SIMPLE HOUSE- SKETCHUP
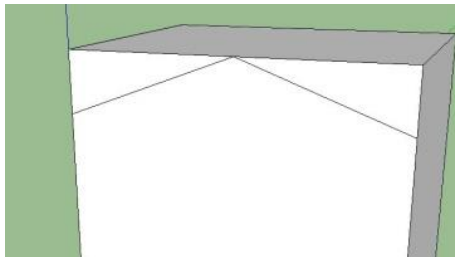
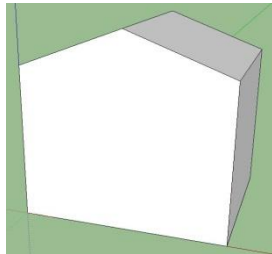1. Draw **RECTANGLE** on ground

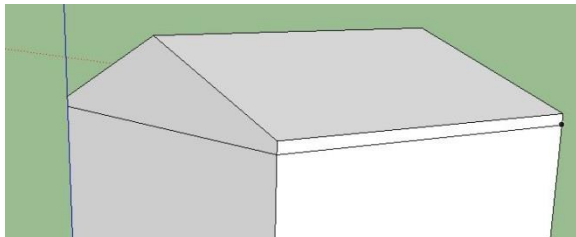2. **PUSH/PULL** up
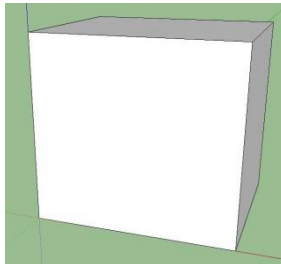
3. Use **PENCIL** to draw roof triangle (look for midpoint markers)
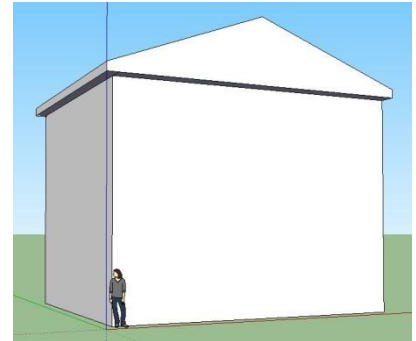

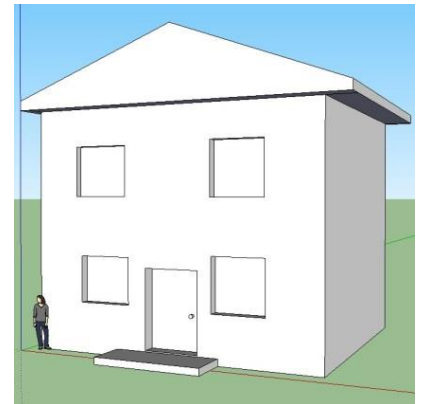4. **PUSH/PULL** extra roof corners away

5. Use **PENCIL** to draw line around all sides under roof

6. **PUSH/PULL** walls in a little

7. Add door/windows using **RECTANGLE** & **PUSH/PULL**
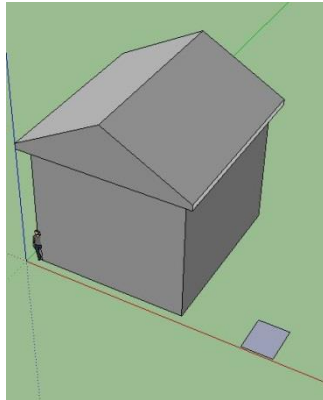

10. Add texture/colors with **PAINT BUCKET** *textures like ROOF, BRICK, TRANSLUSCENT
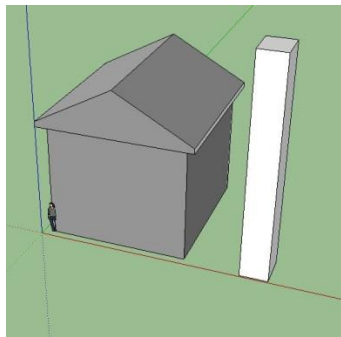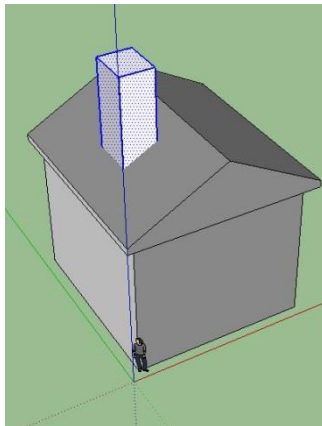
CHIMNEY

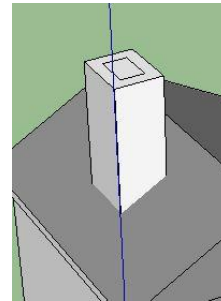## 1. Separate from house, draw square on ground

2.
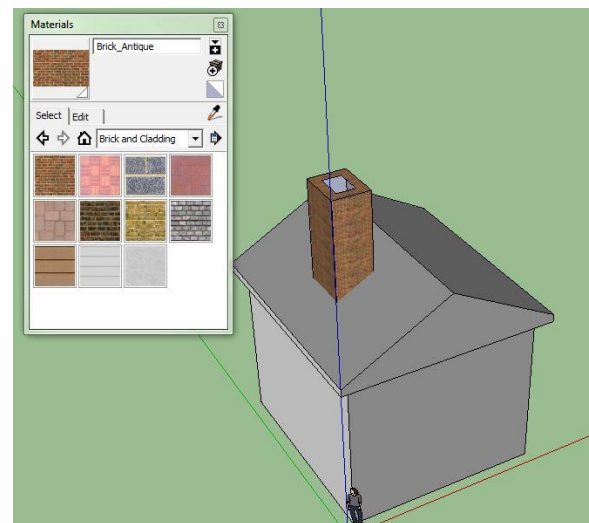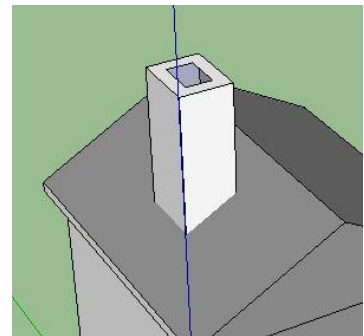## PUSH/PULL up taller than house

3. TRIPLE-CLICK, MOVE into postion (orbit helps to see)

4. Use OFFSET to draw smaller square for chimney hole

5. CONTROL-CLICK on smaller square, then erase for chimney hole

6. Use PAINT BUCKET to add brick texture