

MODULAR MEDIEVAL VILLAGE

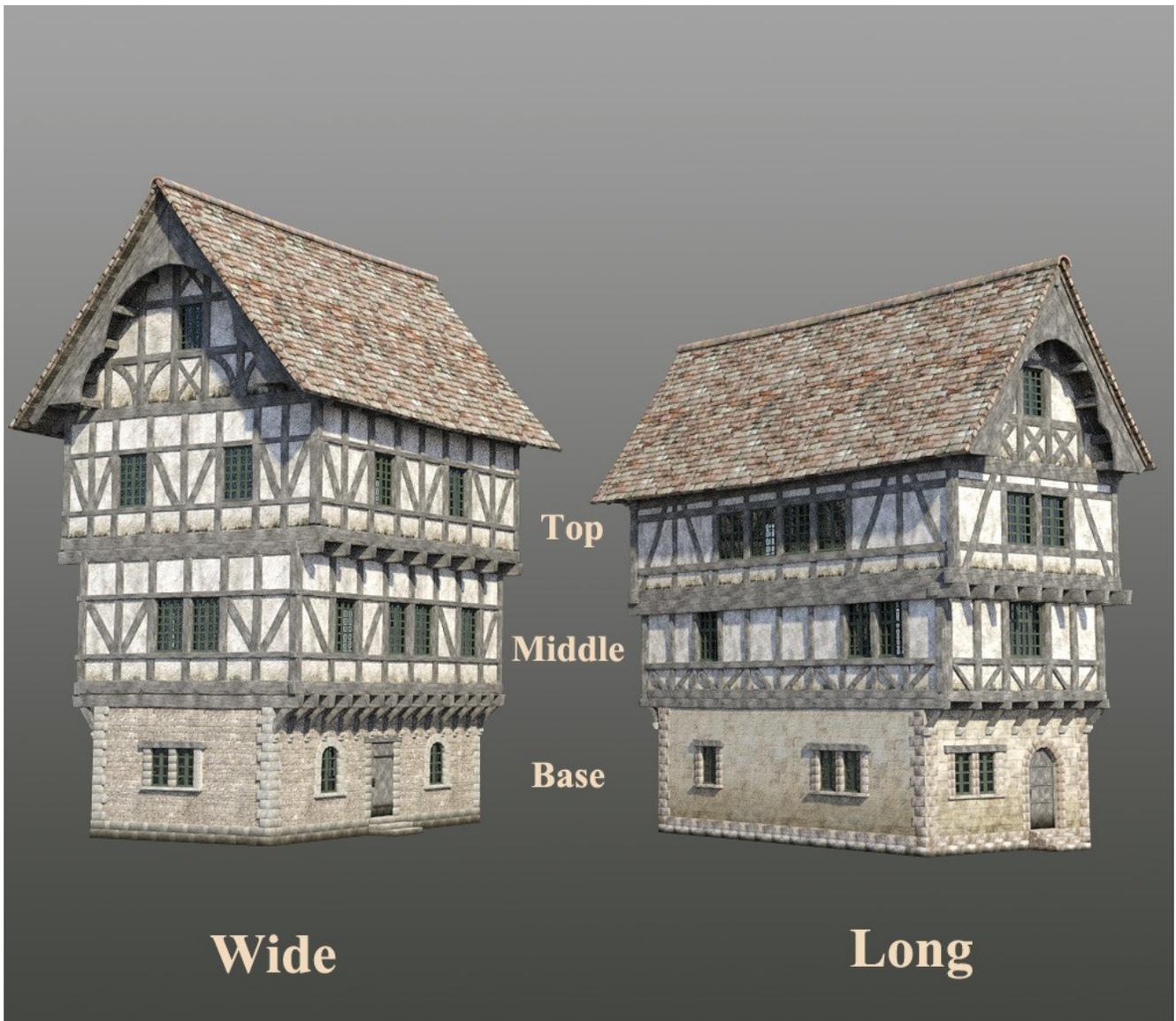
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Modular Medieval Village is a set designed to quickly assemble medieval buildings, from prefabricated building blocks and props.

DESCRIPTION

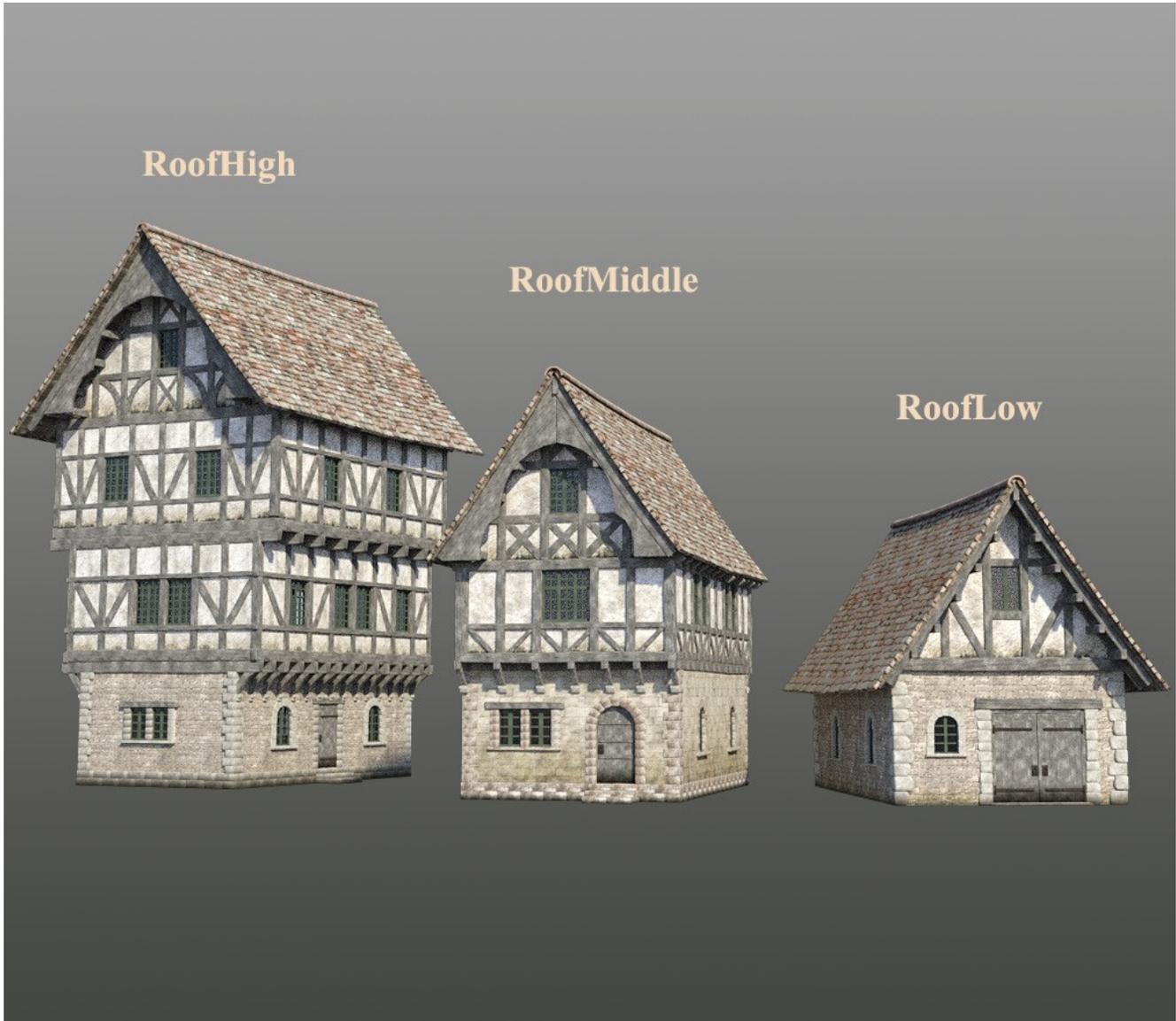
Buildings are divided into two general categories: “Long” and “Wide”.

“Long” buildings are those where the upper levels expand lengthwise, “Wide” Buildings are those where the upper levels expand width wise.



Each building can be up to three stories high plus a roof.
Stories are called “Base” for the first floor, “Middle” for the second floor, “Top” for the third floor.

But you can also create one or two story buildings, just use the appropriate roofs to cap them.



BUILDING ASSEMBLY

Creating buildings is pretty straight forward.

In the “Building Blocks” folder, you will find a variety of preassembled building parts.

Select a base of your choice, decide whether you want a Wide or a Long building, and pile up the levels, making sure you keep the wide with the wide and the long with the long.

WideRoofHigh



WideTop



WideMiddle



Base



LongRoofMiddle



LongMiddle



Base



Remember that you can rotate each level 180 degrees for a different look.

CUSTOMIZATION

Once you're happy with the building, move to the “Props” folder, and customize it. You will find a variety of architectural props like balconies, dormers awnings, flags etc etc Select the props of your choice and place them on your building. (Look at the included presets for ideas)



MATERIALS

Finally, go to the “Material” folder, and apply the materials of your choice to the various building blocks and props.

SAVING THE BUILDING

Once you are happy with the building, parent all the props and building blocks to the base (it'll make moving the whole building around a lot easier) and I strongly suggest creating a group to give a name to your building.

In the scene tab select your base with all the elements parented to it, in the top menu select “Create”---> “New Group”. Make sure to select “Parent selected items to new group” and give your building a name.

Finally select the group and save your building as a “Scene subset” in the folder of your choice.

Repeat the above steps as many times as you want and in no time you will have an entire village at your disposal.

I hope you enjoy this set!