

Modeling a Ranch House

Step 01

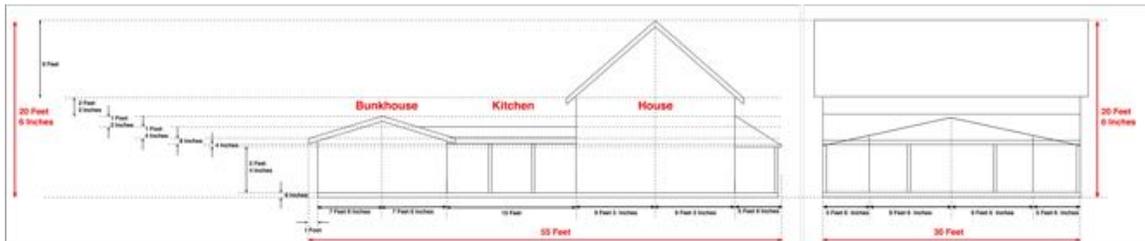
Modeling - Design

We are going to create a box that is as large as our finished model then loop cut to lay out key features of the model. We will remove (sculpt out) parts of the box that are not part of the finished model much like an artist would do starting with a mass of clay and removing clay to reveal the model inside. Finally, we will adjust and add parts to finish the model as would an artist who molds the model to achieve the finished product.

To make sculpting a little easier we will not include the side eaves in the original box but extrude to add them after we have completed the sculpting. Also, after finishing the sculpting we add some of the detail, like the porch posts, the dormer window on the front, and the chimneys.

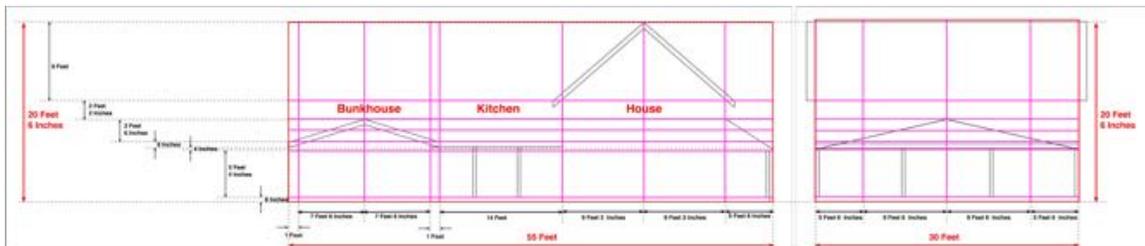
Our first task is to determine the size of the box that can hold the model within. From the pictures I have made estimates of the length, width and height of the building. I then constructed plans were in Autodesk's Graphic vector graphics software program on an iMac.

A box in which the model will fit (outlined in red) was determined to be 30 feet wide, 56 feet long and 20.5 feet high.



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Before construction, places where loop cut should be added were also determined. These represent centers of parts of the building, rooflines, foundation, and position of eaves.



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With these plans in place we are now ready to begin modeling.