

Adding Shutters, Curtains, or Blinds to Windows

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The information in this article applies to:



QUESTION

I would like to add window treatments to my windows. How can I do this?

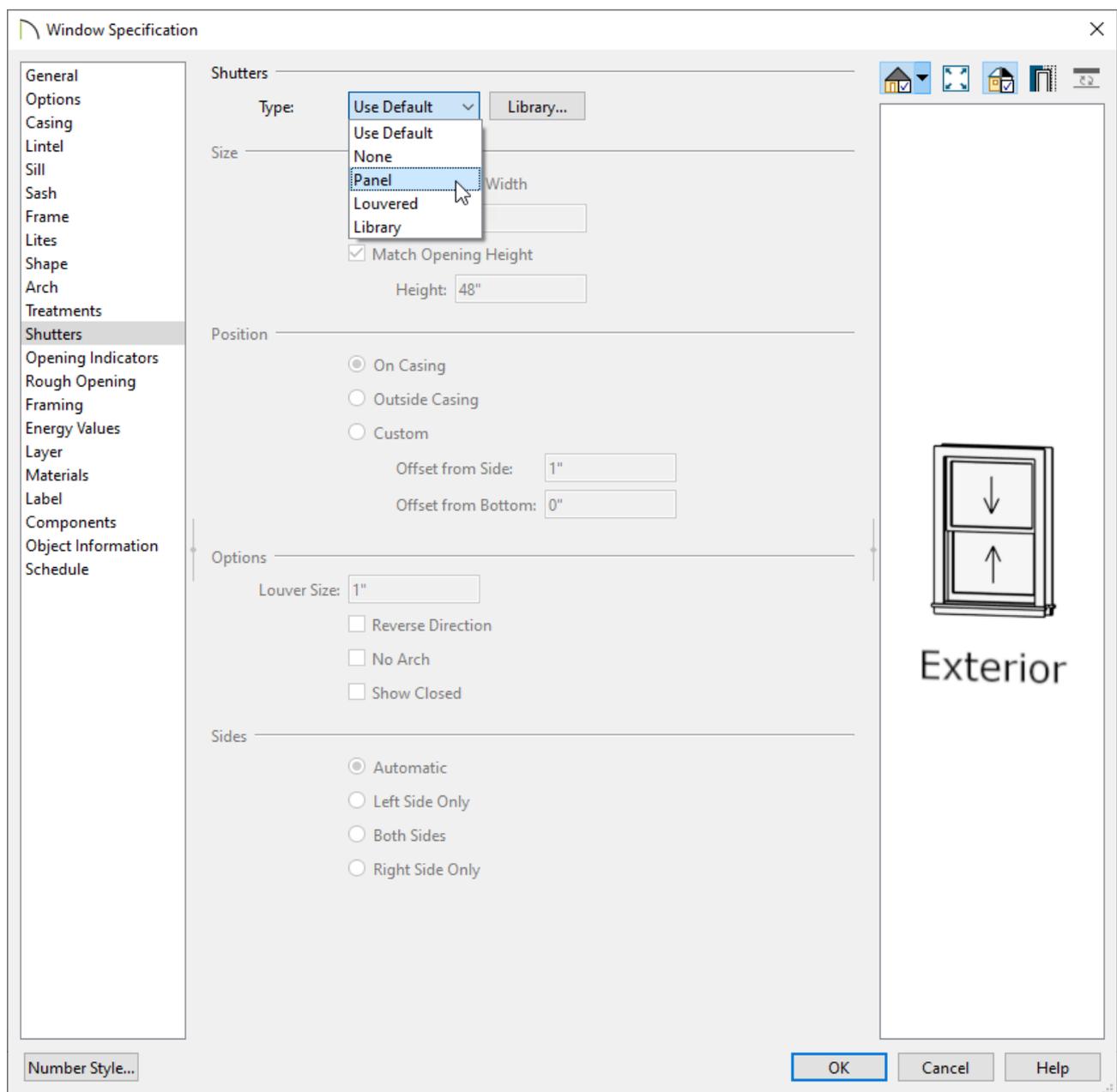


ANSWER

In Chief Architect, shutters, curtains, and blinds can be applied to windows using the Window Specification dialog.

To add shutters to a window's exterior using the Window Specification dialog

1. Using the **Select Objects**  tool, click on a window to select it, then click on the **Open Object**  edit button.
2. On the SHUTTERS panel of the **Window Specification** dialog that displays:



- Use the **Type** drop-down to choose the type of shutter you would like to apply, or click the **Library** button to choose a shutter option from the library. Some basic shutter options can be located by navigating to Chief Architect Core Catalogs> Architectural> Millwork> Exterior Shutters.

Additional shutters can be found in the [Exterior Shutters](https://www.chiefarchitect.com/3d-library/index.php?r=site/detail/912) (<https://www.chiefarchitect.com/3d-library/index.php?r=site/detail/912>) bonus catalog. To learn more about additional catalogs, please refer to the "Obtaining Library Content" resource located in the [Related Articles](#) section.

- Once a shutter type has been selected, adjust the **Size** and **Position** to your

liking.

- If the type is set to Louvered, the **Louver Size** can be defined.
- Select the checkbox for **Show Closed** if the shutters should appear closed in a 3D view.
- Specify which **Sides** of the selected window receive shutters.

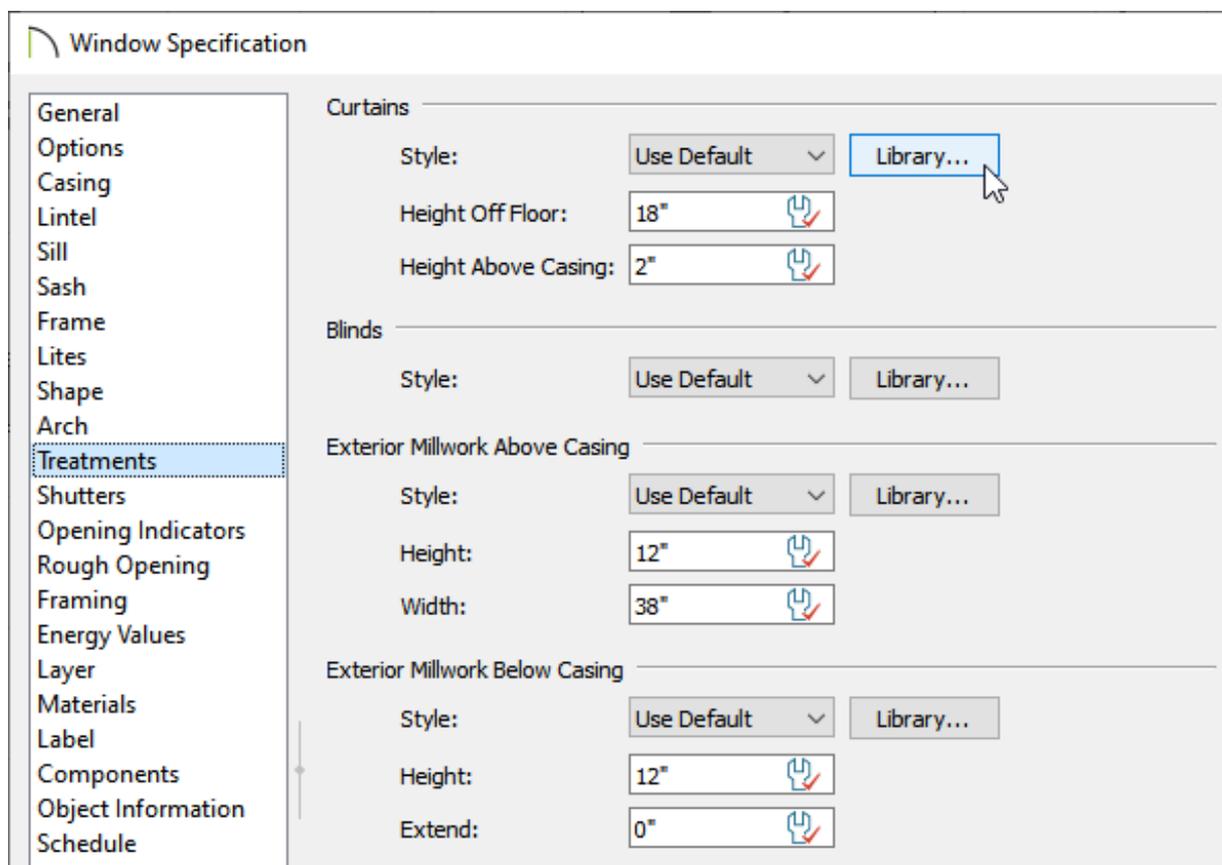
3. Once all desired changes have been made, click **OK** to close the dialog.

Shutters added to a window using the Specification dialog will display in both camera and floor plan views. They will also be placed onto a stand-alone layer titled "Shutters".

In X13 and prior program versions, shutters added to a window using the Specification dialog will only display in camera views. They are also placed onto the same layer as the window.

To add curtains or blinds to a window's interior

1. Using the **Select Objects**  tool, click on a window to select it, then click on the **Open Object**  edit button.
2. On the TREATMENTS panel of the **Window Specification** dialog that displays:



- Click the **Library** button under the Curtains section to choose a curtain style from the library. A variety of curtain styles can be located by navigating to Chief Architect Core Catalogs> Interiors> Window Treatments> Curtains.
 - Click the **Library** button under the Blinds section to choose a blind style from the library as well, if desired. A variety of blinds can be located by navigating to Chief Architect Core Catalogs> Interiors> Window Treatments> Blinds and Shades.
 - If a curtain style has been chosen, specify a **Height Off Floor** and **Height Above Casing** value.
3. Once all desired changes have been made, click **OK** to close the dialog.

Treatments added to a window using the Specification dialog will only display in camera views. They will also be placed onto a stand-alone layer titled "Windows, Curtains & Blinds".

In X14 and prior program versions, treatments added to a window using the Specification dialog are placed onto the same layer as the window.

MORE INFORMATION

- The TREATMENTS panel is not available in the **Wall Niche** and **Window Symbol Specification** dialogs.
- Exterior millwork can be added to windows on the TREATMENTS panel of the **Window Specification** dialog. Some common objects that fall into this category include corbels, keystones, pilasters, and trim blocks.
- Shutters, curtains, and blinds can be searched and selected from the Library Browser, then placed into a plan as stand-alone objects. When taking this approach, be aware that the stand-alone objects are not part of the window in any capacity, and must be sized and positioned separately.

Related Articles

- 📄 [Creating Custom Muntins \(/support/article/KB-00930/creating-custom-muntins.html\)](/support/article/KB-00930/creating-custom-muntins.html)
- 📄 [Creating Shaped Windows \(/support/article/KB-00036/creating-shaped-windows.html\)](/support/article/KB-00036/creating-shaped-windows.html)
- 📄 [Obtaining Library Content \(/support/article/KB-00090/obtaining-library-content.html\)](/support/article/KB-00090/obtaining-library-content.html)



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