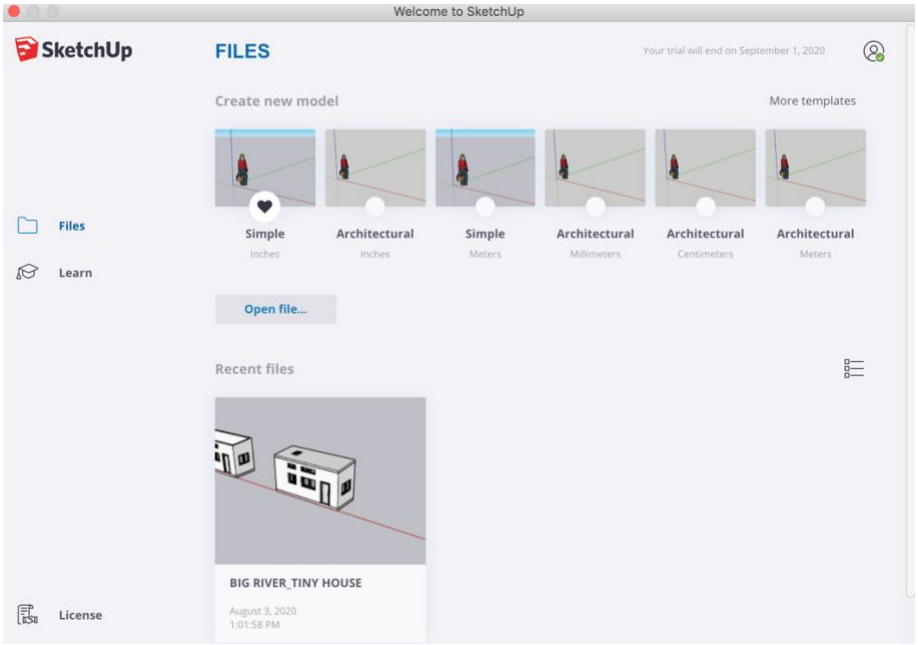
FIRST COMPLETE THE GETTING PLAYLIST:
https://www.youtube.com/playlist?list=PLF001616C0ADF4245

COMMAND TUTORIALS TABLE		
COMMAND	**LINK**	**TIME STAMP**
Rectangle	1. https://www.youtube.com/watch?v=qgt2s9RzvKM 2. https://www.youtube.com/watch?v=I_bJPNnO3HQ	1. 3:17 2. 17:03
Push/Pull	https://www.youtube.com/watch?v=I_bJPNnO3HQ	18:40 - 21:57
Line and Draw	https://www.youtube.com/watch?v=I_bJPNnO3HQ	15:18
Tape Measure	https://www.youtube.com/watch?v=_7brmiHpVqI	
3D Warehouse		
Scale		
Rotate		
Cody		
Workspace	https://www.youtube.com/watch?v=I_bJPNnO3HQ	1:40

1. NEW DRAWING

For this project you will need to start a new drawing that uses the Imperial measurements. On the "welcome" window, under Files Create New Model, select Simple.

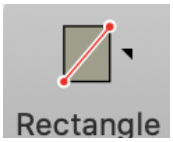
- **Imperial System** is used in the USA and measures things in feet, inches and pounds.
- The **Metric System** is used in most countries around the world and uses measuring units such as meters and grams.

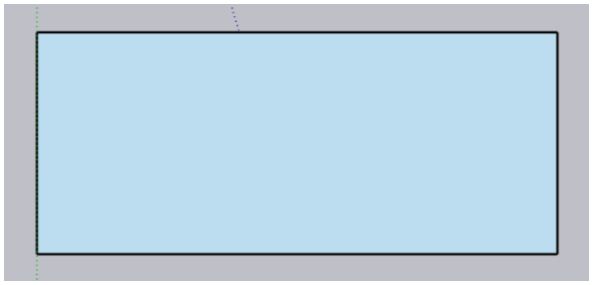


2. FLOOR:

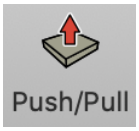
The first part of the house we will model is the floor. You will need to refer to your drawing package to confirm the correct measurements

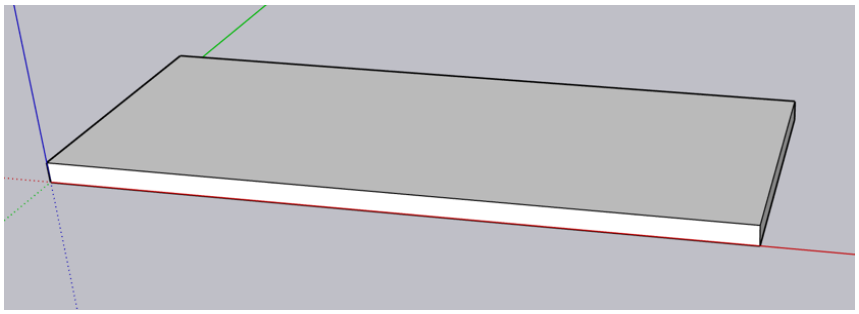
- Draw a 22’-0” x 8’-6” rectangle using the **LINE** or **RECTANGLE** tool





- **PULL** the rectangle up so that it is 8” thick



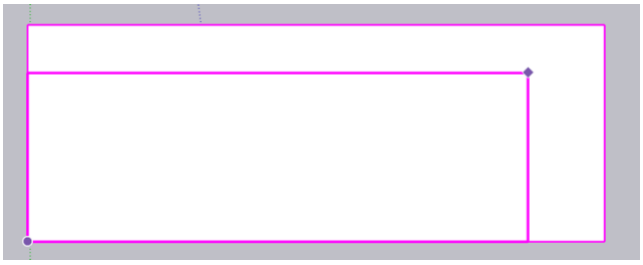


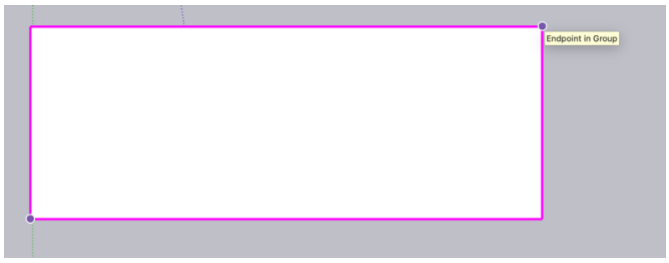
- **SELECT** all of the Floor you created, right click, **MAKE GROUP**

SAVE

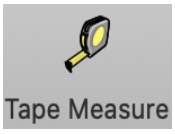
3. EXTERIOR WALLS:

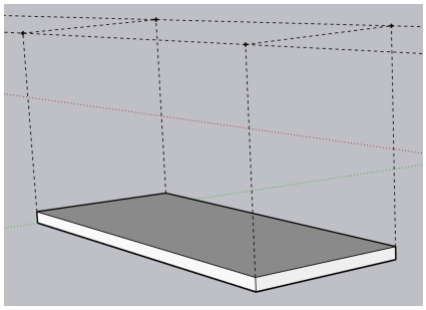
- Using the **RECTANGLE** tool, trace a rectangle overtop of the floor.
    - This will allow you to model on the surface of the floor without making unwanted changes to the group you created in *2. FLOOR*.

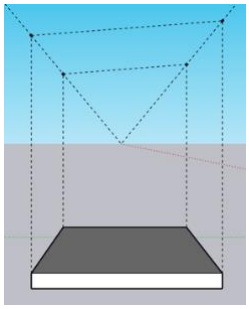




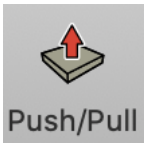
- Referring to the measurements in your drawing package, use the **TAPE MEASURE** to create guides that outline the exterior walls

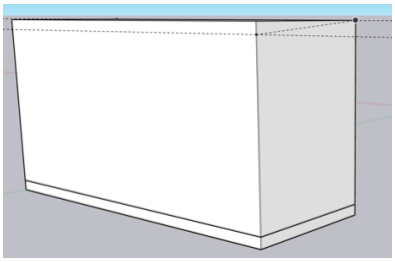




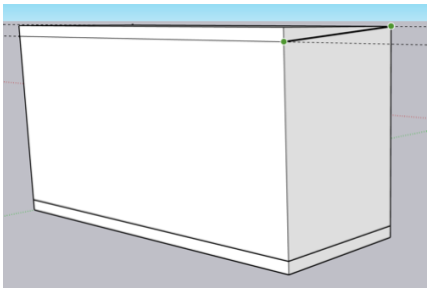


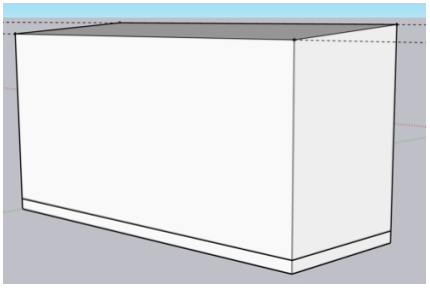
- Using the **PUSH/PULL** tool, Pull the rectangle up to meet the tallest guide





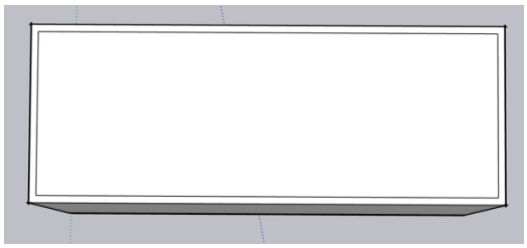
- Using the **LINE** tool, draw over the guides to create the faces of the exterior walls. **DELETE** the unnecessary lines to create the angled walls.





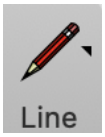
NOTE: To delete guides, go to the tab **EDIT**, in the drop-down menu select **DELETE GUIDES**

- Using the top face of the model, **OFFSET** the rectangle 5” inward. **DELETE** center face.

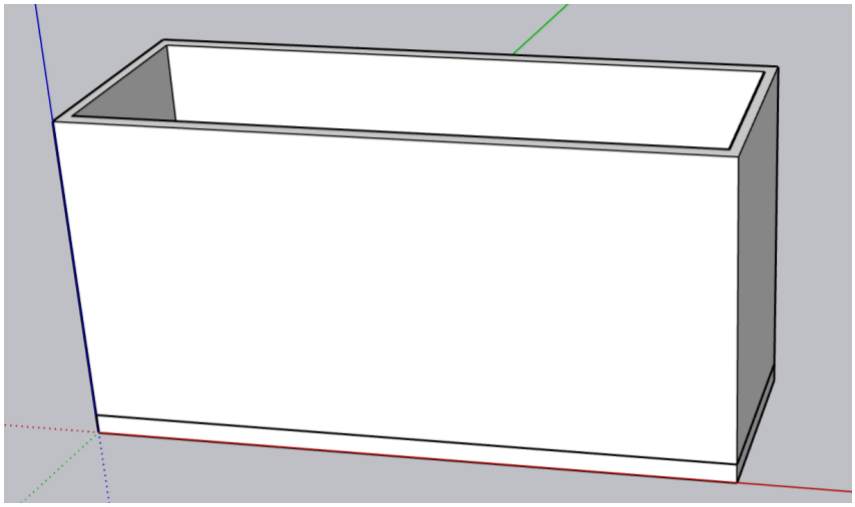



- On rectangle you drew overtop of the floor, **OFFSET** the rectangle 5” inward.

- Using the **LINE** tool, connect the inside of the walls together.



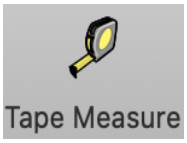
- When you are finish drawing the exterior walls, your model should look like this:

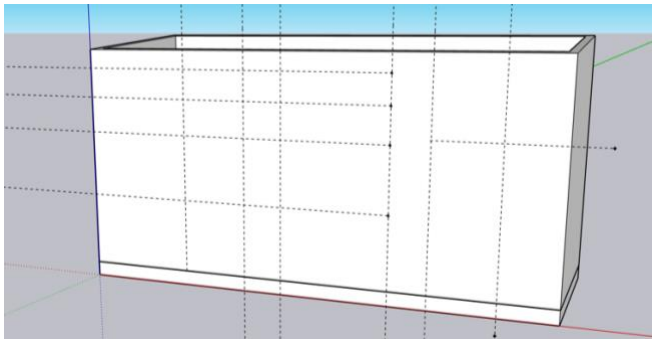


SAVE

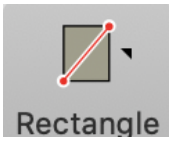
4. WINDOWS + DOORS:

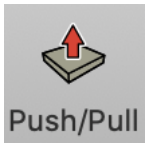
- You will now need to create the openings for the windows and doors
    - Start by using the **TAPE MEASURE** tool to create horizontal and vertical guides to lay out the window and door openings

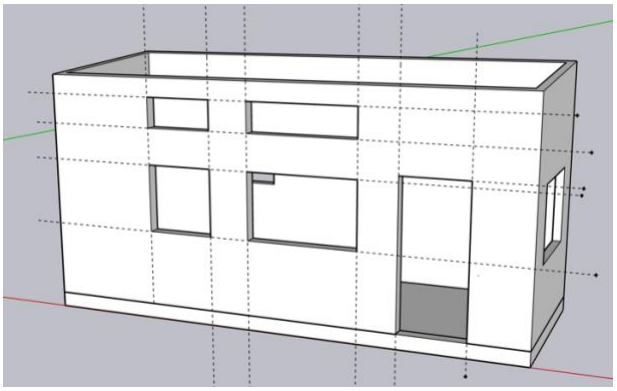




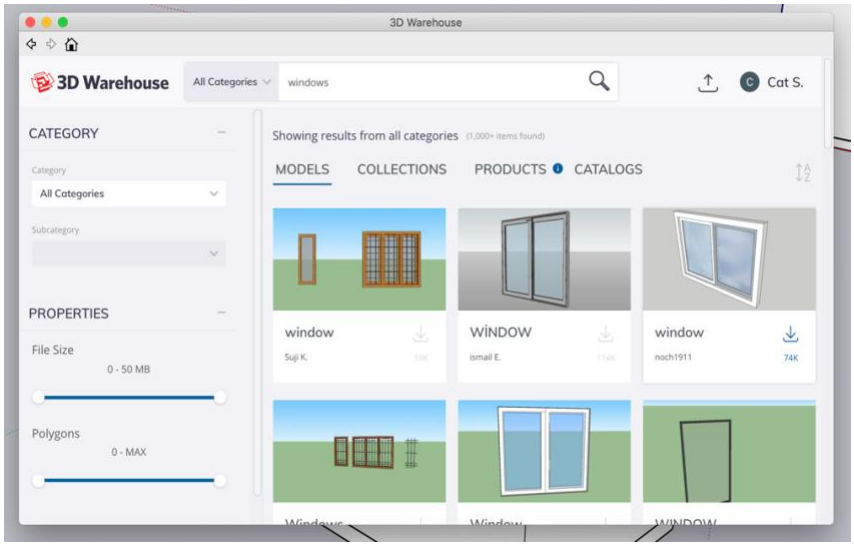
- Using the **RECTANGLE** tool, draw rectangles within the guides
- Using the **PUSH/PULL** tool, Push the rectangles through the wall to create an opening



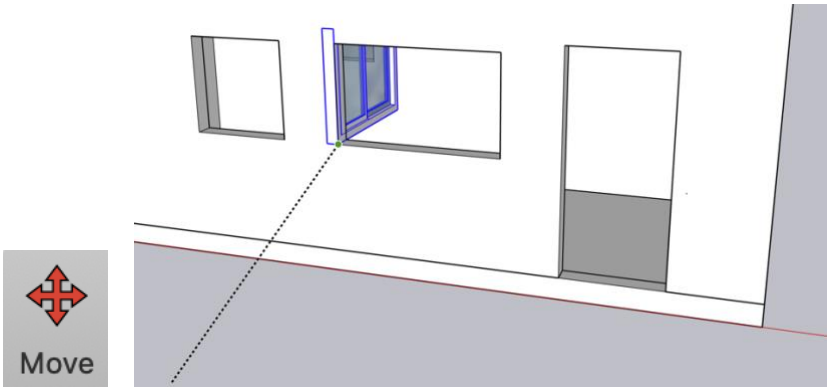




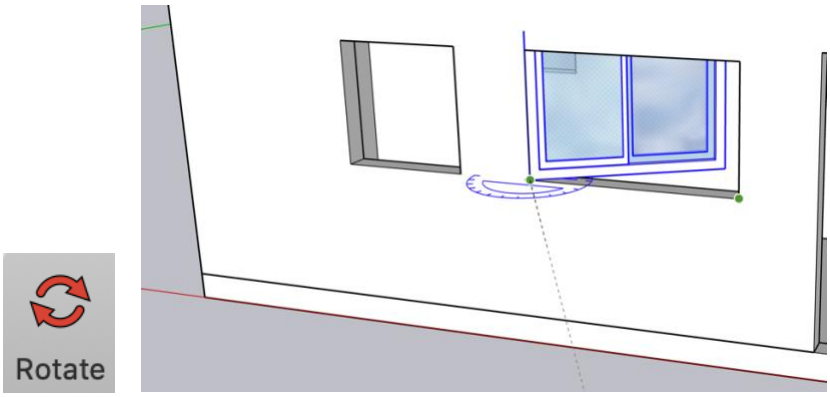
- Use **3D WAREHOUSE** to search for windows and doors to place into the openings.
    - The simpler the door and windows, the better as we will have to modify the scale.



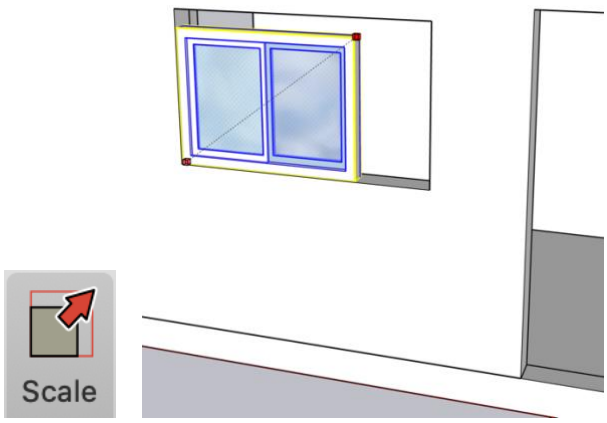
- It does not matter if the window you pick from **3D WAREHOUSE** is the correct size, you will adjust the scale of it to fit within the openings you've created.
    - The Components I used from the 3D Warehouse are:
        - *Window* by noch1911.
        - *EHD White Door* by next F.
    - First you will **MOVE** your window/door into the opening,



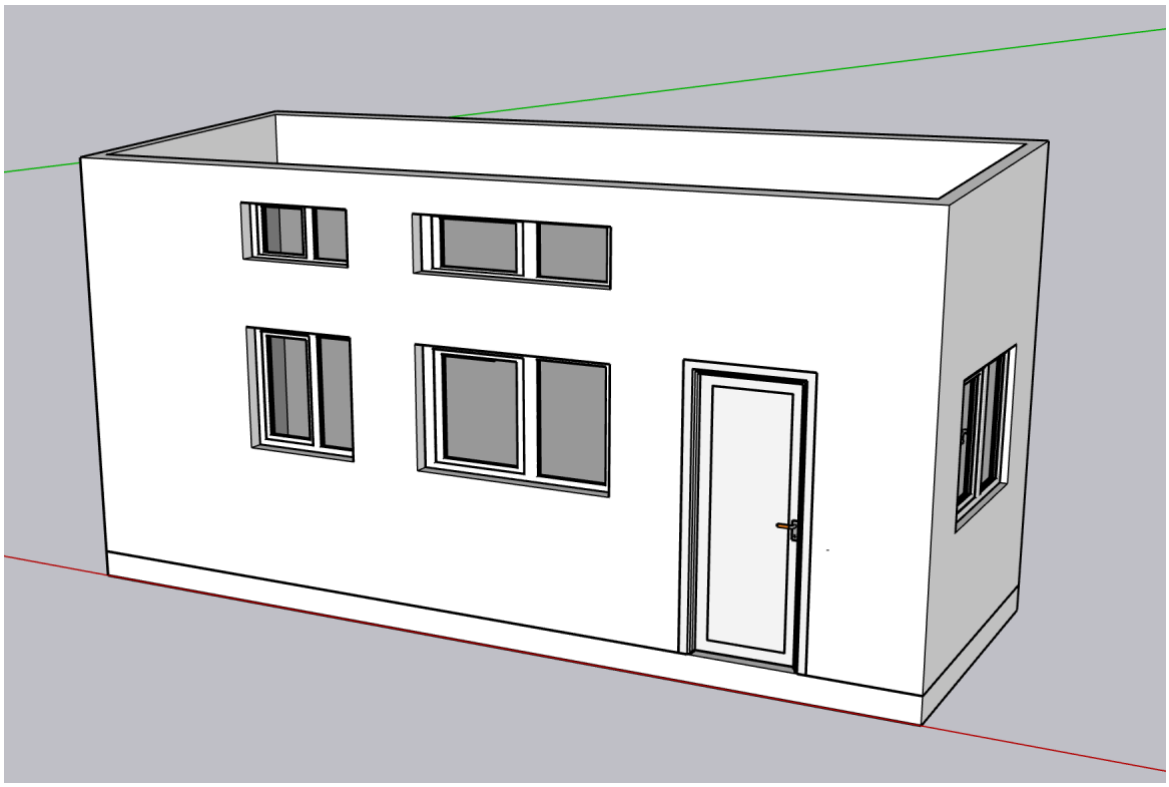
    - Second you will **ROTATE** the window/door to face the correct direction



    - Lastly you will **SCALE** the window/door to fit within the opening



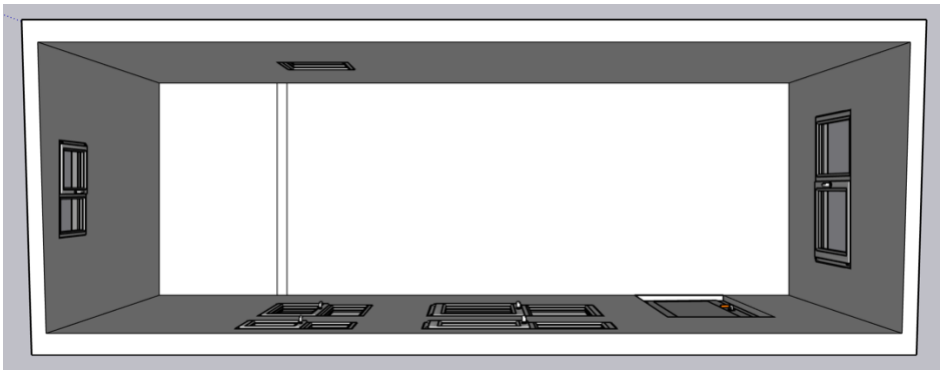
- When you are finish placing the Windows and Doors, your model should look like this:



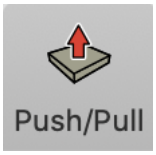
SAVE

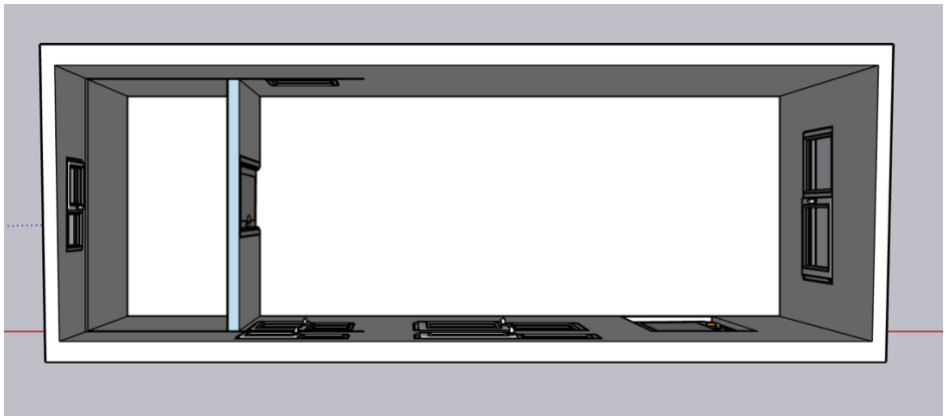
5. INTERIOR PARTITIONS:

- Layout the interior walls on the floor using the Line or Rectangle tool.



- Using the Push/Pull tool, pull the wall up from the floor to the height indicated in your Drawing Package.
    - Using what you've learned in *4. WINDOWS + DOORS,* create an opening and place a door within it.
    - Refer to your drawing package for measurements

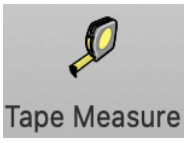


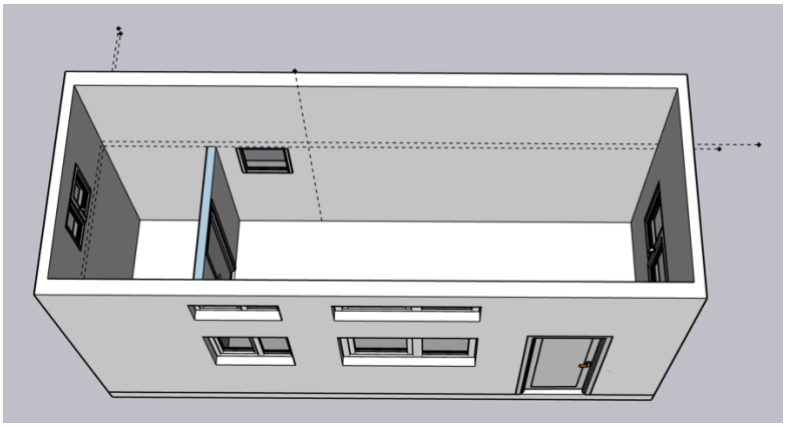


SAVE

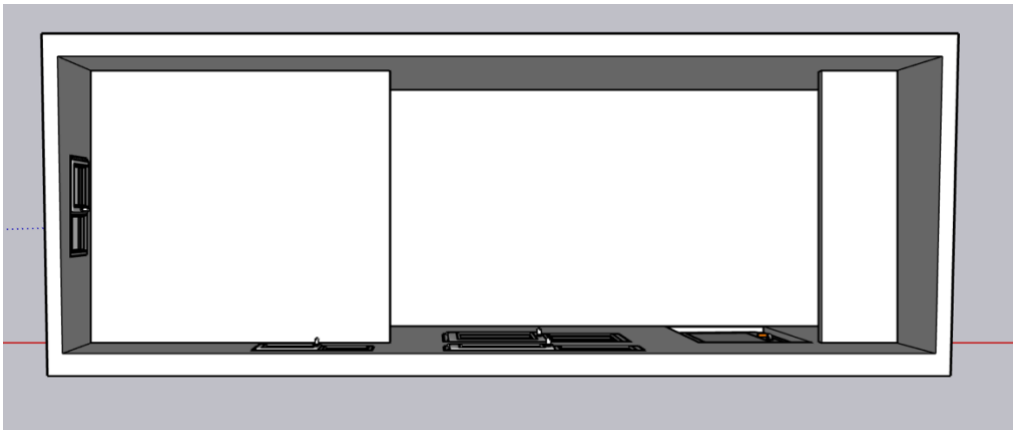
6. LOFT:

- Use **TAPE MEASURE** to create guides indicating the height of the loft and far the loft will come out to





- Draw within the guides using the **LINE** or **RECTANGLE** tool to create the loft

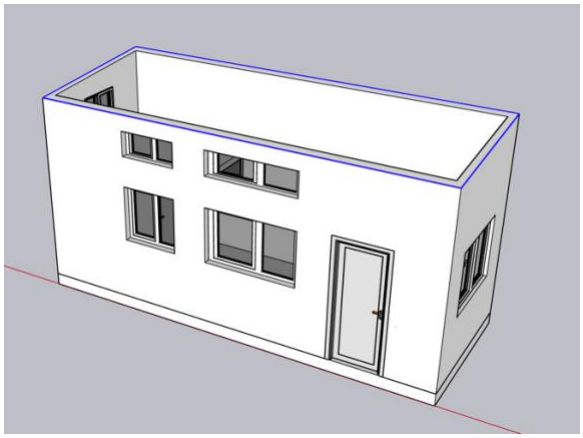


- **SELECT** all the lines and faces of the Loft, right click, **MAKE GROUP**
    - Making the loft a group will allow you to easily hide it in order to work on the room you created underneath it.

SAVE

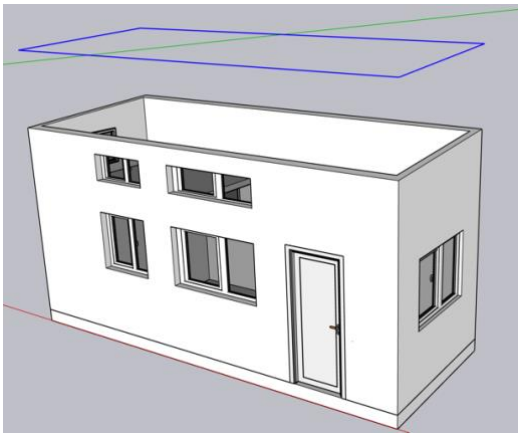
7. ROOF

- To create the roof, use the **SELECT** tool, and holding down the shift key, select all of the lines you wish to copy (you can release the shift key once all lines are selected)

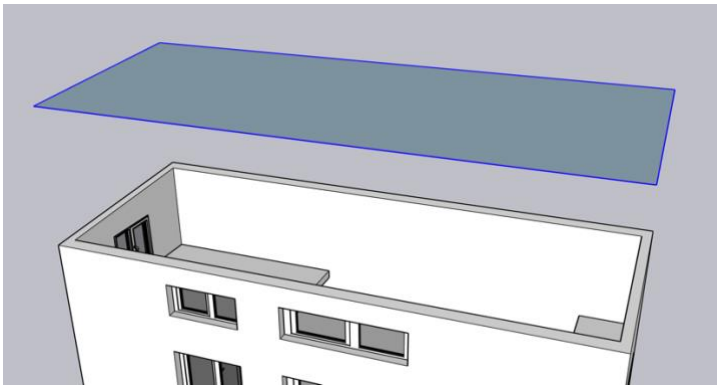


- Using the **MOVE** tool, click the ALT key on your keyboard to enable the **MOVE/COPY** feature
    - Choose an endpoint and copy the lines upwards
        - Make sure you move directly above the model on the blue axis

+ALT

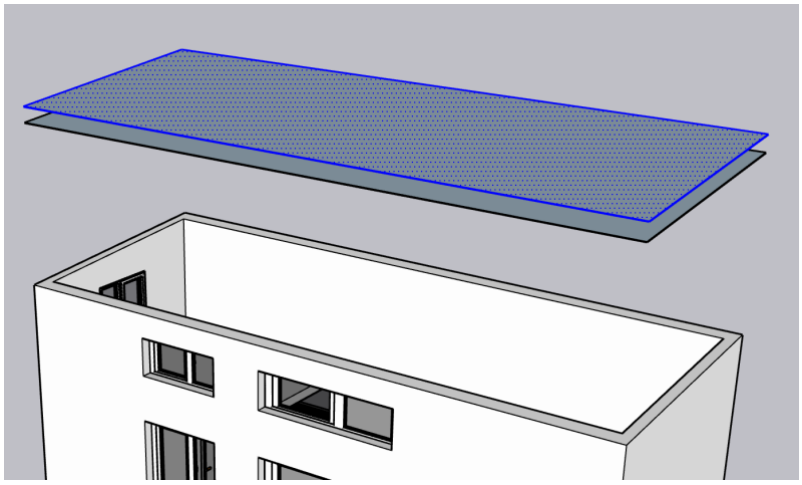


- Use the **LINE** tool to draw overtop one of the lines in order to close the face.

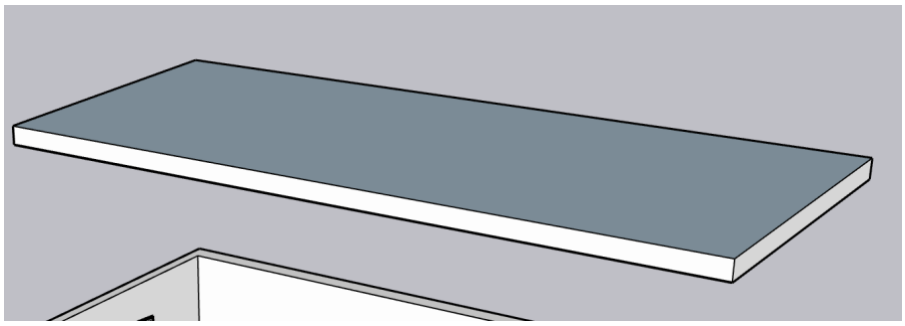


- Select all lines and the face you just created
    - Using the **MOVE/COPY** feature, choose and endpoint, and move/copy the lines and face upward 6 ½” to create the thickness of the roof

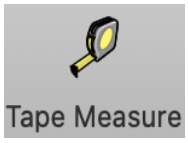
+ALT

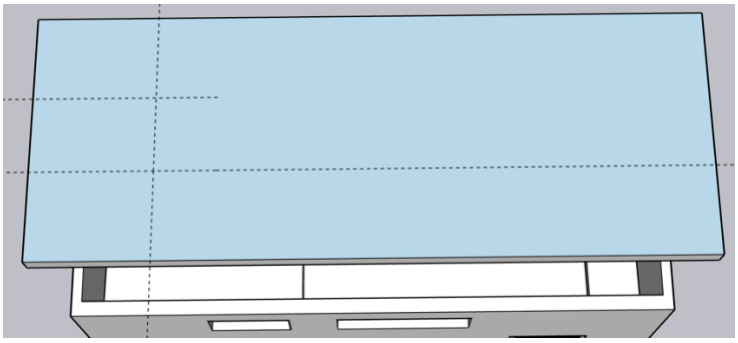


- Connect the two shapes together using the **LINE** tool.

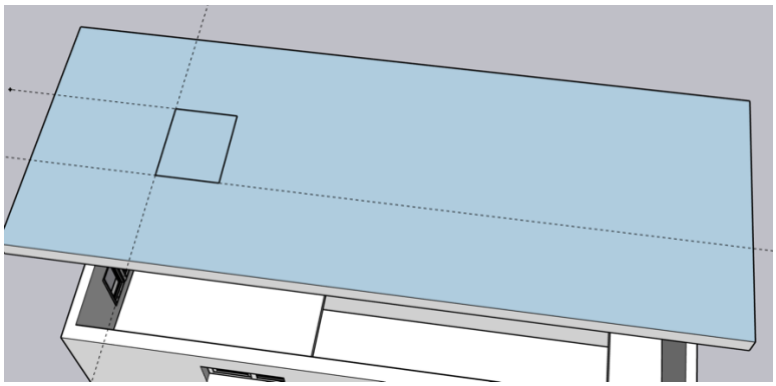


- To create the Skylight, use the **MEASURING TAPE** tool to create guides on the roof. The guides should snap to the angle of the roof automatically.

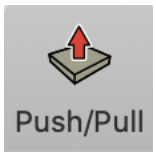


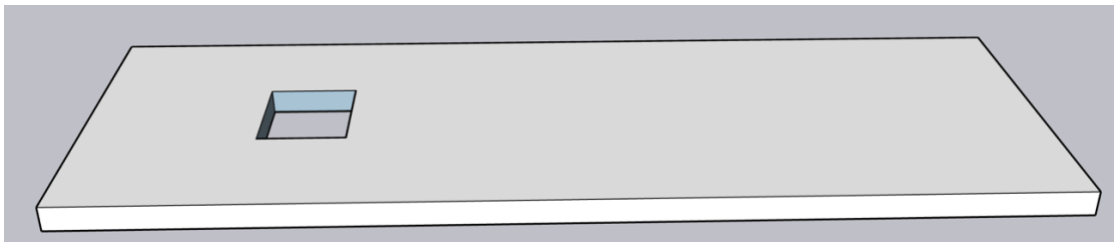


- To create the skylight opening, use the **LINE** Tool to draw within the guides

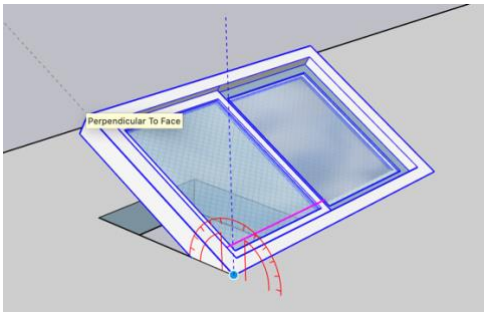


- Use the Push/Pull Tool to create the opening by pushing the rectangle down through the roof.

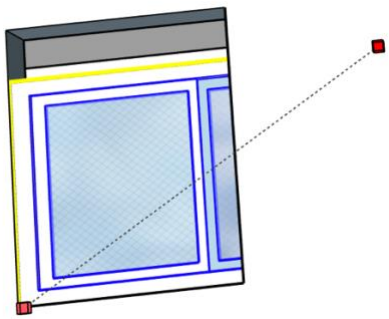


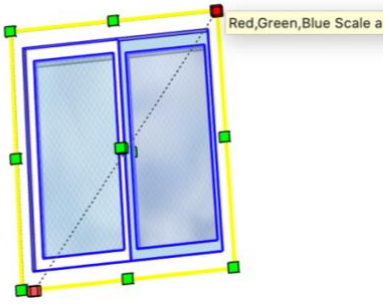


- Use a Window from the 3D Warehouse to fill the opening you have created. You will need to **MOVE** the window into the opening
- **ROTATE** on the red axis to match the angle of the roof slope

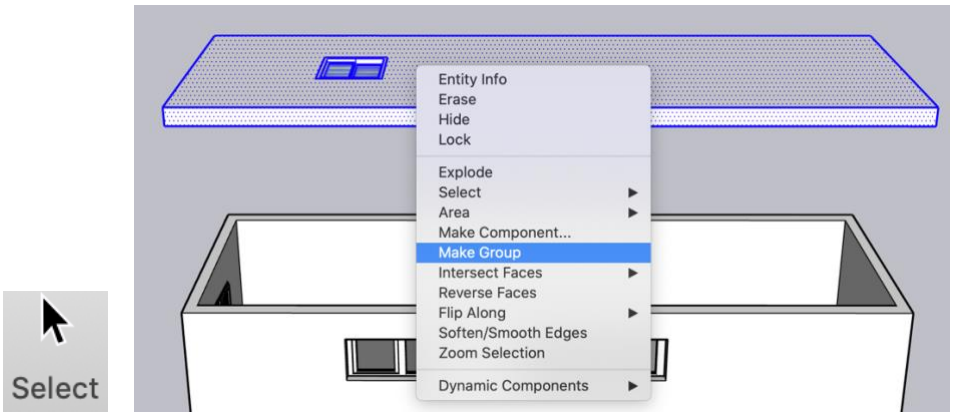


- **SCALE** the window to fit within the opening

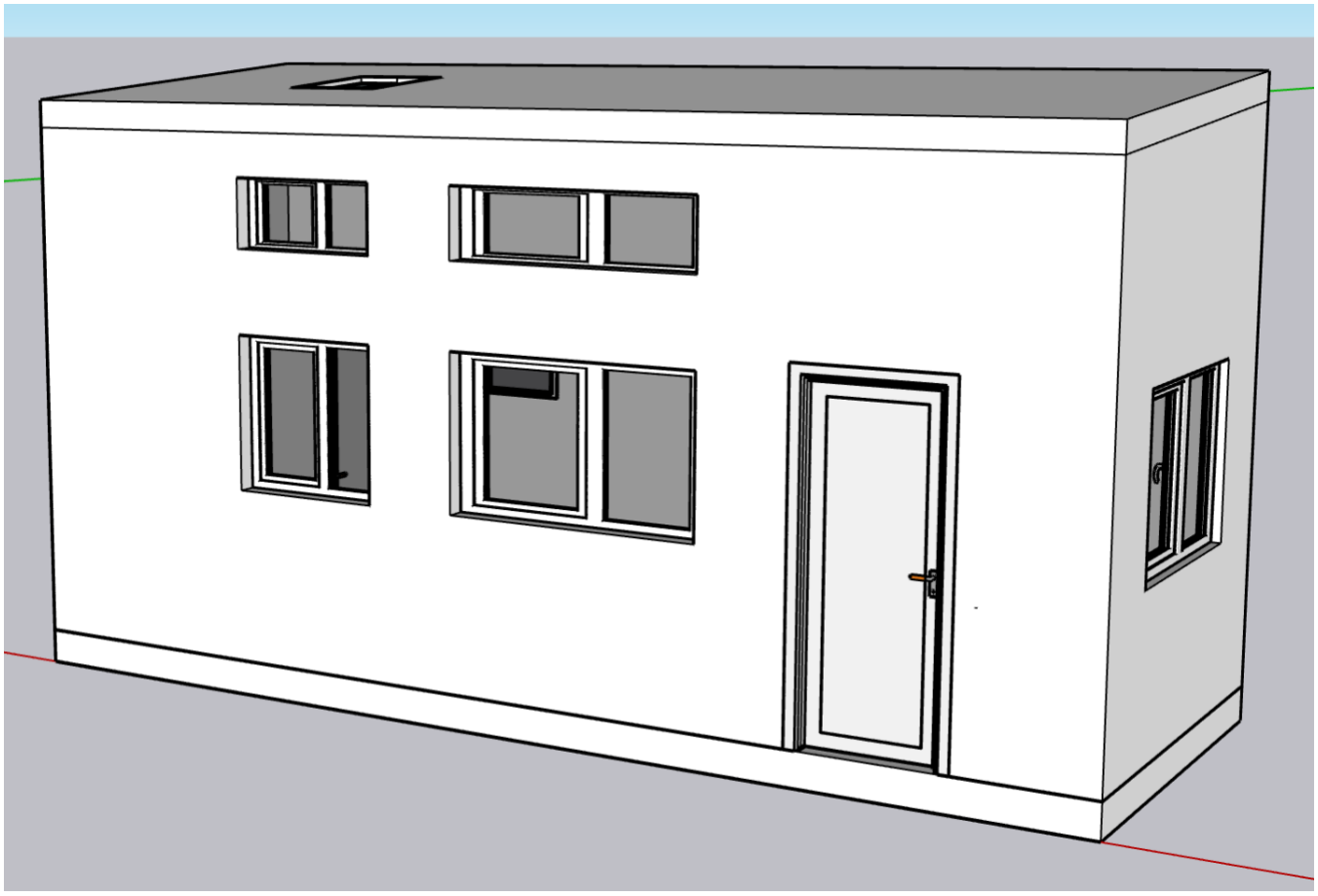




- **SELECT** the finished roof, right click and **MAKE GROUP**.



- **MOVE** the roof onto the top of the exterior walls to finish the model. Your model should now look like this:



SAVE – COMPLETED