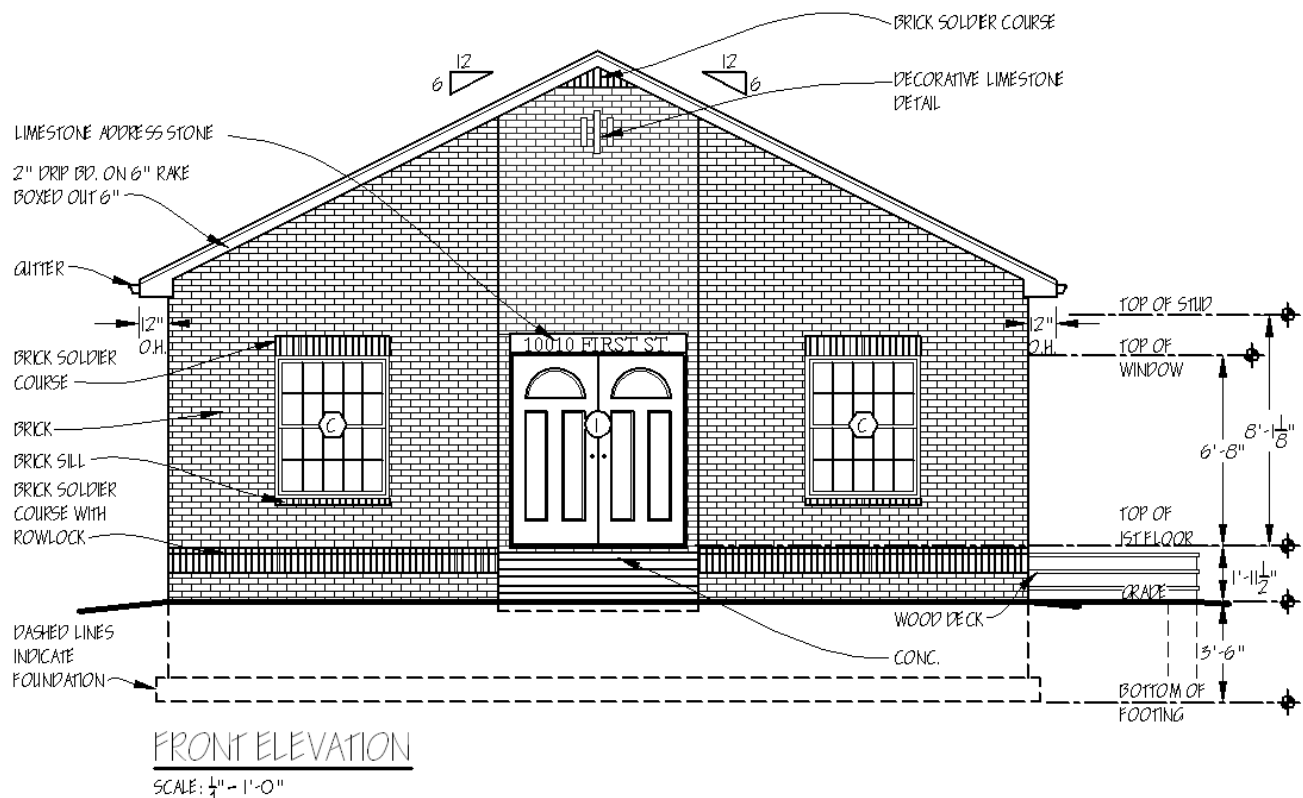


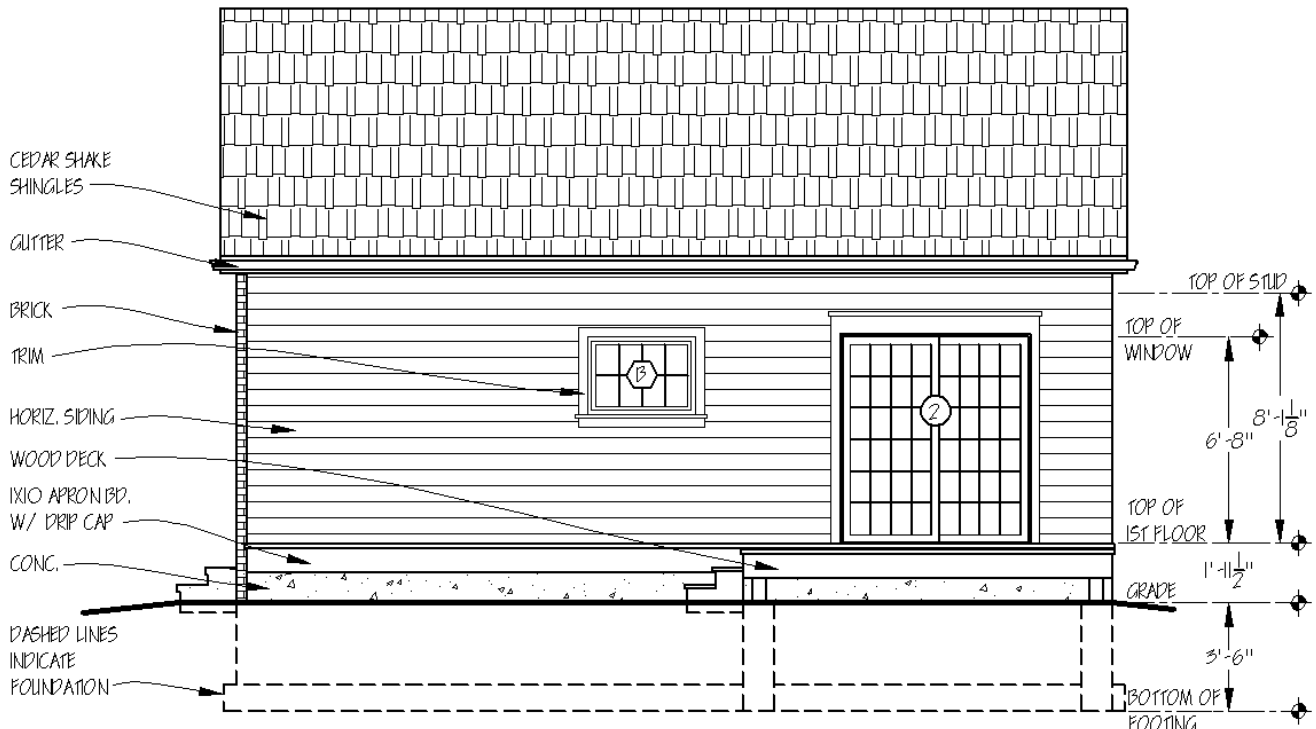
## Guest House- Part 5 Hatching and Noting Elevations

### Project

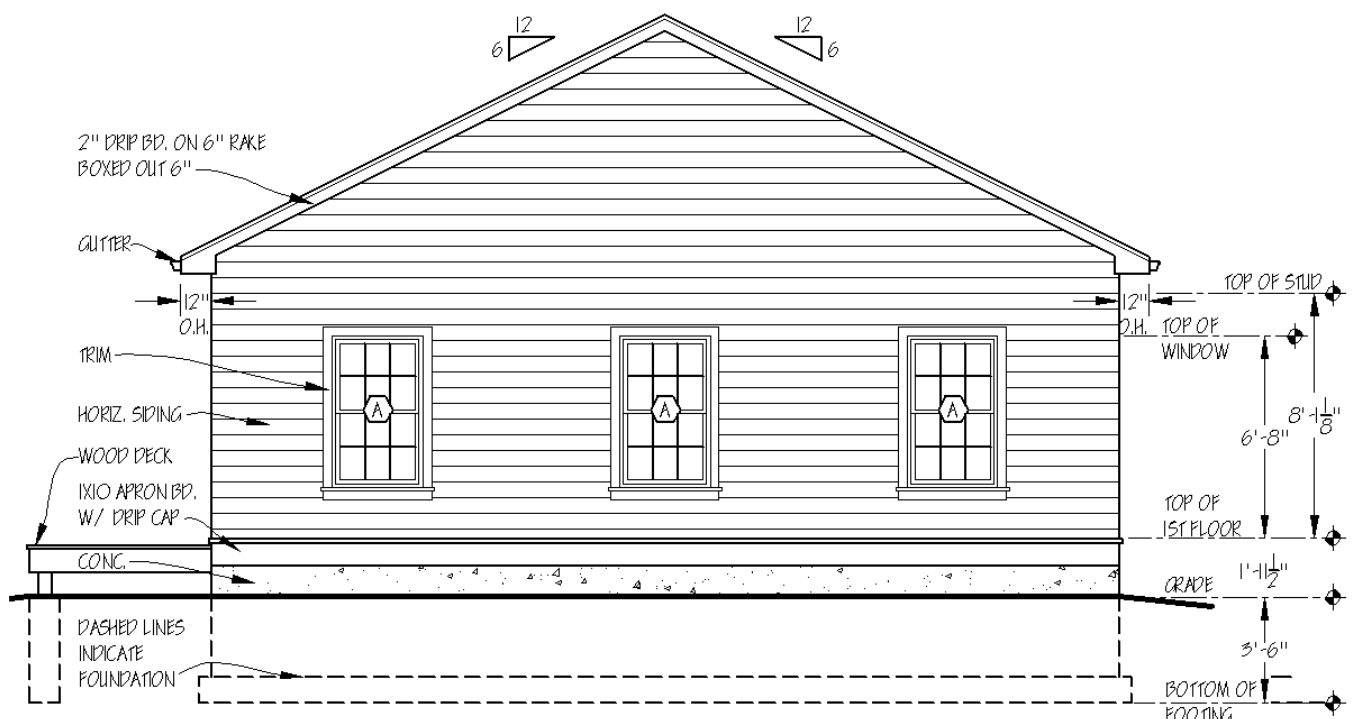
You should now have 4 blocked elevations for the Guest House. You will now add hatch and notes. The hatched elevations are shown below.

1. Copy items such as the doors and windows from your library. You may need to modify or adjust items such as the window mullions or size of windows. If the library doesn't have the exact window or door you are looking for simply use the given ones as reference and create the one you need.
2. Add notes and required dimensions as shown. These elevations will be printed at  $\frac{1}{4}" = 1'-0"$  so all text and dimensions should be at 1:4MED. Align your notes and dimensions as much as possible. When you draw leader lines, draw them curved, the arrow should touch the item you are noting, and come off of the first or last letter of the note.
  - When adding the elevation dimensions pay attention to where they are placed on the examples below.
  - Be sure to add the 12" O.H. Dimension for your overhangs as well.
  - Window and door tags should be centered within the window/ door and lines trimmed out from inside them.
3. Add the correct Titles (1:4 TITLE text size on the TITLE Layer) and scale. (1:4MED text size on TEXT Layer) for each elevation. These should be placed below the elevation and align with the left most part of the elevation.
4. Add hatch to your elevations. Hatch should be on the HATCH layer. Use the Hatch patterns given to you in your library. Hatch each elevation individually. Do not hatch them all within one command. If you do this and have to go back to revise something on one elevation you will have to rehatch all of the elevations.

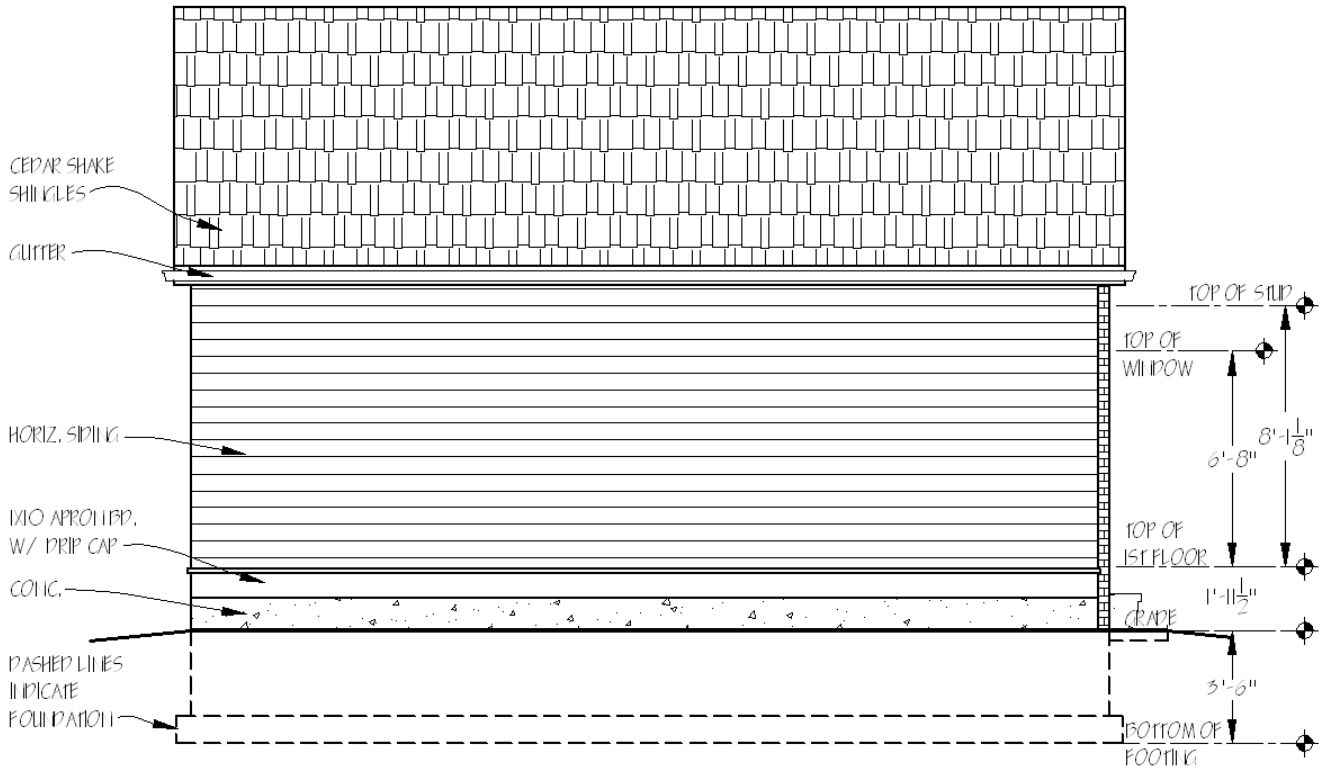




RIGHT SIDE ELEVATION  
SCALE: 1/4" = 1'-0"



REAR ELEVATION  
SCALE: 1/4" = 1'-0"



LEFT SIDE ELEVATION  
 SCALE: 1/4" = 1'-0"