

# Adding a Belly Band to a Structure

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Reference Number: **KB-00070**

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The information in this article applies to:



## QUESTION


I want to create a belly band around a structure that I am designing. How can I do that?

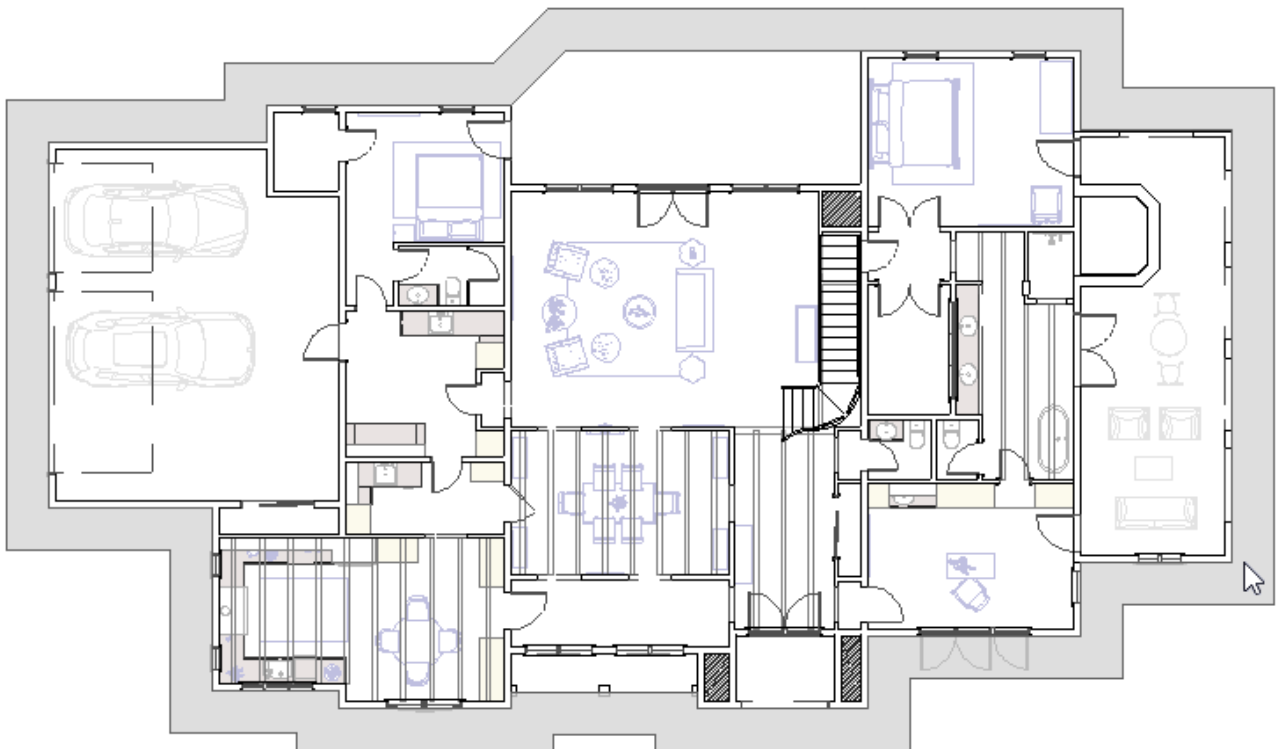




# ANSWER

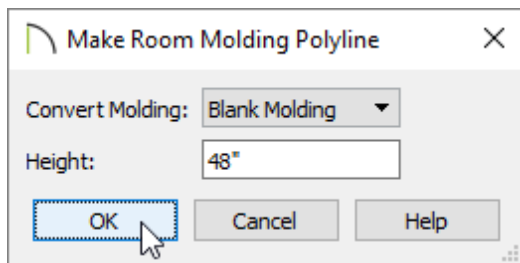
Creating a belly band, sometimes referred to as a mid-section trim, is easy using the Make Room Molding Polyline edit tool.


## Creating a belly band automatically

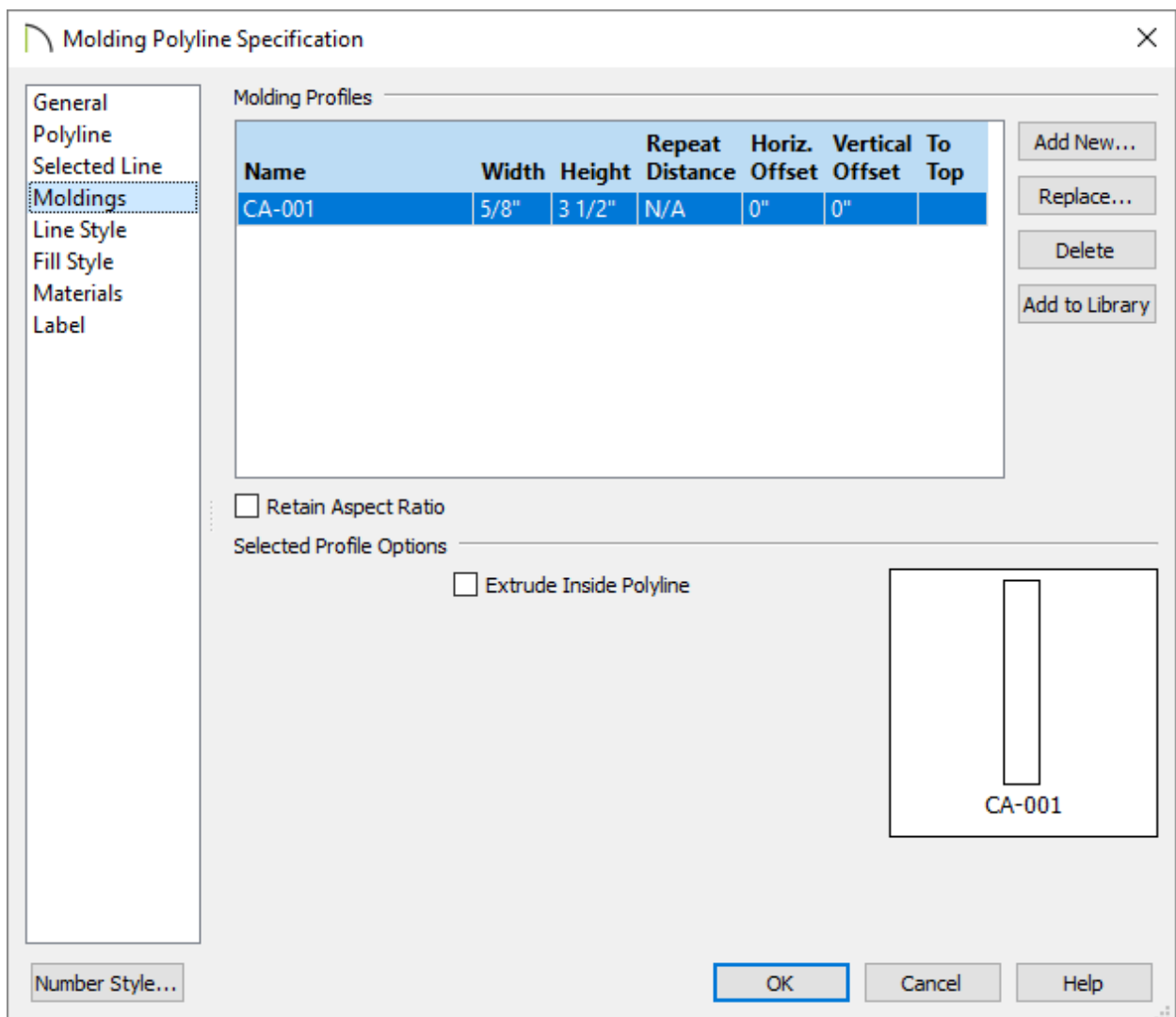
1. Click the **Select Objects**  button, then click just outside of an exterior wall to select the Exterior Room of the structure.



- When the Exterior Room is selected, its name appears on the left side of the Status Bar and the exterior of the structure is highlighted.
  - If you select the wall or other object on accident, click the **Select Next Object**  next edit button or press the **Tab** key on your keyboard until the exterior of the structure becomes highlighted.
2. With the Exterior Room selected, click the **Make Room Molding Polyline**  edit button to display the **Make Room Molding Polyline** dialog.



- Select **Blank Molding** from the Convert Molding drop-down list.
  - Set a **Height** value, which specifies how high you want the molding to be off the floor.
  - Click **OK** to close the dialog and create a molding polyline around the structure's exterior.
3. With the newly created **Molding Polyline** selected, click the **Open Object**  edit button to open the **Molding Polyline Specification** dialog.



- On the **MOLDINGS** panel, click the **Add New** button to display the **Select Library**

**Object** dialog and browse for a molding profile of your choice.




- Specify the desired **Width**, **Height**, and **Offsets** as desired, and make sure that **Extrude Inside Polyline** is unchecked so the molding profile faces outward.
- Select the **MATERIALS** panel, click on the **Molding polyline** component, and specify the material that you want for this molding.
- When you have finished, click **OK** to close the dialog and apply your changes.

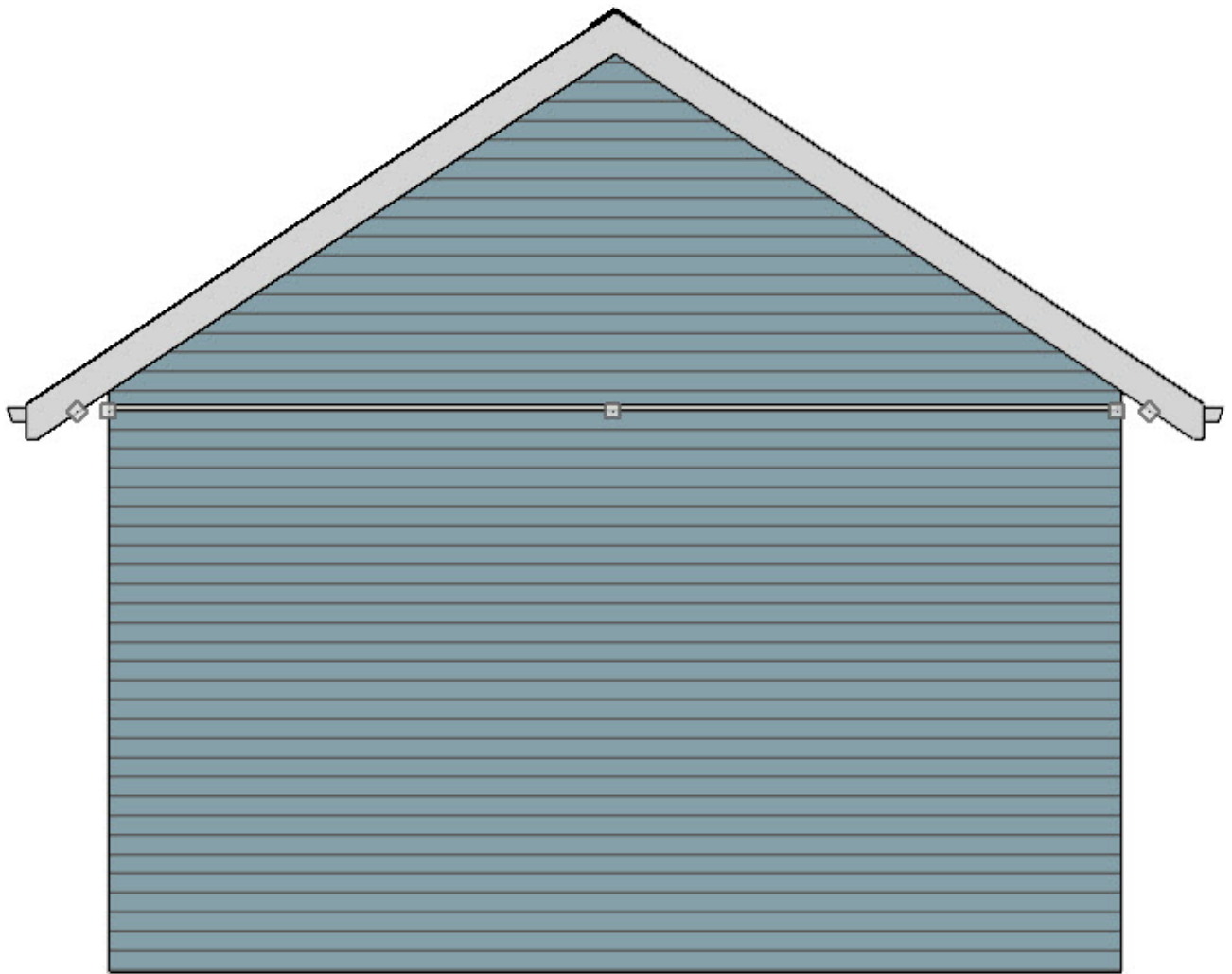
4. Create a **Perspective Full Overview**  to see the results.



**Note:** In rare situations, the belly band molding may generate through an opening, such as a door or window. In these instances, you can select the molding, and use the Break Line edit tool to place a break on either side of the opening. You can then select the segment that was separated, open it up to specification, and check the No Molding on Selected Edge box to remove the molding from this edge of the molding polyline.

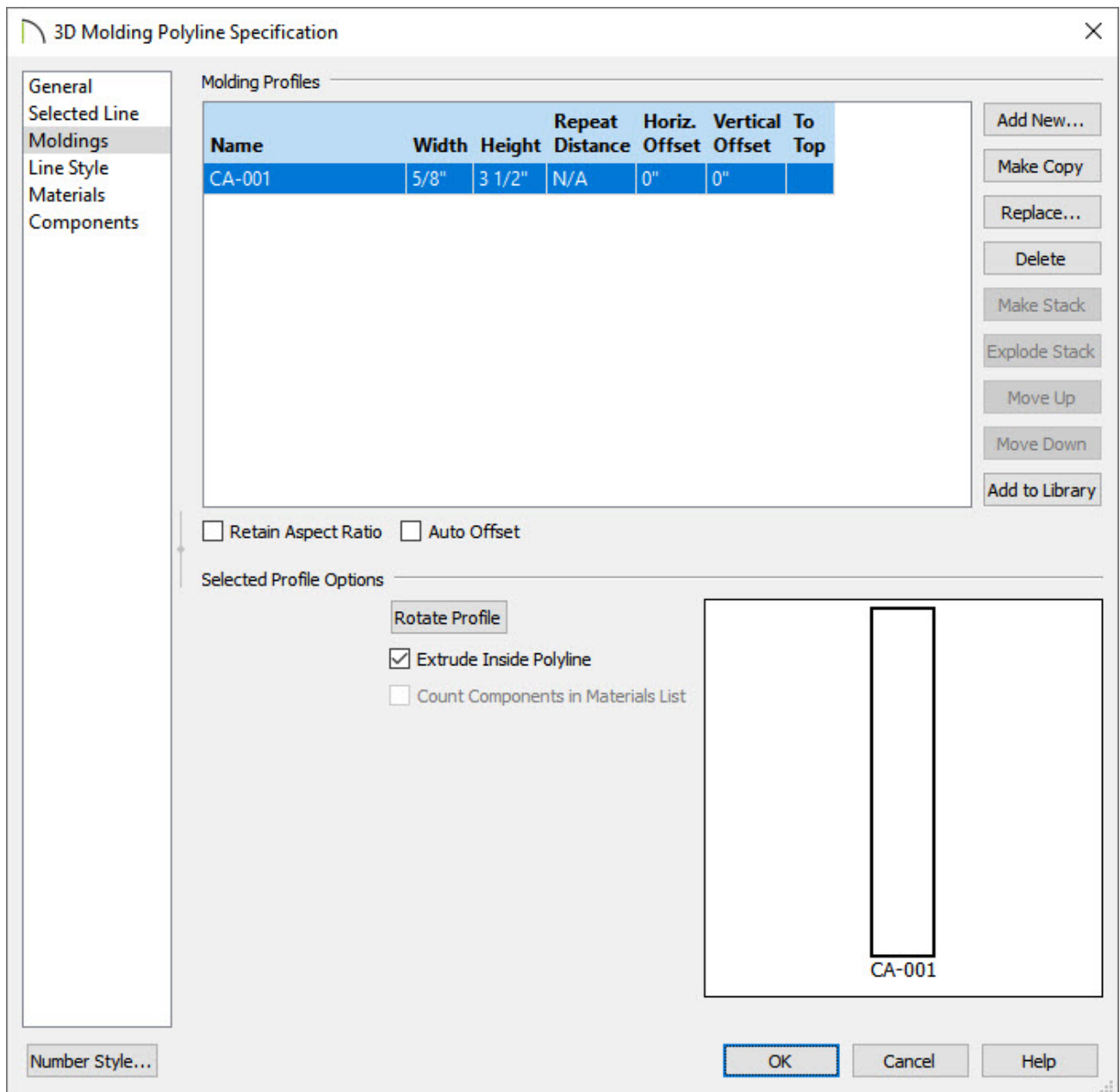
This process can then be repeated for any other openings in which the molding is generating through.

## Creating a belly band manually

1. Create a **Cross Section/Elevation**  of the side of the structure where you want the belly band to appear.
2. Navigate to **Build> Trim> 3D Molding Line** , then click and drag a line where the belly band should be.
3. Using the **Select Objects**  tool, click to select the 3D molding line.



- When the 3D molding line/polyline is selected, its name appears on the left side of the Status Bar and the line will have edit handles.
  - If you select the wall or other object on accident, click the **Select Next Object**  edit button or press the **Tab** key on your keyboard until the 3D molding line/polyline is selected.
4. With the newly created 3D molding line selected, click the **Open Object**  edit button to open the **3D Molding Polyline Specification** dialog.




- On the **MOLDINGS** panel, click the **Replace** button to display the **Select Library Object** dialog and browse for a molding profile of your choice.
- Specify the desired **Width**, **Height**, and **Offsets**, and make sure that **Extrude Inside Polyline** is unchecked so the molding profile faces outward.
- Select the **MATERIALS** panel, click on the **Molding** component, and specify the material that you want to apply to this molding.
- When all desired changes have been made, click **OK** to close the dialog.

#### Related Articles

[Creating and Editing Molding Profiles \(/support/article/KB-00166/creating-and-editing-](/support/article/KB-00166/creating-and-editing-)



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