**14\_Modeling area elements; slabs and walls**

You can draw an area from this shortcut button with four or more points.

Select this area to see its number of edges and points in the status bar.

Always try to draw slabs with four nodes. Because slabs with more than 4 nodes create problems if the logic behind it, is not understood. More on this issue in next course.

Right click on this element and notice its defined as floor object because its drawn at floor level.

Area elements not drawn at floor levels will also be called floor objects when drawn in horizontal plane.

For example you can have floor objects at some reference plane between two stories.

You can draw four noded areas from this option by inputting x and y dimensions.

This option will create areas at just one click covering the area bounded by grid lines.

It is a good practice to draw slabs in one consistent manner either in clock wise or anti clock wise fashion. This affects the orientation of slab local axis. We will discuss this in detail in next course on advance modeling.

To draw an opening, just select opening form this drop down list.

To draw a wall you can click on this shortcut and draw a wall on plan.

To view this wall in elevation go to this elevation.

Right clicking on this wall will tell us that this is a wall element.