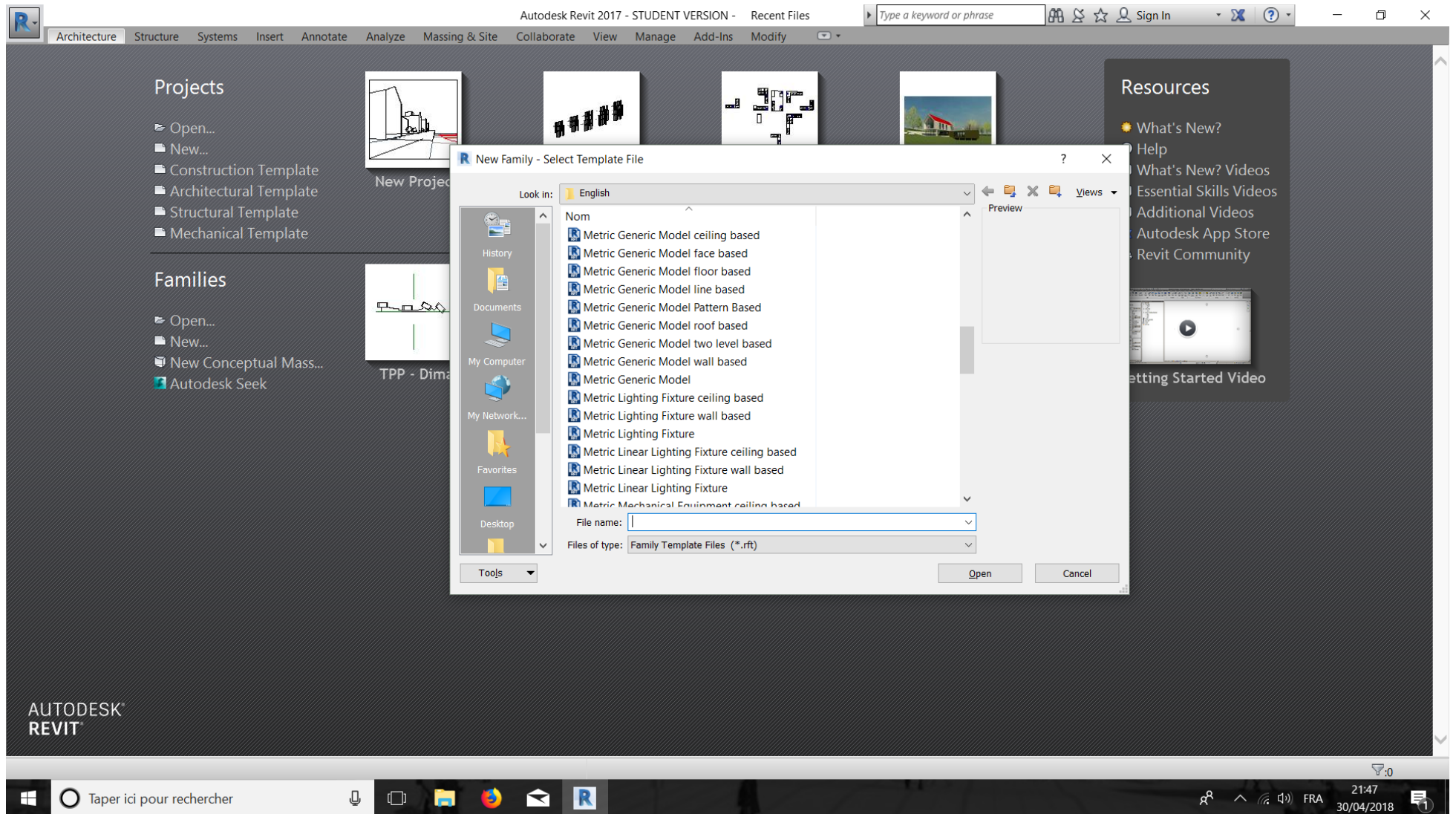
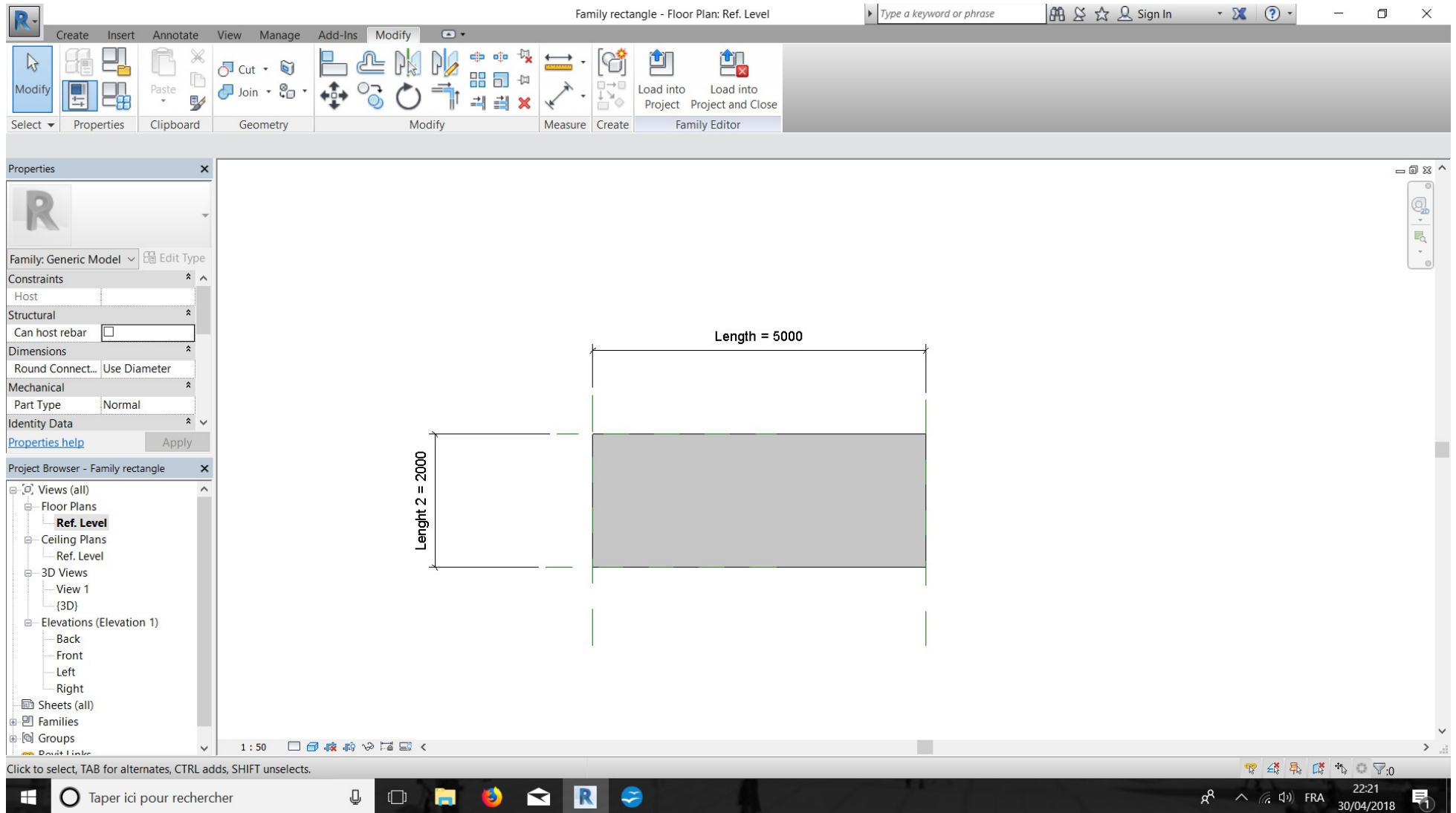


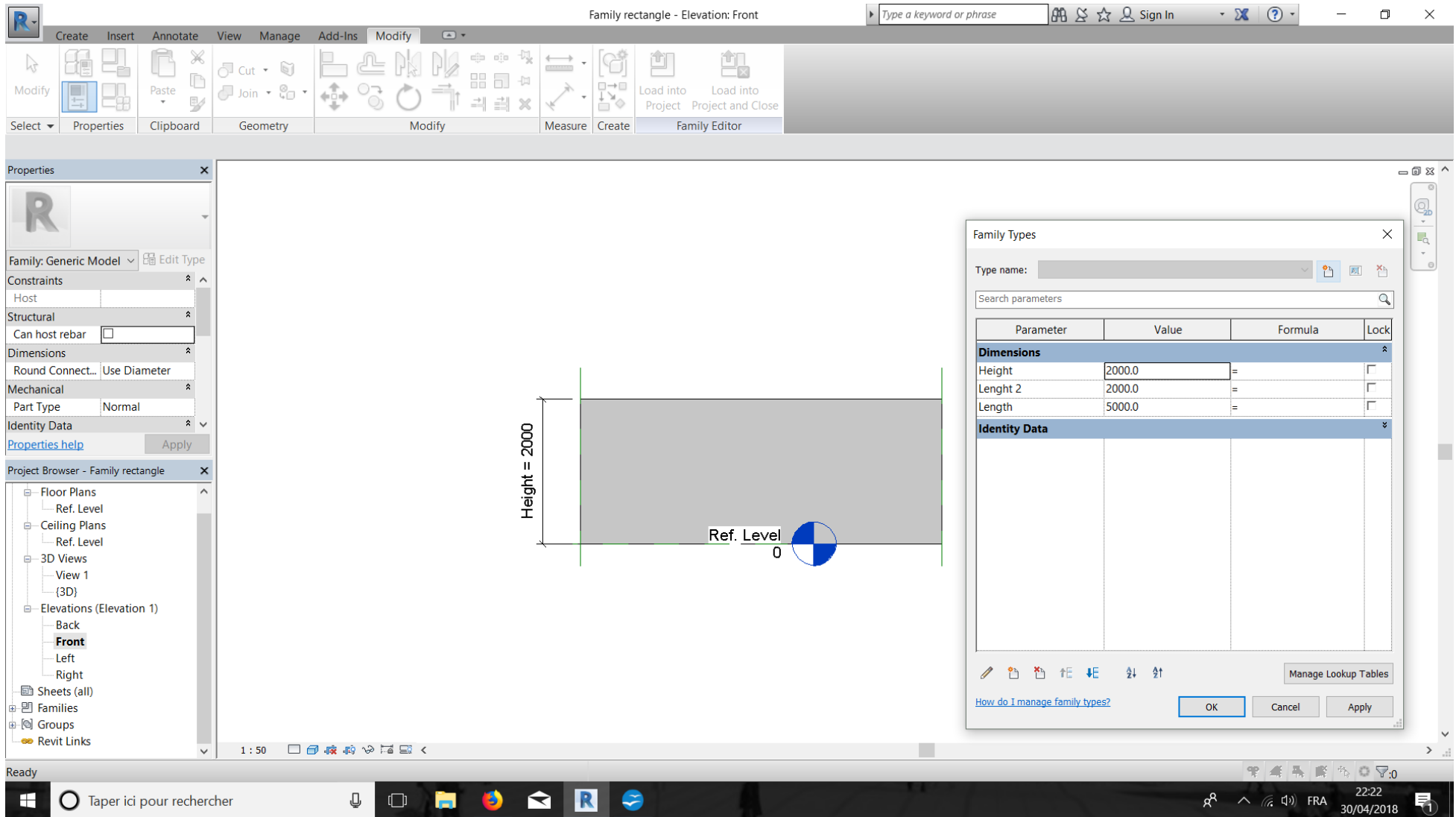
1. First I create a family type : "Metric Generic Model".



2. I insert "Reference plane" with the guidelines to draw the geometry in plan. With the "Aligned Dimension" command, I can create the parameters of my object, respectively the length and height. Design the geometry using "Extrusion", while with "Align" constrain the sides of the figure to the previously created axes.

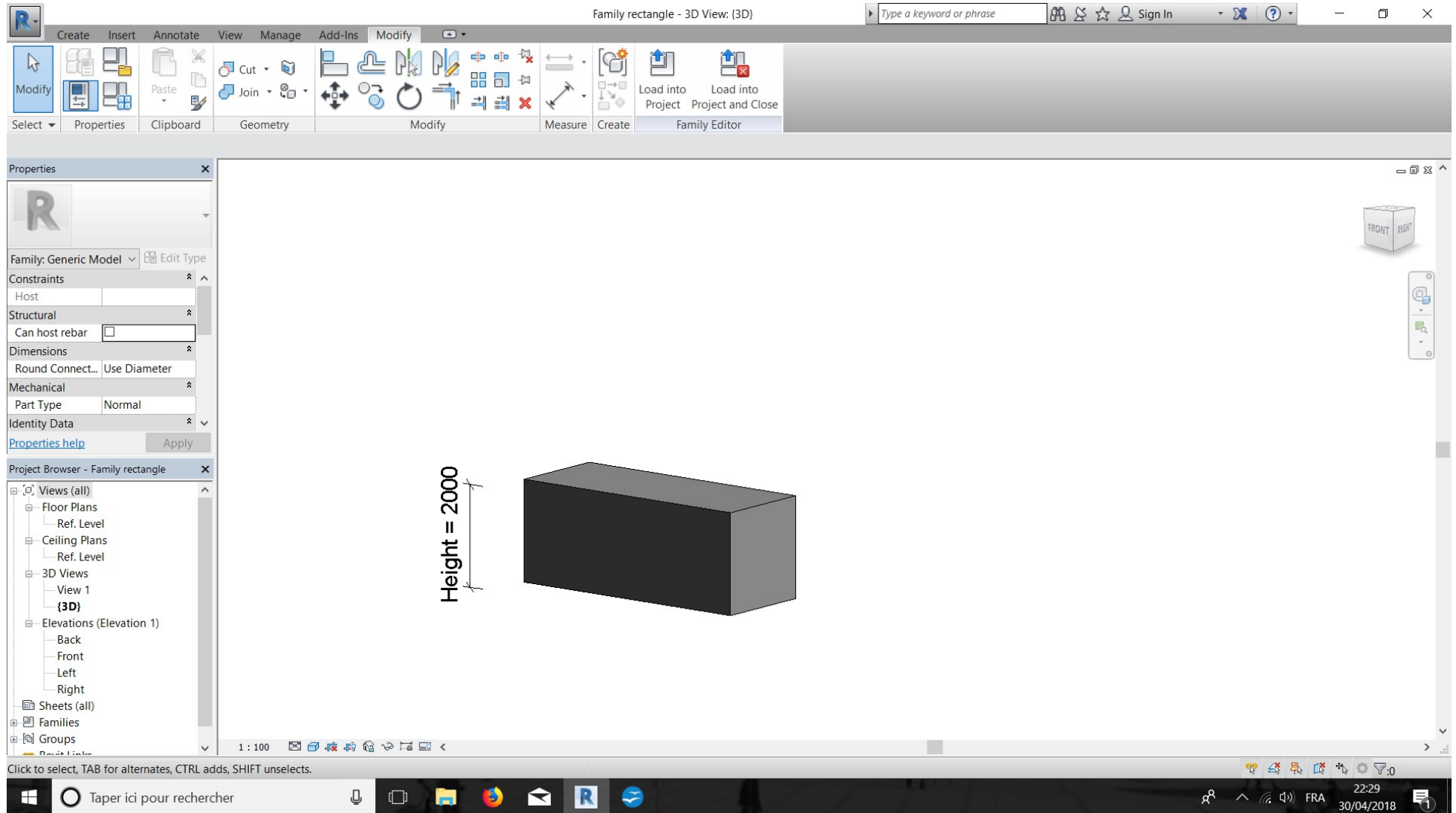


3. I proceed with the same operations even in the raised position.

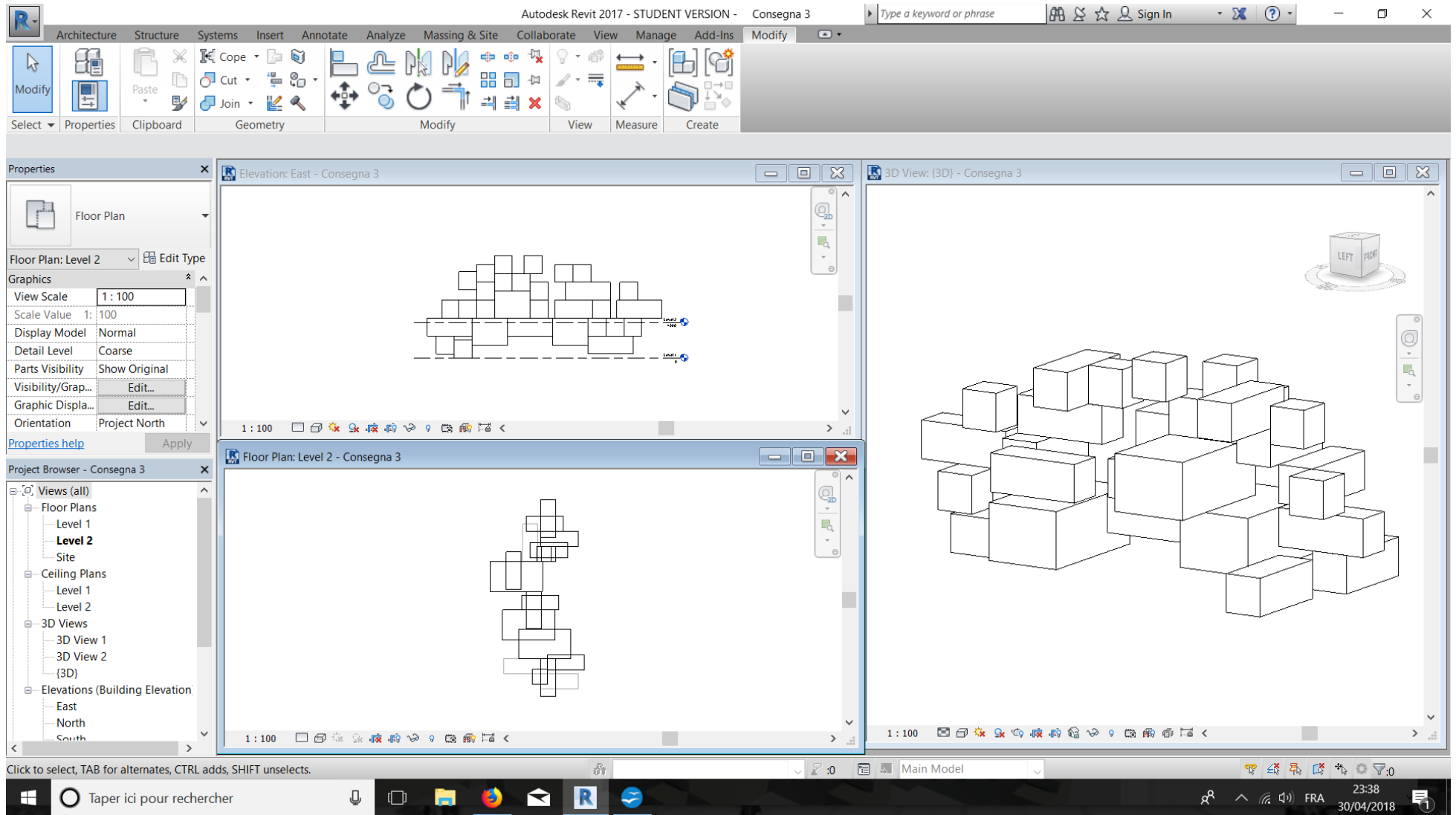


4. Positioning on the 3D view and selecting the "Shaded" mode, I can display the object just defined. The measures of the starting element are 2x5x2m

I create 2 new types, changing only the values of the height parameter: - 3x4x7m and 2x2x2m



5. I Import the objects in the file with the "Load into Project" command and place them in the space until you reach the desired composition. By setting views and adding shadows, I can check the final effect.



6. With the command « 3D view » and using the command « boiler » I can already appreciate some texture.

