CHIEF ARCHITECT

Tutorial

NAME _____

Creating a New Plan File

The first step in creating your own design is to open and name a new plan fIle.

1. From the **MENU BAR**, select **File, New Plan.**

2. From the **MENU BAR,** select File, **Save As.**

This opens the **Save Plan File** dialog box. This is similar to that found in most *Windows* software.

Before entering a name for the ftle, adjust the Save In folder to the required location.

(If you are taking a class, be sure to ask your instructor where your plan ftles should be saved.)

3. Adjust the **Save In** folder as required.

4. Enter **Cottage-1** as the file name, then select the **Save tool** in the **Save Plan File** dialog box.

The system will add the proper ftle name extension used by **Chief Architect**.

The **TITLE BAR** should now show that you are working on the **Cottage-1** floor plan.

5. In T**OOL BAR 2**, make the **Walls** tool active by positioning the cursor over it and clicking the *left* mouse button *once.*

6. Check the **STATUS BAR** and verify that the active tool name is now **Exterior Wall**.

NOTE: Walls are constructed by *dragging* the mouse. This means that you click and *hold the left mouse button down* at the starting point of the wall and, while continuing to hold the left mouse button down, drag the cursor to the end point for the wall.

7. Position the cursor near the *upper left corner* of the **DRAWING WINDOW** and click the *left* mouse button once *and hold the mouse button down* to start a wall.

8. *Drag* the cursor directly to the *right* of the point selected and release the mouse button to finish the wall segment.

Your display should look similar to Figure 6.
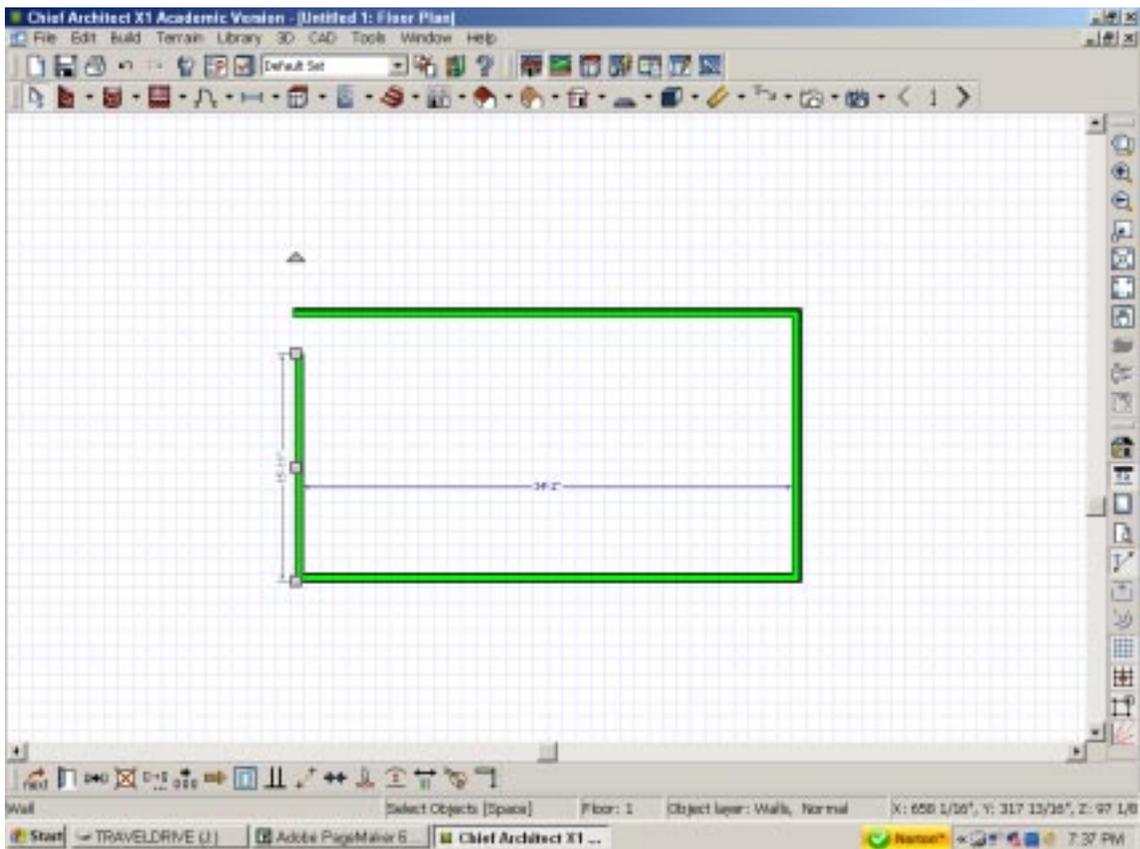
The wall just created represents one exterior wall object. There are a lot of components to this wall that are [3] beyond the scope of this discussion. For now, you should know that the outside and inside of walls are not the same. Also, exterior and interior walls are different.

NOTE: When constructing walls, always work in a clockwise direction. This will keep the outside and inside of the walls on the proper side of the walls.

9. Position the cursor near the right end of the fIrst wall and create a new vertical wall with the end point directly below the starting point. (See Figure 7.)
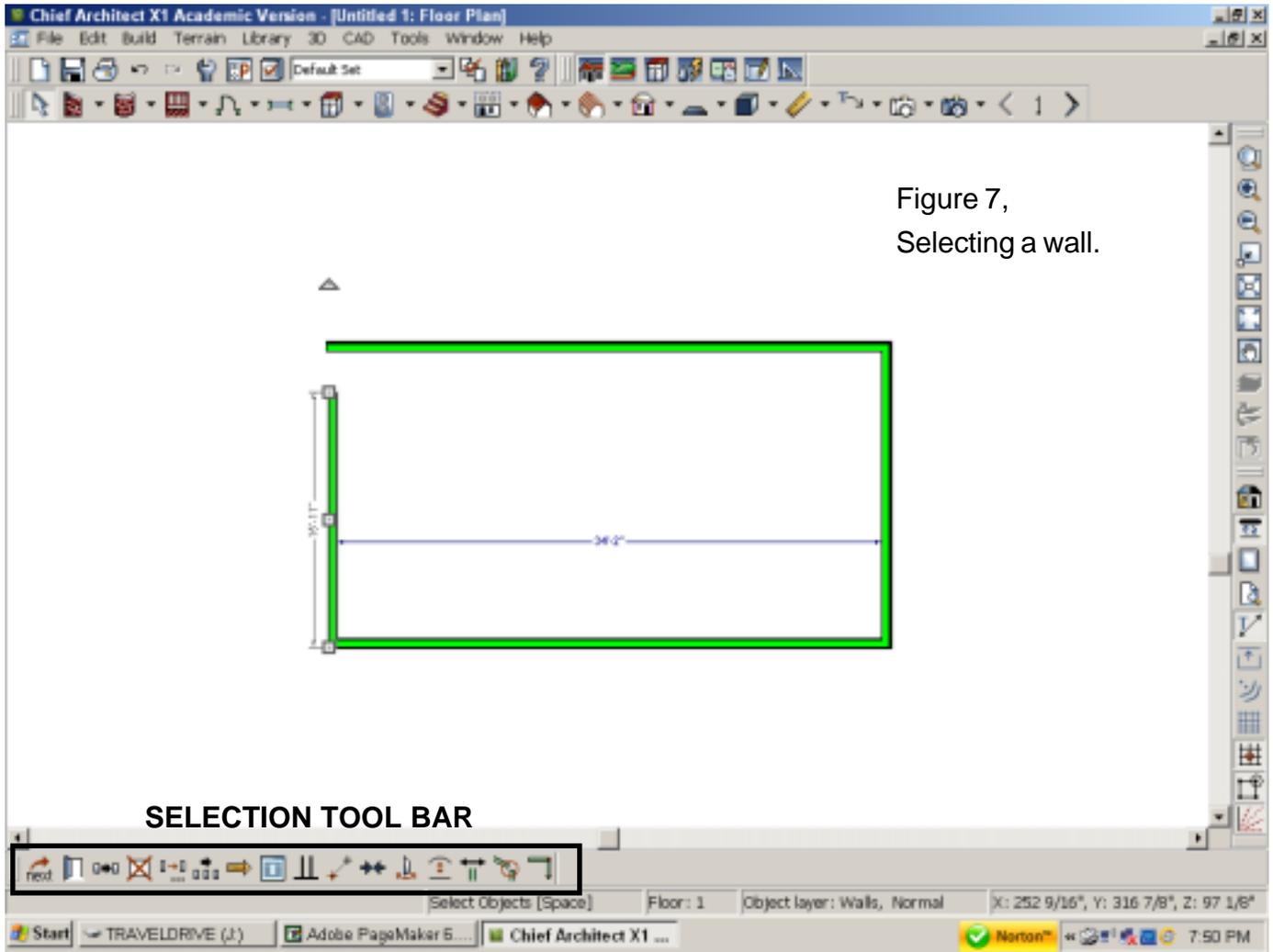

Figure 7,
Selecting a wall.

SELECTION TOOL BAR

If when adding a new wall section, you select a point too far from an existing wall, the comers will not automatically connect. Don't worry if this happens.
There is a tool to fIx this that will be discussed later.

10. Add a horizontal wall starting at the bottom of the vertical wall and extending to a point just below the starting point of the fIrst wall.

11. Add a vertical wall from the left end of the lower horizontal wall to a point near the starting point of the fIrst wall.

Figure 7 shows one version of the four walls just constructed. In this illustration, the **Select Objects** tool has been used to select the left vertical wall.

12. From **TOOL BAR 2**, select the **Select Objects** tool. Then position the cursor on the left vertical wall and click the **left** mouse button once.

NOTE: In future steps, **select...** will mean **position the cursor on... and click the left mouse button once.**

Observe that in this example, one of the comers is open. Also observe that when a wall is selected using the **Select Objects** tool, a dimension is shown and a **SELECTION TOOL BAR** is added to the edge of the display.
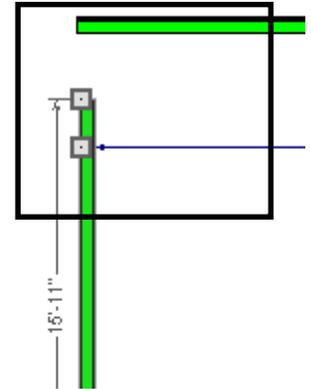
These tools operate on the selected item. In Figure 7, the left vertical wall and top horizontal wall do not quite meet. This can easily be fixed by selecting one of the walls, and then clicking on the **Connect Walls** tool found in the **SELECTION TOOL BAR.**

NOTE: If the gap between walls is too large, the connect walls tool will not work. If this happens, drag the handle found at the end of a selected wall, to a location nearer to the wall where it should be connected.

13. If necessary, fix any disconnected comers by selecting one of the walls and then using the **Connect Walls** tool.

Sometimes, when creating or modifying a design, parts of lines will not be displayed properly. When this happens you might think that there is something wrong with the design. An easy way to check this, and to force the system to clean up any display problems, is the **Refresh Display** tool. The **Refresh Display** tool is found by selecting the **Window MENU BAR** option. Selecting this tool will resolve most display problems. (Pressing function key **F5** will have the same effect as using the **Refresh Display** tool.) Remember the Zoom tools used earlier? If not, review the Using the Zoom Tool section of this book. You should practice using the zoom tools a bit.

14. Use the Zoom tool to zoom in on one of the comers ofthe plan.
15.- Use the Fill Window tool to fit the display, and then zoom in on a different area.
16. Practice using the different zoom tools until you are comfortable with adjusting the display.
17. From the ZOOM TOOL BAR, select the Fill Window tool.

Moving Walls

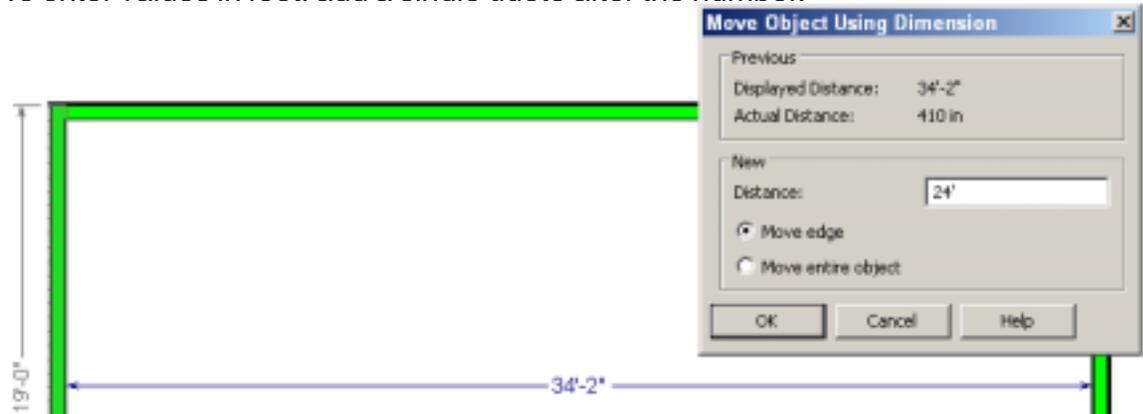At this point you should have four walls on the display, nicely connected to form a rectangle. The next thing to do is to adjust them to form the exact dimensions of the cottage.

18. From **TOOL BAR 2**, select the **Select Objects** tool. Then position the cursor on the left **vertical** wall and click the **left** mouse button once.

19. Select the **horizontal** dimension (by moving the cursor over the dimension text and then clicking the **left** mouse button once..

This opens the **Move Object Using Dimension** dialog box. This dialog box displays the previous (current) values, and provides a text box where a new value can be entered.

NOTE: Dimensions are entered as inches, feet, or feet and inches. If you simply type a munber in the **Move Object Using Dimension** dialog box and then select the **OK** button, the system will assume you are entering inches. To enter values in feet. add a single quote after the number.

Move Object Using Dimension

Previous

Displayed Distance: 34'-2"
Actual Distance: 410 in

New

Distance: 24'

⦿ Move edge
○ Move entire object

OK   Cancel   Help

19'-0"   34'-2"

20. Enter the value **24'** (*don't forget the single quote*) in the **Distance** text box, and then select the **OK** button. As soon as you enter the new value, the length of the wall will change to the desired value. Since the house will be *24 feet by 20 feet*, the vertical dimension will be changed next.

      NOTE: To change (or check) *vertical* dimensions. you have to select **horizontal** walls

21. Select a *horizontal* wall. Select the *vertical* dimension and use the **Move Object Using Dimension** dialog box to change the value to *20'*.

22. From the **ZOOM TOOL BAR**, select the **Fill Window** tool. Your display should now look similar to Figure 8.

NOTE: If the **LIVING AREA** text is not on your display, select the **Wall Tools**, and the select the **Fill Window** tool. (If this does not work, select walls and then use the **Connect Walls** tool to make sure that all comers are connected.) If your house does not have an area of 480 square feet, select the **Select Objects** tool and then try selecting different walls and make sure the dimensions are 24' by 20'.

Figure 8.

24'-0"   20'-0"

3068
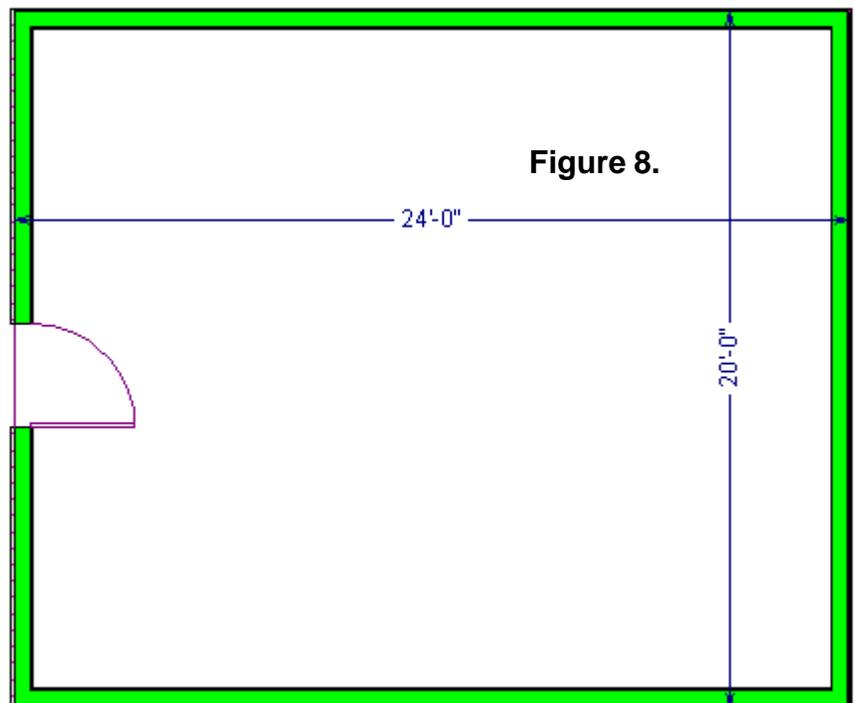
(You should use the **Fill Window** tool after making any changes.)

Observe that when you created a closed set of walls, the system automatically added the text **LIVING AREA** with the total size of the area shown in square feet. Since we are working on a simple house design, the text will be changed to the name of our design, and then it will be moved to a better position.

NOTE: In the next step, the term **double click** is used. **Double click** means to position cursor over an item and then clicking the left mouse button twice very quickly, **click- click**. Double clicking on items opens new dialog boxes, and this process will be used a lot in **Chief Architect**.

23. Select the LIVING AREA text. When it is highlighted, double click on the text.

The Text Specification dialog box should now be open. This dialog box provides for editing text and adjusting different text attributes. In this example, the text will be edited.

24. In the **Text Specification** dialog box, edit the text to read **Ferd's Cottage**. (Substitute your name for Ferd.)

25. After editing the text in the **Text Specification** dialog box, select the **OK** button.

The text should now be changed to show the name of your house. There a couple of more system features to explore before getting on with the design.

26. Select the **Ferd's Cottage text**.

Observe that when a text item is selected, the text is surrounded by a rectangle. Several markers (handles) also appear.(These handles will also appear when objects other than text are selected.)

The small triangle is the **ROTATE** handle. If you position the cursor over the **ROTATE** handle, then press and hold the left mouse button down and move the mouse, you can rotate the item into a new position. The small square in the center is the **MOVE** handle. If you position the cursor over the **MOVE** handle, then press and hold the left mouse button down and move the mouse, you can move the item into a new position. The small squares on the left and right sides are the **RESIZE** handles. If you position the cursor over a **RESIZE** handle, then press and hold the **left** mouse button down and move the mouse, you can resize the item. If you make a change to your design, but want to undo the change, select the **Undo** tool found on **TOOL BAR 1**.

27. If necessary, use a **RESIZE** handle to make your text fit on one line. Use the **MOVE** handle to move the text to a position just below the center of the lower horizontal wall of the house.

Saving the File

There is always a chance that the power will go off without warning, or that something will cause your computer to crash. When this happens, you will lose your work unless you have saved it in a plan file. At the beginning of this session, you created a new file named **Cottage-1**. To update this file, use either the Save option found in the **MENU BAR** under **File**, or the **File** Tools Save child tool that appears on the right end of **TOOL BAR 1** when the **File Tools** tool is selected on **TOOL BAR 1**.

28. From **MENU BAR**, select the **File, Save** option or use the **File Tools Save** button that appears when the **File Tools** tool is selected on **TOOL BAR 1.**

Adding Doors

29. From **TOOL BAR 2,** double click on the **Door Tools** tool.

This opens the **Door Defaults** dialog box. Settings made here will be in effect for each door added until they have been changed.

30. In the **Door Defaults** dialog box, select the **Exterior Door** tool.

This opens the **Exterior Door Defaults** dialog box. This dialog box allows you to select different door styles and adjust the different parameters. Observe that the top of the dialog box contains a series of tabs. Selecting a tab will provide access to additional settings.
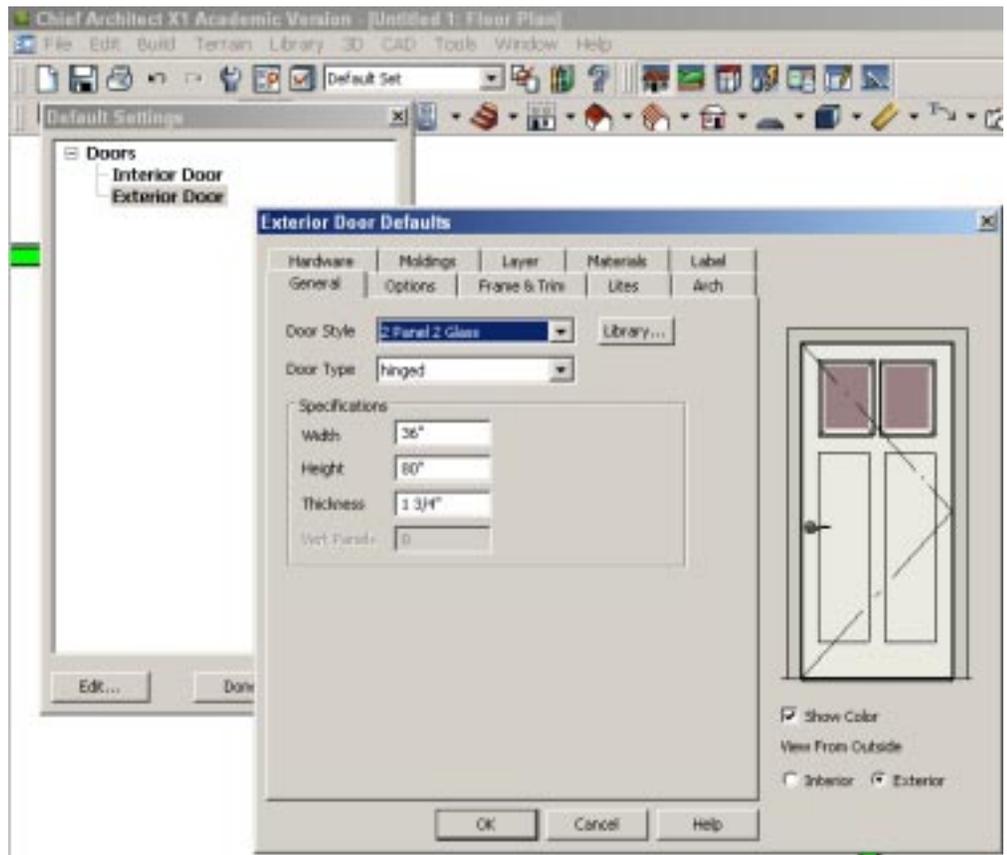
Since many of the **Chief Architect** dialog boxes are similar for different functions, this is a good time to explore the **Library Browser.**

31. From the **Exterior Door Defaults** dialog box, select the **Library** button.

This opens the **Select Library Object** dialog box. **The Select Library Object** dialog box will be used to get access to the wealth of items stored in the Chief Architect horary. The **Select Library Object** operates similar to *Windows Explorer*.
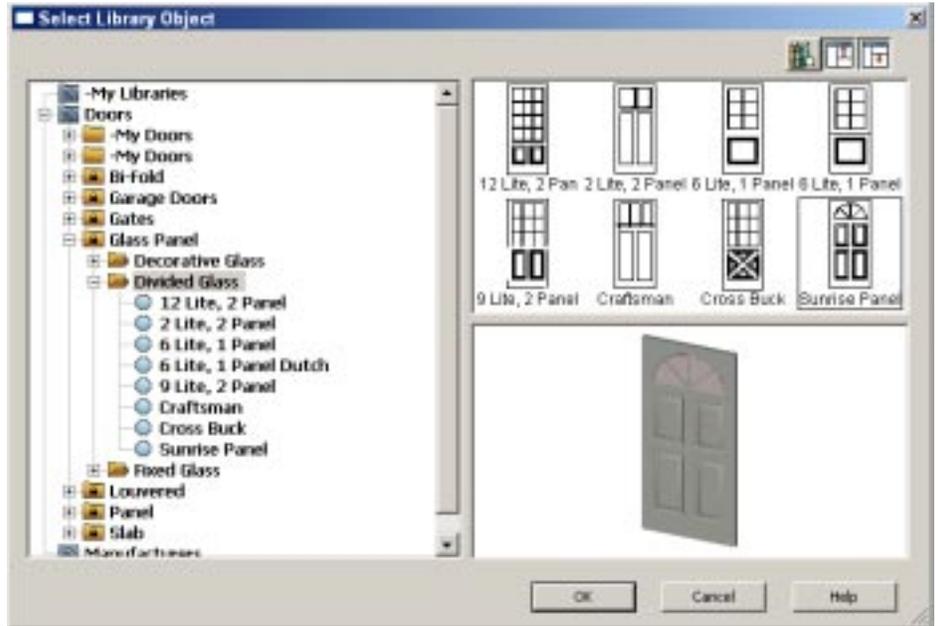
The left side of the **Select library Object** dialog box shows a list of library categories (similiar to *Windows* file folders). The left side of each category item has either a plus or minus sign. Selecting the plus or minus sign expands or closes the folder. If you click and hold the left button on the **SCROLL BAR** and then move the mouse, you can scroll up and down the list.

32. Scroll the library categories until you find **Doors**. Click once on the plus sign on the side of the **Doors** entry to expand it.

33. Locate and expand Glass Panel.

34. Click *once* on the **Divided Glass** folder to highlight it. When the Divided Glass folder is highlighted, thumbnail drawings of all of the doors in the folder will be shown in the upper right section of the Select library Object dialog box. If you click once on one of these thumbnail drawings, a 3D view of the selected door wil appear in the lower right section of the **Select library Object** dialog box.

35. Select the **Sunrise Panel** door style (or a style of your choice) from the **Select Library Object** dialog box, then click the **Select library Object OK** button. (You can also simply *double click* on the desired door style and the **Select library Object** window will automatically close.) At this point your display should show the **Exterior Door Defaults** dialog box and the selected door style will be shown in the **Door Style** text box. If you have time, you may want to explore other door settings in the **Exterior Door Defaults** dialog box. Next, a door will be added to the design.

36. In the **Exterior Door Defaults** dialog box, select the **OK** button.

37. In the D**oor Defaults** dialog box, select the **Done** button.

38. Position the cursor near the center of the left vertical wall. Then click the *left* mouse button once. Figure 10 shows the door after it has been selected using the **Select Objects tool**. (The figure also shows some interior walls that will be added soon.)

39. From **TOOL BAR 2,** select the **Select Objects** tool. Position the cursor near the center of the door on the outside wall and click the left mouse button once.
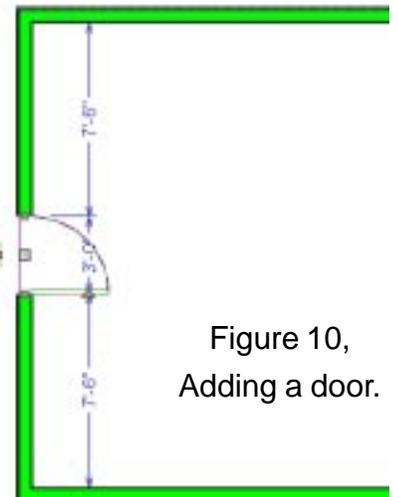
Figure 10, Adding a door.

NOTE: The dimensions from the door to the outside wall are not the same as the dimensions from the door to the inside wall. To demonstrate this, select the door by clicking near the center of the door on the outside wall and observe the dimensions. Then select the door by clicking near the center of the door on the inside wall and note the difference.

When a door is selected, it has *handles* similar to those seen when text was selected earlier. Once again

there is an arrow for rotation, a move handle, and two size adjustment handles. In the case of a door, the rotate handle allows for changing the door swing angle (in the plan view). Unless you want to create a custom door, the size handles should not be used. The position of the door can be changed with the move handle.

NOTE: Dragging a handle means to position the cursor over a handle, click and hold the left mouse button and, **while holding the left mouse button down,** moving the mouse.

40. Select the **MOVE** handle (found at the center of the door) and *drag* it slightly up or down.
Since in this case, the door is to be located at the center of the wall. There is a trick that makes this easy.

41. Position the cursor near the center of the door and click the left mouse button once to select the door. This opens the **SELECT TOOLBAR.** A similar toolbar will open whenever any object is selected. Look for the **Center Object** tool.

42.   From the **SELECT TOOLBAR**, select the **Center Object** tool.
43. Position the cursor in the center of the cottage and click the left mouse button once.
The door should now be exactly centered on the wall. You should get into the habit of saving your work every time you make a change to your design. Lots of folks are walking around with a blue bruise on their forehead from smacking themselves on the head because they lost a lot of work by failing to save their design often.
44. From **TOOL BAR 1**, select the Save tool.
NOTE: The **Save** tool only appears when the **File Tools** parent tool has been selected. Before adding any windows, some interior walls will be added to the plan.
45. From **TOOLBAR 2**, select the **Walls** tool.
46. From the Walls *child tools* (on TOOLBAR 2)
47. Add 4 interior walls as shown.
48. Select the short vertical wall and use the move handle (the center handle) and drag the wall until the lower right room is at least 6' wide.

NOTE: A very important concept in Chief Architect is the room. By determing a room type for enclosed areas, a lot of design work is automatically done for you by the software.

49. From **TOOL BAR 2**, select the **Select Objects** tool. Position the cursor near the center of the lower right room and click the *left* mouse button once.
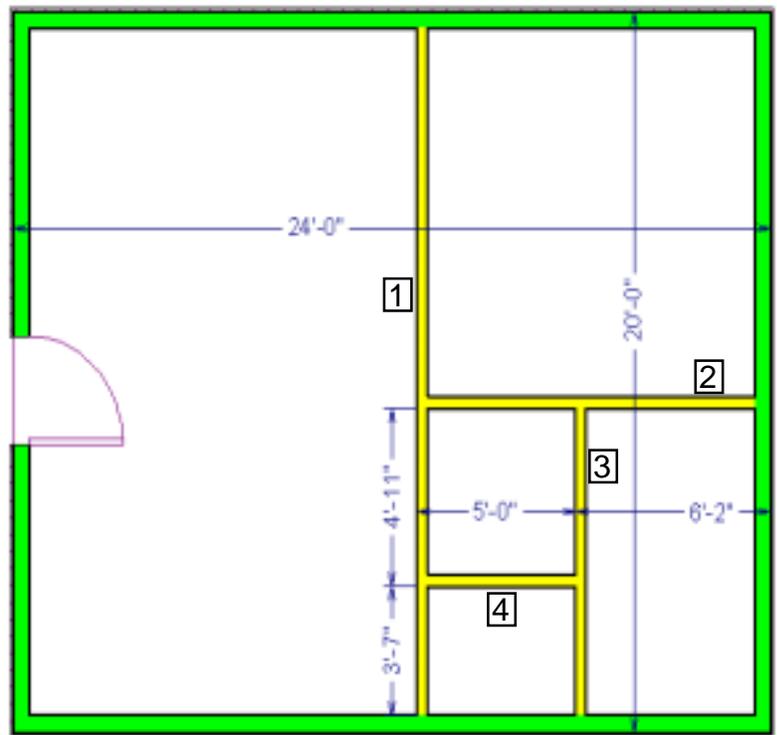
50. From the **SELECT TOOLBAR**, select the **Open Object** tool.

NOTE: You can also open the Room Specification dialog box by **double clicking** in the room. The **Room Specification** dialog box should now be open.

When the **General** tab is selected in this dialog box, a Room Type list box is available.

51. Select the arrow to the right of the **Room Type** list box and then select Bath from the list.
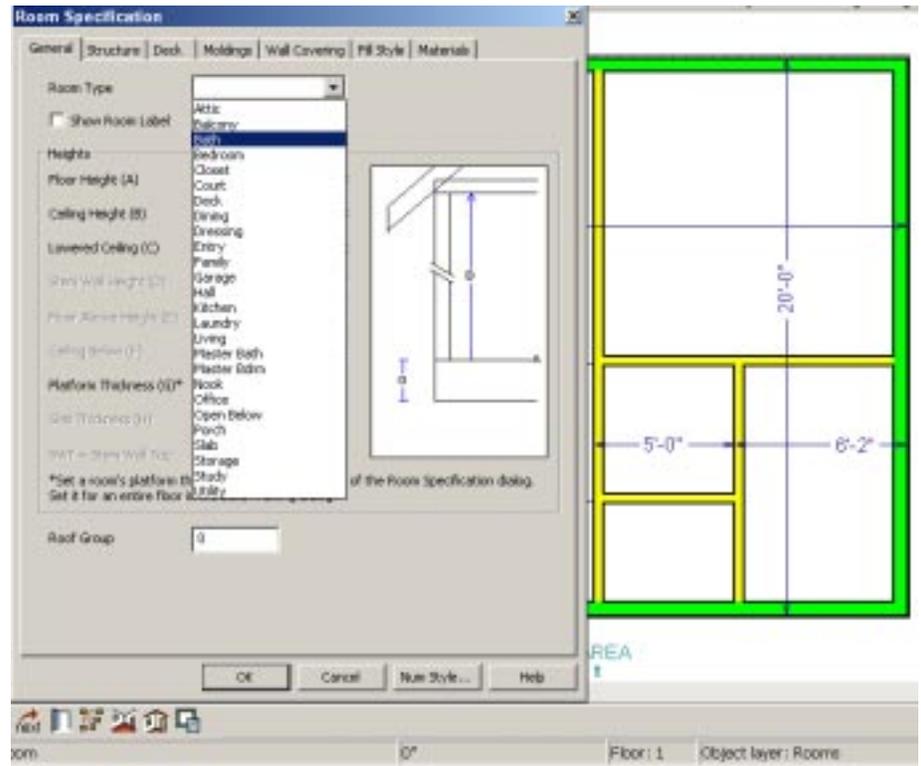
The **Room Specification** dialog box provides for adjusting a wide variety of characteristics of each room including such things as wall and floor covering materials. For this exercise, the default settings will be used.

52. Select the **OK** button to close the **Room Specification** dialog box.

53. Repeat the above process to set the room types for the **Closet, Hall, Bedroom, and Living room** as shown.

Observe that after a room type is defined, its name and size appear on the plan. These room definitions are automatically placed on a drawing layer that can be turned on or off as desired. (Remember how this was done with the sample plan?) We will not spend the time to completely furnish the house in this exercise.

However, a couple of examples will show how furnishings can be added.
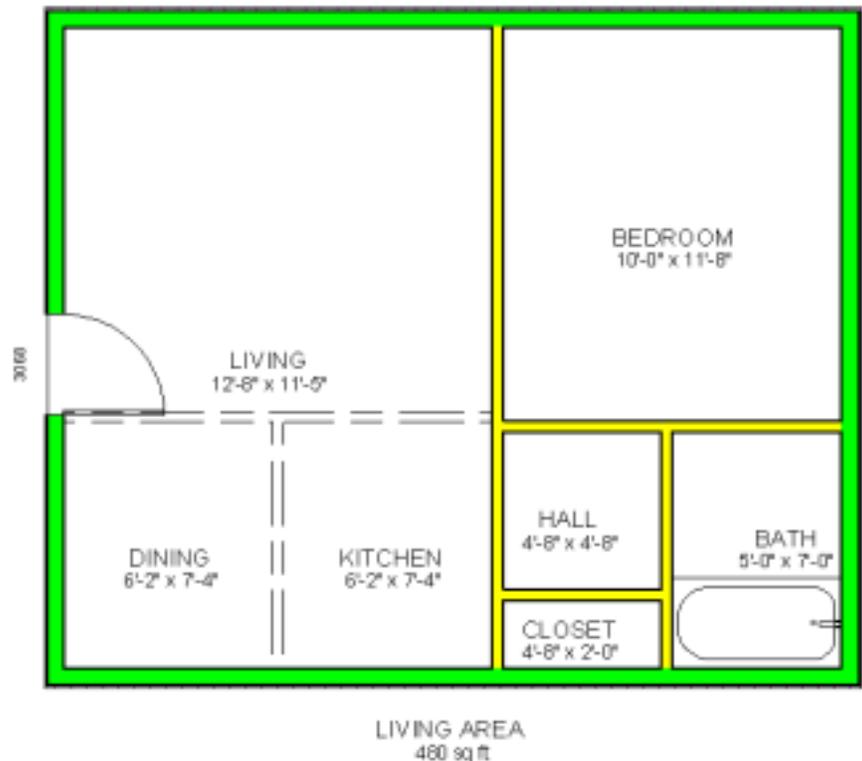
    REMINDER...
        Have you saved your plan lately?

54. From **TOOLBAR 1**, select the **Library Browser** tool.

55. In the **Library Browser** window, select **Fixtures (Interior), Plumbing, Tubs (standard size), With Fixtures, Standard, 60" left.**

56. Position the cursor just inside the lower wall of the bathroom and click the left mouse button to place a tub.

    NOTE: If your room is too small for the tub, the system will warn you that the area is too restricted. If this happens, use the **Select Objects** tool, select the bathroom wall, and drag the wall with the move handle until the room is more than 6' wide.

57. From **TOOLBAR 2**, select the **Select Objects** tool.

58. Select the *tub* and use the move handle to drag it as far as possible to the lower right corner of the bathroom.

Note that the system does not allow you to drag the tub past the walls. The illustrations below show a toilet and sink have been added using the **Library Browser** tool. You may furnish your rooms as time permits. *Close* the **Library Browser** window when you are through using it by clicking on the X in the upper right corner of the **Library Browser** window.

59. Select the *left* vertical wall of the bathroom and drag it to the right until it contacts the tub.

60. Select the *upper* horizontal wall of the bathroom. Select the vertical dimension and edit it to be **8'** (don't forget to include the ' marker or you will make it 8 inches).

61. Select the *left* vertical wall of the closet and edit the horizontal dimension to read **5'**.

62. Select the *upper* horizontal wall of the c**loset** and edit the vertical dimension of the **hall** to read **5'** .

The living room will be divided into areas for the kitchen and dining rooms.

Because this is an open plan, invisible walls will be used to define these rooms.
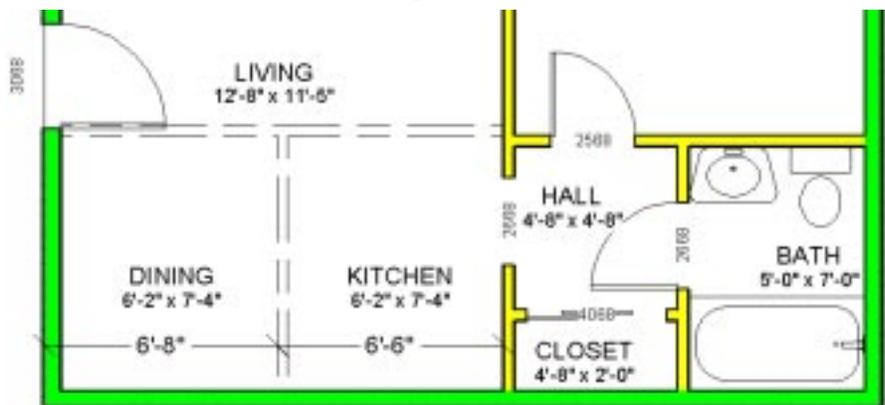
63. From **TOOLBAR 2**, select the **Walls** tool.

64. From the Walls **child tools** (on TOOLBAR 2), select the **Interior Wall** tool.

65. Add a horizontal wall in line with the lower bedroom wall and extending about halfway across the living room as shown.

66. From the **Walls** child tools (on TOOLBAR 2), select the **Invisible Wall** tool.

67. Add vertical and horizontal invisible walls to complete the kitchen and dining rooms as shown.

68. Select the vertical invisible wall and edit the kitchen width dimension to **6'6."**

69. Select each room and change the **Room Types** to kitchen and dining.

    Now that the walls are in place, interior doors will be added.

   *--- REMINDER--- Have you saved your plan lately?*

70. From **TOOL BAR 2**, select the **Door Tools** tool.

71. Click on the wall between the hall and the bedroom. When you add a door, the direction of the door swing may not be what you prefer.   It is easy to change a door swing direction.

72. From **TOOL BAR 2**, select the Select Objects tool. Then position the cursor on the new door and click the left mouse button once.

73. Position the cursor on the handle near the hinge side of the door and click and hold the left mouse   button and drag the handle in a direction perpendicular to the door opening.
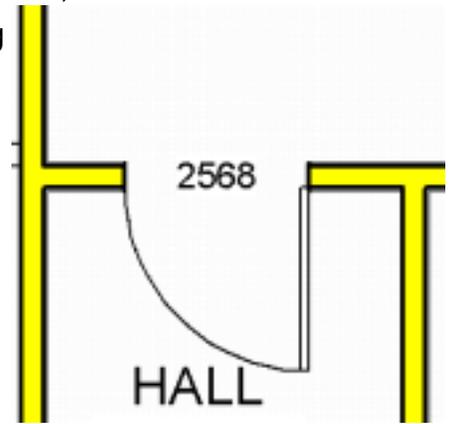
When you select a door, two tools appear on the **SELECT TOOLBAR** that can be used to adjust the door opening. One changes the hinge form one side to the other, the other tool changes the door swing direction. Thes[...] the previous step.

74. After the door has be adjusted to swing into the bedroom, use the move handle to move the door as far left as possible.

75. Use the above procedure to add a door to the bathroom. Adjust the door to swing into the hall.

76. Add a door to the closet.

77. Select the closet door and then select the **Op[...]**

78. Use the **Door Specification** dialog box to cha[...] Then change the **Door Type to slider.**

79. Add a new door to the wall between the hall and the kitchen.

NOTE: In this case the door will be changed to a plain door opening. The trick is similar to changing the swing direction. However to remove the door drag the side opposite the hinge in a direction perpendicular to the door opening. An alternative way to remove a door swing is to select a door, use the open object tool to open the **Door Specification** dialog box, and then change the **Door Type** to **doorway.**

80. Remove the door swing from the kitchen door.

81. Select the kitchen door opening and drag it as far as possible toward the closet.

Now that the doors are in place, some windows will be added. The process is very similar to that used for adding doors.
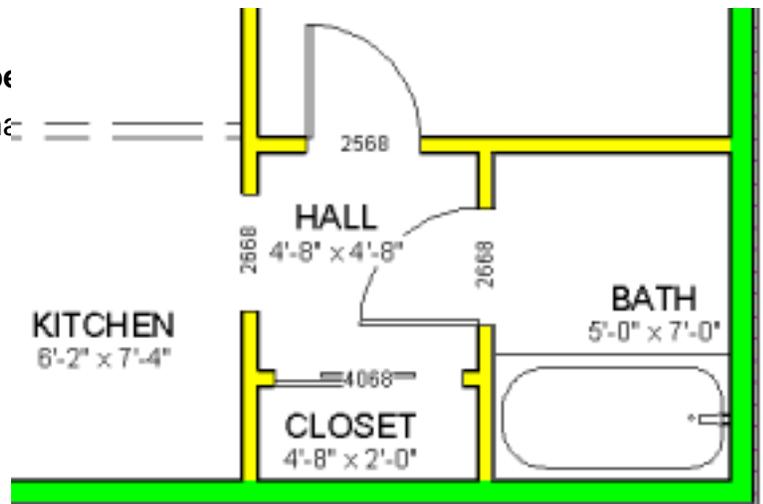
... REMINDER... Have you saved your plan lately?

Adding Windows

82. From **TOOL BAR 2**, double click the **Window Tools** tool.

83. In the **Window Defaults** _dalog box, use the text scroll list to select Double hung.

84. In the **Window Defaults** dialog box, select the **OK** button.

85. Add windows to the **living room, bedroom, bath, kitchen, and dining rooms** as shown.

86. From **TOOL BAR 2**, select the **Select Objects** tool.

87. Select the bathroom window by clicking near the center of the window and then select the **Open Object** tool from the **SELECT TOOLBAR.**
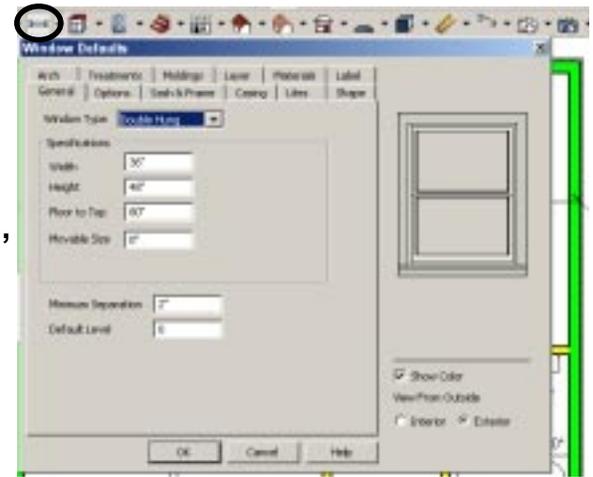
88. In the **Window Specification** dialog box set the **Width and Height to 24"**, and set the **Window Type to Right Sliding**. Then select the **OK** button to close the dialog box. Observe that it is easy to change the size and type of a window after it has been placed in the plan. This is powerful stuff as you can see items such as doors and windows can be easily placed and repositioned. Items can be moved manually using the **MOVE** handle. A dimension of an object can be selected and changed.

.. REMINDER...

Have you saved your plan lately?
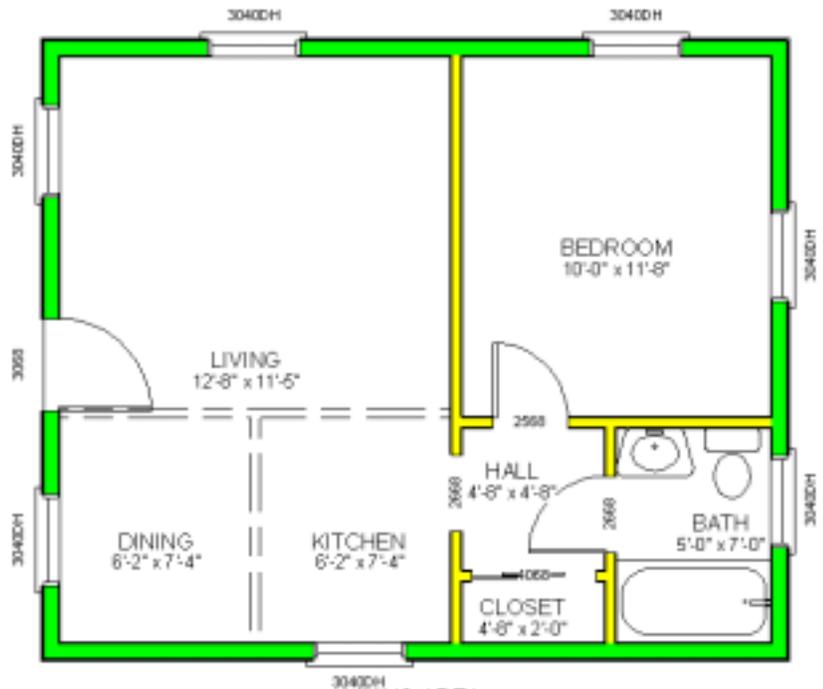
Adding Furniture

Now that the house has walls, doors, and windows, some furniture will be added. Chief Architect has a large collection of furniture in the library.

89. From **TOOLBAR 1**, select the **Library Browse**r tool.

This opens the **Library Browser** dialog box. This is the same dialog box that was used to add a bathtub. However, this time it will be used to furnish the house

NOTE: Remember that clicking on the plus or minus sign to the left of a **Library Browser** entry will expand or shrink that option.

90. In the **Library Browser** dialog box, highlight the **Architectural Blocks** folder.

91. Expand. folders as required until you have opened the **Architectural Blocks, Furniture Combos, Dining Sets, Round** folder.

NOTE: Whenever a library symbol is highlighted in the **Library Browse**r window, the bottom line of the window will show the name of that symbol.   .

92. Select the **Round Table With Low Backed Chairs** block.

93. Position the cursor in the center of the dining room, and click the left mouse button once to place the
Round dinning table (Choose any style).

> Go to Furniture- Seating- Chairs - Side Chairs
> and select any 4 Chairs of your choosing
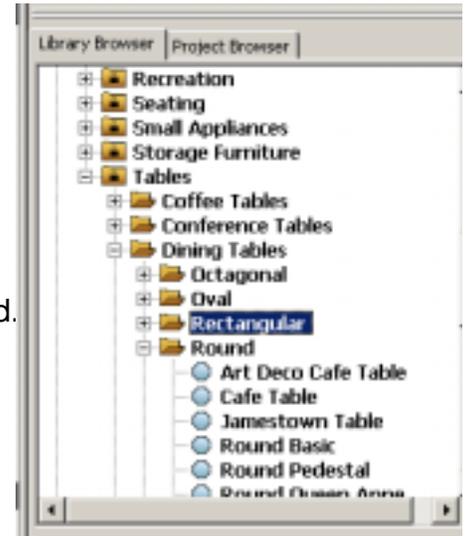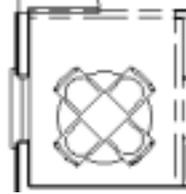
A lot of 3D objects have been added to the plan with one click of the mouse button. You can return later to the **Library Browser** to furnish your cottage as time permits. Next, some kitchen cabinets will be added.

Adding Kitchen Cabinets

1. Close the **Library Browser** window by clicking on the X in the upper right comer of the window.

2. Use the zoom tools to zoom-in on the kitchen.

3. From:**TOOL BAR 2**, select the Cabinet Tools tool. Make sure that the Base Cabinet tool is selected in the child menu.

(The selected child tool will look like a depressed button).

The cabinet tool is smart in that it can tell which side of the cabinet to add doors by checking where the closest wall is when the cabinet is positioned. Even better, when a cabinet is placed near an inside comer, a comer cabinet will be automatically be installed.

4. Position the cursor near the inside of the *lower right* comer of the kitchen and click the left mouse button once.

5. Position the cursor near the left vertical side of the comer cabinet and click the left mouse button once to add a second base cabinet unit. (If you click too close to the comer cabinet it will be selected.)

> Cabinets have a default width that can be easily changed.

6. From **TOOL BAR 2**, select the **Select Objects** tool. Then position the cursor on the new cabinet and click the *left* mouse button once.

7. Drag the left handle of the cabinet to the left until it is **3' wide**.

When you move or place base cabinets so that they are in contact w top will be automatically added.

8. Drag the new cabinet until it is in contact with the comer cabinet.

9. From **TOOL BAR 2**, select the **Cabinet Tools** tool. Make sure that the **Wall Cabinet** tool is selected in the child menu.

10 - Position the cursor near the lower right comer of the kitchen to add a comer wall cabinet.

11. Add two more wall cabinets just above and to the left of the comer wall cabinet.

12. From **TOOL BAR 2**, select the **Select Objects** tool. Then position the cursor on a new wall cabinet and click the *left* mouse button *once*.

> .. REMINDER... Have you saved your plan lately?

KITCHEN
6'-2" x 7'-4"

2668   4'

3040DH
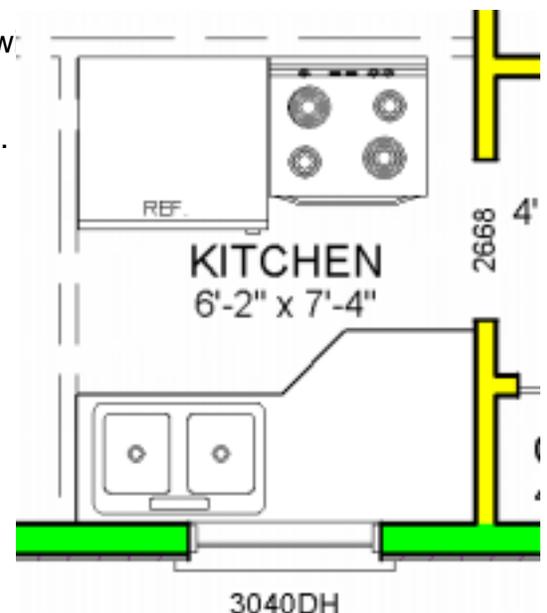
13. Drag the handle of the cabinet to the left until it is *1'* wide.

14. Repeat this for the other wall cabinet. Next, the **Library Browser** will be used to add a sink to the kitchen base cabinet.

15. From **TOOLBAR 1**, select the **Library Browser** tool.

16. In the **Library Browser** window, select **Fixtures (Interior), Plumbing, Sinks, Kitchen Sinks, With Fixtures, Self-Rimming, Double 32."**

17. Position the cursor near the center of the 3' base cabinet and click the left mouse button once.

In the illustration shown, the **Library Browser** was used to add range and refrigerator appliances. You may also observe that a kitchen wall was moved to increase the space between the cabinets and the range.

18. Use the **Library Browse**r to add whatever furnishings you prefer.

Viewing the design in 3D

At this point you may want to view your plan in 3D.

Use either the Vector or Render floor cameras as was done with the sample plan earlier.

NOTE: If you create a **Cross Section/Elevation** view looking toward the kitchen sink, you will find that the window is too big for the area in which it is placed. This is easily fixed by double clicking the window and changing the size in the Window Specification dialog box.

Observe that it is also possible to adjust the size of a window directly in an *Elevation* view by selecting it in the elevation view and using the resize handles.

If you do not have a color printer, you may prefer a black and white line drawing of your view. This is easy to do using the **Color Off** tool.

Once you have a 3D view you like, you can select the **Print Tools** tool from **TOOLBAR 1**, and then select the **Print Image** child tool to send it to a printer.
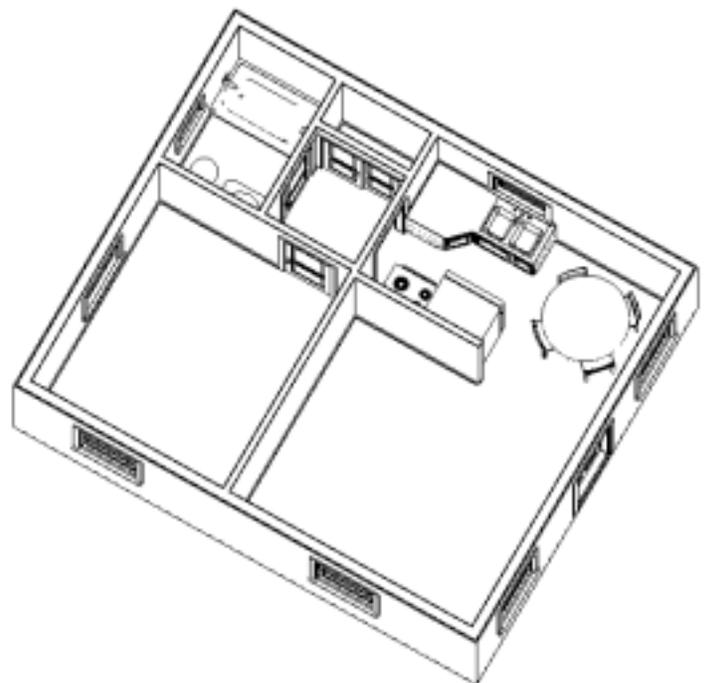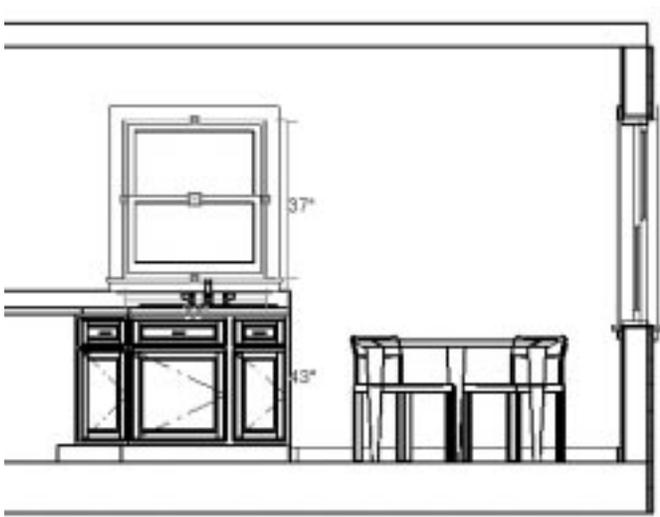
## Adding a Roof

The next exercise is to add a roof.

1. **Double click** on **Roof Tools** tool found in **TOOL BAR 2.**

This opens the Build Roof dialog box. This is where you set the different parameters for the roof. In this example, the roof material will be set to wood shakes.

2. In the **Build Roof** dialog box, select the **Materials** tab. Highlight **Roof**. Click on the **Library Material** tool, select

Roofing, Shakes & Shingles, Shakes- Natural from the list.

Then select the **OK** button to return to the **Build Roof** dialog box.
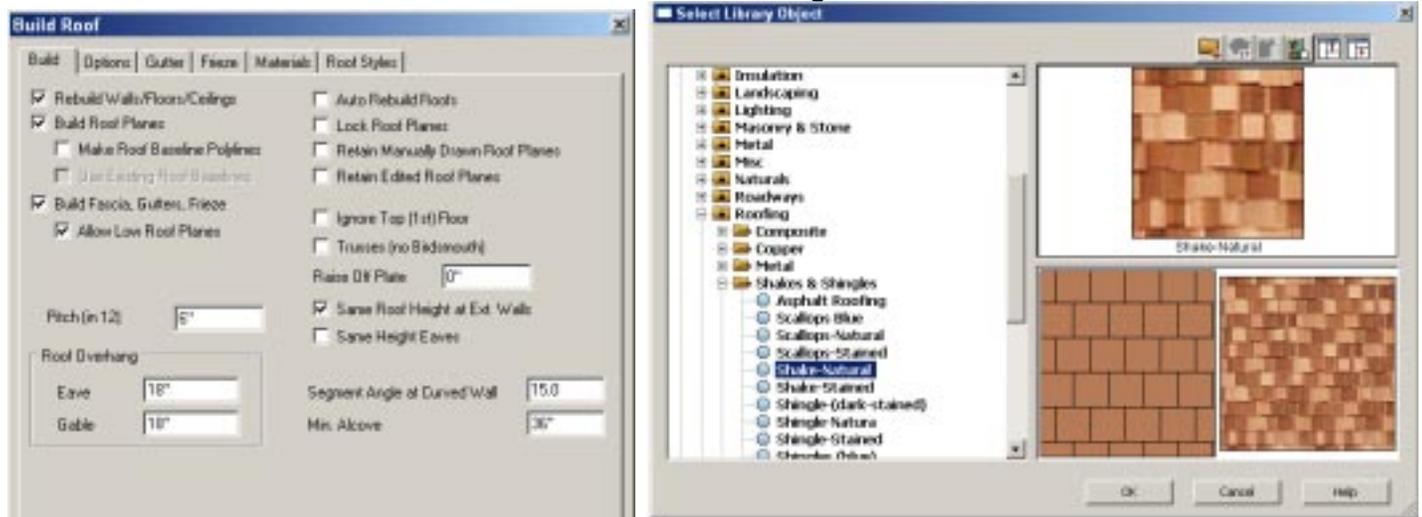
3. In the **Build Roof** dialog box select the **Build** tab, toggle the

Rebuild Walls/Floors/Ceilings, Build Roof Planes, and Build Fascia, Gutters options **ON**.

4. Select the **OK** button in the **Build Roof** dialog box. The plan view of the house should now show the roof outline. The next step will show an overview of the house with the roof in place.

5. From **TOOL BAR 2**, select the **Vector View Tools** tool.

6. From **TOOL BAR 2**, select the **Vector Full Overview** tool.

The default roof type is what is known as a **Hip Roof** and is shown here.

        REMINDER... Have you saved your plan lately?

The cottage might look a little better with a gable type roof. To create a gable roof in **Chief Architect**, you have to tell the system which walls should have the gable ends.

7. When you are finished viewing the overview, close the window by clicking on the **WINDOW CLOSE TOOL** found in the upper right comer of the **3D** window.
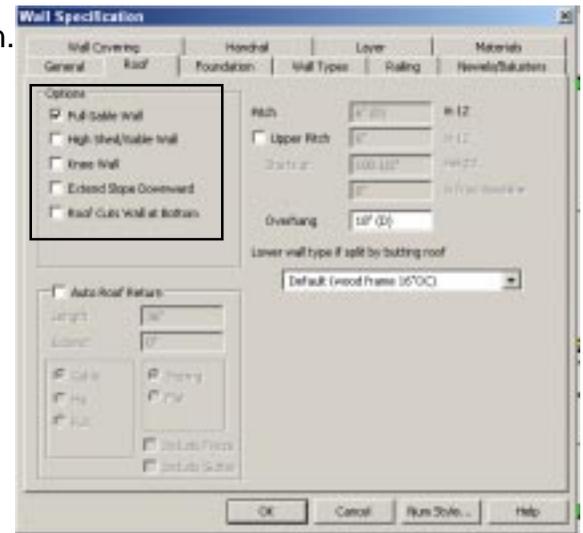
8. From **TOOL BAR 2**, select the **Select Objects** tool.

9. *Double click* on the *left* vertical wall.
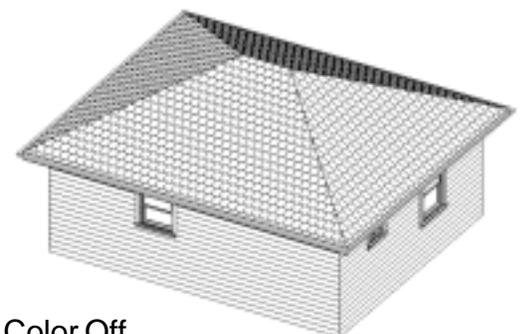
Color Off

10. In the **Wall Specification** dialog box, select the **Roof** tab.
Toggle the **Full Gable Wall** option **ON**, then select the **OK** button.

11. Repeat this process for the *right* vertical wall.

12. *Double click* on **Roof Tools** tool found in **TOOL BAR 2.**

13. In the **Build Roof** dialog box, toggle the
**Rebuild Walls/Floors/Ceilings, Build Roof Planes, and
Build Fascia, Gutters** options **ON**.
Then select the **OK** button in the **Build Roof** dialog box.
Your roof has now been rebuilt with gable ends. T
o view the new version of the house, a different 3D view option
will be used. This requires that you pick a position for the
observer and then drag a viewing line in the viewing direction.

     ... REMINDER... Have you saved your plan lately?

14. From the zoom tools **TOOL BAR**, select the **Zoom Out** tool to make space for the observer.

15. From **TOOL BAR 2**, select the **Vector View Tools** tool.

Move the cursor to the location of the observer. Click and hold the left mouse button down and drag a view direction line as shown in Figure 11. (The location where you release the left mouse button will be the **FOCAL POINT** for the view.)
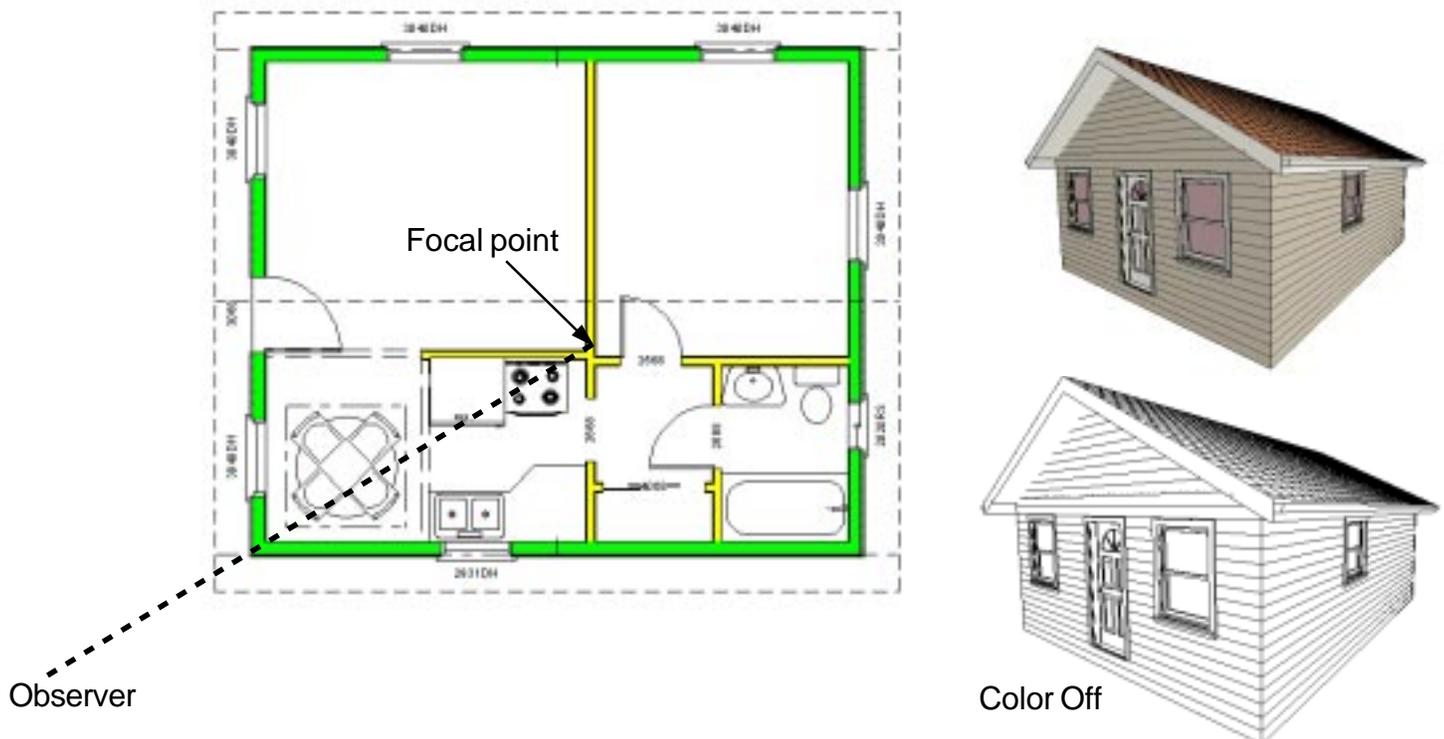

Figure 11 Creating a custom perspective view.

The illustration here shows a black and white version of a custom perspective view of the house.

16. After creating a custom view, use the camera move tool and zoom tools to adjust the view to your liking.

17. When you are through viewing the house in 3D, close the custom view window.

Creating Elevation Views

Elevation views are quick and easy to create with **Chief Architect**.

1. From the zoom tools **TOOL BAR**, select the **Zoom Out** tool to make space for the observer.
2. From **TOOL BAR 2**, select the **Vector View Tools** tool.
3.   From **TOOL BAR 2**, select the **Cross Section/Elevation** tool.

Move the cursor to a point to the left of the plan. Click and hold the left mouse button down and drag a view direction line as shown.

This will create an exterior elevation view looking in the direction specified.

If the starting point is inside the house, an interior elevation can be created.

> **NOTE:** Use the Color Off tool to switch between color and black and white views
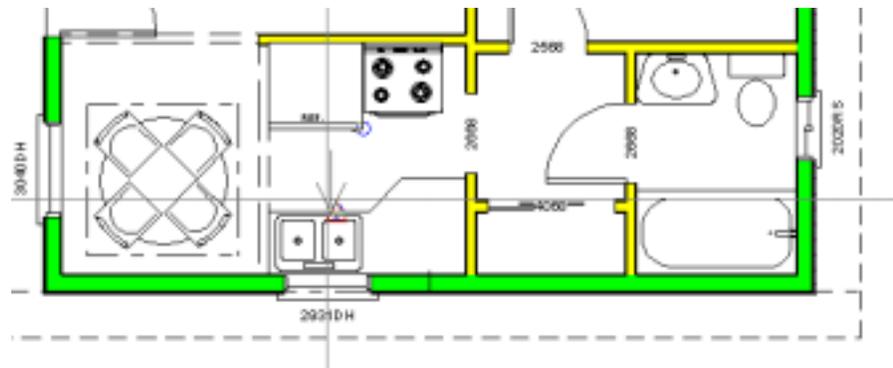
Printing a Model

One of the nice features found in **Chief Architect** is an easy way to create actual models of your designs. This is done by printing all of the elevation views and roof views on the system default printer. Fold lines and glue tabs are provided so that you can make a quick 3D model of the plan.

> **NOTE:** Your model will be easier to create if it is printed on heavy card stock. Be sure your printer can handle whatever paper you use for the model.

18. From the **MENU BAR**, select **File, Print Model**.
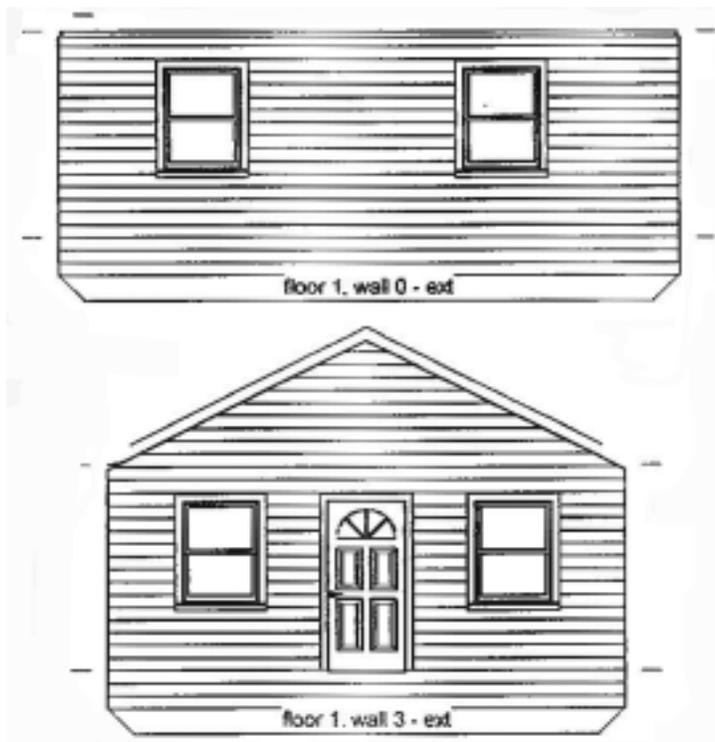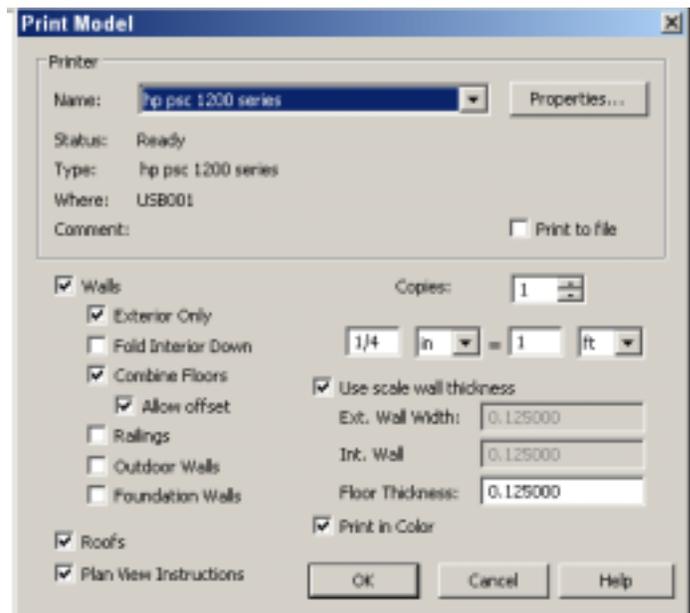19. In the **Print Model** dialog box, select the desired printer.

> **NOTE:** In most situations printing in **Landscape** mode is the best option. Select the **Properties** button to set the printer for **Landscape** mode.

20. In the **Print Model** dialog box, toggle the **Walls** option **ON**.

21. In the **Print Model** dialog box, toggle the **Exterior Only** option **ON**.

22. In the **Print Model** dialog box, toggle the **Roofs** option **ON**.

23. In the **Print Model** dialog box, toggle the **Plan View Instructions** option **ON**.

24. In the **Print Model** dialog box, toggle the U**se scale wall thickness** option **ON**.

> **NOTE:** If you have a color printer, toggle the **Color** option **ON**. Otherwise, leave it off for black and white printing.

25. In the **Print Model** dialog box, select the **OK** button.

If everything is working properly, you should get several pages containing the walls and roof for your model. These can be cut and pasted using the plan view as the model base. If you have thick foam core board available, you can paste the plan to a piece of foam core to provide a solid model base.

floor 1, wall 0 - ext

floor 1, wall 3 - ext

Messing with Colors and Textures

If you want to change the colors or textures of walls in your model, first create a 3D view.

1. Select the Material Painter tool.

2. In the Select Library Object dialog box, select the desired material category and material.

3. To change the color of the material in the shaded display, click on the upper material sample square. Then, in the Define Material dialog box, click on the rectangle below Material Color. Use the Color selection dialog box to select the desired color.

4. After you select OK in the open dialog boxes, use the spray can cursor to select the surfaces you want to paint.
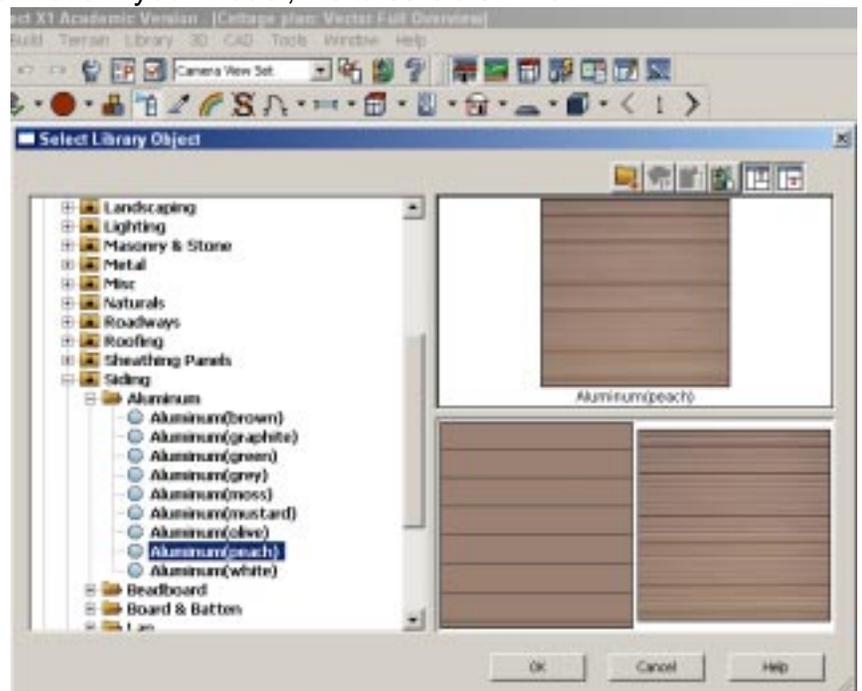
A similar process can be used to change colors of door, window, and roof surfaces and trim by using the Adjust Material Definition tool. After picking a surface to adjust, use the Color Chooser to select a new color.

- To add furniture, click on the **Library Browser** to select the desired furniture.

- To create 3D views, select a camera view tool and then select the desired viewing tool from the *child* **TOOL BAR**.

- The **Vector or Render Full Camera** tools create *perspective* views.

- The **Vector or Render Full Overview** tools create *isometric* views of the plan.

- The **Vector or Render Floor Overview** tools will create 3D views of the current active floor.

- The **Vector Cross Section/Elevation** tool can be used to create an *elevation* view.

- Always close 3D views when they are no longer needed to free up system memory.

- To create a roof, *double click* on the **Roof Tools** and select the desired options.

- To create a gable roof, *double click* on each wall that is to have a gable, and use the **Wall Specification, Roof** tab and select the **Full Gable Wall** option. Then *double click* on the **Roof Tools** and *rebuild* the roof.

- To print a collection of views that can be used to make a 3D model, select **File, Print, Print Model** from the **MENU BAR**.

- To set the system to use the default toolbars, select the **Default Configuration** tool from **TOOLBAR 1**.