Contents

OVERVIEW

How this Book is Put Together

Conventions

Icon Key

Files on the Website

INTRODUCTION TO CHIEF ARCHITECT

The Chief Architect Interface

Working with the Toolbars Chief Architect's Views Using the Mouse in Chief Architect

GETTING READY TO DRAW

The Chief Architect Library

Getting Your Prior Version Library Catalogs into Chief Architect X10 The Chief Architect X10 Library Content and Catalogs

Saving and Storing Plan Files

Managing Files

Defaults, Preferences and Other Settings

QUICK START VACATION CABIN: FLOOR PLAN

Drawing Walls

Rough Sketch of the Vacation Cabin Plan Exterior Walls: Interior Walls:

Doors

Placing Doors Deleting Doors

Windows

Placing Windows

Roof

Annotation and Dimensions

Placing Text:

Placing Dimensions:

Printing

Printing the Current View: Printer versus Plotter? Printing to a PDF File

RESIDENCE: FLOOR PLAN (1ST FLOOR)

Setting Defaults before Beginning a New Plan

Setting Defaults for New Plan Files

Making a New Template File for the Chief Plateau Estates

Creating a Plan File from a Template File

Drawing Exterior Walls for the Chief Plateau Model 1 Home

Completed Plans – For Reference: Using the Align Tool with Walls Creating a Custom Wall Type

Room Definitions and Key Room Properties

Drawing Interior Walls for the Chief Plateau Model 1 Home

Overview on How a Floor Plan is Typically Dimensioned
Drawing the Interior Walls
Accurately Positioning Interior Walls by Creating Exterior Dimensions

Adding Doors, Openings and Windows

Insert Doors
Insert Openings
Insert Windows

Adding a Fireplace

RESIDENCE: SECOND FLOOR AND BASEMENT

Building the Second Floor

Coping Walls From the First Floor Second Floor Defaults Working with Chief Architect's Room and Floor Features Using the Reference Floor and its Layer Set Adding Interior Walls for the Second Floor /Finishing and Refining Interior Walls

Adding Doors, Openings, and Windows

Adding Doors

Adding More Windows

Creating a Basement and Working with the Foundation in Chief Architect

Foundations and Footings for Walls and Rooms Building a Basement Foundation and Moving Walls Looking at the Foundation for the Attached Garage Designing Stepped Foundation Walls

Creating Stairs

Creating a Staircase Creating a Stair Landing

Developing a Basement Floor Plan Using Furred Interior Walls

RESIDENCE: DIMENSIONS

Adding Dimensions to the Floor Plan

Using the Manual Dimension Tools
Creating a New Layer for Selected Dimensions
Editing Dimensions and their Extensions
Chief Architect's Automatic Interior Dimension Tools

Dimension Annotations

Annotation-Working with Multiple Defaults

RESIDENCE: ROOF

Roof System Basics

Displaying Multiple Views
Roof Basics in Chief Architect
Building an Entire Roof at Once

Creating a Roof for Your Model and Placing Dormers

Creating a Roof

Roof Annotation

Working with Roof Labels

Choosing a Material for the Roof and Storing Materials in the Library

Storing Materials in the Library Changing the Material for the Roof Working with Ridge Caps

WORKING WITH 3D VIEWS

Chief Architect's View Cameras

Using the Orthographic and Perspective View Cameras Using the Cross Section and Elevation Cameras

Using 3D Views to Paint Materials on Walls and Rooms

Working With Materials and Using the Material Painter in 3D Views Layered Material Polylines

RESIDENCE: DECKS

The Deck Platform

Adding a Deck Platform

Adding Deck Planking and Framing

Deck Stairs

Drawing Stairs for a Deck

Customizing Your Model 1 Deck

RESIDENCE: FRAMING

Adding Structural Framing Members

Framing Using Chief Architect's Framing Tools

Modifying and Adding Structural Elements to Meet Design Requirements

Editing and Adding Structural Elements in Your Framing Plan Framing for a Cantilevered Deck on the 2nd Floor

RESIDENCE: CREATING TEXT

Chief Architect's Basic Annotation Tools

Text and Callouts

Working with Rich Text Fonts, Sizes, Colors, and Styles

Text Styles

Text Style Properties

Working with Text Styles

Displaying Text Labels for CAD Objects

Among the many features of text styles, you also have more freedom in labeling CAD objects.

Annotation Sets

Working with Annotation Sets
Using Layer Sets with Annotation Sets

Creating Schedules

Creating a Window Schedule

RESIDENCE: INTERIOR DESIGN

Bathroom Layout

Kitchen Layout and Cabinet Design

Placing and Merging Kitchen Cabinets
Adding Fixtures and Appliances
Working with Special Cabinet Types and Adding Cabinet Feet
Editing Cabinets Using Chief Architect's Cabinet Tools

Wall and Floor Coverings, Assigning Room Types, and Developing a Room Schedule

Adding Wall Coverings with Assigned Materials Assigning Room Types Indicating Room Floor Coverings in Plan Developing a Room Finish Schedule

Electrical Layout

Placing Electrical Symbols Placing Electrical Circuits

RESIDENCE: ELEVATIONS

Elevations

Automatically Generating a Set of Elevations
The Use of Labels in Elevation/Cross-Section Views
Automatic Dimensioning of Elevation Views

Creating Sections and CAD Details

Adding CAD Details

INTRODUCTION TO SITE DESIGN

Creating a Site Plan

Developing a Site Plan for the Construction Documents

Building a Terrain Model

Terrain Generation Basics
Adding Patios/Slabs to the Terrain Model
Using Layers and Layer Sets to Get the Views You Want

PRESENTING YOUR MODEL

Developing Rendered 3D Views

Working with the Camera Tools
Working with the Render Techniques and Their Settings
Camera Preferences and Settings
Presenting a Rendered 3D View
The 3D View Capabilities Introduced With Chief Architect X4
Using the Walkthrough Path Tool

Photo Realistic Rendering

Chief Architect's Built-in Ray Trace Rendering

WORKING WITH CHIEF ARCHITECT'S LAYOUT TOOLS TO DOCUMENT YOUR PLAN FOR REVIEW AND CONSTRUCTION

Creating the Working Drawings

Creating a Layout File for Working Drawings Sending Plan Set Views to the Layout File

INDEX