# build your own
# 3D club village
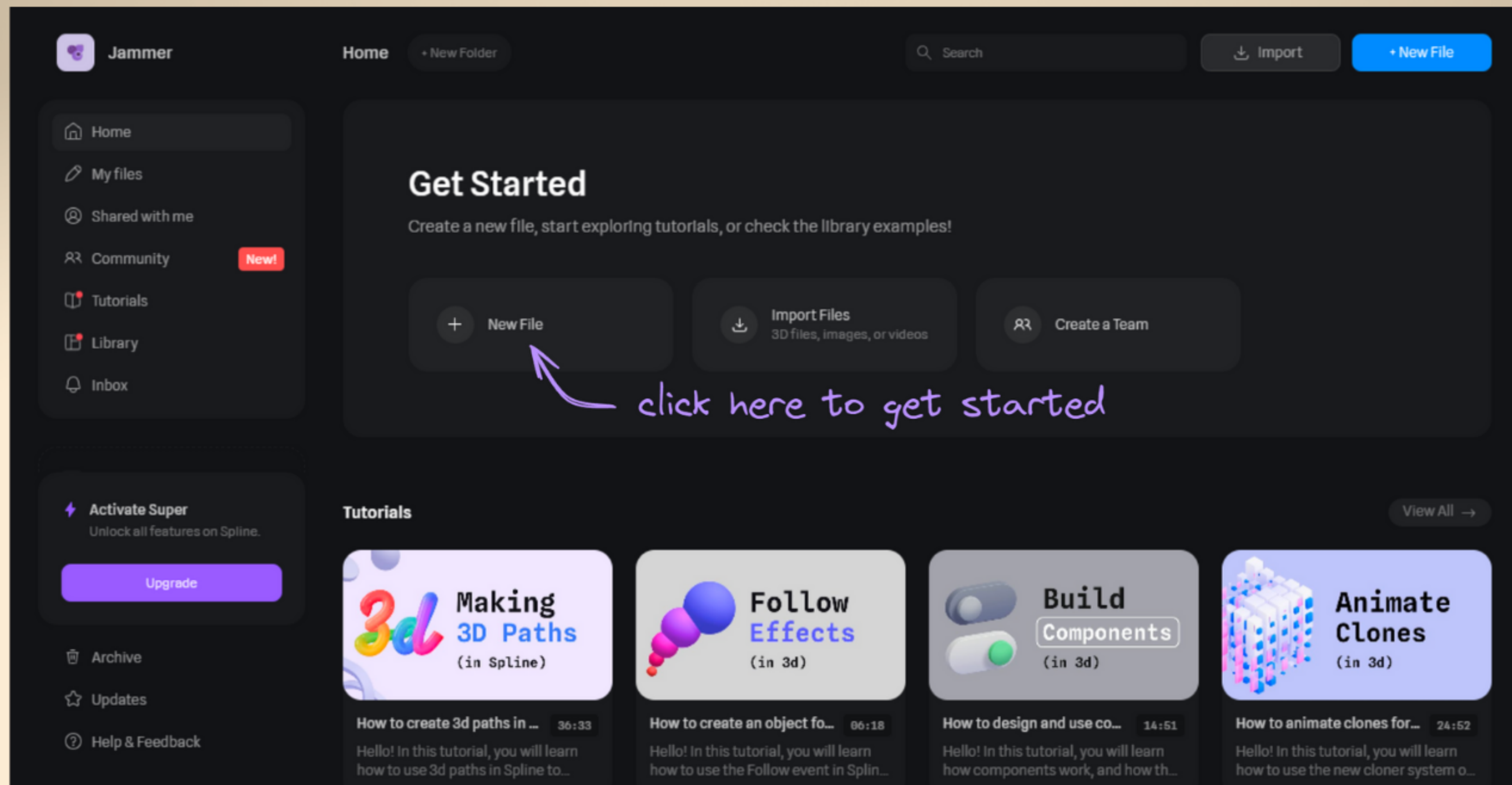
w/ 🌈 Spline

# hey hacker!

Ever wanted to create a 3D world where you have the power to shape the landscape and build *whatever you want*?

Today, we'll dive into the fundamentals of **3D modeling** by building our own sky islands, and collaborate by merging them into a community sky village.
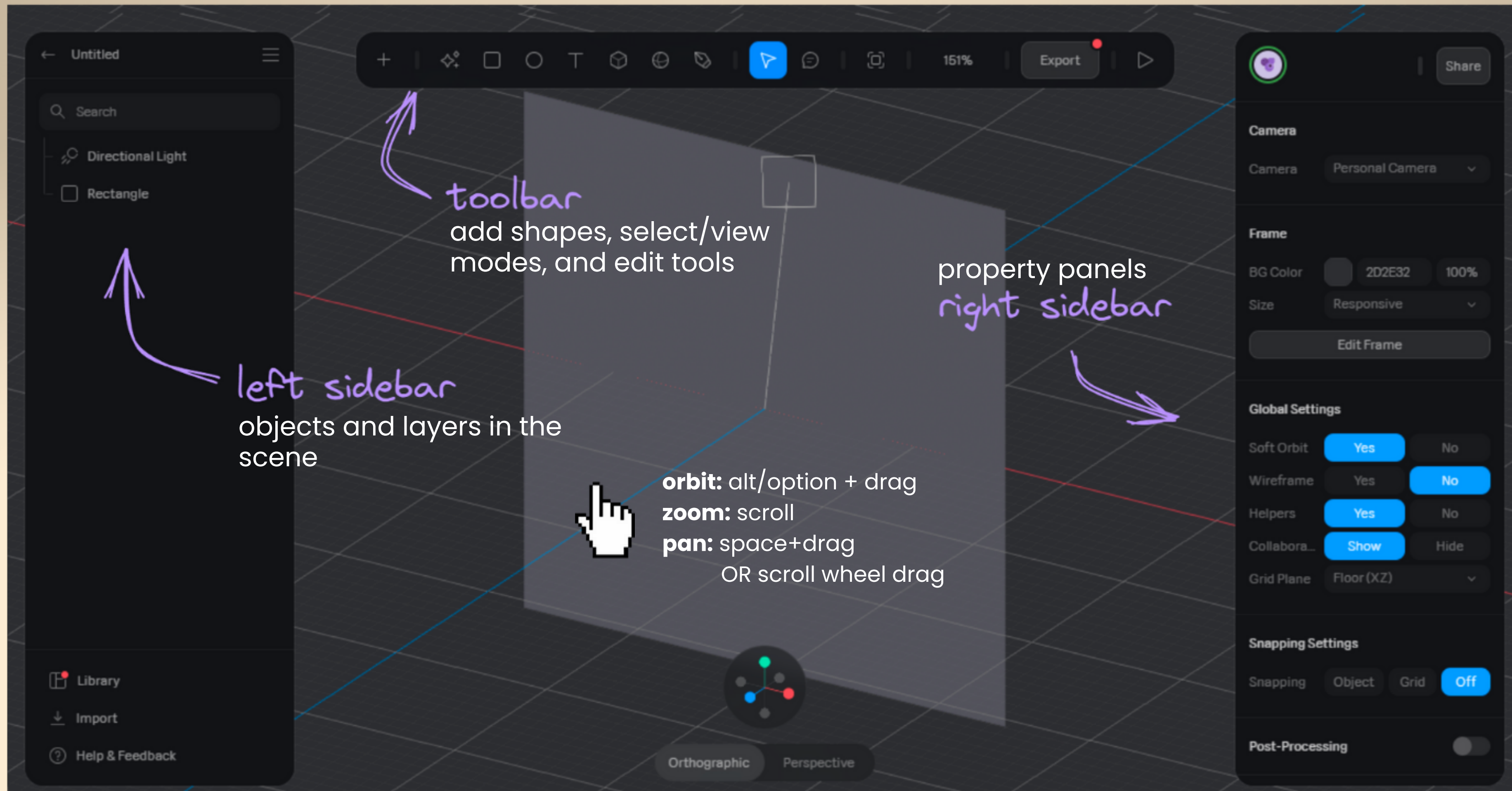
# getting started

Head over to **spline.design** and create a free account. Click on "New File" to get started.

# getting started (cont.)

## Get familiar with the UI and controls!



**toolbar**
add shapes, select/view modes, and edit tools

**property panels**
**right sidebar**

**left sidebar**
objects and layers in the scene

**orbit:** alt/option + drag
**zoom:** scroll
**pan:** space+drag
OR scroll wheel drag

# creating your island 🏝️

Start thinking about what you want on your own island...

- your dream mansion on a mountaintop
- a treehouse in the forest
- an amusement park—the sky's the limit!

We're going to start by building **a basic house**. Afterwards, you can transform it to make it your own!

**live demo...** follow along with the leader on your device!

# optional activity: making assets! 📦

This could be really fun to spice up the collaboration: making custom assets to use in each of your islands!

## the task

Each person will create a single asset in Spline from scratch.
- It could be anything from a funny lawn chair to a giant Among Us statue!

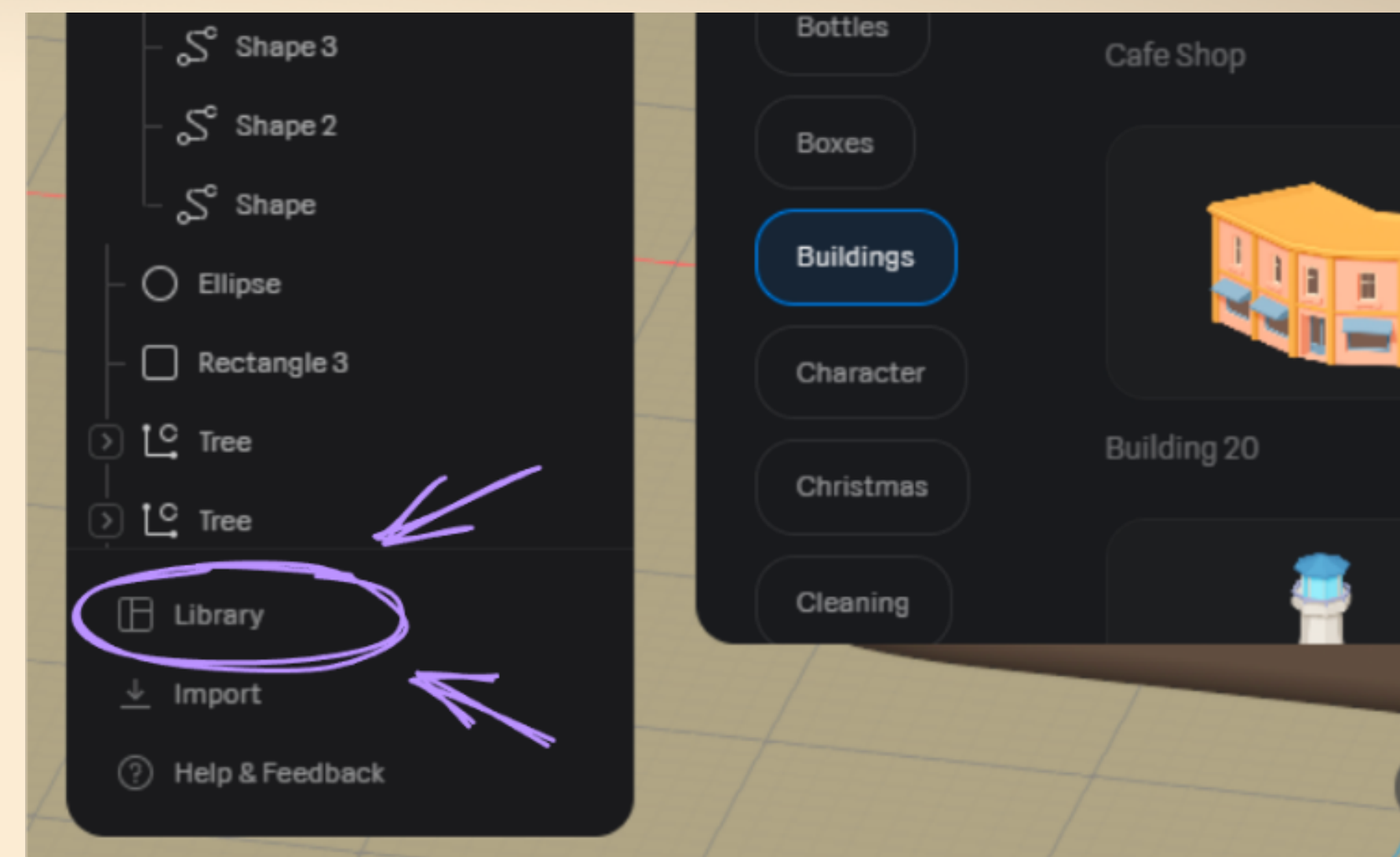The assets that everyone makes will be available for others to use to customize their islands later.

# customizing your island 🎀

Now you know the basics of Spline, **it's time to start making the island your own!**
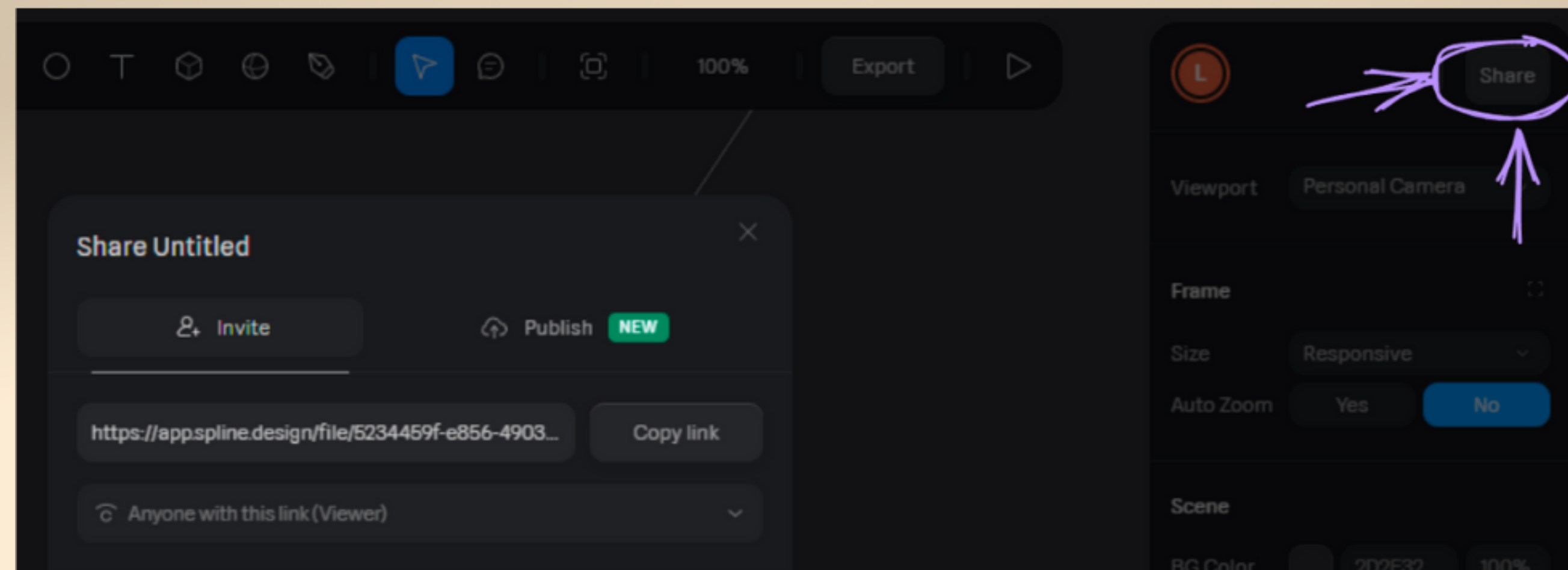
Here are some ideas to inspire you:
- A community park
- A town in the wild west
- Your dream house or resort
- A space station
- Recreate a building from your favorite movie or video game
- Your school/the building you're currently in

## Spline's asset library

# linking islands to form a sky village 🌉

Spline has a "Share" feature that lets you collaborate in real-time!



**await instructions from the leader...**
we're making a club sky village with our islands!

# what's next 🔮

3D modeling literally has limitless possibilities! now that you can design 3D models, you can...

- visualize and manipulate them in **websites** with three.js
- **3D print** them and create inventions
- use them as assets in **3D games** with Unity or Unreal Engine
- make **art**—create and showcase a portfolio

I wonder what you'll build next with 3D!