

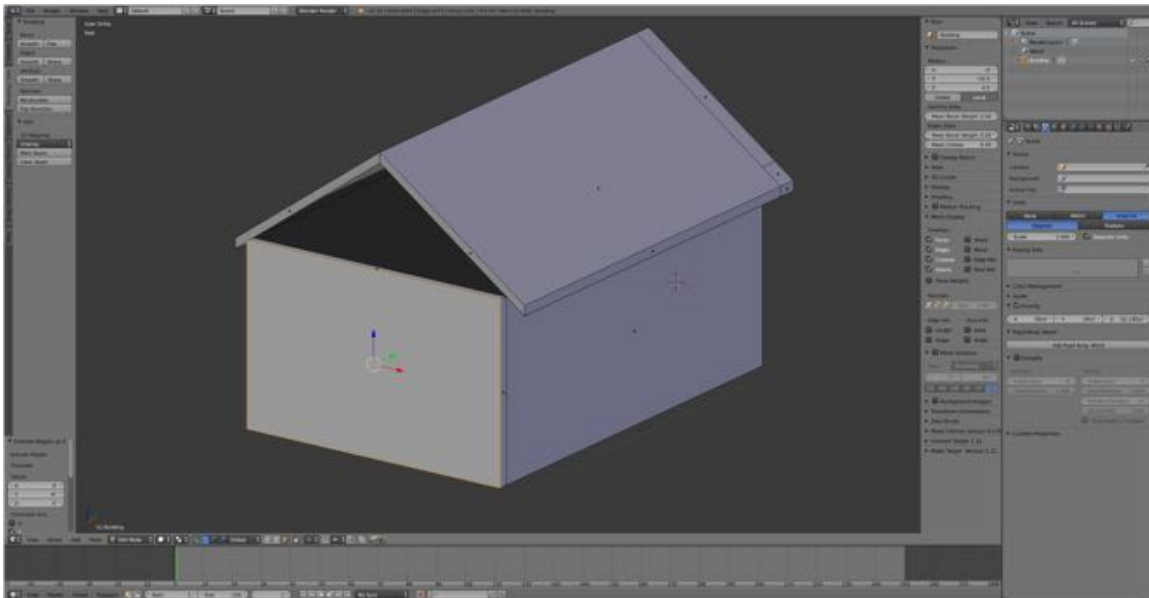
Modeling a Law Office

Step 06

Modeling - Adding the Front Facade

Again we will use the Extrude Tool to add the front façade.

- **Switch to Face Selection Mode (CTRL + TAB-KEY > Face).**
- **Switch to Front View (NUMPAD-1-KEY) then pan (ALT/OPT + Drag)** so that you can see the front face.
- **Select (RMB) the front face and extrude out 0.5 feet (E-KEY > Y-KEY > enter “-0.5”).**

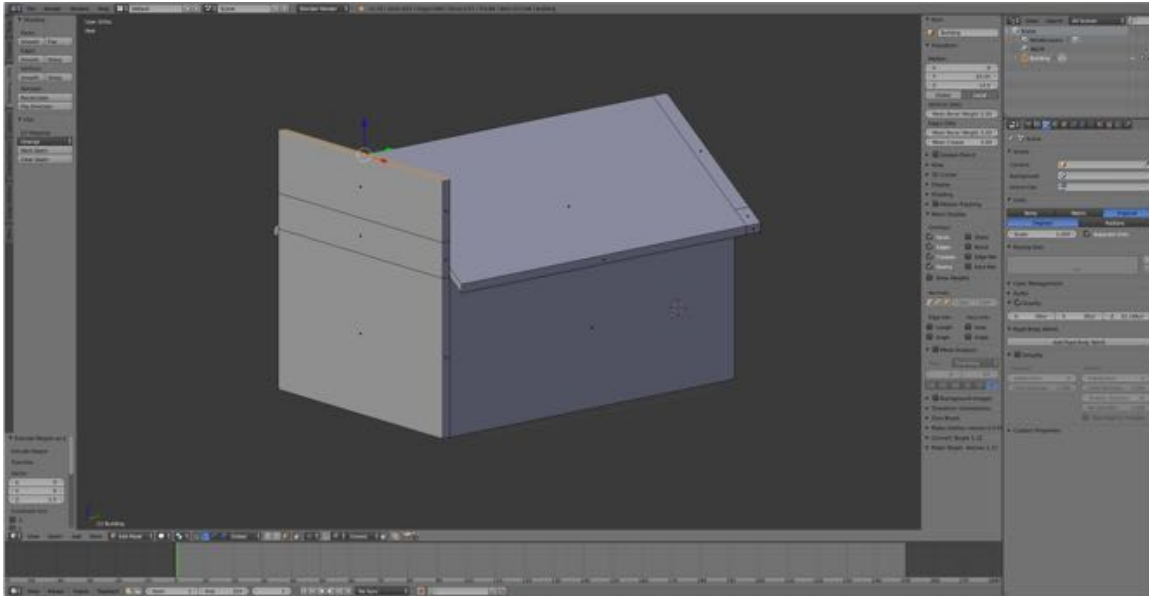


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- **Select the top face of the façade and extrude up 2 feet (E-KEY > Z-KEY > enter “2”).**

Note: When extruding, pressing the E-Key sometimes also selects the axis of constraint, in this case the Z-axis, so pressing the Z-KEY may not be necessary. Indeed, it will remove the constraint.

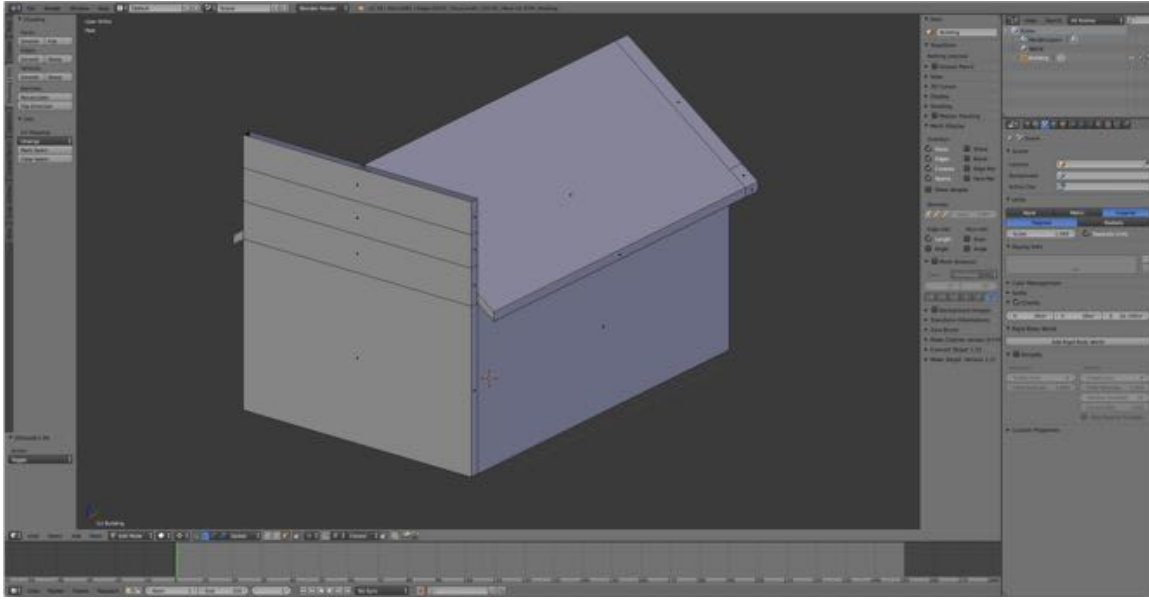
- **Extrude up a second time 3 feet (E-KEY > Z-KEY > enter “3”).**



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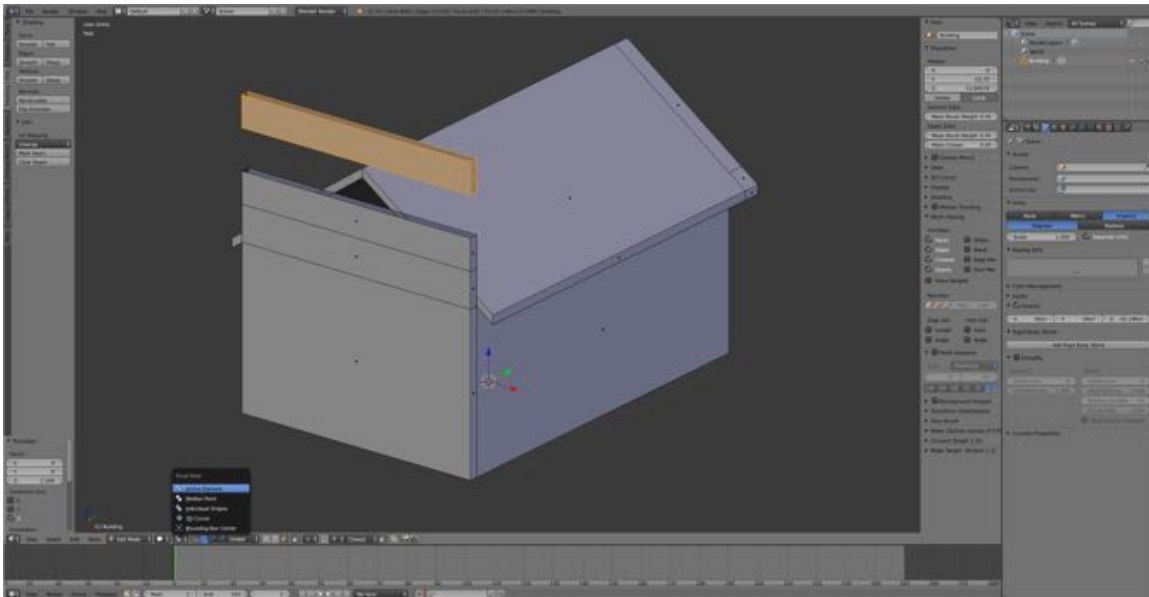
We'll now divide the top segment using the [Loop Cut and Slide Tool](#) (see website) and separate the top two segments using the [Split Tool](#) (see website).

- In the **Tool Shelf's Tools Tab** under **Add Pane** select the **Loop Cut and Slide Tool**.
- **Place a horizontal loop** cut in the top segment of the front façade by positioning the mouse cursor then pressing the **Enter-KEY** twice to set and confirm.
- For now, **delete the top face** of the front facade, **select (RMB)** and delete (**X-KEY > Faces**).



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- **Select (RMB)** the **front face of top segment** then **select an adjacent side face** using the key combination **SHIFT + ALT/OPT + RMB** (the Select Link Tool's activation keys). The back face and the other side face will also be selected, that is the entire loop of faces will be selected, i.e. the entire loop of faces.
- **Press the Y-KEY** (the Split Tool's activation keys) to **split off the top segment**. Note that nothing appears to have happened. But if you drag the top segment, e.g., **G-KEY > Z-KEY > Drag**, the top segment has been split away from the remainder of the building.



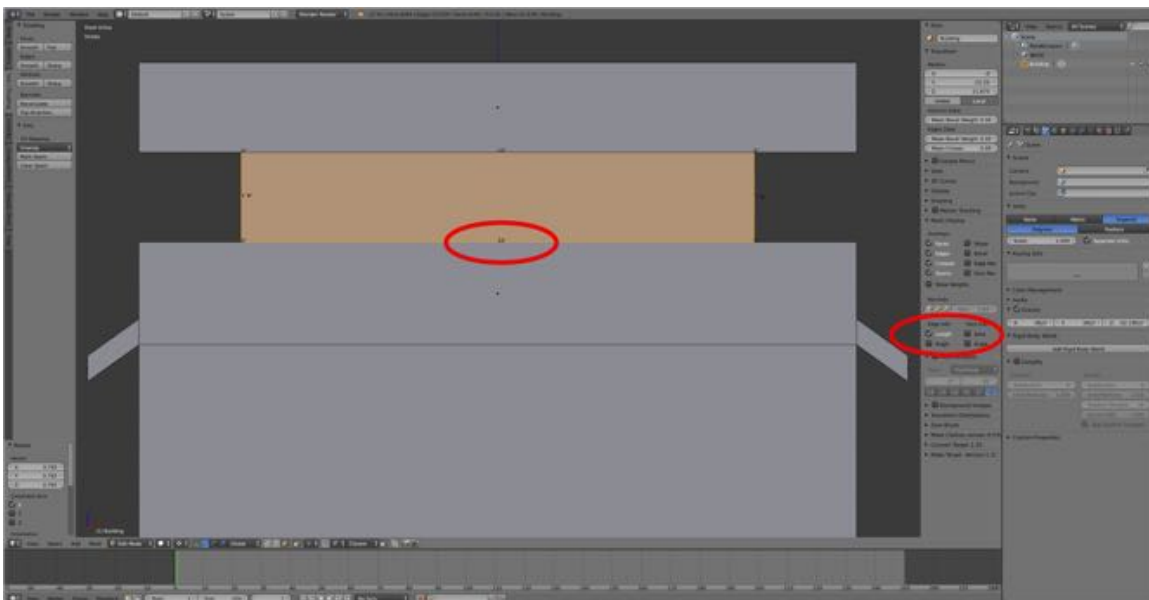
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- Press **CMD + Z-KEY** to **undo your last action** and reposition the top segment back on the top of the front façade.
- **Select (RMB)** the **front face of second from the top segment** then **select an adjacent side face** using the key combination **SHIFT + ALT/OPT + RMB** to select the entire loop of faces will be selected.
- Press the **Y-KEY** to split off this segment of the facade.
- With this segment still selected **switch to Front View (NUMPAD-1-KEY)**.
- In the **Properties Panel's Mesh Display Pane under Edge Info:**, **LMB** the **Length** Check Box. (This adds dimension indicators to selected edges and faces.)

We will reshape the top two segments using the [Select Linked Tool](#) (see website) to select them, the [Pivot Point Tool](#) (see website) to set the pivot point, and the Extrude Tool to reshape them.

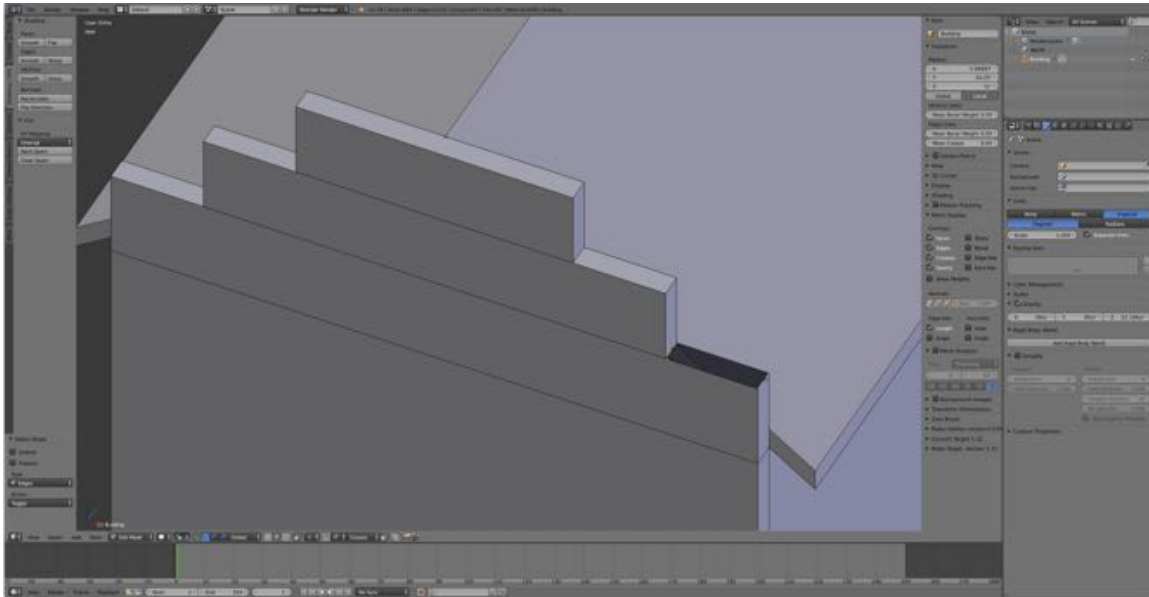
- If not still selected, **select (L-KEY)** (the Select Linked activation key) the **second from the top segment**
- **Scale** on the **X-axis inwards (S-KEY > X-KEY > Drag)** to **reduce the length** of this segment from 14 feet to **10 feet**. Positioning the mouse cursor away from the model before scaling gives finer control as does holding down the **SHIFT-KEY** while dragging. (You can scale in to approximately 10 feet then hold down the **SHIFY-KEY** to for finer control.)
- **LMB** to confirm.

Note: If the scaling does not occur about the center of the front, set the Pivot Point to the Active Element by **LMB** clicking on the **Pivot Point Icon** in the header and in the Popup Menu **selecting Active Element**.



- **Deselect the segment (A-KEY).**
- **Select the top segment (L-KEY).**
- **Scale on the X-axis inwards (S-KEY > X-KEY > Drag) to reduce the length of this segment from 14 feet to 6 feet.**
- **LMB** to confirm.

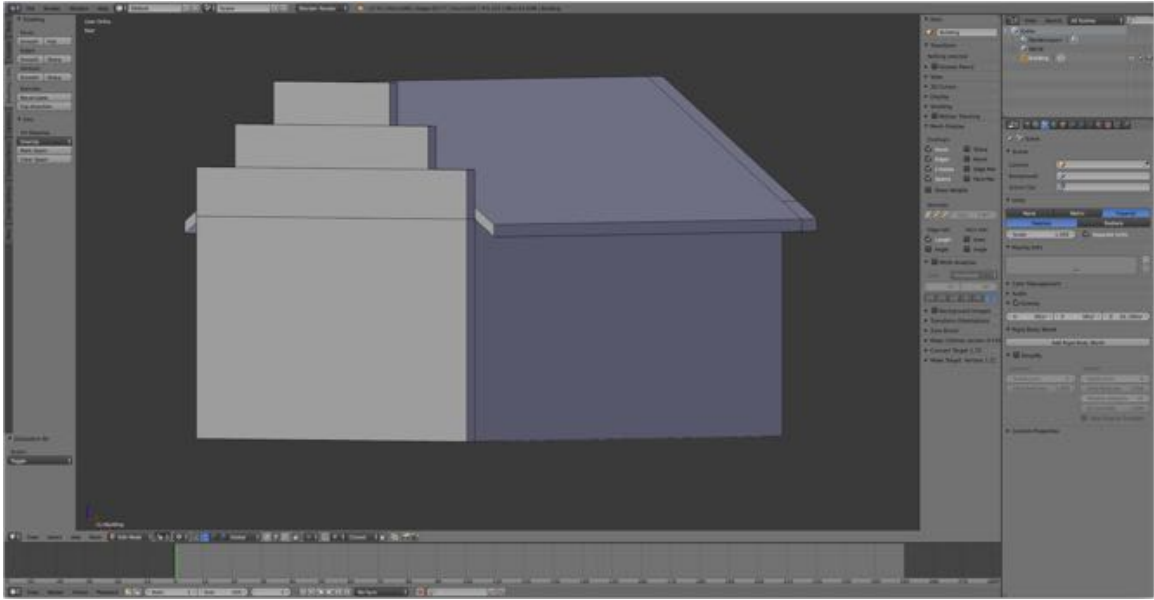
- **Switch to Edge Selection Mode (CTRL + TAB-KEY > Edge), select the short edges and press the F-KEY to fill in the top faces of the front façade.**



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- Press **Save as (SHIFT + CMD + S-KEY).**
- Press the **NUMPAD-PLUS-KEY** to **increment** the file number by 1 to **LawOffice05.blend**.
(If you accidentally press the key twice, you can incrementally subtract from the file number by pressing the **NUMPAD-MINUS-KEY**.)
- Press **(LMB) Save as Blender File.**

And there we have it. The modeling is complete.



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