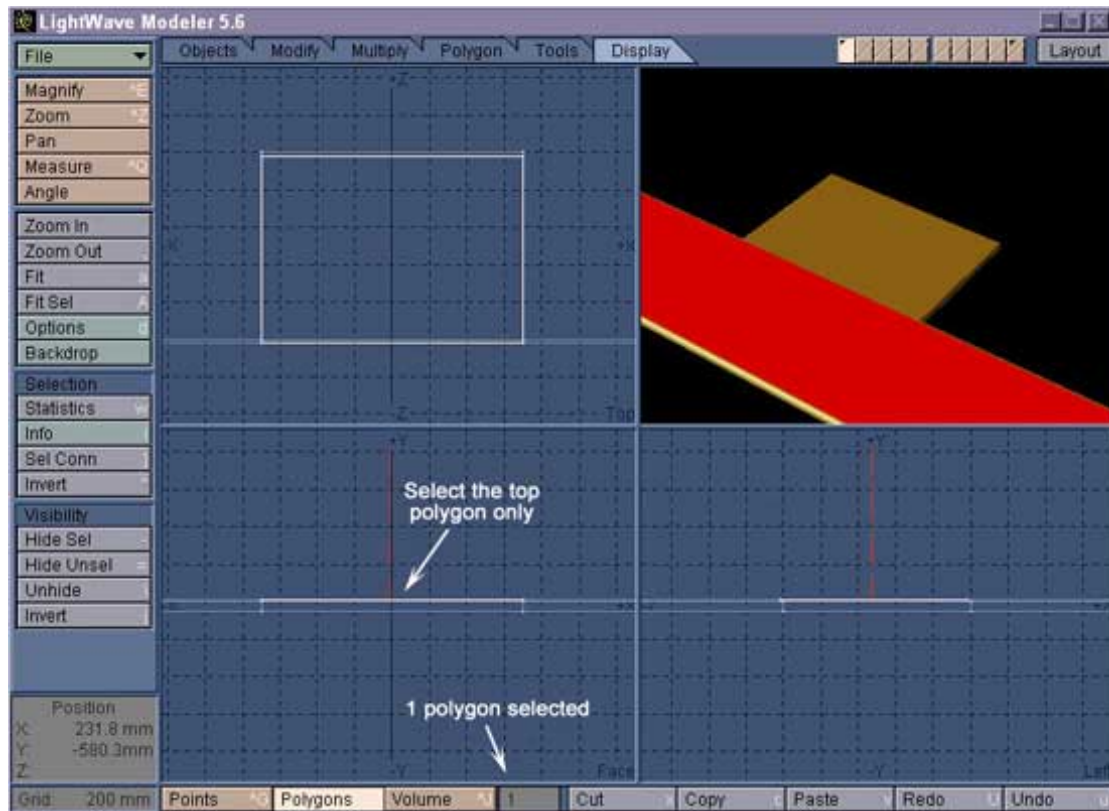
When these Polygons are selected, activate the Smooth Shift Tool and set the Offset to 0, leave the Smoothing Angle to 89,5 and click OK.

By doing this, the selected Polygons are "free", which means we can now move them without affecting the rest of this model.

Activate the Move Tool and bring up the Numeric Panel, then use the following settings:

X	0
Y	0
Z	1m

Deselect everything and use your mouse in Top View to click-select the Top Polygon of this extruded segment. We only want to select the top polygon here, and it might be a bit tricky, have a look at Picture 5 to see if you got it right.



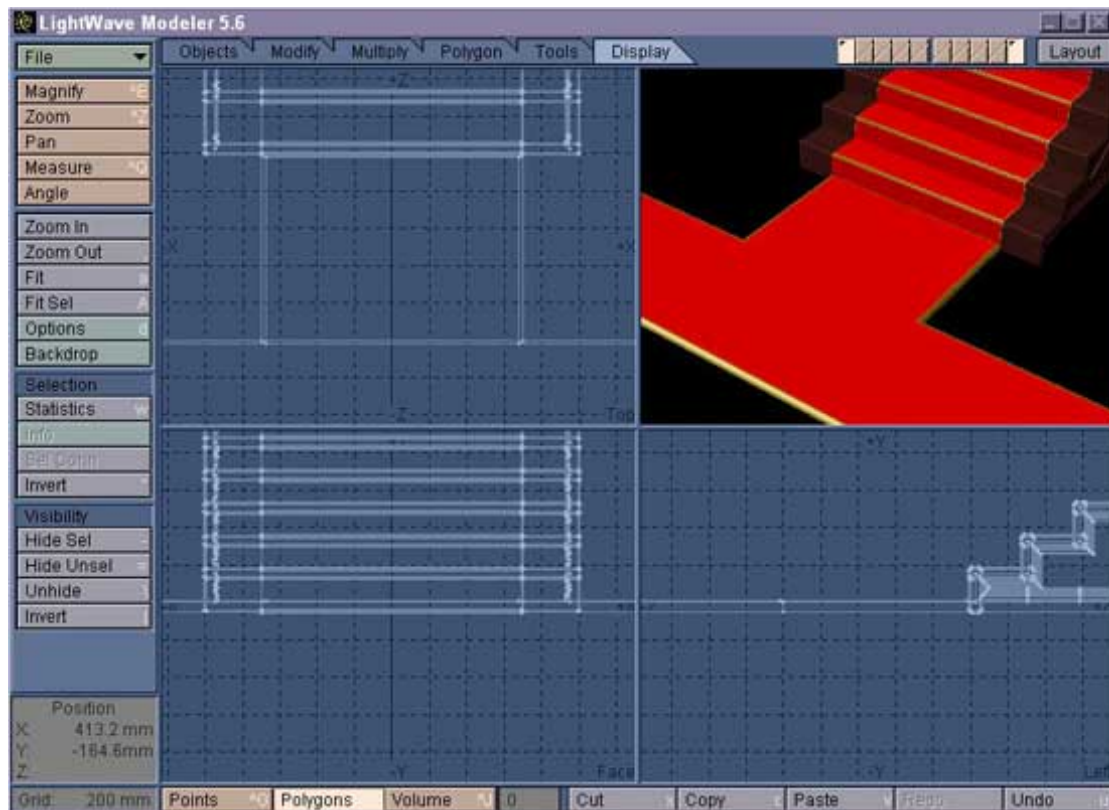
Picture 5: Select the Top Polygon only

Activate the Stretch Tool and bring up the Numeric Panel, then use the following settings:

	Factors		Center
X	97%	X	0
Y	100%	Y	0
Z	100%	Z	0



Click OK and the Polygon should shrink a bit on the X-axis. Keep this Polygon selected and bring up the Surface Panel, change the surface to Carpet\_Red and click Apply, then deselect everything. What you have now should look something like Picture 6.



Picture 6: A Zoomed in part of the Carpet

Save the Carpet in Layer 1 as "Level0\_Carpet.lwo", then press delete. Keep the Stairs Object in Layer 10 though; we need it in the next part.

### Creating Carpet for Level 1

Ok, creating the carpet for Level 1 will be pretty much the same as for Level 0. Start out with the Box Tool in Layer 1, and use the following settings in the Numeric Panel.

	LOW		HIGH		Segments
X	-4m	X	4m	X	1
Y	2,85m	Y	2,955m	Y	1
Z	-4m	Z	4m	Z	1

Click OK and hit Enter to create this box, then switch to Layer 2 and bring up the Numeric Panel for the box tool again, use the following settings.

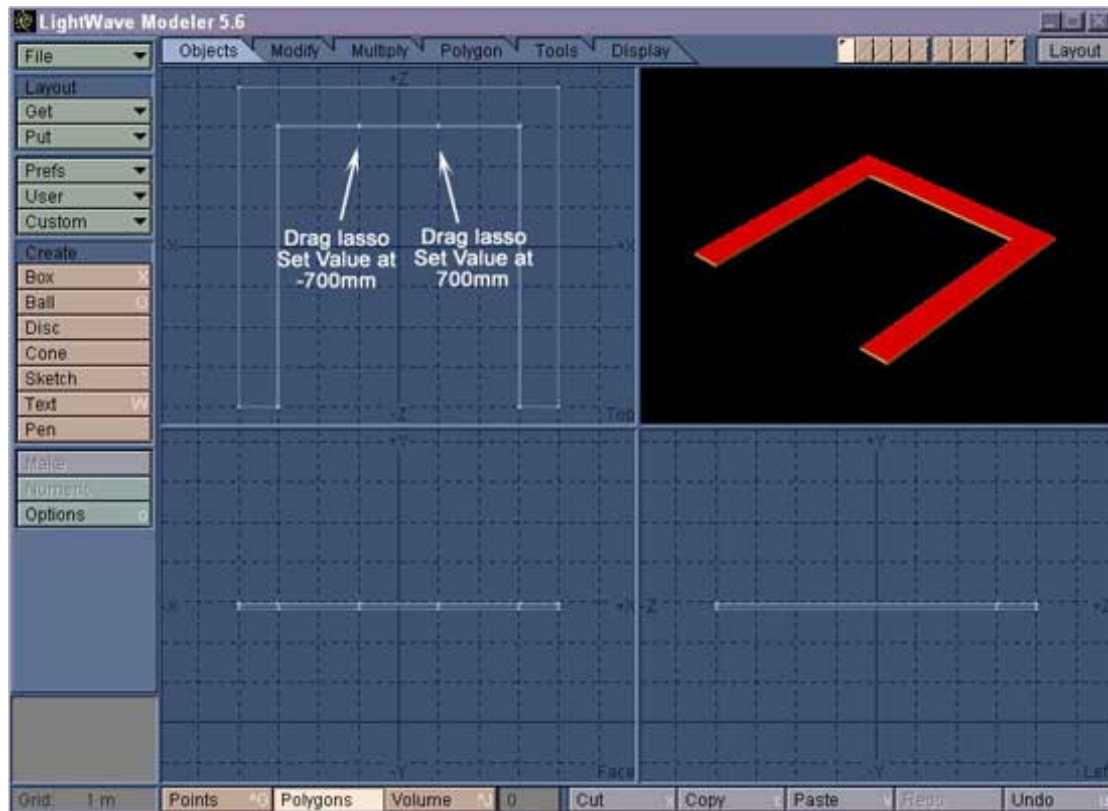
	LOW		HIGH		Segments
X	-3m	X	3m	X	3
Y	2m	Y	4m	Y	1
Z	-5m	Z	3m	Z	1

Click OK and hit Enter to create this box. Switch back to Layer 1 and put Layer 2 in the background, and then perform a Boolean Subtract Operation. Merge the points when finished. Size up the Front View, and make sure you are in Polygon Mode. Bring up the Surface Panel and set the surface to Carpet\_Gold, then click Apply. Drag a lasso like before around the top polygon only, and bevel this with the following settings.

	Inset	Shift
1	20 mm	3mm



When the polygon has been bevelled, apply the Carpet\_Red surface to it and deselect everything. Switch to Point Mode, and repeat the steps with the Set Value Tool, have a look at Picture 7 to see if you got it right.

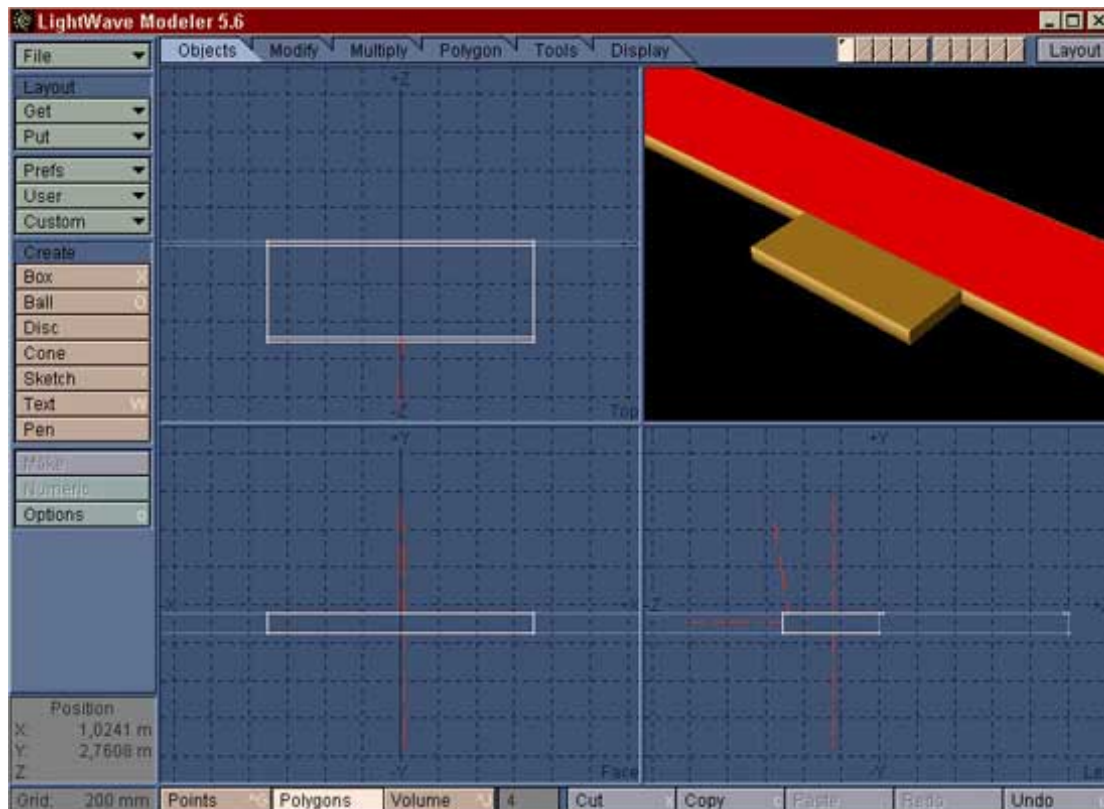


Picture 7: Use the Set Value Tool again

Switch to Polygon Mode again and drag a lasso around this middle segment like we did before, then activate the Smooth Shift Tool and set the Offset to 0, the Smoothing Angle to 89,5 and click OK. Activate the Move Tool and bring up the Numeric Panel, use the following settings.

X	0
Y	0
Z	-505mm

This next procedure might be a bit tricky. Working in Top View, use your mouse to select the middle polygons of this extruded carpet, like in Picture 8.



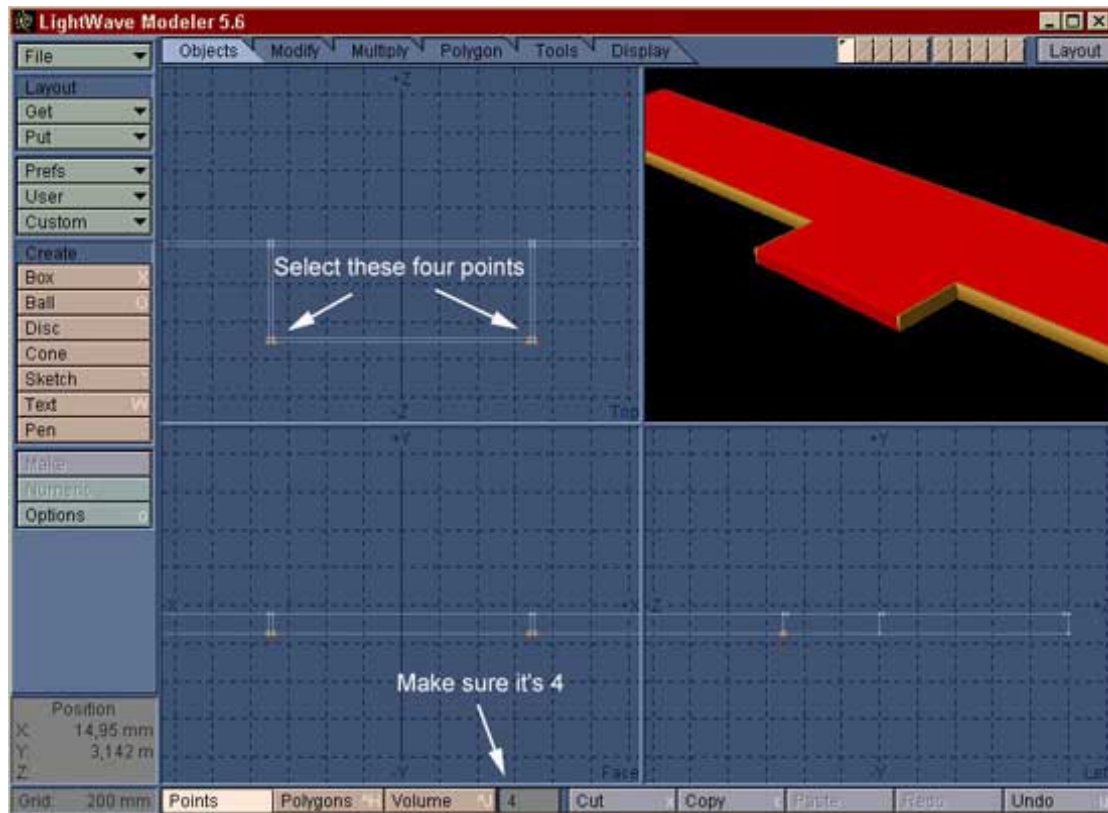
Picture 8: Select these 4 Polygons

Keep these Polygons selected and hit "Shift+f" on your keyboard to bring up the Smooth Shift Panel. Set the Offset to 0, and the Smoothing Angle to 89,5, then click OK. Keep the polygons selected and activate the Stretch Tool, then bring up the Numeric Panel and use the following settings.

	Factors		Center
X	97%	X	0
Y	100%	Y	0
Z	100%	Z	0

Click OK and the Polygons should shrink a bit on the X-axis. Bring up the Surface Panel and give the selected polygons the Carpet\_Red Surface.

Now we just have one more thing to change. Switch to Point Mode and drag a lasso around the 4 points that make up the lower part of the extruded Carpet piece, in Front View. Have a look at Picture 9 to see if you got it right.



Picture 9: Drag a lasso around these 4 points

With these points selected, activate the Move Tool and bring up the Numeric Panel, then use the following settings.

X	0
Y	-80mm
Z	0

Now we are finished, save this object as "Level1\_Carpet.lwo", then close down Modeler if you want to.