

# Modeling a Law Office

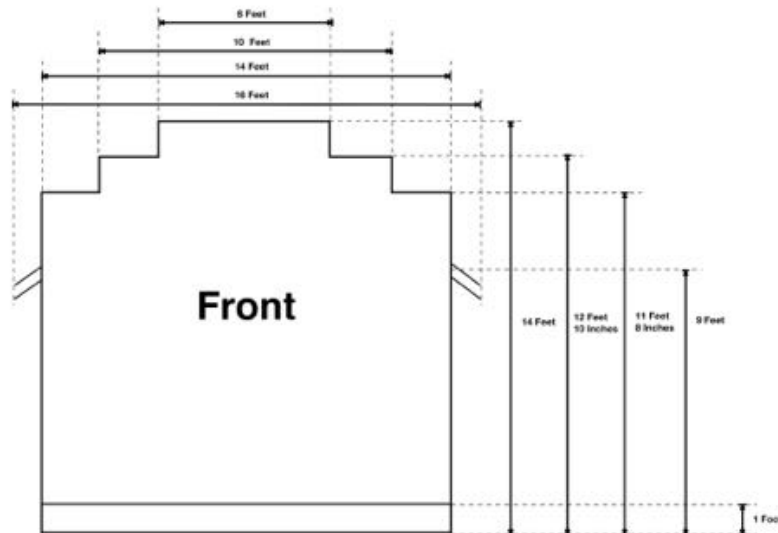
## Step 01

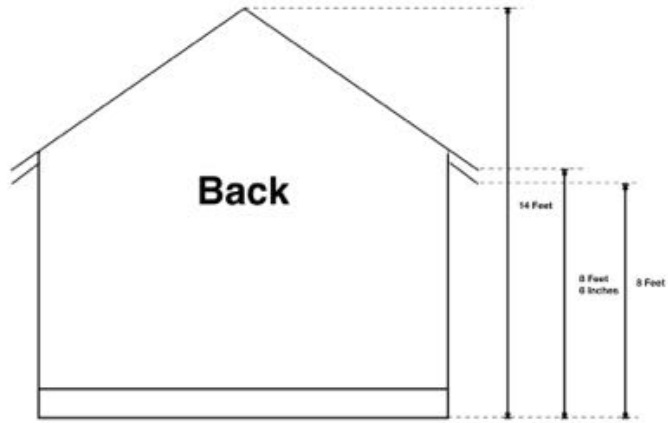
### Modeling - Design

We first need to determine the dimension of the structure and set out the basic shape we are going to model.

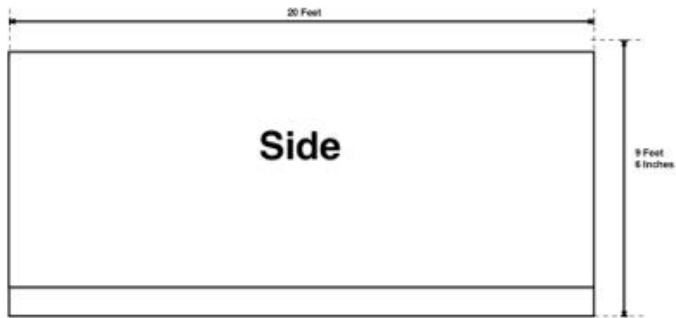
I didn't take the measurements and have only the pictures to work from. However, given that a standard door size is 80 inches (6 feet, 8 inches) high and 30 to 36 inches wide, I estimate the building to be 14 feet wide, 21 feet long including the façade but on the eaves and 14 feet high.

With these measurements I laid out the design on my iMac using iDraw by Indeeo (recently acquired by Autodesk and renamed "Graphic": try finding that on the Internet). You can use any vector-drawing program, e.g., Inkscape (free open source) Canvas (rather expensive for the PC, still \$100.00 US for the Mac), both available for Windows and OS X computers.

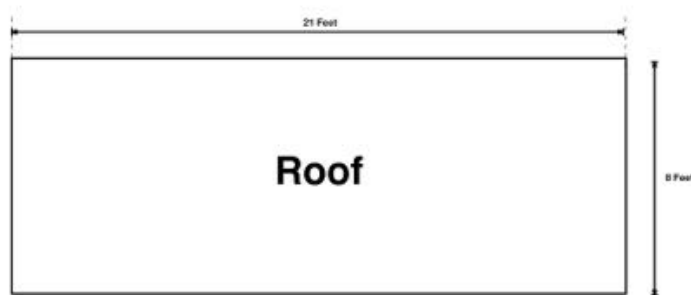




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I have chosen to use Imperial my unit of measurement, as this is the measurement used to construct building in North America. You could use the unit in decimal form.

Inches	Decimal
	Inches
1	0.08
2	0.17
3	0.25
4	0.33
5	0.42
6	0.50
7	0.58
8	0.67
9	0.75
10	0.83
11	0.92
12	1.00

But, Blender provides a way to use both feet and inches. In the Properties Editor click on the Scene Icon (the one with the three objects), select Imperial for the units and then click the checkbox for Separate Units.

By default Blender uses something called “Blender Units” so if you want to use metric or Imperial you have to chose one or the other before you start modeling.

So, now that we have our design let's get started.