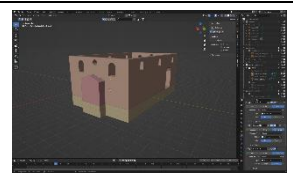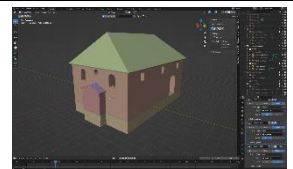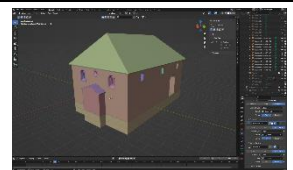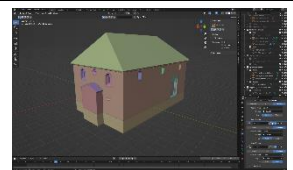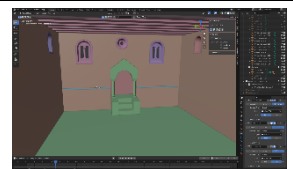| Workflow in Blender	
Added ground plane.	
Added floor plan and modelled walls.	
Added foundation. Cut out openings with a Boolean modifier.	
Added roof.	
Added windows.	
Added doorway with columns.	
Added beams.	
Added Aaron Hakodesh and floor.	
Cut out missing wall with Boolean modifier.	
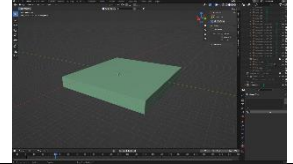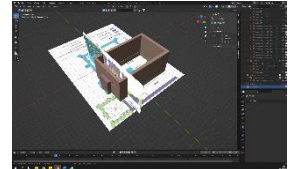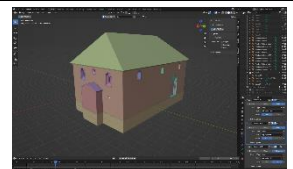
Added texture tiles. Unwrapped UVs. Scaled and rotated textures. Done.