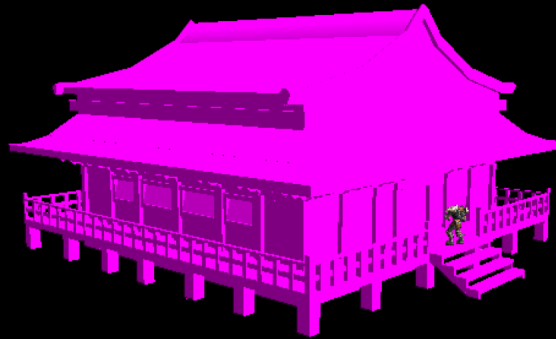
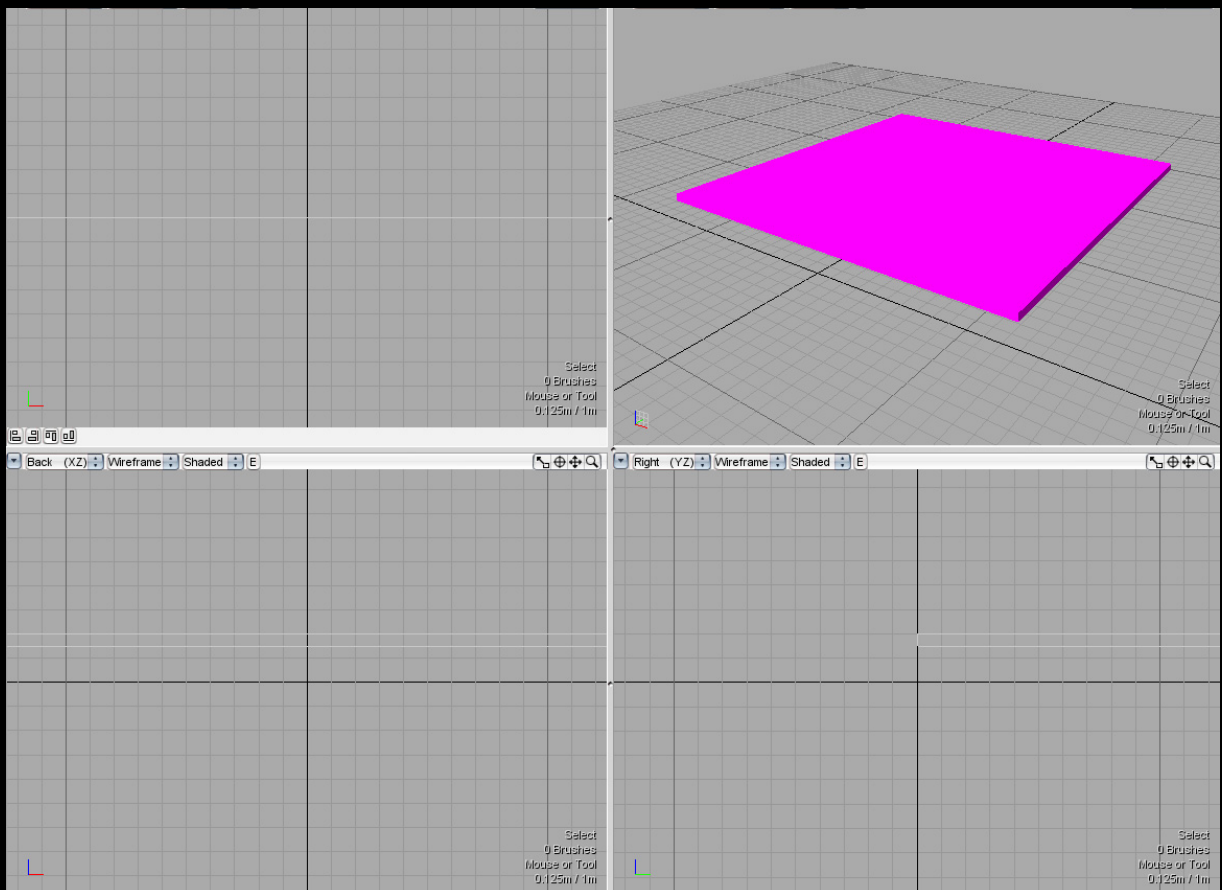


How to make a Japanese style house.

Thanks to Peter Vieira "Greenwu"!

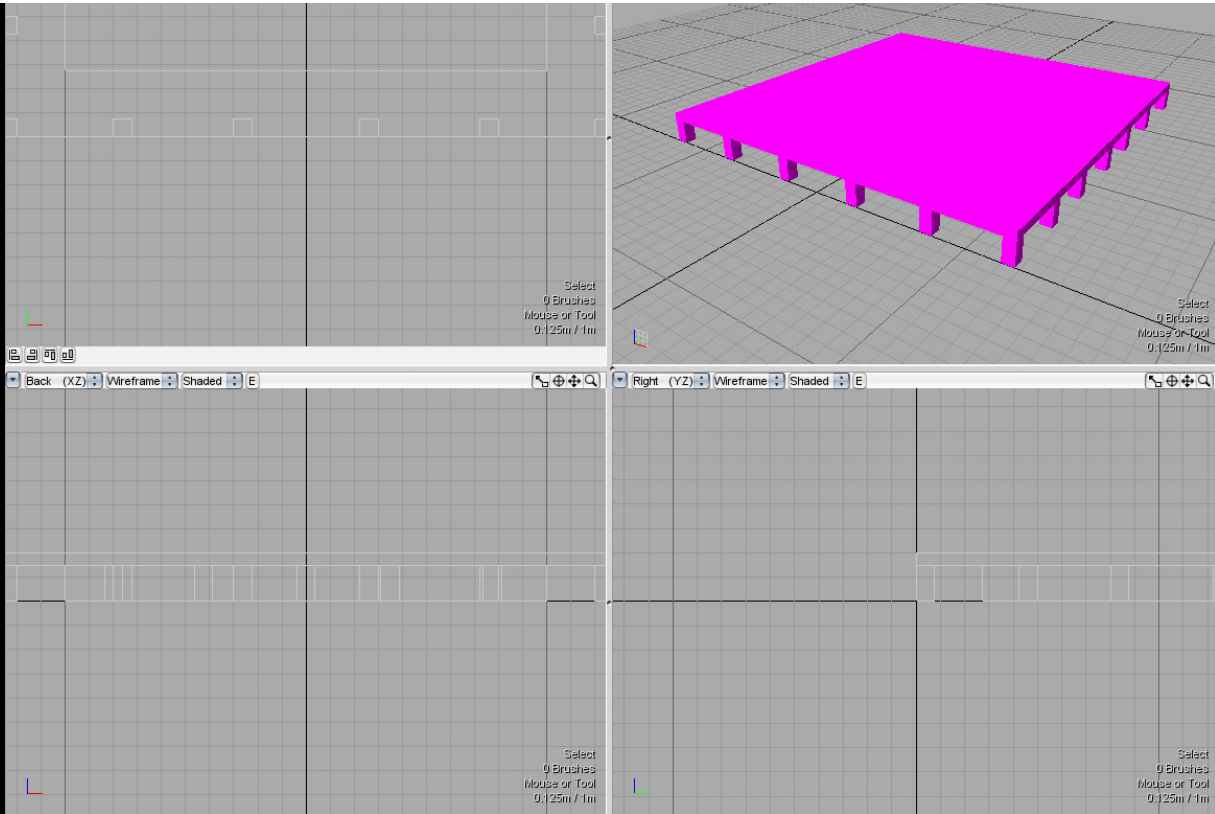


To start of make the floor for the house. Make sure it's square.

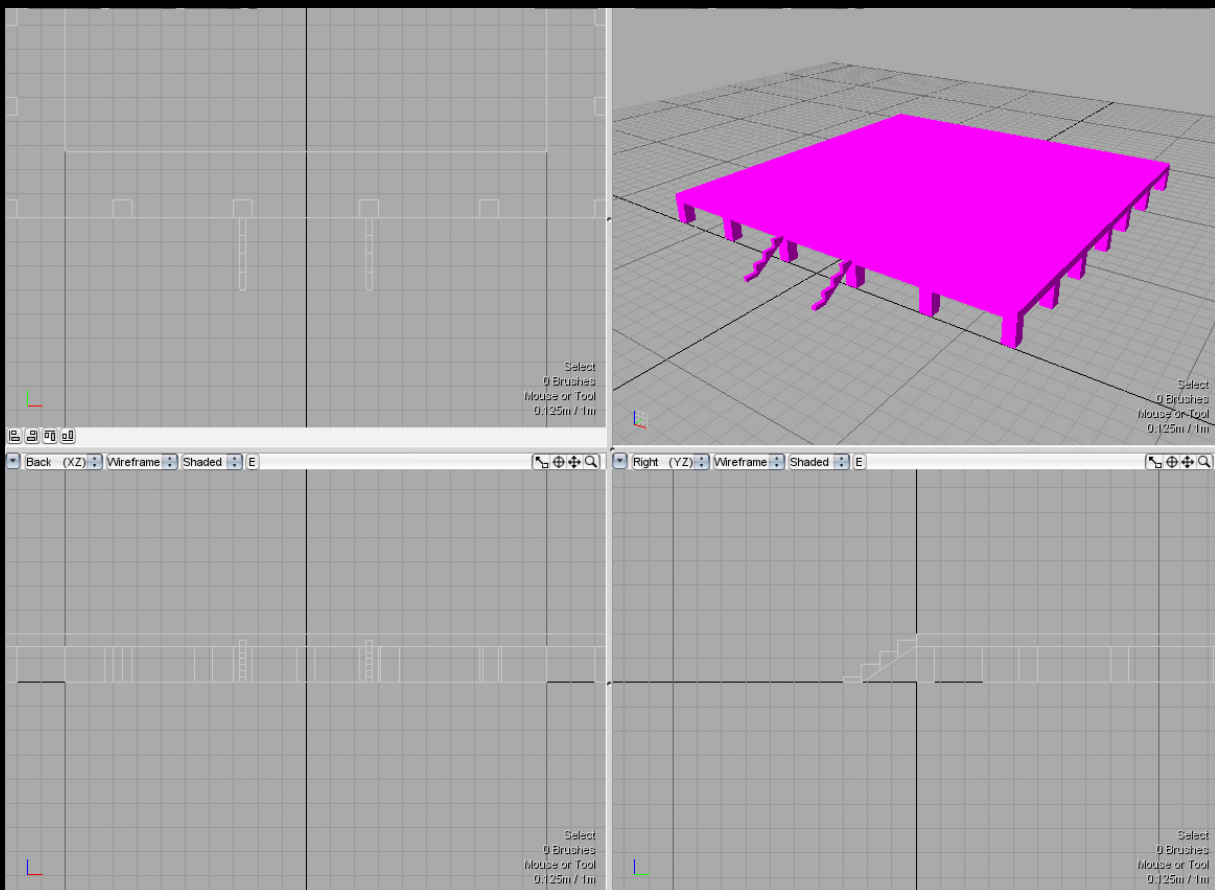


Now add supports under neath the floor. Make sure they are evenly spaced, use the linear clone tool.

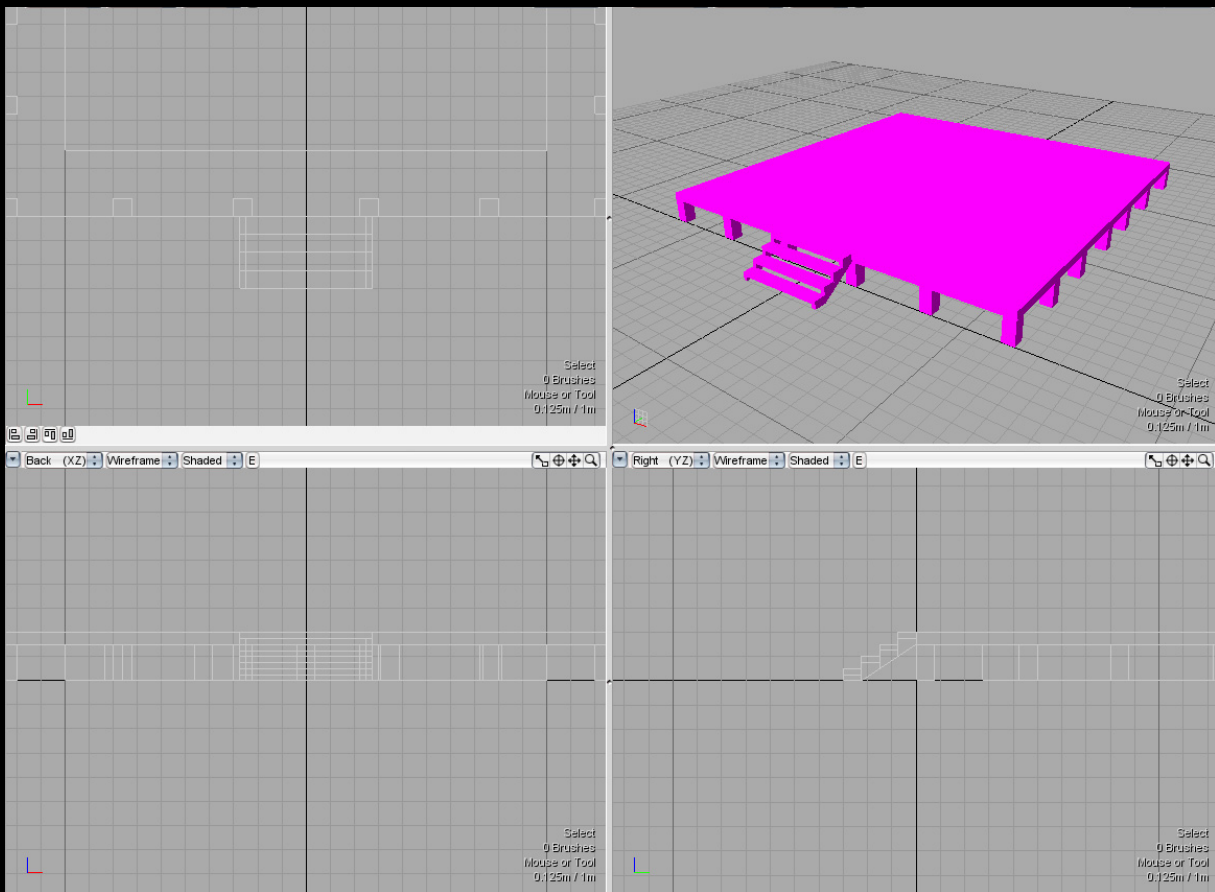




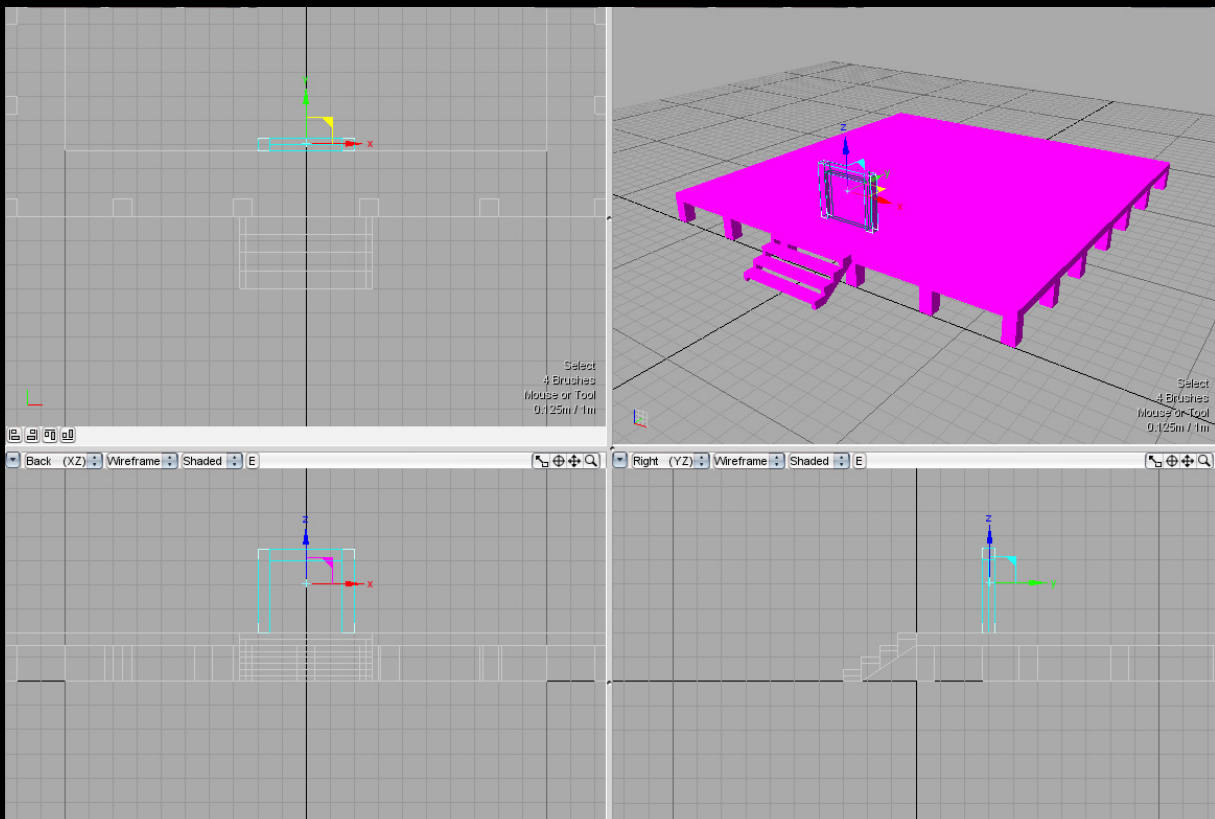
Now make the supports for the steps. Use 3 triangles and a cube, like the ones shown in the picture.

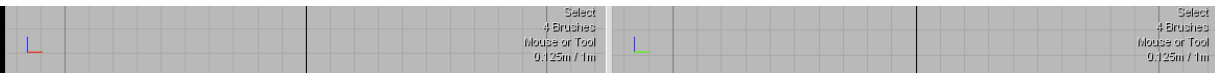


On top of the supports add the stairs, use cubes.

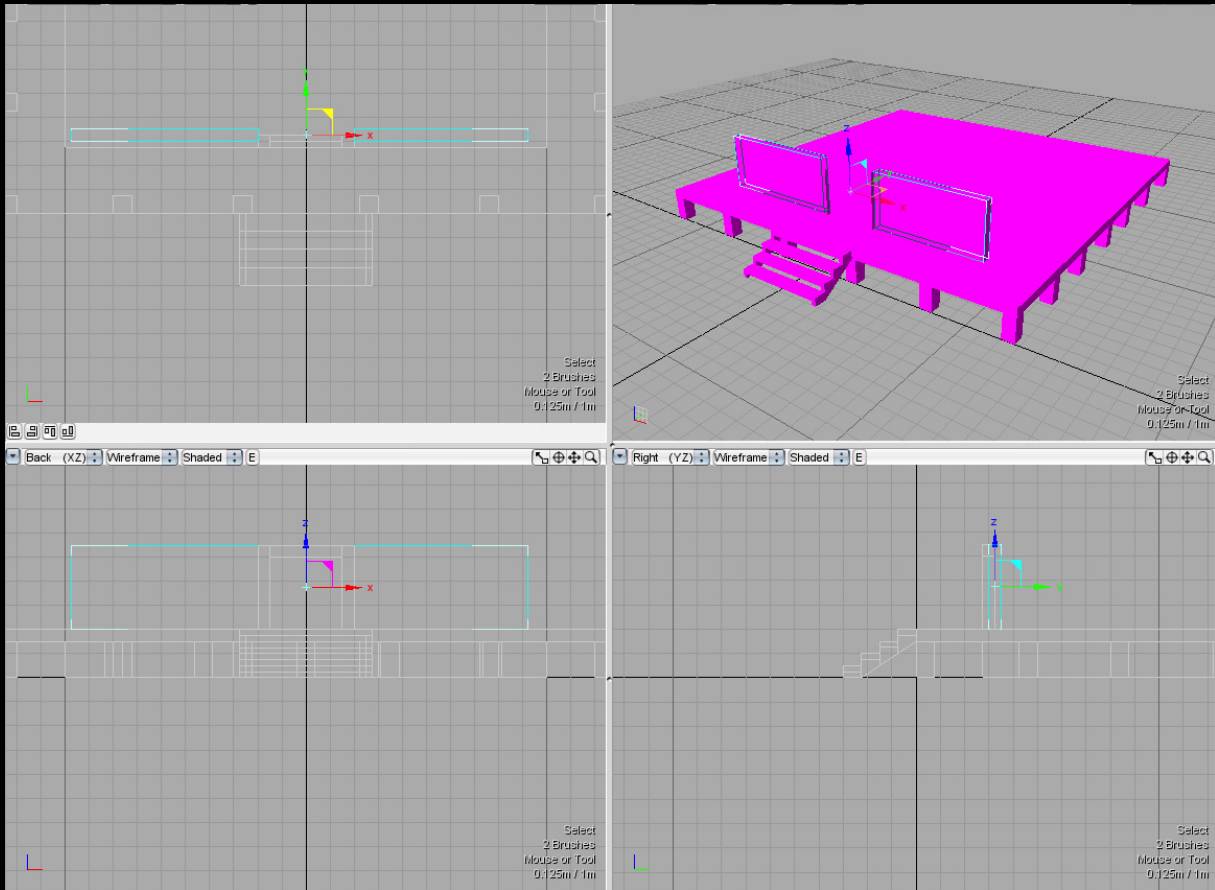


Now add the door centered in front of the stairs. Also add a frame around the door. You may need to edit your grid spacing in order to get a good size (properties panel/prefs/gridspace). Make sure to use numbers that fit to the rest of your brushes such as 1, 0.5, 0.25, 0.125 etc.

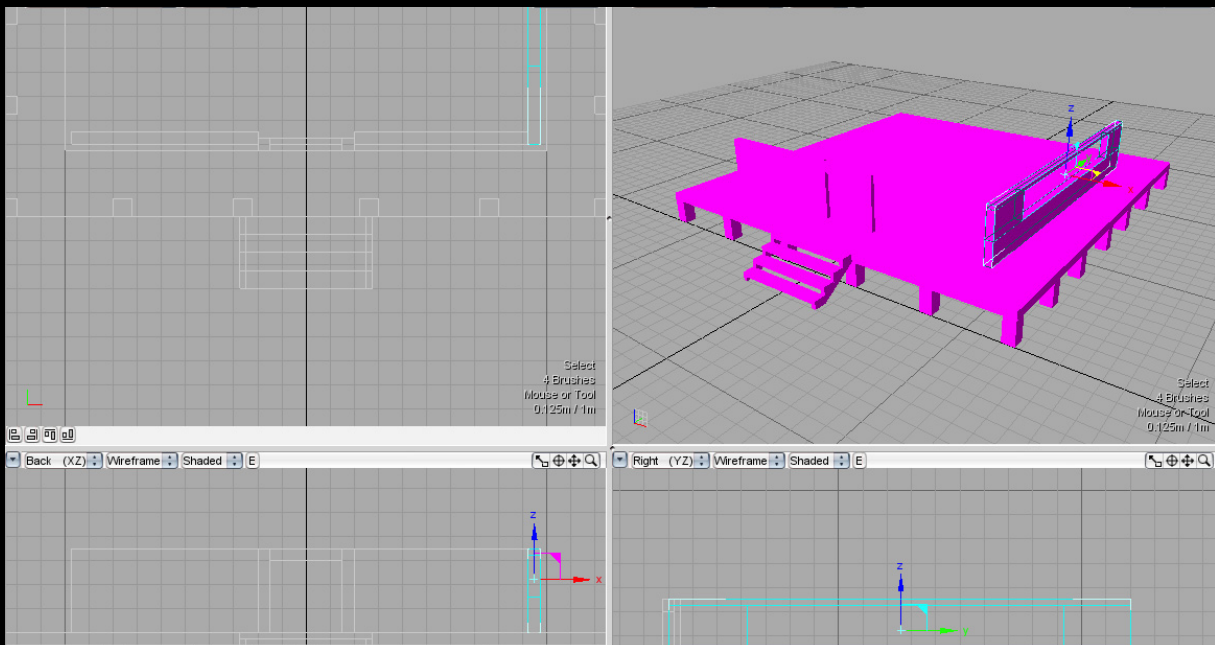


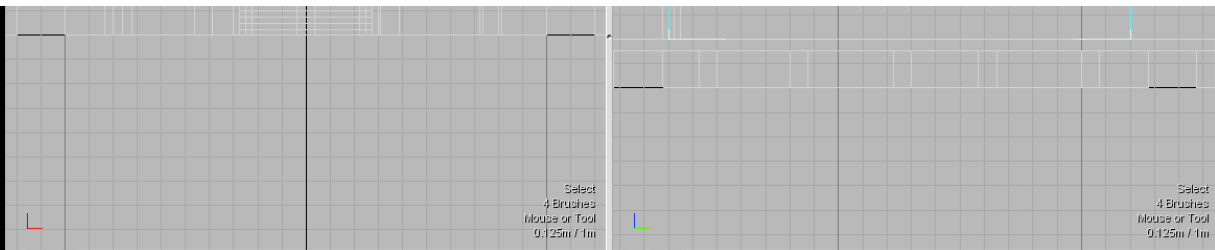


Add two walls next to the door. Make sure that the space between the door and the stairs is equal all of the way around the house.

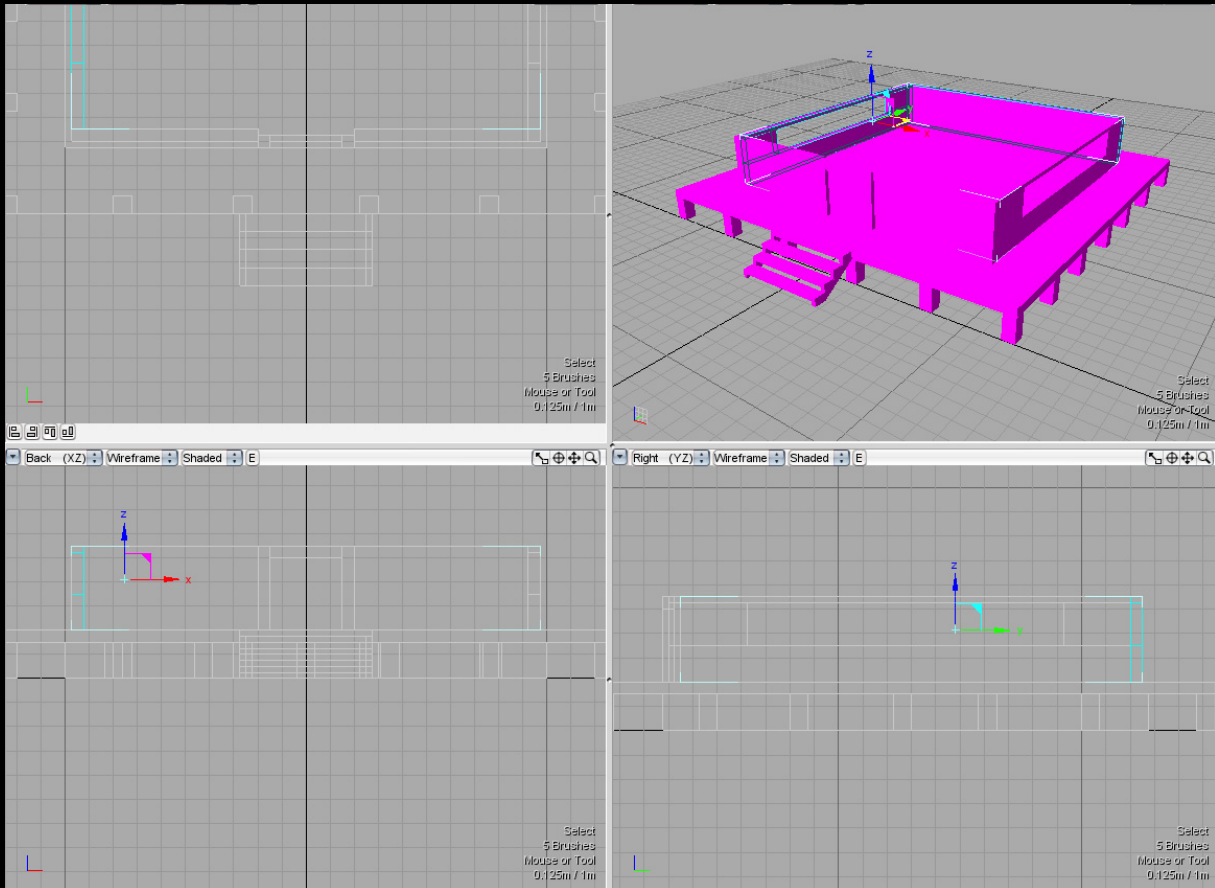


This next step may not make sense at first but it will closer to the end. Add a cube for the side wall make it about half the hight of the entire wall. Also add a small section along the top of the wall. Add 2 sections on the end of the wall like the ones shown in the picture. The length of these sections depends on one of the next steps so if you want to come back and make it or skip ahead go ahead and so.

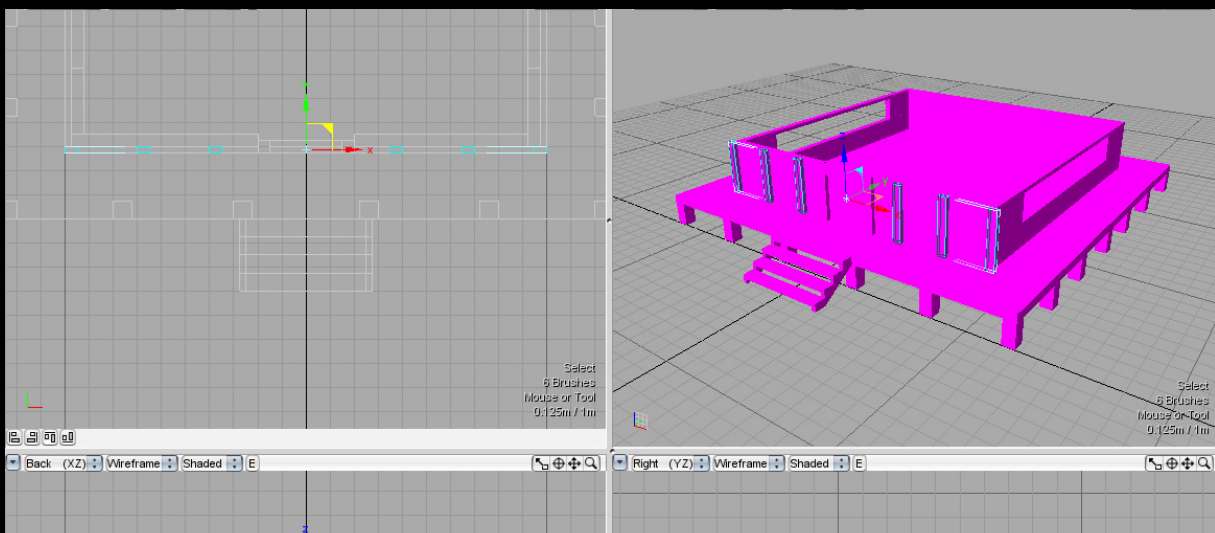


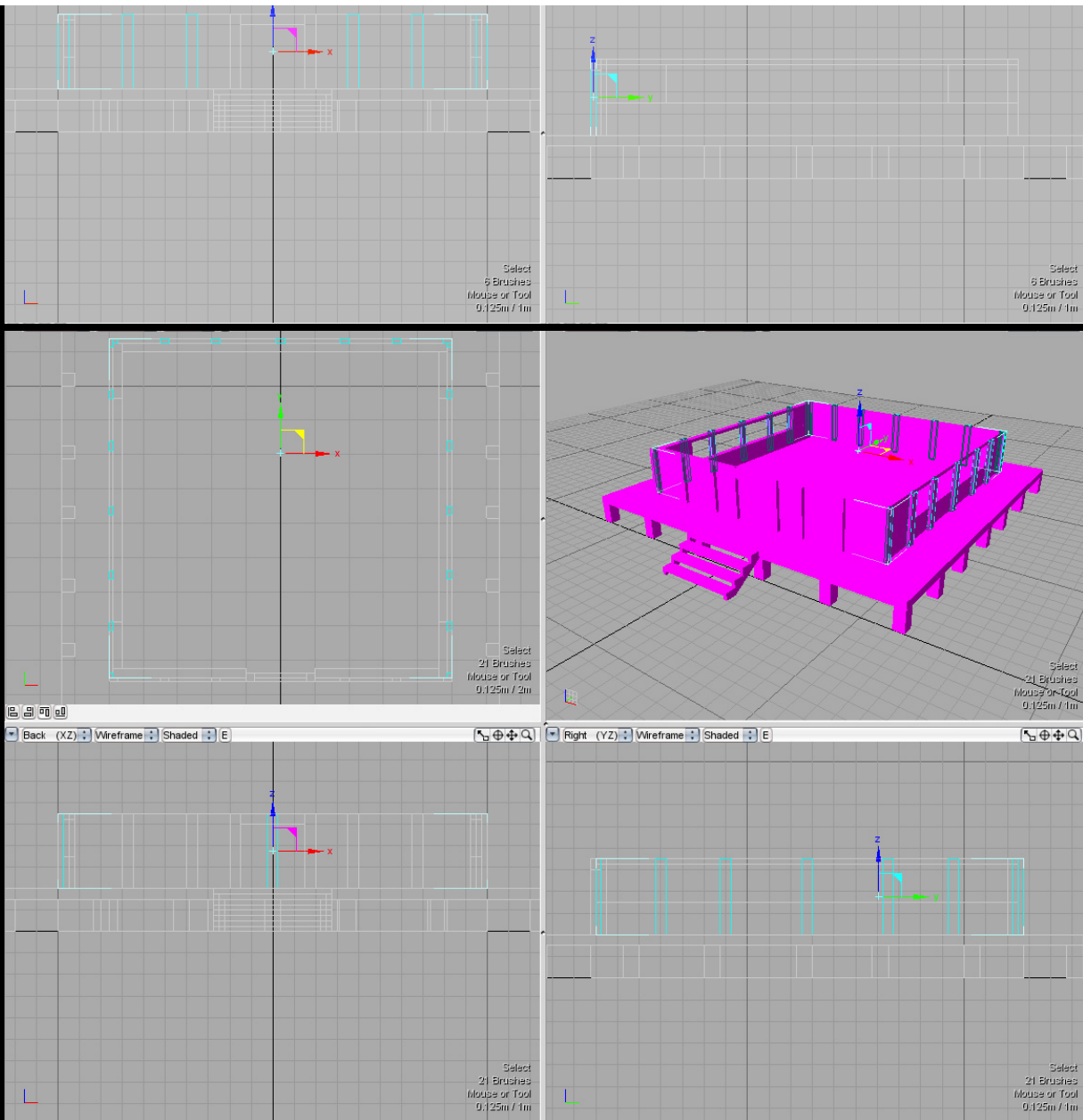


Duplicate the wall just made onto the other side. Also add a back wall.



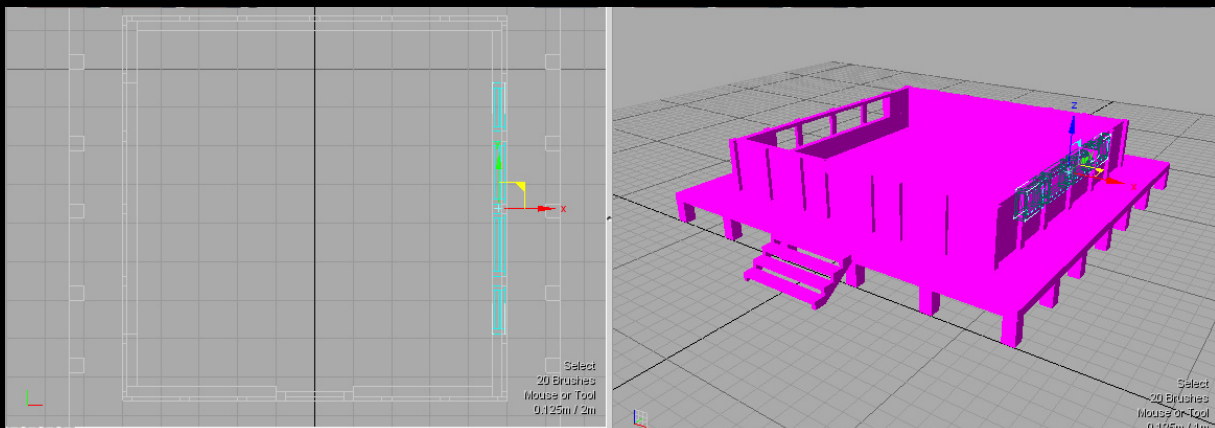
On the front of the building add some vertical “beams” make sure they are evenly spaced. Do this to the other 3 sides as well.

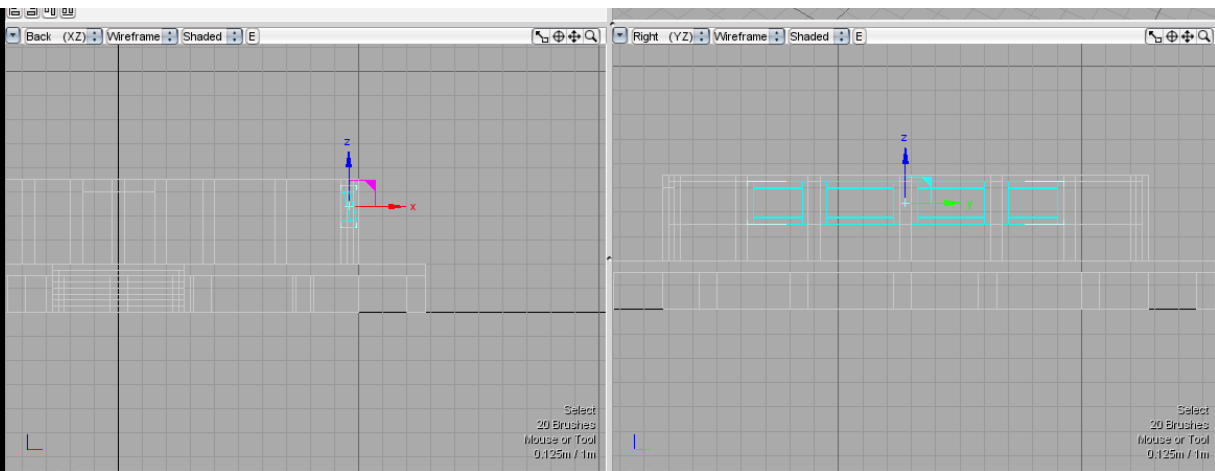




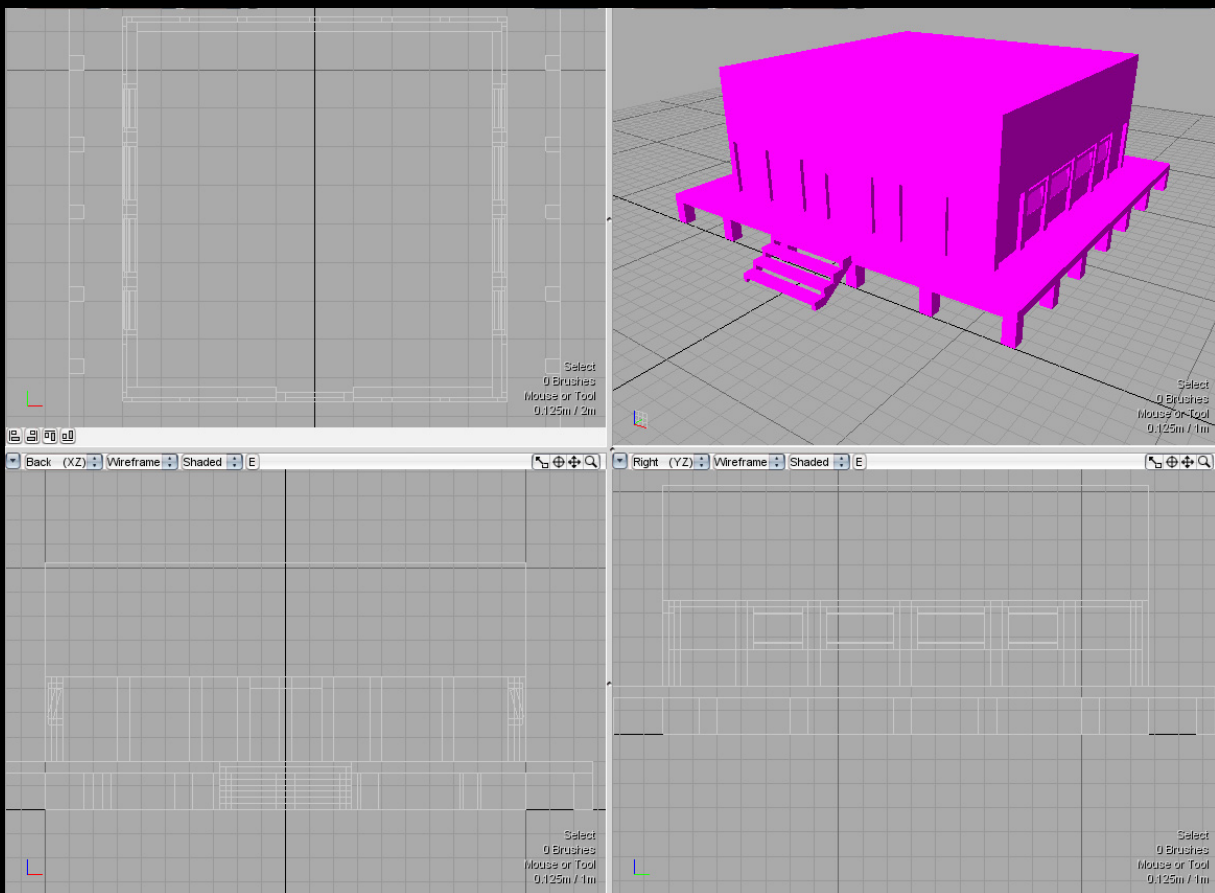
As you can see in the picture above the wall pieces made earlier need to fit correctly with the beams.

Add window frames into the spaces between the beams. Then add window fitting into the spaces and rotate them to an appropriate angle.

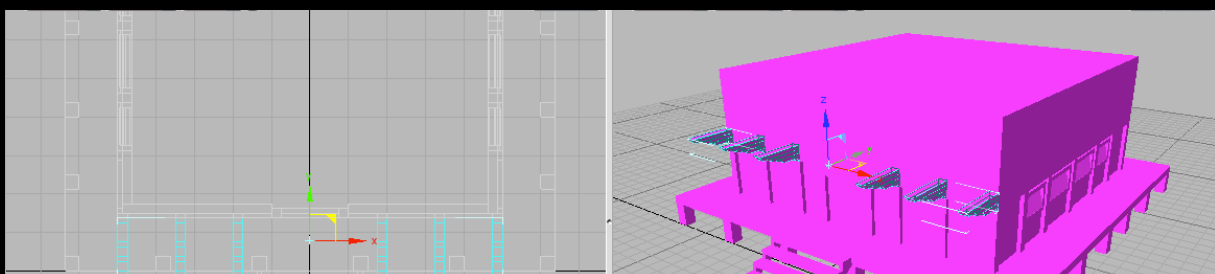


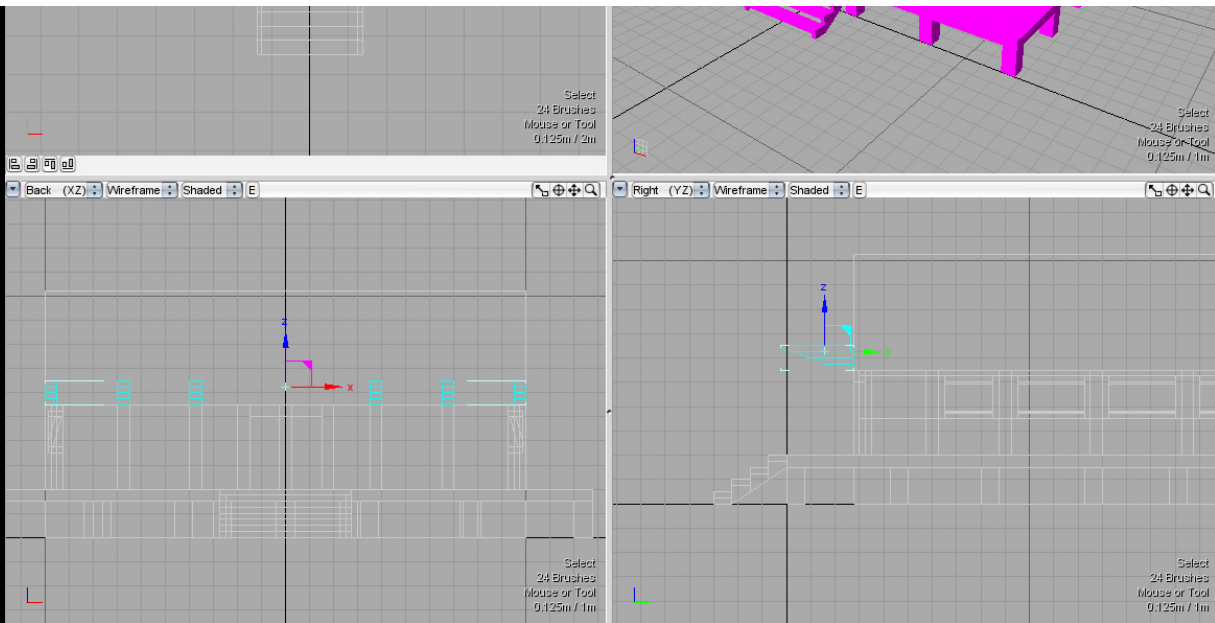


On top of the walls add a cube with about the same height as the walls.

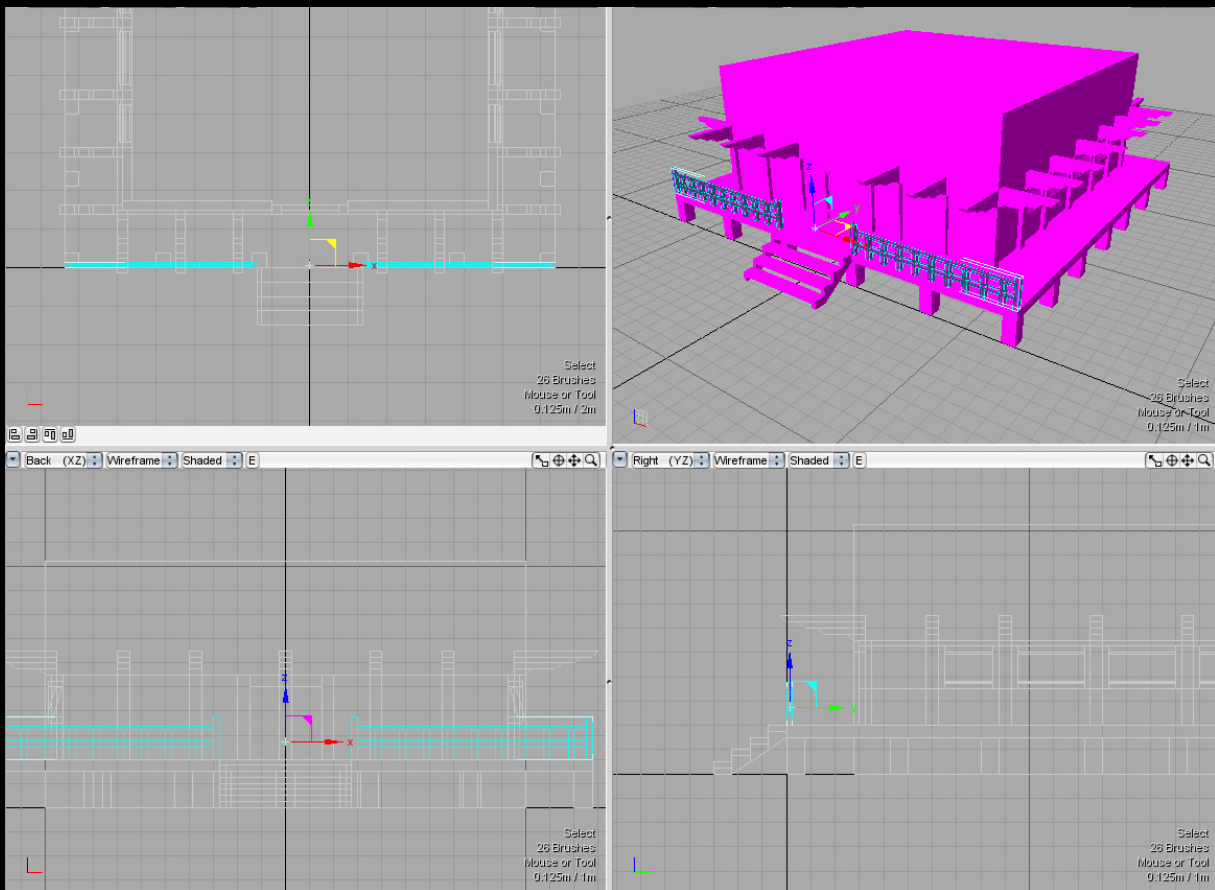


Add 4 layered extruding cubes onto the front of the building. Select the top one and with the vertices tool select the 2 bottom front vertices and pull them inward to form a 45 degree angle. Do this to the other 3 leaving some room in their lengths. The last one should be a triangle. Evenly distribute these across the front.

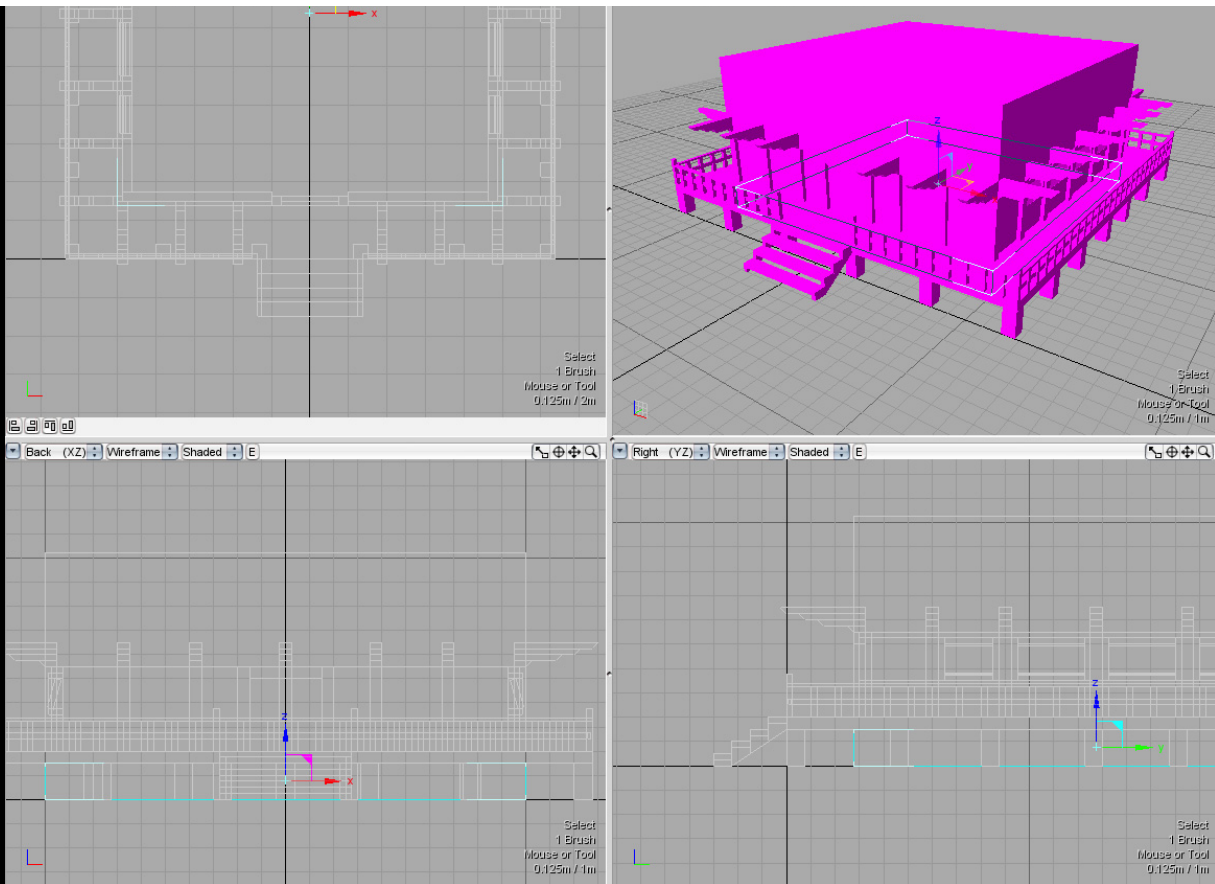




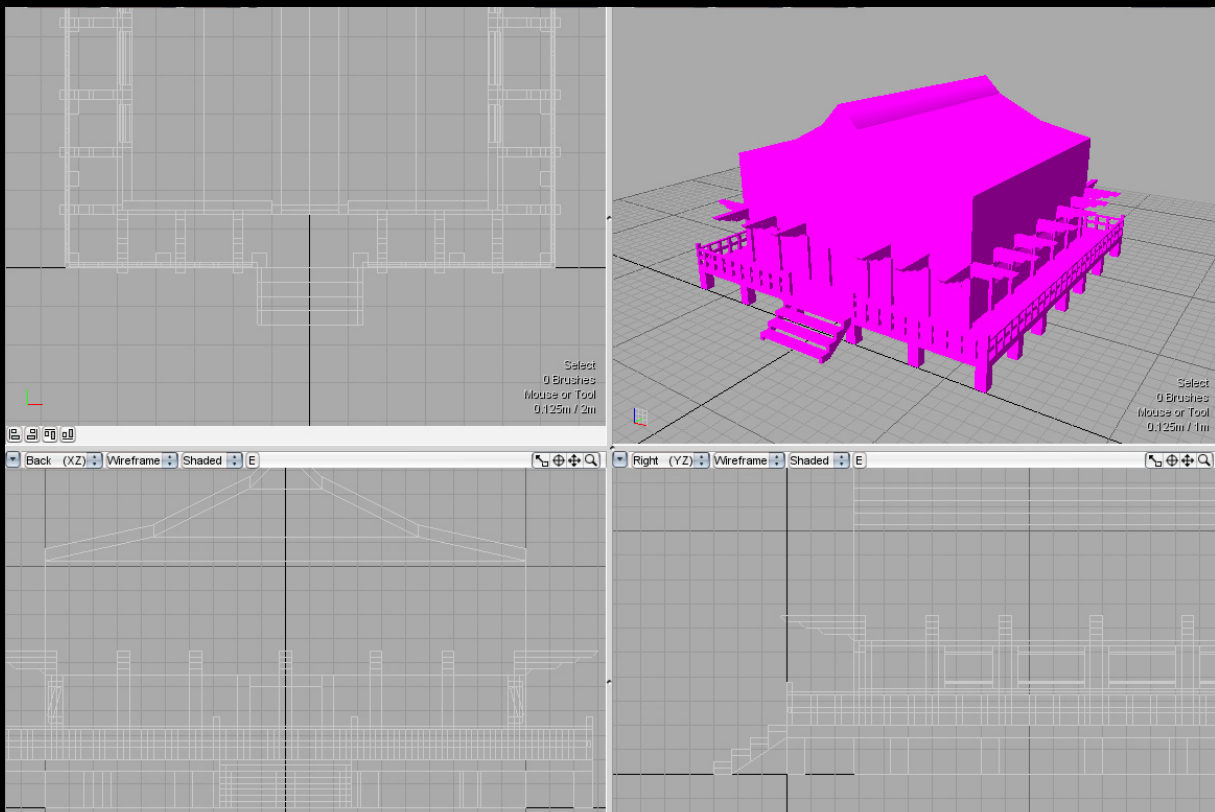
Duplicate the objects made in the last step all the way around the building. Now, for the railing there will be 4 posts across the front these 4 posts are the tallest (there will also be 2 in the back). Create these posts at the corners of the floor and next to the stairs. In-between these posts there are many smaller posts make sure they are evenly spaced. Next add a rail across the top and then a rail going through them. Do this for the other side and then duplicate it to the other sides. (the front railing will have a space in it for the stairs, the others should not)

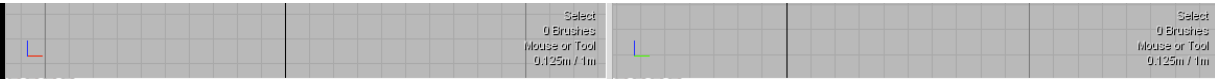


Don't forget to add a base under the house with the same size as the house itself.

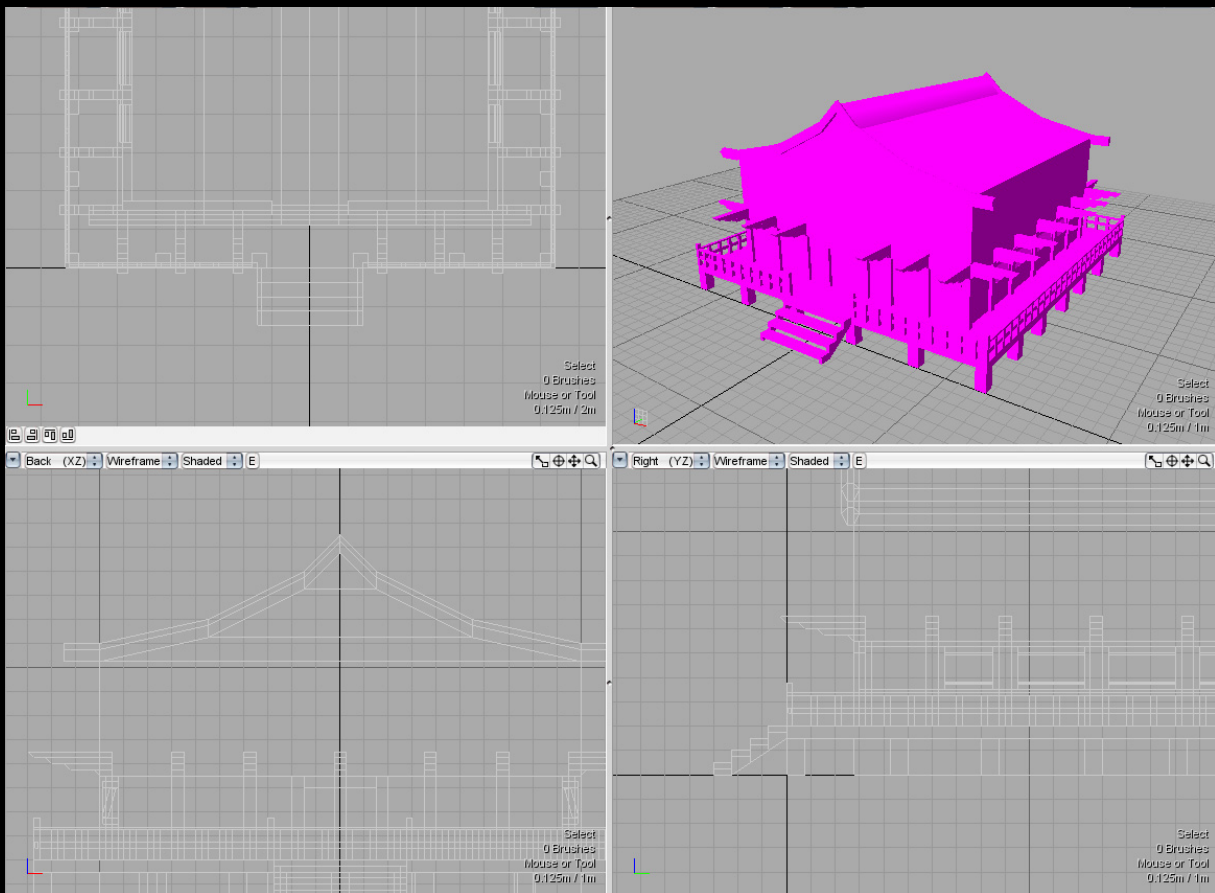


Add 3 cubes on top of the roof which equal about half the size of the cube under it. The bottom cube make smaller (in height) than the second and the third cube also smaller than the second. Change the selection mode to vertices, select the vertices of the top of the first cube and the vertices of the bottom of the second and move them inward on both sides, equally. Do this upward until you have a slop that looks like the one in the picture.

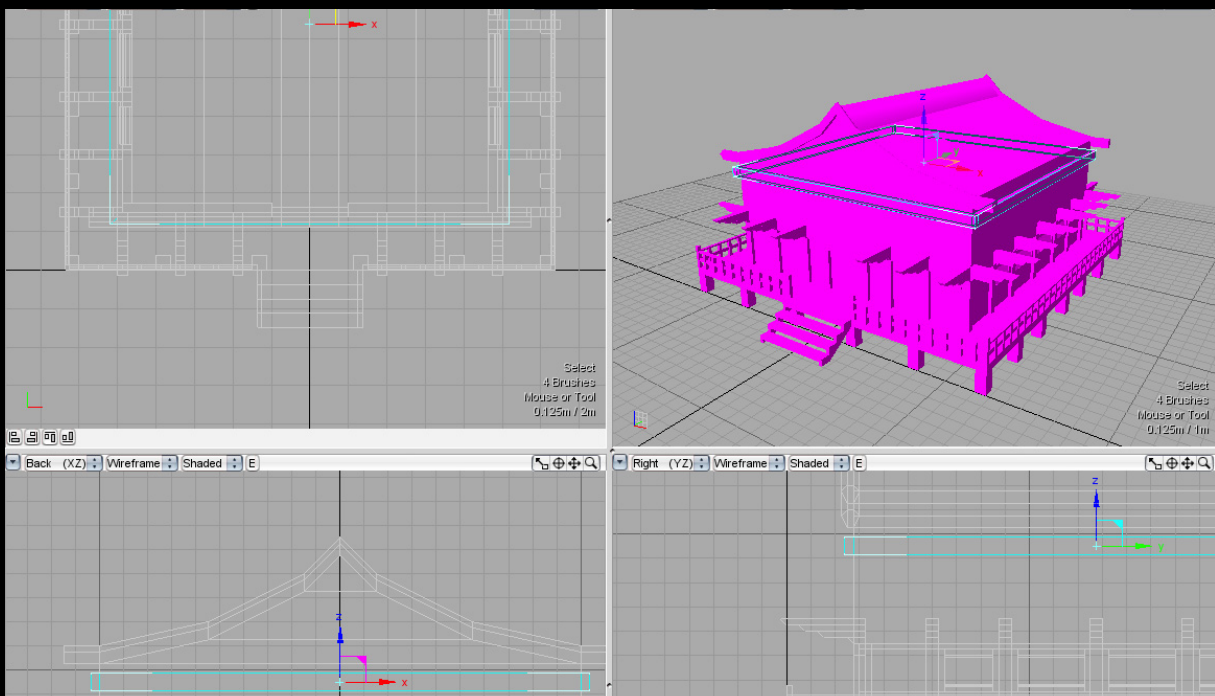


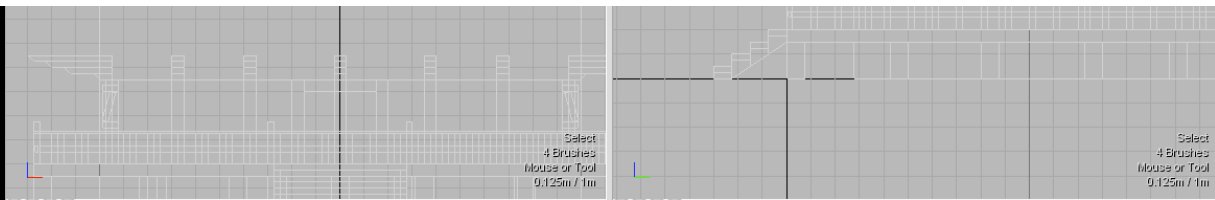


If you want to add beams along the edge of the roof use the same method as the previous step but using cylinders. (be careful doing it this way, it is possible to end up with incorrect geometry)



Add a border around the upper part, just below the roof use cubes.





For the next step use 3 cubes that are more than the length of the house and the width that you would like the roof to be. Make the first one (the one touching the roof) 45 degrees. The second add a few degrees maybe 15, and the third make flat. These should all be intersecting each other.

With the first one selected and using the knife tool cut the section that intersects with the house and delete it. Next select the first and second and cut across there intersection point (directly where they intersect, anywhere else could mess up the roof) use an angle that is equal on both sides. Delete the extra after you cut it. Do this step to the second and third pieces as well.

Duplicate all of these pieces around the building and then select them all. Using the knife tool again cut across the house so you cut the corners delete the extra and the roof is finished.

