

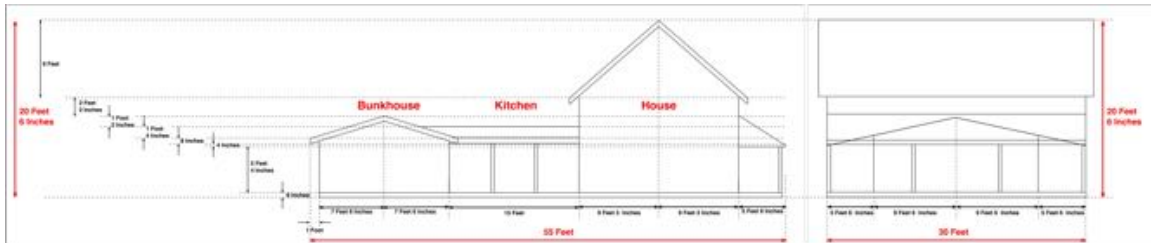
Modeling a Ranch House

Step 03

Modeling - Sculpting

So, get out your “knife” and let’s start carving. The cube we have constructed encompasses our entire model except for some details (side eaves, chimneys, etc.). But it also included mass that is not part of the model and this we need to get rid of. We’ll use the [Circle Selection Tool](#) (see website) in Face Selection Mode to remove it.

- In the 3D Editor’s **Edit Mode** switch to **Solid View Mode** and **Face Selection Mode**.
- **Turn off the length indicator (Properties Panel > Mesh Display Panel > Edge Info > uncheck Length).**
- **Activate the Circle Selection Tool (C-KEY) and select (LMB) (RMB to confirm) and delete faces (X-KEY > Faces)** that are not part of the model. Use your line diagram as a guide and/or images of the structure.

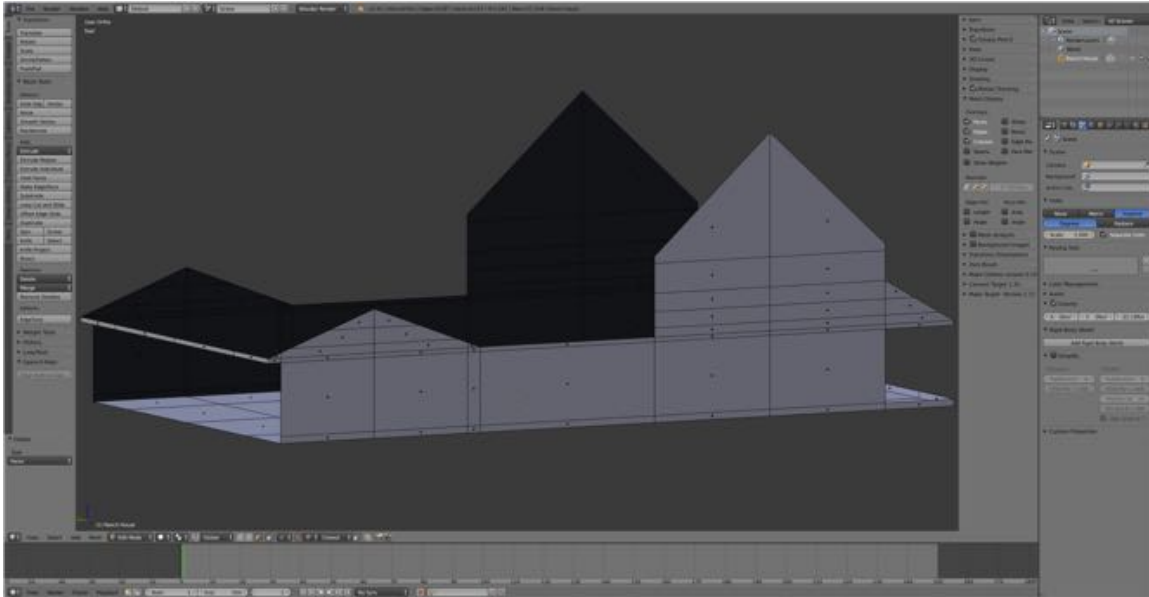


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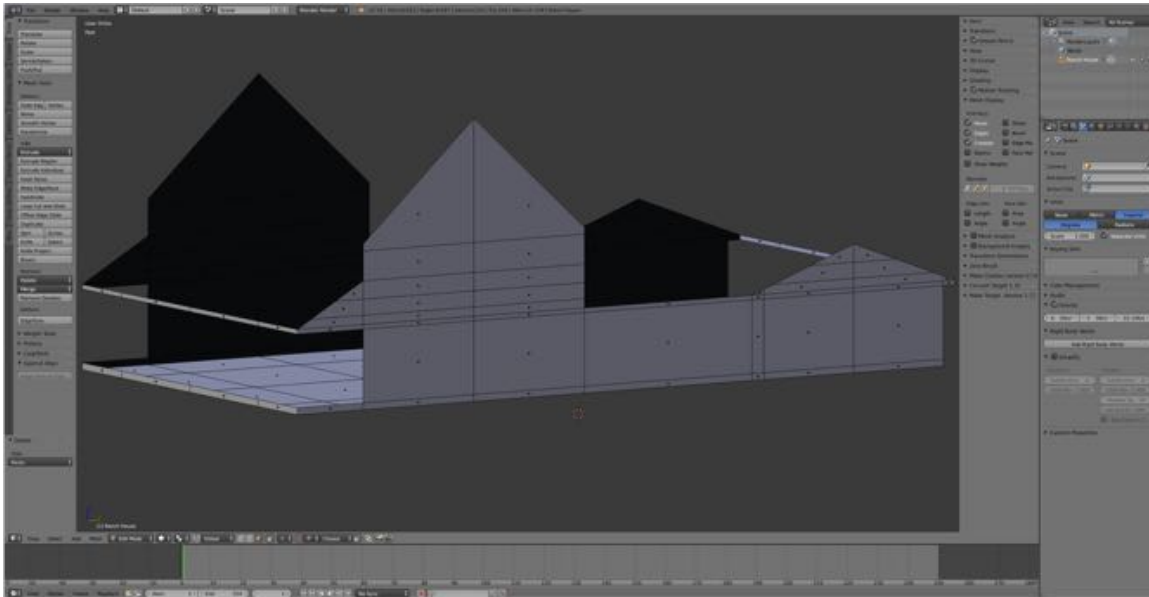


507

When you are done your model should look like this. We could have removed the bottom but I like to leave it in for now to use as a light background against which selection can be more easily seen.



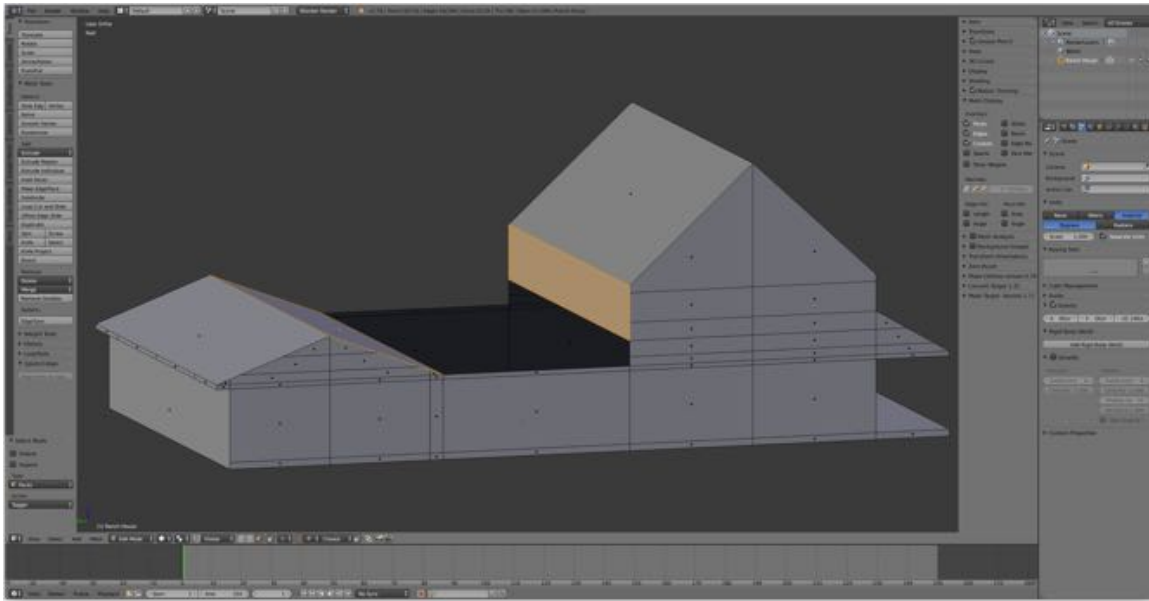
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637

We now need to fill in the missing faces (walls and roofs).

- In the 3D Editor's **Edit Mode** switch to **Solid View Mode** and **Edge Selection Mode**.
- Following the above design image a photos of the ranch house **fill in the walls and roofs (RMB one edge > SHIFT + RMB the opposite edge > F-KEY)** but not yet the kitchen roof.



638

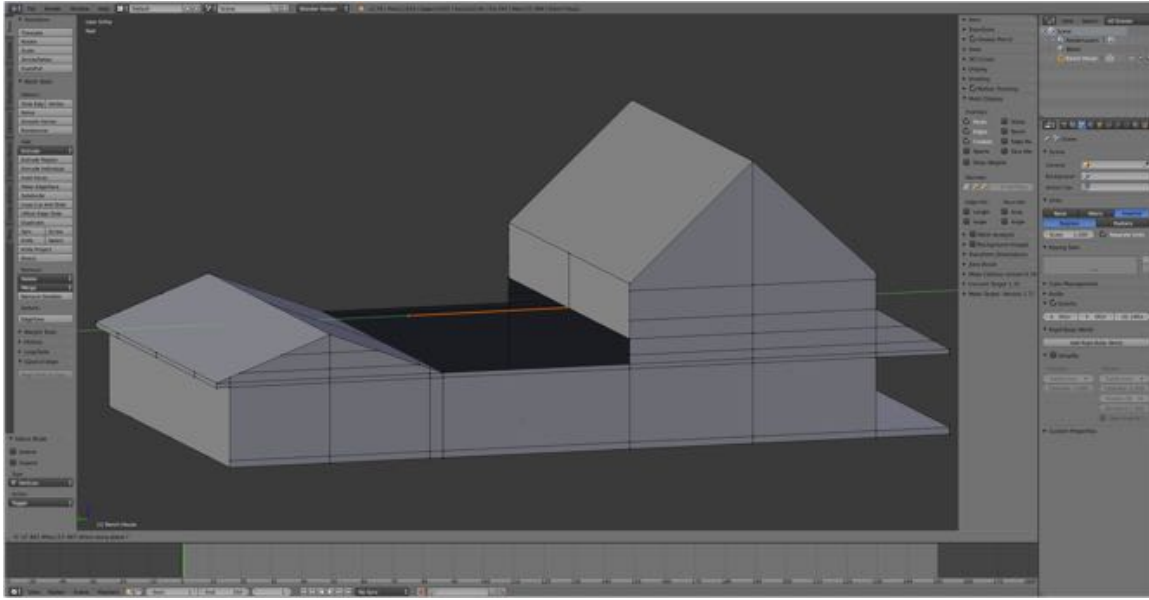
Why do I get the feeling I am working with Lego?

Time to save your work.

- **Save** a copy of the **Blender file** (**SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to **incrementally increase** the file number to **“RanchHouse04.blend”** and **LMB** click **Save as Blender File**).
- **Save a screenshot** (**Information Editor > Window Menu > Save Screenshot**).

Now let's complete the kitchen roof.

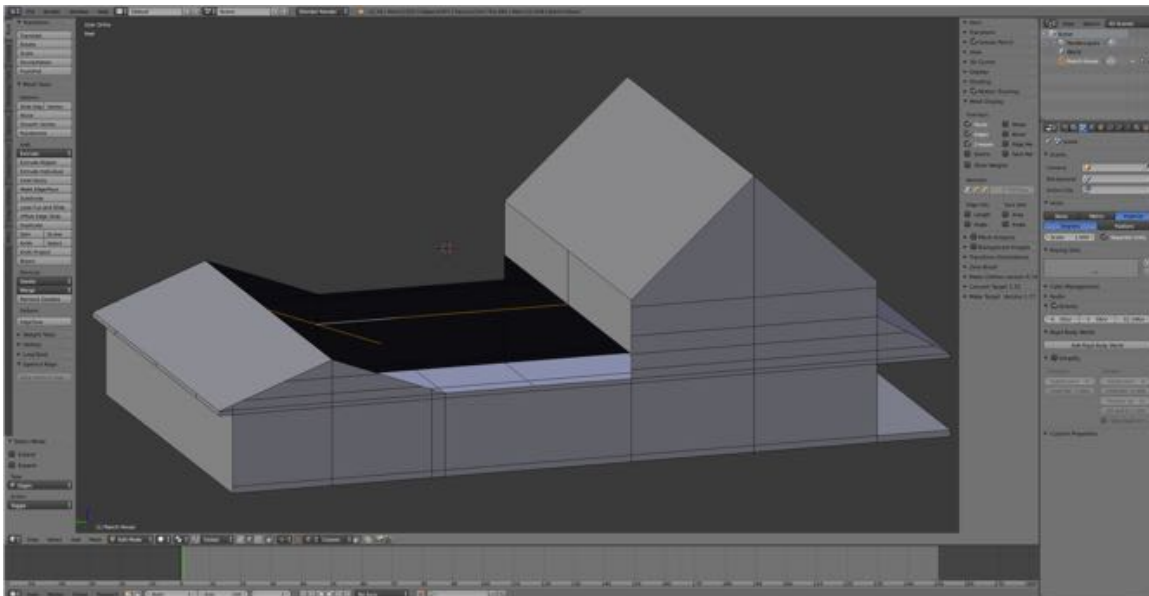
- **Switch to Edge Selection Mode** and **subdivide** lengthwise the **two faces highlighted above** (**RMB one long edge > SHIFT + RMB the other long edge > Tool Shelf > Tool Tab > Add Pane > select Subdivide**).
- **Switch to Vertex Selection Mode**, **select (RMB)** the **bottom vertex** of the house face and **extrude** it along the **Y-axis** towards the bunkhouse (**E-KEY > Y-KEY > Drag**).



639

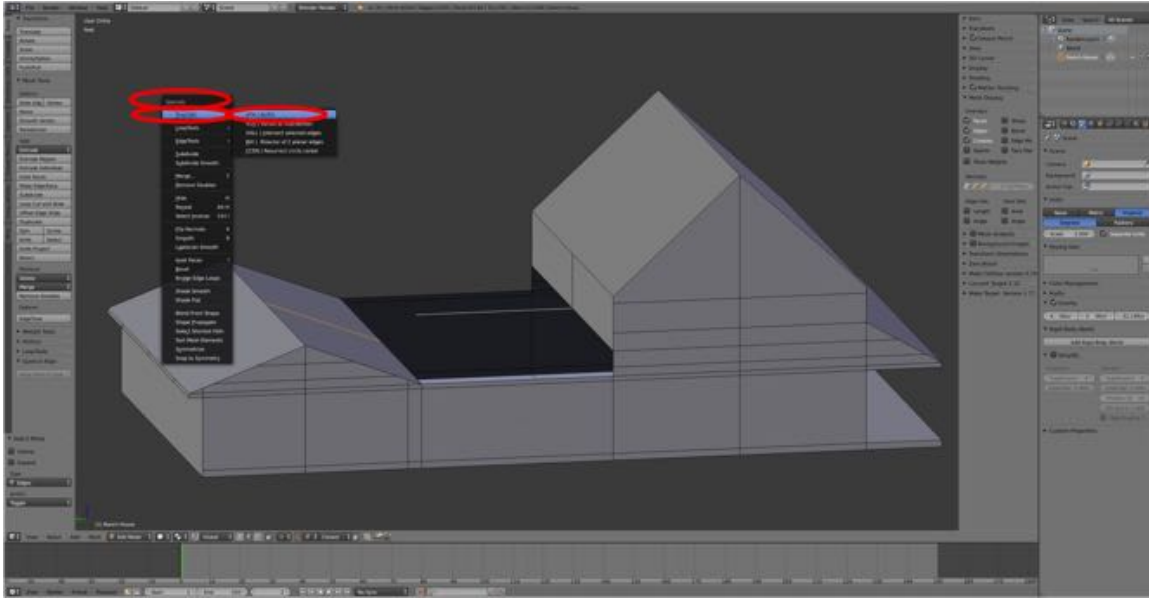
Now we'll use the [Edge Intersect VTX Tool](#) (see website) to extend the ridge line of the kitchen roof.

- **Switch to Edge Selection Mode** and select the **ridgeline of the kitchen roof** and the **center edge of the bunkhouse roof**.



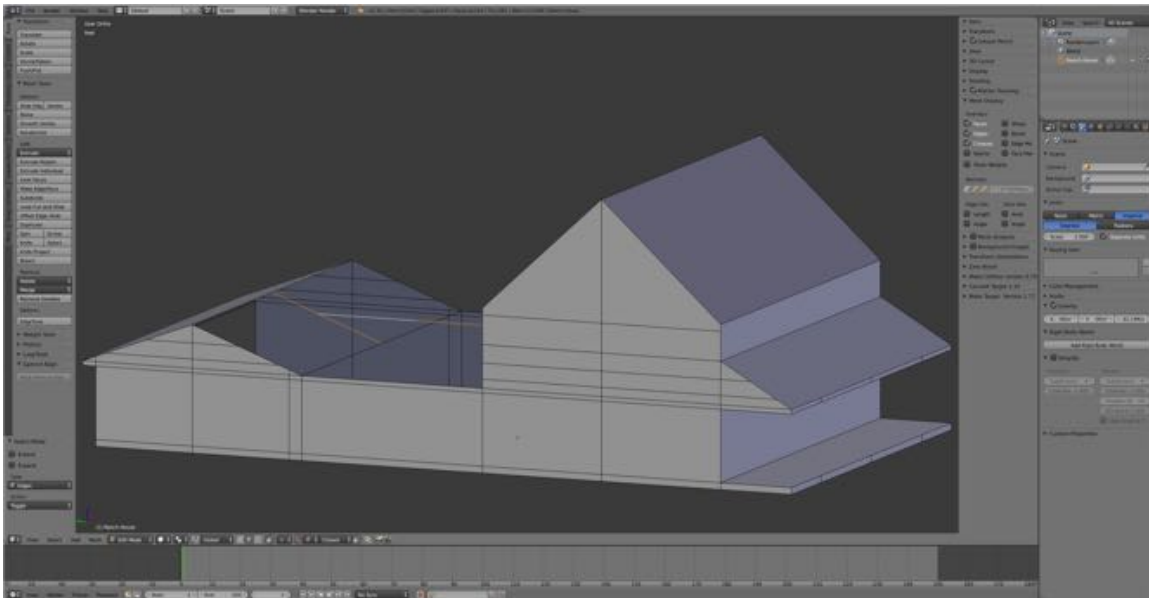
640

- **Press the W-KEY** to bring up the **Specials Menu**, select **TINYCAD** then **VTX | AUTO**.



641

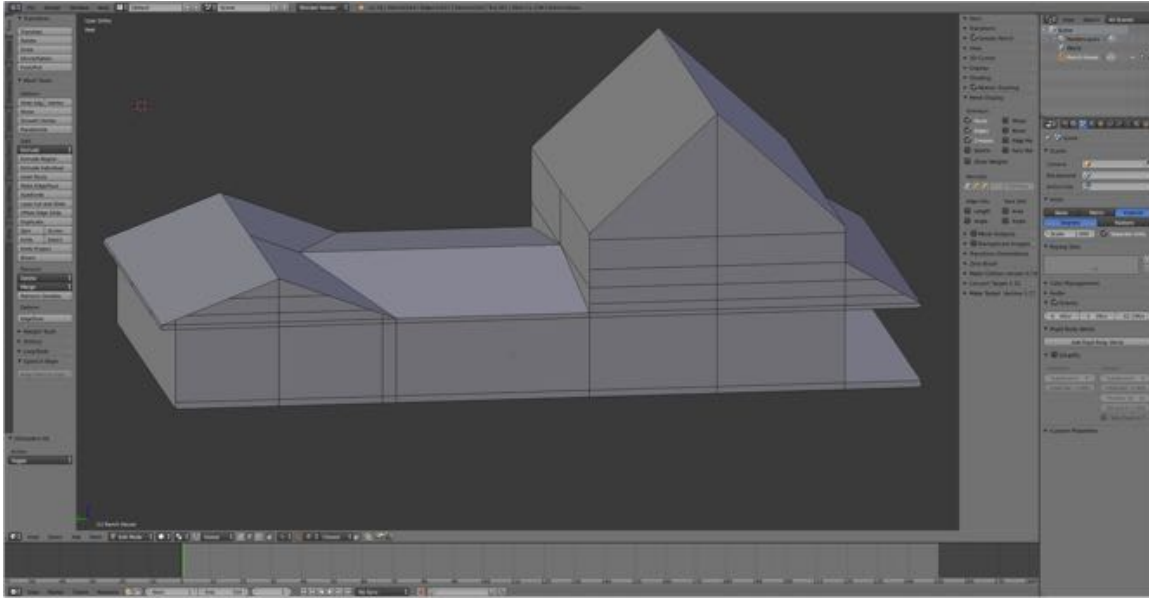
The faces of the bunkhouse roof will disappear because a new vertex has intersected the surfaces.



642

All that remains now is to add the surface back in along with those of the kitchen roof.

- **Remove the unnecessary edges** that will end up inside the model.
- **Fill in faces** to complete the kitchen roof.



643

Time to save your work.

- **Save a copy of the Blender file (SHIFT + CMD + S-KEY and NUMPAD-PLUS-KEY to incrementally increase the file number to “RanchHouse05.blend” and LMB click Save as Blender File.**
- **Save a screenshot (Information Editor > Window Menu > Save Screenshot).**