

One Big Happy Neighborhood Drafting Project

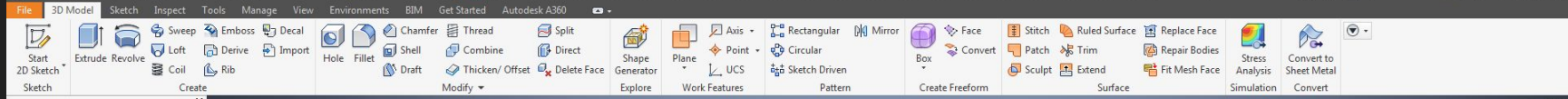
James Kolesar

Building a Home: The Concept

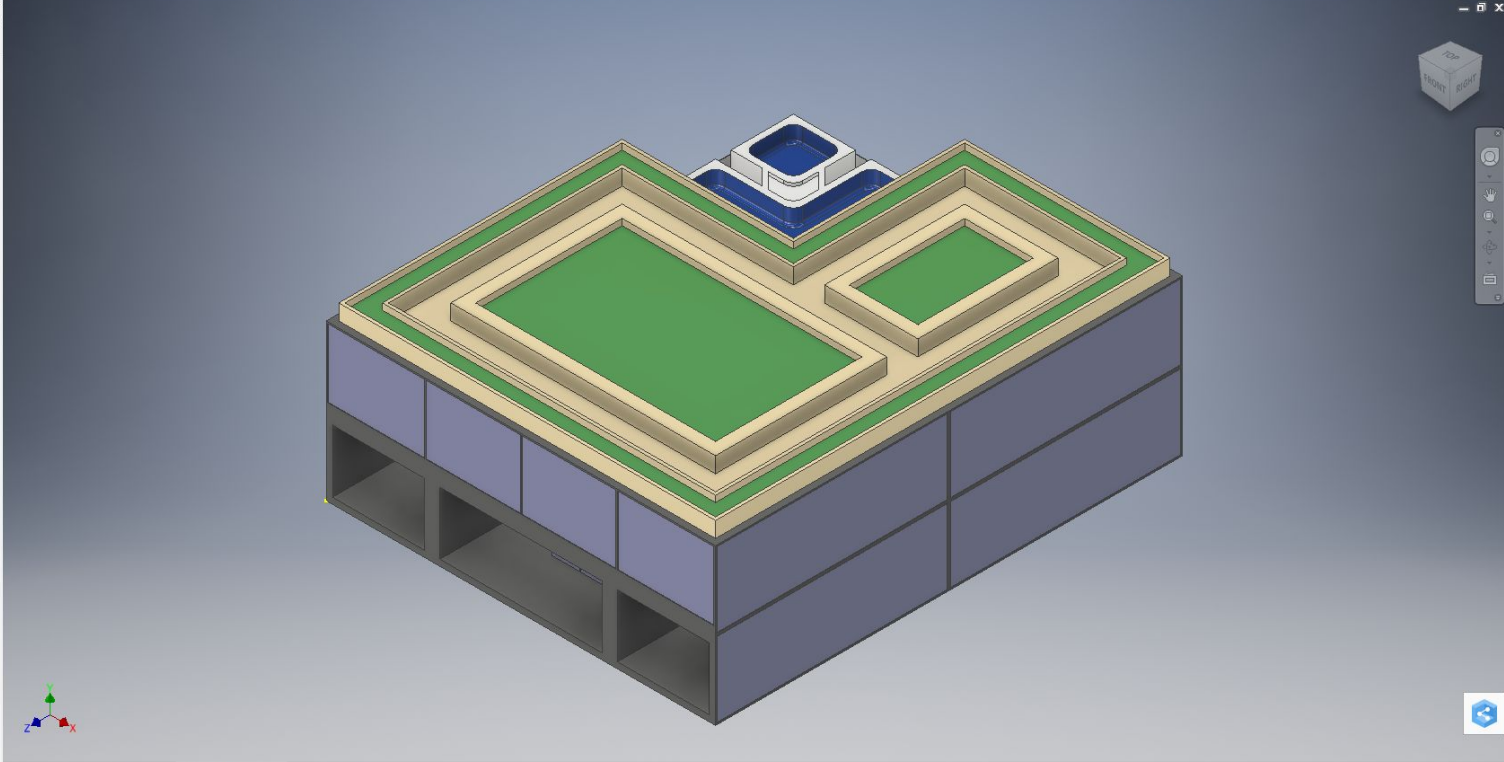
- Often times the people living in a neighborhood get the credit for making is a real community, but the houses they live in are just as important.
- It's your task as a part of a small, connected drafting class to design the house that you want to put into Draftlandia: the newest neighborhood that just popped up on the map in Raleigh, North Carolina.
- Design an individual house that you want to live in, then after everyone is done we'll put all of them into one assembly to create Draftlandia

Building a Home: The Process

- Start by sketching out brainstorming ideas for your house: sometimes it takes visuals to find out what you like, and on paper the sky's the limit for what you can come up with
- Remember that the house is meant to represent YOU and your style, so try and start your design in a place that will make your final project something to be proud of
- After you're done with sketching out designs and finalizing your ideas, get started in inventor
- Make the entire house as one part, using multiple sketches and 3D modelling, then we'll use the assembly to create the neighborhood

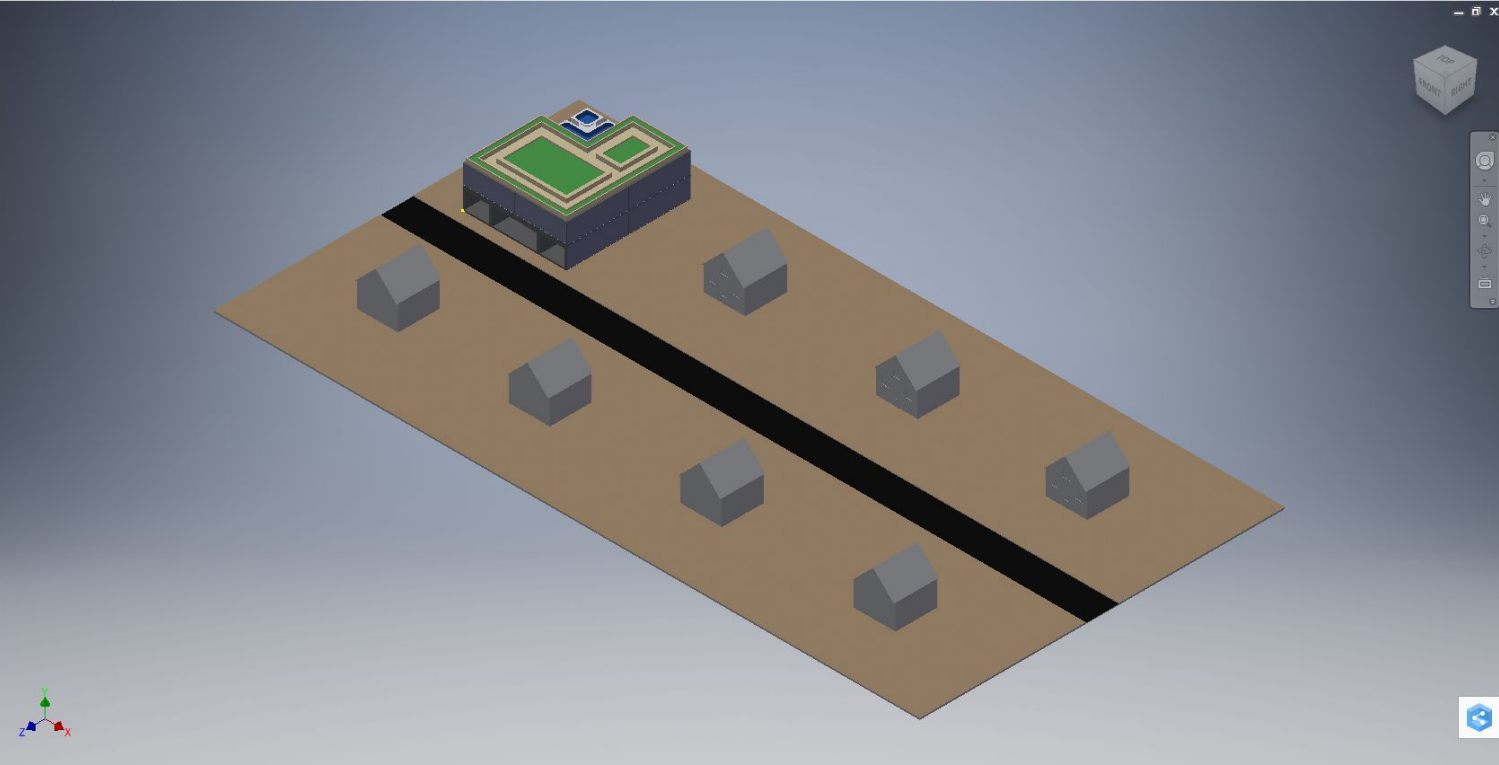
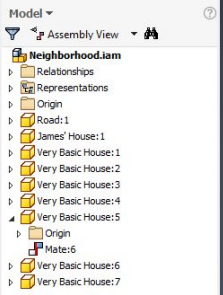
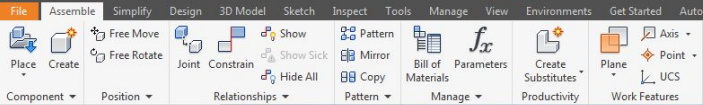


- Model
- James' House
- Solid Bodies(1)
- View: Master
- Origin
- Extrusion1
- Extrusion2 (Suppressed)
- Extrusion3
- Extrusion4
- Extrusion5
- Extrusion6
- Extrusion7
- Extrusion8
- Filet1
- Filet2
- Extrusion9
- Extrusion10
- Extrusion11
- Filet3
- Filet4
- Extrusion12
- Filet5
- Sketch14
- Extrusion14
- Extrusion15
- Extrusion16
- Extrusion17
- Extrusion18
- Extrusion19
- Extrusion20
- Extrusion21
- Extrusion22
- Extrusion23
- Extrusion24
- Extrusion25
- Extrusion26
- Extrusion27
- Extrusion28
- Extrusion29
- Extrusion30
- End of Part



My House

- When designing my house, I wanted something big and grand, but contemporary, with geometric designs
- I used a lot of specific measurements, angles, and rectangles to create a clean, sleek look
- As for tools in inventor, I used plenty of the offset tool to create borders for my outdoor pool, and my garden roof, as well as fillets and rectangular patterns
- I experimented with color, and got the ropes for finding textures and importing them into my part



The Neighborhood

- As of now the template of the neighborhood is very rough, but without knowing the appropriate dimensions of each house it's not easy to set up. The neighborhood will be modified with the addition of the actual houses.
- We'll use a flash drive to get all of the part files on one computer, then put all the parts into one assembly to make the neighborhood

Key Points

- Creativity and originality: You want your house to represent you, and your contribution to the neighborhood, so it should be more than just a box with a triangle roof. Remember, you're not actually making the house, just modelling it, so get creative!
- Effort: Using inventor, you can make some incredibly smart, clean designs if you put in the effort. Keep adding nuances until you think your house is truly perfect, and make it look nice. Again, you don't want your house to be the crappy one of the bunch.

Key Points

- **Timeliness:** The finished product, being the full neighborhood, can't be completed until all eight houses are done, so you have to be sure to be using your time wisely so everyone gets done in time to move on to the next project.
- **Inventor knowledge:** A home has a bunch of parts, and Inventor gives you plenty of tools to create different things. Get inventive with the different shapes that you put in, and the different tools you wind up using.
- **Subjectivity:** The standard of grading behind creative projects lies in subjectivity. Don't worry about the number you get at the end so much: make your project good, and your grade will reflect it!