

Interior Design Tutorial


The Interior Design Tutorial picks up where the Roof Tutorial left off. The basic structure of the plan is complete, but the plan still needs lights, outlets, and fixtures to be a functional home. In addition, the interior could use some creature comforts such as furniture, wall coverings and moldings. You may want to save this tutorial using a new name to archive your previous work. In this tutorial, you will learn about:


- Controlling the Display of Objects
- Working with Library Objects
- Applying Room Moldings
- Applying Wall Coverings
- Creating a Trey Ceiling

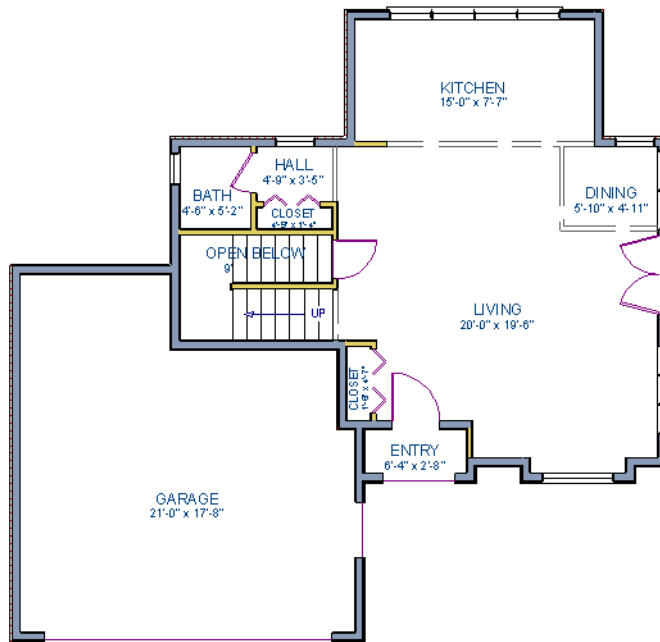
Controlling the Display of Objects

Every object that you create in Chief Architect exists on a layer that lets you control whether it displays as well as some aspects of its appearance. For example, the roof that was created in the House Design Tutorial will only be in the way in this tutorial, which discusses the plan's interior. To avoid this, the "Roof Planes" layer can be turned off in floor plan view. For more information, see "Layers" on page 145 of the Reference Manual.

To control the display of objects

1. First, select **File> Save As**  and give this version of the plan a new name, such as "BeachHouse - Interior Tutorial"

2. Select **Tools> Layer Settings> Display Options**  or press the ~ key to open the **Layer Display Options** dialog.
3. Press the letter R, find the "Roof Planes" layer and remove the check from the Display column. Click OK.
4. To quickly locate and turn off the "Doors, Labels" and "Windows, Labels" layers, type the word "label" in the **Name Filter** field above the list of layers.
 - To restore the full list of layers, remove all text, including spaces, from the **Name Filter** field.






Floor 1 with the display of door and window labels and roof planes turned off

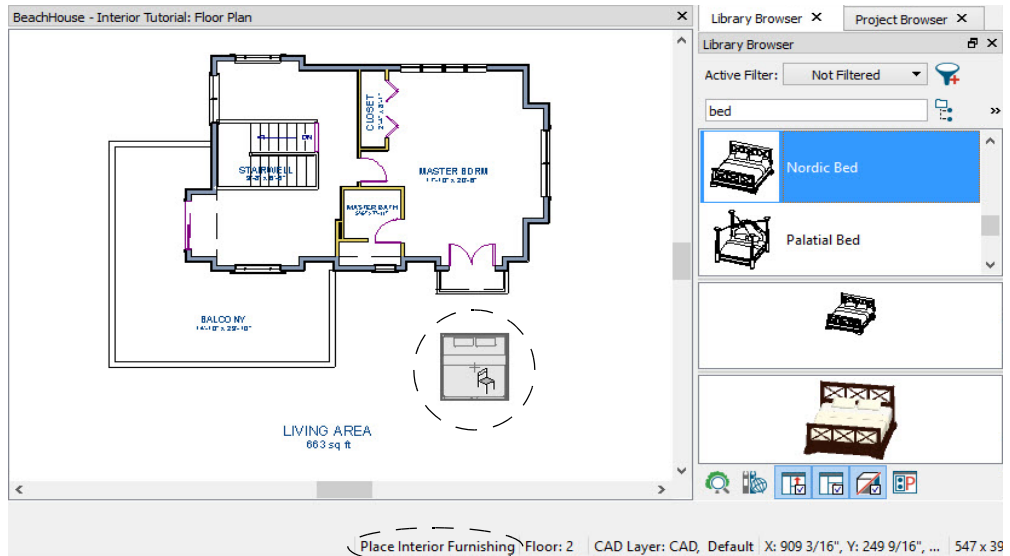
5. You can set up layers to meet your specific needs for different tasks using Layer Sets. For more information, see "Layer Sets" on page 148 of the Reference Manual.

Working with Library Objects

Chief Architect comes with a library that contains thousands of library objects that can be used in a plan. For more information about the library and library objects, see "The Library" on page 829 of the Reference Manual.


To use the Library Search to locate a symbol and place it in the plan

1. Move up to Floor 2 using the **Floor Up**  tool.
2. Select **View> Library Browser**  or press Ctrl + L on your keyboard to open the Library Browser.
3. In the text field, type "bed" and notice that search results will display below as you type. All items with "bed" in any part of their search attributes are included, so in this example, the search results include a variety of items besides furniture.
4. To narrow the search results, click the **Search Filtering Options**  button, then
 - Check the box beside **Entire Word**.
 - Click the arrow beside **Type** then check the box beside **Furnishings (Interior)**. Now only items with the word "bed" in their attributes and are interior furnishing will be included in the search results.
5. Click on a bed in the search results list to select it for placement.

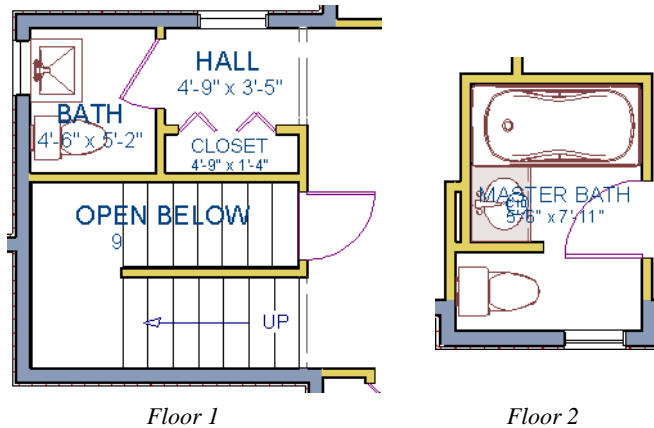


When a library object is selected for placement the mouse pointer icon indicates the type of library object selected, a preview outline of the object follows your pointer as you move it, and basic information displays in the Status Bar at the bottom of the program window.

6. Click in the master bedroom to place the bed.
7. To see where the selected item is located in the Library Browser, right-click on it and select **Show in Browser** from the contextual menu.

8. To switch from a list of search results to the Library Browser tree view, click the **Browse**  button to the right of the text field.


Using the techniques described above, place fixtures in the bathrooms on Floors 1 and 2.

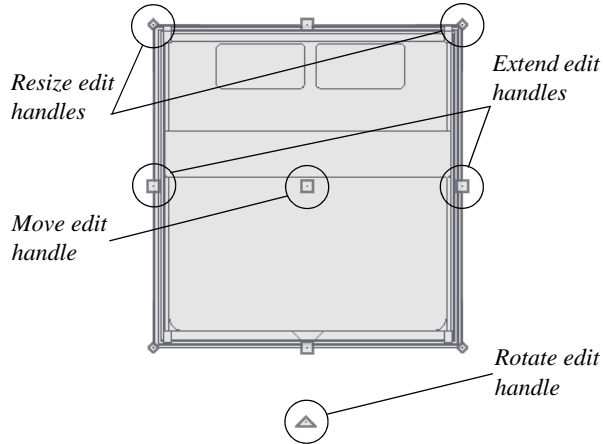


If existing walls and/or other objects do not allow enough room for a library object to be placed, place the library object where there is enough room and move the object into place while holding down the **Ctrl** key on the keyboard.

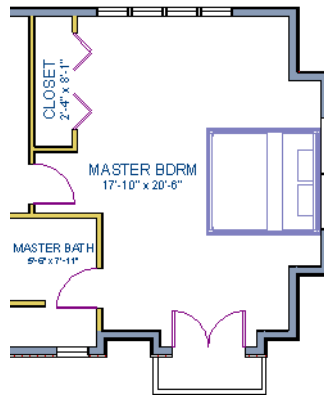
Once a library object has been placed into a plan, it can be edited in a variety of ways.



To modify a symbol from the library

1. Click the **Select Objects**  button or press the Spacebar and click on the bed to select it. When selected, the bed displays ten edit handles. For more information, see “Editing Box-Based Objects” on page 208 of the Reference Manual.



2. Use the Rotate edit handle to rotate the bed.
3. Use the Move edit handle to move the bed up against the right wall.




4. You can modify the materials for the bed by using the **Select Objects**  button tool to select the bed, and clicking the **Open Object**  edit button to open the **Furniture Specification** dialog. See “Symbol Object Specification Dialogs” on page 854 of the Reference Manual.
5. On the **MATERIALS** panel, select the component of the object that you want to apply a new material to: for example, the Bedspread.
6. Click the **Select Material** button to open the **Select Material** dialog, where you can search or browse the Library to find and apply a new material to the bedspread portion of the bed. Here, a light brown fabric is used.

7. Repeat this process for any of the other materials on the bed you may want to adjust, then click **OK** to apply the changes which will be visible when you create a camera view.





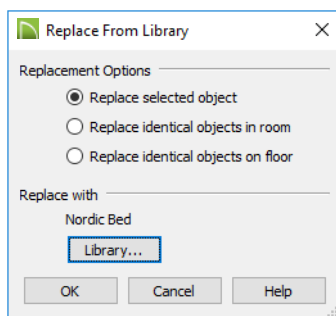
You can also apply materials to objects in 3D views using the Material Painter tool. To learn more, see Using the Material Painter in the Materials Tutorial.

You can replace a library object in your plan with a different item from the library using the

Replace From Library  edit button. This can be particularly helpful if you have multiple copies of the same object throughout the plan, as you might with a fixture like a sink or toilet, and would like to replace them all at once.

To replace a library object

1. While the **Select Objects**  tool is active, click on the bed to select it.
2. Click the **Replace From Library**  edit button to open the **Replace From Library** dialog.






3. Select one of the **Replacement Options** to replace the current object only, all identical objects in the room, or all identical objects on the current floor.
4. Click the **Library** button to select a replacement item from the library.
5. Click **OK** to return to the **Replace From Library** dialog, then click **OK** once more.

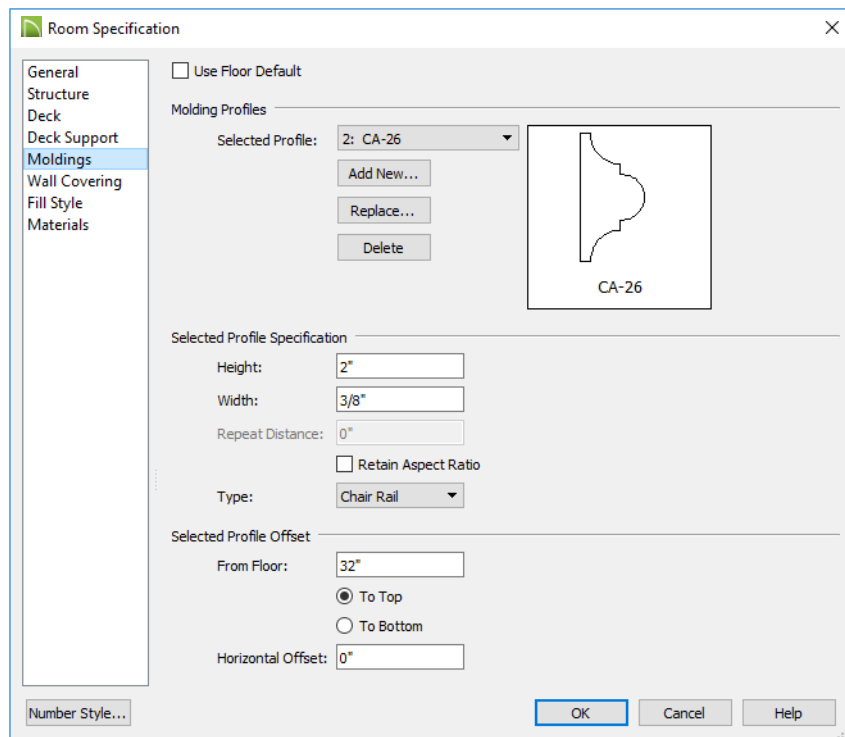
Applying Room Moldings

In Chief Architect, you can specify base, crown and chair rail moldings for any room. The library contains a selection of molding profiles; and in addition, you can create your own profiles and save them for future use. For more information, see “Trim and Molding” on page 661 of the Reference Manual.

To add crown molding to a room

Moldings can be added in floor plan or any camera view. So that you can see the results more quickly, begin by creating a camera view of the master bedroom. See “To create a camera view” on page 21 for information about using the **Full Camera**  tool.

1. Click the **Select Objects**  button or press the Spacebar, then click in a blank space on the floor of the room to select it.
2. Click the **Open Object**  edit button to open the **Room Specification** dialog for the master bedroom.
3. On the MOLDINGS panel:



- Uncheck **Use Floor Default**, and then click the **Add New** button.
- In the **Select Library Object** dialog, either search or browse to find a chair rail profile that you like. When you find one, select it and click **OK**. For more information, see “Select Library Object Dialog” on page 848 of the Reference Manual.
- If you wish, you can specify the **Height** and **Width** of the selected molding. In this tutorial, a **Height** of 2 inches is specified.

- Select "Chair Rail" from the **Type** drop-down list.
- Notice that the **From Floor** value equals the room's Finished Ceiling Height on the STRUCTURE panel. Set this value to 32" inches.
- Click OK to close the **Room Specification** dialog.

Crown moldings can be applied to a room in the same manner. Base moldings are already applied in most room types by default, but can be edited, removed or added here, as well.




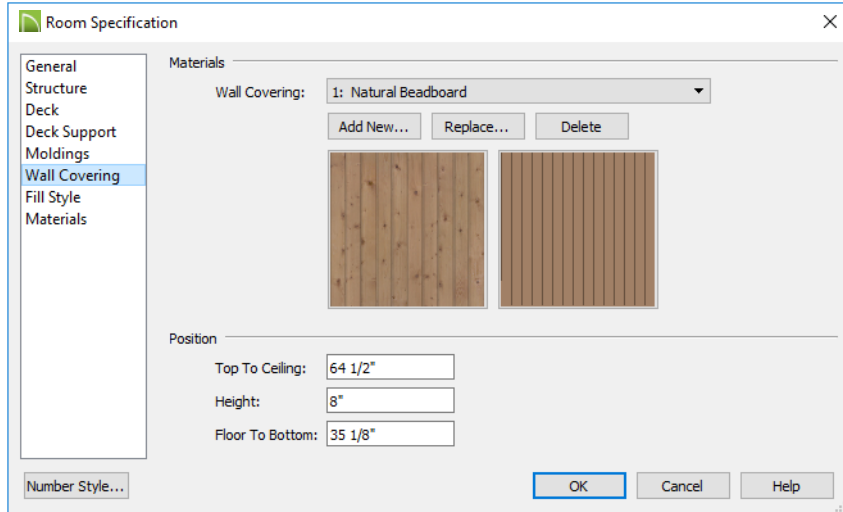
When you have finished, remember to **Save**  your work.

Applying Wall Coverings

Wall coverings can be used in addition to a wall's surface material to create accents like wallpaper borders or wainscoting. For more information about wall coverings, see "Wall Materials" on page 282 of the Reference Manual.

To apply a wall covering

1. Select the master bedroom and click the **Open Object**  edit button to open the **Room Specification** dialog.
2. On the WALL COVERING panel:



- Click the **Add New** button to open the **Select Material** dialog.
- Select an appropriate material for your wall covering, and click **OK**. In this example, a Natural Beadboard material is used.
- Change the **Height** to 28 inches, and change the **Floor to Bottom** value to 3 1/2 inches to allow for the distance between the base and chair rail moldings.
- Click **OK** to close the **Room Specification** dialog.



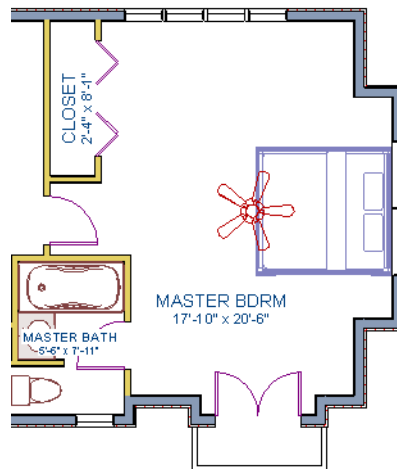
Additional wall covering materials can be downloaded into the Manufacturer Catalogs. See "Downloading Library Content" on page 837 of the Reference Manual.

Creating a Trey Ceiling

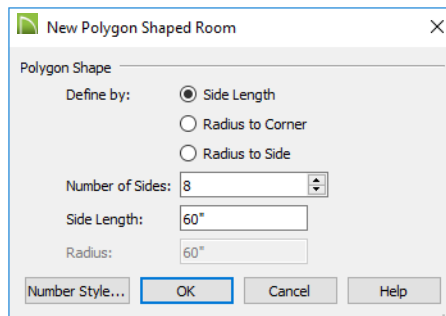
There are several different ways to create a trey ceiling in Chief Architect: Polyline Solids, Primitive objects, and even Soffits can be used to create the lowered ceiling surfaces. Creating a room within a room is another method that works well for some styles of trey ceiling.

To create a trey ceiling with fan

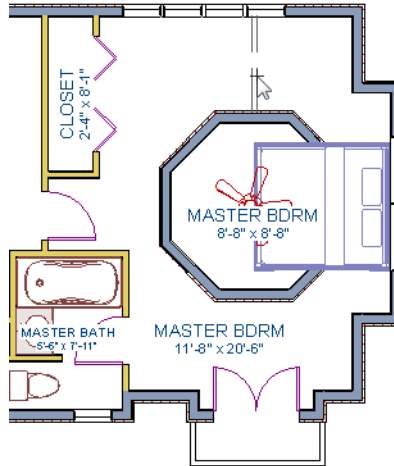
1. Select **File> Close** to close the currently active camera view and return to the floor plan.
2. Select a ceiling fan in the Library Browser and place it near the middle of the master bedroom. For information about how to do this, see “To use the Library Search to locate a symbol and place it in the plan” on page 3.




3. Select **Build> Wall> Polygon Shaped Room**  to open the **New Polygon Shaped Room** dialog.

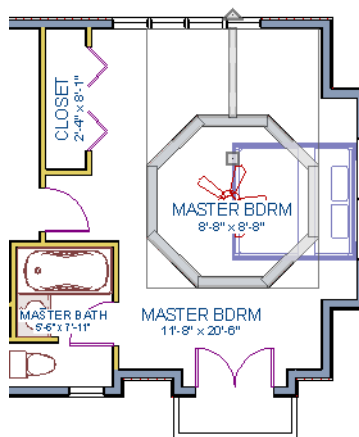




- Specify the **Number of Sides** as 8, and the **Side Length** to 48".
- Click **OK**, and then click near the center of the ceiling fan to create the polygon shaped room.

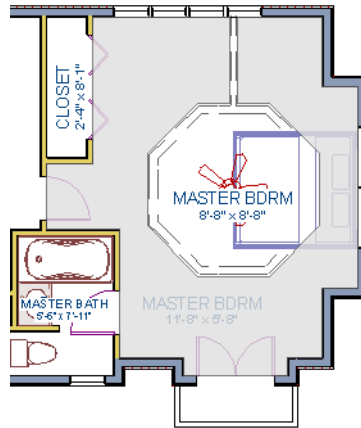



The program automatically creates an invisible wall to prevent the new room from becoming an island room. For more information, see "Room Definition" on page 329 of the Reference Manual.

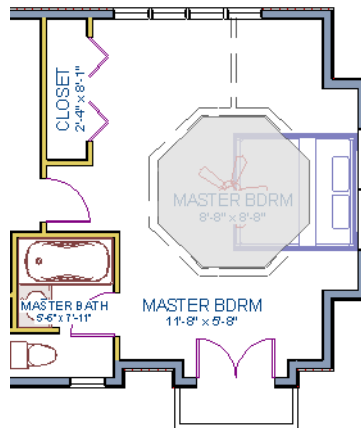
4. Select **Build> Wall> Straight Exterior Wall** , then hold down the Shift key on your keyboard to drag a marquee around the octagonal room to group select its walls



5. Click the **Open Object**  edit tool to open the **Wall Specification** dialog. On the **GENERAL** panel, check the boxes beside **Railing** and **Invisible**, then click **OK**.
6. Click the **Select Objects**  button or press the Spacebar, then click in the main Master Bedroom area to select it.

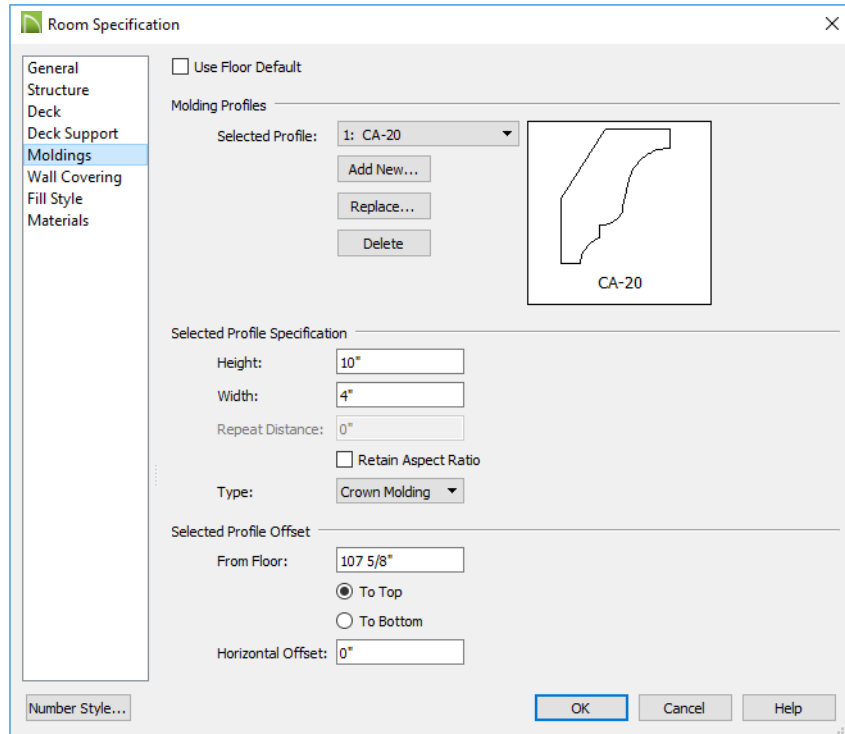


7. Click the **Open Object**  edit button to open the **Room Specification** dialog. On the **STRUCTURE** panel, set the Finished Ceiling Height to 98" and click **OK**.
8. Next, select the small octagonal room and open its **Room Specification** dialog.




- On the **GENERAL** panel, uncheck **Show Room Label**.
- On the **STRUCTURE** panel, verify that this room's **Rough Ceiling Height** is still set to the default of 109 1/8".

- Also on the **STRUCTURE** panel, click the **Ceiling Finish** button, and change the surface material in the **Ceiling Finish Definition** dialog. For more information, see “Floor and Ceiling Platform Definitions” on page 345 of the Reference Manual.
9. Go to the **MOLDINGS** panel:



- Uncheck **Default**, then click the **Add New** button to open the **Select Library Object** dialog and choose a crown molding profile.
- Set the profile's **Height** to 10", its **Width** to 4", and its **Type** as "Crown Molding" and click **OK**.

Create a 3D view to see the results. See “To create a camera view” on page 21 for information about using the **Full Camera**  tool.



If you would like, you can continue adding interior elements from the Library Browser before continuing to work on this plan in the Kitchen and Bath Design Tutorial.

