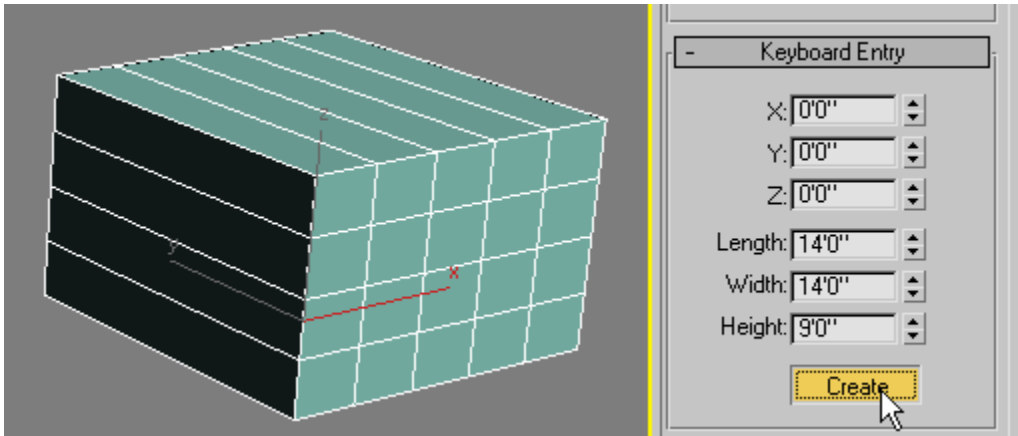


Tilt-up simple house

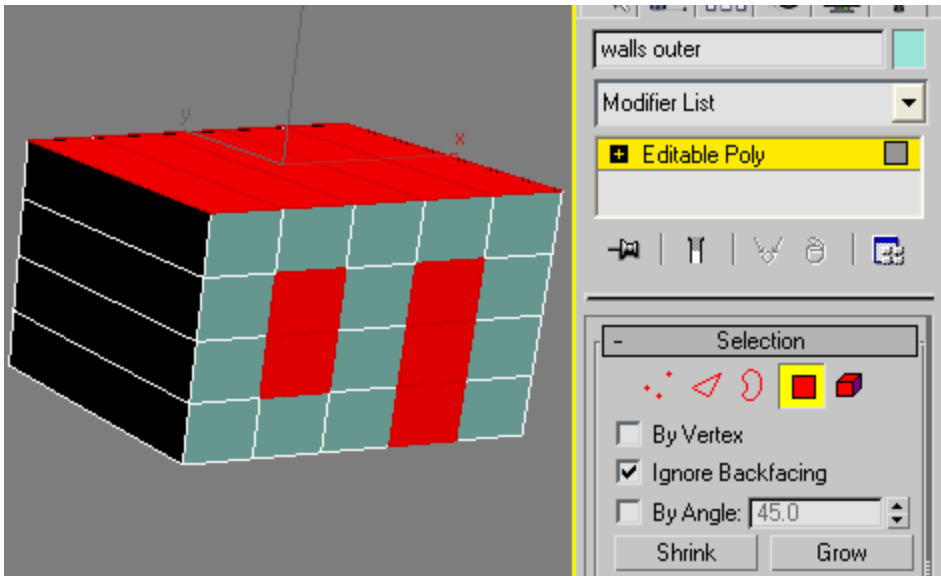
This one make like this:



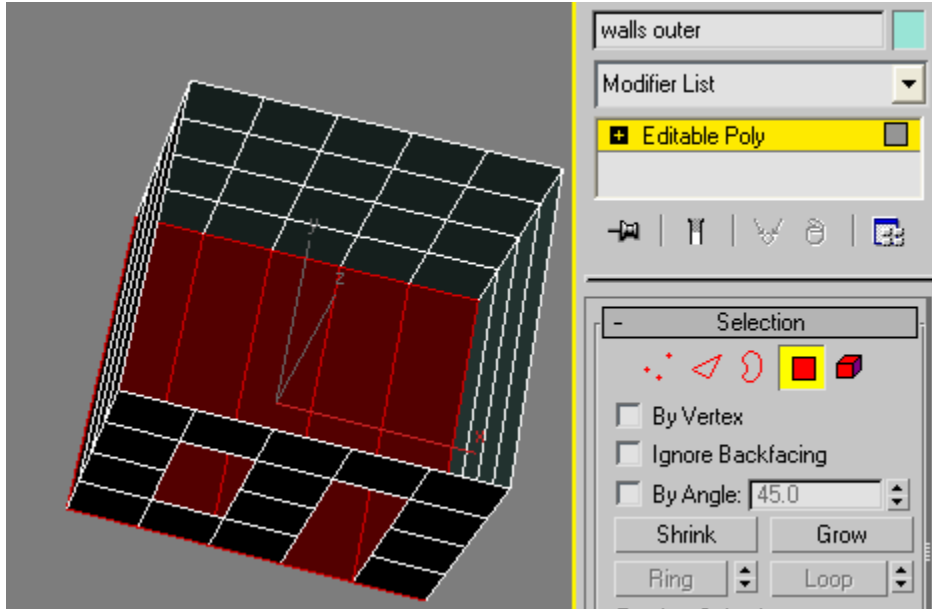
Name it **Walls Outer**

Right click/convert to editable poly

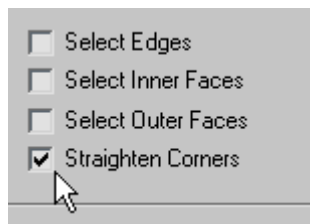
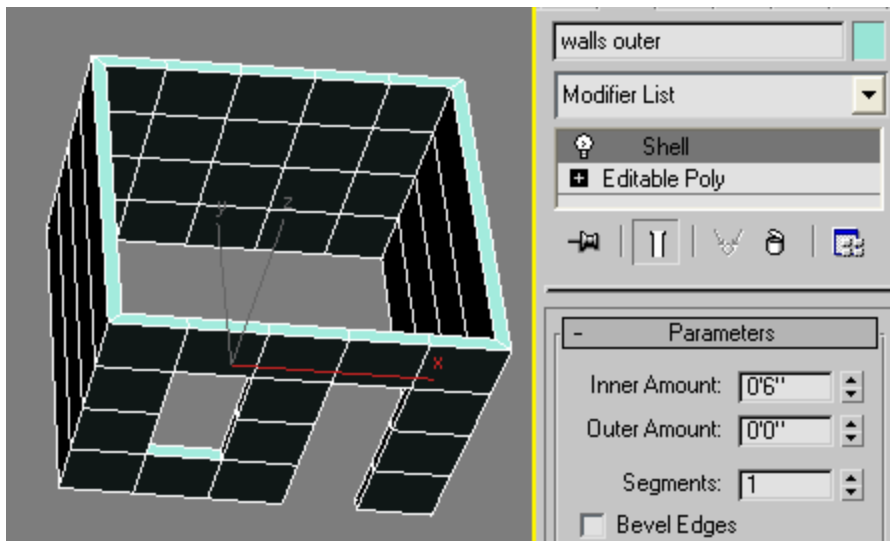
Select and delete:



Select these faces and delete as well
(Turn of ignore backfacing if required.)



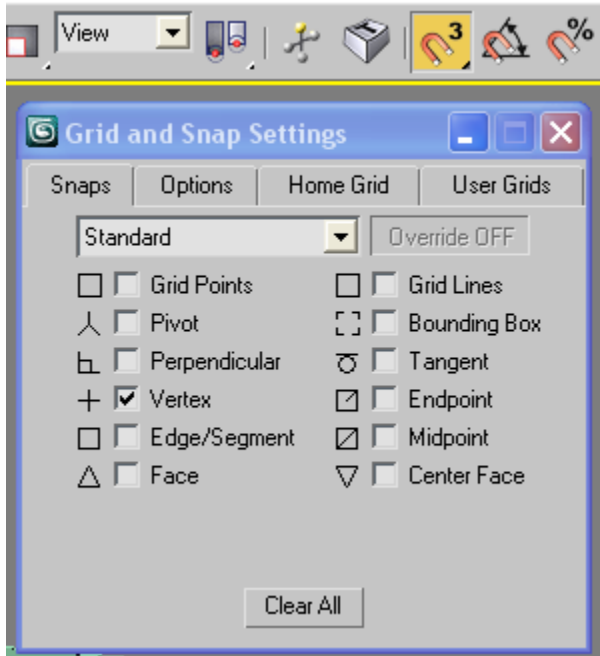
Add a shell modifier:



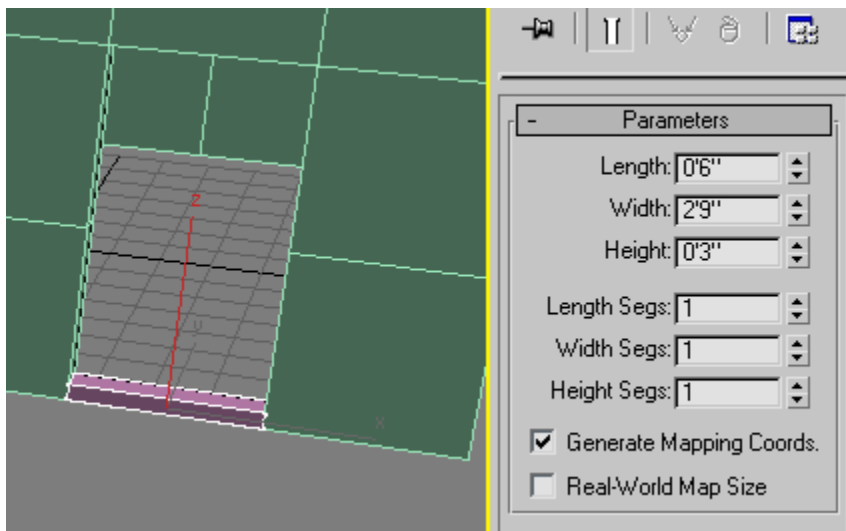
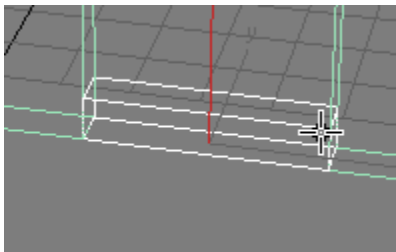
Set it to straighten curves

Right click/convert to editable poly.

Turn on **Snap** and set to vertex:

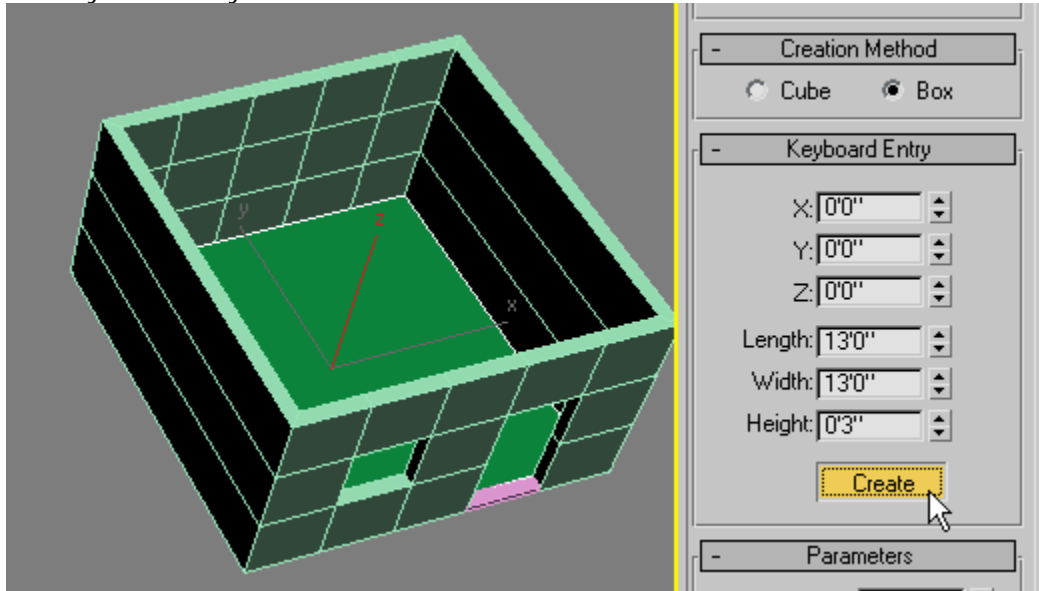


Turn on wireframe **F3**
Make a threshold



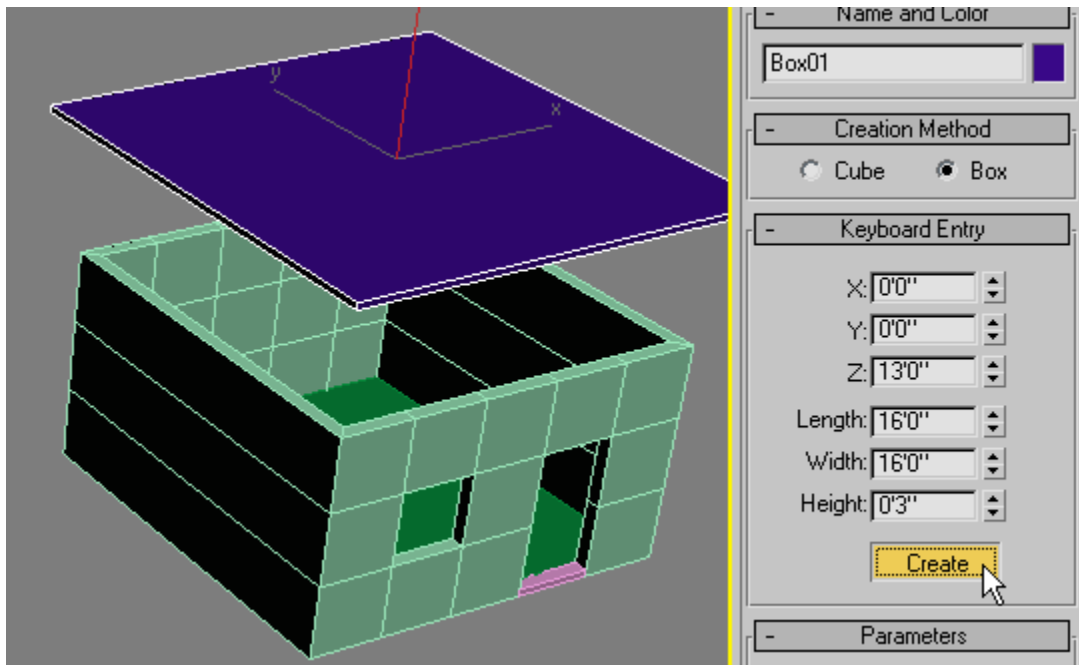
Name it **threshold**.

Now let's make a floor
Use keyboard entry with a box:

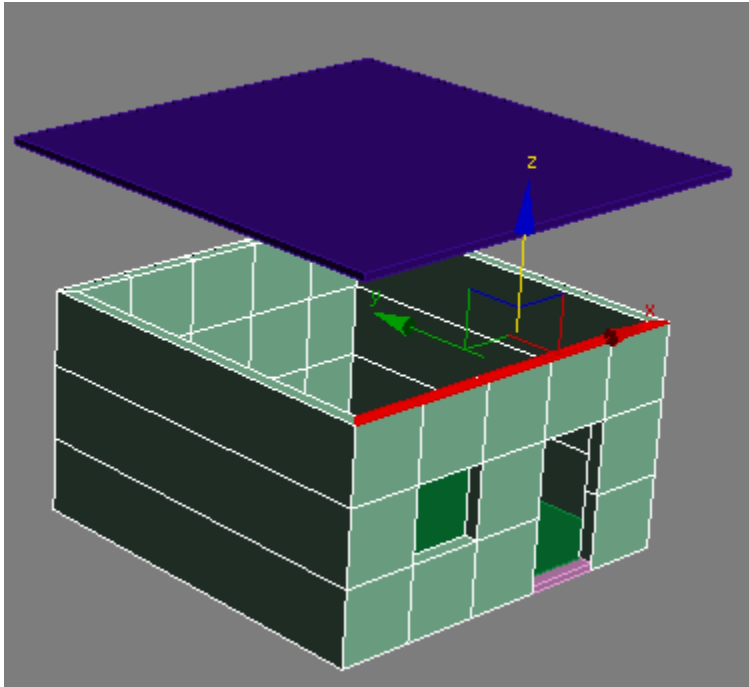


Convert to editable poly
Name it **floor**.

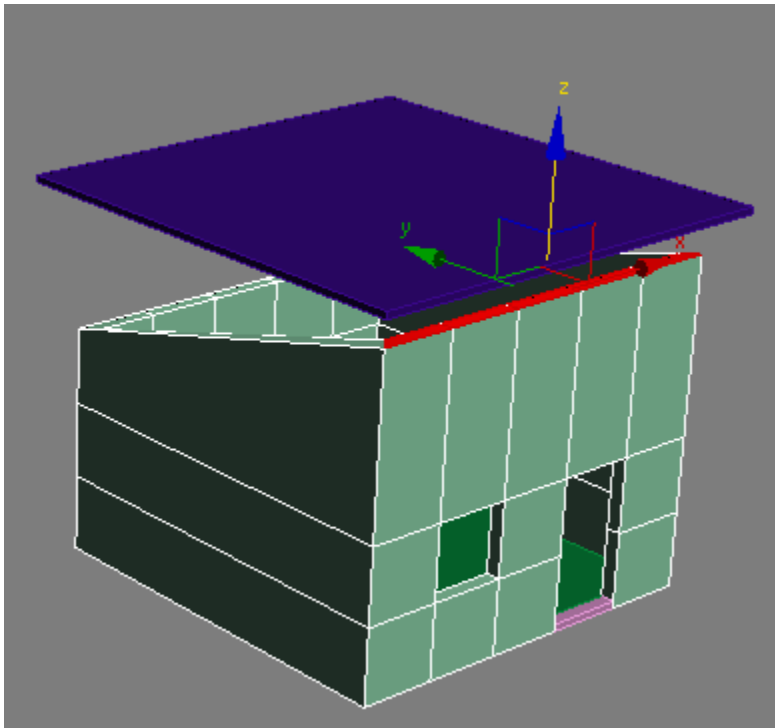
Now let's make a roof.
Make a box like this
(Note we set & to 13 ft.



Select these polygons:

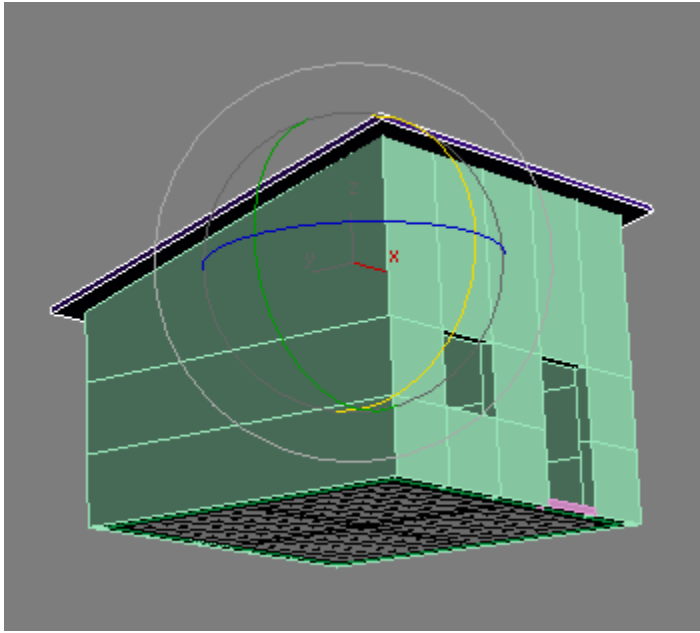


Move up:

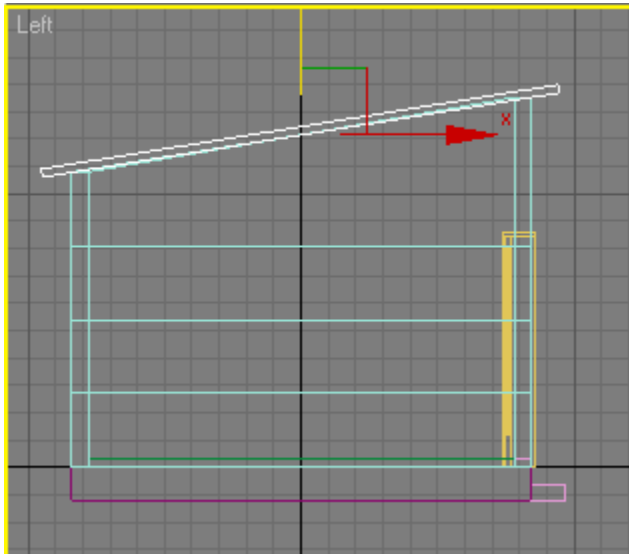


Exit the subobject level.

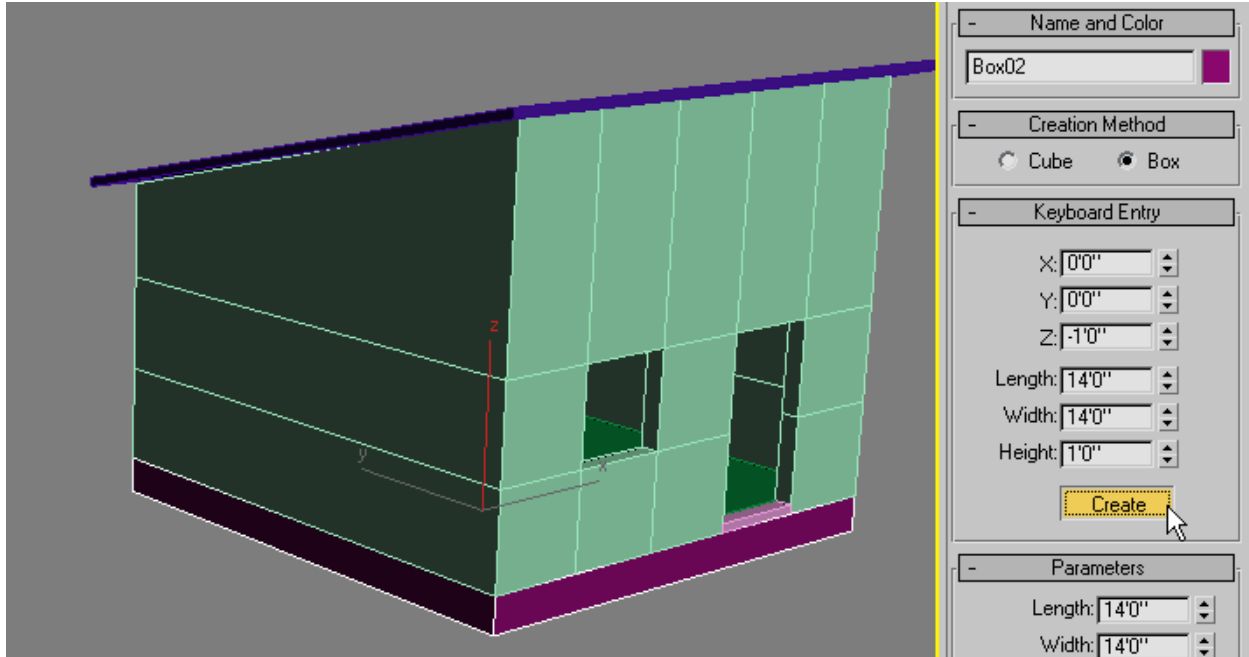
Using rotate and move, position the roof.



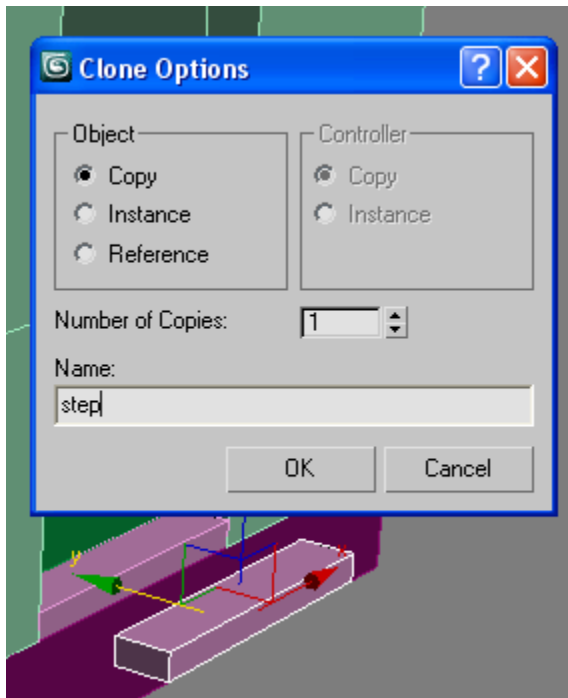
Tip: try aligning it in the left viewport:



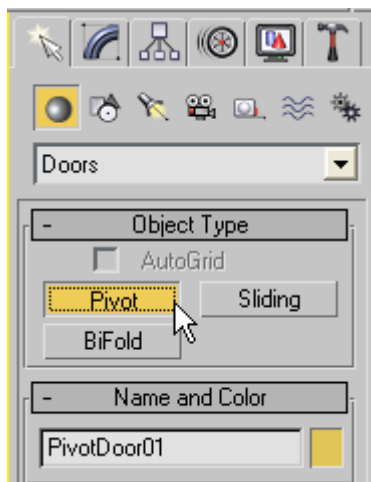
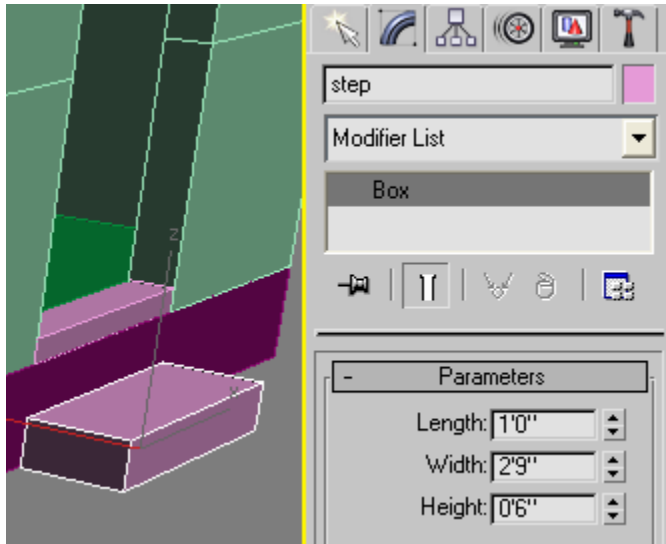
Make a foundation this way
(Note the negative 1 ft positioning)



Drag with the shift key to clone the threshold to make a step
Make sure to choose COPY
(Name it step)

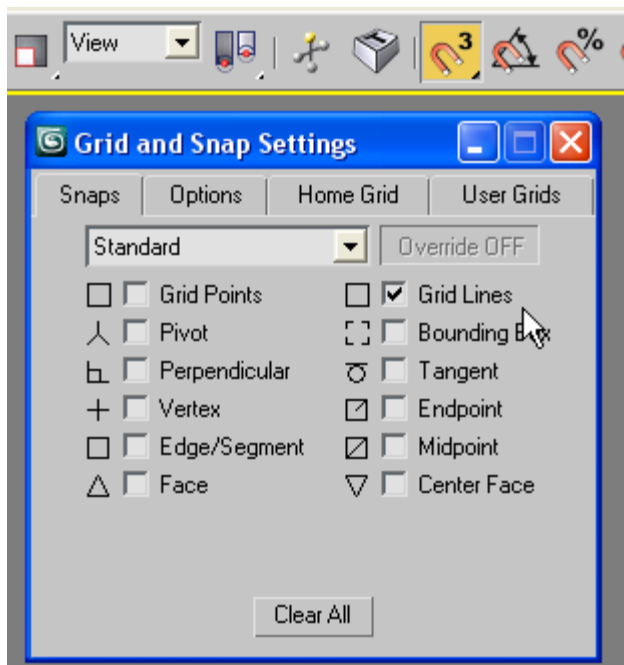


Position and modify the step like so:



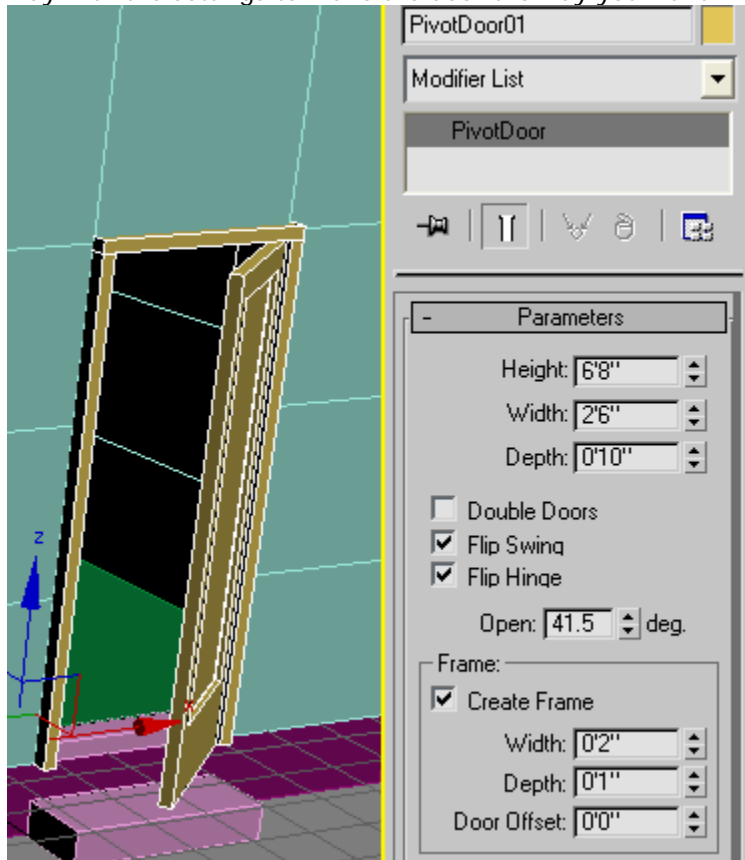
Make a door.

Tip: Turn on Snap
 Right click snap to set to snap to grid.
 Turn off snap when done.

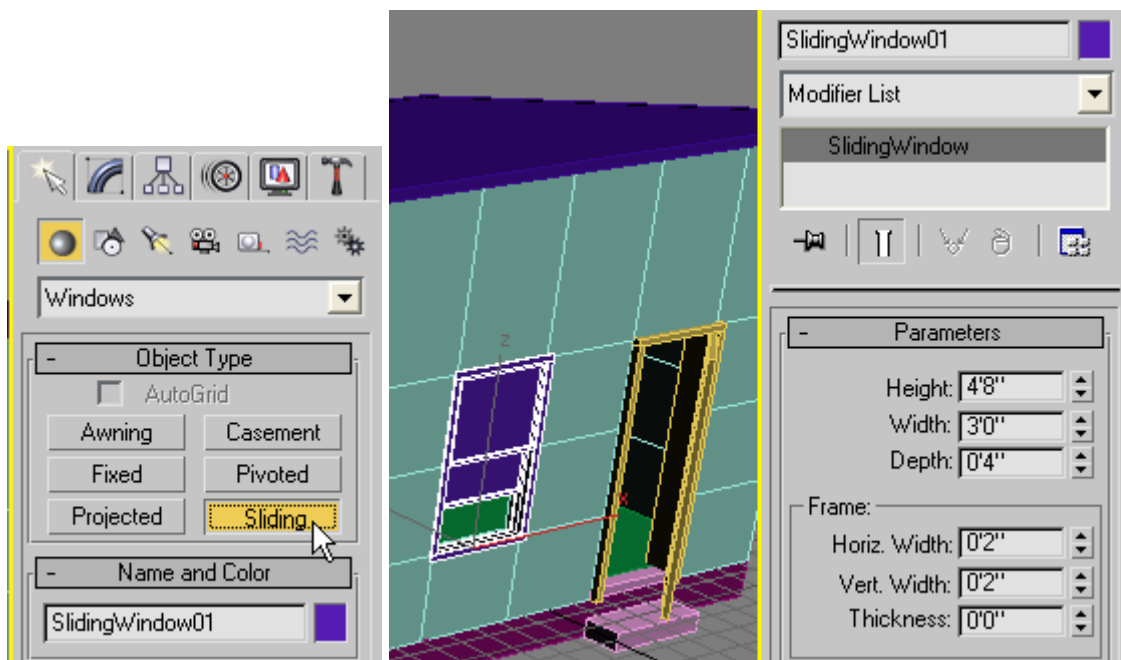


Move into position.

Play with the settings to make the door the way you want:



Same situation with a window:



Re-color your parts by changing the object colors and render, by clicking the teapot:

