

Modeling the Ross Brother's Hardware

Step 03

Modeling - The Tinsmith's Shop

The Tinsmith's Shop on the back of Ross Brother's Hardware measured 32 feet long (Y), 22 feet wide (X) and 16 feet to the peak of the roof (Z).

Set Dimension

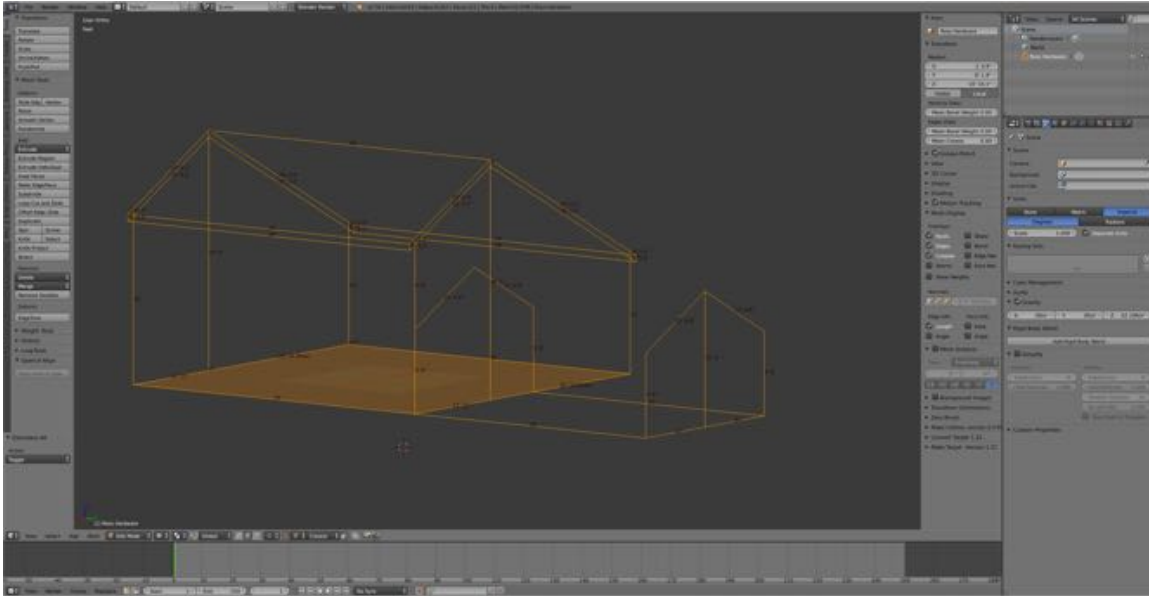
- **Switch to Vertex Selection Mode** and **select (RMB)** the **lower back vertex** of the right side of the store.
- **Extrude back** on the **Y-axis 32 feet (E-KEY > Y-KEY > enter 32 > ENTER)**.
- Now, **extrude across** the back on the **X-axis 22 feet (E-KEY > X-KEY > enter -22 > ENTER)**.
- Finally, **extrude forward** along the **Y-axis 32 feet (E-KEY > Y-KEY > enter -32 > ENTER)** to form the base of the shop.

- **Switch to Edge Selection Mode**, **select the back edge** and **subdivide (Tool Shelf > Tool Tab > Add Pane > Subdivide)**.
- **Switch to Vertex Selection Mode** and **select (RMB)** the **new vertex** and **extrude up** on the **Z-axis 15 feet 3 inches (E-KEY > Z-KEY > enter 15.25 > ENTER)**.
- Now, **extrude forward** along the **Y-axis 32 feet (E-KEY > Y-KEY > enter -32 > Enter)**.

Set Roofline

- **Switch to Edge Selection Mode**, **select the edge** where the Tinsmith's Shop meets the store and **subdivide (Tool Shelf > Tool Tab > Add Pane > Subdivide)**.
- **Switch to Vertex Selection Mode** and move the **new vertex up** on the **Z-axis to 9 feet 6 inches (G-KEY > Z-KEY > ENTER)**. (To facilitate moving use the Snap to Mesh Tool.)

- **Select (RMB)** the remaining **three corner vertices in turn** and **extrude up 9 feet 6 inches (E-KEY > Z-KEY > enter 9.5 > ENTER)**.
- Connect the **vertices** to **form the under side** of the roof.



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Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to **incrementally increase** your file name **“RossHardware04.blend”**.
- Save the file to a folder named **“Ross Hardware Blender Files”**.
- Right after you have saved your Blender file, under the **Information Editor’s Window Menu** select **Save Screenshot**.

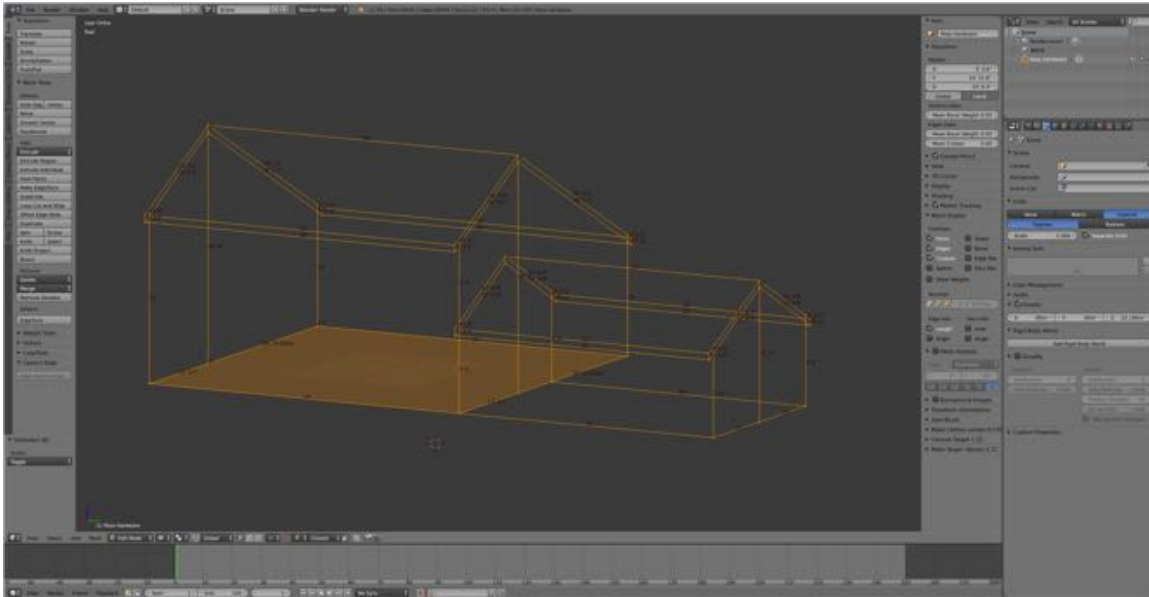
Add Eves

- Switch to **Edge Selection Mode (CTRL+ TAB-KEY > select Edge)**.
- Select **(RMB)** one of the **upper front roof edges**.
- **Extend** the edge by **pressing W-KEY > E-KEY > E-KEY**.
Note that you can extend the edge in either direction of both by checking the appropriate boxes in the Tool Shelf’s Operator Pane (lower left).
We want the edge to extend downwards.
- Select **(RMB)** the **parallel edge** and extend **(W-KEY > E-KEY > E-KEY)**.
- Switch to **Vertex Selection Mode (CTRL+ TAB-KEY > select Vertex)**.
- Select **(RMB)** the **lower right-hand corner vertex** at the front.
- **Extrude** to the right one foot **(E-KEY > X-KEY > enter “1”)**.
- With the vertex still selected extrude upwards 14 feet **(E-KEY > Z-KEY > enter “20”)**.
- Switch back to **Edge Selection Mode** and select **(RMB > SHIFT + RMB)** two of the intersecting edges.

- **Press W-KEY > TinyCAD > VTX|Auto** to cut the edges at the point of intersection.
- **Select the remaining two intersecting edges (RMB > SHIFT + RMB).**
- **Press W-KEY > TinyCAD > VTX|Auto** to cut the edges at the point of intersection.

Note: There appears to be a bug with the Edge Intersect VTX Tool, in that used two times in succession cause an error the second time. A workaround is to press CMD + X-KEY to delete the second attempt and retry.

- Now, **select all of the edges which will not make up part of the eve and delete them (X-KEY > Edge).**
- Finally, **select the pairs of vertices (RMB > SHIFT + RMB) and connect (F-KEY) to form the roof.**



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Save your work.

- **Press SHIFT + CMD + S-KEY and NUMPAD-PLUS-KEY to incrementally increase your file name “RossHardware05.blend”.**
- **Save the file to a folder named “Ross Hardware Blender Files”.**
- **Right after you have saved your Blender file, under the Information Editor’s Window Menu select Save Screenshot.**