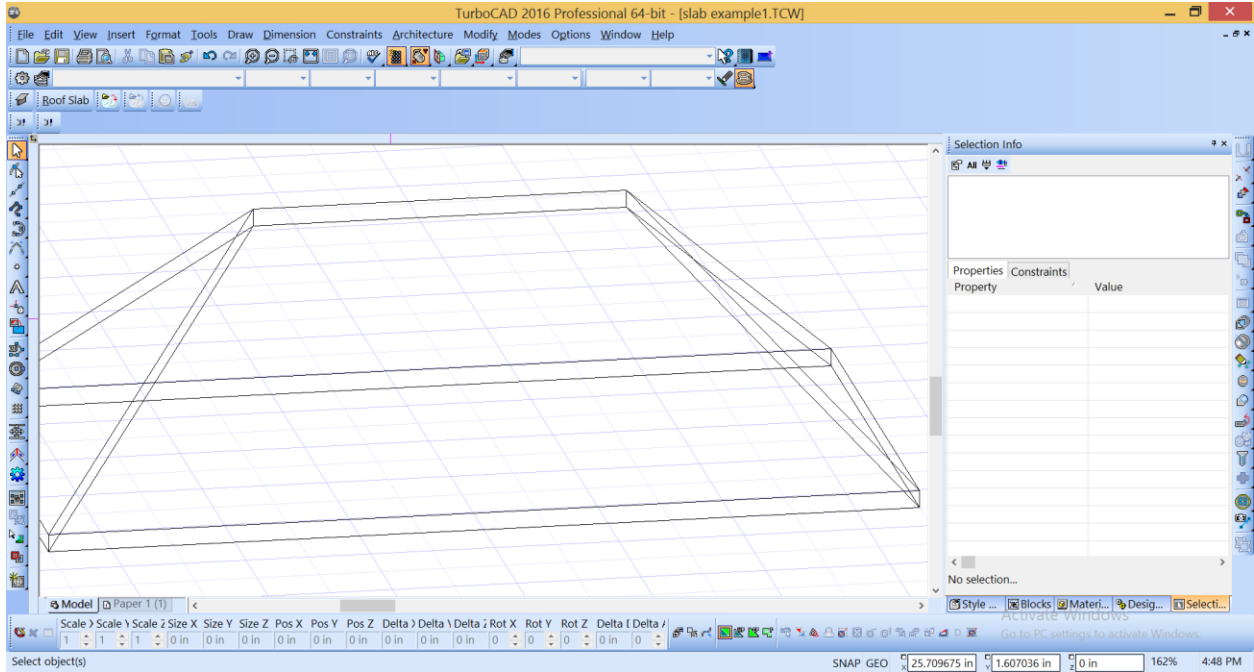
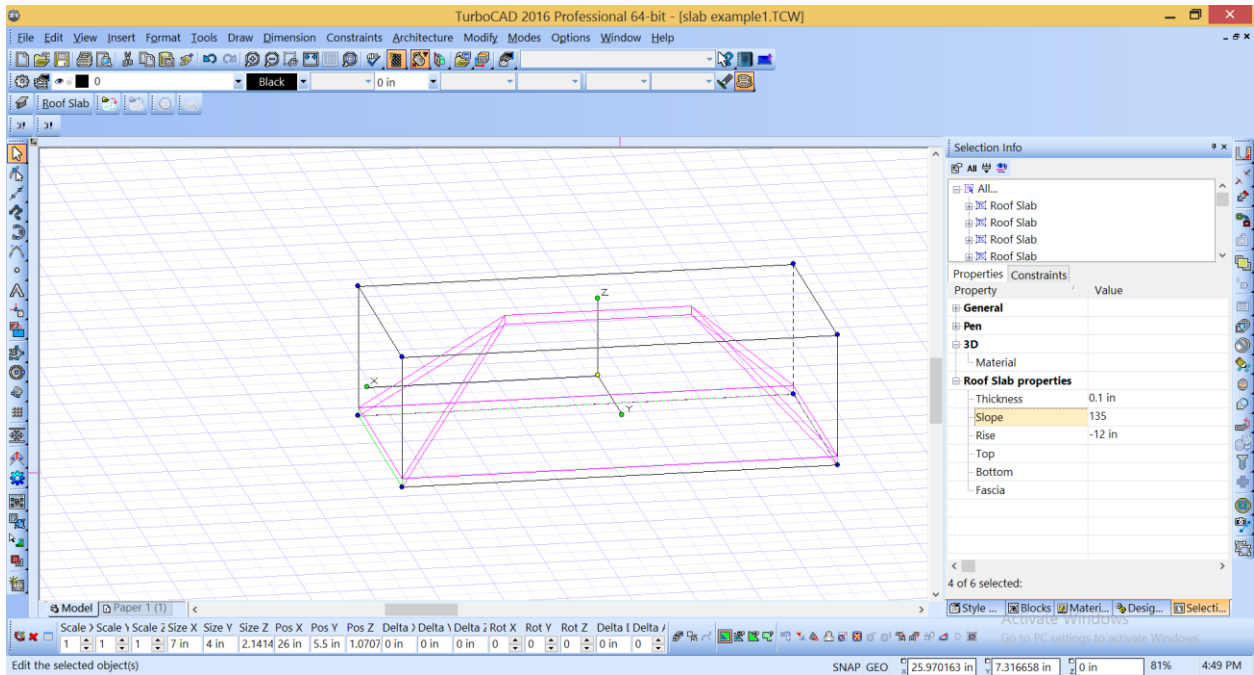


I can illustrate the "Convert to roof Slab" tool by creating a custom roof with dormers

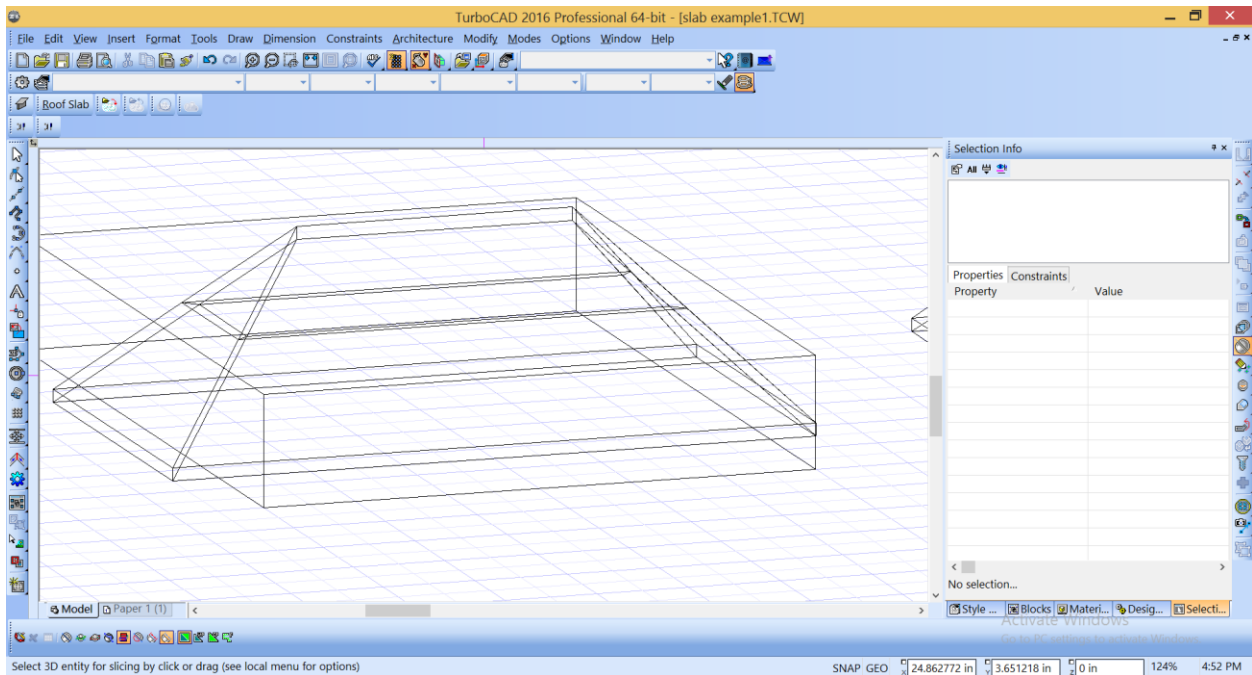
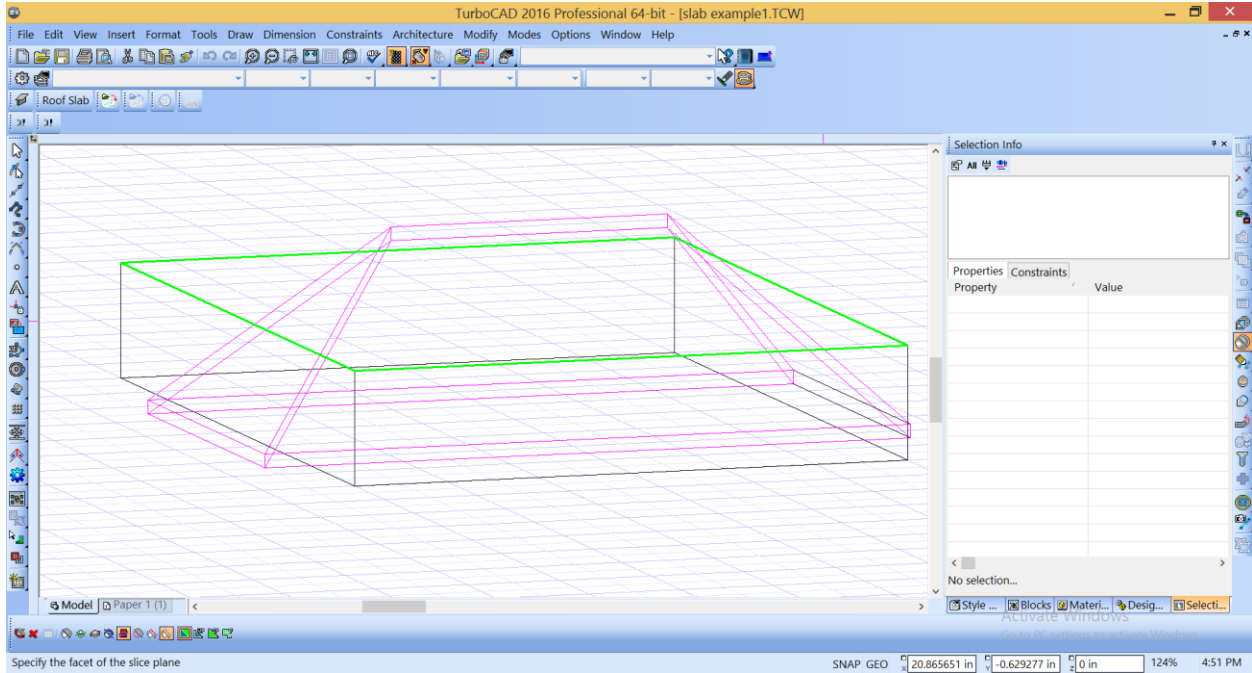
1) Draw roof:



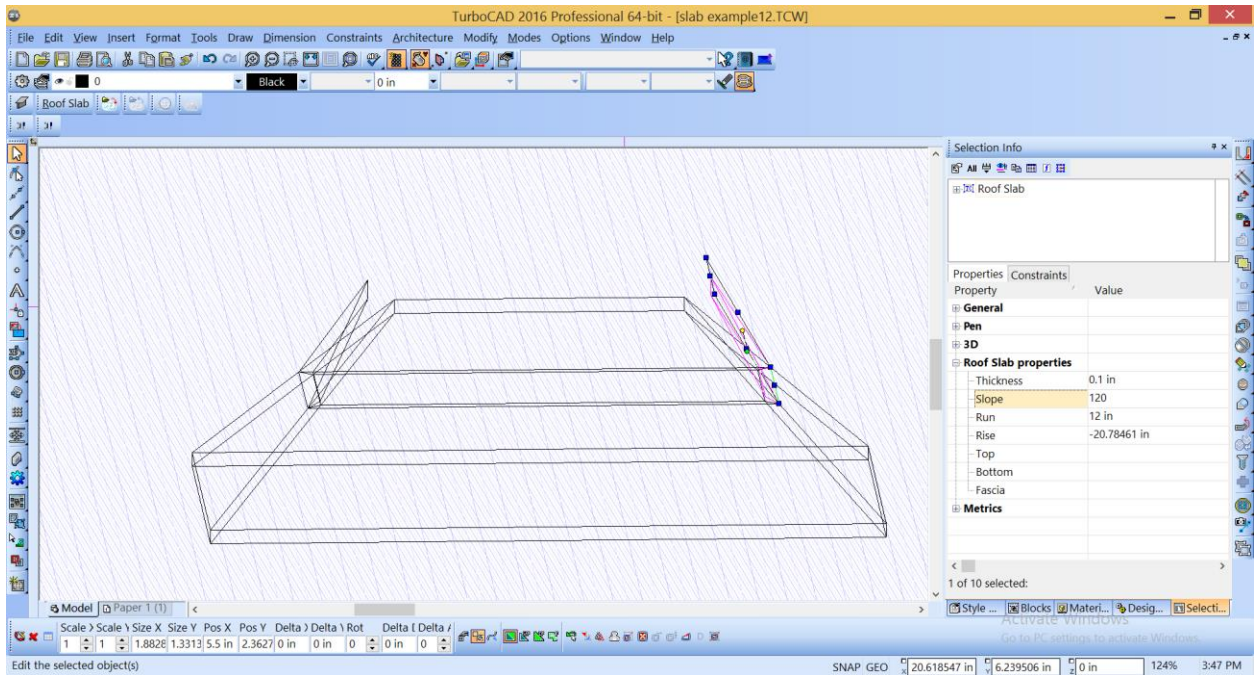
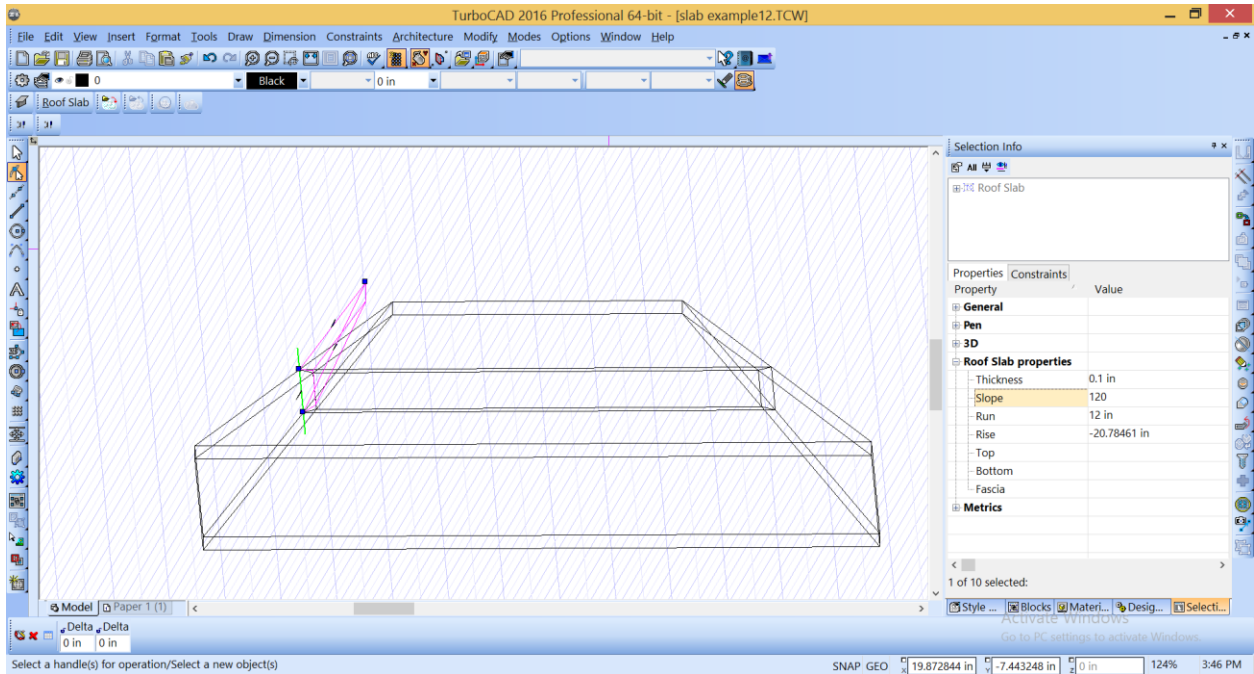
2) Convert To Roof Slab

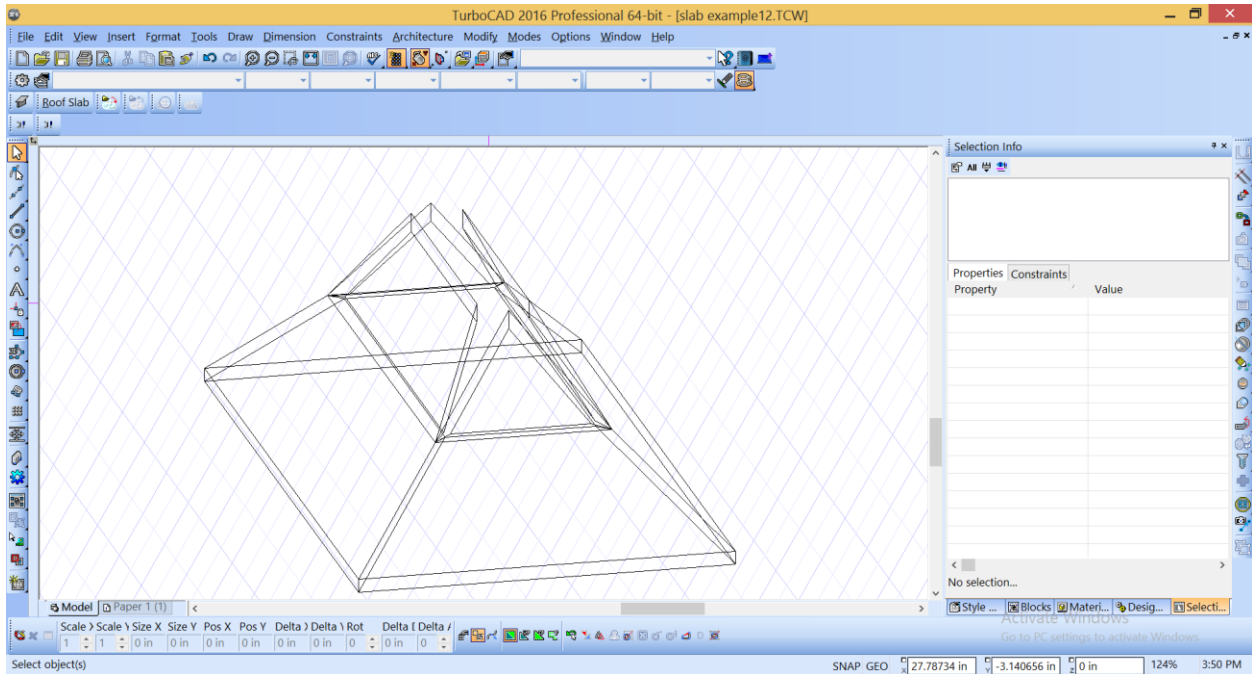


3) Slice By Face



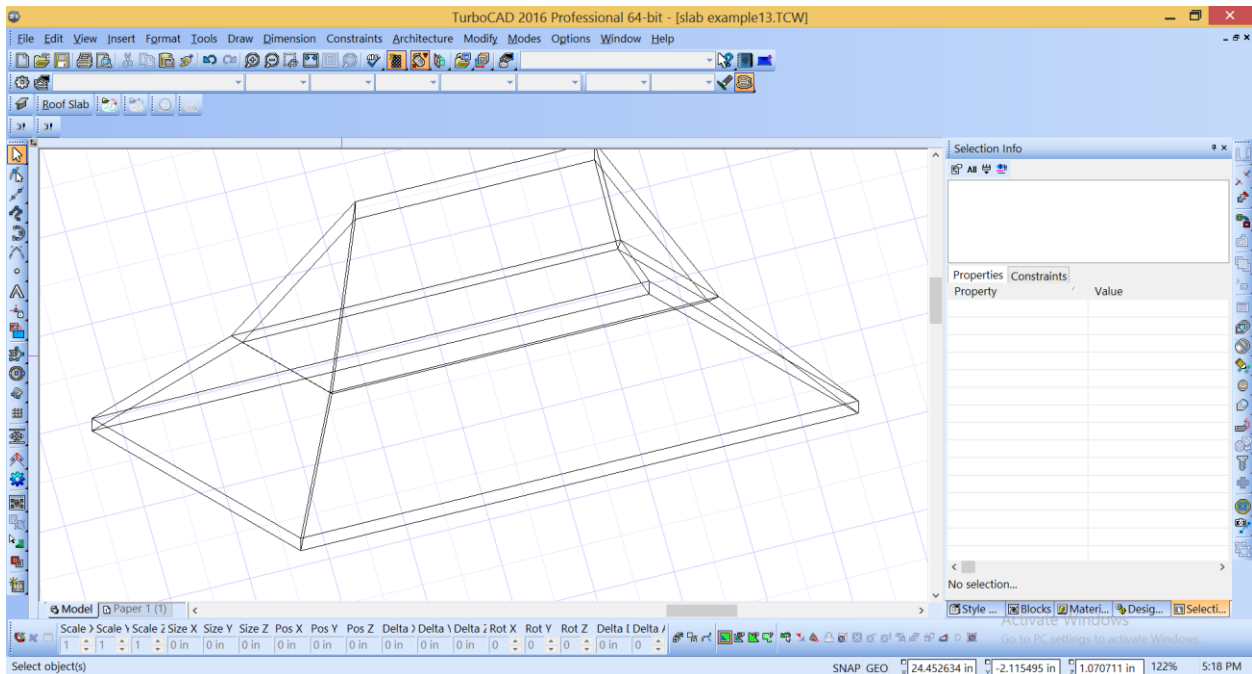
4) Change slope angle for each upper slab





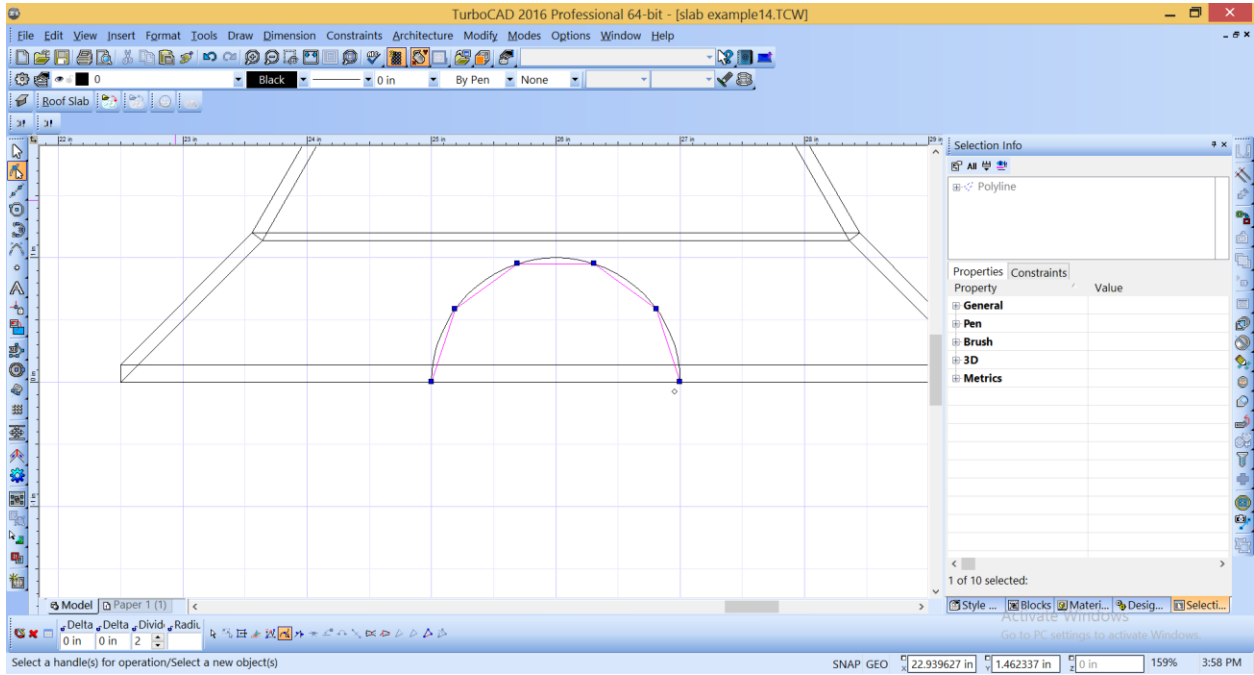
5) Use Slab Miter tool to link each upper slab with neighbor.

As a result we have custom roof, consist of set of roof slabs

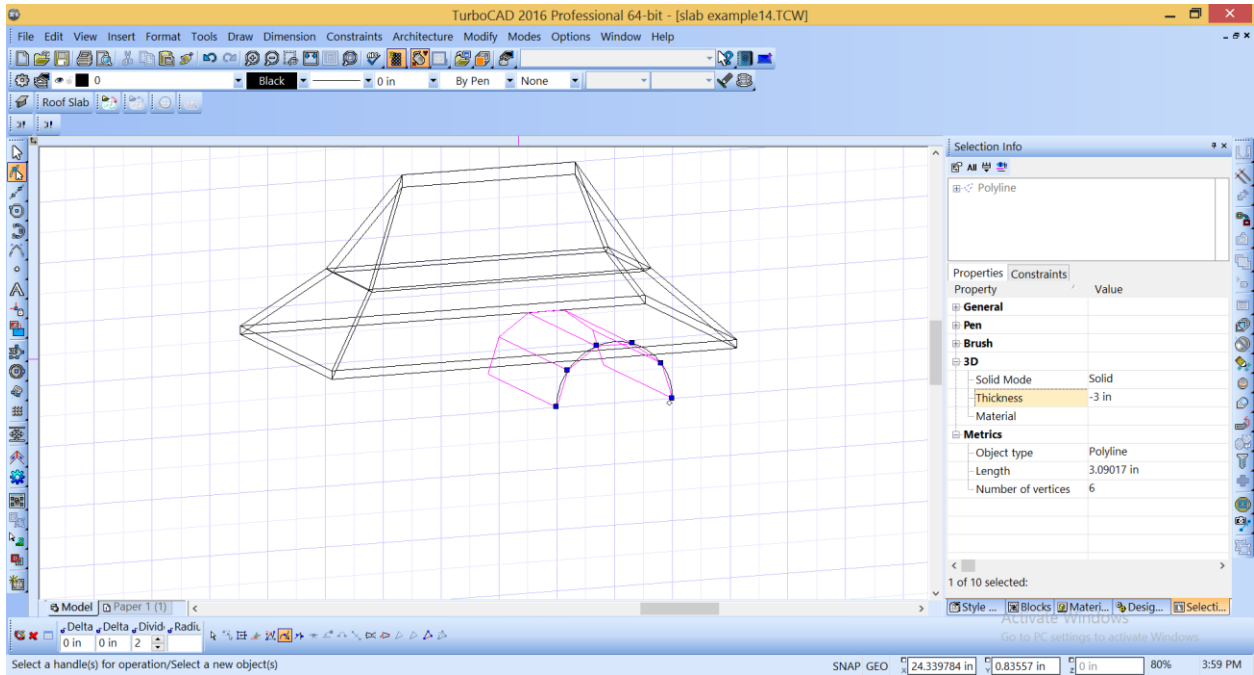


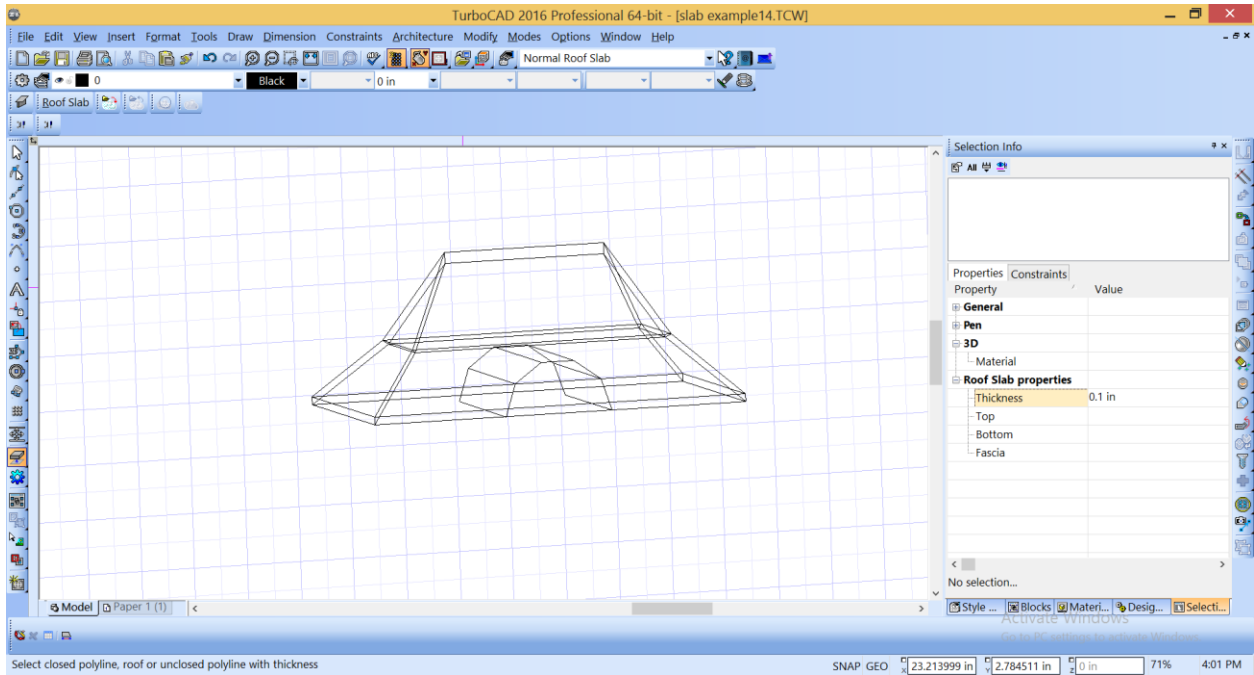
Create dormer:

1) Draw polyline

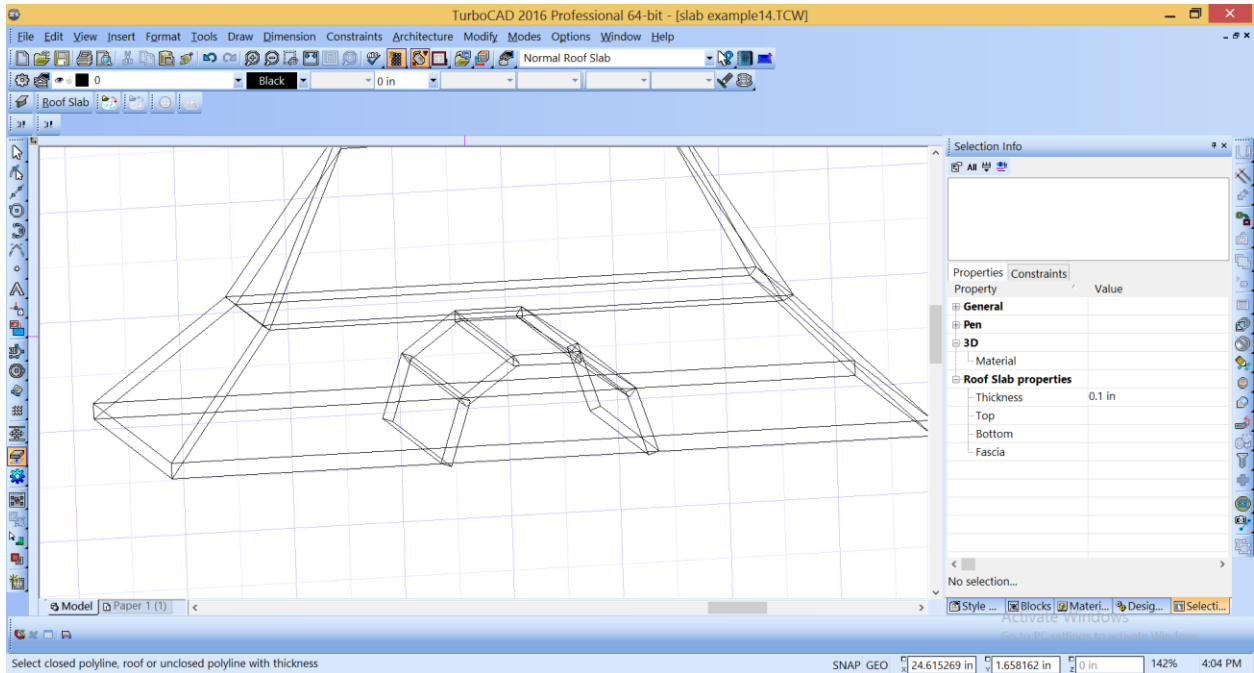


2) Set Thickness

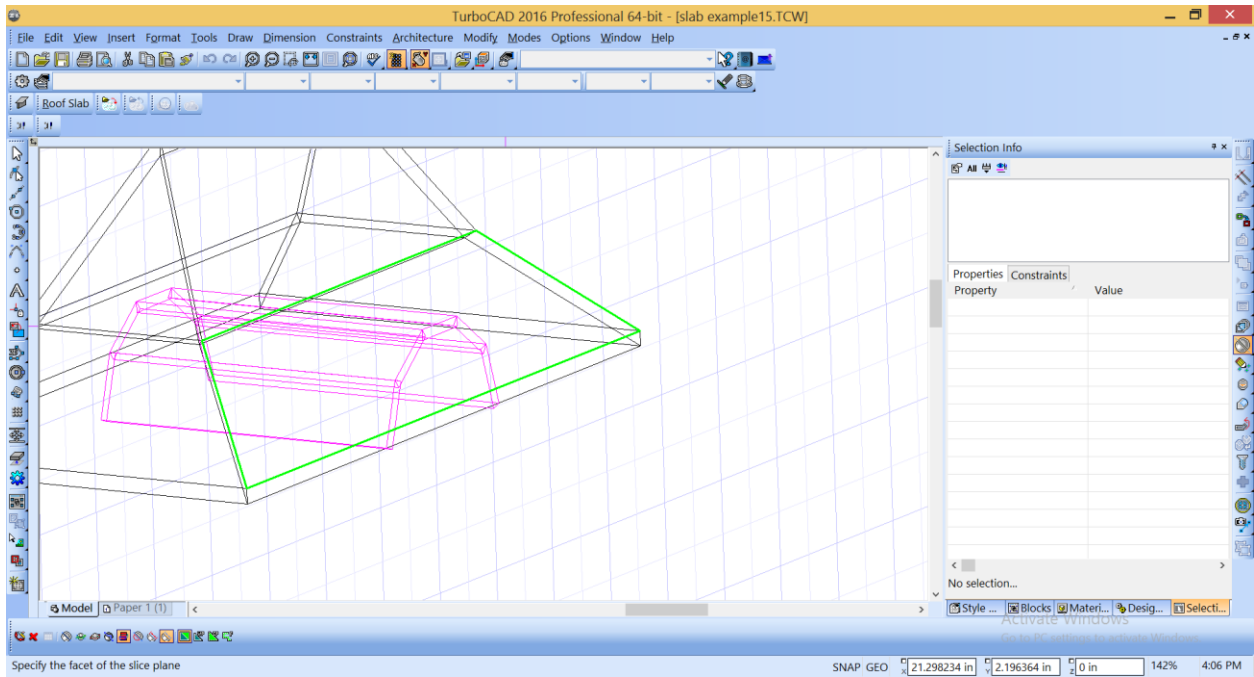




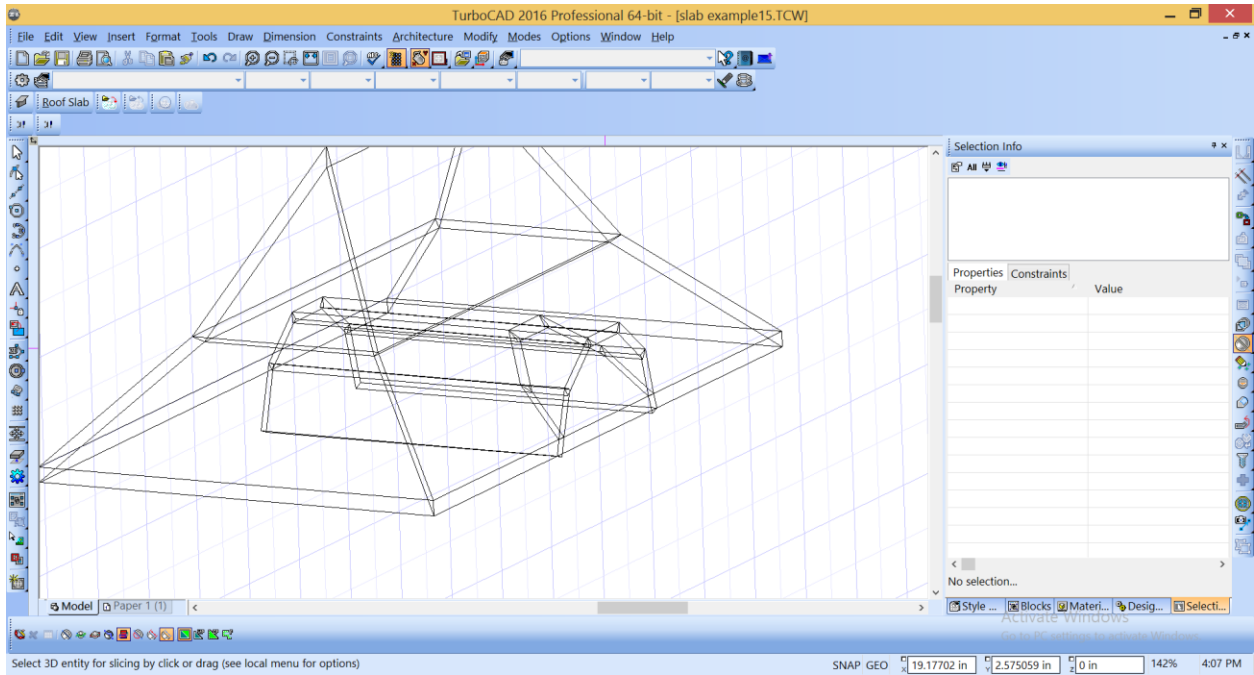
3) Convert polyline with thickness to roof slabs



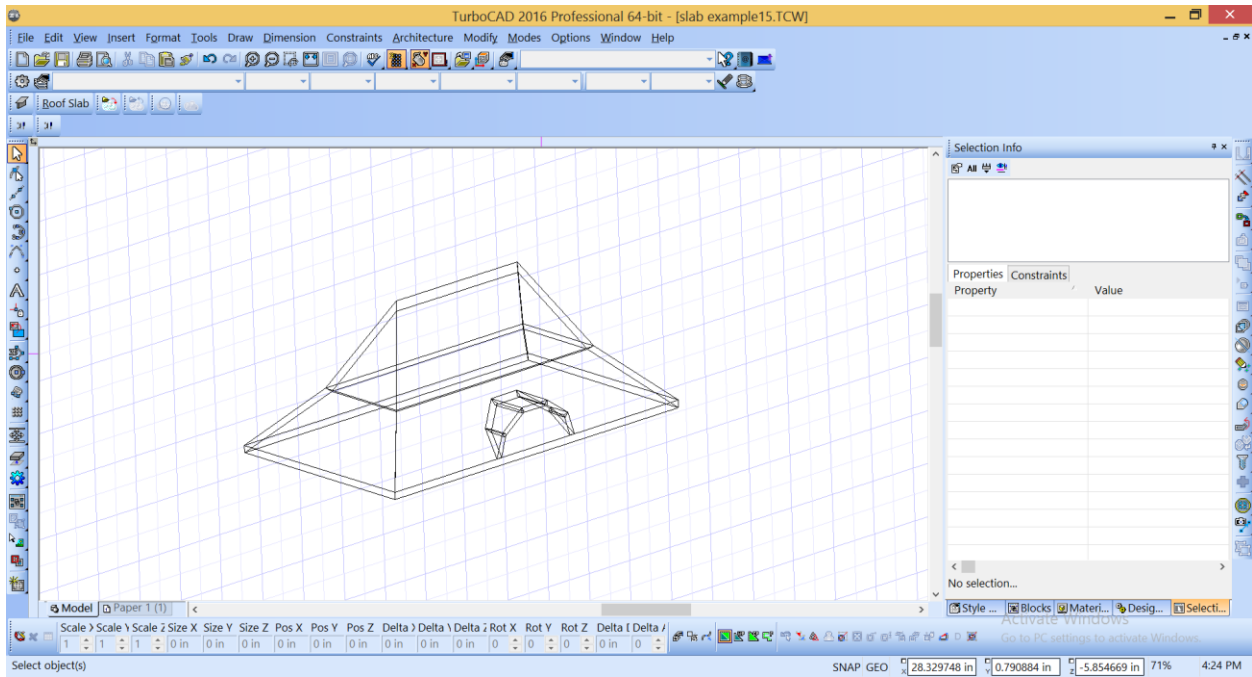
4) Make 3D Slice (slice by facet)



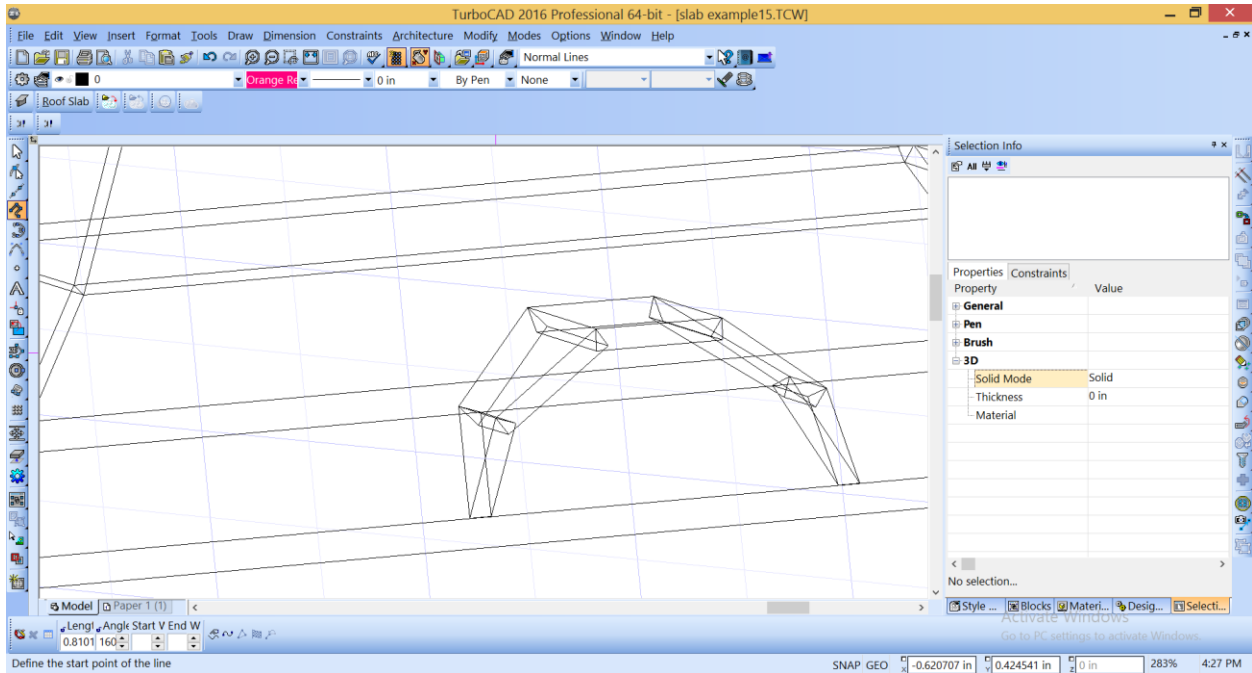
Result

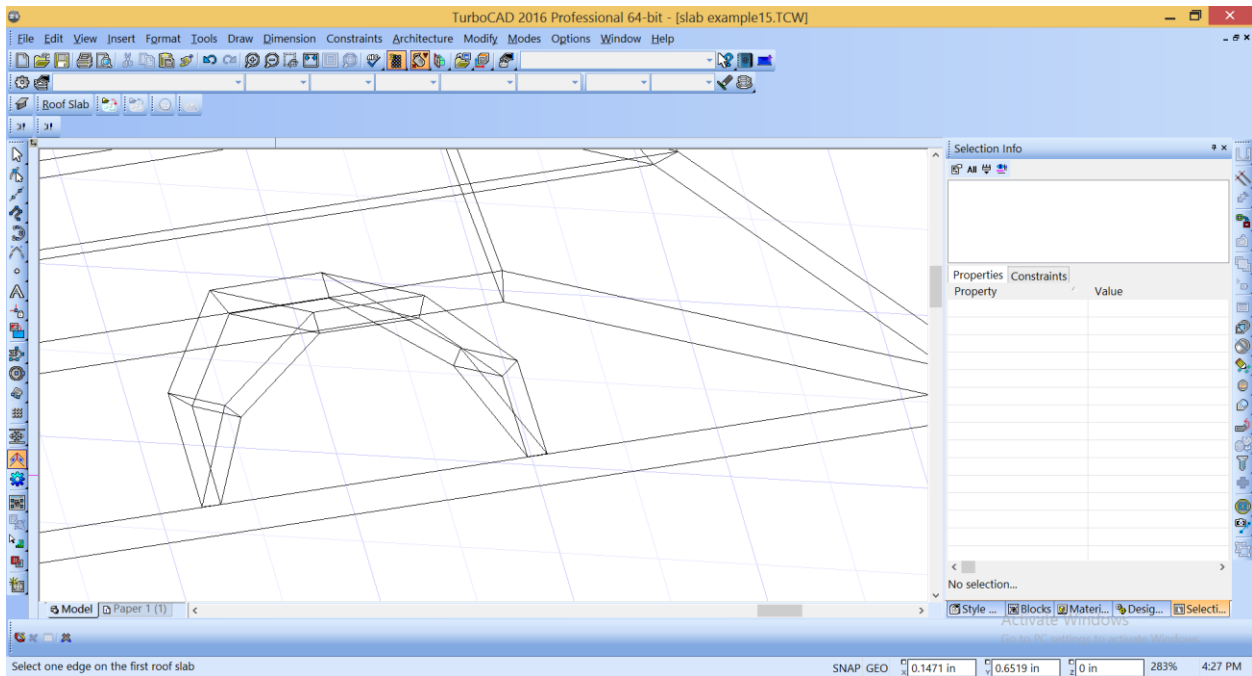


5) Remove unused parts

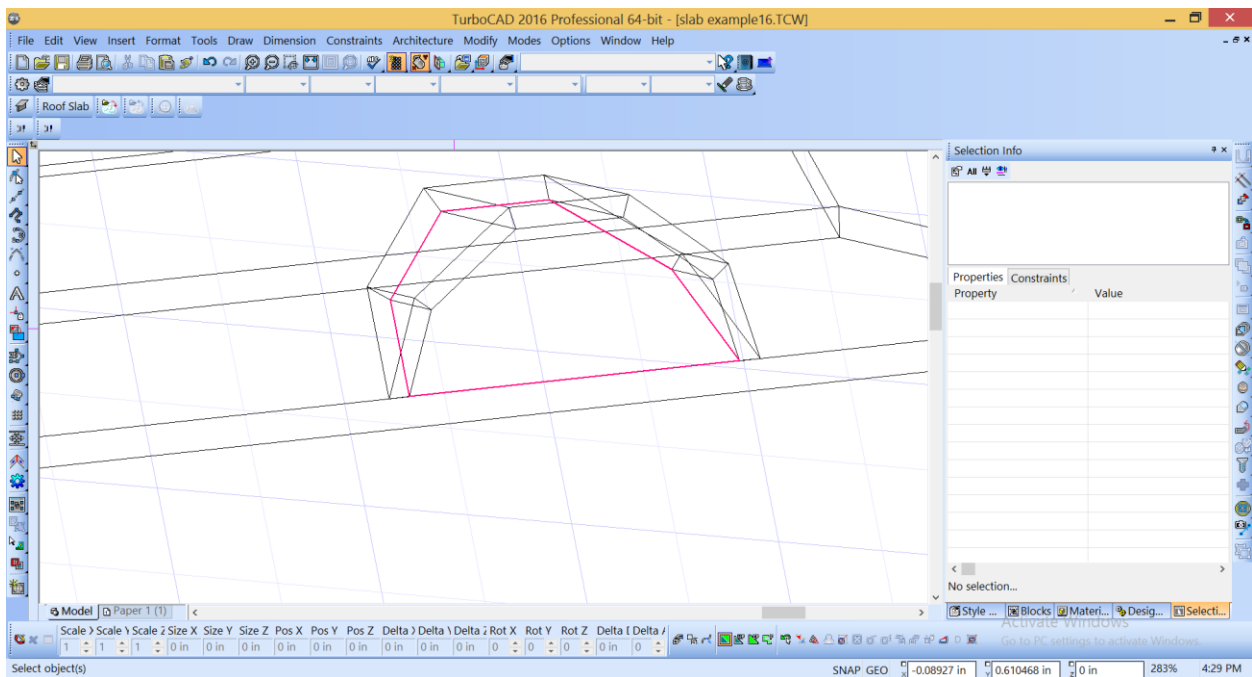


6) Use miter tool to link dormer slabs





7) Draw trim polyline



8) Trim slab: use Object Trim tool with options: Extract closed contour from closed entity

