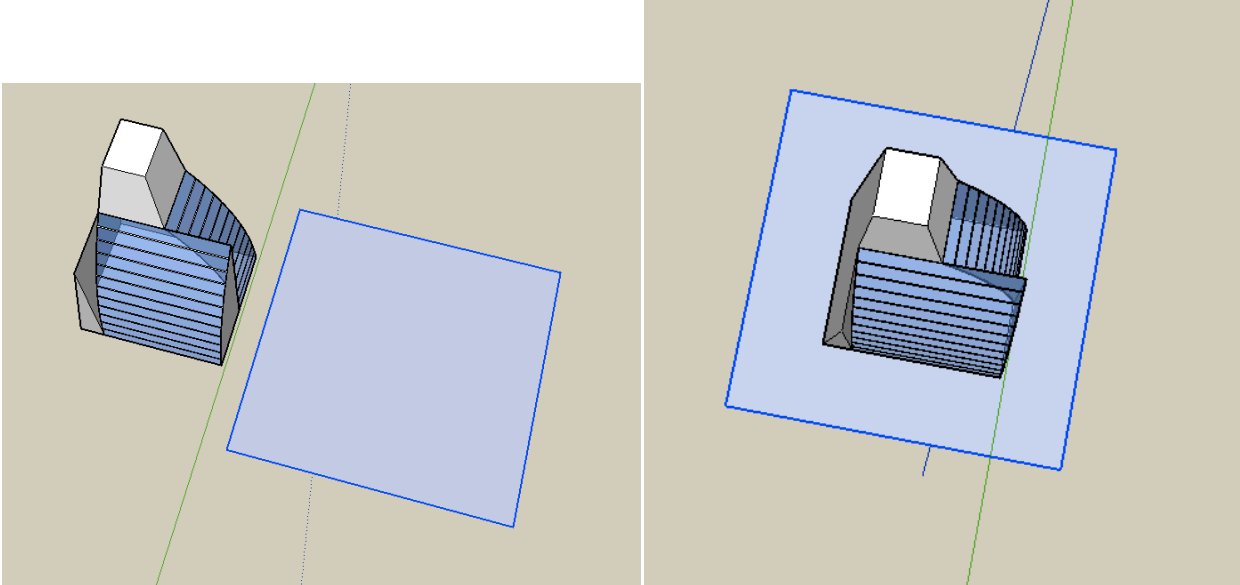


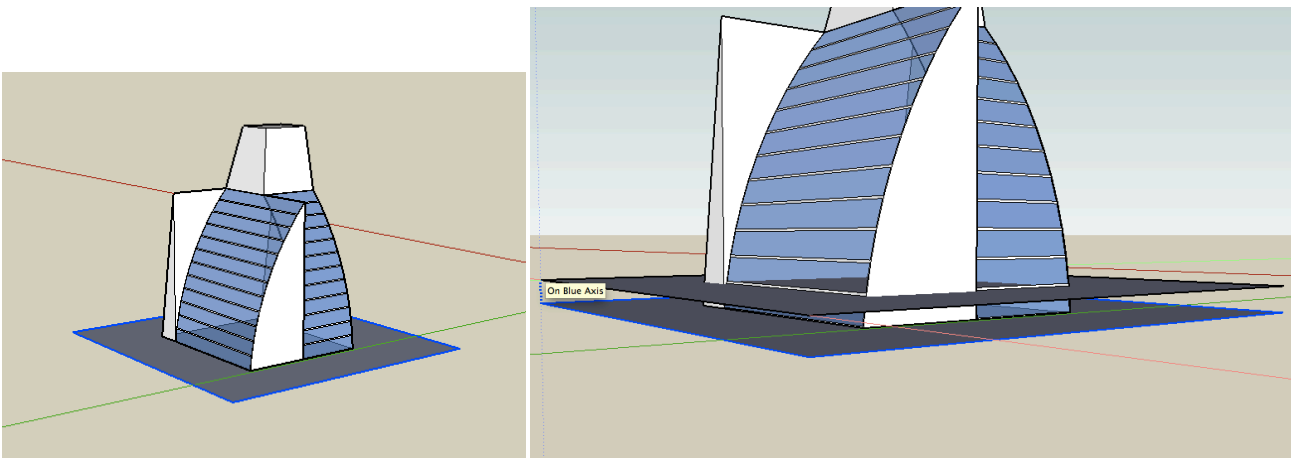
Creating Floor Slices

This will show you how to create the faces for the individual floors in your building if you have not done so already.

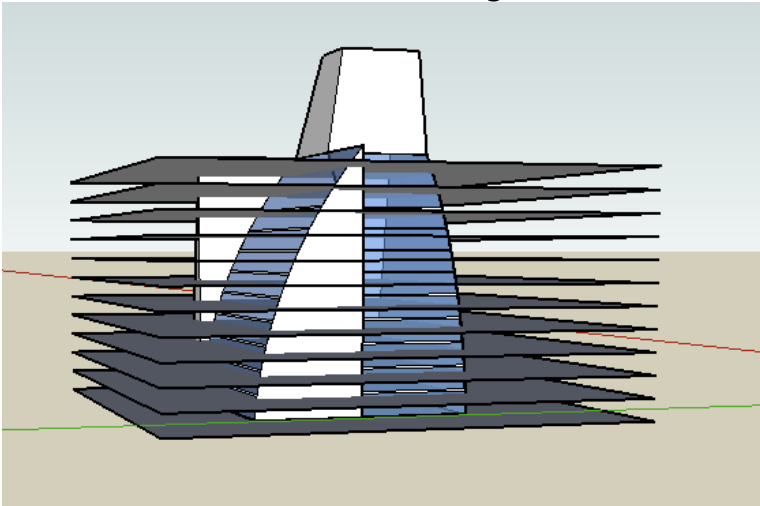
1. First you want to create a rectangle that is larger than the overall shape of your building. Turn it into a GROUP, then move it in place at the bottom of your building.



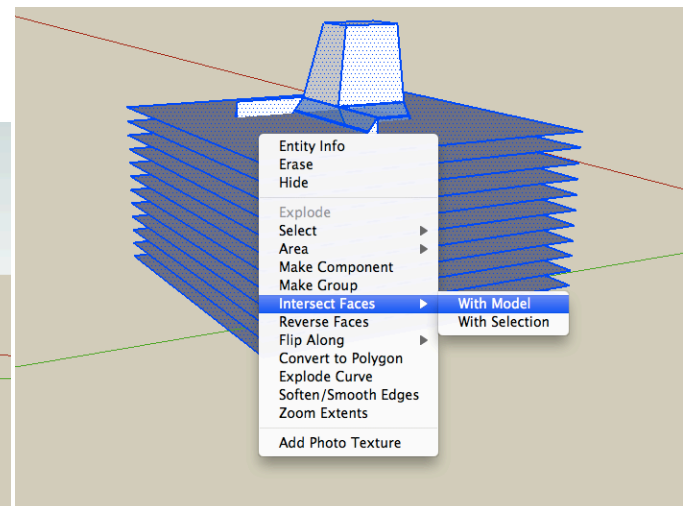
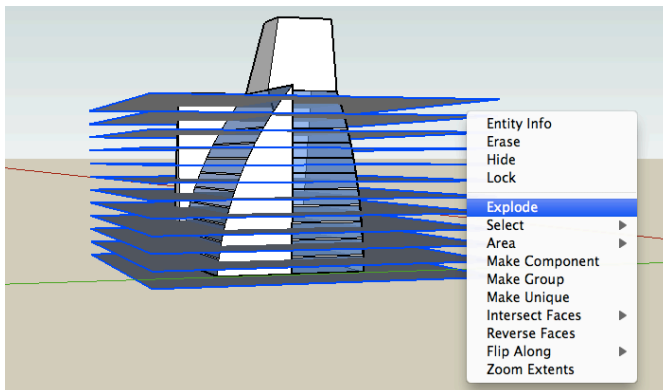
2. Move>Copy it upwards the height of one single floor (10', 12', whatever height you used). Enter in the number of copies you need for the number of floors you have in the building (8x, 10x, 12x, etc). If you have extra layers at the top that go above the height of your building, delete them.



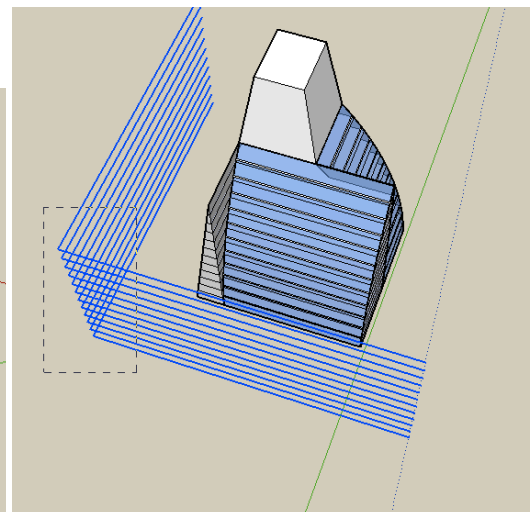
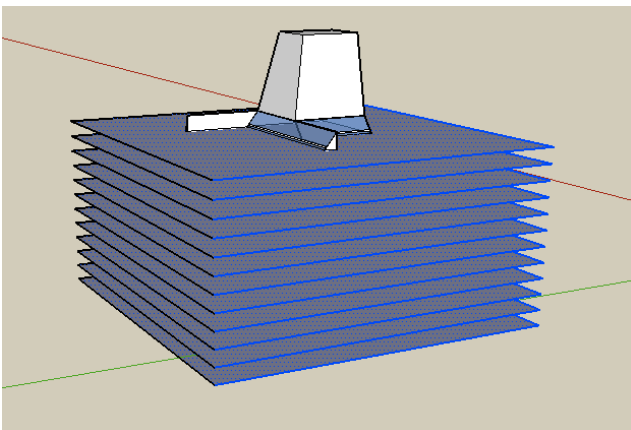
3. You should see something like this.



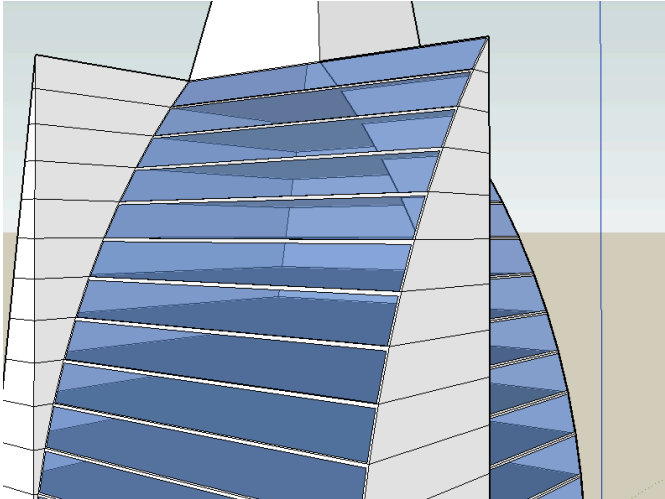
4. Select all of the rectangles, right click and select EXPLODE to break up the groups. Then select the entire object, everything there, right click and select Intersect Faces > With Model. This will create intersection lines between the slices and the building.



5. Now you can select the rectangles with a selection window and delete them. There will be some extra lines, delete those as well.



6. You will be left with your building, but each floor will have a slice through it.



7. To clean this up, you can select any lines that appear through the walls that you don't want to see and right click to HIDE them.

