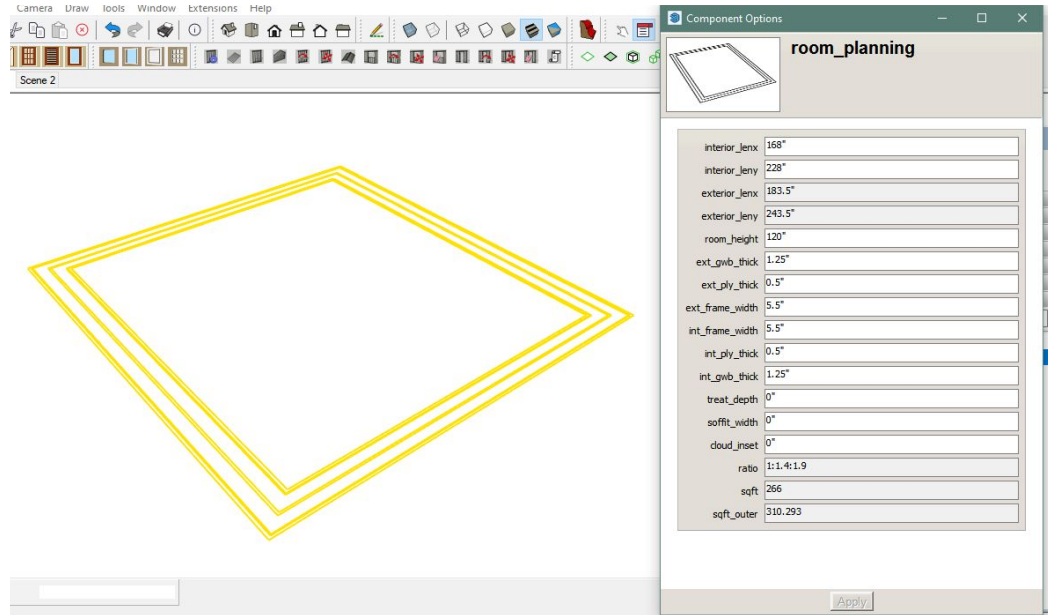# Create Rooms

AFTER defining the room sizes (e.g. define ratio for control room, or overall space for live room or booth), use the room planning component to create floor layout for each room.

As a note, for adjoining walls, we're going to remove the "exterior" bits and join them on the air gap. Ensure that the thickness for the exterior wall frame matches the others.
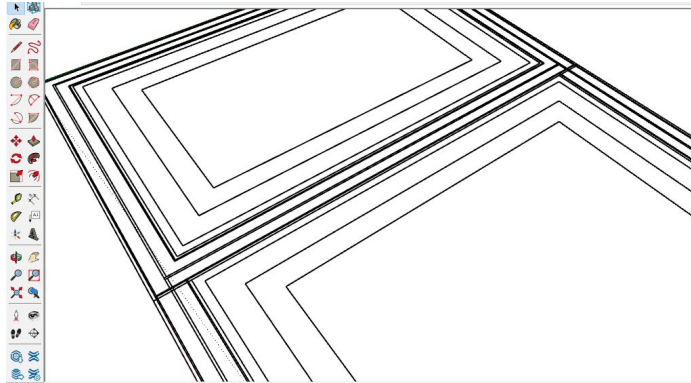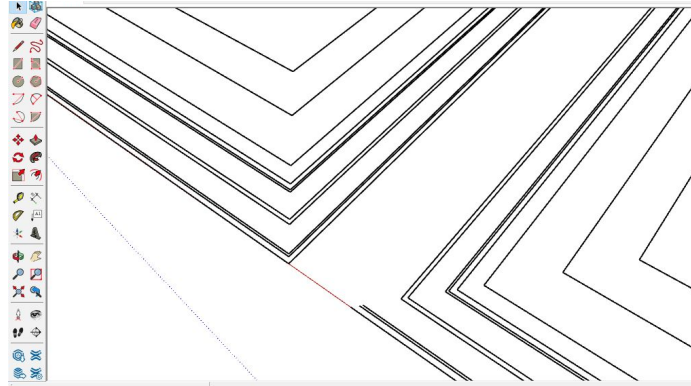
Explode & Merge

Now, explode each of the rooms twice and then group the lines. this removes the dynamic aspects and makes it into a static group which we can edit easily.
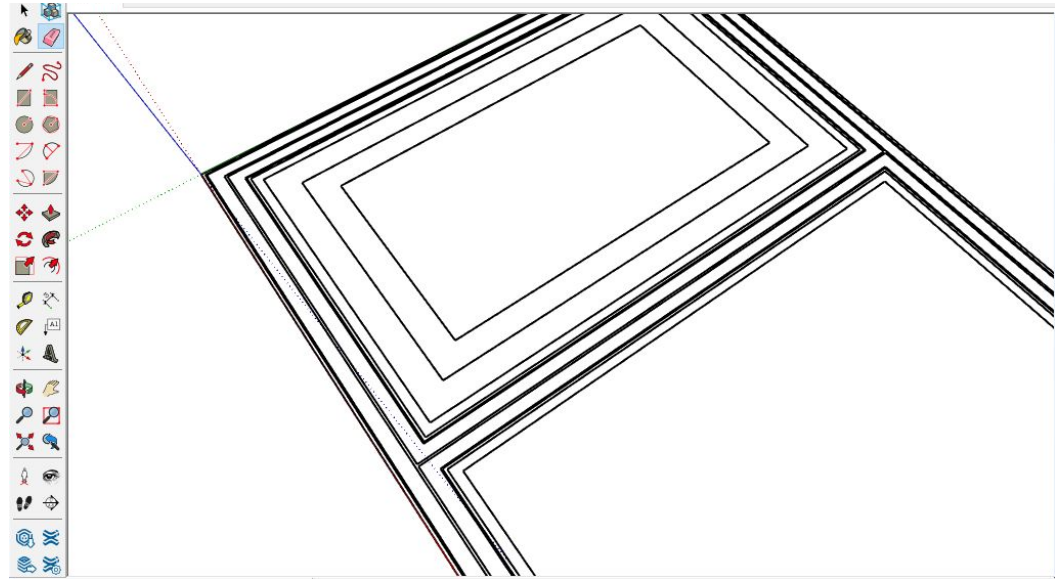
On one of the groups, remove adjoining sides by removing the exterior wall lines including the mass and plywood (if any).

Align the rooms on the air gaps. And explode those groups.

Clean Up

Clean up the interesting lines, the Erase tool works well, zoom in and remove the lines so you have the interior walls, plywood and mass all joined as well as a contiguous air gap between the exterior walls and the interior walls.

Apply Design

Now it's time to create the windows and door locations cutting through the walls. Leave a couple of lines for the windows so they're easy to identify.

As a guide, the cut-aways should be sized for the rough framing.

You're now ready to use your favorite framing tools. I use my own custom components for this, but there are also some nice scripts (free) which make this easy, as well as paid products.

Check out www.sketchucation.com