

Modeling the Ross Brother's Hardware

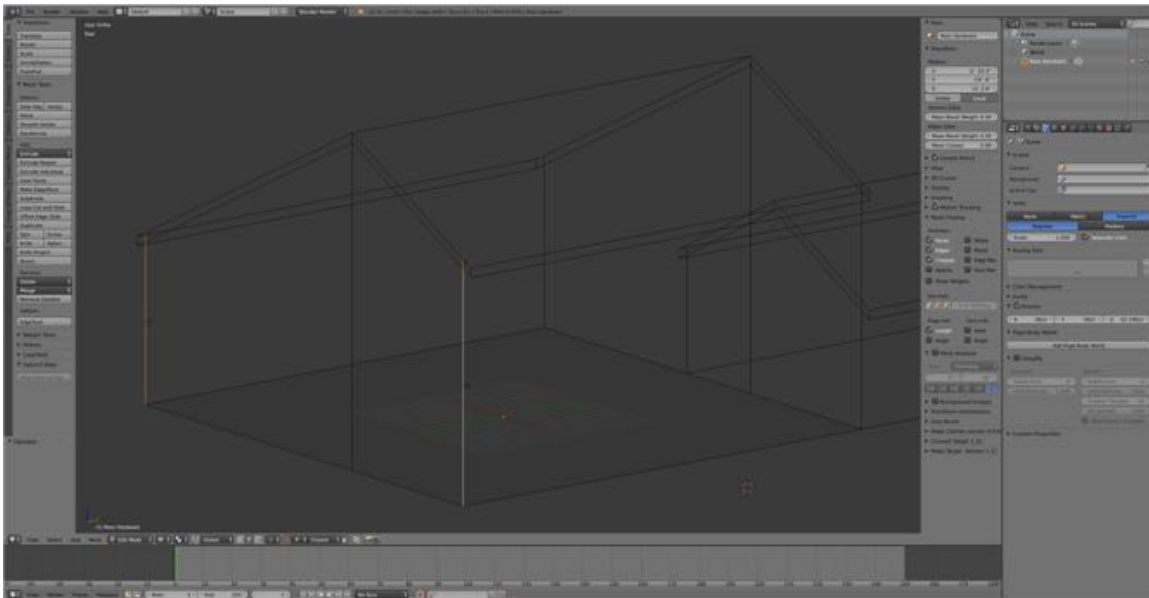
Step 04

Modeling - The Front Facade

Back Face

We are going to begin by “tracing” the back face of the façade in a counter-clockwise direction starting in the lower right-hand corner.

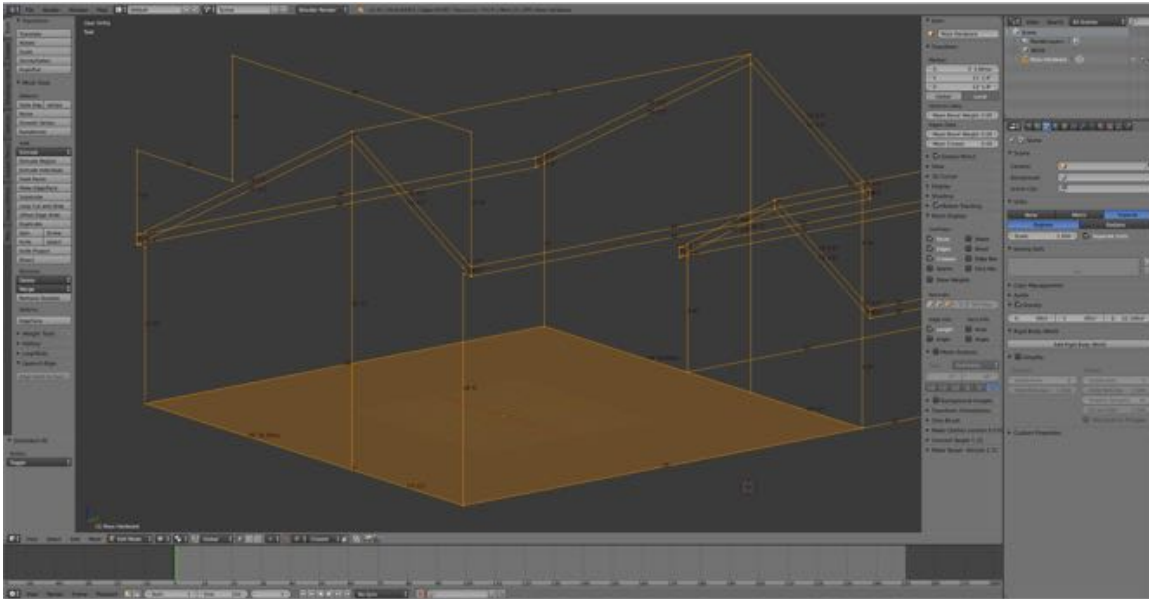
- Switch to Edge Selection Mode and remove (RMB > X-KEY > Edges) the front corner edges.



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- **Switch to Vertex Selection Mode and Front Ortho View (NUMPAD-1-KEY > NUMPAD-5-KEY).**
- **Select (RMB) the lower right-hand vertex.**
- **Extrude upward 18 feet 6 inches (E-KEY > Z-KEY > enter 18.5 > ENTER).**
(Note we need to add 6 inches to the 18 feet 6 inch edge to accommodate for the roof overhand.)
- **Extrude across to the right 1 foot (E-KEY > X-KEY > enter 1 > ENTER).**
- **Extrude upward 11 feet 6 inches (E-KEY > Z-KEY > enter 11.5 > ENTER).**
- **Extrude across 30 feet (E-KEY > X-KEY > enter -30 > ENTER).**
- **Extrude down 10 feet (E-KEY > Z-KEY > enter -10 > ENTER).**
- **Extrude across 12 feet (E-KEY > X-KEY > enter -12 > ENTER).**
- **Extrude down 7 feet 6 inches (E-KEY > Z-KEY > enter -7.5 > ENTER).**
- **Extrude across to the right 1 foot (E-KEY > X-KEY > enter 1 > ENTER).**

- Finally, **extrude down 12 feet 6 inches (E-KEY > X-KEY > enter -12.5 > ENTER).**



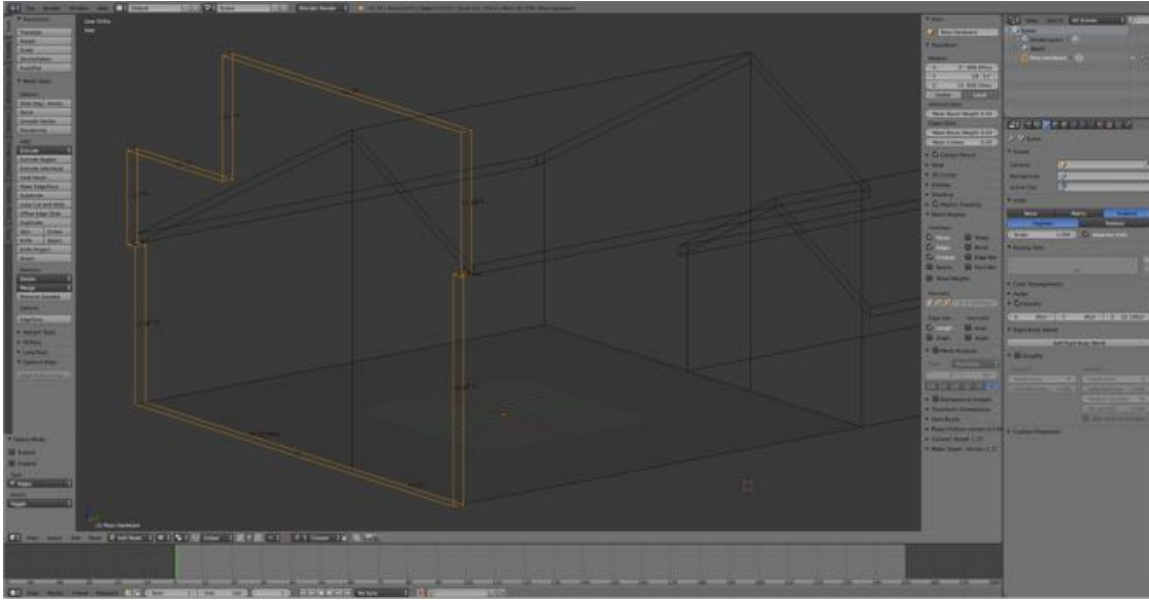
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Front Face

- **Extrude the corner vertices of the back face of the façade 1 foot (E-KEY > y-KEY > enter -1 > Enter).**
(Include the two vertices at the bottom of the face.)
- **Connect (RMB > SHIFT + RMB > F-KEY)** the newly formed vertices to outline the front face of the façade.

Save your work.

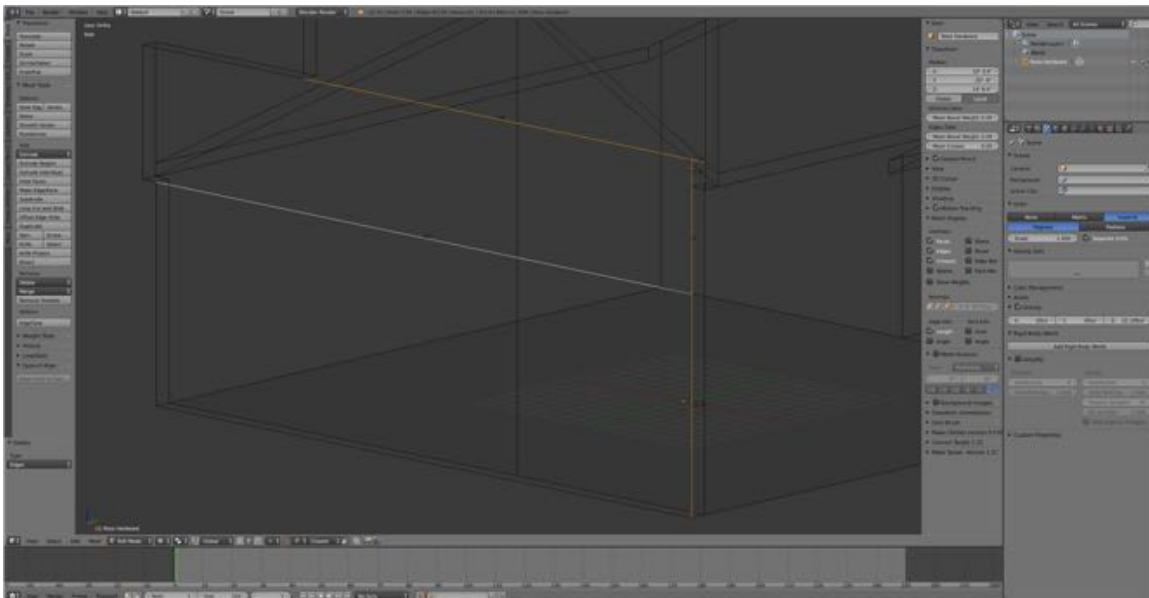
- **Press SHIFT + CMD + S-KEY and NUMPAD-PLUS-KEY to incrementally increase your file name “RossHardware06.blend”.**
- **Save the file to a folder named “Ross Hardware Blender Files”.**
- **Right after you have saved your Blender file, under the Information Editor’s Window Menu select Save Screenshot.**



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The front face is a polygon with 10 edges. Before fill in the faces on our model we need to divide it into three faces. This will accommodate texturing later.

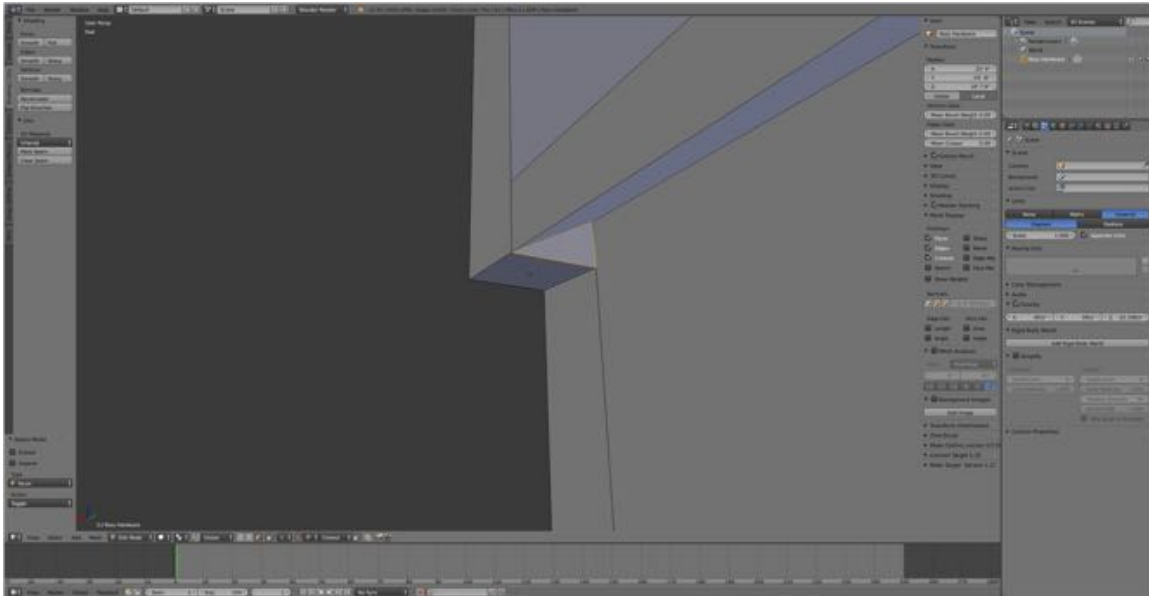
- In turn, **select (RMB)** the **two inside corner vertices** of the front face on the right-hand side and **extrude left 45 feet (E-KEY > X-KEY > enter 45 > ENTER)** so that the new edges intersect the left hand edges.
- Use the Edge Intersect Tool (**W-KEY > TinyCAD > VTX|Auto**) to **cut the edges** at the point of intersection.
- Also, **extend the lower right-hand edge** to intersect the new edge to square off the lower face.



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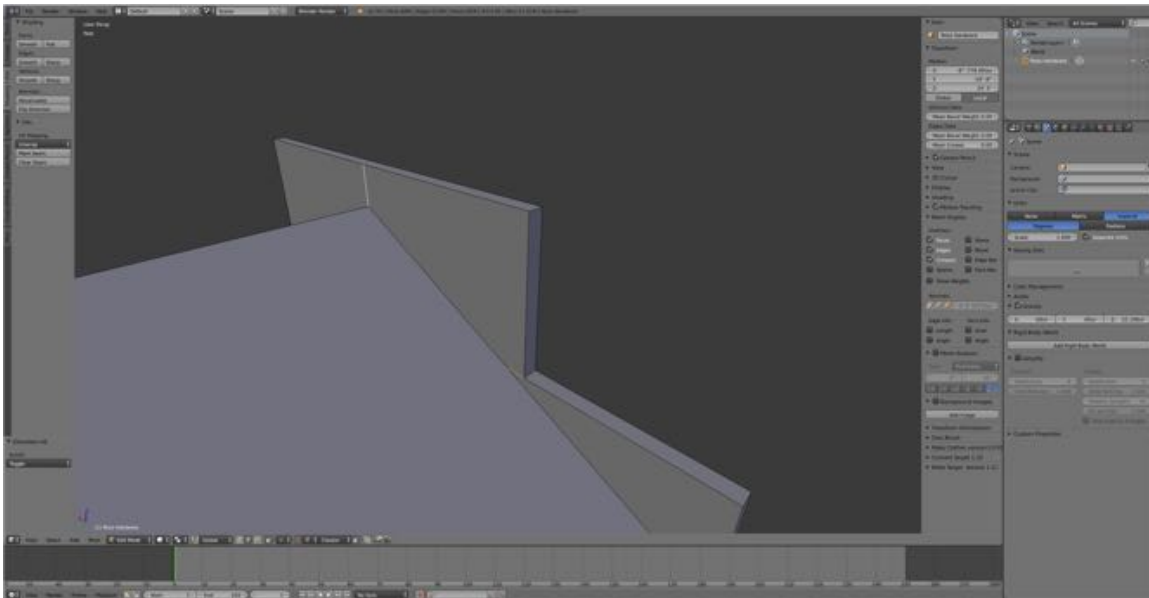
Having completed our stick build, we can now **fill in the faces (Edge Mode > RMB > SHIFT RMB > F-KEY)**, and correct any oversights.

- I discovered I had neglected to **create the triangle behind the façade** and under the side eaves.



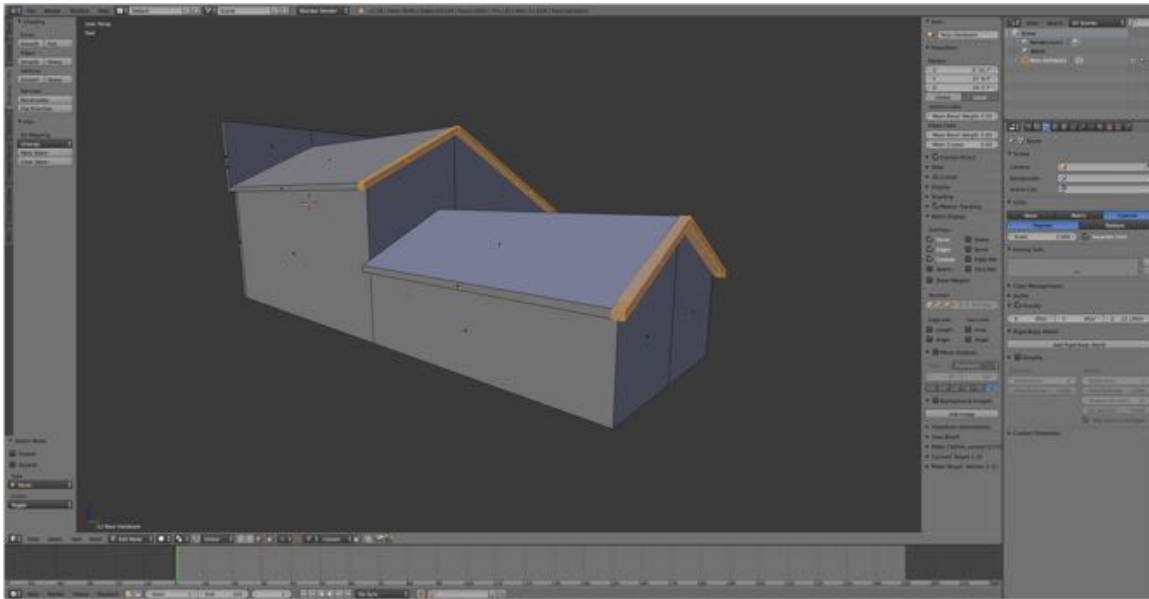
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- And, I **added two edges** to facilitate filling in the **back of the façade**.



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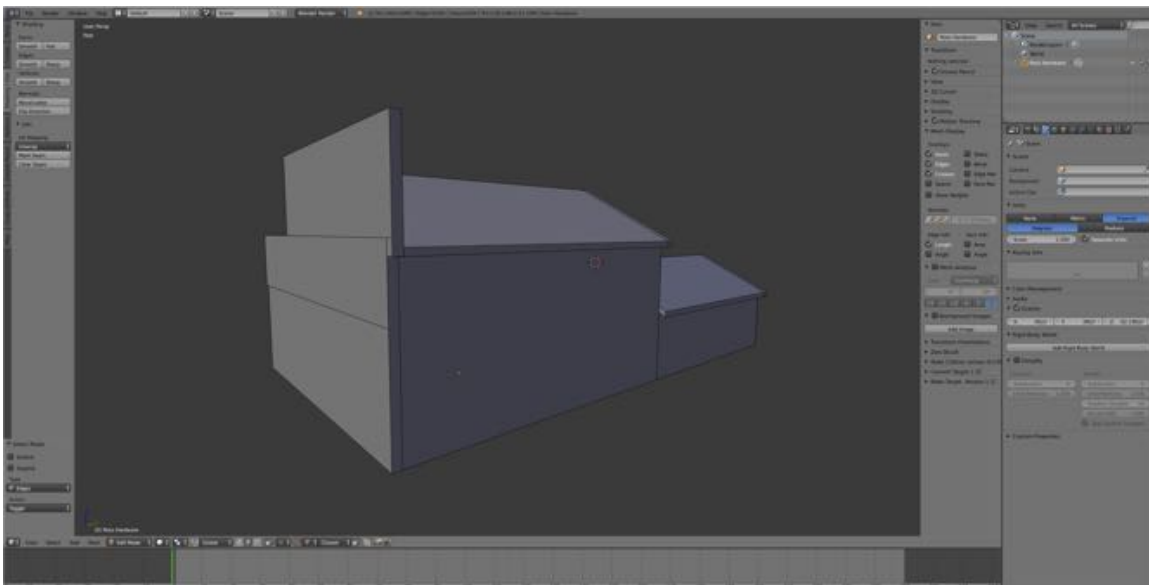
- I also had not extruded the roof 1 foot to **form the rear eaves** of the **store or Tinsmith's shop**.



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Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to incrementally increase your file name “**RossHardware07.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**.



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