

Modeling a Law Office

Step 02

Modeling - Setting Basic Dimensions

The first thing we need to do is chose the dimensions (Imperial) for our model.

- **Open Blender** and in the **Properties Editor** (on the right) **LMB** click on the **Scene Icon** (the one with the three objects) and **select Imperial** and **LMB** click on the checkbox for **Separate Units**.

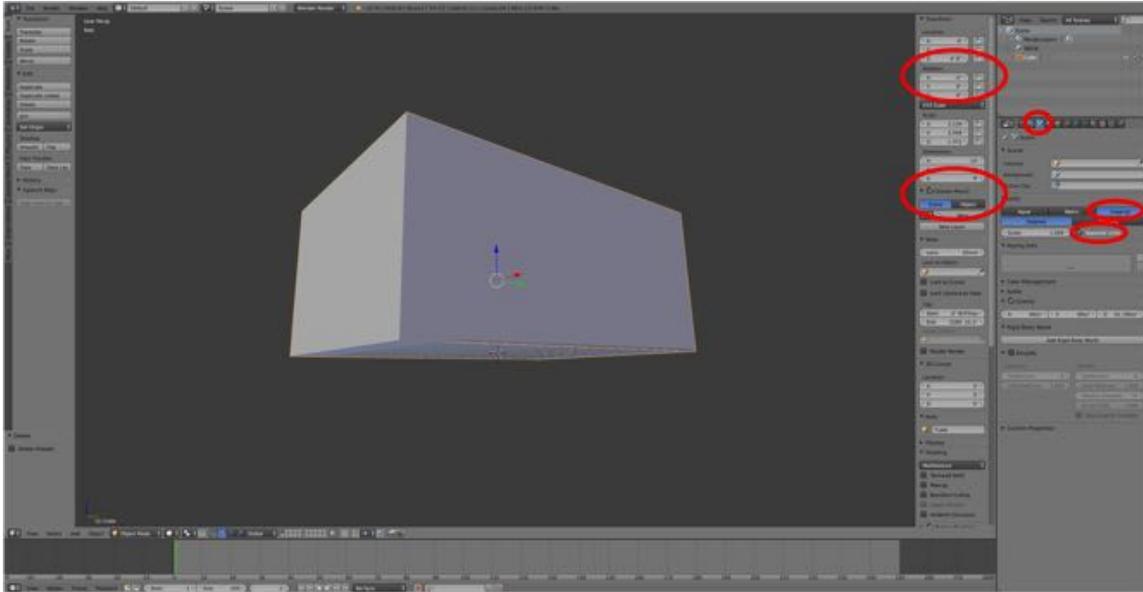
Now we need to modify the dimension of the Default Cube to represent the building minus the roof and front façade.

- In the **3D Editor**, **open the Properties Panel (N-KEY)** and the **Transformation Pane** (**LMB** click on the triangle to the left of the name).
(Notice that the units are in feet.)

Note: You can organize the Properties Panel by **LMB** clicking on the top pane and drag downwards to close all panes using the [Organize Panels and Panes Tool](#) (see website). You can then **LMB** click on the triangle beside the names to open the pane you want to use. You can also drag on the icon to the right of the name to rearrange the panes in the panel. I like to have the Item Pane at the top and the Transform Pane just below it.

- Under **Dimensions** enter **X = 14, Y = 20 and Z = 9**.
- Also, under **Location** enter **Z = 4.5** to raise the building to sit on the grid.

Note: You can clean up your scene by deleting the **Camera** and the **Lamp**. We will not need these. In the 3D Editor **select (RMB)** and **delete (X-KEY)**.

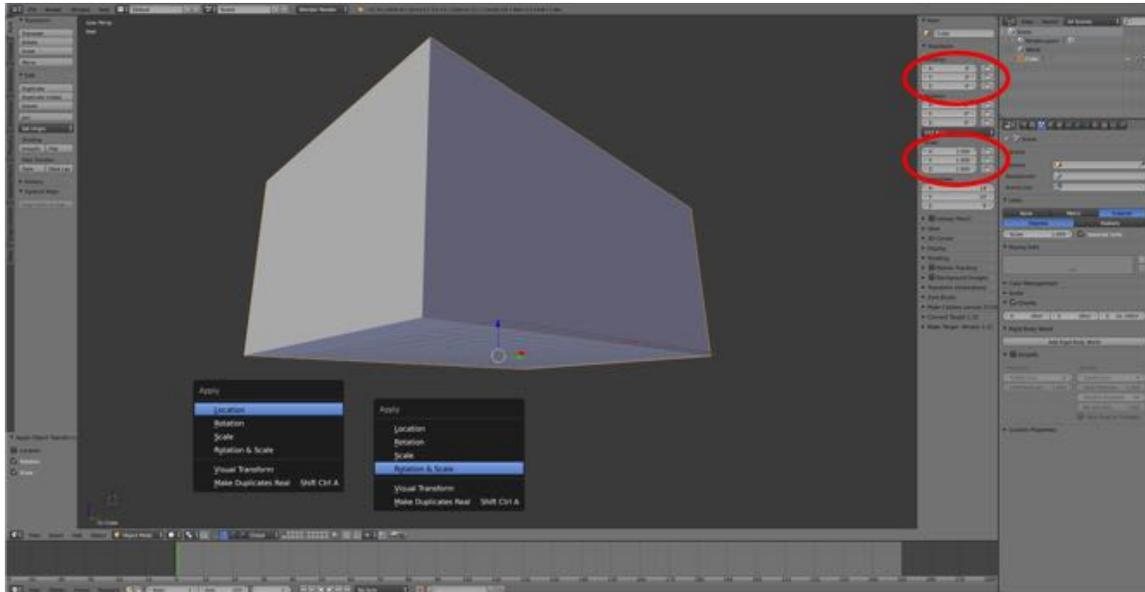


476

I have rotated the model (**ALT/OPT + Drag**) to show that it is sitting on the grid.

It is important at this stage that we apply the location, rotation and scale using the Apply Location, Rotation and Scale Tool (see website). (The reasons are rather technical. Suffice to say, get in the habit of doing it to prevent problems later).

- **Press CTRL + A-KEY** to open the Apply Menu and **select Location**.
- **Press CTRL + A-KEY** to open the Apply Menu and **select Rotation & Scale**.
(Notice that the Locations and Rotations have been set to zero and the Scales have been set to 1.000.)
- In the Properties Panel under the Item Pane change the name from Cube to “Building”.



477

This might be a good time to save your file.

- Press **SHIFT + CMD + S-KEY** and **enter** a **name** such as “**LawOffice01**” then **LMB** click on **Save as Blender File** in the upper right-hand corner of the frame. Giving the name a number allows you to save often and incrementally increase the number each time.



478

Save the file to a project folder appropriately named, e.g., “Law Office Project Blender Files” using the Save, Save as Tool see website). (I place this folder within a project folder of the same name, e.g., “Law Office Project”.

That’s it. We now have the basic shape of our building and are ready to add the roof.