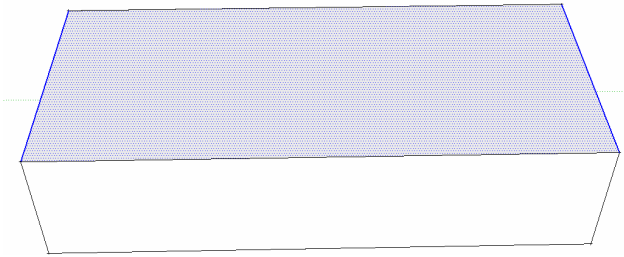


Instant Roof

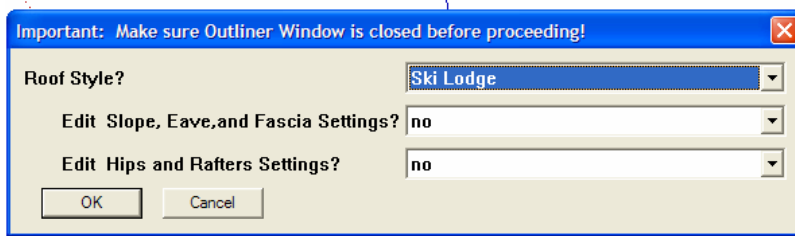
Example: Dormers



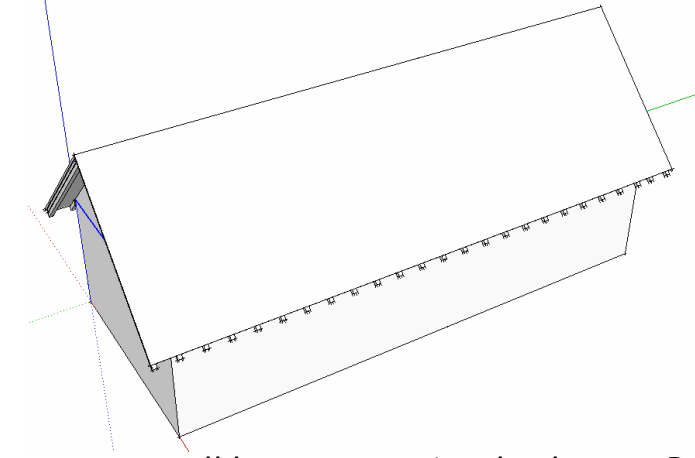
1. Draw a box representing a building. Select the top face and 2 opposite edges as shown:



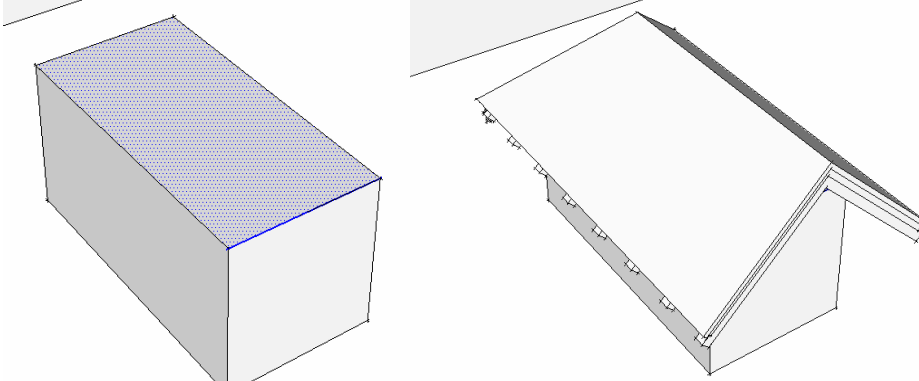
2. Choose **“Plugins/ Instant Roof/ Make Roof”**. In the pop-up menu, then choose **“Ski Lodge”** from the **“Roof Style?”** pull down menu.



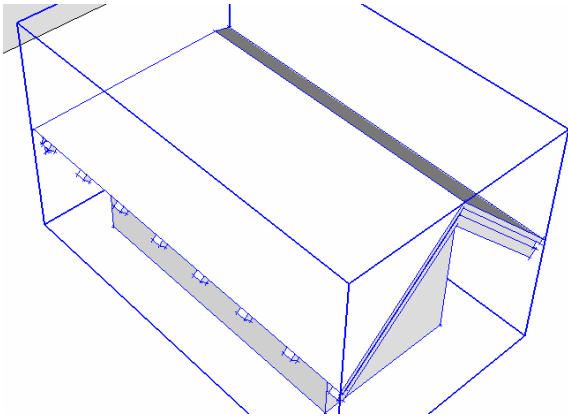
3. Choose **“OK”** to generate the roof:



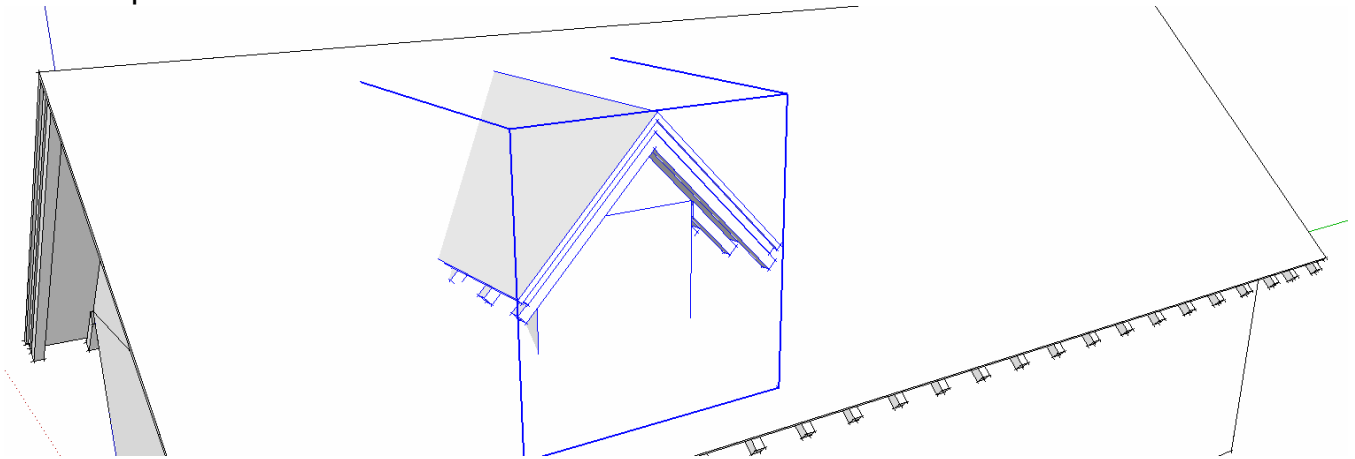
4. Draw separate small box representing the dormer. Repeat steps 2 and 3 to generate its roof:



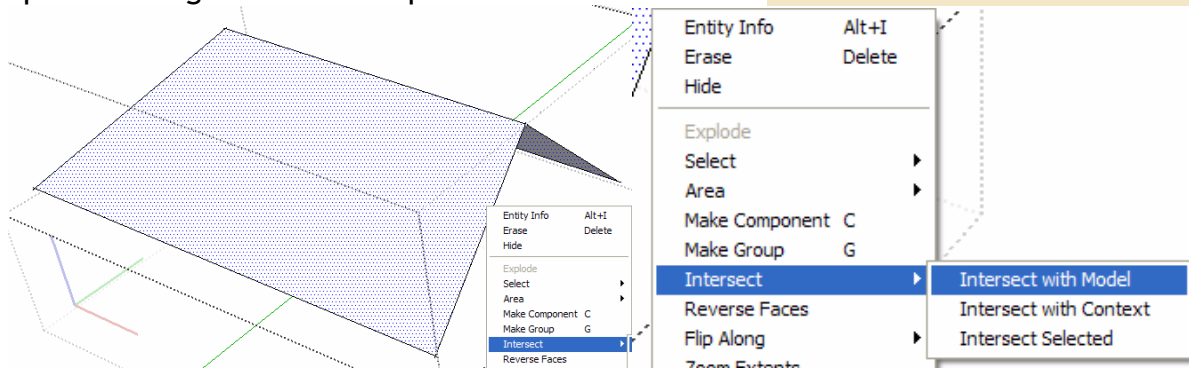
5. Select all the dormer entities and make them into a component by choosing **Edit/ Make Component**



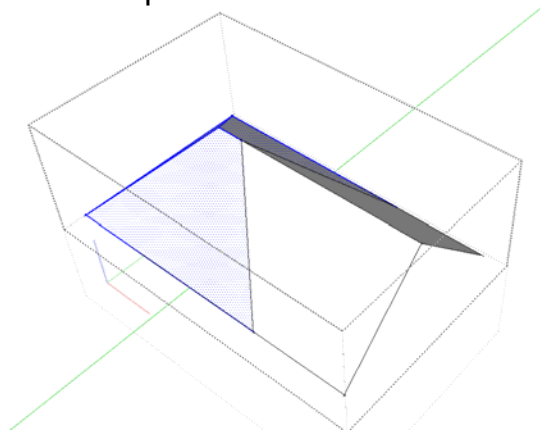
6. Move the component to a location on the roof face.



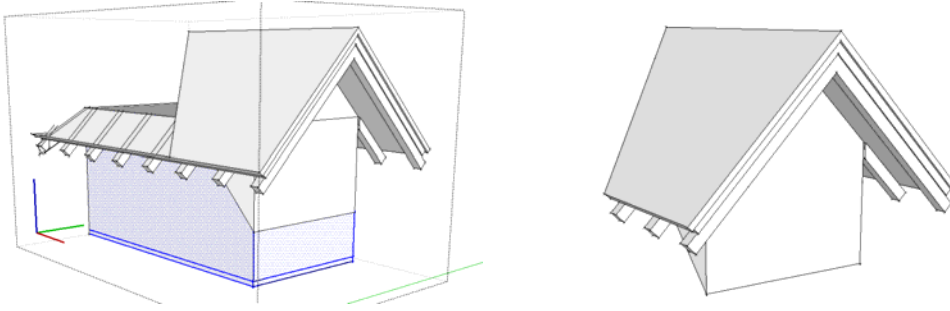
7. Double click the component to open it for editing. Then double click the roof top to open the group for editing. Select the top roof faces and choose **Intersect/ Intersect with Model**.



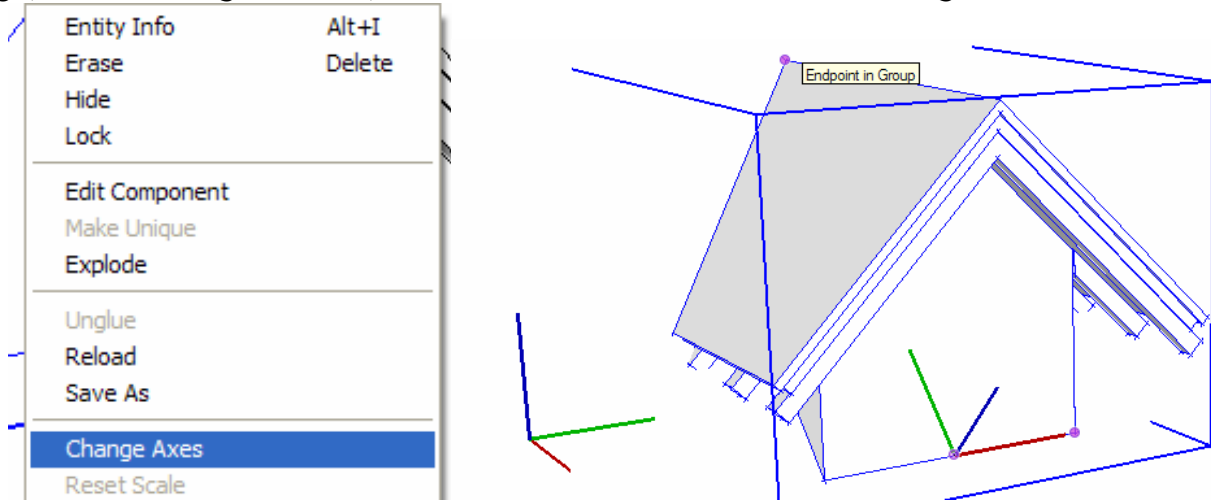
8. Erase the rear portions of the roof face.



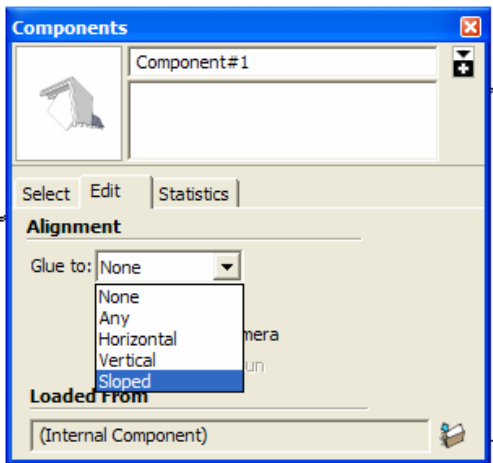
9. Do the same for the dormer walls, the fascia, and the eave underside



10. Right-click the component and choose **Change Axes**. Select the mid point along the bottom edge, the lower right corner, and the intersection of the dormer ridge and the main roof.



11. Open the Components window, select the new dormer component and choose **edit**. Under **Glue to:** choose **Sloped**.



12. Multiple copies of the dormer component can now be glued to the roof.

