

Test-Scenario: Skyscraper

The goal of this assignment is to model a skyscraper with 16 stories and a pitched roof that resembles the target model shown in Figure 1 as much as possible. You have a maximum of 30 minutes for the completion of this task, which consists of the following three subtasks:

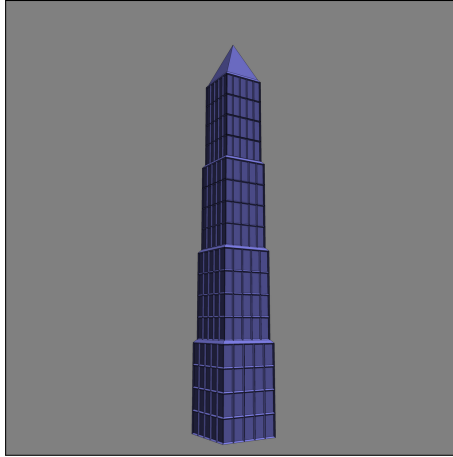
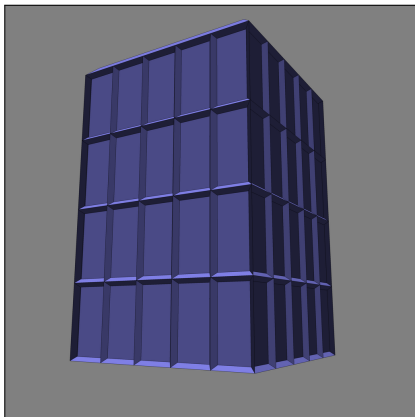


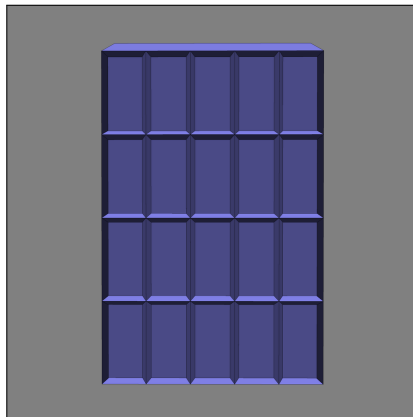
Figure 1: *Final result of the skyscraper model.*

Crete the basic building block

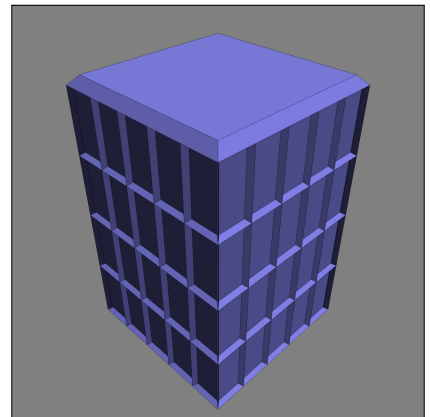
The basic shape of a building block is represented by an ashlar. Each wall of the ashlar has a facade, that consists of four stories with five windows per level. Each window has a small inset, resembling a simple picture frame. Finally, a building block is finished off with a slightly beveled flat roof (see Figure 2).



(a) *View from below*



(b) *Frontal view*



(c) *View from above*

Figure 2: *Different views of the basic building block.*

Repeat the construction rule

After the construction rule is finished, four of these blocks should be stacked on each other to create a skyscraper with 16 stories in total.

Finalize the roof

To finalize the model place a pitched roof (i.e. pyramid) on the topmost building block.