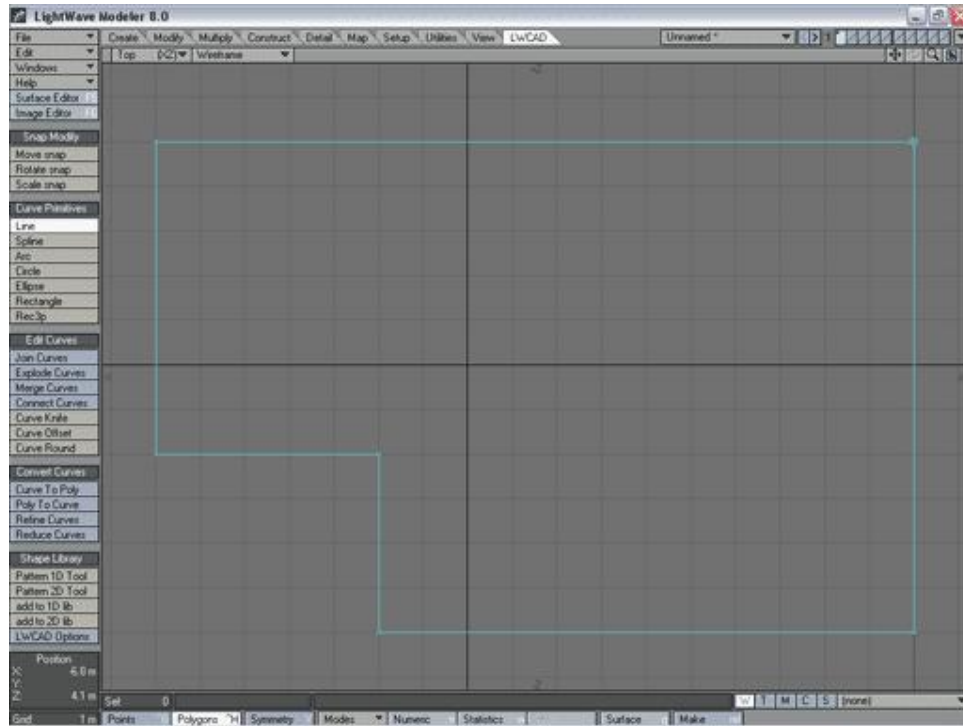
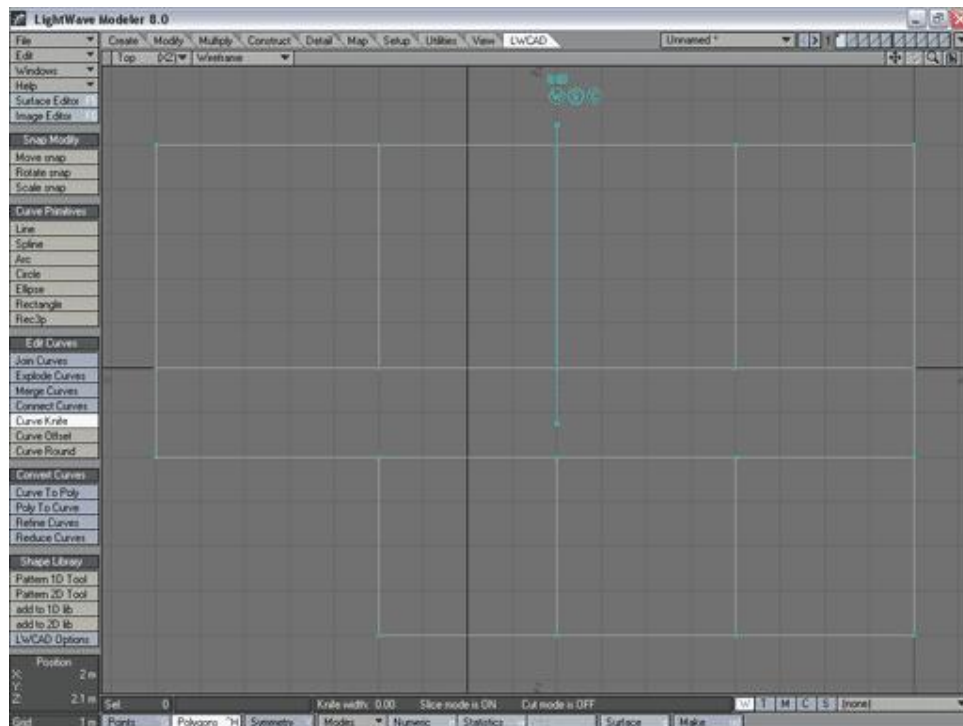


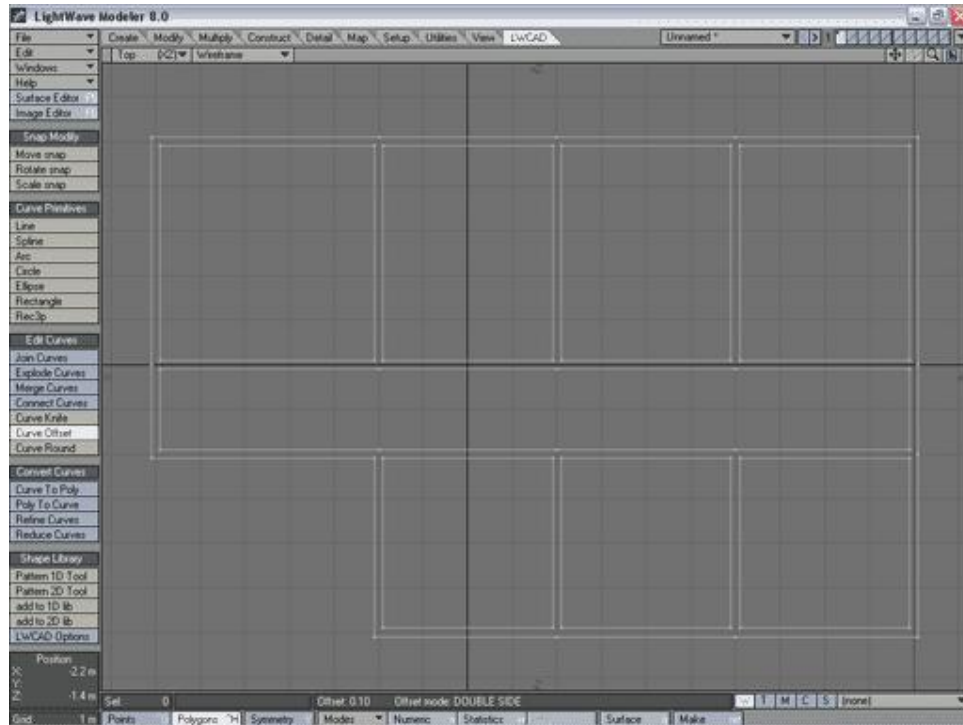
1. Use Line Tool. Create outline of the building ground floor.



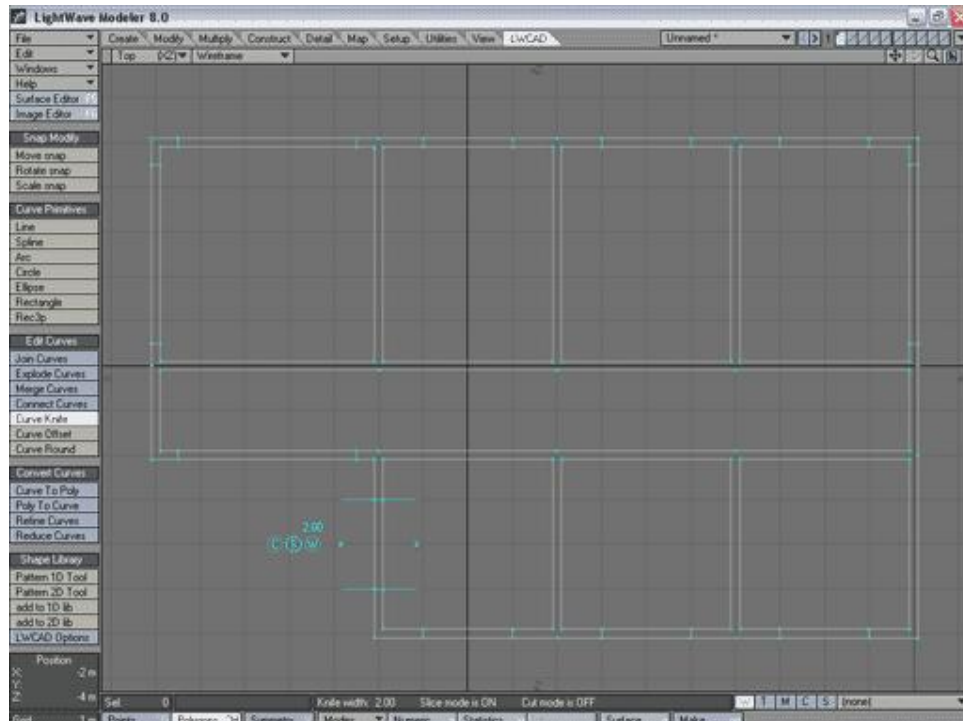
2. Use Curve Knife Tool with slice mode ON.
Cut the ground floor and create the room's walls.



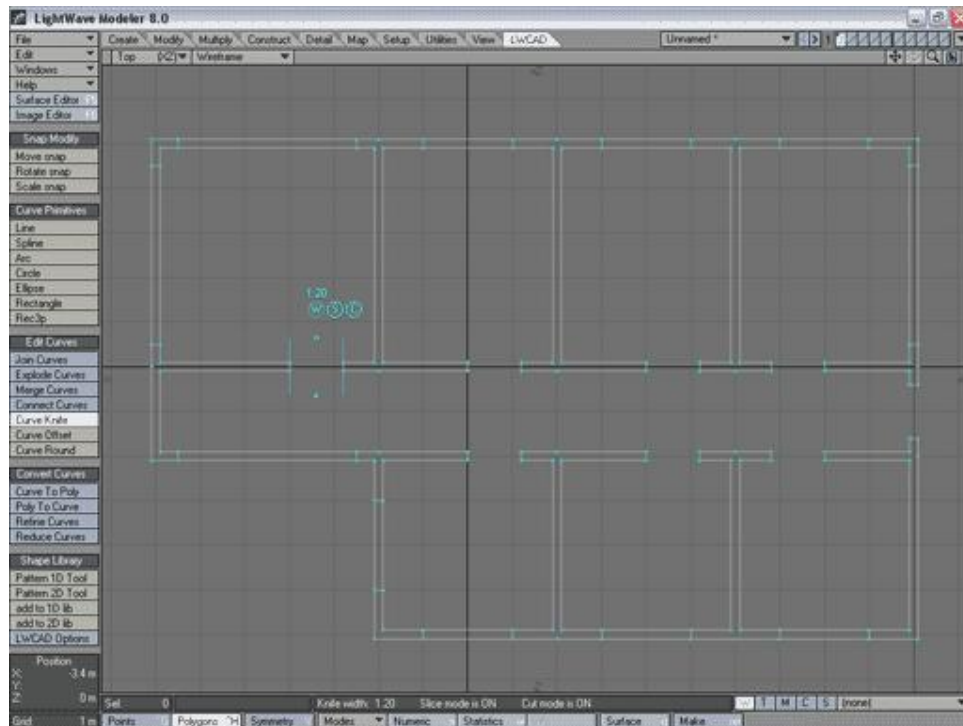
3. Use Offset Tool with double side mode ON.
Apply offset to all layer.



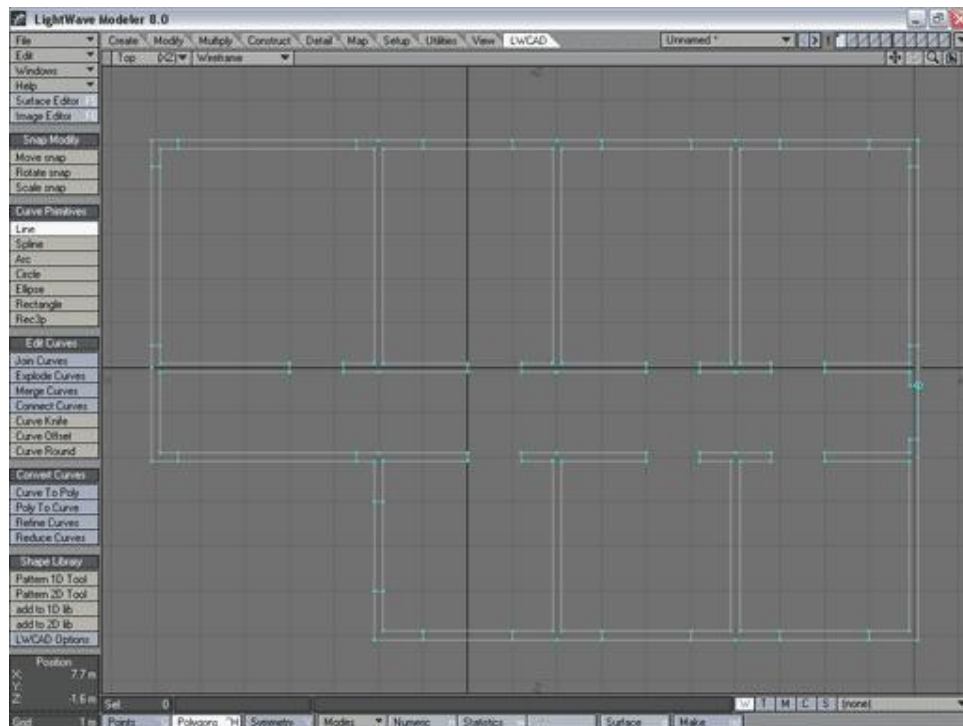
5. Use Curve Knife Tool with slice mode ON.
Cut the walls on the right places and create the windows.
Set knife width parameter with appropriate width of the windows.



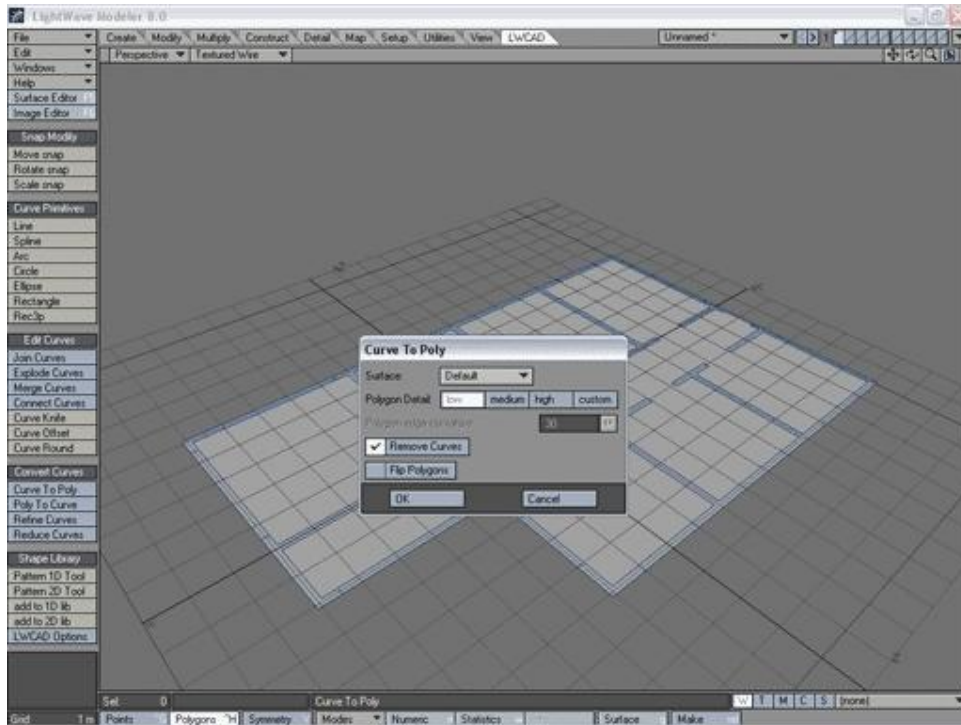
6. Use Curve Knife Tool with slice mode and cut mode ON.
Cut the walls on the right places and create the doors.
Set knife width parameter with appropriate width of the doors.



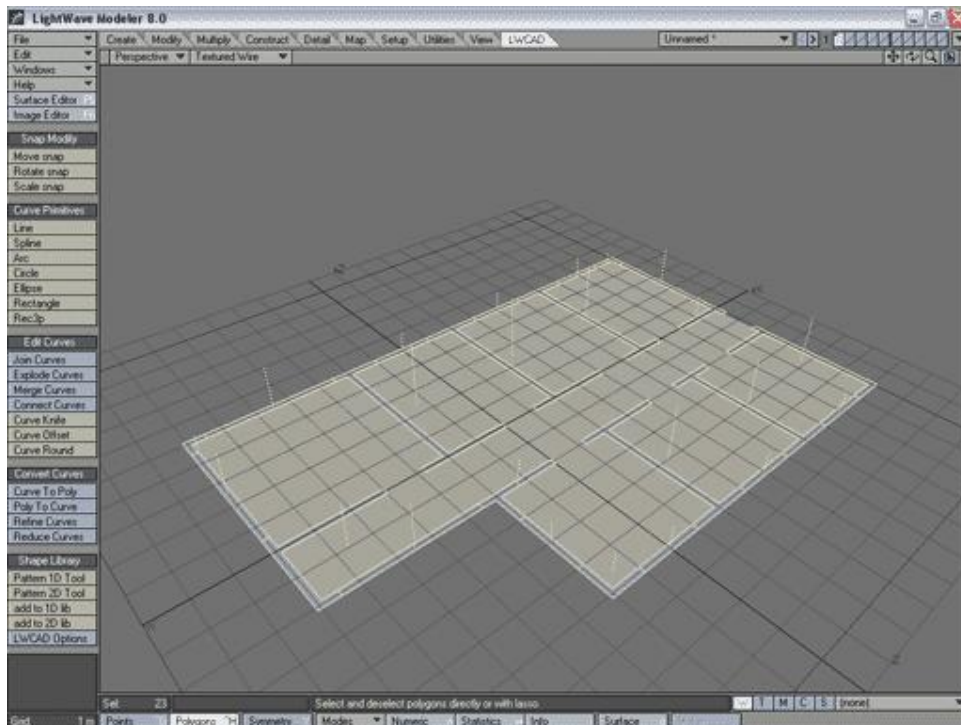
7. Use Line Tool. Close the floor plan with the line in place of the entrance door.



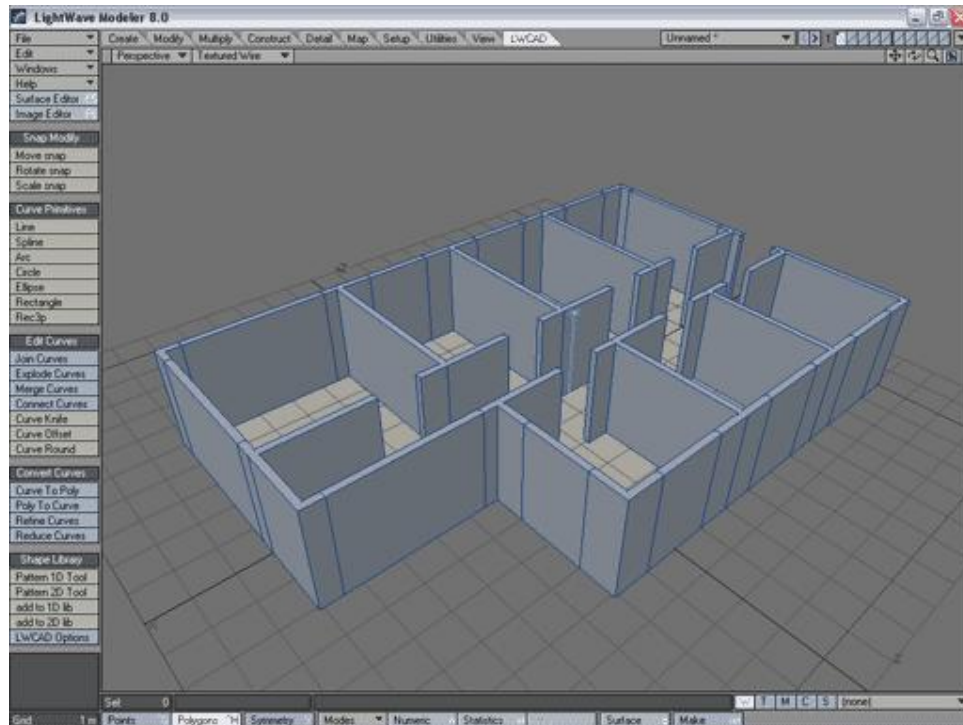
8. Use Curve to Poly Tool.
Apply to all the layer.



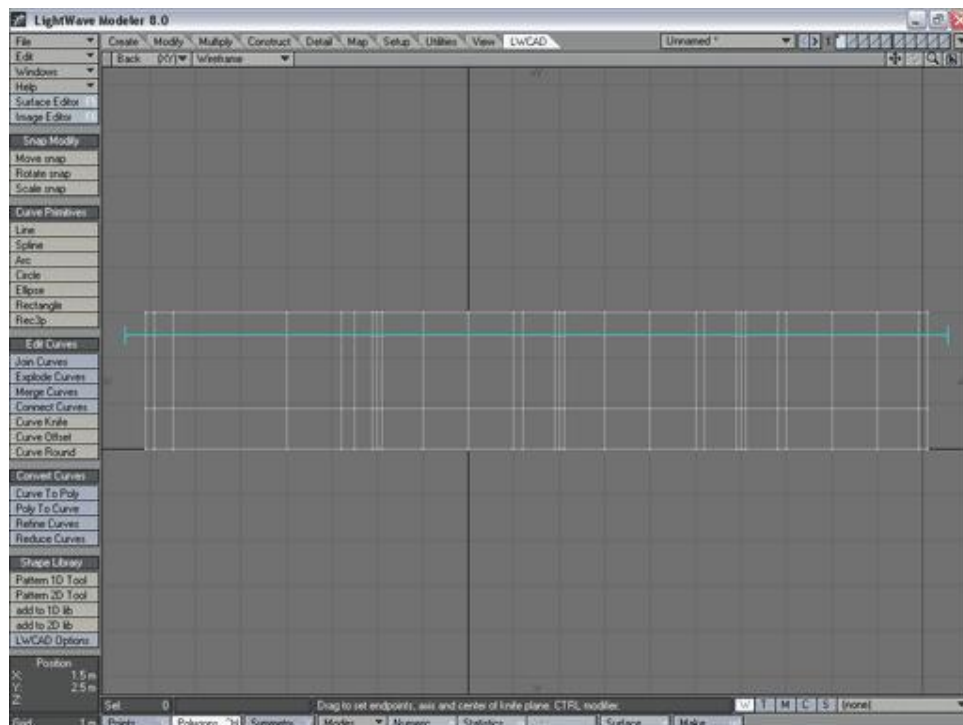
9. Select and change the surface of the floor polygon.



10. Select and extrude all polygons except the floor surface.

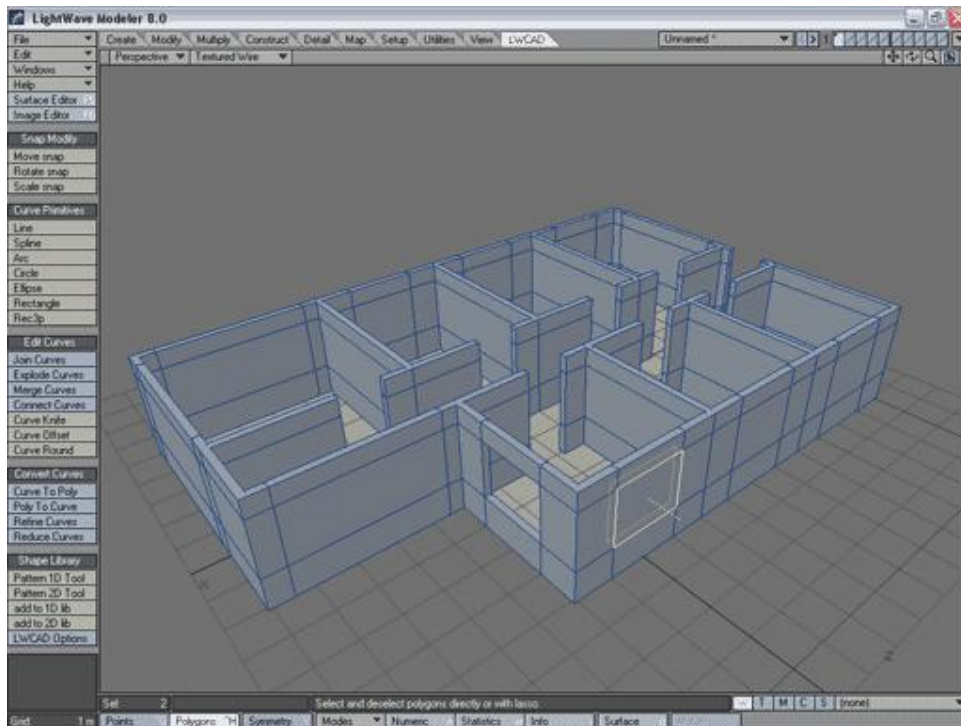


11. Use Knife Tool (original LW tool).
Cut twice all polygons in back view.



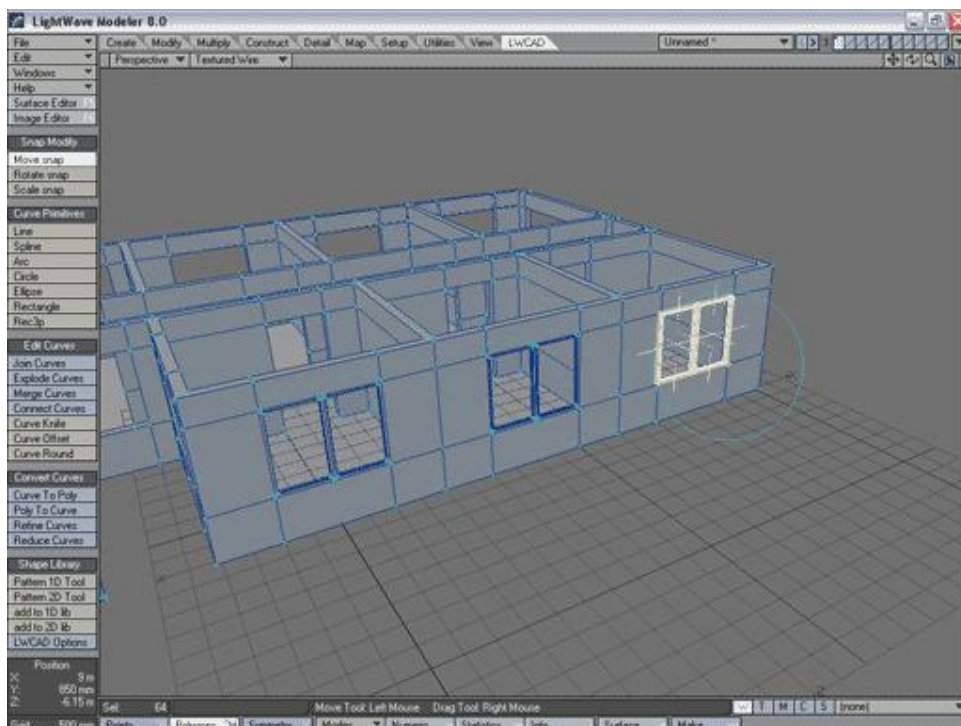
12. Use Bridge Tool. *

Select polygons pair on the place of the window and apply bridge.
Repeat the same order for every window.

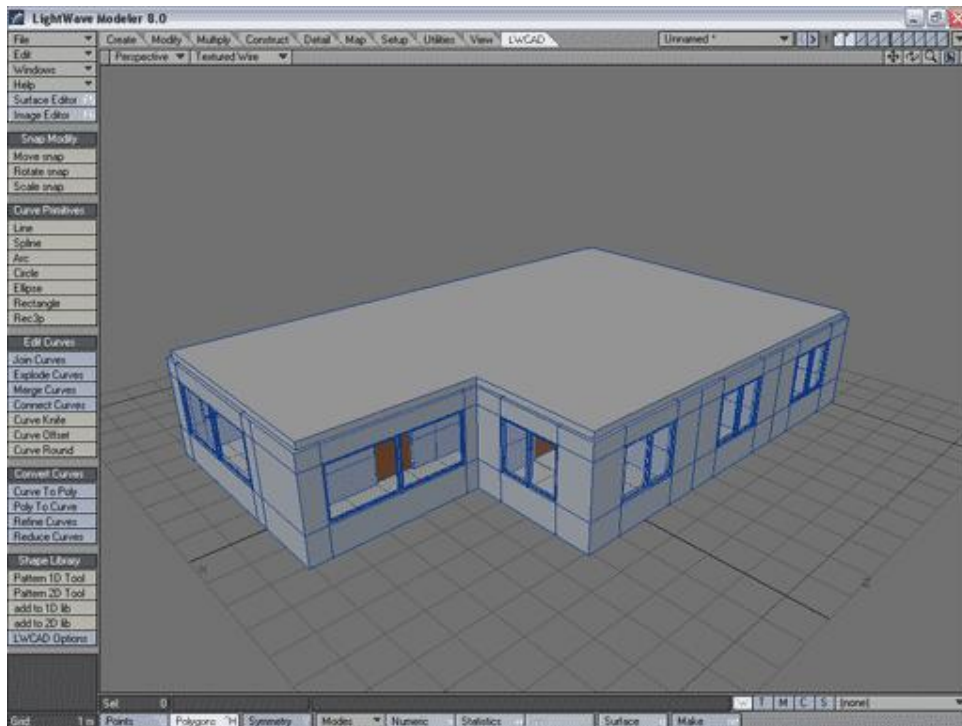


13. Use Move Snap Tool.

Create the window and door objects with classical LW toolset. *
Use precise move and stick the objects to the right places.



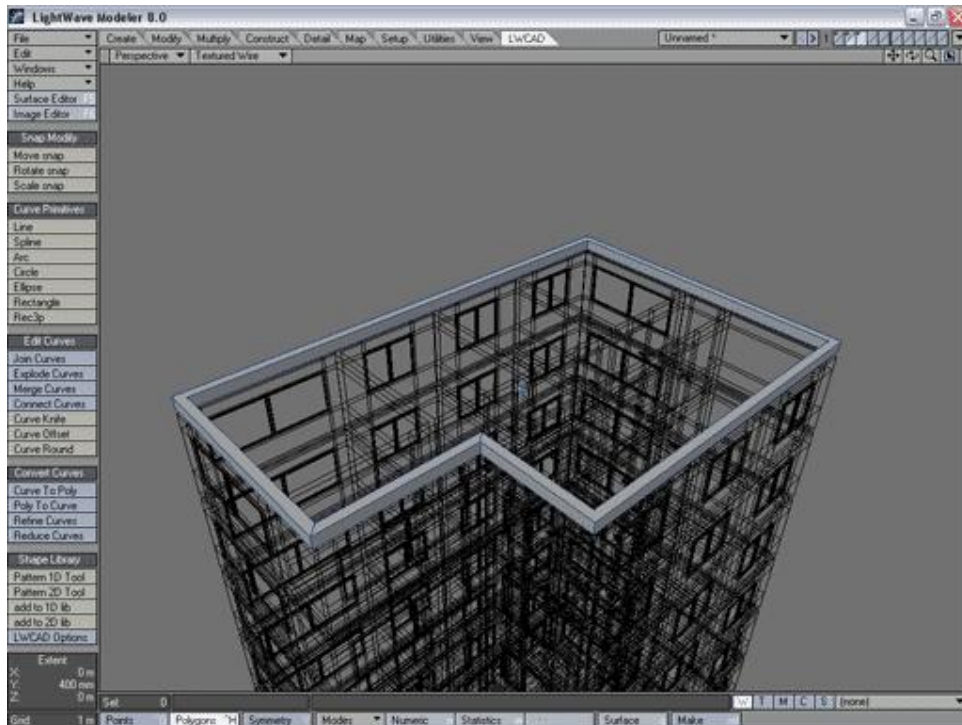
14. Use Line Tool, Curve to Poly Tool and Extrude.
Create the ceiling with the same technique like walls.



15. Use Clone Tool.
Create rest of the floors with cloning of the original floor.



16. Finish the roof with bevel tool or use same technique as for walls before. *



17. Use Merge Point command and Unify Polygons command.
Rough build construction is finished.

