

Make a 3D-Room with **Paint.NET v3.5.5**

Level :moderate

The best thing about the technique using in this tutorial is you don't have to worry about the *perspective*! Everything will come ready and correct if you apply the steps exactly, of course, these are the basics but you can change or add your own effects and settings as desired.

Plugins needed for this tutorial:

1-Shape 3D by *MKT*

2-Tile Image by *Curtis*

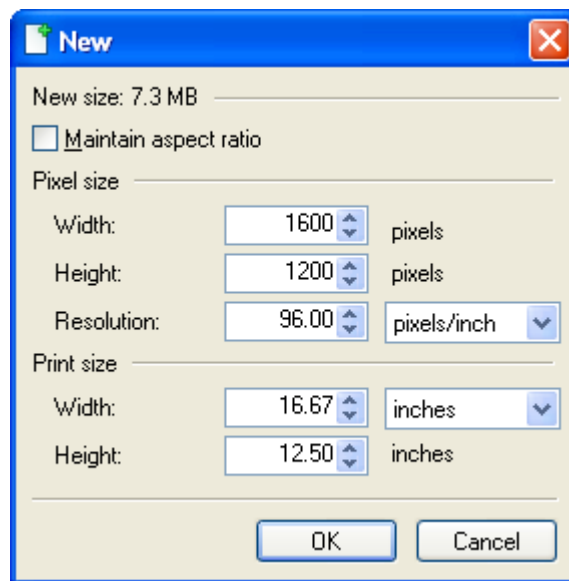
3-Grid/Checker Broad Maker by *MadJik*

4-Outline Object by *Pyrochild*

5-Borders N' Shapes by *Pyrochild*

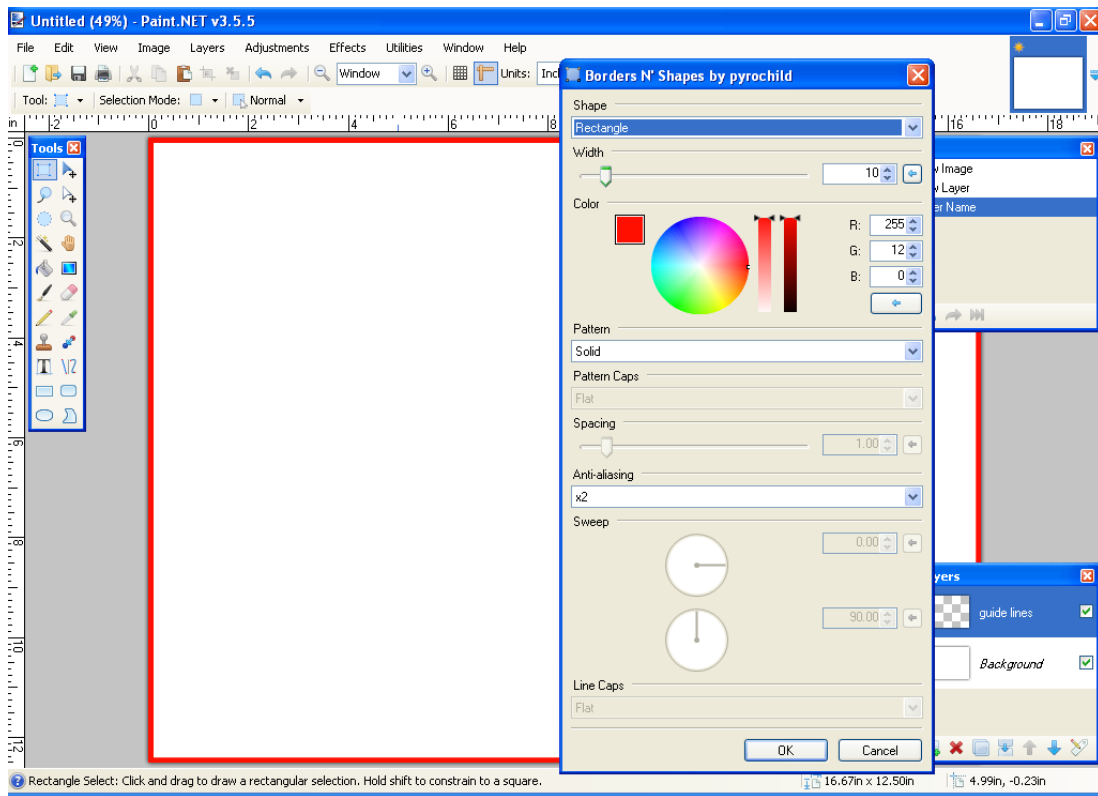
The Tutorial:

1-Start a new file with size of **1600 x 1200** pixels width x height “*bigger file better result*” :

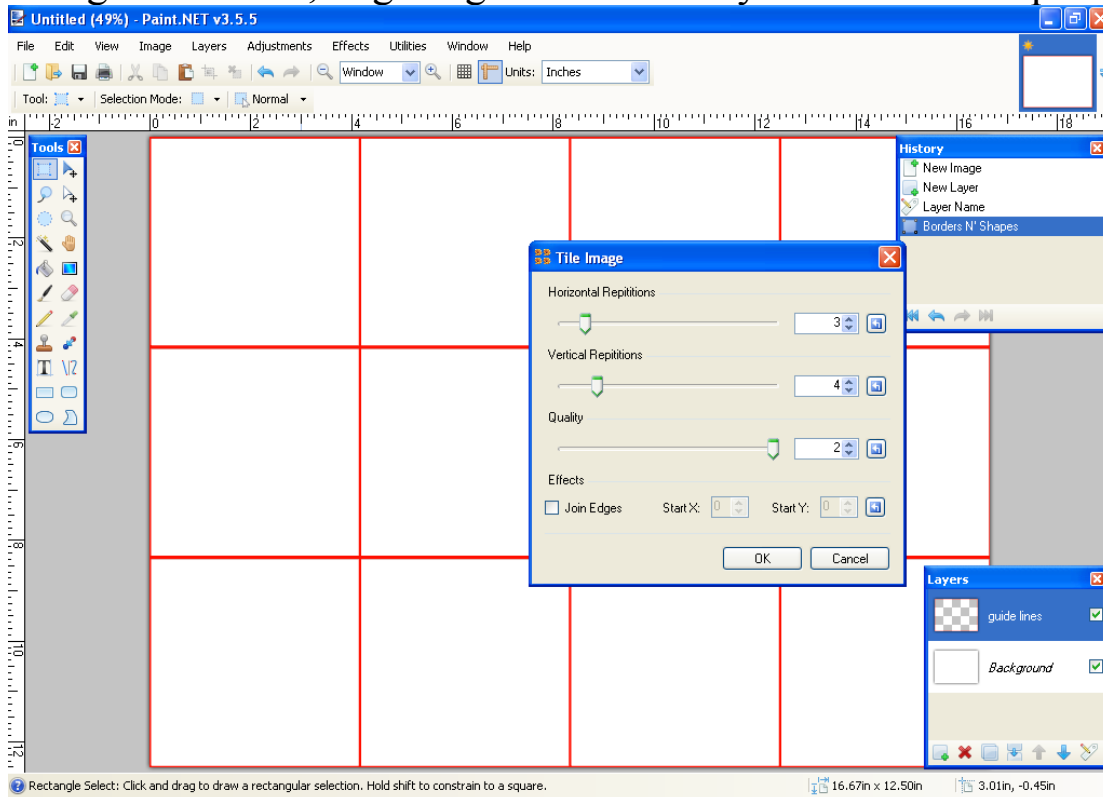


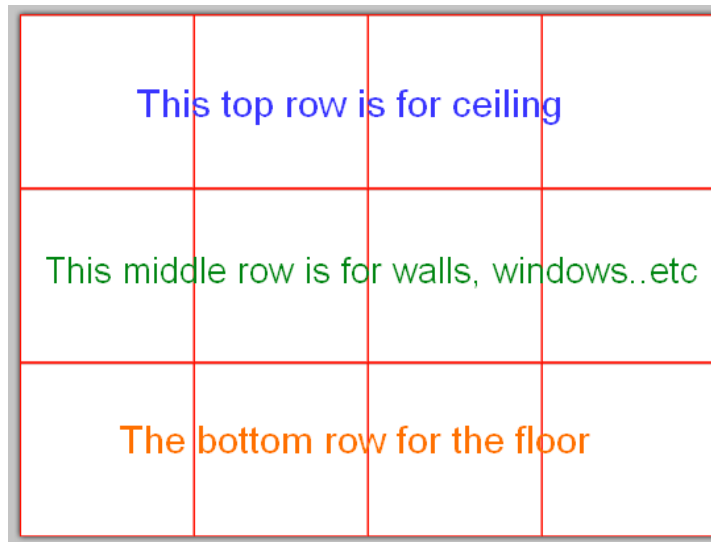
2-Add a new layer and name it **guide lines** (*this layer will be deleted soon, so it is temporary*):

3-Use **Borders N' Shapes** plugin and make a border around the **guide lines** layer with width of 10, and keep all other settings on default, see the image below:



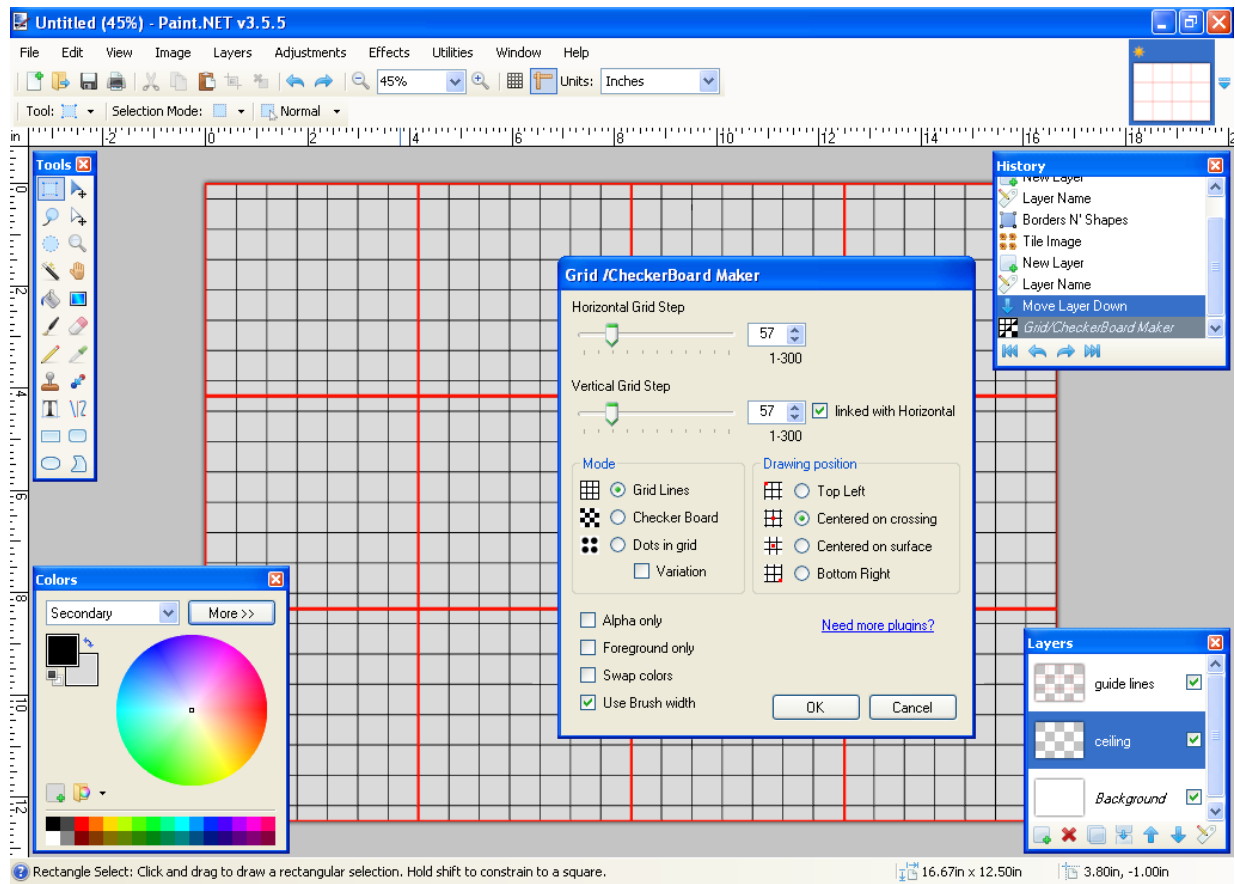
4-Use [Tile Image](#) plugin and put 3 for Horizontal and 4 for Vertical and keep other settings on default, to get a grid of 3 rows by 4 columns of squares:



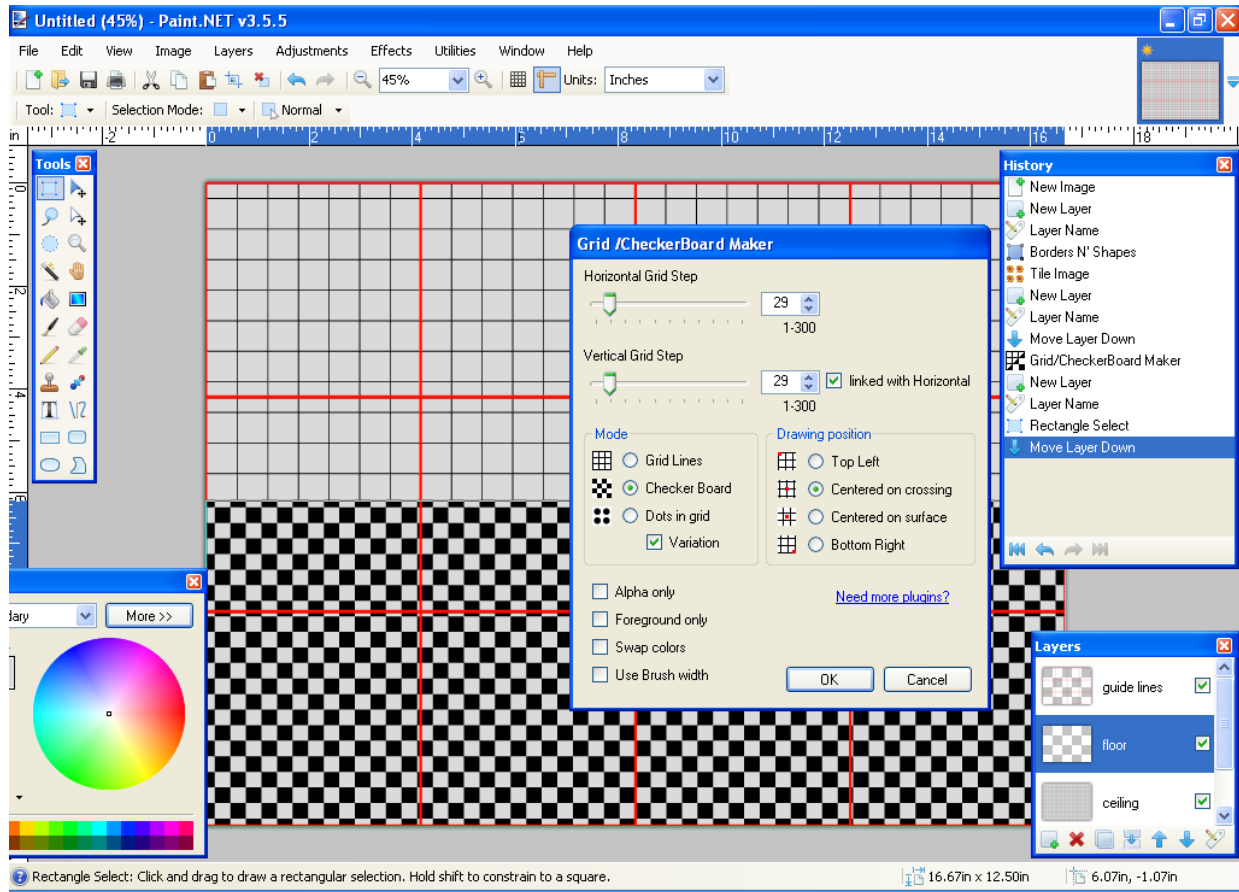


Now we are going to add 4 new layers one for the ceiling, one for the walls and one for the floor, and one optional for the windows and doors, then paint our styles for each layer as liking:

5-The Ceiling: Open a new layer and name it **ceiling** then move it underneath the **guide lines** layer. Paint your ceiling on this layer, it could be a solid color or tiles or any style as desired , I used **Grid/Checker Board Maker** plugin to create a grid of black and gray with size of 57 by 57:



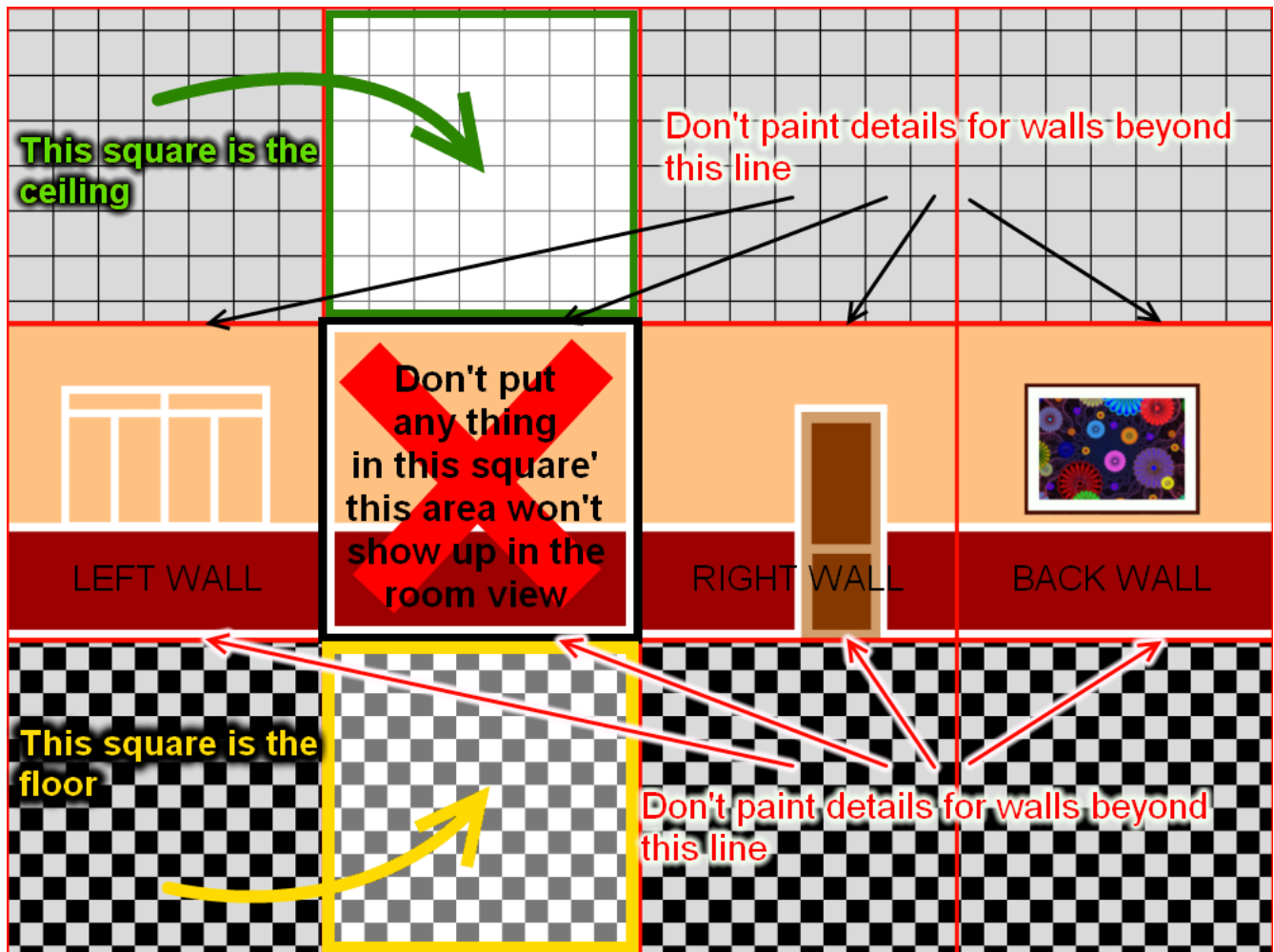
6- **The Floor** :Add a new layer above the **ceiling** layer and name it **floor**, select the lower half and paint your floor style, I used **Grid/Checker Broad Maker** plugin again and made a checker board tile style with black and white and size of 29, but you can paint your own style as desired, to get something like this image below:



7- **The Walls**: Add a new layer and name it **walls**, paint your wall style in the middle row of 4 squares in the guide lines, fill those 4 squares with details.

Important:

- Don't paint beyond the top and bottom guide lines, so the best way is to select the area with **Rectangle Select** tool and paint the walls.
- Each square represents a wall of your planning room, but remember not to put much details in the second square from left, because that won't show up in your final image because it is the front "foreground, the one close to us" wall, unless if you like it to show up containing some opening, transparent windows or columns so you can see through inside the room.
- The second "from top left" square is the ceiling, and the second "from bottom left" is the floor; so if you would like to add more details for ceiling or/and floor do that in their related squares as shown in this plan:

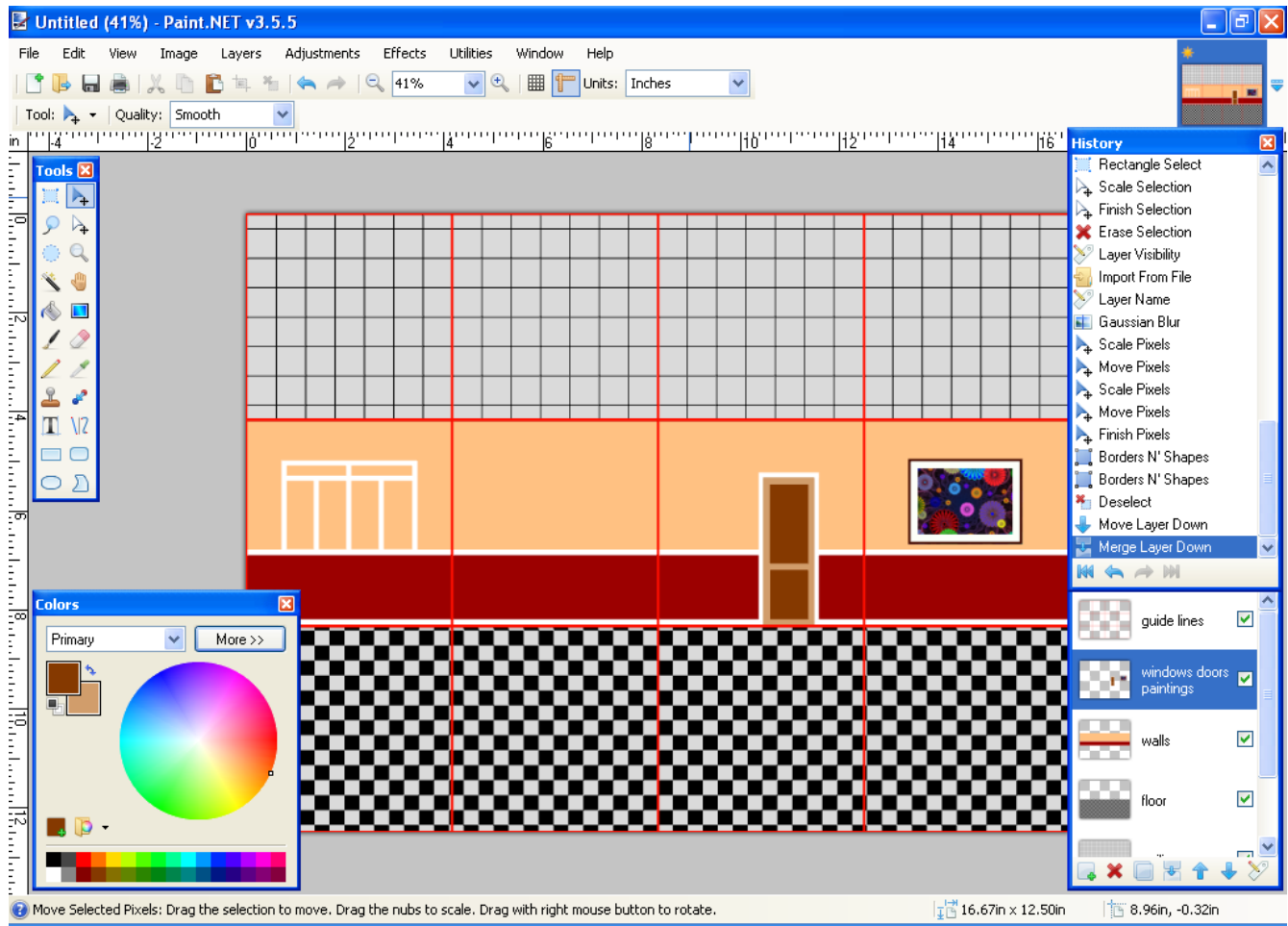


8- **The Windows, Doors, Paintings....etc “Optional”:** Add a new layer and name it **windows doors paintings**, and paint the windows, doors, paintings arches and everything you like it to be popped-up from the walls.

Don't forget to cutout the wall and the ceiling/floor behind the window if you like it to be open.

*“I made this layer separate from **walls** layer because I am planning to add some thickness to my windows and doors so that they won't appear just flushed to the walls, you can skip this layer if you like.”*

Finally you should get something like this image:

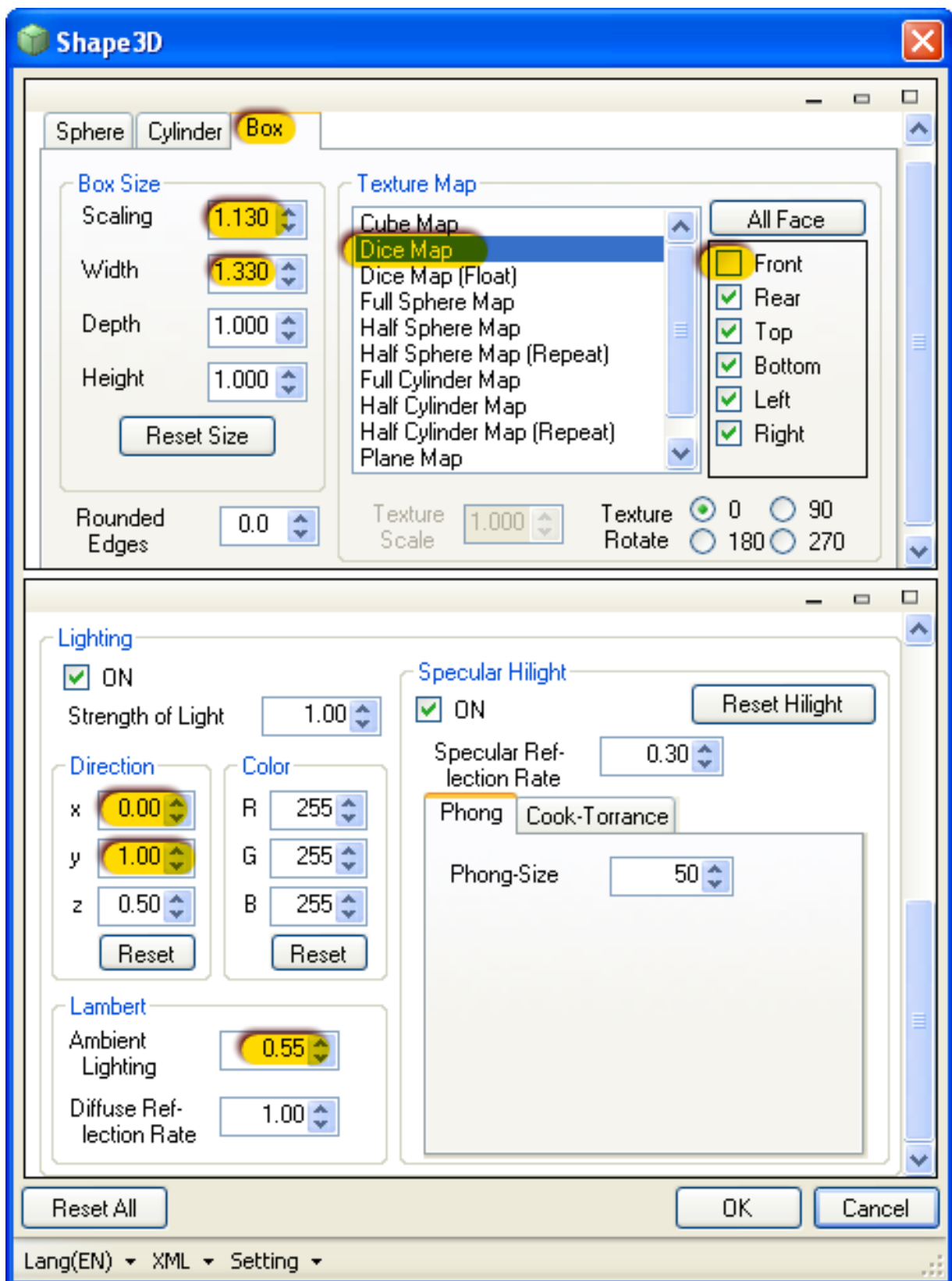


9-Now delete the **guide lines** layer, then select the **walls** layer and open **Shape 3D** plugin and put these settings and effects shown in **yellow** tags, don't forget to turn on the **Anti Alias** before clicking OK of the plugin.

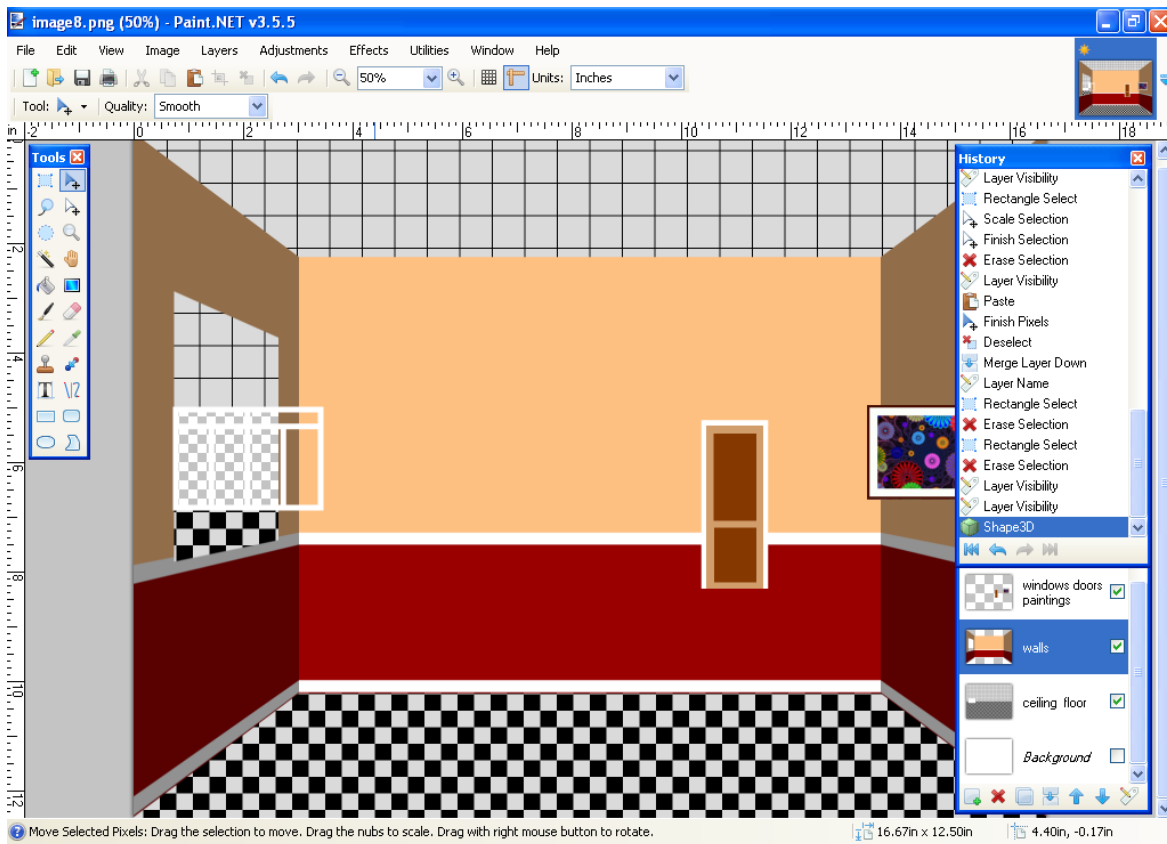
Important:

“ You can play with the settings as desired but bear in mind that you can't change the **Dice Map** option under **Texture Map** tab in the **Shape 3D** plugin, because the other texture maps won't work properly for this process ”

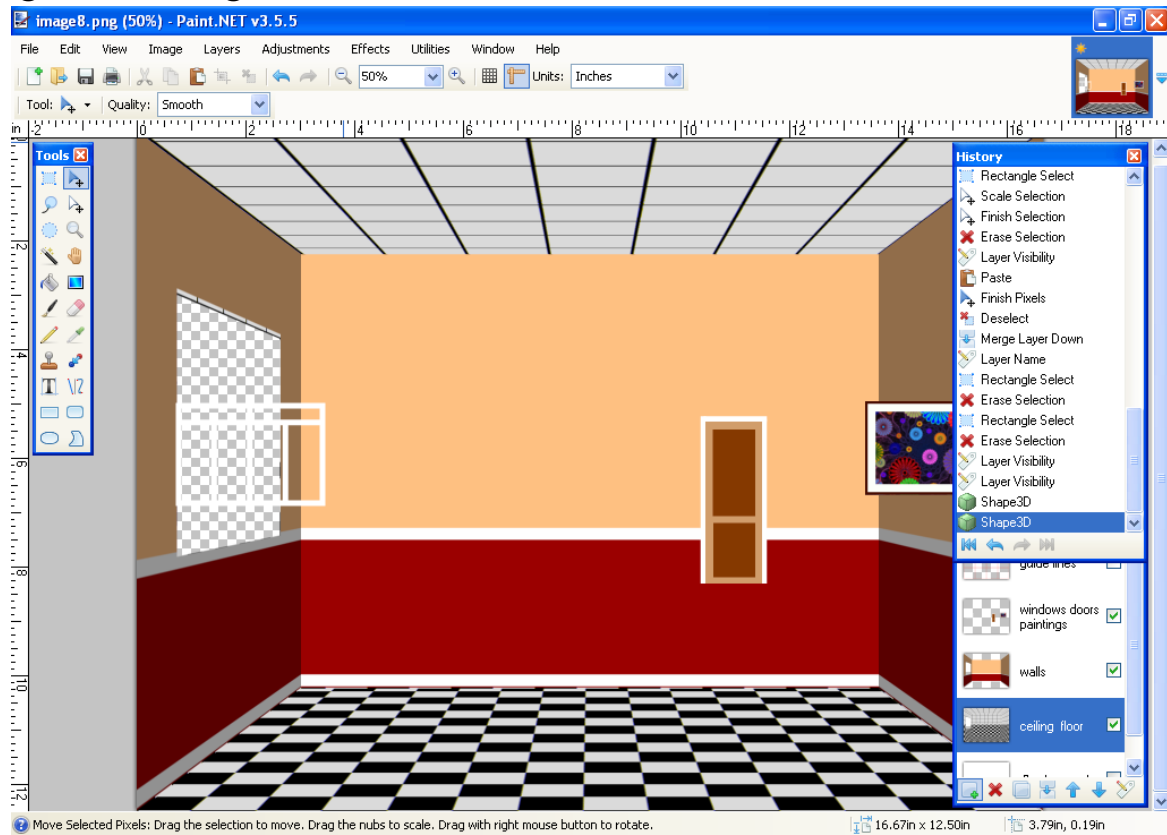
Hint: Don't change the setting of the **Shape 3D** plugin because we will use them same again on the other layers, so the best thing is to save them as an XML file in a safe place to load them again in the future, and you can do that by clicking the XML button in the task bar of the plugin and pick **Save** “Credit goes to **Goonfella**, because he helped me to do this, thanks mate”



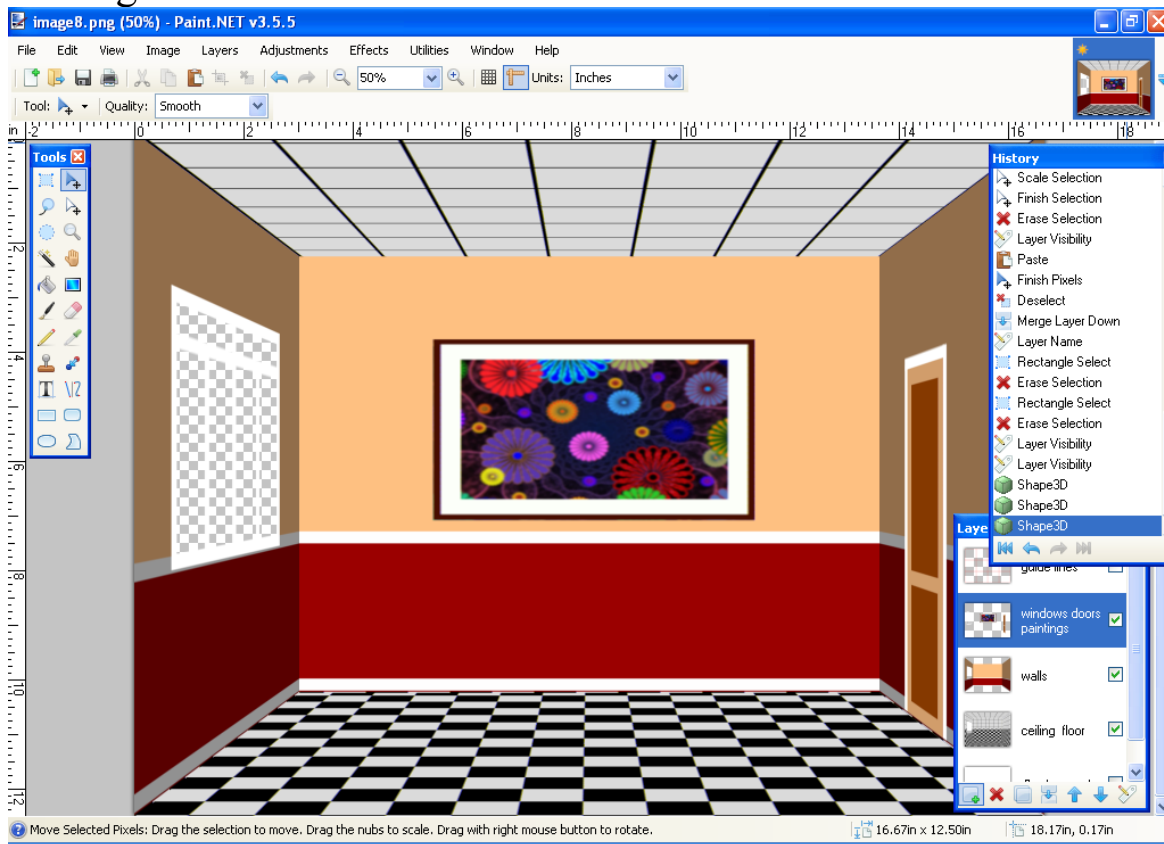
You will get this shape for the walls:



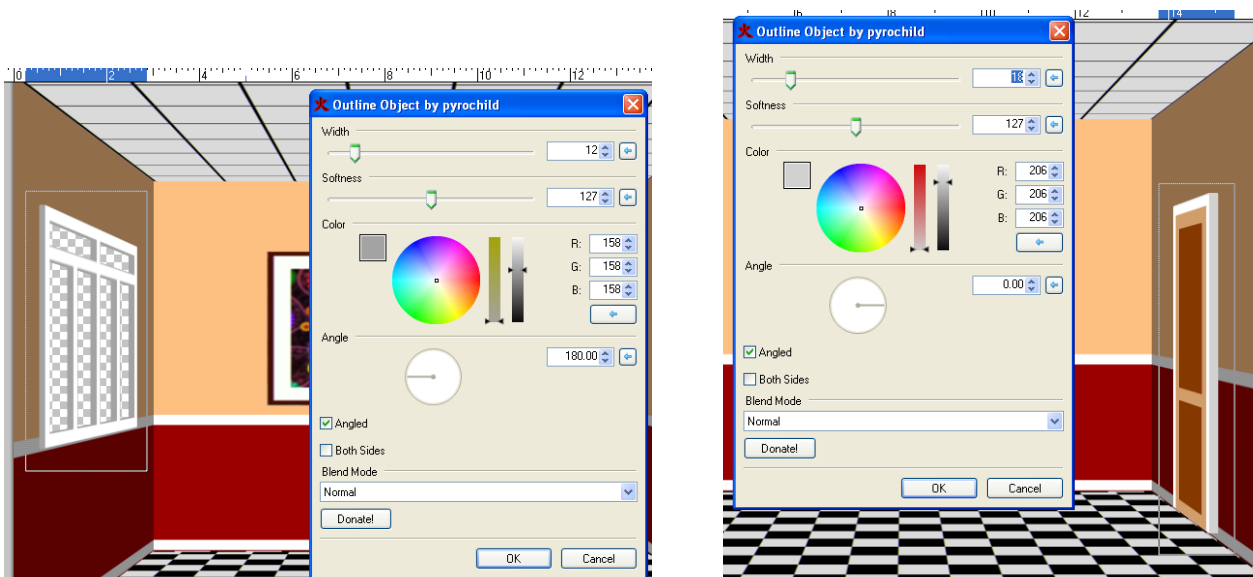
10-Merge **ceiling** and **floor** layers and apply the **Shape 3D** with same settings above to get this view:



11-Select **windows doors paintings** layer and apply the **Shape 3D** plugin with same settings:



12- “Optional step”, now select the window with **Rectangle Select** tool, and add some thickness to it using **Outline Object** plugin, do that also for the door:
Hint: you can pull up the window and door few pixels against the wall to get better effect.



Here I applied the **Relief > Stylize** to the Ceiling then flattened the image:



Here I rotate the **Axis-2** in the **Shape 3D** plugin to get an angled view to the room and added some furnitures and **Noise** to the walls then **Relief**

