# Deck Tutorial

Now we'll continue where the Landscaping Tutorial left off and create a deck off the back of the house, connecting it to the terrain with an exterior staircase. You may want to save this tutorial using a new name to archive your previous work.

In this tutorial you will learn about:

- Decks and Porches
- Drawing Decks
- Drawing Stairs
- Changing Planking Orientation
- Adding Exterior Furniture

## Decks and Porches

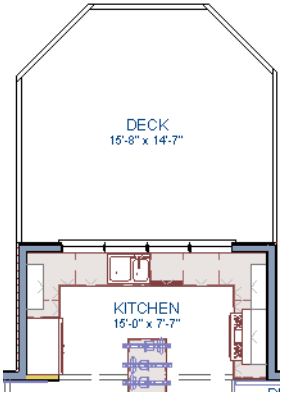
Decks and porches are exterior rooms that are defined by the deck railings and exterior walls that enclose them. When an exterior room is drawn using the **Deck Railing** **t**ool, the room is automatically assigned the exterior room type Deck.

Railings and Deck Railings are drawn just like walls. To illustrate this, we'll add a deck behind the kitchen area. For more information see "Fencing Tools" on page 257 of the Reference Manual.

# Drawing Decks

***To draw a deck***

1. To begin, while in floor plan view, let's select **Tools> Display Settings> Display Options** and uncheck the Disp for both the "Terrain, Elevation Data" and "Plants" layers and click **OK**.
2. In floor plan view, go to the first floor (you may be there already).
3. Make sure **Angle Snaps** and **Object Snaps** are turned on.
4. **Zoom** in on the back portion of the house.
5. Next select **Build> Deck> Straight Deck Railing**.
6. Draw five deck railings as shown in the following image. The angled railings are drawn at a 45 degree angle to the others. Note that when the mouse is released, the room is assigned the Room Type of Deck and given a room label.




7. When the deck area is enclosed, click the **Select Objects** button, then click in this room to select it.
8. Click the **Open Object** edit button to display the Room Specification dialog.
9. On the Structure tab we will set the Floor (C) value to -108" so that it will generate at the door for our walkout basement then click **OK**.
   - Note that Deck rooms by default will not automatically generate a Roof or Ceiling over the room, however, you can still select these options. We will leave the checkboxes alone for the purposes of this tutorial.

10. Turn on **Display Temporary Dimensions** and select the outer railing to position the railing as shown.
    - For information about angular dimensions, see “Angular Dimensions” on page 960 of the Reference Manual. Note that you must uncheck **No Locate** on the General tab of the Deck Railing Specification dialog to allow angular dimensions to be created.
11. Now take a look at our first floor deck in a **Full Camera** view. You can see that the program automatically generated planking, posts, and beams.

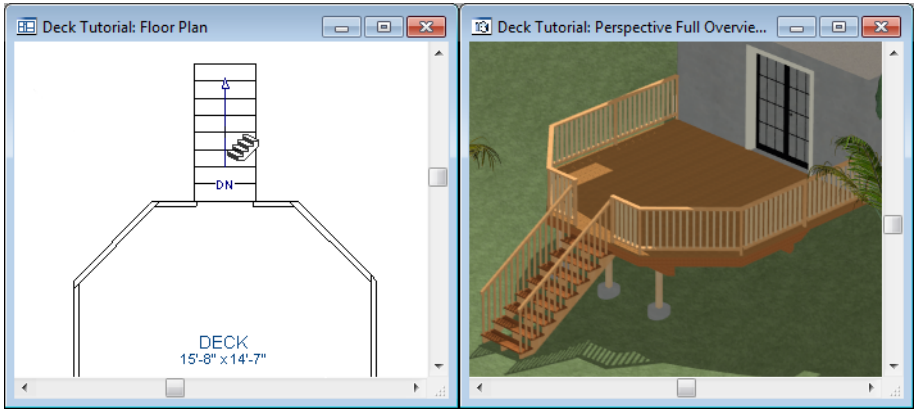
12. Select **Window> Tile Vertically** to see a side by side of both the 2D and 3D views.

## Drawing Stairs

Now we’ll draw stairs between the deck to the terrain below. For more information, see “Stairs, Ramps, and Landings” on page 513 of the Reference Manual

***To connect the upper and lower decks with stairs***

1. In the floor plan view window, make sure that you are on the first floor.
2. The deck planking is making it difficult to see the area where we’ll be working. In the **Layer Display Options** dialog, turn off the display of the layer "Framing, Deck Planking". If you cannot remember how to do this, see “Controlling the Display of Objects” on page 1.
3. Make sure **Angle Snaps** and **Object Snaps** are turned on.
4. Select **Build> Stairs> Click Stairs**.
5. Click just to the outside of the deck platform, as shown in the following image.




6. In most cases when using the Click Stairs tool, an opening will be added automatically to the deck railing at the top of a staircase.

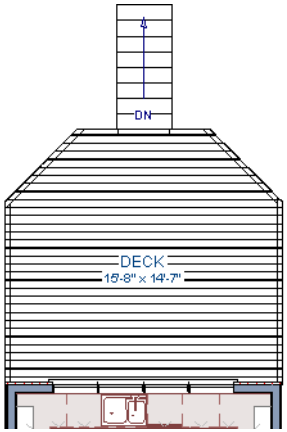
7. If an opening is not created, select **Build> Door> Doorway** in either floor plan or a 3D view, then click on the deck railing to create an opening in front of the staircase.

## Changing Planking Orientation

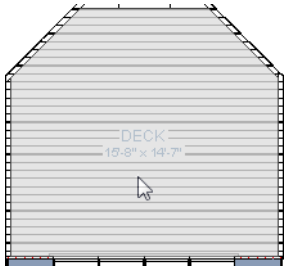
The angle of the deck planking can be controlled in the **Room Specification** dialog.

***To angle deck planking***

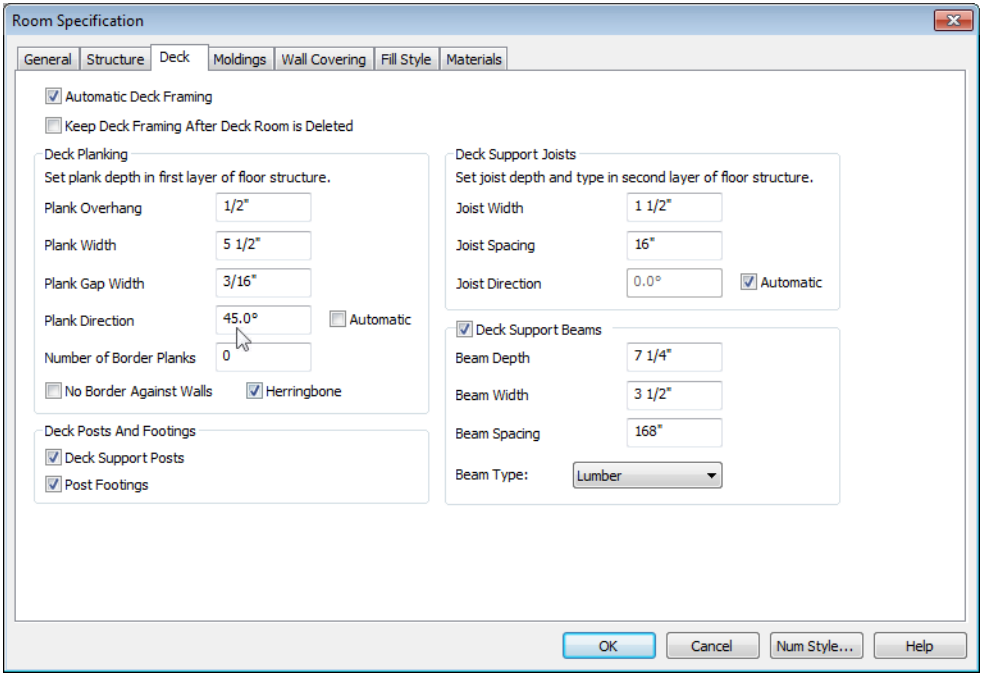
1. Close the Camera view, and return to just the floor plan view being active.
2. Next, turn back on the display of the layer "Framing, Deck Planking" so we can see the angle of the planking in floor plan view.



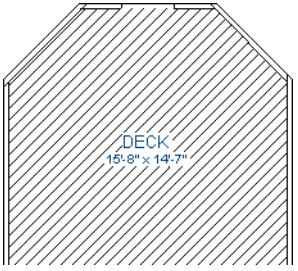

3. Select the Deck room. You will likely select an individual plank. Click the **Select Next Object** edit button or press the Tab key until the room is selected.




4. With the Deck room selected, click the **Open Object** edit button and go to the Deck tab of the **Room Specification** dialog.
5. On the Deck tab, uncheck the **Automatic** checkbox next to Plank Direction, and then change the **Plank Direction** to 45°. See “Deck Panel” on page 343 of the Reference Manual.




6. Click OK to close the **Room Specification** dialog and return to floor plan view.

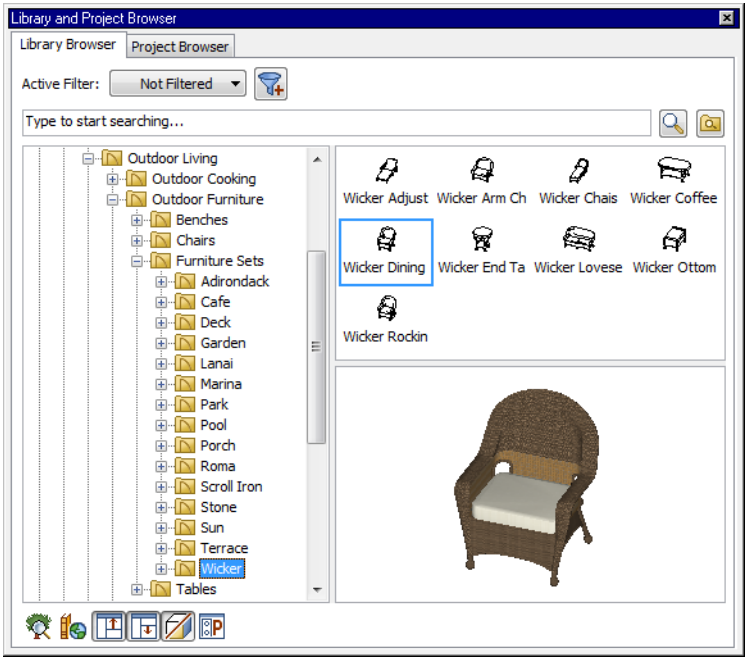



## Adding Exterior Furniture

Now let's add some furniture to our deck.

***To add furniture to the deck***

1. Open the Library Browser and browse to Chief Architect Core Catalogs> Exteriors> Outdoor Living> Outdoor Furniture> Furniture Sets> Wicker> Wicker Dining Chair and select it for placement. When a library item is selected, a preview image displays.




2. In floor plan view or a 3D view, click on the deck to place a chair symbol. You can continue clicking to place more chairs.
3. Find Chief Architect Core Catalogs> Exteriors> Outdoor Living> Outdoor Cooking, select a grill for placement, and place it on the deck.
4. Next, add some exterior lighting and any other desired exterior elements to your deck design.
5. Finally, create a Camera view to see the results.