Creating a Cathedral Ceiling

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The information in this article applies to:



QUESTION

I want to create a room with a cathedral ceiling. How do I do this?



ANSWER

When a room's ceiling is pitched rather than flat it is referred to as either a cathedral or vaulted ceiling. Cathedral ceilings are the same pitch as the roof and are typically produced by enclosing the bottoms of the roof rafters with a ceiling material.

Vaulted ceilings, while similar, do not share the same pitch as the roof, and are often framed using scissor trusses. If you are interested in a Vaulted Ceiling rather than a Cathedral, please see the <u>Related Articles</u> section below.

To create a cathedral ceiling

- 1. **Open** an existing Chief Architect plan in which you would like to create a cathedral ceiling.
- 2. Using the **Select Objects** \geqslant tool, click in an empty space of a defined room to select it.

Note: In order for this method to work, the selected room must have a roof built directly above it, rather than a living space on the floor above.

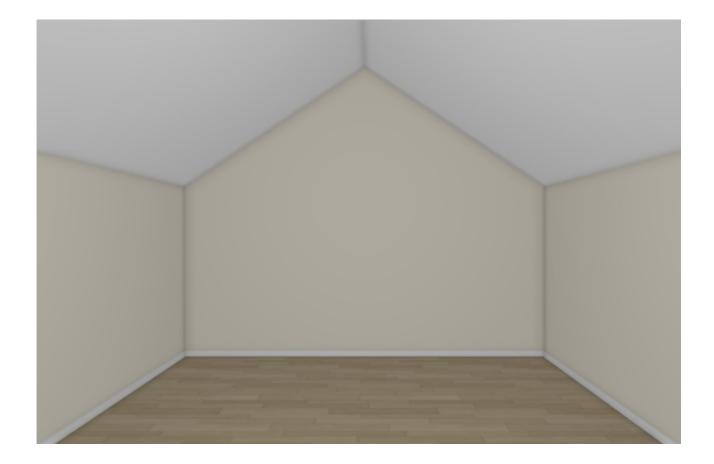
3. With the room selected, click the **Open Object [**] edit button.

In X15, an edit tool called "Turn Off Ceiling" was introduced. This tool allows you to easily, and quickly, remove the flat ceiling in a selected room without the need to open the Room Specification dialog.

4. On the STRUCTURE panel of the **Room Specification** dialog that displays, uncheck **Flat Ceiling Over This Room**, then click **OK**.

Room Specification			
General	Absolute Elevations		
Structure	Floor Above:		
Deck Deck Support	Ceiling:	109 1/8"	
Moldings	Floor:	0"	
Wall Covering Fill Style	Floor Below:		
Materials			
Components	Relative Heights		
Schedule	Rough Ceiling:	109 1/8" 🖖]
	Finished Ceiling:	107 5/8" 🖖]
	SWT To Ceiling:	109 1/8" 🖞	
	Ceiling Below:		
	Stem Wall:	37 1/2"	
	SWT = Stem Wall Top Ceiling		
			🗹 Roof Over This Room
			R Flat Ceiling Over This Room
	Ţ		لمح Shelf Ceiling
			Use Soffit Surface for Ceiling
	Ceiling Structure		5 1/2" Edit 🗹 Default
	Ceiling Finish:		5/8" Edit 🗹 Default

5. Navigate to **3D**> **Create Perspective View**> **Full Camera ()**, then click and drag inside the room to view the result.



Related Articles

Creating a Vaulted Ceiling and Scissor Trusses (/support/article/KB-00068/creating-avaulted-ceiling-and-scissor-trusses.html)

Creating Exposed Trusses in a Cathedral Ceiling (/support/article/KB-00416/creatingexposed-trusses-in-a-cathedral-ceiling.html)

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