HOW TO
Build Your Own

Medieval House

Place MESH_PC_MdvlPk_Stn_ModularWall

1

POINTY CIRCLE

Place MESH_PC_MdvlPk_Stn_ModularWall_RidgeCap on top

2

POINTY CIRCLE

Select both meshes
Rotate 90degrees
Drag til corners meet

3

Place MESH_PC_MdvlPk_Stn_ModularWall_Door
Snap it to Wall

4
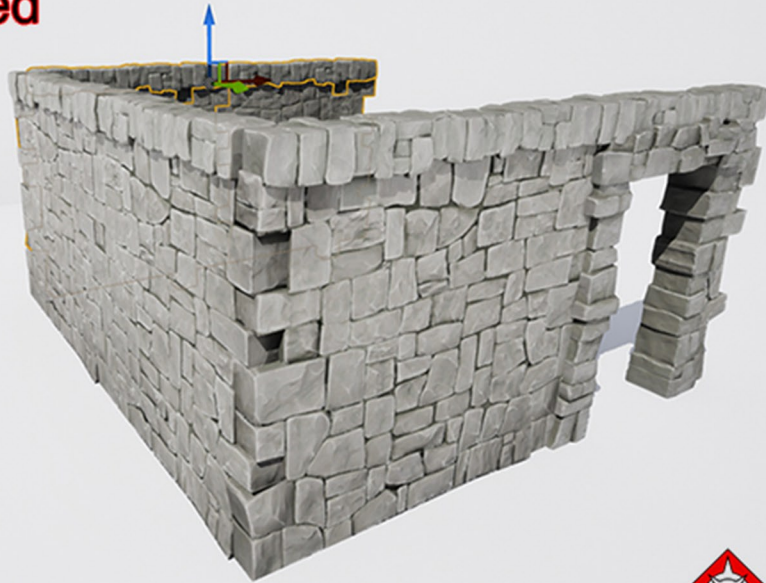
Place MESH_PC_MdvlPk_Stn_ModularWall_RidgeCap on top

5

POINTY CIRCLE
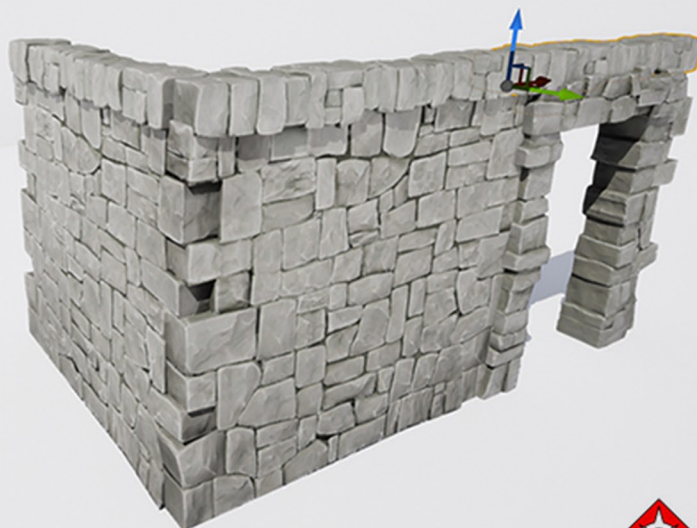
Duplicate Ridgecap and Wall Drag til aligned
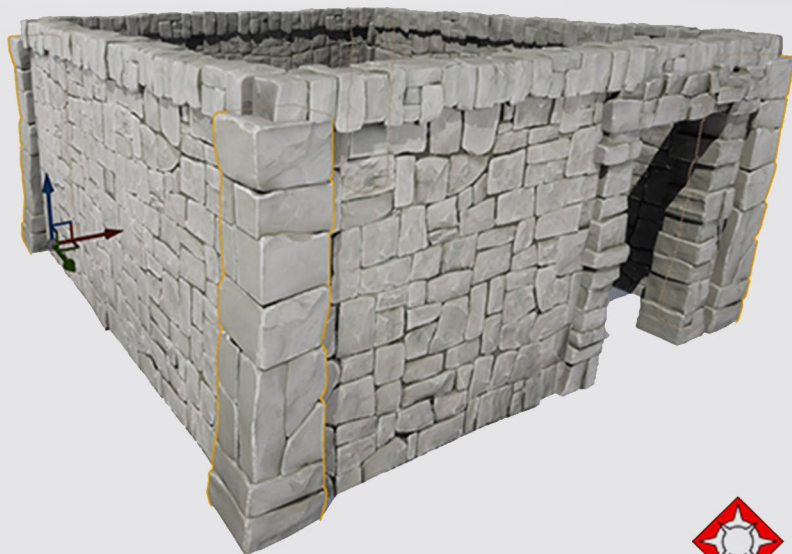
6

POINTY CIRCLE

**Duplicate both Wall and Ridgecaps
Rotate 90degrees
Drag til aligned**

7

POINTY CIRCLE

**Duplicate Walls again and rotate 90degrees
Place MESH_PC_MdvlPk_Stn_Pillar on each corner**

8

POINTY CIRCLE

Place MESH_PC_MdvlPk_WdWall
snap to edge of ridgecap

9

POINTY CIRCLE

Duplicate Wood Wall and rotate til its enclosed

10

POINTY CIRCLE

Place MESH_PC_MdvlPk_WdPost to each corner
Scale up til you're happy with length

11

POINTY CIRCLE

Place MESH_PC_MdvlPk_WdPost on top of previous post then rotate so its laying down.
Scale
Duplicate or place new posts

12

POINTY CIRCLE

Place MESH_PC_MdvlPk_PlsWll LeftAngle and RightAngle
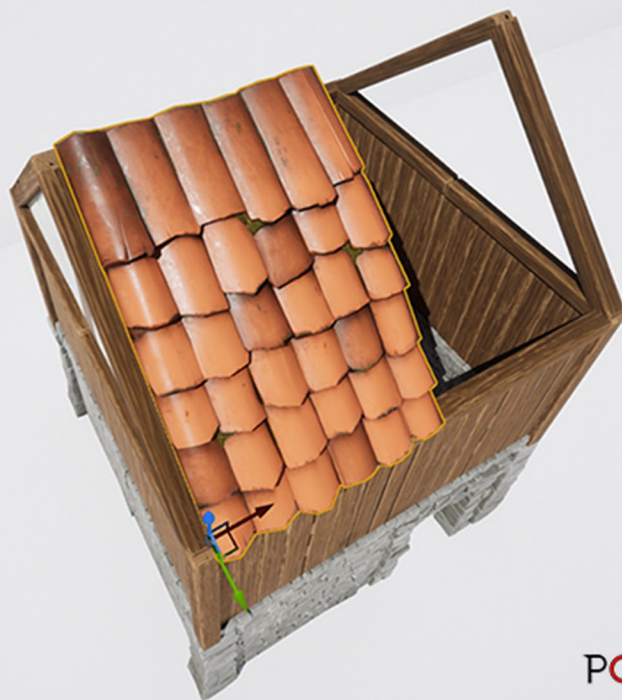Position to look like above

13

Place Posts on edges of PlsWlls
Scale to length
Duplicate PlsWalls and Posts
Rotate 180 degrees and move to other side of building
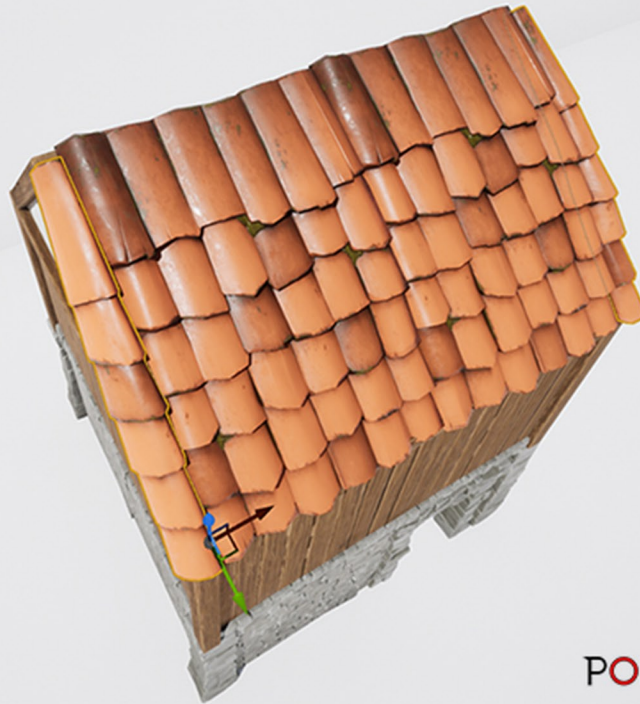
14

Place MESH_PC_MdvlPk_RoofTiles_Main

15

Duplicate MESH_PC_MdvlPk_RoofTiles_Main
Align so it sits along side previous

16

MESH_PC_MdvlPk_RoofTiles_LeftSide and RightSide to their appropriate sides

17

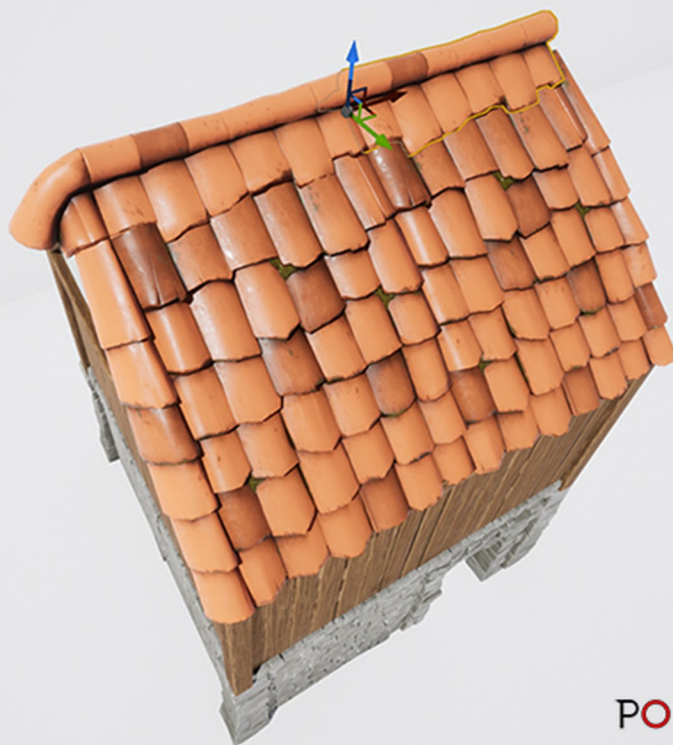Place MESH_PC_MdvlPk_RoofTiles_RidgeCap and MESH_PC_MdvlPk_RoofTiles_LeftCorner So that left corner sits ontop of the LeftSide

18

Duplicate MESH_PC_MdvlPk_RoofTiles_RidgeCap
Move til aligned with previous

19

POINTY CIRCLE

Place MESH_PC_MdvlPk_RoofTiles_RightCorner
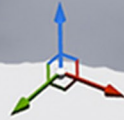**So that it aligns with RightSide and Ridgecap**

20

POINTY CIRCLE

Place MESH_PC_MdvlPk_WdDoorFrame inside the stone door frame

21

Place MESH_PC_MdvlPk_WdDoorSimple inside DoorFrame

22

Place MESH_PC_MdvlPk_Stn_WindowFrame on stone wall

23

POINTY CIRCLE

Place MESH_PC_MdvlPk_WoodWindow inside stone WindowFrame

24

POINTY CIRCLE

Duplicate MESH_PC_MdvlPk_WoodWindow and
align to wood wall
Rotate place as wished

25

POINTY CIRCLE

Completed House
Hit Ctrl+G to group

26

POINTY CIRCLE

POINTY CIRCLE

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