

Assignment 4 – Architectural Mass Modeling

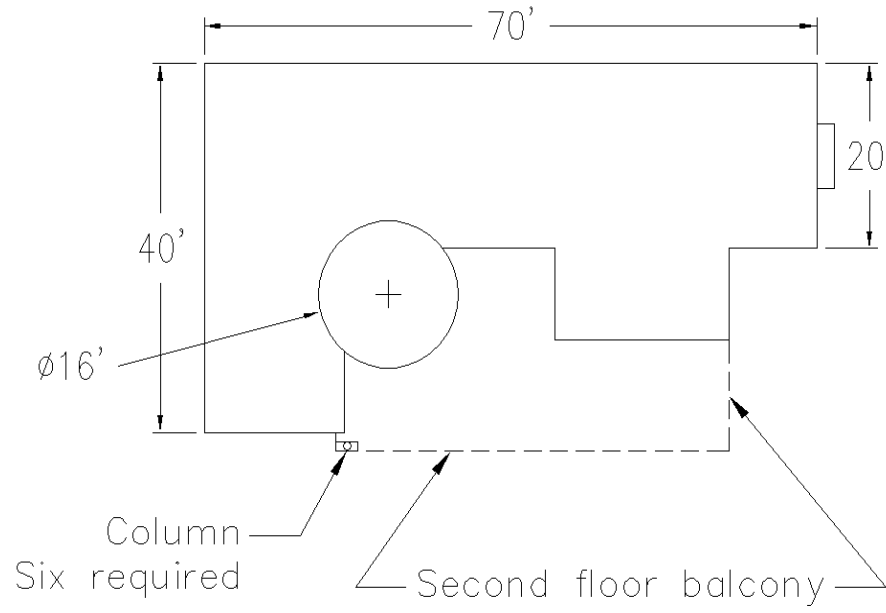
Objectives:

Become familiar with 3D solid modeling construction techniques.

Procedure:

1. Create a 3D Mass model of the house shown on the following pages.
 - The Floor plate has been provided (
 - The Roof overhang is 2 feet. Balcony walls and Floor slabs are 6 inches.
 - The lofting profiles for the columns have been provided.
 - It will be one solid, on its' own layer.
 - Estimate any missing dimensions.
2. Imprint rectangles to add two Doors and four Windows, on three different faces
 - The two Doors are to be 36 inches wide by 80 inches in height. They will be aligned to the bottom of the building.
 - The four Windows are to be 40 inches wide by 60 inches in height.
3. Use Solidedit, Color faces option for the following:
 - Roof faces to Color 11.
 - Four Windows to Color 60.
 - Two Doors to Color 110.
4. Create a four view drawing (see the last page):
 - Use Flatshot for the three orthogonal views; include Obscured edges; set the linetype to Hidden for Obscured edges; set unique color for Foreground and Obscured objects; include Tangential edges.
 - Add a viewport to show the Isometric view; set it to Perspective mode; use the Conceptual Visual style; do not lock the viewport.
 - Use appropriate scale for Orthographic views so they fill the page; ensure they are aligned properly; lock the viewport(s).

- Use an appropriate layer for the viewports; they should not plot; adjust linetype scale on the layout.
- No dimensions are required.
- Fill-in the attributes (double click on the titleblock) for Designer, File Name, and Scale.



Assignment #3 Scale: NTS

