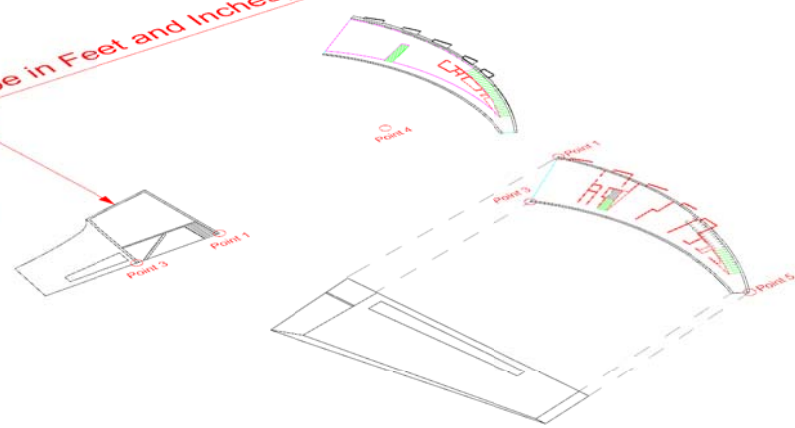


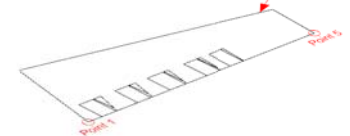
STEP 1: ORTHOGRAPHIC ALIGNMENT (UNITS should be in Feet and Inches)

- 1a. <Move> North Elevation to the plan using Point 1
- 1b. <Rotate> North Elevation to align with plan using Points 1 and 3
- 1c. <Move> North Elevation to Point 4



STEP 2: ROTATE 3D ALL ELEVATIONS & SECTIONS

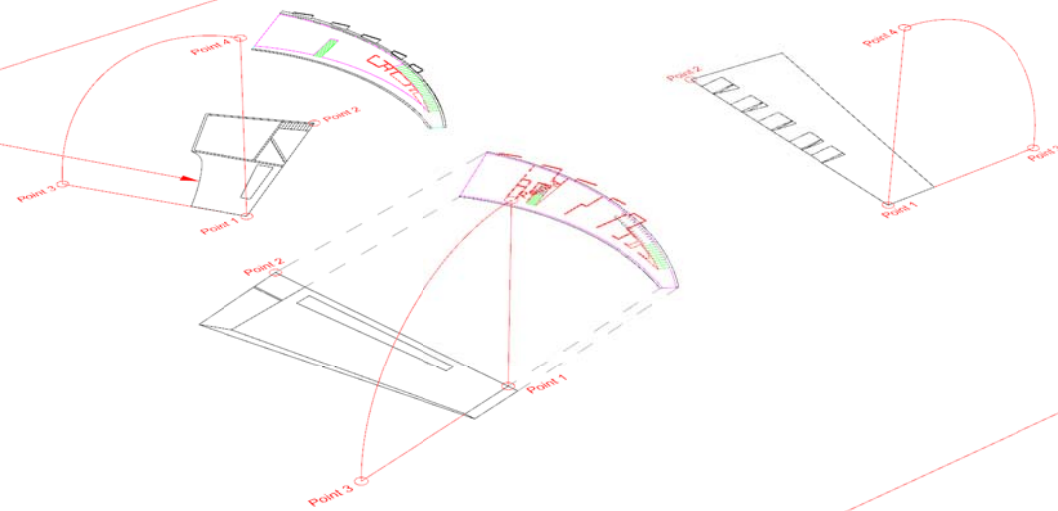
- 1d. <Group> respective elevation lines
- 1e. <Move> East Elevation to Point 1
- 1f. <Rotate> East Elevation to orthographically align with the plan



1a. <Move> North Elevation to the plan using Point 1
1b. <Rotate> North Elevation to align with plan using Points 1 and 3
1c. <Move> North Elevation to Point 4
1d. <Group> respective elevation lines
1e. <Move> East Elevation to Point 1
1f. <Rotate> East Elevation to orthographically align with the plan

STEP 2: ROTATE 3D ALL ELEVATIONS & SECTIONS

- 2a. <Rotate3D> All elevations so they are upright
NOTE: Use the points (in sequence) to define the axis when rotating
- 2b. Draw construction lines connecting all major edges of the house

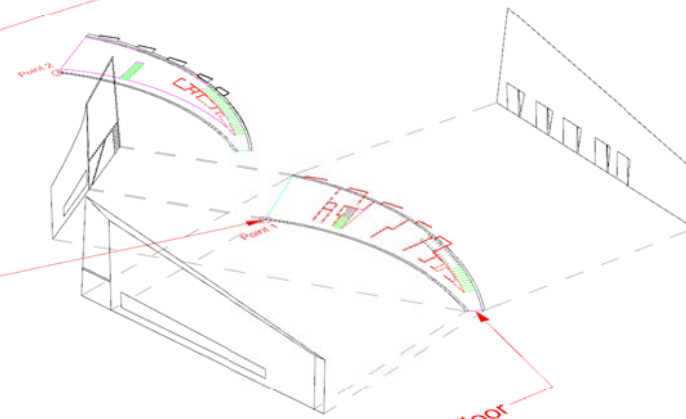


STEP 3: PLAN ALIGNMENT

- 1a. From Point 1, draw a vertical line. Refer to the height of the elevation. Use the same distance.
- 1b. Move the vertical line from Point 1 to the height of the elevation.
- 1c. Select the line 1a from the height to ensure the line is vertical.
- 1d. Turn off the line 1c.

STEP 3: PLAN ALIGNMENT

- 3a. From Point 1, draw a vertical line <Line, Vertical> to the height of the second floor using the North Elevation
- 3b. Move the second floor from Point 2 to the height of the line on Point 1
- 3c. Switch to the Top View Viewport to ensure both plans align
- 3d. Turn off layer "FLOOR - 2"



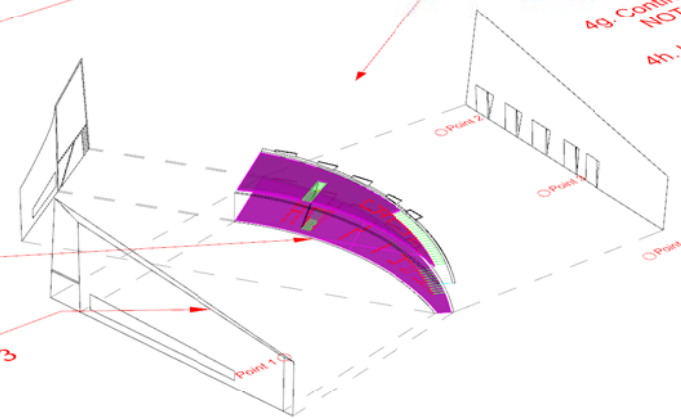
- 3e. Select the floor outline for the 1st Floor
- 3f. <PlanarSrf> to create a plane of the 1st Floor
- 3g. Turn off layer "FLOOR - 1" and turn on layer "FLOOR - 2"
- <ExtrudeCrv, Solid> the 2nd Floor to match the elevation.
NOTE: "Solid" creates a top and bottom surface

STEP 4: EXTRUDE FLOORS, WALLS & STAIRS

- 4a. Turn on layer "FLOOR - 1"
- 4b. Select the 1st floor outline, draw a vertical line to the top of the second floor using the North Elevation
- 4c. ExtrudeCrv, Solid, to the top of the second floor

STEP 4: EXTRUDE FLOORS, WALLS & STAIRS

- 4a. Turn on layer "FLOOR - 1"
- 4b. Select the "closed curve" of the 1st floor's West Wall
- 4c. <ExtrudeCrv, Solid> to the max height based on the West Elevation
- 4d. <ExtrudeCrv, Direction> the West Wall roof edge from point 1 to point 3

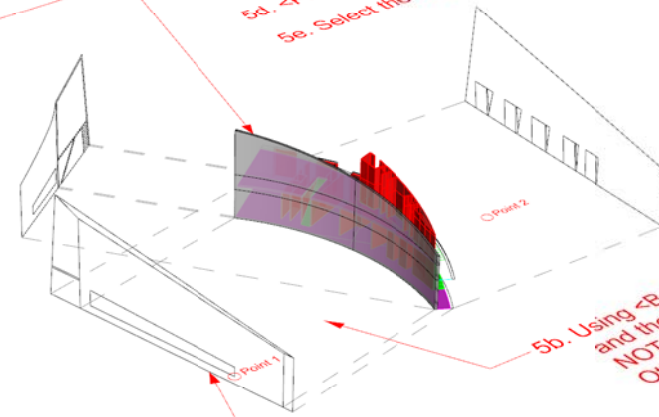


- 4e. <Scale1D> the plane using points 2, 3, and 4
- 4f. <Trim> the top of the West Wall using the plane as a cutting plane, then delete the plane
- 4g. Continue extruding interior walls using the elevation for height dimensions
NOTE: Turn layers on and off as necessary
- 4h. Use the stair section in the North Elevation to extrude stairs sideways

STEP 5: BOOLEAN WINDOWS & OPENINGS

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5a. <ExtrudeCrv> the long window through the West Wall from Point 1 to Point 2



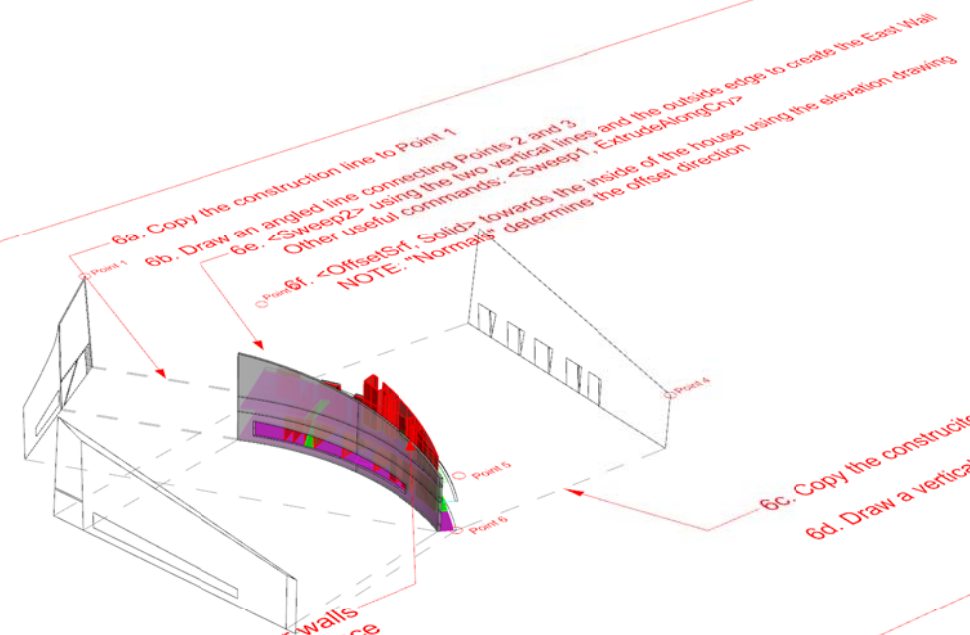
5c. Duplicate the lines on the top edge of the wall
<DupEdge> , <DupFaceBorder>
Other useful commands: <DupEdge> , <DupFaceBorder>
5d. <PlanarSrf> to create a cap on top of the wall
5e. Select the wall and top surface and <Join>

5b. Using <BooleanDifference> select the West Wall and the extruded window
NOTE: The result is an opening with inside surfaces
Other useful commands: <BooleanUnion> , <BooleanIntersection>

STEP 6: MODEL ADDITIONAL WALLS & ELEMENTS

STEP 6: MODEL ADDITIONAL WALLS & ELEMENTS

69. <Loft> the top two inside edges of the exterior walls to create the roof surface



STEP 7: FINE-TUNING DETAILS

6c. Copy the construction line to Point 4
6d. Draw a vertical line connecting Points 5 and 6

STEP 7: FINE-TUNING DETAILS

