

Modeling a Ranch House

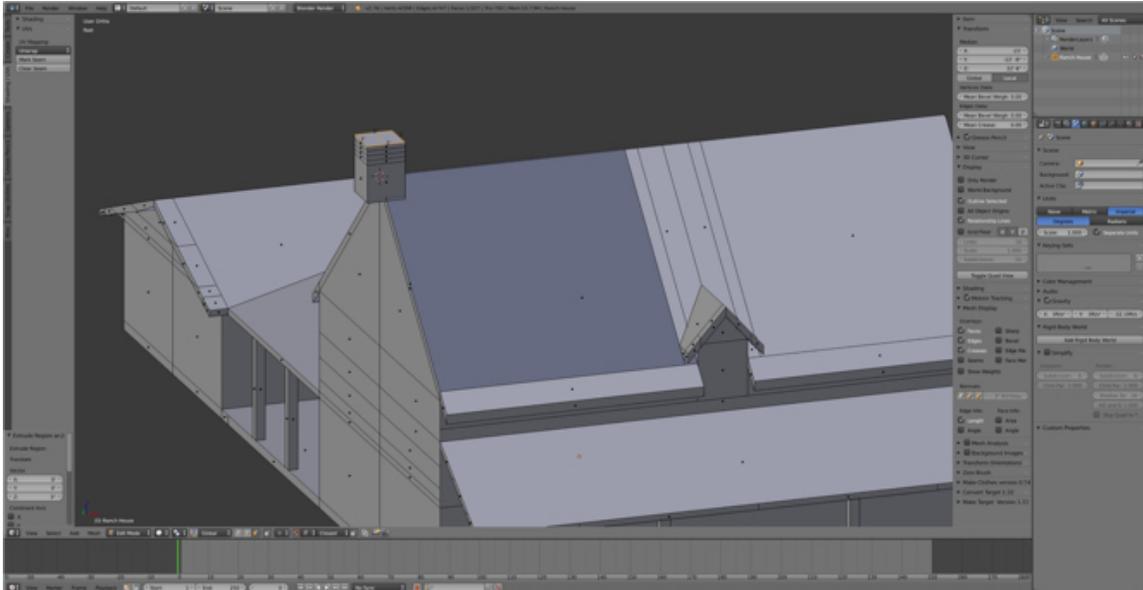
Step 07

Modeling - Adding Detail - Chimneys

Chimneys

These should be a little easier. We want to add two brick chimneys to the house and a stovepipe chimney to the kitchen. Let's do one of the brick chimneys first then we can duplicate it for the other.

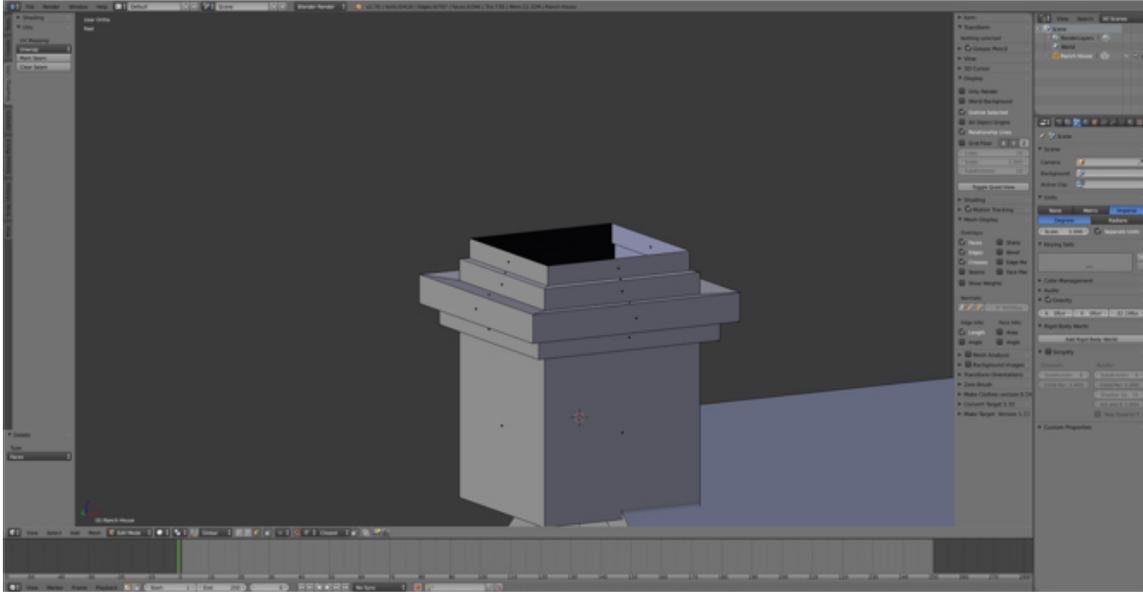
- **Switch to Vertex Selection Mode, select (RMB) the cursor at the corner of the roof of the house and position the cursor to the selection (SHIFT + S-KEY > select "Cursor to Selected").**
- **Add a cube (Add Menu > Cube).**
- **Switch to Face Selection Mode, select (RMB) the top face of the cube and extrude up 4 inches four times (E-KEY > Z-KEY > enter "0.25" X 4).**



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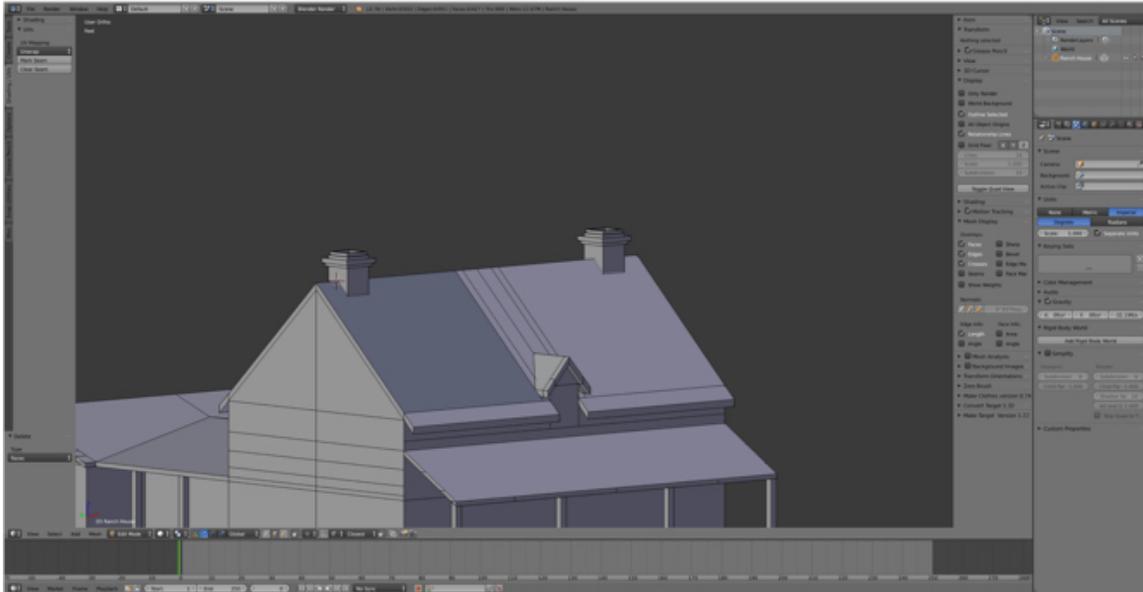
- **Select the bottom ring of 4 inch faces (RMB > ALT/OPT + RMB) and scale (S-KEY > Drag) out 4 inches (i.e., side is 2 feet 4 inches).**
- **Select the next ring of 4 inch faces (RMB > ALT/OPT + RMB) and scale (S-KEY > Drag) out 8 inches (i.e., side is 2 feet 8 inches).**
- **Select the top ring of 4 inch faces (RMB > ALT/OPT + RMB) and scale**

- **(S-KEY > Drag) in 2 inches** (i.e., side is 1 foot 10 inches).
- **Select the top faces and delete (X-KEY > Faces).**



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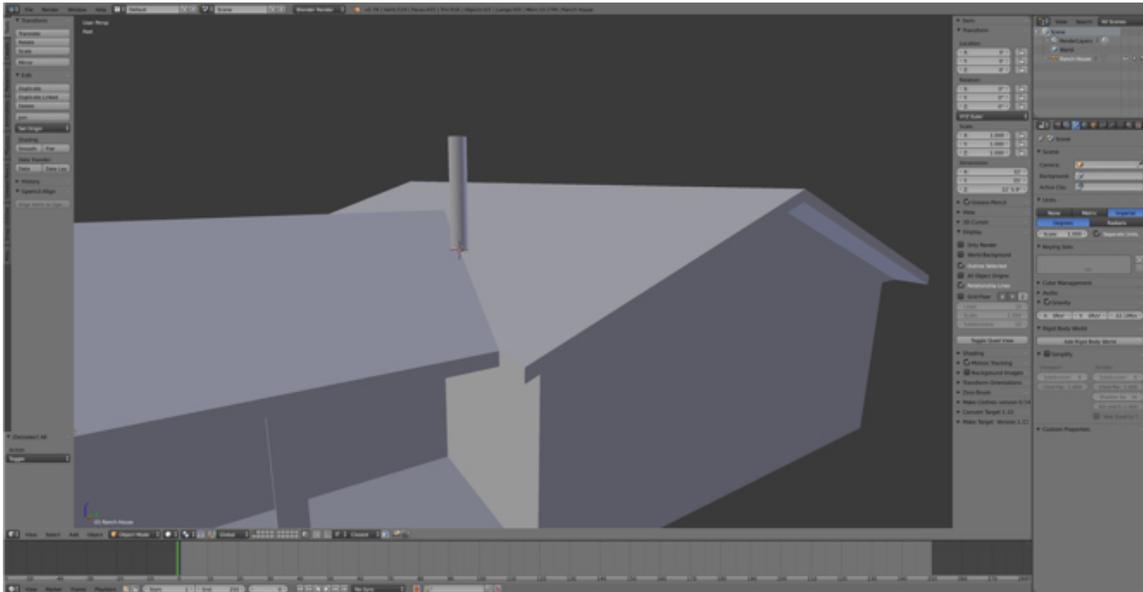
- **Switch to Edge Selection Mode, select the top ring of edges (ALT/OPT + RMB) and scale (S-KEY > Drag) in 4 inches** (i.e., side is 1 foot 6 inches).
- **Extrude down (E-KEY < ZKEY)** to form inside of chimney.
- **Move (G-KEY > X-KEY > Drag)** the chimney in 2 feet from the end of the roof.
- **Select (L-KEY)** the whole chimney and **duplicate (SHIFT + D-KEY > LMB).**
- **Move (G-KEY > X-KEY > Drag)** the duplicate **(SHIFT + D-KEY > LMB)** to the **other end** of the house.
(You can duplicate 4 times and use the duplicates to position the chimneys then delete two of them.)



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Now all that it left is to make the kitchen stovepipe. Let's subdivide the roofline between the kitchen and the bunkhouse as a location of the stovepipe.

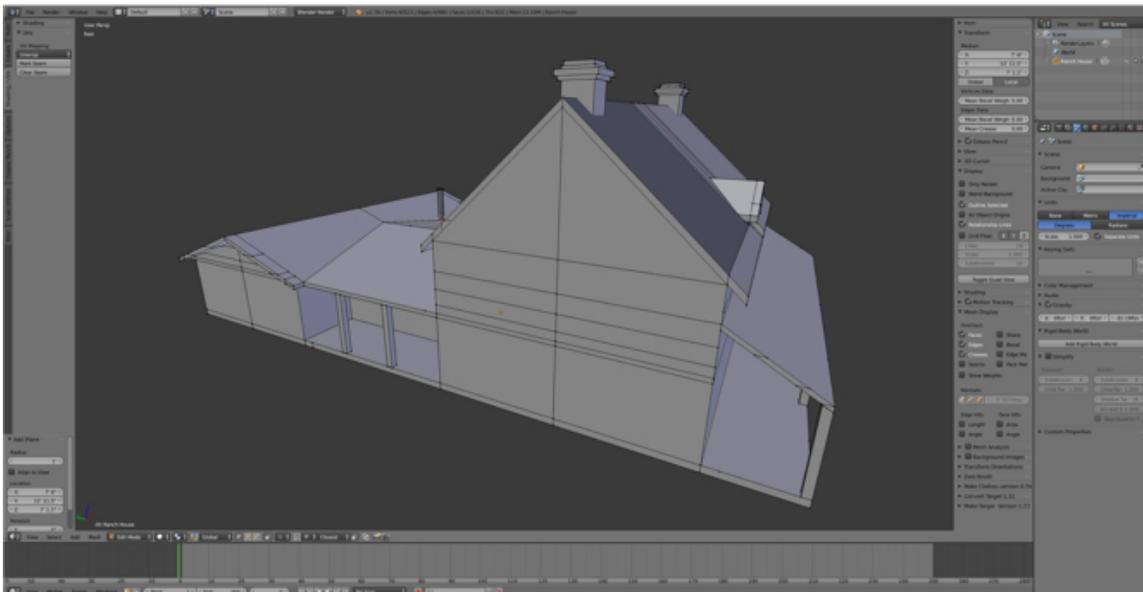
- **Select (RMB) the back edge roofline between the kitchen and the bunkhouse, subdivide (Tool Shelf > Tool Tab > Add Pane > select Subdivide).**
- **Switch to Vertex Selection Mode, select the new vertex (RMB) and position the cursor at the selection (SHIFT + S-KEY > Cursor to Selected).**
- **Add a cylinder (Add Menu > Cylinder) and in the Tool Shelf's Operator Pane set Vertices = 8, Radius = 5 inches, Depth = 4 feet and Cap Fill Type = Nothing.**
- **Move the stovepipe up (G-KEY > Drag) until the bottom end is just below the roof surface.**
- **Shade smooth (CTRL + F-KEY > Smooth).**



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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 “RanchHouse14.blend” and LMB click Save as Blender File.**
- **Save a screenshot (Information Editor > Window Menu > Save Screenshot).**



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That's it. We're done. Well, almost. Read on.