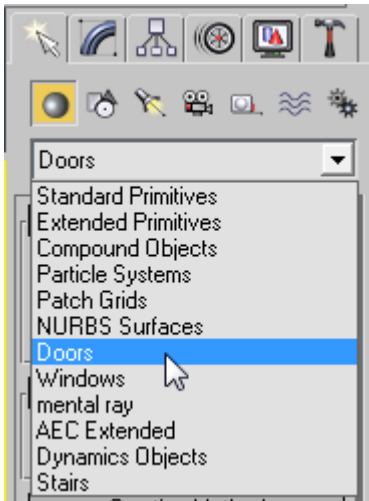
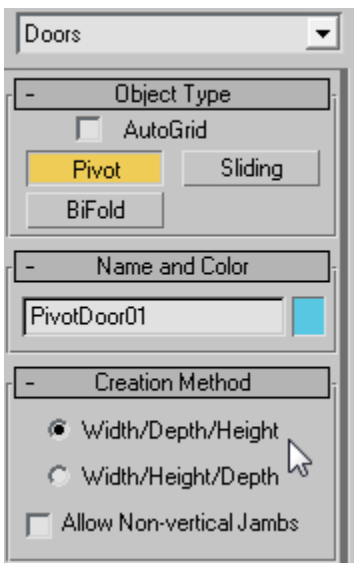


AEC Objects

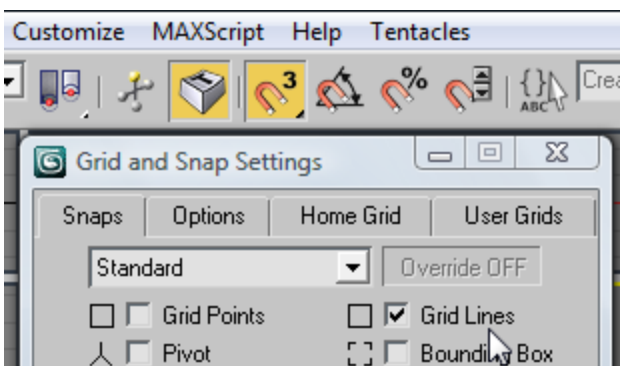
Lets make a door really fast. In the create tab, drop down under Standard Primitives to Doors.



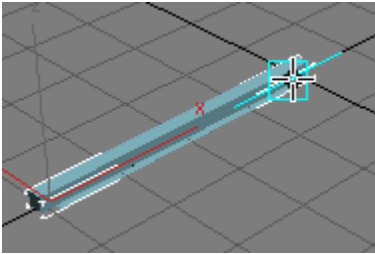
Pick Pivot. Make sure you have these settings



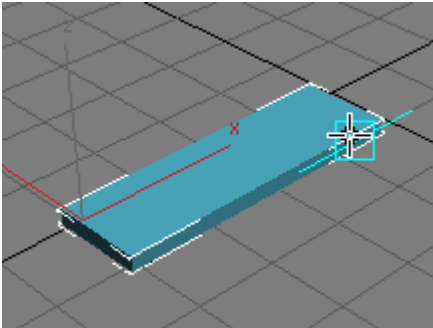
Turn on snap set to grid lines only. Do this by **right clicking the snap icon** (looks like a magnet with a 3.) Tip – the shortcut S on your keyboard turns on and off snaps.



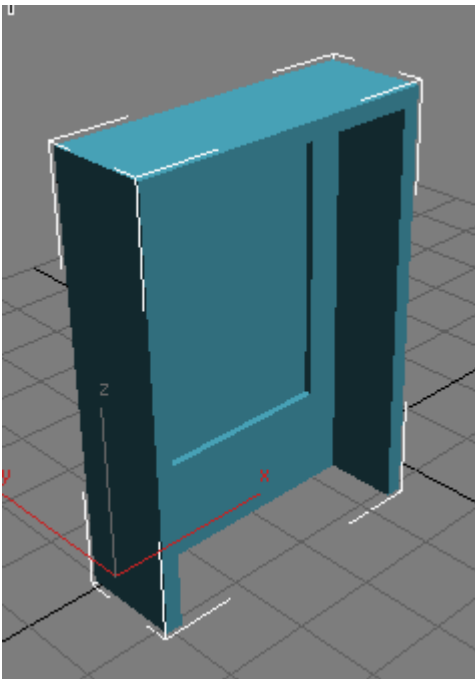
Now lets make the door. Click and drag for the **width** first ...



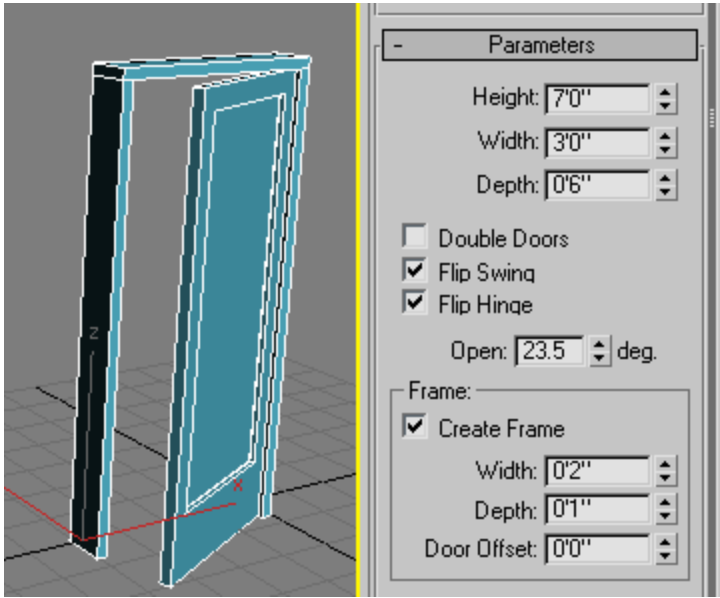
Lift your finger off the mouse, then move for the **depth** and click ...



Move up and click for **height** to finish.



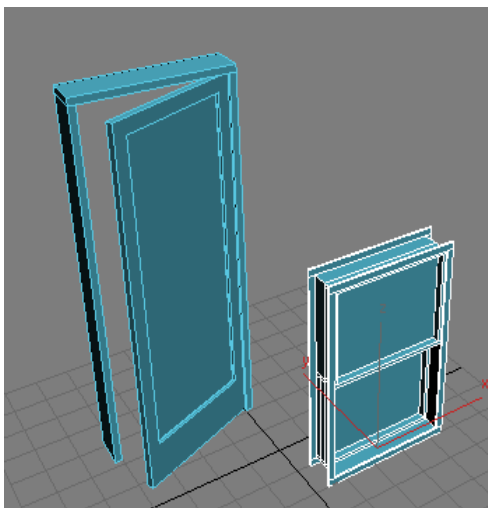
Change to a real world size. In the modify tab, play with flipping the swing, hinge, etc.



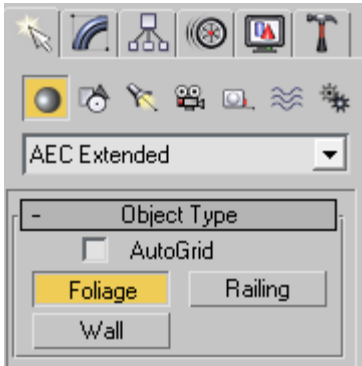
Drop down and make a window the same method:



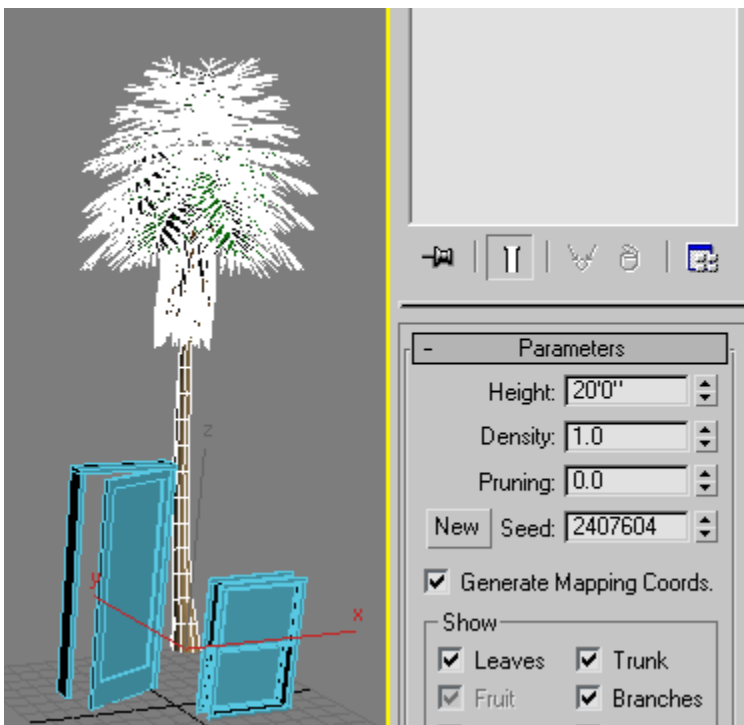
I made a sliding window.



Last, make a tree. These are under AEC Extended:

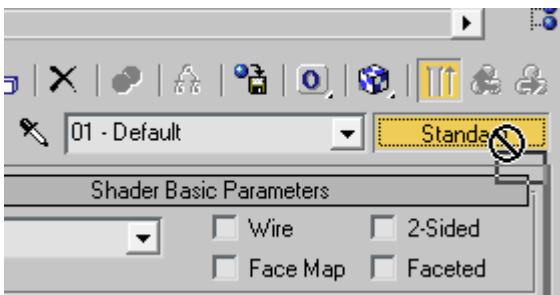


Pick a tree you like I made a palm. Make it a real world height. Mine is 20 ft.



Now, apply a special material to the door and window.

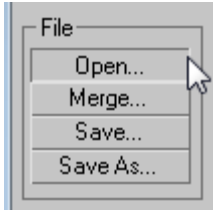
Hit the **Standard** button on the Material Editor



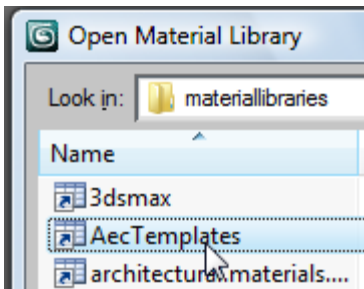
Select Browse from Mtl Library:



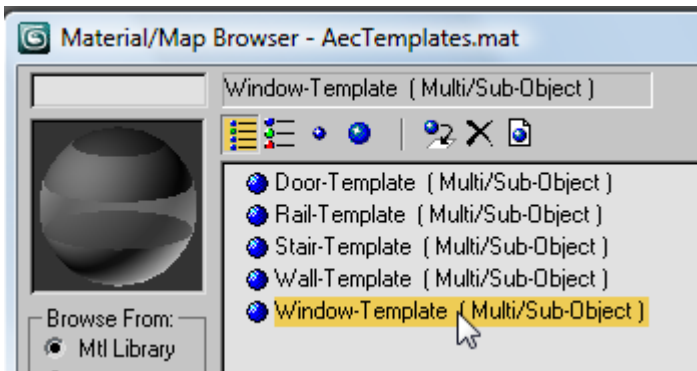
Hit File Open



Select AecTemplates from your material libraries folder:



Choose door or window as appropriate ...



Render to a jpeg, open in Photoshop, and print.