Creating Furred Walls

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The information in this article applies to:



QUESTION

How do I create furred walls in my basement?

ANSWER

Furred walls are useful for finishing a basement area and to provide room for insulation. This can easily be represented using the furred wall setting.

Alternatively, you may find it more effective to define a wall type with multiple framing layers. For more information on this process, please see the "Defining a New Wall Type" resource in the <u>Related Articles</u> section below.

To create furred walls

If a foundation has not already been created, select Build> Floor> Build
 Foundation from the menu, specify your desired settings within the Build
 Foundation dialog, then click OK.

2. Choose the option to **Derive new foundation plan from the 1st floor plan** and click **OK** to generate the foundation.



3. Navigate to **Build> Wall> Straight Interior Wall**, then draw interior walls parallel to the foundation walls.



- 4. Using the **Select Objects** tool, hold down the **Shift** key on your keyboard, click on each of the interior walls to group select them, then click the **Open Object** edit tool.
- 5. On the **S**TRUCTURE panel of the **Wall Specification** dialog that opens, select the **Furred Wall** option under the Double Wall section, then click **OK**.

Wall Specification		
Wall Specification General Structure Roof Foundation Wall Types Wall Cap Wall Covering Rail Style Newels/Balusters Rails Layer Materials Label Components Object Information Schedule	Default Wall Heights Default Wall Top Height Default Wall Top Height Default Wall Bottom Height Platform Intersections Invisible Walls and Railings: Generate Betwee Ceiling Platform: O Automatic Stop at Ceiling Above Balloon Through Ceiling Above Balloon Through Ceiling Above Hang Floor Platform Above on Wall Subflooring to Wall Interior Include Ledger Wall Intersections Through Wall At End Through Wall At St Rim Joist O Automatic O Double O Single	Floor Platform:
	Unclude Ledger Wall Intersections Through Wall At End Through Wall At Start Rim Joist	

6. Using the **Select Object** \searrow tool, select each interior wall and **Move** \circledast them so they bump up against the foundation walls.



7. Now, if an opening, such as a **Door** or **Window**, is placed into a wall on the foundation level, we can see that it now cuts through both walls.



Related Articles

Changing an Existing Wall's Type (/support/article/KB-00443/changing-an-existingwall-s-type.html)

Defining a New Wall Type (/support/article/KB-02944/defining-a-new-wall-type.html)
Group Selecting Objects (/support/article/KB-00623/group-selecting-objects.html)



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