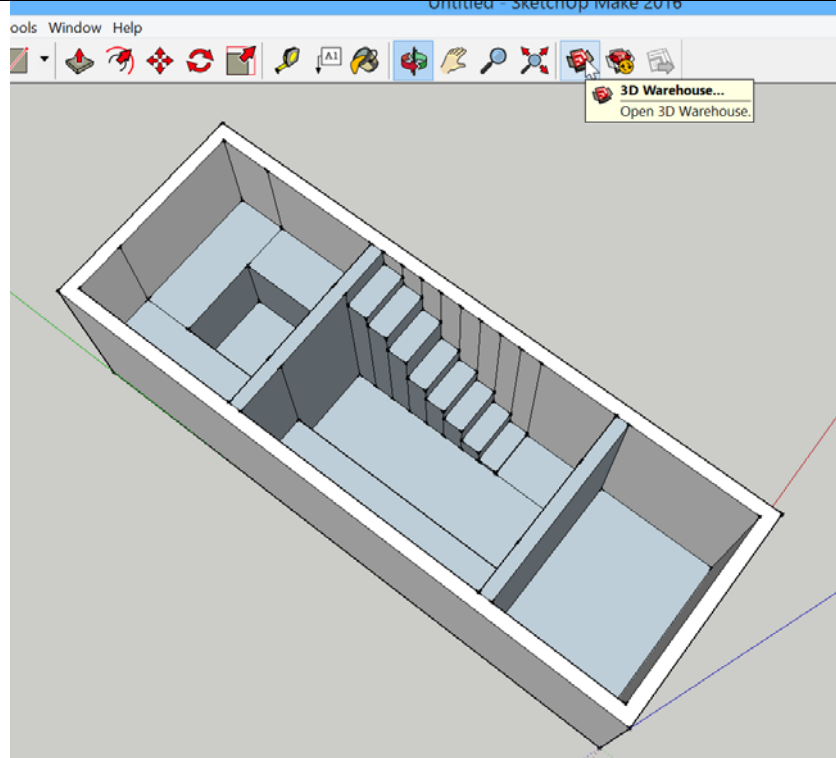


## HOW TO SET UP THE GROUND & FIRST FLOOR ON YOUR TINY HOUSE

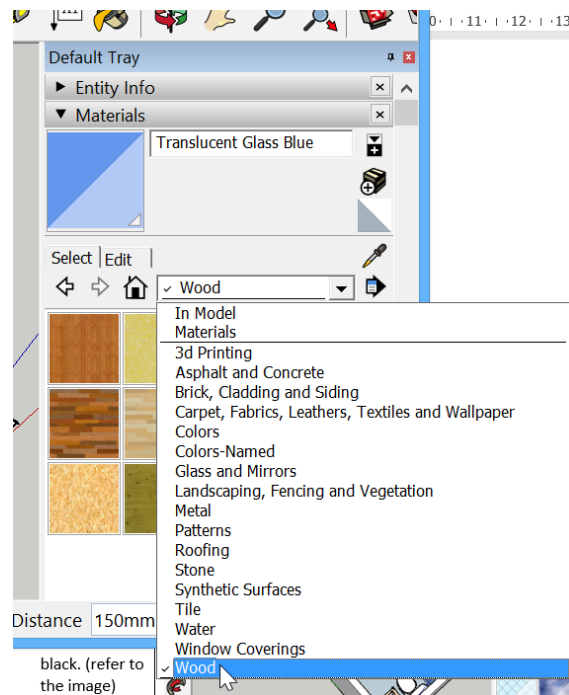
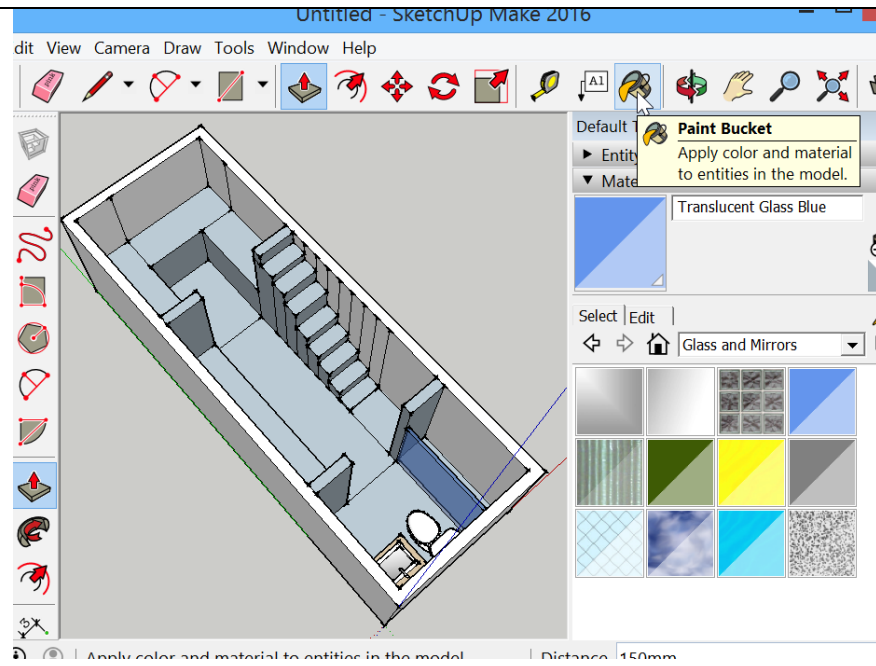
1. Select the **3D warehouse tool**.



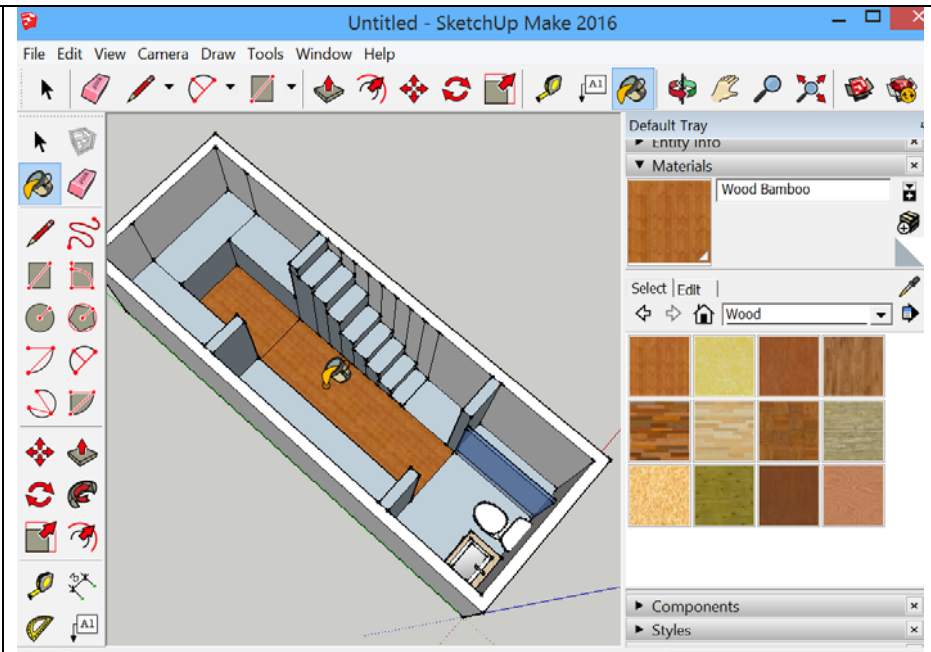
2. In the 3D warehouse, search for furniture for your ground floor and place them into your model. Look for toilet, bathroom sink, kitchen sink, couch, table, chairs etc



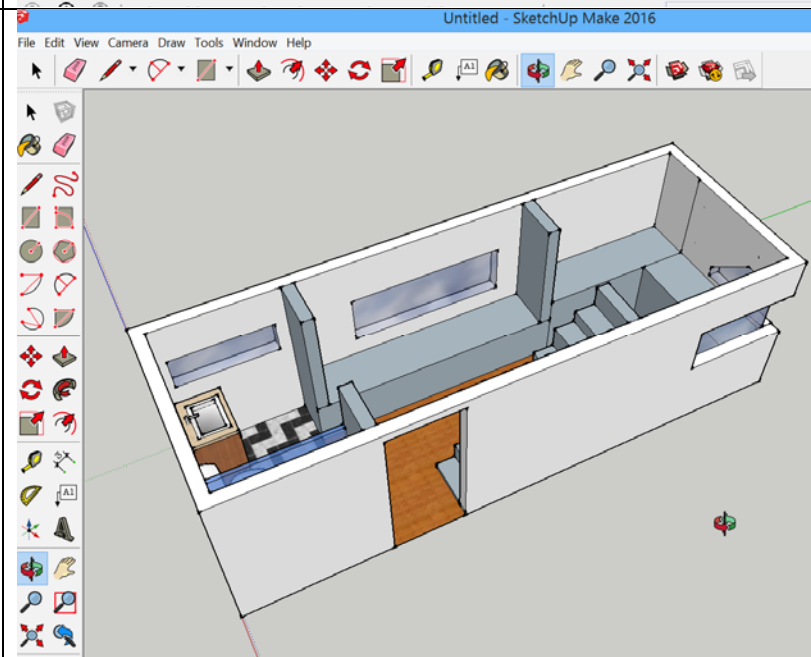
3. Once you have placed all your furniture now choose the floor and wall coverings. **Select the *Paint Bucket tool***
4. From the drop down menu under materials choose a material for your flooring



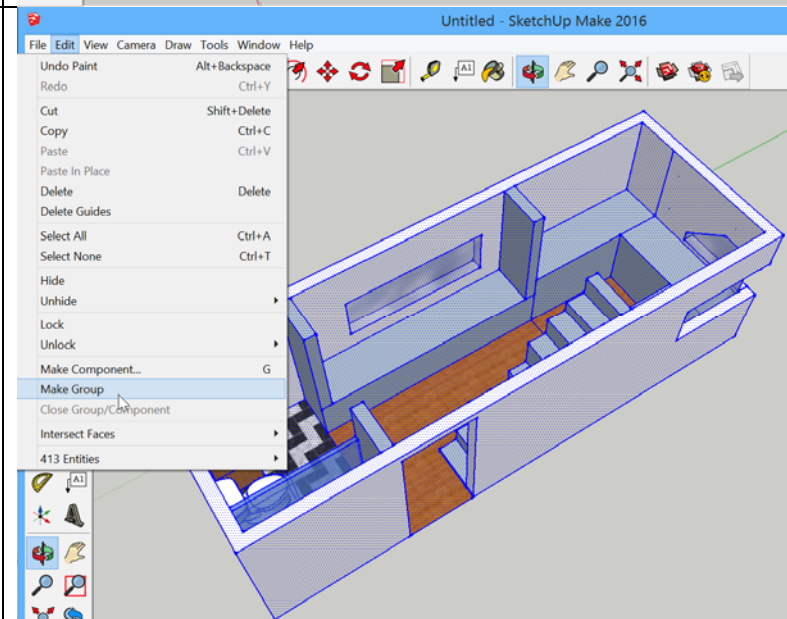
- Now click on the surface of the floor to change its material.
- Continue to do this for your bathroom and kitchen



- Now is the time to add any windows and doors on your ground floor level



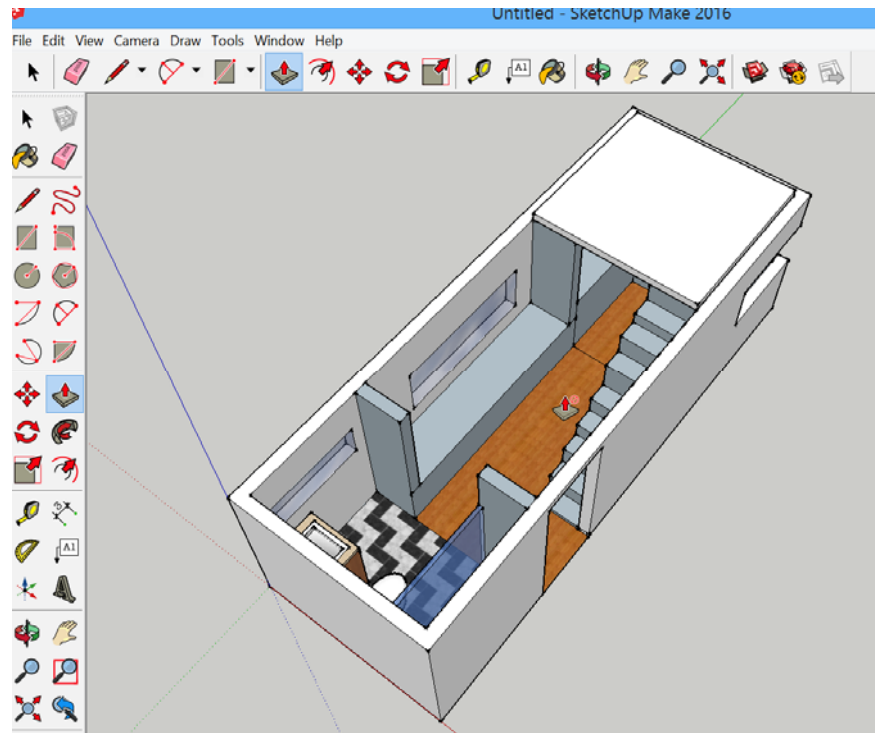
- Using the black arrow draw a box around the whole house. With everything selected (it will all be blue) Go to **Edit – Make Group**



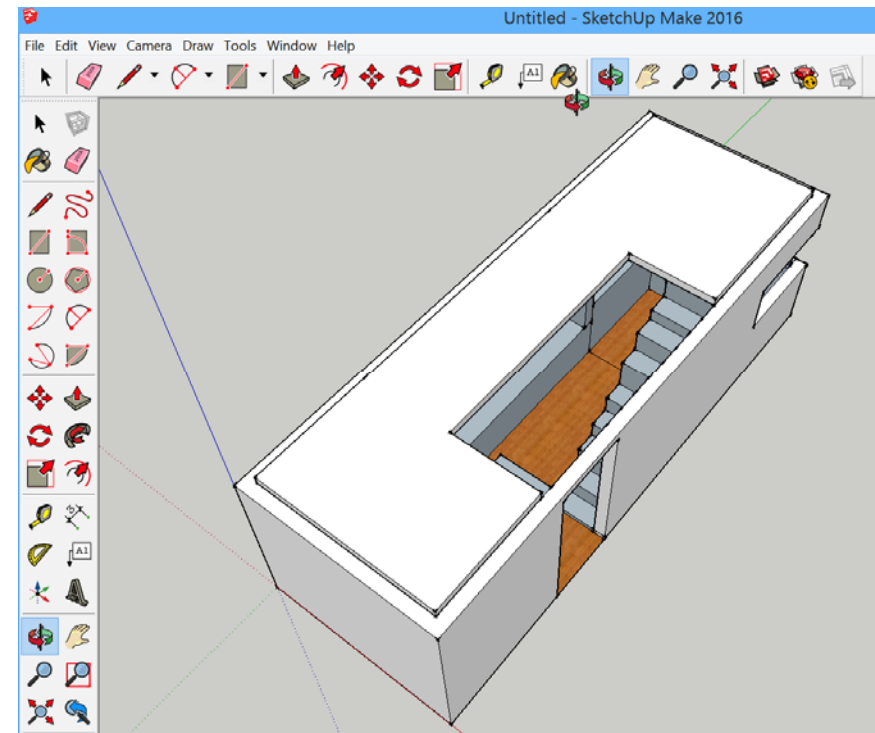
You have now grouped your whole ground floor. Name the

9. Select the *Rectangle tool* and draw a floor over the kitchen area.

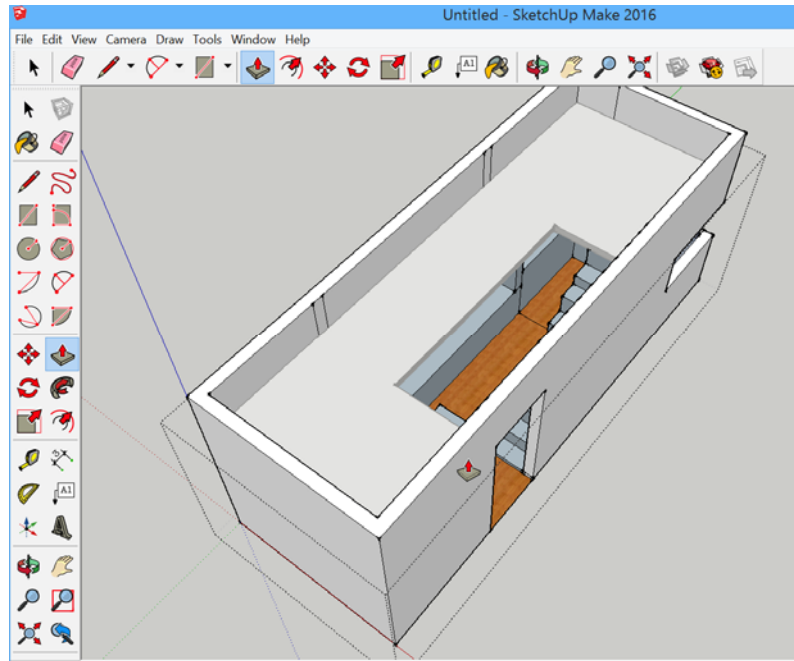
10. Select the *Push/Pull tool* and drag the floor upwards *100mm*



11. Repeat steps 9 & 10 to finish drawing your first floor like in the picture to the right



12. Double click on the walls, use the *Push/pull tool* to drag the walls upwards *2300mm*



13. Go to the 3D warehouse and select your furniture for the first floor.

14. Place any window or door openings on your first floor.

15. Change the colour and material of the first floor and walls using the paint bucket tool

