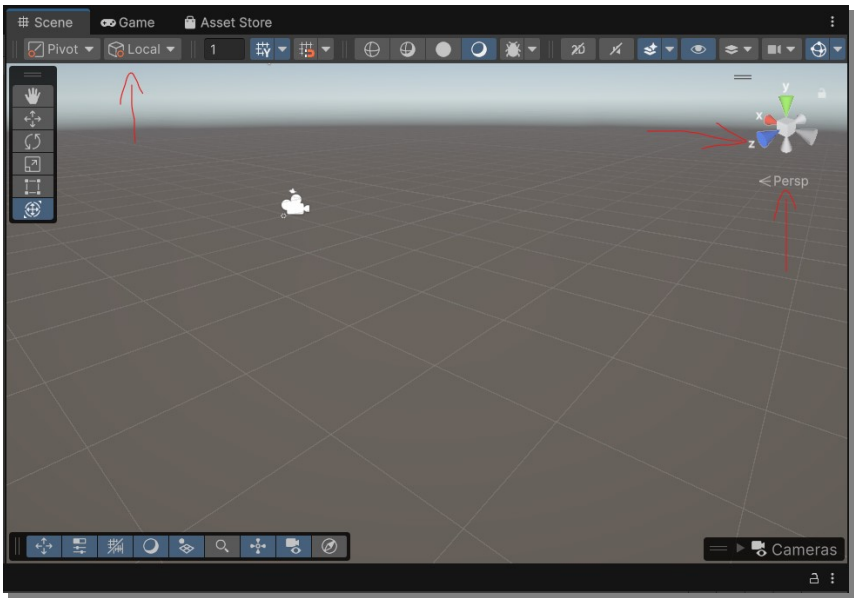
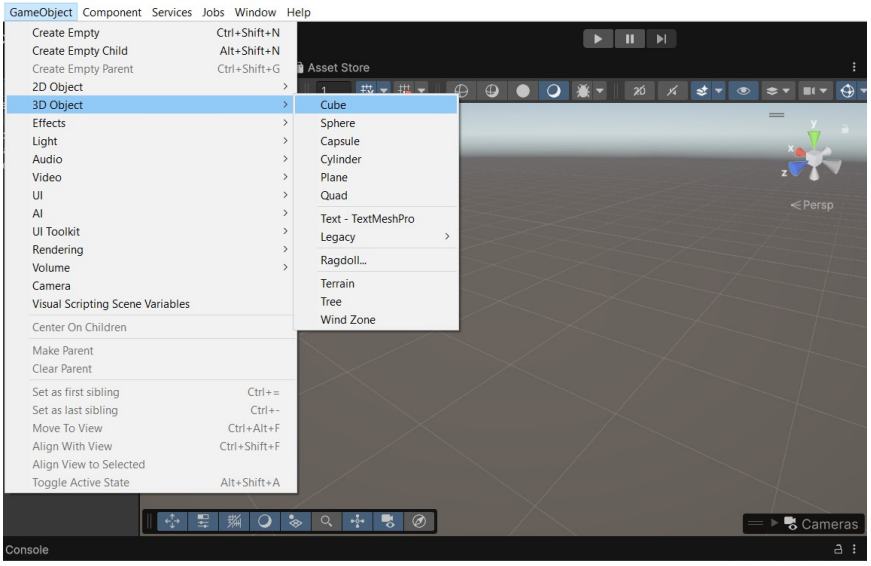
1. Select the Z axis on the orientation figure, it is the blue cone with Z.

1.a. Press "Pers" below the orientation figure to switch to isometric view for more precision. Optional step.

1.b. On the upper part of the viewport, next to the Pivot tab, make sure it is in "Global"



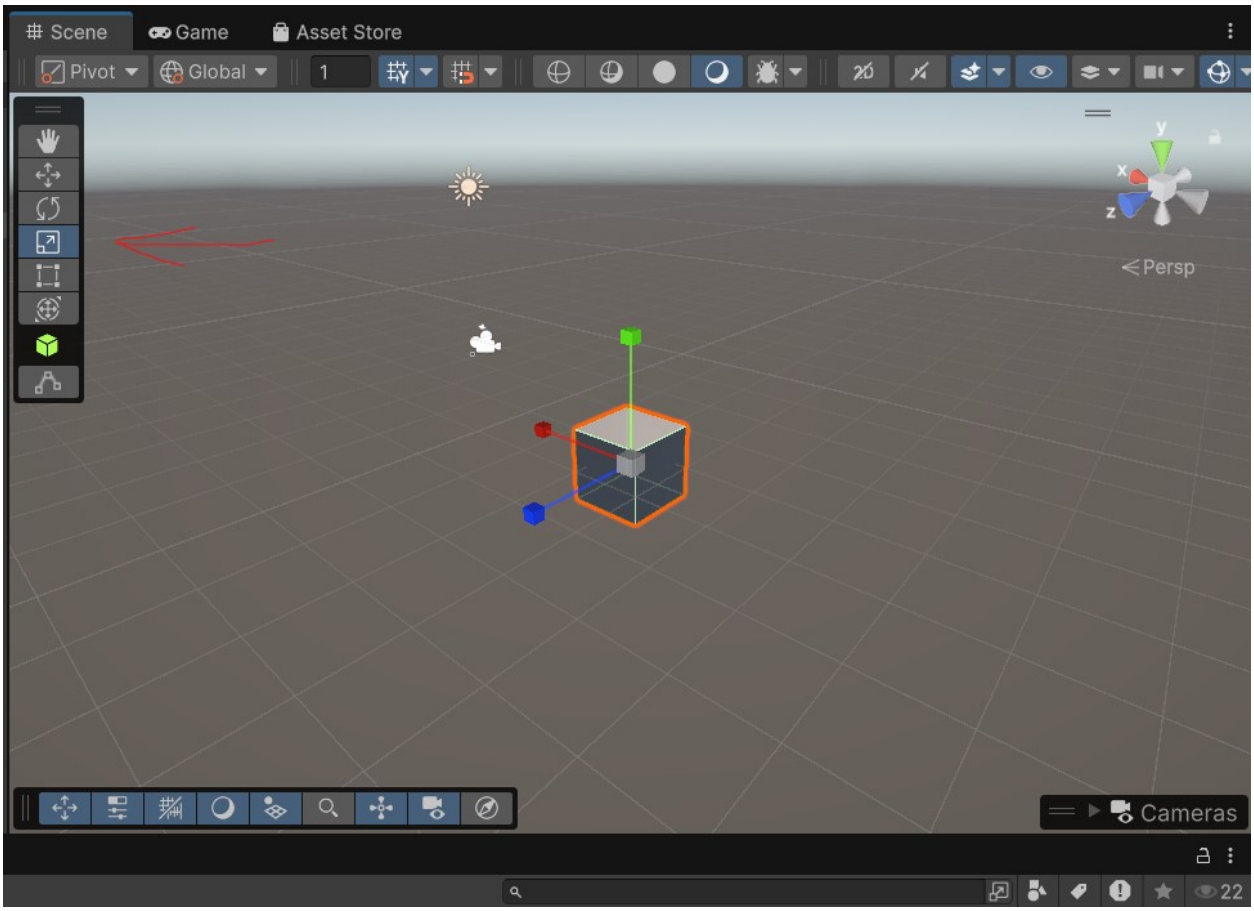
2. In the GameObjects tab, select 3D Object, then Cube.



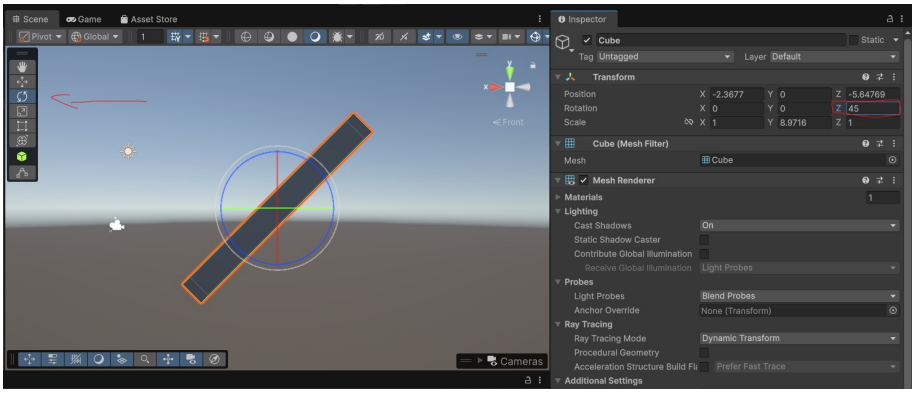
3. Quickly rename the cube "Roof" before clicking anything.

4. Elongate the roof cube using the scale tool found at the upper-left corner of the viewport.

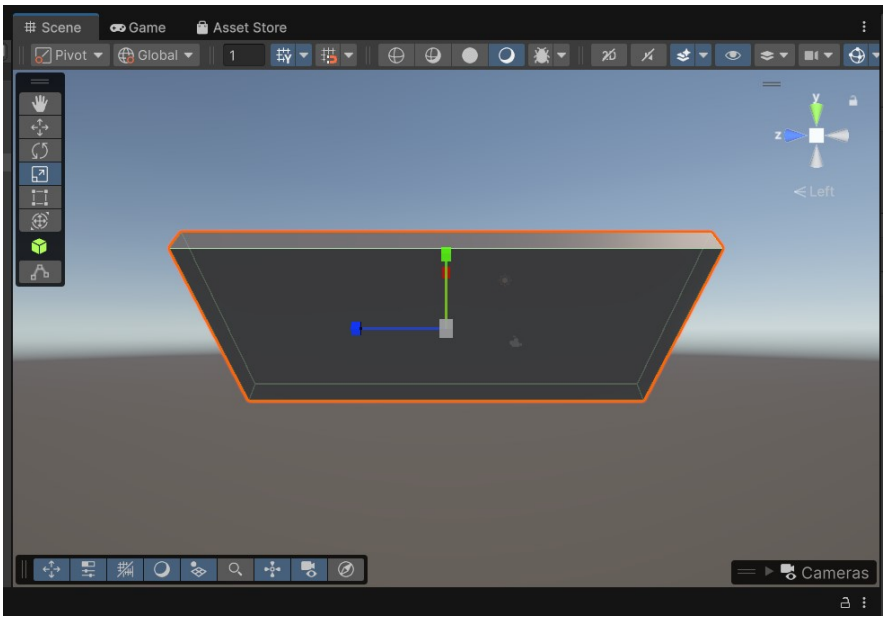
4.a. To elongate the cube while in front view, click and hold the red square, then stretch the cube to your desired roof length.



5. Use the rotate tool, above the scale tool's button, to rotate the roof cube so that it is in a slanted position. You may use the Z rotation on the transform tab to quickly set the roof on a 35, 45, or desired degree angle.

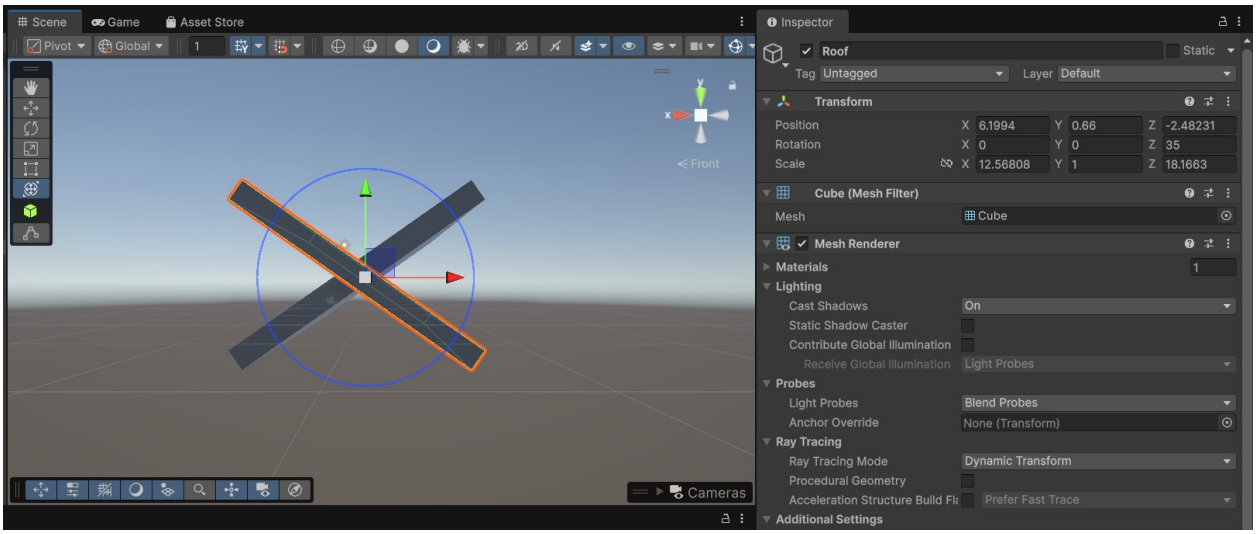


6. Press the gray cone on the other side of the red X cone to switch to Left v (-X view), then use the blue cube to extend the roof to your desired length. Not too long though.

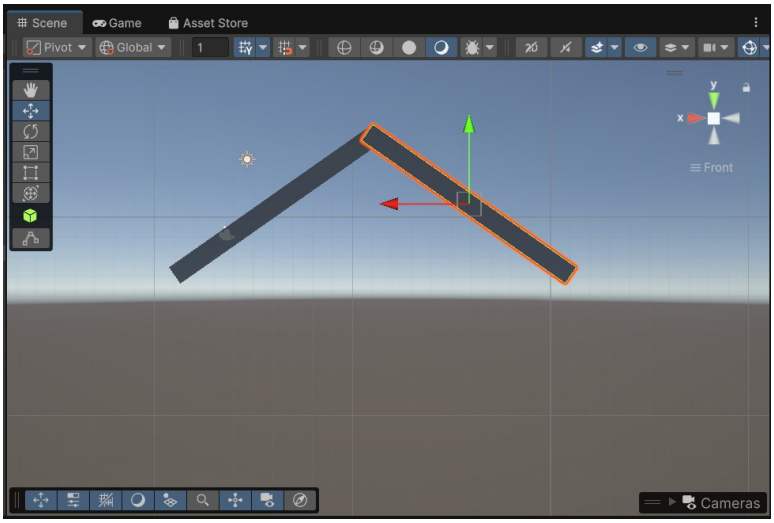


7. Return to front view with the blue Z cone, clock on the roof cube in the hierarchy tab, then press ctrl+D to duplicate the roof cube

8. Rotate the second roof cube using the Transform panel; insert "180" on the Y section of Rotation



9. With the red arrow, move the second roof to the left side until the two roofs form a seamless inverted V shape. Fine-tuning with the Transform panel is recommended

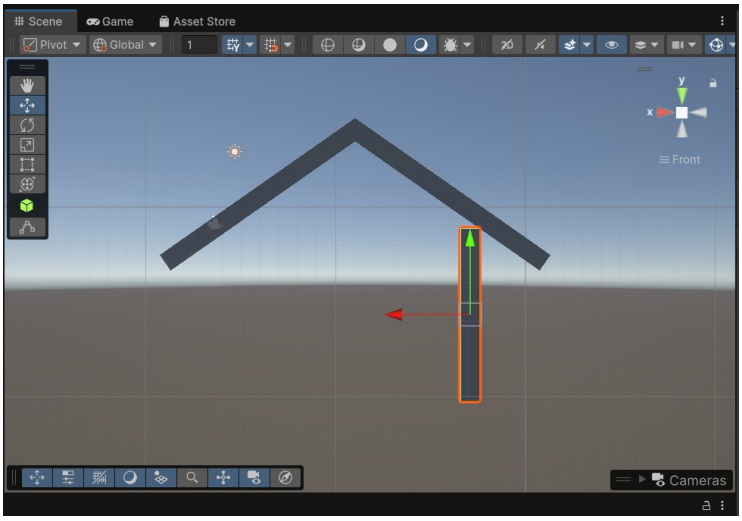


10. With your roof done, add another cube in the GameObjects tab, and call this one "Wall"

11. Use the green square of the scale tool to stretch this wall out. Make sure it isn't ass long as the roof.

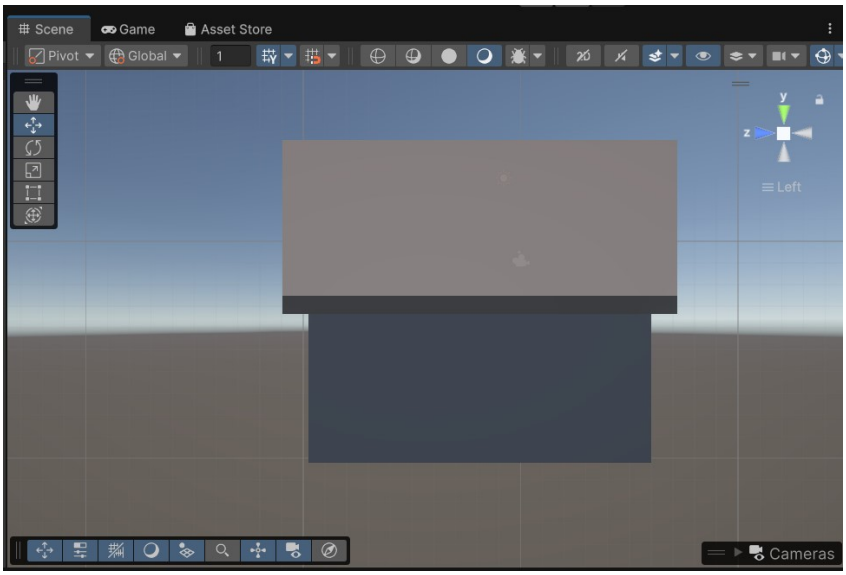
12. Place the wall near the lower end of one of the roof cubes, leaving part of the lower end of the roof hanging out (no more than a quarter).

12.a. Make sure that the upper left corner of the wall cube is touching the roof cube, only clipping it a little.

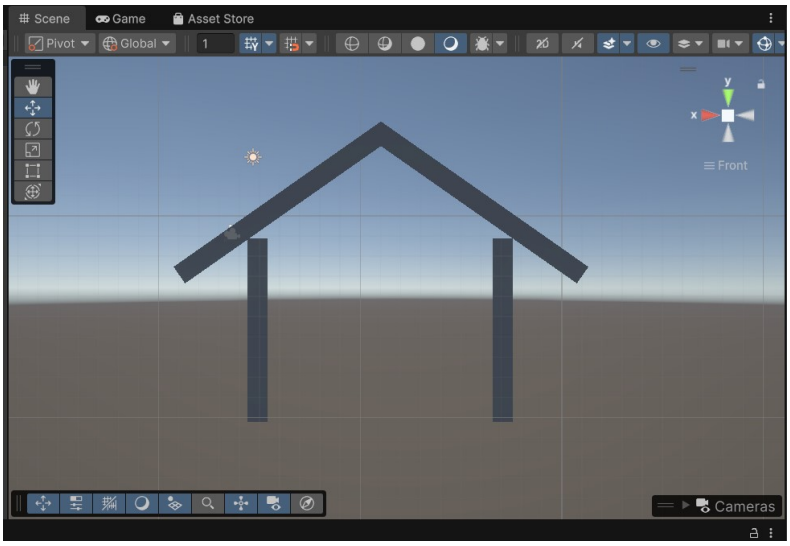


13. Switch back to Left view (-X view) and stretch the wall cube using the blue scale tool cube.

13.a. It is ideal that both front and back ends of the house aren't as long as the roof.



14. Copy the wall using ctrl+D on the hierarchy tab, then drag it with the red arrow until it touches the other roof cube.



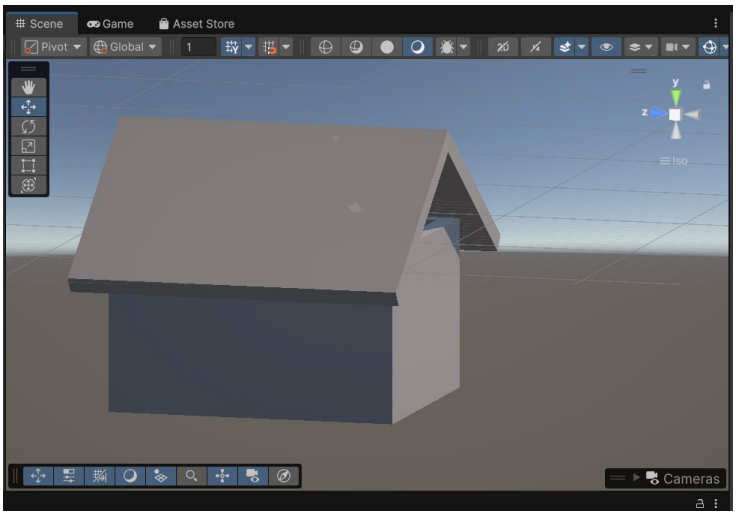
15 Copy any one of the walls, drag it near the approximate center of your house with the red move arrow, then, int he Transform tab, give it a Y rotation value of 90.

16. Switch to Left or Right view, then drag it to the back of the house.

17. Scale it down so both ends of the wall are either just touching the side walls.

17.a. Fine-tune with the Transform tab, the X value of Position

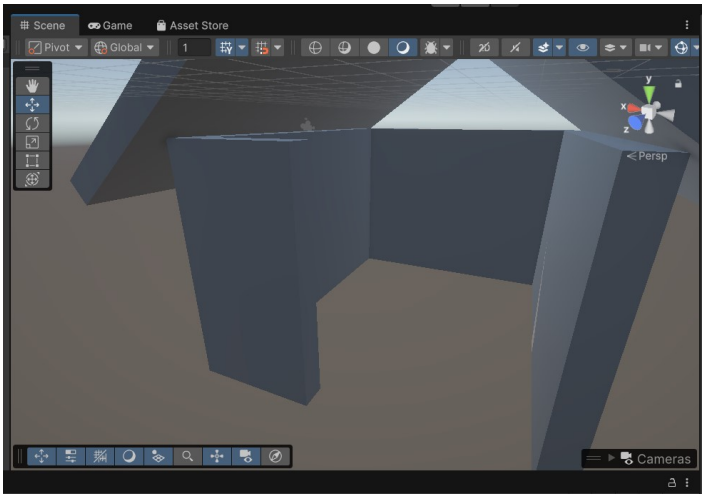
17.b. Switch back into perspective view for better visibility, optional.



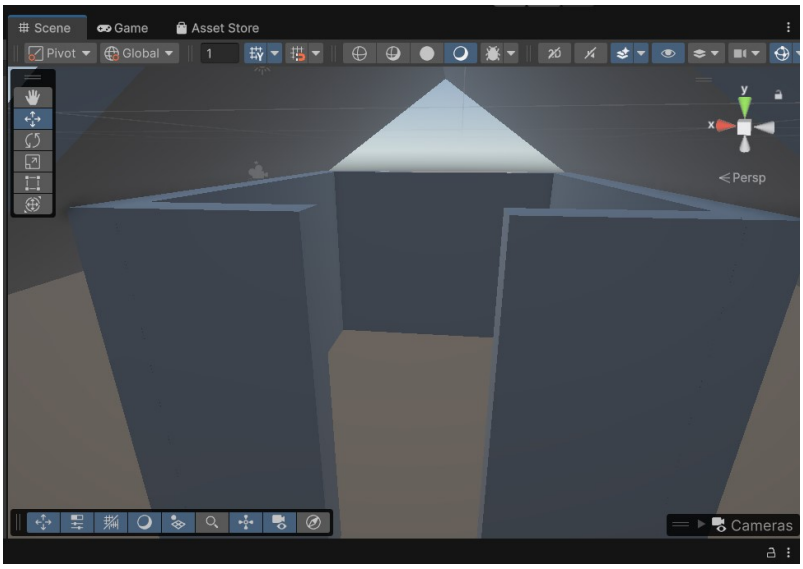
18. Duplicate the back wall and drag the duplicate to the front of the house.

18.a. Make sure it is as flush as the back wall, fine tune with the Transform tab.

19. Scale it down by dividing the X value by 3 in the X scale tab, then drag it towards one of the side walls in the X axis until just touching.



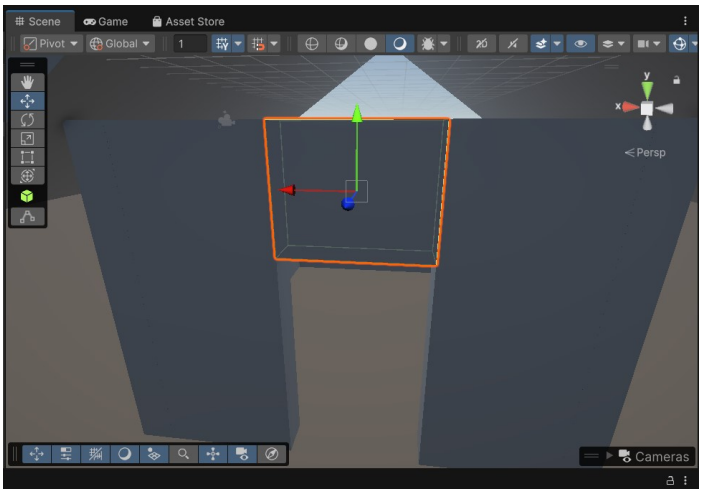
19.a. Duplicate the wall, then move it to the other side wall.

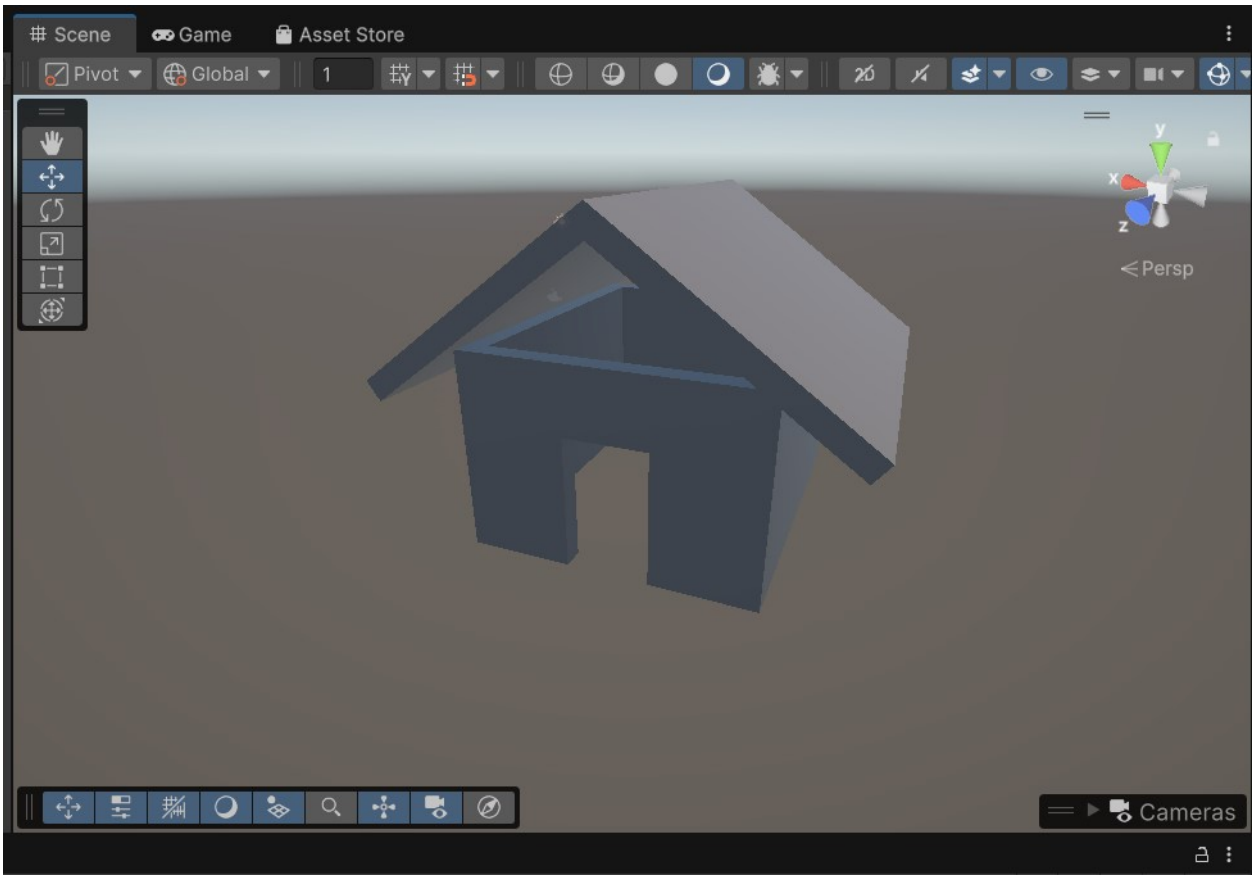


19.b. Duplicate the wall again, then place it at the center of the two smaller walls. You can do this by copying the X position of the back wall and pasting it on the new middle wall

20. Scale down the middle wall to a third of its size using the Y scale tab on the Transform tab.

21. Move the small wall up until it is flush with the other two small walls beside it.





And now you have a simple house design in Unity6.