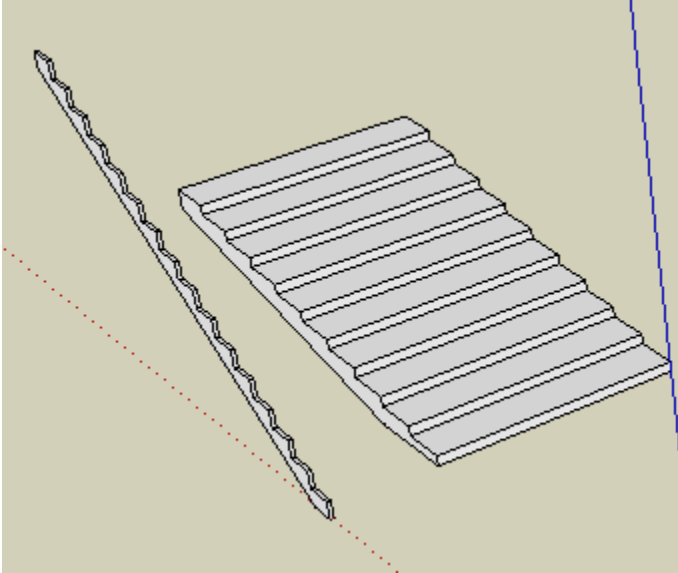


Stairs

There are these 2 stairs under construction in components, but they are not what we want, according to our CAD plan.

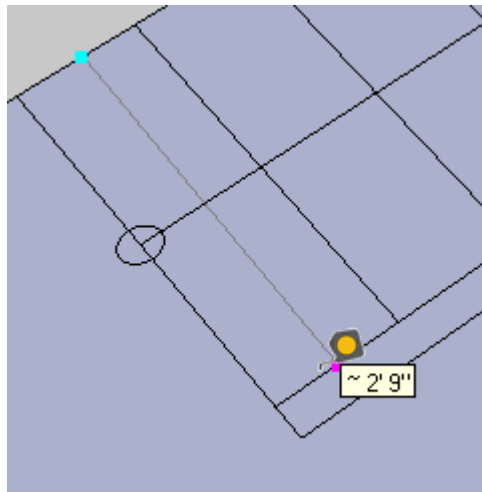
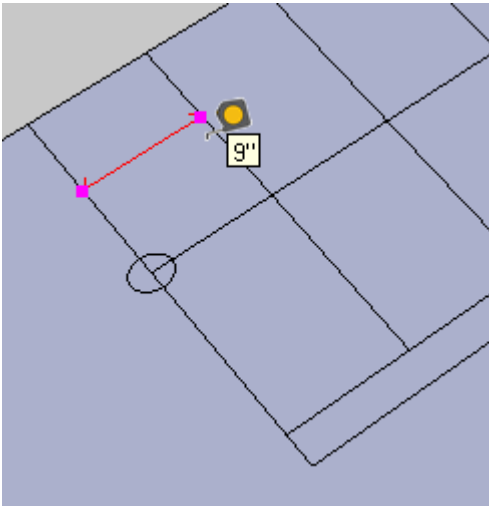


Tip – if you download the components bonus pack for construction, there is a folder of more stairs.

Measure the steps in your plan:

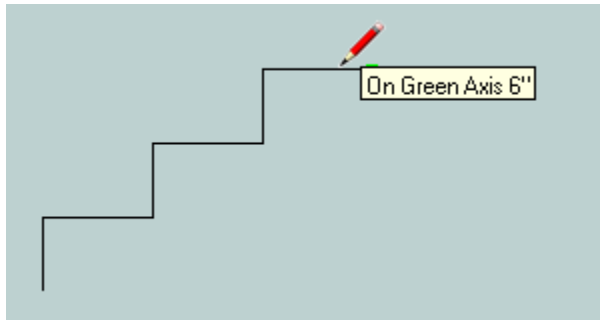
9 inches deep

2 foot 9 inches wide



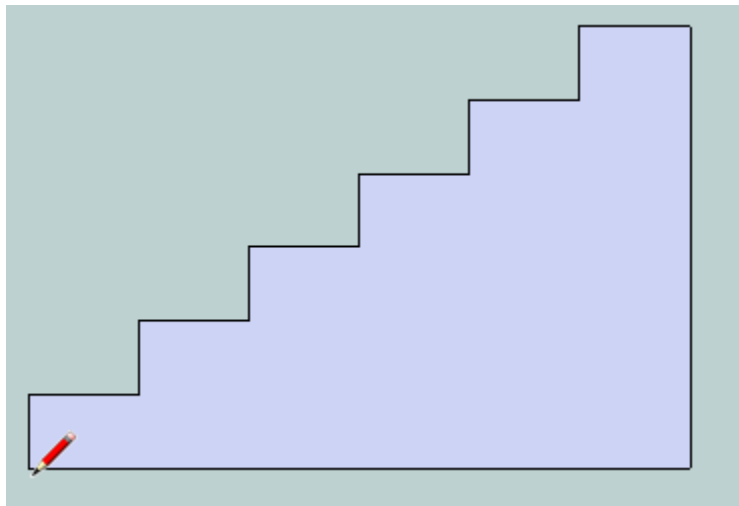
Go into a side view and draw the profile of the stairs
Do this outside the house.

Type in 6 enter for the height and
9 enter for the depth ...

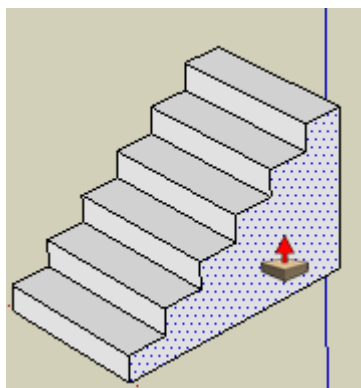


Until there are 6 steps.

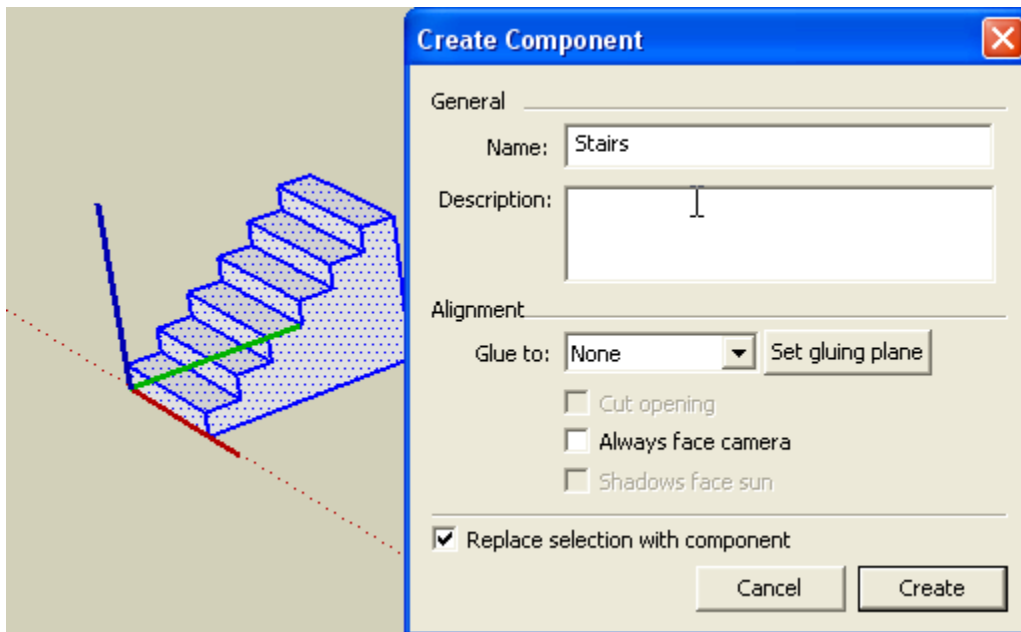
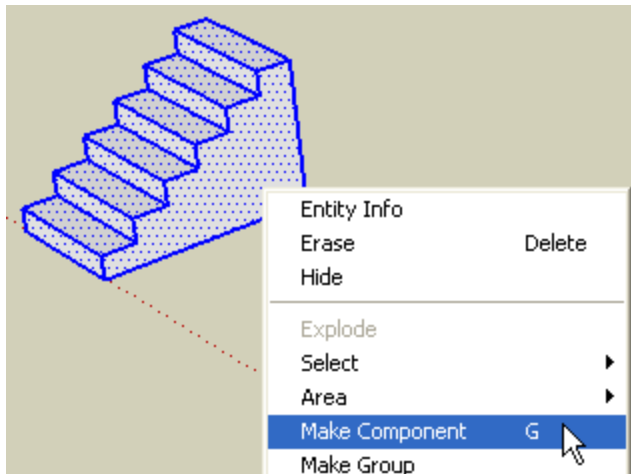
Finalize the side like this:



Go to a perspective view and push pull 2 feet 9 inches;
Type in 2' 9 and hit enter

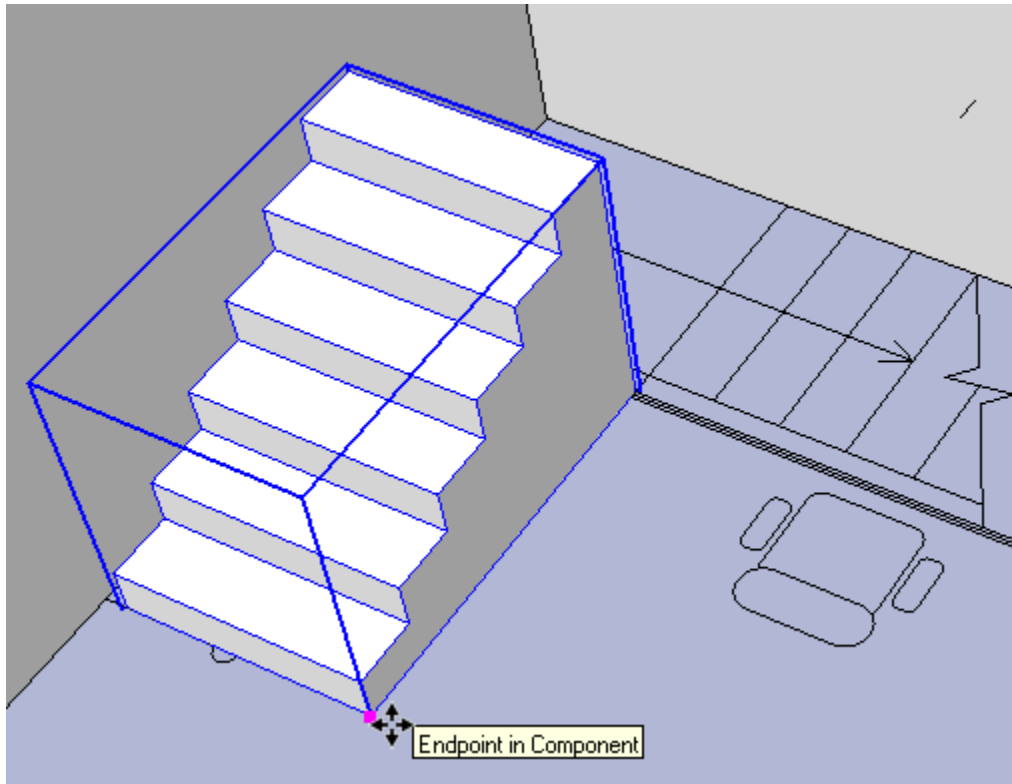


Right click make a component;
Name it Stairs;
Hit Create:



Move into place.

I decided I wanted to scale out the stairs to 3 inches wider to cover the side, so do that too.

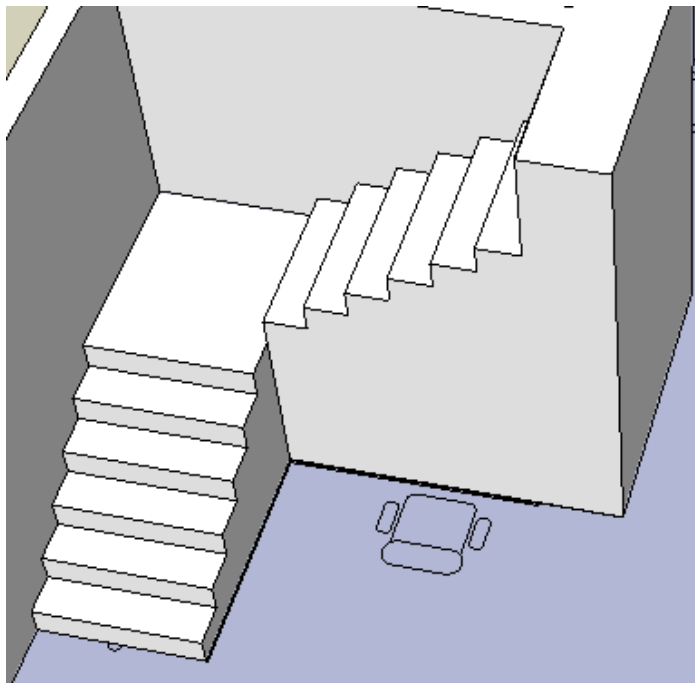


Drag a second stair component and rotate and move into position.

You can right click "explode" to break apart the component so you can edit the edges if necessary.

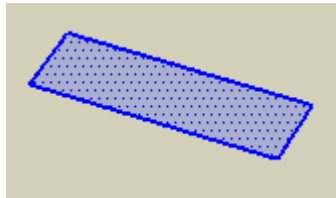
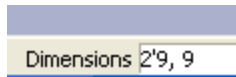
Add additional geometry for the landing and wall.

With some work you can correct any problems with the geometry and get everything to fit together.

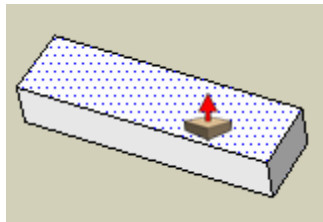


Following is a different method:

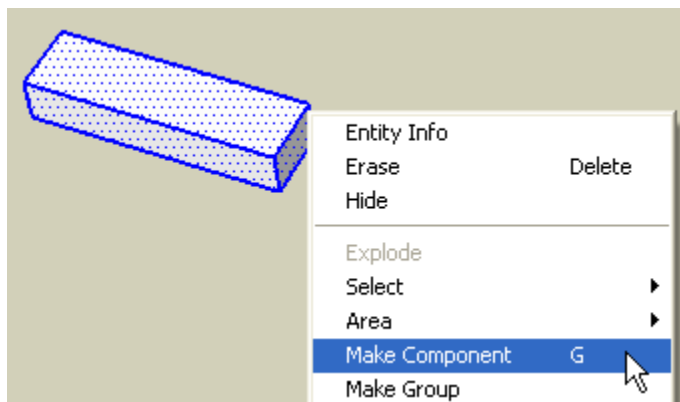
Make one tread ... do this OUTSIDE the house ...



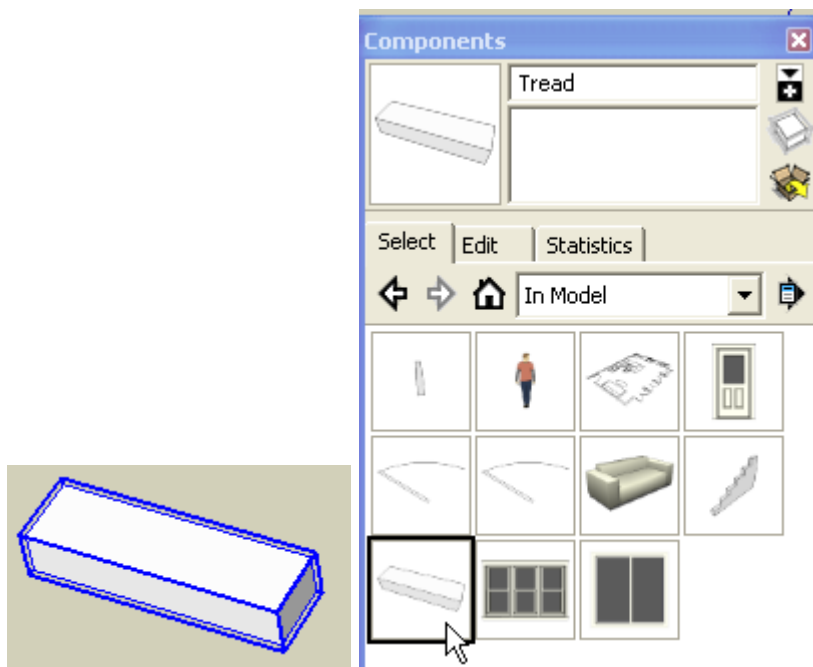
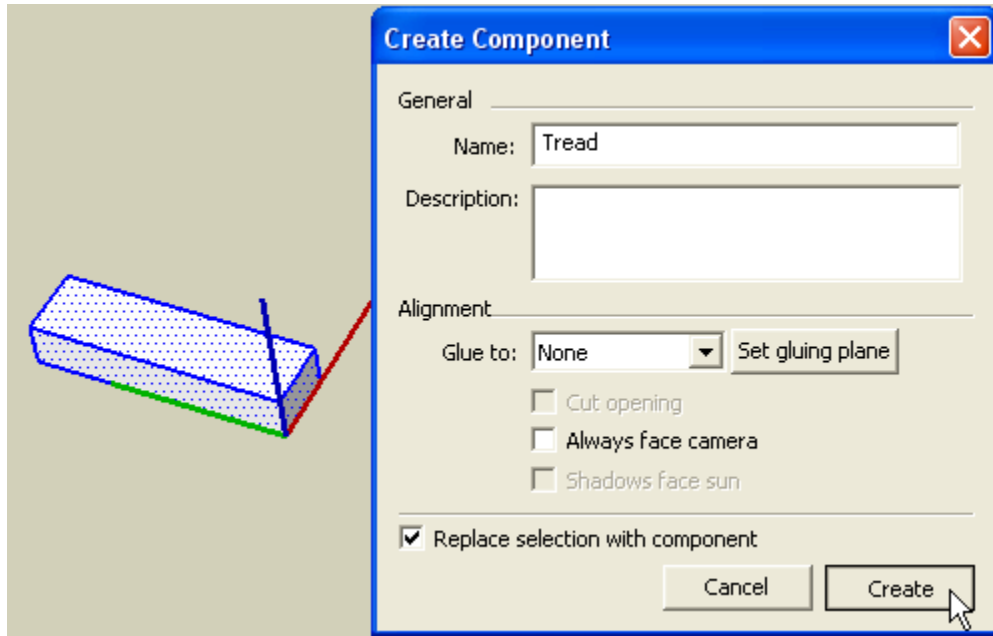
Push pull (P) a height of 6 inches
(type in 6)



Select the stairs by triple-clicking on a face:

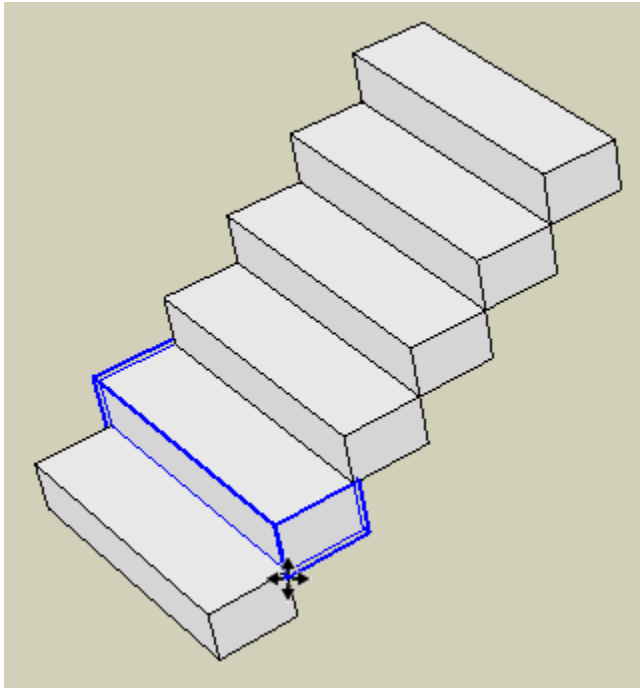


Name it **tread**
Hit **Create**:

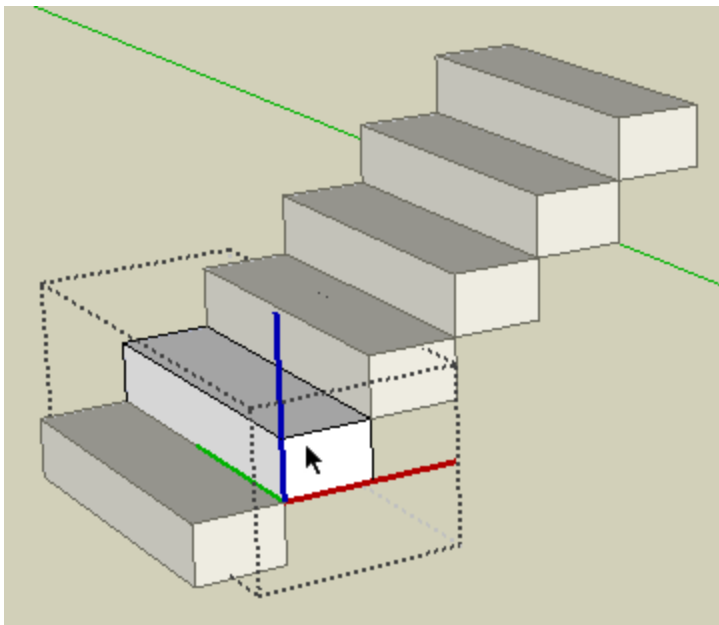


With the **Move tool**
Hold down the **Ctrl** key – you should see a **plus** sign ...
Drag and snap a **clone**

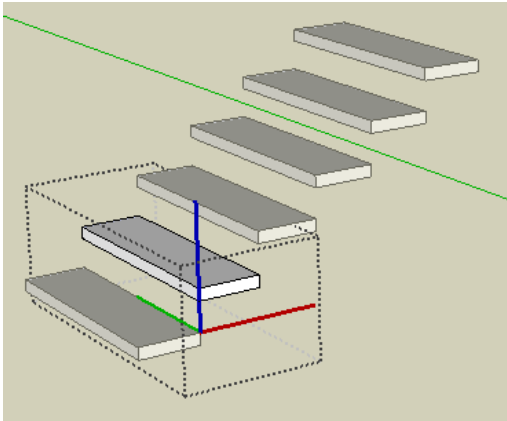
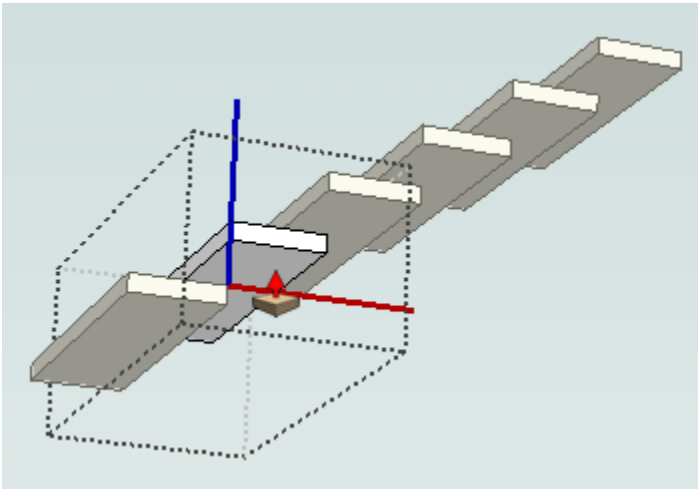
Type in 5x to make copies ...



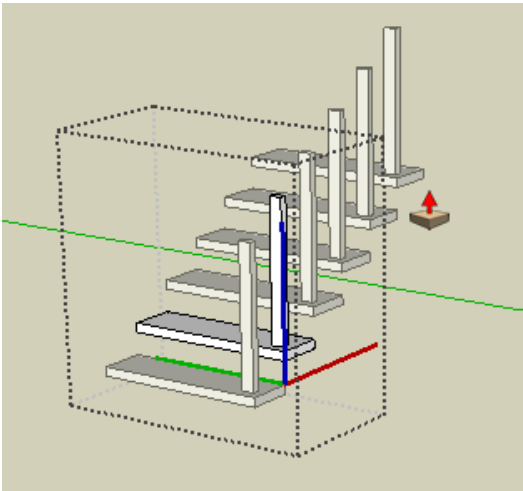
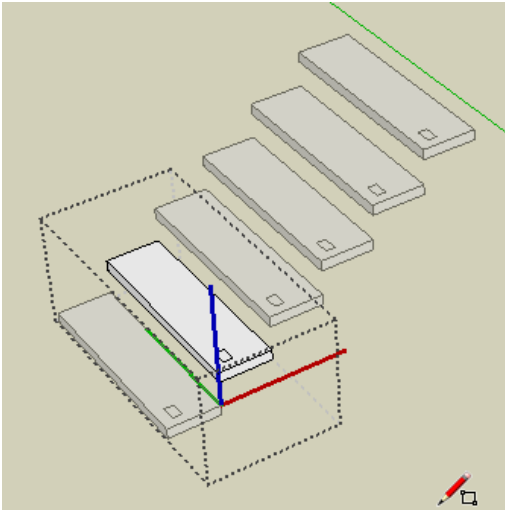
Double click on an instance to edit it:



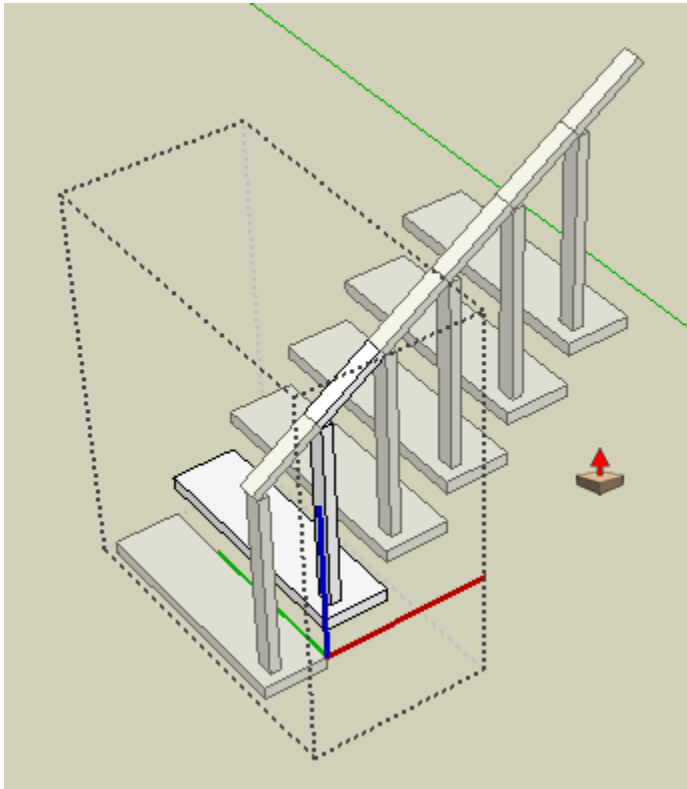
Use Push pull to make more shallow steps ..



Add a post:



You can even add a rail:



You would then move this into place, add geometry for the landing, supports, etc.

At any time you can right click "explode" on an instance of a component and edit it directly, for example, on the first step I might want to extend the railing out a bit.