Chief Architect®
Architectural Home Design Software

Raising or Lowering a Roof Plane

Reference Number: **KB-00634**
Last Modified: **July 16, 2021**

The information in this article applies to:

PREMIER INTERIORS

QUESTION

I would like to change the height of one of the roof planes in my model. How do I accomplish this?

ANSWER

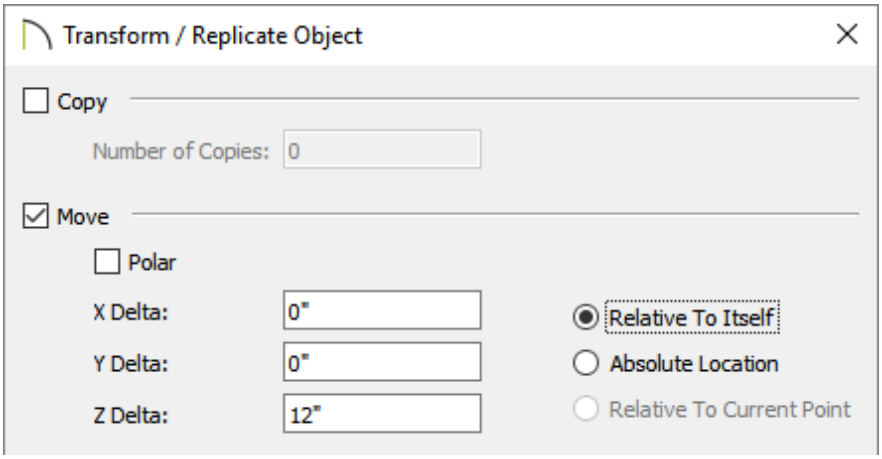
Roof planes generate on the wall top plates, which are governed by the ceiling height specified in a given room or floor. There are several ways to change the height of a roof plane. You can, for example, specify a new baseline height in the roof plane's specification dialog or select and move the baseline in a 3D view. However, the easiest way to change a roof plane's height, while easily maintaining its pitch, is by raising or lowering it a specific amount using the **Transform/Replicate Object** edit tool.

To raise or lower a roof plane using Transform/Replicate Object

1. Click the **Select Objects** tool, then click once on a roof plane near one of its edges to select it.

2. Click the **Transform/Replicate Object** edit button.

3. In the **Transform/Replicate Object** dialog:



   - Check the box beside **Move**, which will enable the selections directly beneath it.

   - To the right, select the **Relative To Itself** radio button so that the roof plane moves relative to its current location.

   - Specify how high you want to raise the roof plane, or how low you want to lower it, in inches or millimeters.To move the roof plane up, enter a positive number in the **Z Delta** field. To move the roof plane down, enter a negative number in the **Z Delta** field.

     In this example, we are raising the roof plane by 12".

4. Click the **OK** button to close the dialog and confirm the changes.

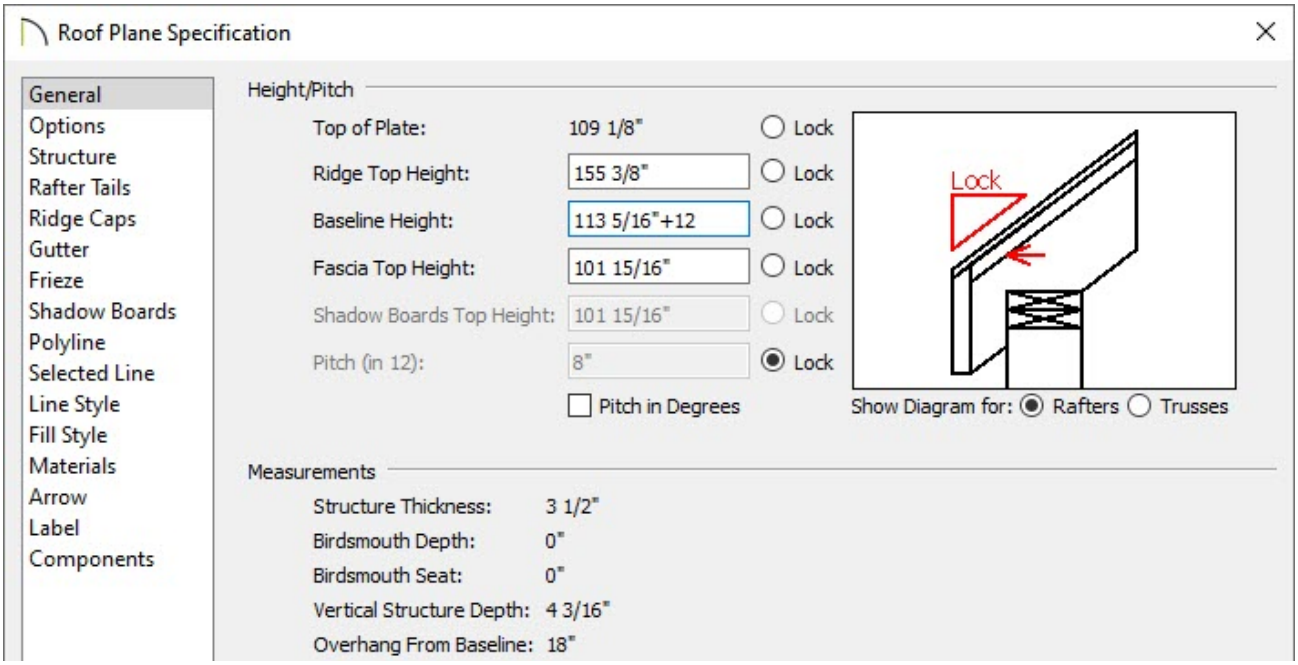
5. Create a **Camera** view to confirm that the roof plane is in the desired location.

To raise or lower a roof plane using the Roof Plane Specification dialog

1. Click the **Select Objects** tool, then click once on a roof plane near one of its edges to select it.

2. Click the **Open Object** edit button.

3. In the **Roof Plane Specification** dialog:



   - Lock the **Pitch** to keep the angle of the roof plane the same.

   - Set the diagram to show for Rafters or Trusses, which will give you a reference point as to where changes will be based off of.

   - Specify the new height for either the Ridge Top Height, Baseline Height, or Fascia Top Height. You can also use addition and subtraction in the dialog by using the "+" or "-" signs.

     In this example we are raising the roof plane Baseline Height by 12" by adding "+12" in the field.

4. Click **OK** button to close the dialog and confirm the changes.

5. Create a **Camera** view to confirm that the roof plane is in the desired location.

Related Articles

Creating Hip and Gable Roofs Manually (/support/article/KB-00441/creating-hip-and-

gable-roofs-manually.html)

(https://chieftalk.chiefarchitect.com/)

(/blog/)

(https://www.facebook.com/ChiefArchitect)

(https://www.youtube.com/user/ChiefArchitectInc)

(https://www.instagram.com/chiefarchitectsoftware/

(https://www.houzz.com/pro/chiefarchitect/)

(https://www.pinterest.com/chiefarchitect/)