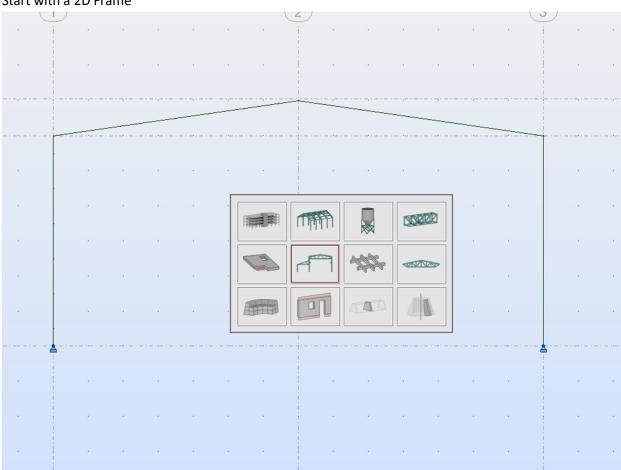
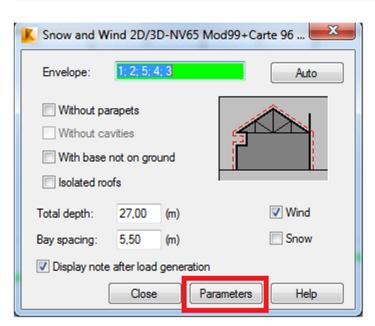
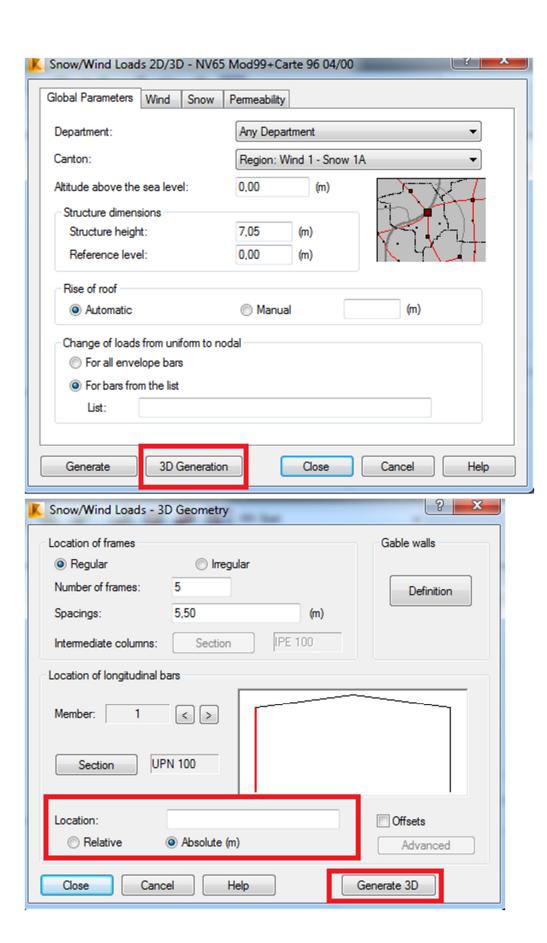
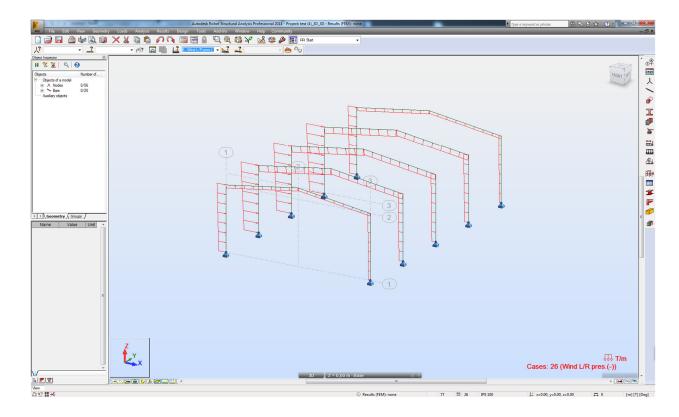
Start with a 2D Frame

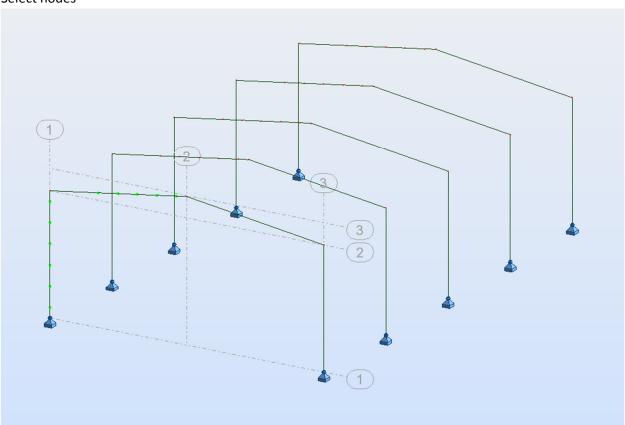








Select nodes



Create purlins

