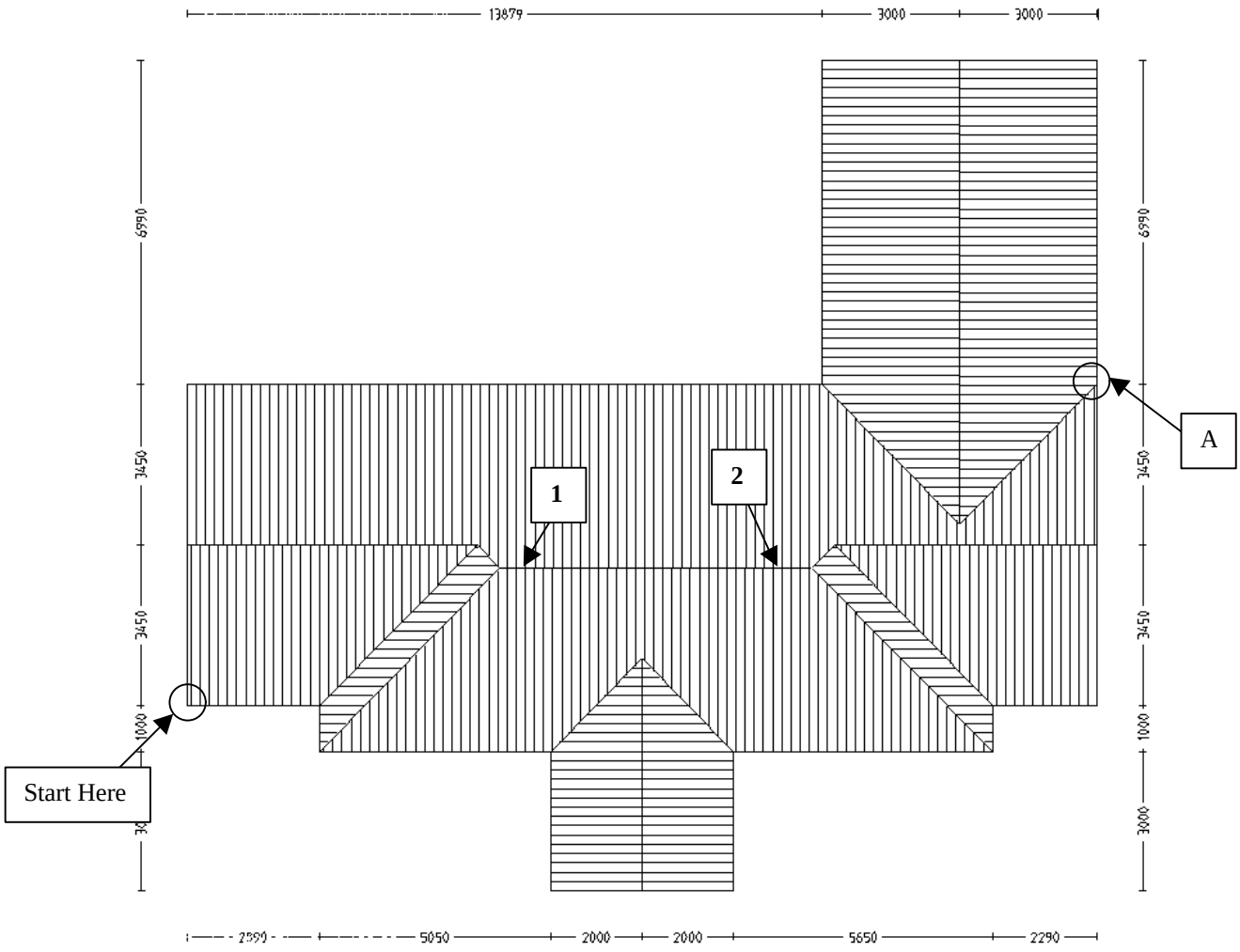
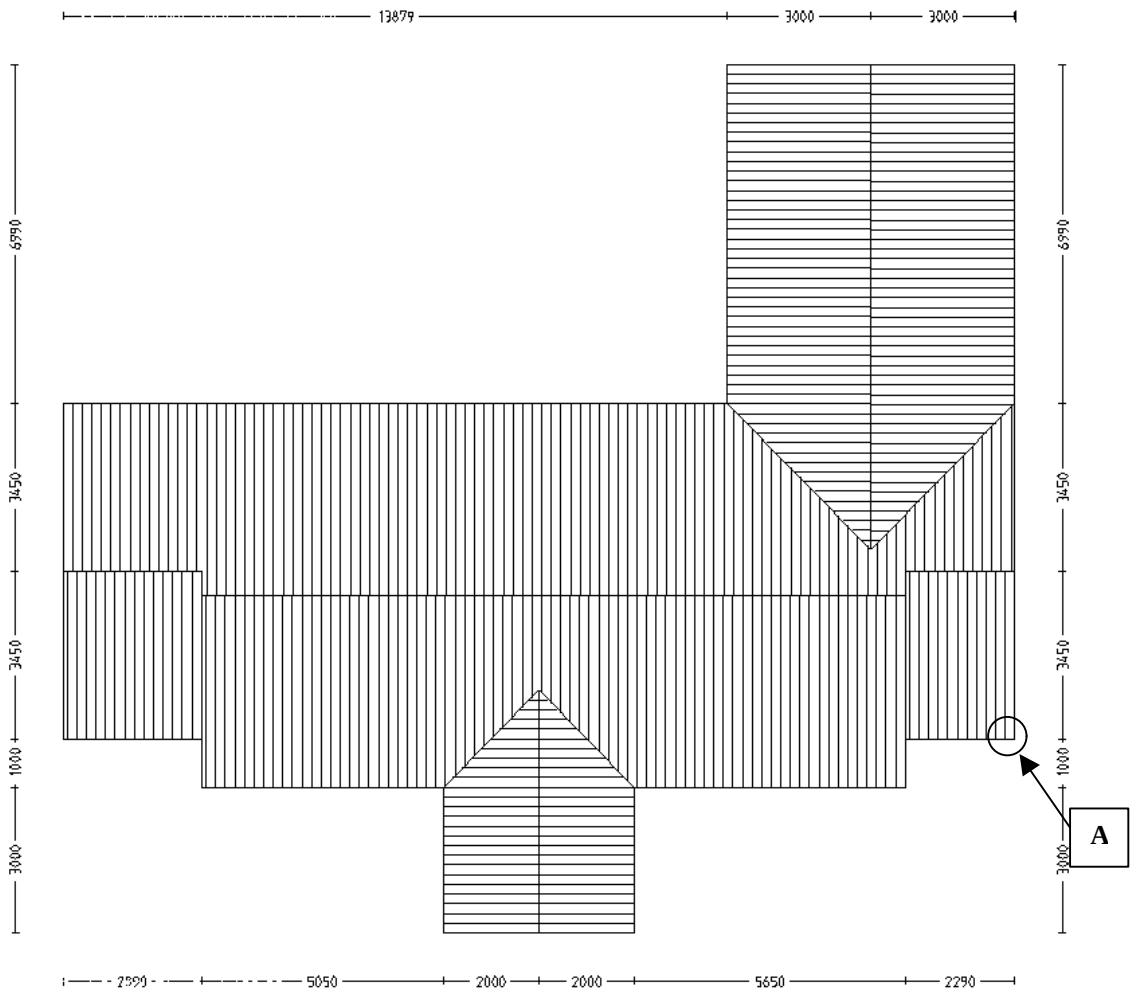
**Number: 15**
**Objective: Double split gables and Use of Dormers as Projections**
**Commands used: Hip-To-Gable**
**Track-Outline**
**Dormer**



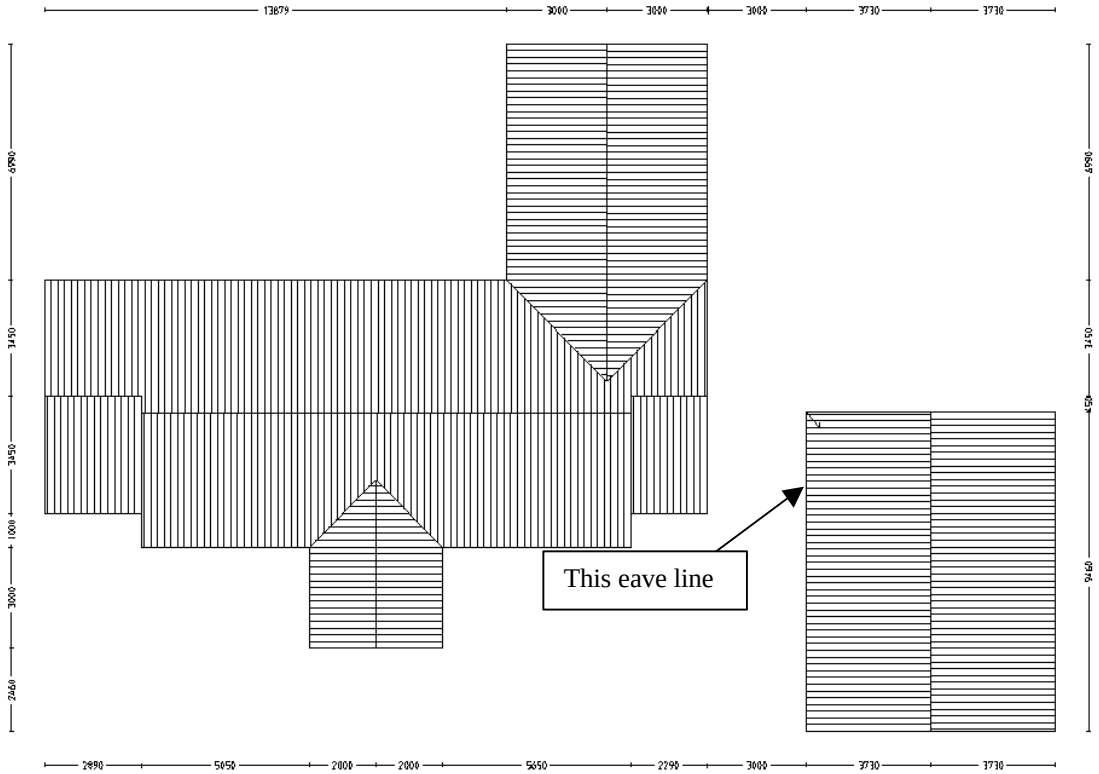

First of all draw up the main roof as shown above, by starting where shown and going **right 2890mm**, **down 1000mm**, **right 5050mm**, etc, until you get to point **A**. To get the valley line in here we need to go **left 1mm**, then **up 6990**, then continue around as normal.
When you are asked for gable ends, select the 4 gables that I have chosen and then continue. Your roof should look the same as the one above.
To make the two split gables go to **Mod-Roof | Hip-To-Gable** and select the two hip ends **1 & 2**.

Your roof should now look like the following one.

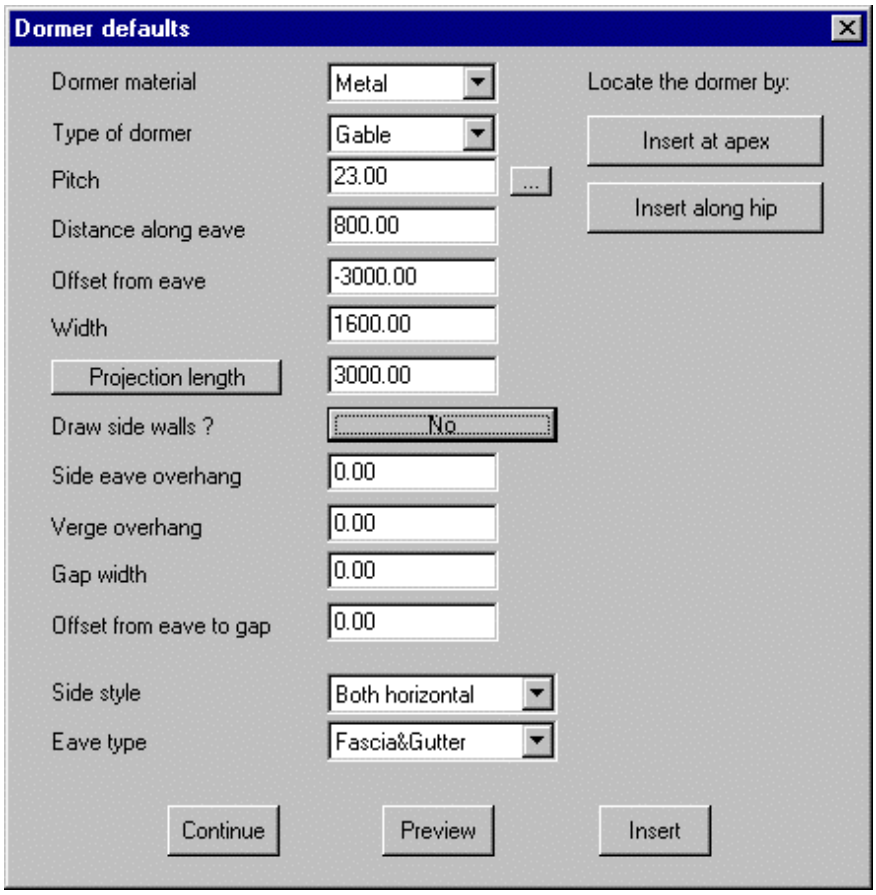
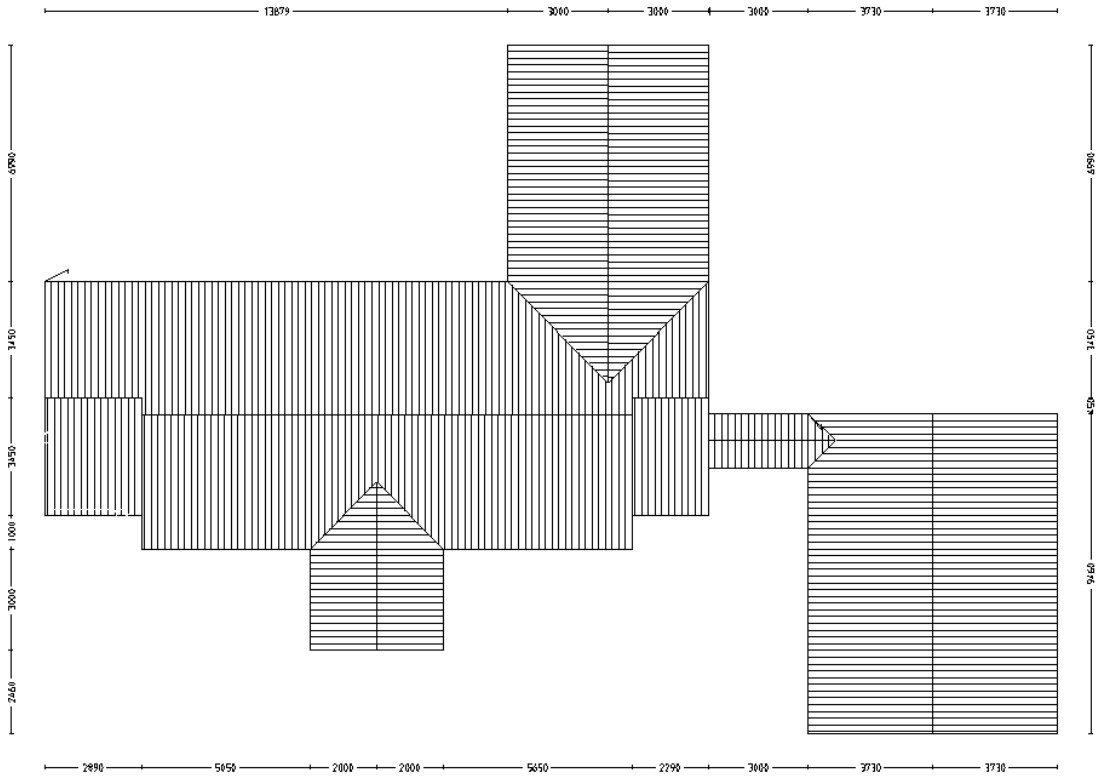



From here we need to draw up the garage. Go to **Gen-Roof | Track-Outline** and then press the **F2** key. This will bring up the **inline** menu. From here go to **Ref**. You will then be prompted to **locate** a **Reference Point**. "**Snap**" (middle mouse button or Shift Left click) to point **A** and type in "**i3000, 3000**" followed by the **Enter** key. This will bring up the track outline box. Type in the dimensions for the garage.

Your plan should now look like the following.




The final piece of roof to put in is the Mudroom. The best way to put this in is to use the **Dormer** command under **Mod-Roof**. Select the eave line shown. When the defaults box comes up, fill in the defaults as shown below.



Select **Preview** and you will be shown where the dormer is going to be place. If it is in the correct place select **Insert** and the dormer will be inserted. Select **Continue** on the dormer default box and the right click the mouse to exit completely out of the command. Your roof is now completed and should look like the one below.