

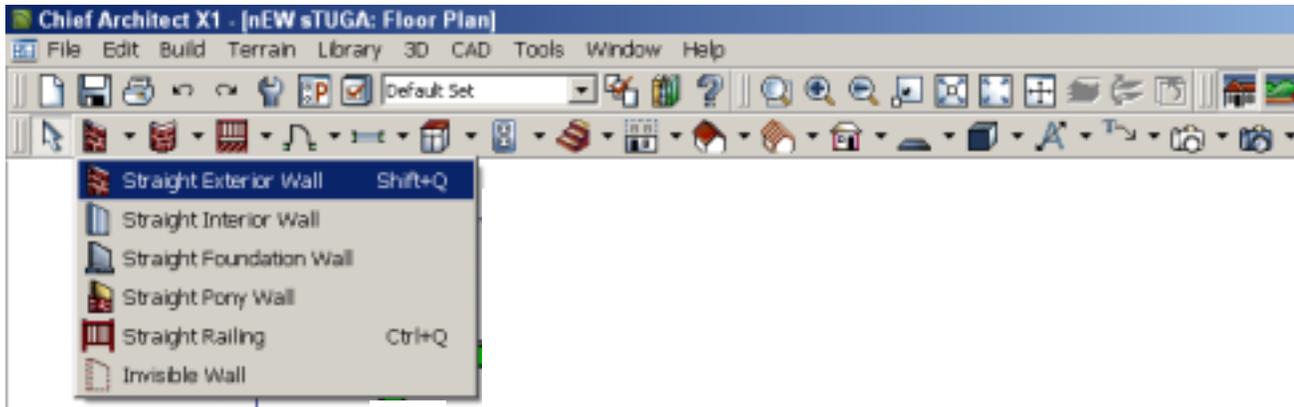
Chief Architect Basic Drafting



tutorial

Creating Walls

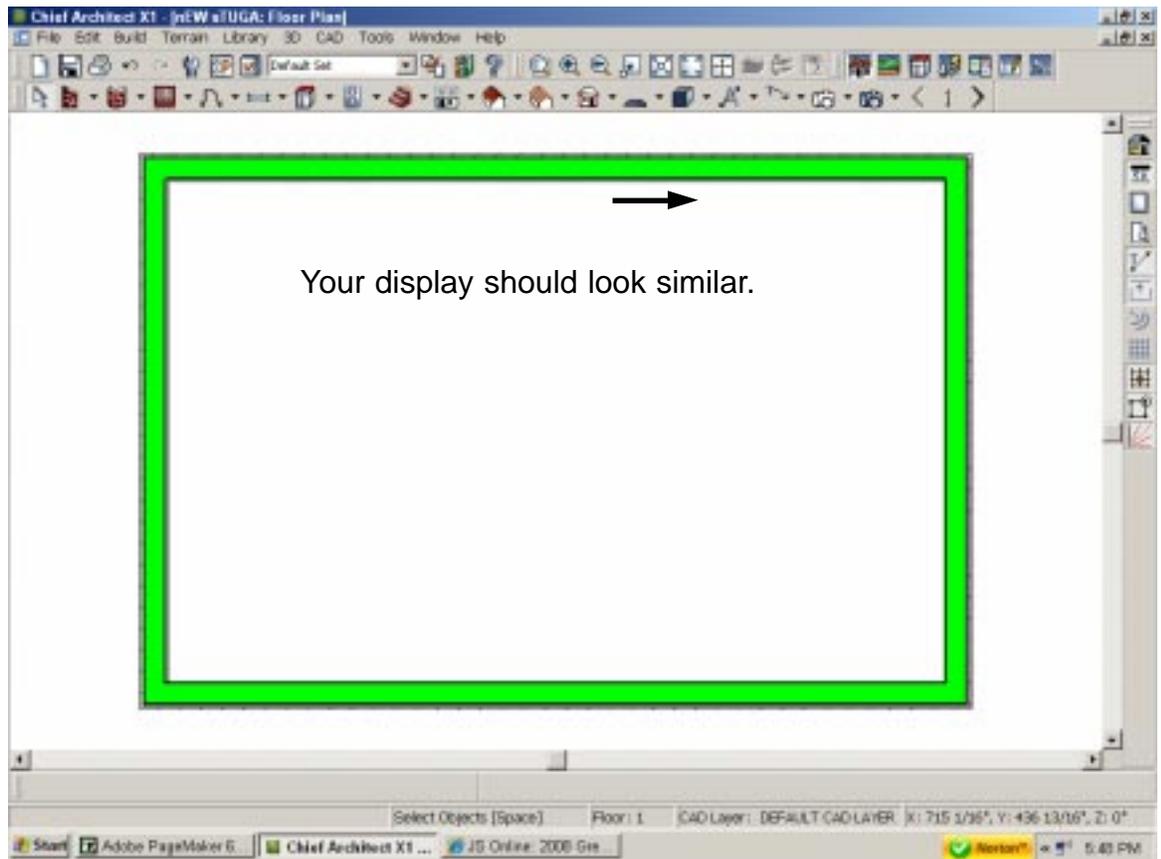
1. In **TOOL BAR**, select the **Walls** tool button active by positioning the cursor over it and clicking the *left mouse button once and choose **Straight Exterior Walls***.



2. 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 of the wall.

3. 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.

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



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.

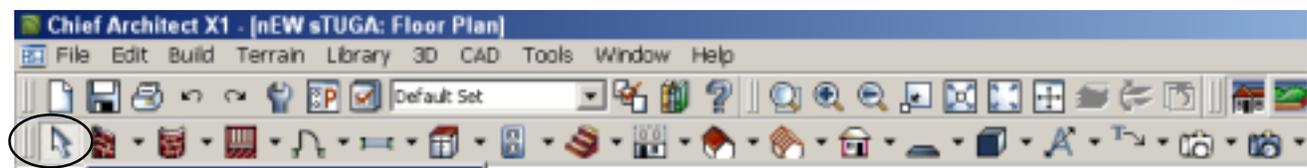
5. Position the cursor near the **right** end of the first wall and create a new wall with the end point directly below the starting point. (See Figure 4.)

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

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. Selecting this tool button will resolve most display problems.

Moving Walls

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



2. Select the **horizontal** dimension (by moving the cursor over the dimension text and then clicking the **left** mouse button **once**). This opens the **Set Dimension Line** 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 number in the **Set Dimension Line** 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.



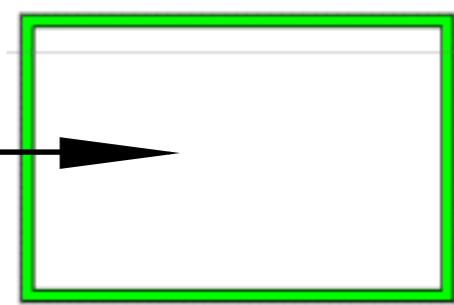
3. Enter the value **19'** (don't forget the single quote) in the **New Value** text box, and then select the **OK** button.

As soon as you enter the new value, the length of the wall will change to the desired value. Since the house will be 19 feet by 13 feet, the vertical dimension will be changes next.

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

4. Select a **horizontal** wall. Select the **vertical** dimension and use the **Set Dimension Line** dialog box to change the value to **13'**.

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



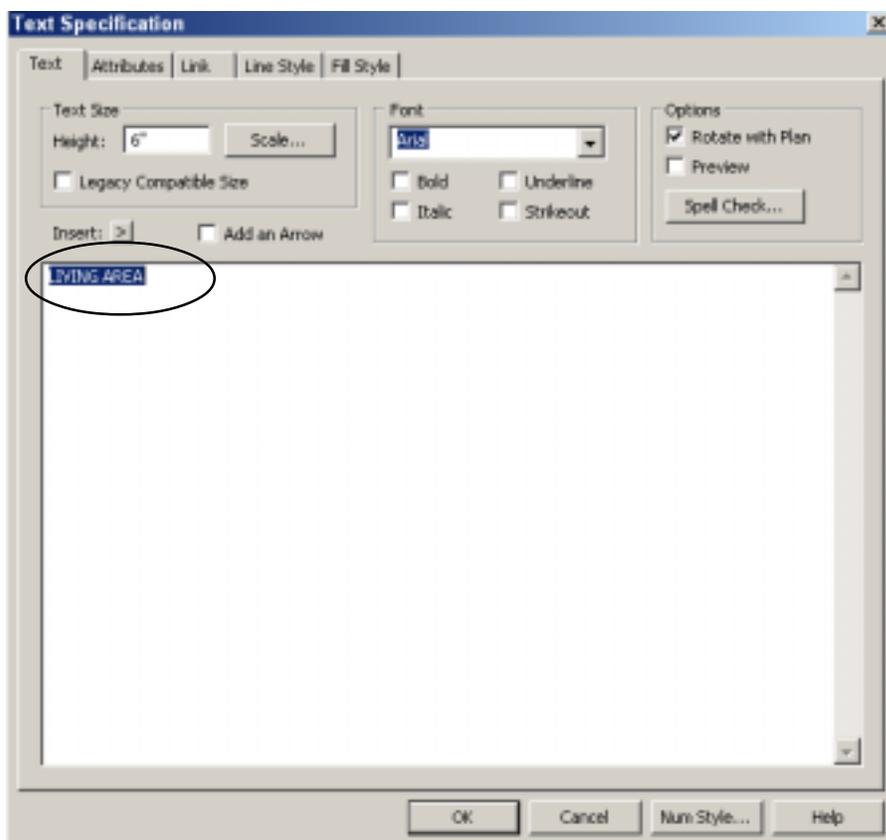
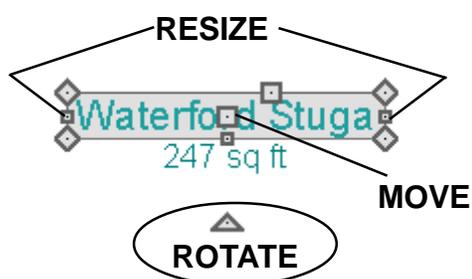
NOTE: If the **LIVING AREA** text is not on your display, select the **Fill Window** tool.

LIVING AREA
218 sq ft

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.

6. Select the **LIVING AREA** text. When it is highlighted, **double click** on the text. The **Text Entry** 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.
7. In the **Text Entry** dialog box, edit the text to read **Waterford STUGA**.
(Substitute your name for Ferd.)
8. After editing the text in the **Text Entry** dialog box, select the **OK** button. The text should now be changed to show the name of your house. There a couple of more features to explore before getting on with the design.

9. Select the **FERD'S STUGA** text.



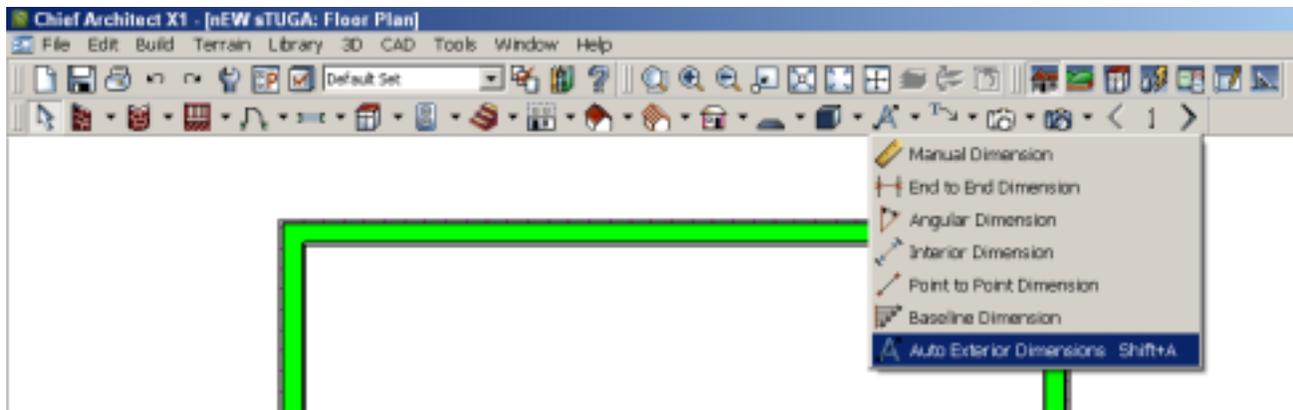
Observe that when a text item is selected, the text is surrounded by a rectangle. Several markers (handles) also appear. (These handles will also appear when items other than text are selected.)

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.

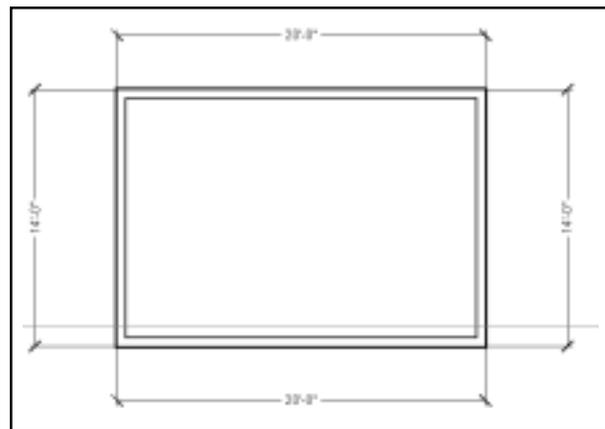
The small square in the center is the **MOVE** handle. If you position the cursor over the **MOVE** handle, then press and hold the *left* mouse button down and move the mouse, you can move the item into a new position.

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.

1. In **TOOL BAR**, select the **Dimension tools** and select the **“Auto Exterior Dimension function”**.

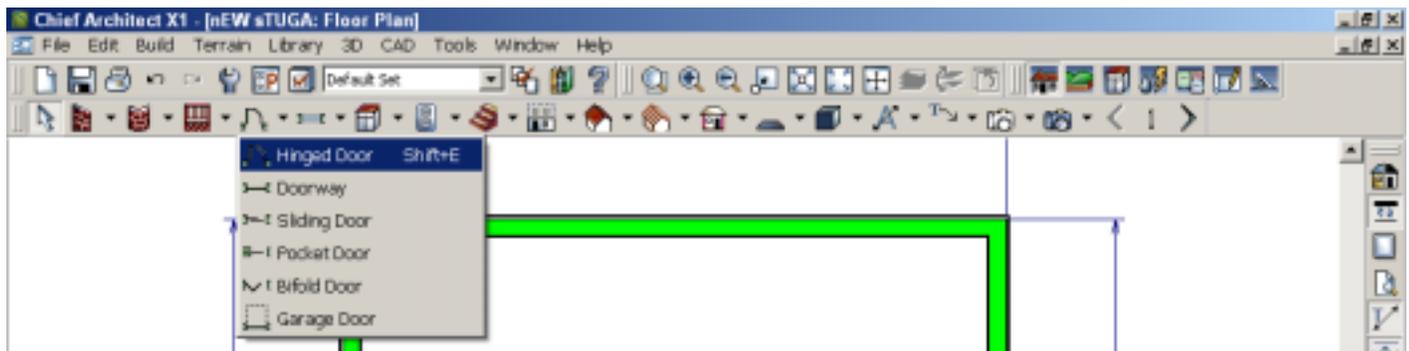


This is what you should see.

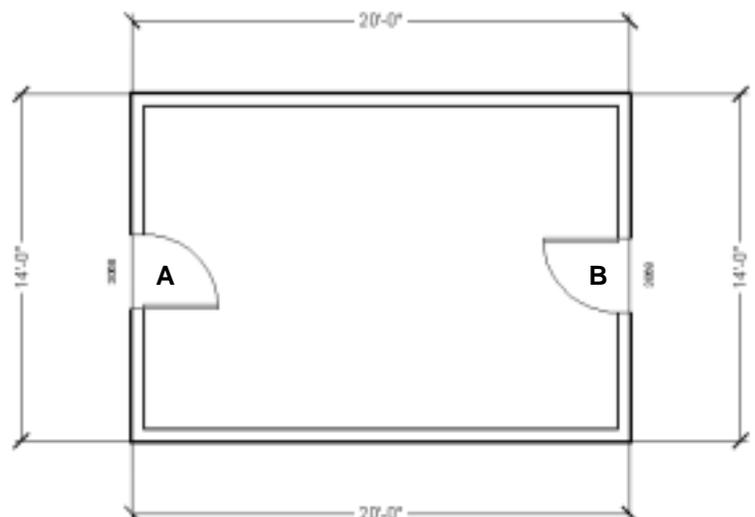


Adding Doors

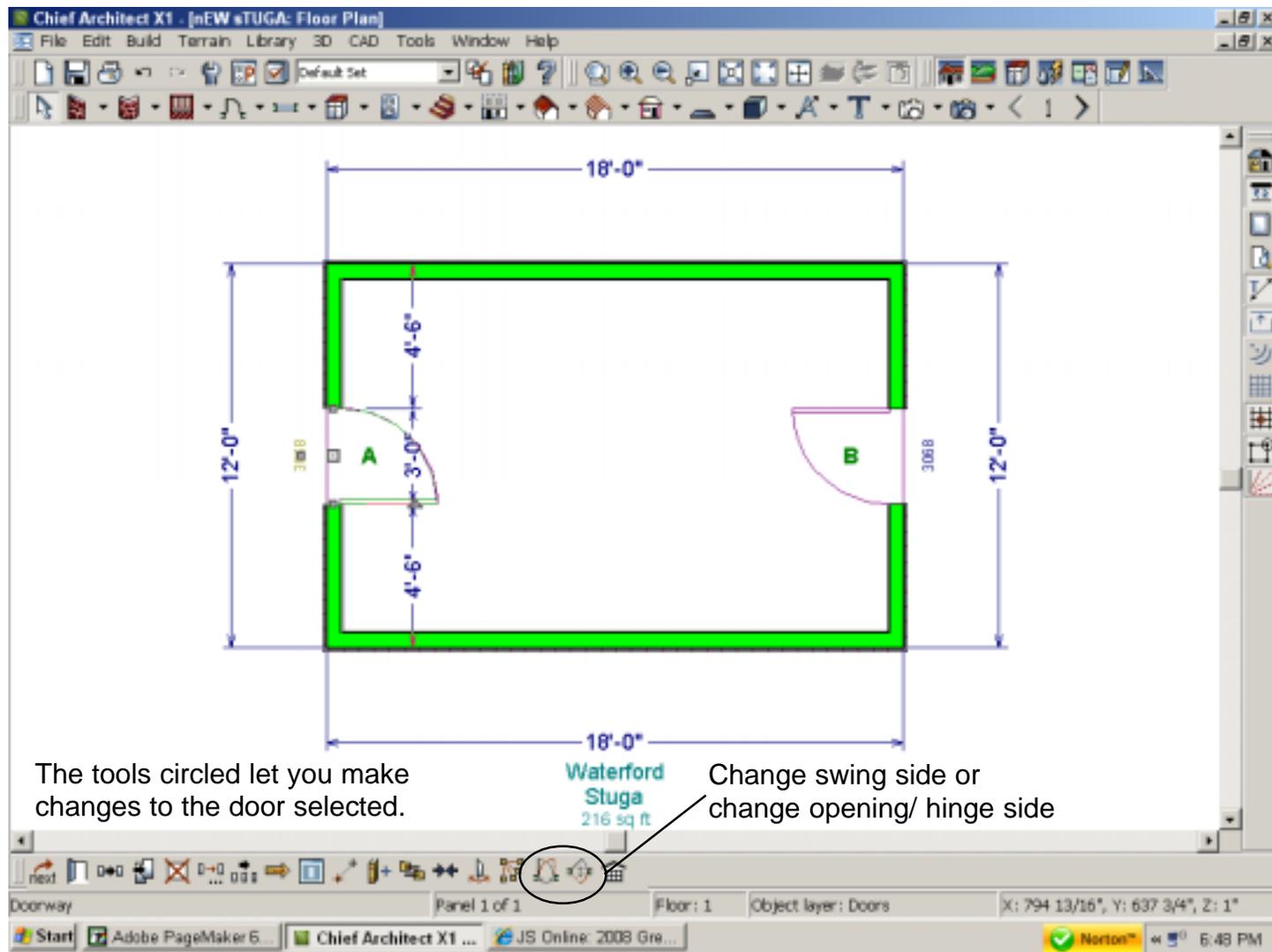
1. In **TOOL BAR**, select the **Door tools** and select the **“Hinged Door function”**.



Use the “O Snaps to set the door in the location shown at “Positions A + B”



2. In **TOOL BAR**, select the **Select Object tool** and click on the door label, notice that a new set of tools open at the bottom of the screen. These tools can be used to make any changes needed.



3. 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.

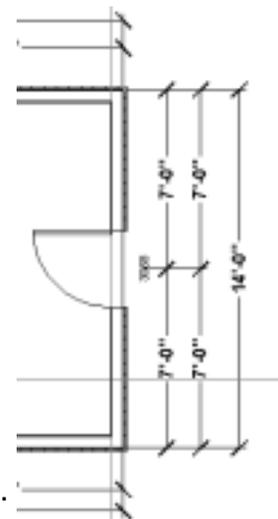


4. From the **SELECT TOOLBAR**, select the **Center Object** tool.

5. 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.

6. 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.



Adding Furniture

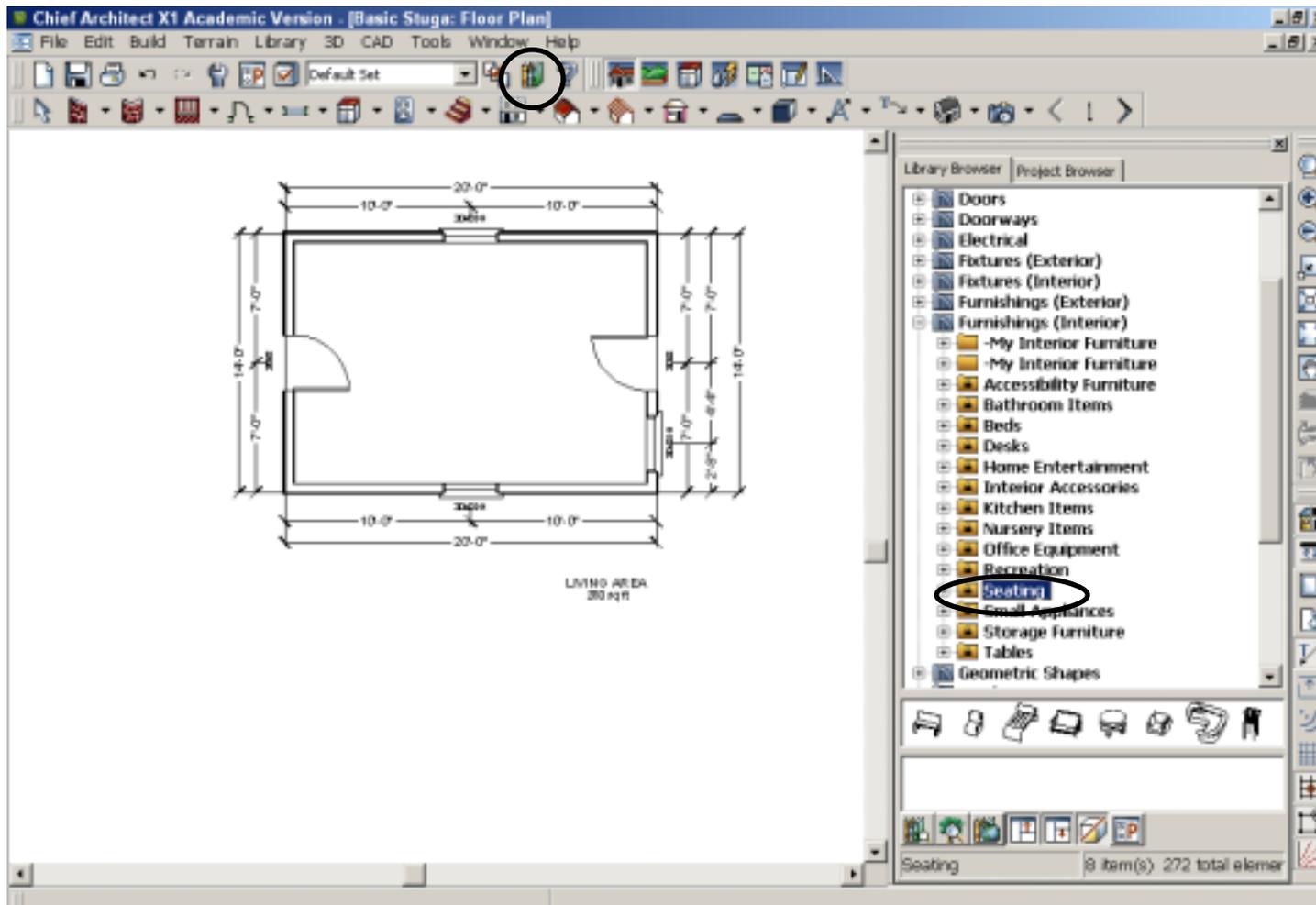
Now that the house has walls, doors, and windows, some furniture will be added. Chief Architect has a large collection of furniture in the library.

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

This opens the **Library Browser** dialog box. This is the same dialog box that was used to add a Loveseat. 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.

2. In the **Library Browser** dialog box, highlight the **Architectural Blocks** folder.
3. Expand folders as required until you have opened the **Furnishings- "Interior"-Seating** folder.



Open the SEATING- SOFA Library and add a SOFA of your choice somewhere inside the cottage.

Open the SEATING- Chairs Library and add a Chairs of your choice somewhere inside the cottage.

Open the FIXTURES (INTERIOR)- Appliances Library and add a standard size Refrigerator of your choice somewhere in one of the corners of the cottage.

Adding a Roof

The next exercise is to add a roof.

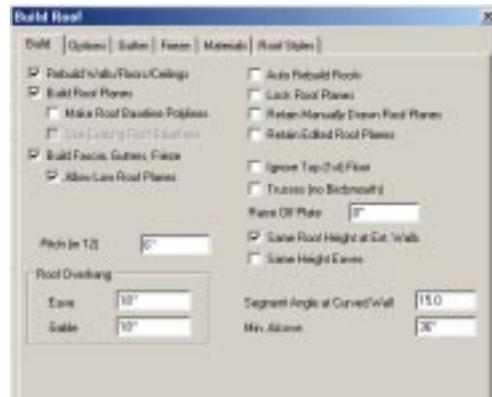
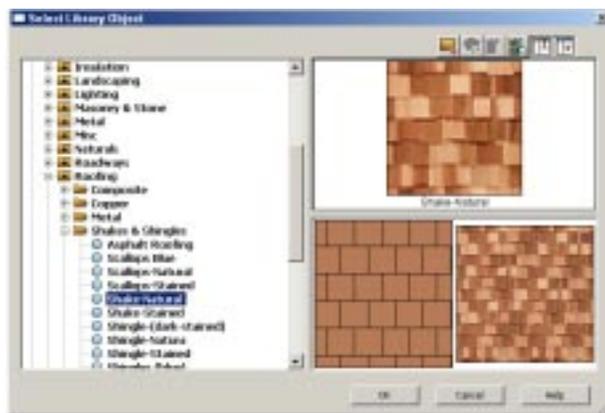
1. **Double click** on **Roof Tools** tool found in **TOOL BAR 2**.

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

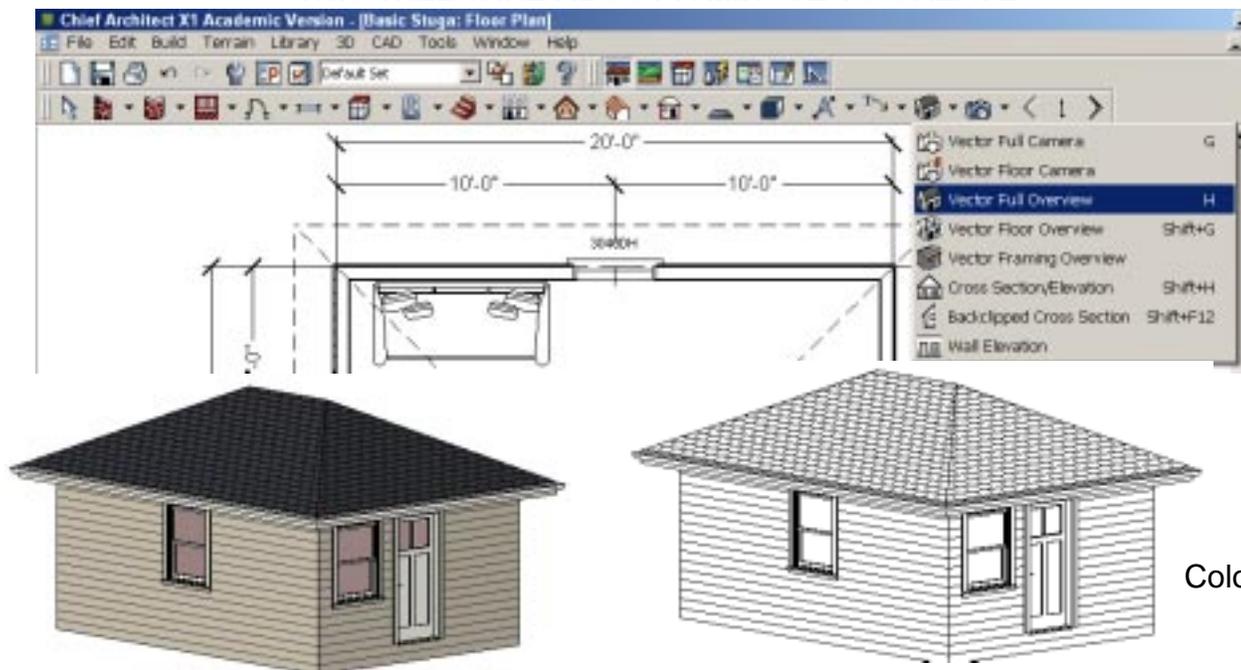
Rebuild Walls/Floors/Ceilings, Build Roof Planes, and Build Fascia, Gutters options **ON**.

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.

THIS WILL TAKE ABOUT A MINUTE TO CREATE



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 corner of the **3D** window.

