

Modeling a Ranch House

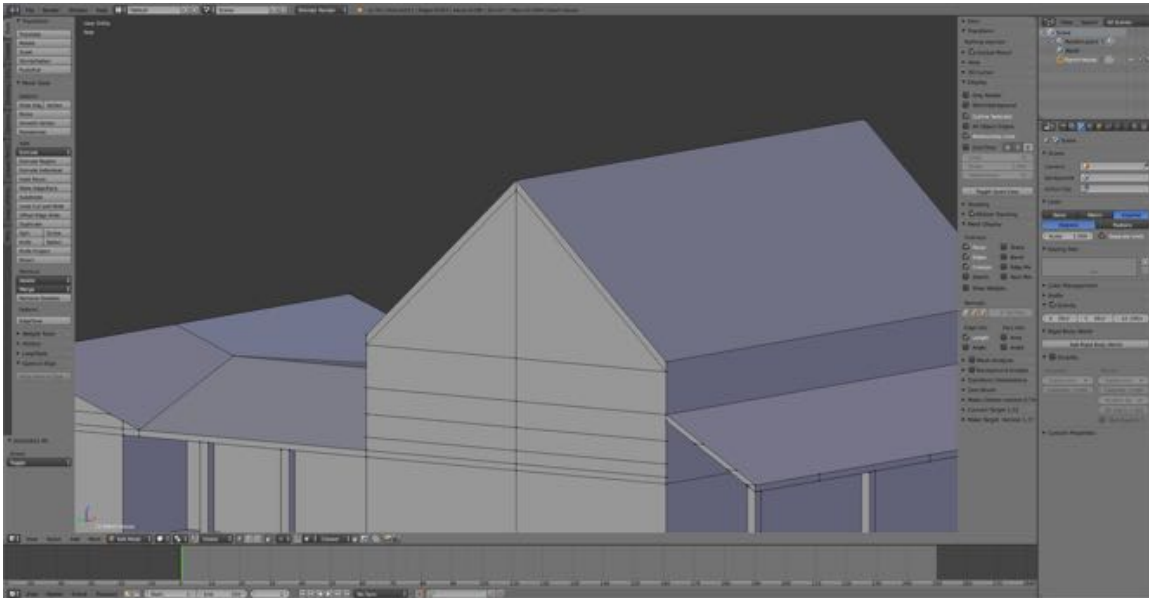
Step 05

Modeling - Adding Detail – Eves

Eves

We left the eves out of our model when we started modeling from a cube. Now we need to add them. We'll start with the left/right (?) end of the house.

- **Turn off snapping (SHIFT + TAB-KEY)**, if you haven't already done so, and **turn on Length Display (Properties Panel > Mesh Display pane > Edge Info: > check Length)**.
- **Select the top end center edge of the house, subdivide (Tool Shelf > Tool Tab > Add Pane > select Subdivide)** and move (**G-KEY > Z-KEY > Drag**) the new vertex up to **6 inches from the peak**.
- **Select the new center vertex (RMB) and vertices on the sidewalls (SHIFT + RMB) and join (J-KEY)** to form the lower edges of the eves.

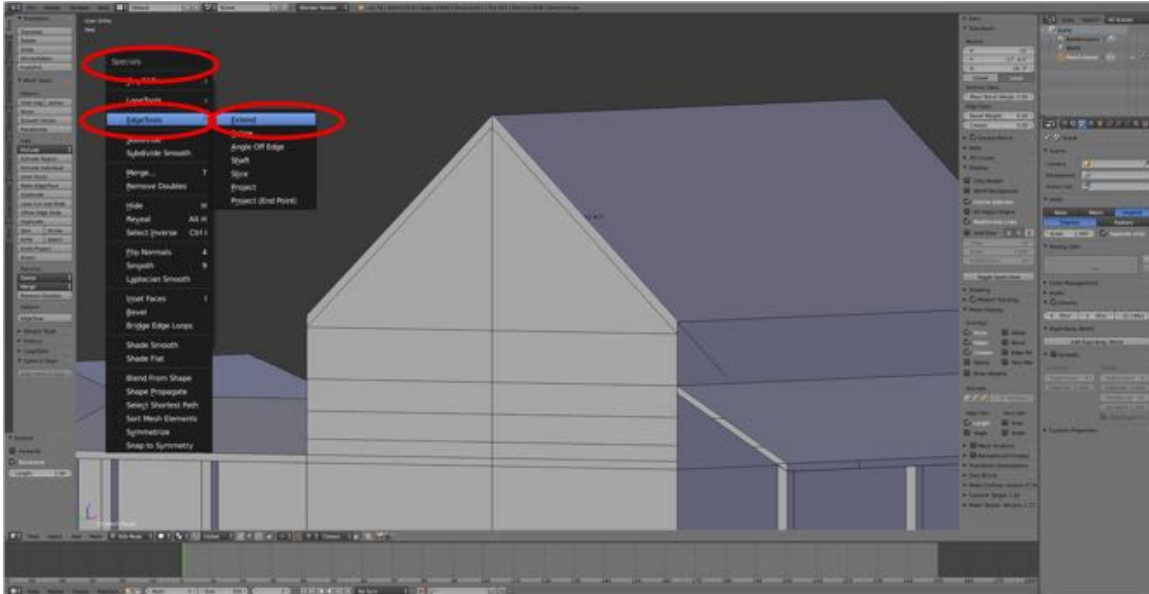


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Repeat on the other end of the house. Now we will extend the roof to form the front and back eves using the [Edge Extension Tool](#) (see website).

- **Switch to Edge Selection Mode and select the end edge of the roof.**
- **To extend the edge press the W-KEY to bring up the Specials menu and select**

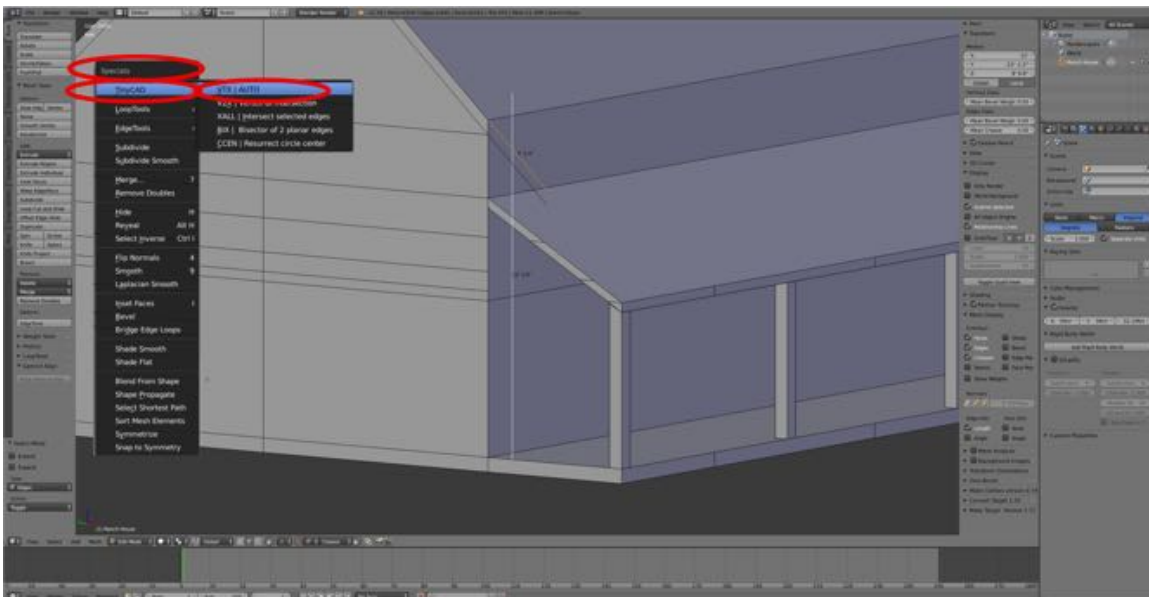
Edge Tools then **Extend**. (In the Tool Shelf's Operator Pane check the Backwards check box if need be to make the extension in the correct direction.)



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Now we need to cut these extensions off 1 foot from the wall.

- Select the **porch floor edge** and **subdivide**.
- **Switch** to **vertex Selection Mode** and **move** the **new vertex** to **1 foot** from the wall.
- **Extrude upwards** beyond the roof extensions.

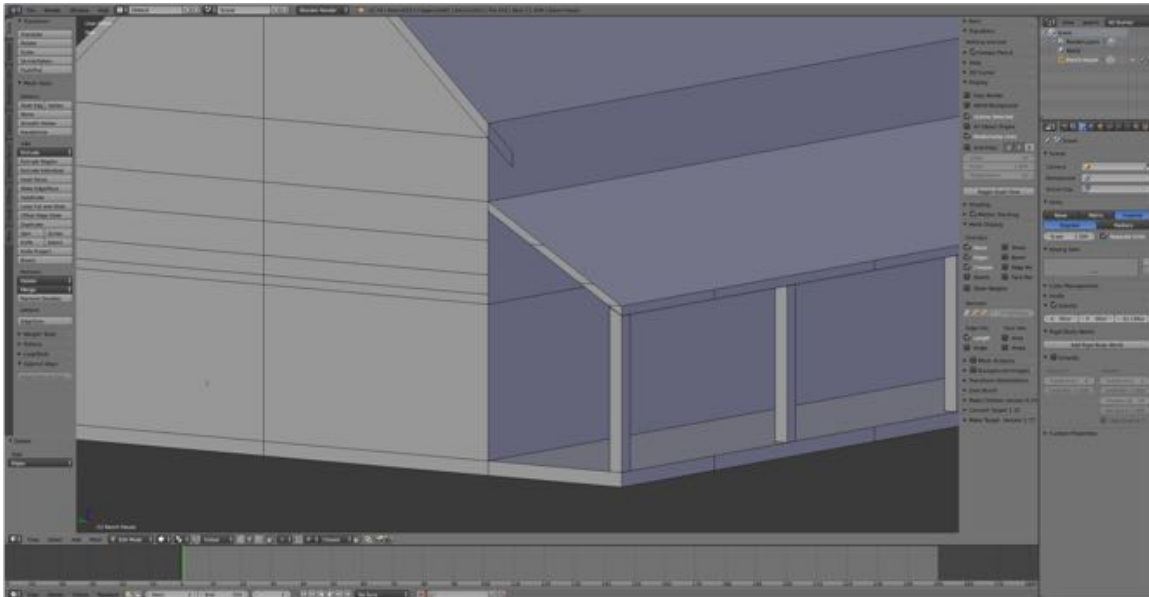


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- **Switch** to **Edge Selection Mode** select **two edges** and use the **Edge Intersect VTX**

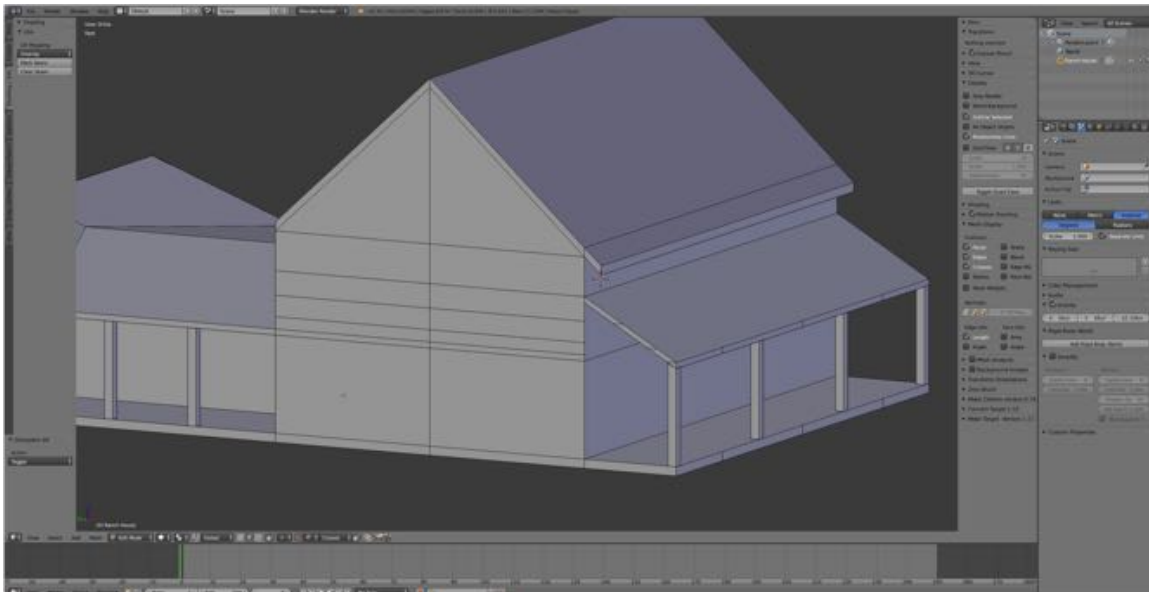
Tool to cut the edges at their points of intersection. (Make sure Snapping is turned off.)

Note: I have notice that sometimes the Edge Intersect VTX Tool doesn't perform as intended. It seems to be related tot eh order in which you select the edges. If you run into problems try reselecting the edges in the reverse order.



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- Repeat the process at the other end of the roof ten fill in the faces.



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Now repeat the process for the other side of the house and complete the back eve of the bunkhouse. Note that the bunkhouse has 4-inch eaves (not the 6-inch of the house).

All that remains is to extrude the end eaves on the house and the bunkhouse.

- **Switch to Face Selection Mode, select the faces and extrude 1 foot (E-KEY > X-KEY > enter 1.0 or -1.0).**



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Time to save your work.

- **Save a copy of the Blender file (SHIFT + CMD + S-KEY) and to incrementally increase (NUMPAD-PLUS-KEY) the file number to “RanchHouse09.blend” and LMB click Save as Blender File.**
- **Save a screenshot (Information Editor > Window Menu > Save Screenshot).**